

# OpenSplice DDS

Version 5.x

## C Reference Guide





# OpenSplice DDS

## C Reference Guide



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A close-up, low-angle photograph of a computer keyboard, focusing on the central and right-hand keys. The keys are white with dark lettering. A white grid pattern is overlaid on the entire image, creating a sense of depth and perspective. The lighting is soft, highlighting the texture of the keys and the grid lines.

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# Preface

## About the C Reference Guide

The *C Reference Guide* provides a detailed explanation of the OpenSplice DDS (*Subscription Paradigm for the Logical Interconnection of Concurrent Engines*) Application Programming Interfaces for the C language.

This reference guide is based on the OMG's *Data Distribution Service Specification* and *C Language Mapping Specification*.

The C Reference Guide focuses on the Data Centric Publish Subscribe (DCPS) layer and does not cover the DLRL layer. The purpose of the DCPS is the distribution of data (publish/subscribe). The structure of the DCPS is divided into five modules. Each module consists of several classes, which in turn generally contain several operations.

## Intended Audience

The *C Reference Guide* is intended to be used by C programmers who are using OpenSplice DDS to develop applications.

## Organisation

The C Reference Guide is organised into the following topics.

The *Introduction* describes the details of the document structure.

Chapter 1, *DCPS API General Description*, is a general description of the DCPS API and its error codes.

Chapter 2, *DCPS Modules*, provides the detailed description of the DCPS modules.

Chapter 3, *DCPS Classes and Operations*, provides the detailed description of the DCPS classes, structs and operations.

The following appendices are included, as well as a *Bibliography* containing references material and *Glossary*:

Appendix A, *Quality Of Service*

Appendix B, *API Constants and Types*

Appendix C, *Platform Specific IDL Interface*

Appendix D, *SampleStates, ViewStates and InstanceStates*

Appendix E, *Class Inheritance*

Appendix F, *Listeners, Conditions and Waitsets*

Appendix G, *DDS\_Topic Definitions*

Appendix H, *DCPS Queries and Filters*

## Conventions

The conventions listed below are used to guide and assist the reader in understanding the C Reference Guide.



Item of special significance or where caution needs to be taken.



Item contains helpful hint or special information.



Information applies to Windows (*e.g.* XP, 2003, Windows 7) only.



Information applies to Unix based systems (*e.g.* Solaris) only.



C language specific



C++ language specific



Java language specific

Hypertext links are shown as *[blue italic underlined](#)*.

On-Line (PDF) versions of this document: Items shown as cross references, *e.g.* *Contacts* on page xxiii, are hypertext links: click on the reference to go to the item.

```
% Commands or input which the user enters on the
   command line of their computer terminal
```

Courier fonts indicate programming code and file names.

Extended code fragments are shown in shaded boxes:

```
NameComponent newName[] = new NameComponent[1];

// set id field to "example" and kind field to an empty string
newName[0] = new NameComponent ("example", "");
```

*Italics* and ***Italic Bold*** are used to indicate new terms, or emphasise an item.

**Arial Bold** is used to indicate user related actions, *e.g.* **File > Save** from a menu.

**Step 1:** One of several steps required to complete a task.



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A close-up, low-angle view of a computer keyboard, focusing on the central and right-hand keys. The keys are white with dark lettering. A semi-transparent grid of thin white lines is overlaid on the entire image, creating a geometric pattern. The lighting is soft, and the overall color palette is muted, with a slight purple or blue tint. The word "INTRODUCTION" is centered in the upper half of the image in a dark blue, serif font.

# INTRODUCTION



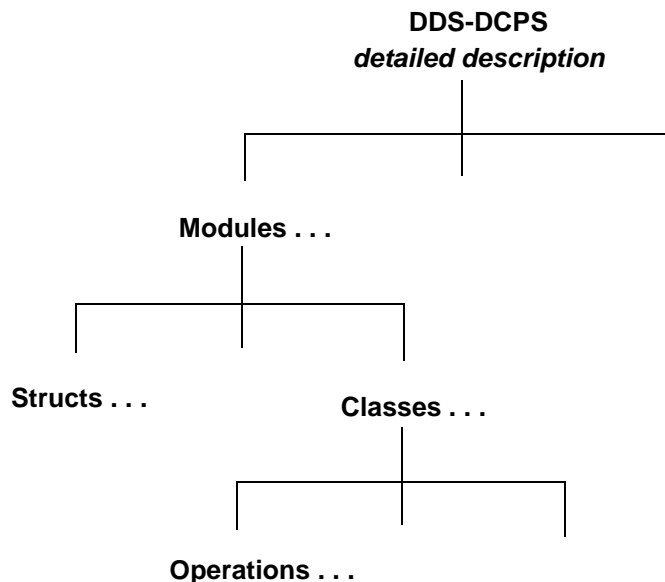
# About the C Reference Guide

## Document Structure

The C Reference Guide document structure is based on the structure of the DCPS Platform Independent Model (DCPS PIM) of the Data Distribution Service Specification. The detailed description is subdivided into the PIM Modules, which are then subdivided into classes.

Some of the classes are implemented as structs in the DCPS Platform Specific Model (DCPS PSM) of the Data Distribution Service Specification, as indicated in the Interface Description Language (IDL) chapter of the PSM (see Appendix C, *Platform Specific IDL Interface*). These structs are described in the respective chapters.

- In the classes as described in the PIM, which are implemented as a class in the PSM, the operations are described in detail.
- In the classes as described in the PIM, which are implemented as a struct in the PSM, the struct contents are described in detail.
- The order of the modules and classes is conform the PIM part.
- The order of the operations or struct contents is alphabetical.
- Each description of a class or struct starts with the API description header file.



**Figure 1 C Reference Guide Document Structure**

## Operations

Several types of operations are described in this manual. The different types of operations are: basic, inherited, abstract and abstract interface. All operations of any type can be found in their respective class. The details of their description depends on the type of operation.

Basic operations are described in detail in the class they are implemented in.

- Inherited operations only refer to the operation in the class they are inherited from. The detailed description is not repeated.
- Abstract operations only refer to the type specific implementations in their respective derived class. The detailed description is not repeated.
- Abstract operations which are implemented as an interface (`Listeners`), are described in detail in their class. These operations must be implemented in the application.

In the API description header file, the inherited and abstract operations are commented out since they are not implemented in this class.

Inheritance in the C API is implemented by prefixing the name of the operation with `DDS_` and the name of the class they are in. For example, the operation `get_name` in the class `Topic` is named `DDS_Topic_get_name`. Since this operation is actually inherited from the class `TopicDescription` the operation refers to the `TopicDescription` class for more information. However, in the `TopicDescription` class this operation is named `DDS_TopicDescripton_get_name`.

A close-up, low-angle shot of a computer keyboard, focusing on the keys. The image is overlaid with a white grid pattern, creating a geometric, wireframe effect. The lighting is soft, highlighting the texture of the keys and the grid lines. The overall color palette is muted, with shades of grey, white, and a hint of blue from the grid lines.

# API REFERENCE





## CHAPTER

# 1 *DCPS API General Description*

The structure of the DCPS is divided into modules, which are described in detail in the next chapter. Each module consists of several classes, which in turn may contain several operations.

Some of these operations have an operation return code of type `DDS_ReturnCode_t`, which is defined in the next table:

**Table 1 Return Codes**

<b>DDS_ReturnCode_t</b>	<b>Return Code Description</b>
<code>DDS_RETCODE_OK</code>	Successful return
<code>DDS_RETCODE_ERROR</code>	Generic, unspecified error
<code>DDS_RETCODE_BAD_PARAMETER</code>	Illegal parameter value
<code>DDS_RETCODE_UNSUPPORTED</code>	Unsupported operation or <code>DDS_QoSPolicy</code> setting. Can only be returned by operations that are optional or operations that uses an optional <code>DDS_&lt;DDS_Entity&gt;QoS</code> as a parameter
<code>DDS_RETCODE_ALREADY_DELETED</code>	The object target of this operation has already been deleted
<code>DDS_RETCODE_OUT_OF_RESOURCES</code>	Service ran out of the resources needed to complete the operation
<code>DDS_RETCODE_NOT_ENABLED</code>	Operation invoked on an <code>DDS_Entity</code> that is not yet enabled
<code>DDS_RETCODE_IMMUTABLE_POLICY</code>	Application attempted to modify an immutable <code>DDS_QoSPolicy</code>
<code>DDS_RETCODE_INCONSISTENT_POLICY</code>	Application specified a set of policies that are not consistent with each other
<code>DDS_RETCODE_PRECONDITION_NOT_MET</code>	A pre-condition for the operation was not met

**Table 1 Return Codes**

<b>DDS_ReturnCode_t</b>	<b>Return Code Description</b>
DDS_RETCODE_TIMEOUT	The operation timed out
DDS_RETCODE_ILLEGAL_OPERATION	An operation was invoked on an inappropriate object or at an inappropriate time (as determined by QosPolicies that control the behaviour of the object in question). There is no precondition that could be changed to make the operation succeed.
DDS_RETCODE_NO_DATA	Indicates a situation where the operation did not return any data

The name scope (name space) of these return codes is DDS. The operation return codes `DDS_RETCODE_OK`, `DDS_RETCODE_ERROR`, `DDS_RETCODE_ILLEGAL_OPERATION`, `DDS_RETCODE_BAD_PARAMETER`, `DDS_RETCODE_UNSUPPORTED` and `DDS_RETCODE_ALREADY_DELETED` are default for operations that return an operation return code and are therefore not explicitly mentioned in the DDS specification. However, in this manual they are mentioned along with each operation.

Some operations are not implemented. These operations are mentioned including their synopsis, but not described in this manual and return `DDS_RETCODE_UNSUPPORTED` when called from the application. All constants and types are given in Appendix B, *API Constants and Types*.

## 1.1 Thread Safety

All operations are thread safe apart from the `DDS_DomainParticipantFactory_get_instance` operation. It is the applications responsibility to call `DDS_DomainParticipantFactory_get_instance` only from one application thread. This restriction only applies to the first call of `DDS_DomainParticipantFactory_get_instance`.

## 1.2 Signal Handling

### **UNIX**

The Data Distribution Service sets signal handlers in order to assure that resources are released when signals that terminate the application process are cached. These signal handlers only call the exit function in order to force exit handlers to be activated.

If the application needs to set signal handlers for its own use, two situations can occur. In the first case the application sets a signal handler for a specific signal while the Data Distribution Service has not set a handler yet. The Data Distribution Service will not set its own handler in this case, but expects the application signal handler to call the exit function when the signal is meant to terminate the process. In

the second case the Data Distribution Service has already set a signal handler for a specific signal and the application program redefines the signal handling by setting its own handler. In that case the application should either chain the Data Distribution Service signal handler (to be executed as last) or to call the exit function itself when the cached signal is meant to terminate the application process.

The Data Distribution Service service will conditionally set the signal handlers when creating the `DomainParticipantFactory`, which is the first call to `DDS_DomainParticipantFactory_get_instance` for C.

The Data Distribution Service only sets signal handlers for signals that have the default behaviour of terminating the process without dumping a core.

## 1.3 Memory Management

When objects are being created, they occupy memory space. To avoid memory leaks when they are not used any more, these objects have to be deleted in order to release the memory space. However, when using pointers, it is difficult to keep track of which object has been released and which has not. When objects are not being released, the memory leak finally uses up all the resources and the application fails. On the other hand, when an object is being released twice because there were two pointers to the same object, the application fails. This implementation is based on the *OMG C Language Mapping Specification*. Accordingly, the CORBA rules listed below apply.

### 1.3.1 IDL Mapping Rules for Sequences

The names of the operations and types are given by the IDL mapping rules. For sequences several rules apply. The basic IDL definition of a sequence is defined by:

```
module name-space {
    typedef sequence<<sequence-element-type>>
    <sequence-name>;
}
```

In the C language, this results in the following type definition of the sequence:

```
typedef
    DDS_sequence_<name-space-prefix><sequence-element-type>
    <name-space>_<sequence-name>
```

In this type definition, the `<sequence-element-type>` is the type of the objects in the sequence. This `<sequence-element-type>` may be a standard type or a Data Distribution Service defined type. The `<name-space-prefix>` represents the name space in which the `<sequence-element-type>` is defined. The standard types have an empty prefix. In the Data Distribution Service all the

typedefs are set within the module DDS block, therefore defined types have the prefix DDS\_. Finally, the <sequence-name> is name of the sequence and is always prefixed by DDS\_.

### 1.3.1.1 Standard Defined Type

The standard defined types are the types as defined in the Data Distribution Service specification. For example, for the standard defined <sequence-element-type> of type string with a <sequence-name> of StringSeq, the following IDL definition is given:

```
typedef sequence<string> StringSeq
```

In C, this results in the following type definition of the sequence:

```
typedef DDS_sequence_string DDS_StringSeq
```

### 1.3.1.2 User Defined Type

The user defined types are the types as defined in the application. For example, for the user defined <sequence-element-type> of type Foo with a <sequence-name> of name FooSeq in the module SPACE, the following IDL definition is given:

```
module SPACE {
    typedef sequence<Foo> FooSeq;
}
```

In C, this results in the following type definition of the sequence:

```
typedef DDS_sequence_SPACE_Foo SPACE_FooSeq
```

### 1.3.1.3 Data Distribution Service Defined Type

For example, for the Data Distribution Service defined <sequence-element-type> of type SampleInfo with a <sequence-name> of name SampleInfoSeq, the following IDL definition is given:

```
typedef sequence<SampleInfo> SampleInfoSeq
```

In C, this results in the following type definition of the sequence:

```
typedef DDS_sequence_DDS_SampleInfo DDS_SampleInfoSeq
```

## 1.3.2 Plain Sequences

The following table shows the sequences for which the resources have to be managed. In other words, for these sequences DDS\_<sequence-name>\_\_alloc and DDS\_<sequence-name>\_allocbuf operations are available. For sequences, which are only used as an out parameter, the application does not need to use these allocation operations, since the Data Distribution Service allocates them. In this case, the application may use these operations for its own sequences. Furthermore to free the resources allocated with DDS\_<sequence-name>\_\_alloc and

DDS\_<sequence-name>\_allocbuf the application must use the DDS\_free operation. It does not make any difference whether the application or the Data Distribution Service does the allocation. When the application does not use the DDS\_free operation, the application will fail. The DDS\_free operation operates recursively, in other words all embedded structures are released.

Sequences and buffers can also be allocated on stack. However in case the application allocates a sequence or buffer on stack, the DDS\_free operation may not be used on this object, otherwise the application will fail.

**Table 2 Sequences**

Sequence Name	Parameter Type			
	In	Out	Inout	Return
DDS_ConditionSeq		X		
DDS_StringSeq	X			X
DDS_DataReaderSeq		X		
DDS_InstanceHandleSeq			X	
DDS_QosPolicyCountSeq	Used in status struct only.			
DDS_SampleInfoSeq			X	
DDS_sequence_octet	Used in QosPolicy struct only.			

### 1.3.3 Sequences Embedded in QosPolicy Objects

The following table shows the QosPolicy objects for which the resources have to be managed because they contain sequences. In other words, for these QosPolicy objects DDS\_<QosPolicy>\_\_alloc operations are available. The buffers used in these QosPolicy objects must be allocated using the DDS\_<sequence-name>\_allocbuf operations. The DDS\_free operation takes care of the embedded sequences and the buffers in a QosPolicy.

**Table 3 QosPolicy Objects**

QosPolicy Name	Parameter Type				Contains Sequence
	In	Out	Inout	Return	
DDS_DomainParticipantQos	X		X		DDS_sequence_octet
DDS_TopicQos	X		X		DDS_sequence_octet
DDS_PublisherQos	X		X		DDS_sequence_octet
					DDS_StringSeq
DDS_DataWriterQos	X		X		DDS_sequence_octet

**Table 3 QosPolicy Objects**

QosPolicy Name	Parameter Type				Contains Sequence
	In	Out	Inout	Return	
DDS_SubscriberQos	X		X		DDS_sequence_octet
					DDS_StringSeq
DDS_DataReaderQos	X		X		DDS_sequence_octet

### 1.3.4 Sequences Embedded in Status Objects

The following table shows the Status objects for which the resources have to be managed because they contain sequences. In other words, for these Status objects DDS\_<Status>\_\_alloc operations are available. The buffers used in these Status objects must be allocated using the DDS\_<sequence-name>\_allocbuf operations. The DDS\_free operation takes care of the embedded sequences and the buffers in a Status.

**Table 4 Status Objects**

Status Name	Parameter Type				Contains Sequence
	In	Out	Inout	Return	
DDS_OfferedIncompatibleQosStatus	X		X		DDS_QosPolicyCountSeq
DDS_RequestedIncompatibleQosStatus	X		X		DDS_QosPolicyCountSeq

### 1.3.5 Resources and operations

The interface description of the memory management operations is as follows:

```

/* interface Memory management */
typedef struct {
    DDS_unsigned_long _maximum;
    DDS_unsigned_long _length;
    DDS_<sequence-element-type> *_buffer;
    DDS_boolean _release;
} DDS_sequence_<name-space-prefix><sequence-element-type>;
typedef
    DDS_sequence_<name-space-prefix><sequence-element-type>
    DDS_<sequence-name>

/* implemented API operations */
void
    DDS_sequence_set_release
        (void *sequence,
         DDS_boolean release);
DDS_boolean

```

```

        DDS_sequence_get_release
            (void *sequence);
DDS_<sequence-name> *
    DDS_<sequence-name>__alloc
        (void);
DDS_<sequence-element-type> *
    DDS_<sequence-name>__allocbuf
        (DDS_unsigned_long len);
DDS_<QosPolicy>
    DDS_<QosPolicy>__alloc
        (void);
DDS_<Status>
    DDS_<Status>__alloc
        (void);
void
    DDS_free
        (void *);

```

The following paragraphs describe the usage of all memory management operations.

### 1.3.5.1 Sequences DDS\_<sequence-name>

#### Synopsis

```

#include <dds_dcps.h>
typedef struct {
    DDS_unsigned_long _maximum;
    DDS_unsigned_long _length;
    DDS_<sequence-element-type> *_buffer;
    DDS_boolean _release;
} DDS_sequence_<name-space-prefix>
<sequence-element-type>;
typedef DDS_sequence_<name-space-prefix>
    <sequence-element-type> DDS_<sequence-name>

```

#### Description

The typedef DDS\_<sequence-name> represents the sequence which contains the objects of <sequence-element-type>.

#### Attributes

*DDS\_unsigned\_long \_maximum* - the maximum number of elements that can be contained in the sequence.

*DDS\_unsigned\_long \_length* - the actual number of elements in the sequence.

*DDS\_<sequence-element-type> \*\_buffer* - a pointer to the sequence buffer.

*DDS\_boolean \_release* - indicates whether this sequence owns the memory of *\_buffer*.

### Detailed Description

The typedef `DDS_<sequence-name>` represents the sequence struct that holds the sequence attributes associated with the sequence buffer, which contains the objects of `<sequence-element-type>`. This sequence is allocated by calling `DDS_<sequence-name>__alloc`. The sequence buffer must be allocated separately by calling `DDS_<sequence-name>_allocbuf`. In other words when using a sequence, the memory space must be allocated for both the sequence struct and the sequence buffer. Whether, the application must allocate the resources or the Data Distribution Service allocates the resources, depends on the type of usage.

#### In or Inout Parameter

In case the sequence is passed as an in or inout parameter, both the sequence and the buffer must be allocated by the application. The application must set the attributes of the sequence according to the size and ownership of the buffer. Furthermore, for an inout parameter the application can control whether the Data Distribution Service must replace the elements in the sequence, the application can allow this by setting the *\_release* attribute.

- When set to `TRUE` the Data Distribution Service is allowed to free any pointer types. The Data Distribution Service sets the *\_length* attribute to the number of returned elements. The number of elements never exceeds the number set by the application in the *\_maximum* attribute.
- When set to `FALSE` the Data Distribution Service is not allowed to free the pointer types. In this case, the Data Distribution Service allocates exactly the amount of elements and set the *\_length* and the *\_maximum* attributes of the sequence to that amount.
- In either case, the sequence and the buffer must be released by the application by calling `DDS_free` on the sequence. In this case also the buffer is released, since the `DDS_free` operation is recursive.

#### Out or Return Parameter

In case the sequence is used as an out parameter or a sequence is returned by a function, both the sequence and the buffer are allocated by the Data Distribution Service. The attributes of the sequence are set by the Data Distribution Service according to the size and ownership of the buffer. The sequence and the buffer must be released by the application by calling `DDS_free` on the sequence. In this case also the buffer is released, since the `DDS_free` operation is recursive.



In case the Data Distribution Service has no data to return, it returns an empty sequence with the `_length` and the `_maximum` attributes of the sequence set to zero, the `_buffer` attribute set to `DDS_OBJECT_NIL` and the `_release` attribute set to `FALSE`.

### Allocation on the Stack

In case the sequence is allocated by the application. The application may also allocate the sequence on stack for performance reason instead of calling `DDS_<sequence-name>__alloc`. When the buffer is allocated on the stack the application must also set the `_release` attribute to `FALSE` as described below. In case the buffer is allocated using `DDS_<sequence-name>_allocbuf` then the application must release the buffer separately by calling `DDS_free` on `_buffer` of the sequence.

### Attributes

The attributes of the `DDS_<sequence-name>` struct must be set after allocation. In case of an out parameter or the sequence is returned by a function, the attributes are set by the Data Distribution Service. In case of an in parameter or inout parameter, the attributes must be set by the application.

The `_length` attribute of the sequence must be set to the current length of the sequence. In other words equal to the number of valid sequence elements.

The `_maximum` attribute of the sequence must be set to the size of the allocated sequence buffer. In other words equal to the `len` parameter used in the call to `DDS_<sequence-element-type>_allocbuf`.

The `_buffer` attribute of the sequence must be set to the pointer to the allocated sequence buffer. In other words equal to the returned pointer from the call to `DDS_<sequence-element-type>_allocbuf`. Or in case of allocation on stack, the pointer to the variable.

The `_release` flag of the sequence may not be set directly. The `_release` flag of the sequence must be set by using `DDS_sequence_set_release` and may only be read by using `DDS_sequence_get_release`. `DDS_sequence_set_release` may only be used by the creator of the sequence. If it is not called for a given sequence instance, then the default value of the `_release` flag for that instance is `FALSE`.

If the `_release` flag of the sequence is set to `TRUE`, the sequence effectively “owns” the resource pointed to by `_buffer`; if the flag is set to `FALSE`, the application is responsible for the resource. If, for example, a sequence is returned from an operation with its release flag set to `FALSE`, calling `DDS_free` on the returned sequence pointer does not deallocate the memory pointed to by `_buffer`.

Before calling `DDS_free` on the `_buffer` member of a sequence directly, the application should check the `_release` flag using `DDS_sequence_get_release`. If it returns `FALSE`, the application should not invoke `DDS_free` on the `_buffer` member; doing so produces undefined behaviour.

### 1.3.5.2 DDS\_sequence\_set\_release

#### Synopsis

```
#include <dds_dcps.h>
void
    DDS_sequence_set_release
        (void *sequence, DDS_boolean release);
```

#### Description

This operation sets the state of the `_release` flag of the sequence.

#### Parameters

in void \*sequence - a pointer to the `DDS_<sequence-name>`.

in DDS\_boolean release - the new state of the `_release` flag of the sequence.

#### Return Value

<none>

#### Detailed Description

This operation sets the state of the `_release` flag of the sequence. If the flag is set to `TRUE`, the sequence effectively “owns” the resource pointed to by `_buffer`; if the flag is set to `FALSE`, the application is responsible for the resource. If, for example, a sequence is returned from an operation with its release flag set to `FALSE`, calling `DDS_free` on the returned sequence pointer does not deallocate the memory pointed to by `_buffer`. Passing a `DDS_OBJECT_NIL` pointer or a pointer to something other than a sequence type to `DDS_sequence_set_release` produces undefined behaviour.

`DDS_sequence_set_release` should only be used by the creator of the sequence. If it is not called for a given sequence instance, then the default value of the `_release` flag for that instance is `FALSE`. The `_release` flag of the sequence may not be set directly. It may only be changed by this operation.

### 1.3.5.2.1 DDS\_sequence\_get\_release

#### Synopsis

```
#include <dds_dcps.h>
DDS_boolean
    DDS_sequence_get_release
        (void *sequence);
```

#### Description

This operation gets the state of the `_release` flag of the sequence.

#### Parameters

*in void \*sequence* - a pointer to the DDS\_<sequence-name>.

#### Return Value

*DDS\_boolean* - the present state of the `_release` flag of the sequence.

#### Detailed Description

This operation gets the present state of the `_release` flag of the sequence. If the flag returned is `TRUE`, the sequence effectively “owns” the resource pointed to by `_buffer`; if the flag returned is `FALSE`, the application is responsible for the resource. If, for example, a sequence is returned from an operation with its release flag set to `FALSE`, calling `DDS_free` on the returned sequence pointer does not deallocate the memory pointed to by `_buffer`. Before calling `DDS_free` on the `_buffer` member of a sequence directly, the application should check the `_release` flag using `DDS_sequence_get_release`. If it returns `FALSE`, the application should not invoke `DDS_free` on the `_buffer` member; doing so produces undefined behaviour. Passing a `DDS_OBJECT_NIL` pointer or a pointer to something other than a sequence type to `DDS_sequence_get_release` produces undefined behaviour.

### 1.3.5.2.2 DDS\_<sequence-name>\_\_alloc

#### Synopsis

```
#include <dds_dcps.h>
DDS_<sequence-name>
    DDS_<sequence-name>__alloc
        (void);
```

#### Description

This operation allocates a new DDS\_<sequence-name>.

## Parameters

<none>

## Return Value

*DDS\_<sequence-name>* - the pointer to the newly created empty *DDS\_<sequence-name>*. In case of an error, a *DDS\_OBJECT\_NIL* pointer is returned.

## Detailed Description

This operation allocates a new empty *DDS\_<sequence-name>*. This operation does not allocate the buffer and leave the sequence empty by setting the *\_length* and *\_maximum* attributes to zero and the *\_buffer* attribute to *DDS\_OBJECT\_NIL*. The application may also allocate the *DDS\_<sequence-name>* as a variable on stack. In this case the application may not use *DDS\_free* on the sequence. In case the *DDS\_<sequence-name>* was allocated by this operation, and the application wants to release the *DDS\_<sequence-name>* it must be released using *DDS\_free* on the sequence.

In case there are insufficient resources available to allocate the *DDS\_<sequence-name>*, a *DDS\_OBJECT\_NIL* pointer is returned instead.

### 1.3.5.2.3 *DDS\_<sequence-element-type>\_allocbuf*

## Synopsis

```
#include <dds_dcps.h>
    DDS_<sequence-element-type> *
        DDS_<sequence-name>_allocbuf
            (DDS_unsigned_long len);
```

## Description

This operation allocates a new *DDS\_<sequence-element-type>* buffer.

## Parameters

<none>

## Return Value

*DDS\_<sequence-element-type>* - the pointer to the newly created buffer of *DDS\_<sequence-element-type>*. In case of an error, a *DDS\_OBJECT\_NIL* pointer is returned.

## Detailed Description

This operation allocates a new buffer of `DDS_<sequence-element-type>`. The application may also allocate the buffer of `DDS_<sequence-element-type>` as a variable on stack. In this case the application may not use `DDS_free` on the buffer. Furthermore, the application may only use `DDS_free` on the sequence when the `_release` flag of the sequence is set to `FALSE` and/or the `_buffer` pointer is set to `DDS_OBJECT_NIL` to prevent the buffer from being released. In case the buffer of `DDS_<sequence-element-type>` was allocated by this operation, and the application wants to release the buffer of `DDS_<sequence-element-type>` it must be released using `DDS_free`.

In case there are insufficient resources available to allocate the buffer of `DDS_<sequence-element-type>`, a `DDS_OBJECT_NIL` pointer is returned instead.

### 1.3.5.2.4 `DDS_<QosPolicy>__alloc`

#### Synopsis

```
#include <dds_dcps.h>
DDS_<QosPolicy>
    DDS_<QosPolicy>__alloc
        (void);
```

#### Description

This operation allocates a new `DDS_<QosPolicy>`.

#### Parameters

<none>

#### Return Value

`DDS_<QosPolicy>` - the handle to the newly created `DDS_<QosPolicy>`. In case of an error, a `DDS_OBJECT_NIL` pointer is returned.

## Detailed Description

This operation allocates a new `DDS_<QosPolicy>`. The behaviour is identical to `DDS_<sequence-name>__alloc` except that it creates a `QosPolicy` structure including its embedded sequences. Further, the embedded buffers are not allocated.

### 1.3.5.2.5 `DDS_<Status>__alloc`

#### Synopsis

```
#include <dds_dcps.h>
DDS_<Status>
```

```
DDS_<Status>__alloc
(void);
```

### Description

This operation allocates a new DDS\_<Status>.

### Parameters

<none>

### Return Value

DDS\_<Status> - the handle to the newly created DDS\_<Status>. In case of an error, a DDS\_OBJECT\_NIL pointer is returned.

### Detailed Description

This operation allocates a new DDS\_<Status>. The behaviour is identical to DDS\_<sequence-name>\_\_alloc except that it creates a Status structure including its embedded sequences. Further, the embedded buffers are not allocated.

#### 1.3.5.2.6 DDS\_string\_alloc

### Synopsis

```
#include <dds_dcps.h>
DDS_char *
    DDS_string_alloc
        (DDS_unsigned_long len);
```

### Description

This operation dynamically allocates a string of a specified length.

### Parameters

in DDS\_unsigned\_long len - the length of the string to allocate. The allocated string has length len+1 (1 character is allocated extra for the terminating NUL character).

### Return Value

DDS\_char \* - the pointer to the allocated string. If there are insufficient resources available, a DDS\_OBJECT\_NIL pointer is returned.

## Detailed Description

This operation dynamically allocates a string of a specified length. The allocated string has length `len+1` (1 character is allocated extra for the terminating `'0'` character). If there are insufficient resources available, a `DDS_OBJECT_NIL` pointer is returned.

A string that is allocated via `DDS_string_alloc` must be freed using the operation `DDS_free`.

### 1.3.5.2.7 DDS\_free

#### Synopsis

```
#include <dds_dcps.h>
void
    DDS_free
        (void *);
```

#### Description

This operation releases the allocated resources for the object in the parameter.

#### Parameters

in `void *` - contains the object which resources should be released.

#### Return Value

<none>

## Detailed Description

This operation releases the allocated resources for the object in the parameter. The parameter may be a sequence in which case both the sequence and the sequence buffer are released since this operation operates recursively. Or the parameter may be a sequence buffer in case only the buffer is released. In both cases, the application is responsible to call this operation on the proper object in order to release the resources.

This operation may only be used when the resource was allocated using one of the `_alloc` operations. In case the object was declared as a variable on stack, the application may not use `DDS_free` on this object.

This means that there are four combinations of allocation possible:

Both the sequence and the buffer is allocated using the `DDS_<sequence-name>__alloc` and `DDS_<sequence-name>_allocbuf` operation. In this case the `DDS_free` operation must be used on the sequence to release both.

- The sequence is allocated on stack and the buffer is allocated using the `DDS_<sequence-name>_allocbuf` operation. In this case the sequence may not be released using the `DDS_free` operation but the buffer must be released using the `DDS_free` operation (operated on the buffer).
- The sequence is allocated using the `DDS_<sequence-name>__alloc` operation and the buffer is allocated on stack. In this case the `DDS_free` operation must be used on the sequence but the buffer may not be released using the `DDS_free` operation. Since the `DDS_free` operation works recursively, the application must put the `_release` flag of the sequence to `FALSE` and/or the `_buffer` pointer to `DDS_OBJECT_NIL` to prevent the buffer from being released.
- Both the sequence and the buffer are allocated on stack. In this case the `DDS_free` operation may not be used.

## 1.4 Listeners Interfaces

The `Listener` provides a generic mechanism (actually a callback function) for the Data Distribution Service to notify the application of relevant asynchronous status change events, such as a missed deadline, violation of a `DDS_QosPolicy` setting, etc. The `Listener` is related to changes in communication status.

The `Listener` interfaces are designed as an interface at PIM level. In other words, such an interface is part of the application which must implement the interface operations. These operations must be provided by the application. **All** `Listener` operations **must** be implemented, it is up to the application whether an operation is empty or contains some functionality.

Each DCPS `DDS_Entity` supports its own specialized kind of `Listener`. Therefore, the following `Listeners` are available:

- `DDS_DomainParticipantListener`
- `DDS_TopicListener`
- `DDS_PublisherListener`
- `DDS_DataWriterListener`
- `DDS_SubscriberListener`
- `DDS_DataReaderListener`

For example, since a `DDS_DataReader` is a kind of `DDS_Entity`, it has the ability to have a `Listener` associated with it. In this case, the associated `Listener` must be of type `DDS_DataReaderListener`. This interface must be implemented by the application. *All* `DDS_DataReaderListener` operations *must* be implemented, it is up to the application whether an operation is empty or contains some functionality.



As an example, one of the operations in the `DDS_DataReaderListener` is the `DDS_DataReaderListener_on_liveliness_changed`. This operation (implemented by the application) will be called by the Data Distribution Service when the liveliness of the associated `DDS_DataWriter` has changed. In other words, it serves as a callback function to the event of a change in liveliness. The parameters of the operation are supplied by the Data Distribution Service. In this example, the pointer to the `DDS_DataReader` and the status of the liveliness are provided.

### Implementation

The struct `DDS_<Entity>Listener` represents the implementation of the Listener for an `<Entity>`. Since a Listener is implemented as a struct of pointers, the application must allocate this struct and initialise these pointers. The Listener is allocated using the appropriate `DDS_<Entity>Listener__alloc` operation. Each pointer must point to the appropriate callback operation defined in the application (when the status is enabled). It is up to the application whether an operation is empty or contains some functionality. An example is presented of the allocation and initialization of a `DDS_DataReaderListener` which is only enabled for the `on_liveliness_changed`. The `on_liveliness_changed` operation is provided by the application:

```
#include "dds_dcps.h"
static struct DDS_DataReaderListener msgListener;
DDS_FooDataReader FooDR;
/* at this point, it is not important how to create the FooDR
*/
DataWriterListenerData UserDefined_ListenerData;
/* at this point, it is not important how
UserDefined_ListenerData is implemented.
This parameter can be used for Listener identification.
If not used, the parameter may be NULL. */
/* Prepare a listener for the Foo DataReader. */
msgListener = DDS_DataReaderListener__alloc();
msgListener.listener_data = UserDefined_ListenerData;
msgListener.on_requested_deadline_missed = NULL;
msgListener.on_requested_incompatible_qos = NULL;
msgListener.on_sample_rejected = NULL;
msgListener.on_liveliness_changed =
    (void (*)(void *, DDS_DataReader)) on_live_change;
msgListener.on_data_available = NULL;
msgListener.on_subscription_matched = NULL;
msgListener.on_sample_lost = NULL;

/* Set the Listener with a mask only
```

```

        to trigger on on_liveliness_changed. */
    status = DDS_DataReader_set_listener
        (FoodR,
         &msgListener,
         DDS_LIVELINESS_CHANGED_STATUS);

```

### 1.4.1 Struct DDS\_<Entity>Listener

The struct DDS\_<Entity>Listener represents the implementation of a Listener.

The interface description applies to the different types of <Entity>, that is the DomainParticipant, Topic, Publisher, DataWriter, Subscriber or DataReader. The actual attributes depends on the <Entity>. Only for the DomainParticipant all the fields are applicable. the description of these structs is as follows:

```

typedef struct DDS_DomainParticipantListener
    *DDS_DomainParticipantListener;
    struct DDS_DomainParticipantListener
    {
        void *listener_data;
        DDS_DomainParticipantListener_InconsistentTopicListener
            on_inconsistent_topic;

        DDS_DomainParticipantListener_OfferedDeadlineMissedListener
            on_offered_deadline_missed;

        DDS_DomainParticipantListener_OfferedIncompatibleQosListener
            on_offered_incompatible_qos;
        DDS_DomainParticipantListener_LivelinessLostListener
            on_liveliness_lost;
        DDS_DomainParticipantListener_PublicationMatchListener
            on_publication_matched;

        DDS_DomainParticipantListener_RequestedDeadlineMissedListener
            on_requested_deadline_missed;
        DDS_DomainParticipantListener_
            RequestedIncompatibleQosListener
            on_requested_incompatible_qos;
        DDS_DomainParticipantListener_SampleRejectedListener
            on_sample_rejected;
        DDS_DomainParticipantListener_LivelinessChangedListener
            on_liveliness_changed;
        DDS_DomainParticipantListener_DataAvailableListener
            on_data_available;
        DDS_DomainParticipantListener_SubscriptionMatchListener

```

```

        on_subscription_matched;
    DDS_DomainParticipantListener_SampleLostListener
        on_sample_lost;
    DDS_DomainParticipantListener_DataOnReadersListener
        on_data_on_readers;
};
typedef struct DDS_TopicListener
    *DDS_TopicListener;
struct DDS_TopicListener
{
    void *listener_data;
    DDS_TopicListener_InconsistentTopicListener
        on_inconsistent_topic;
};
typedef struct DDS_PublisherListener
    *DDS_PublisherListener;
struct DDS_PublisherListener
{
    void *listener_data;
    DDS_PublisherListener_OfferedDeadlineMissedListener
        on_offered_deadline_missed;
    DDS_PublisherListener_OfferedIncompatibleQosListener
        on_offered_incompatible_qos;
    DDS_PublisherListener_LivelinessLostListener
        on_liveliness_lost;
    DDS_PublisherListener_PublicationMatchListener
        on_publication_matched;
};
typedef struct DDS_DataWriterListener
    *DDS_DataWriterListener;
struct DDS_DataWriterListener
{
    void *listener_data;
    DDS_DataWriterListener_OfferedDeadlineMissedListener
        on_offered_deadline_missed;
    DDS_DataWriterListener_OfferedIncompatibleQosListener
        on_offered_incompatible_qos;
    DDS_DataWriterListener_LivelinessLostListener
        on_liveliness_lost;
    DDS_DataWriterListener_PublicationMatchListener
        on_publication_matched;
};
typedef struct DDS_SubscriberListener
    *DDS_SubscriberListener;
struct DDS_SubscriberListener

```

```

{
    void *listener_data;
    DDS_SubscriberListener_RequestedDeadlineMissedListener
        on_requested_deadline_missed;
    DDS_SubscriberListener_RequestedIncompatibleQosListener
        on_requested_incompatible_qos;
    DDS_SubscriberListener_SampleRejectedListener
        on_sample_rejected;
    DDS_SubscriberListener_LivelinessChangedListener
        on_liveliness_changed;
    DDS_SubscriberListener_DataAvailableListener
        on_data_available;
    DDS_SubscriberListener_SubscriptionMatchListener
        on_subscription_matched;
    DDS_SubscriberListener_SampleLostListener
        on_sample_lost;
    DDS_SubscriberListener_DataOnReadersListener
        on_data_on_readers;
};
typedef struct DDS_DataReaderListener
    *DDS_DataReaderListener;
struct DDS_DataReaderListener
{
    void *listener_data;
    DDS_DataReaderListener_RequestedDeadlineMissedListener
        on_requested_deadline_missed;
    DDS_DataReaderListener_RequestedIncompatibleQosListener
        on_requested_incompatible_qos;
    DDS_DataReaderListener_SampleRejectedListener
        on_sample_rejected;
    DDS_DataReaderListener_LivelinessChangedListener
        on_liveliness_changed;
    DDS_DataReaderListener_DataAvailableListener
        on_data_available;
    DDS_DataReaderListener_SubscriptionMatchListener
        on_subscription_matched;
    DDS_DataReaderListener_SampleLostListener
        on_sample_lost;
};
/* implemented API operations
 *      <no operations> */

```

The next paragraphs describes the usage of the DDS\_<Entity>Listener structs.

## 1.4.2 DDS\_DomainParticipantListener

### Synopsis

```
#include <dds_dcps.h>
struct DDS_DomainParticipantListener
{
    void *listener_data;
    DDS_DomainParticipantListener_InconsistentTopicListener
        on_inconsistent_topic;
    DDS_DomainParticipantListener_OfferedDeadlineMissedListener
        on_offered_deadline_missed;
    DDS_DomainParticipantListener_OfferedIncompatibleQosListener
        on_offered_incompatible_qos;
    DDS_DomainParticipantListener_LivelinessLostListener
        on_liveliness_lost;
    DDS_DomainParticipantListener_PublicationMatchListener
        on_publication_matched;
    DDS_DomainParticipantListener_RequestedDeadlineMissedListener
        on_requested_deadline_missed;
    DDS_DomainParticipantListener_RequestedIncompatibleQosListener
        on_requested_incompatible_qos;
    DDS_DomainParticipantListener_SampleRejectedListener
        on_sample_rejected;
    DDS_DomainParticipantListener_LivelinessChangedListener
        on_liveliness_changed;
    DDS_DomainParticipantListener_DataAvailableListener
        on_data_available;
    DDS_DomainParticipantListener_SubscriptionMatchListener
        on_subscription_matched;
    DDS_DomainParticipantListener_SampleLostListener
        on_sample_lost;
    DDS_DomainParticipantListener_DataOnReadersListener
        on_data_on_readers;
};
```

### Description

The struct `DDS_DomainParticipantListener` represents the implementation of the `DomainParticipantListener`.

### Attributes

*void \*listener\_data* - a pointer to a user defined object, which may be used for identification of the Listener.

*DDS\_DomainParticipantListener\_InconsistentTopicListener on\_inconsistent\_topic* - a pointer to the call back function implemented by the application.

*DDS\_DomainParticipantListener\_OfferedDeadlineMissedListener*  
*on\_offered\_deadline\_missed* - a pointer to the call back function implemented by the application.

*DDS\_DomainParticipantListener\_OfferedIncompatibleQosListener*  
*on\_offered\_incompatible\_qos* - a pointer to the call back function implemented by the application.

*DDS\_DomainParticipantListener\_LivelinessLostListener*  
*on\_liveliness\_lost* - a pointer to the call back function implemented by the application.

*DDS\_DomainParticipantListener\_PublicationMatchListener*  
*on\_publication\_matched* - a pointer to the call back function implemented by the application.

*DDS\_DomainParticipantListener\_RequestedDeadlineMissedListener*  
*on\_requested\_deadline\_missed* - a pointer to the call back function implemented by the application.

*DDS\_DomainParticipantListener\_RequestedIncompatibleQosListener*  
*on\_requested\_incompatible\_qos* - a pointer to the call back function implemented by the application.

*DDS\_DomainParticipantListener\_SampleRejectedListener*  
*on\_sample\_rejected* - a pointer to the call back function implemented by the application.

*DDS\_DomainParticipantListener\_LivelinessChangedListener*  
*on\_liveliness\_changed* - a pointer to the call back function implemented by the application.

*DDS\_DomainParticipantListener\_DataAvailableListener*  
*on\_data\_available* - a pointer to the call back function implemented by the application.

*DDS\_DomainParticipantListener\_SubscriptionMatchListener*  
*on\_subscription\_matched* - a pointer to the call back function implemented by the application.

*DDS\_DomainParticipantListener\_SampleLostListener*  
*on\_sample\_lost* - a pointer to the call back function implemented by the application.

*DDS\_DomainParticipantListener\_DataOnReadersListener*  
*on\_data\_on\_readers* - a pointer to the call back function implemented by the application.

## Detailed Description

The struct `DDS_DomainParticipantListener` represents the implementation of the `Listener` for the `DomainParticipant`. Since a `Listener` is implemented as a struct of pointers, the application must allocate this struct and initialise these pointers. The `Listener` is allocated using the `DDS_DomainParticipantListener__alloc` operation. Each pointer must point to the appropriate callback operation defined in the application. It is up to the application whether an operation is empty or contains some functionality. The `listener_data` attribute is a pointer to an application defined object. This attribute can be used to supply the identity of the `Listener`, which has been called. A description of the other attributes is given in the appropriate `on_<status>` callback operations in each `Listener`.

### 1.4.3 DDS\_TopicListener

#### Synopsis

```
#include <dds_dcps.h>
struct DDS_TopicListener
{
    void *listener_data;
    DDS_TopicListener_InconsistentTopicListener
        on_inconsistent_topic;
};
```

#### Description

The struct `DDS_TopicListener` represents the implementation of the `TopicListener`.

#### Attributes

`void *listener_data` - a pointer to a user defined object, which may be used for identification of the `Listener`.

`DDS_TopicListener_InconsistentTopicListener`  
`on_inconsistent_topic` - a pointer to the call back function implemented by the application.

#### Detailed Description

The struct `DDS_TopicListener` represents the implementation of the `Listener` for the `Topic`. Since a `Listener` is implemented as a struct of pointers, the application must allocate this struct and initialise these pointers. The `Listener` is allocated using the `DDS_TopicListener__alloc` operation. Each pointer must point to the appropriate callback operation defined in the application. It is up to the application whether an operation is empty or contains some functionality. The

`listener_data` attribute is a pointer to an application defined object. This attribute can be used to supply the identity of the `Listener`, which has been called. A description of the other attributes is given in the appropriate `on_<status>` callback operations in each `Listener`.

#### 1.4.4 DDS\_PublisherListener

##### Synopsis

```
#include <dds_dcps.h>
struct DDS_publisherListener
{
    void *listener_data;
    DDS_publisherListener_OfferedDeadlineMissedListener
        on_offered_deadline_missed;
    DDS_publisherListener_OfferedIncompatibleQosListener
        on_offered_incompatible_qos;
    DDS_publisherListener_LivelinessLostListener
        on_liveliness_lost;
    DDS_publisherListener_PublicationMatchListener
        on_publication_matched;
};
```

##### Description

The struct `DDS_publisherListener` represents the implementation of the `publisherListener`.

##### Attributes

`void *listener_data` - a pointer to a user defined object, which may be used for identification of the `Listener`.

`DDS_publisherListener_OfferedDeadlineMissedListener`  
`on_offered_deadline_missed` - a pointer to the call back function implemented by the application.

`DDS_publisherListener_OfferedIncompatibleQosListener`  
`on_offered_incompatible_qos` - a pointer to the call back function implemented by the application.

`DDS_publisherListener_LivelinessLostListener`  
`on_liveliness_lost` - a pointer to the call back function implemented by the application.

`DDS_publisherListener_PublicationMatchListener`  
`on_publication_matched` - a pointer to the call back function implemented by the application.



## Detailed Description

The struct `DDS_publisherListener` represents the implementation of the `Listener` for the publisher. Since a `Listener` is implemented as a struct of pointers, the application must allocate this struct and initialise these pointers. The `Listener` is allocated using the `DDS_publisherListener__alloc` operation. Each pointer must point to the appropriate callback operation defined in the application. It is up to the application whether an operation is empty or contains some functionality. The `listener_data` attribute is a pointer to an application defined object. This attribute can be used to supply the identity of the `Listener`, which has been called. A description of the other attributes is given in the appropriate `on_<status>` callback operations in each `Listener`.

### 1.4.5 DDS\_DataWriterListener

#### Synopsis

```
#include <dds_dcps.h>
struct DDS_DataWriterListener
{
    DDS_DataWriterListener_OfferedDeadlineMissedListener
        on_offered_deadline_missed;
    DDS_DataWriterListener_OfferedIncompatibleQosListener
        on_offered_incompatible_qos;
    DDS_DataWriterListener_LivelinessLostListener
        on_liveliness_lost;
    DDS_DataWriterListener_PublicationMatchListener
        on_publication_matched;
};
```

#### Description

The struct `DDS_DataWriterListener` represents the implementation of the `DataWriterListener`.

#### Attributes

`void *listener_data` - a pointer to a user defined object, which may be used for identification of the `Listener`.

`DDS_DataWriterListener_OfferedDeadlineMissedListener`  
`on_offered_deadline_missed` - a pointer to the call back function implemented by the application.

`DDS_DataWriterListener_OfferedIncompatibleQosListener`  
`on_offered_incompatible_qos` - a pointer to the call back function implemented by the application.

*DDS\_DataWriterListener\_LivelinessLostListener*  
*on\_liveliness\_lost* - a pointer to the call back function implemented by the application.

*DDS\_DataWriterListener\_PublicationMatchListener*  
*on\_publication\_matched* - a pointer to the call back function implemented by the application.

## Detailed Description

The struct `DDS_DataWriterListener` represents the implementation of the Listener for the DataWriter. Since a Listener is implemented as a struct of pointers, the application must allocate this struct and initialise these pointers. The Listener is allocated using the `DDS_DataWriterListener__alloc` operation. Each pointer must point to the appropriate callback operation defined in the application. It is up to the application whether an operation is empty or contains some functionality. The `listener_data` attribute is a pointer to an application defined object. This attribute can be used to supply the identity of the Listener, which has been called. A description of the other attributes is given in the appropriate `on_<status>` callback operations in each Listener.

### 1.4.6 DDS\_SubscriberListener

#### Synopsis

```
#include <dds_dcps.h>
struct DDS_SubscriberListener
{
    void *listener_data;
    DDS_SubscriberListener_RequestedDeadlineMissedListener
        on_requested_deadline_missed;
    DDS_SubscriberListener_RequestedIncompatibleQosListener
        on_requested_incompatible_qos;
    DDS_SubscriberListener_SampleRejectedListener
        on_sample_rejected;
    DDS_SubscriberListener_LivelinessChangedListener
        on_liveliness_changed;
    DDS_SubscriberListener_DataAvailableListener
        on_data_available;
    DDS_SubscriberListener_SubscriptionMatchListener
        on_subscription_matched;
    DDS_SubscriberListener_SampleLostListener
        on_sample_lost;
    DDS_SubscriberListener_DataOnReadersListener
        on_data_on_readers;
};
```

## Description

The struct `DDS_SubscriberListener` represents the implementation of the `SubscriberListener`.

## Attributes

`void *listener_data` - a pointer to a user defined object, which may be used for identification of the Listener.

`DDS_SubscriberListener_RequestedDeadlineMissedListener`  
`on_requested_deadline_missed` - a pointer to the call back function implemented by the application.

`DDS_SubscriberListener_RequestedIncompatibleQosListener`  
`on_requested_incompatible_qos` - a pointer to the call back function implemented by the application.

`DDS_SubscriberListener_SampleRejectedListener`  
`on_sample_rejected` - a pointer to the call back function implemented by the application.

`DDS_SubscriberListener_LivelinessChangedListener`  
`on_liveliness_changed` - a pointer to the call back function implemented by the application.

`DDS_SubscriberListener_DataAvailableListener`  
`on_data_available` - a pointer to the call back function implemented by the application.

`DDS_SubscriberListener_SubscriptionMatchListener`  
`on_subscription_matched` - a pointer to the call back function implemented by the application.

`DDS_SubscriberListener_SampleLostListener` `on_sample_lost` - a pointer to the call back function implemented by the application.

`DDS_SubscriberListener_DataOnReadersListener`  
`on_data_on_readers` - a pointer to the call back function implemented by the application.

## Detailed Description

The struct `DDS_SubscriberListener` represents the implementation of the Listener for the Subscriber. Since a Listener is implemented as a struct of pointers, the application must allocate this struct and initialise these pointers. The Listener is allocated using the `DDS_SubscriberListener__alloc` operation. Each pointer must point to the appropriate callback operation defined in the application. It is up to the application whether an operation is empty or contains some functionality. The `listener_data` attribute is a pointer to an application

defined object. This attribute can be used to supply the identity of the `Listener`, which has been called. A description of the other attributes is given in the appropriate `on_<status>` callback operations in each `Listener`.

### 1.4.7 DDS\_DataReaderListener

#### Synopsis

```
#include <dds_dcps.h>
struct DDS_DataReaderListener
{
    void *listener_data;
    DDS_DataReaderListener_RequestedDeadlineMissedListener
        on_requested_deadline_missed;
    DDS_DataReaderListener_RequestedIncompatibleQosListener
        on_requested_incompatible_qos;
    DDS_DataReaderListener_SampleRejectedListener
        on_sample_rejected;
    DDS_DataReaderListener_LivelinessChangedListener
        on_liveliness_changed;
    DDS_DataReaderListener_DataAvailableListener
        on_data_available;
    DDS_DataReaderListener_SubscriptionMatchListener
        on_subscription_matched;
    DDS_DataReaderListener_SampleLostListener
        on_sample_lost;
};
```

#### Description

The struct `DDS_DataReaderListener` represents the implementation of the `DataReaderListener`.

#### Attributes

`void *listener_data` - a pointer to a user defined object, which may be used for identification of the `Listener`.

`DDS_DataReaderListener_RequestedDeadlineMissedListener`  
`on_requested_deadline_missed` - a pointer to the call back function implemented by the application.

`DDS_DataReaderListener_RequestedIncompatibleQosListener`  
`on_requested_incompatible_qos` - a pointer to the call back function implemented by the application.

`DDS_DataReaderListener_SampleRejectedListener`  
`on_sample_rejected` - a pointer to the call back function implemented by the application.

*DDS\_DataReaderListener\_LivelinessChangedListener*  
*on\_liveliness\_changed* - a pointer to the call back function implemented by the application.

*DDS\_DataReaderListener\_DataAvailableListener*  
*on\_data\_available* - a pointer to the call back function implemented by the application.

*DDS\_DataReaderListener\_SubscriptionMatchListener*  
*on\_subscription\_matched* - a pointer to the call back function implemented by the application.

*DDS\_DataReaderListener\_SampleLostListener* *on\_sample\_lost* - a pointer to the call back function implemented by the application.

### Detailed Description

The struct `DDS_DataReaderListener` represents the implementation of the `Listener` for the `DataReader`. Since a `Listener` is implemented as a struct of pointers, the application must allocate this struct and initialise these pointers. The `Listener` is allocated using the `DDS_DataReaderListener__alloc` operation. Each pointer must point to the appropriate callback operation defined in the application. It is up to the application whether an operation is empty or contains some functionality. The `listener_data` attribute is a pointer to an application defined object. This attribute can be used to supply the identity of the `Listener`, which has been called. A description of the other attributes is given in the appropriate `on_<status>` callback operations in each `Listener`.

## 1.5 Inheritance of Abstract Operations

The information provided here conforms to the

- PIM part of the DDS-DCPS specification (for module descriptions)
- PSM part of the DDS-DCPS specification (for class and operation descriptions).

For detailed information refer to the *OMG C Language Mapping Specification*.

At PIM level, inheritance is used to define abstract classes and operations. The OMG IDL PSM defines the interface for an application to interact with the Data Distribution Service. The DCPS API for the C programming language conforms to the IDL to C mapping as specified in the *OMG C Language Mapping Specification*.

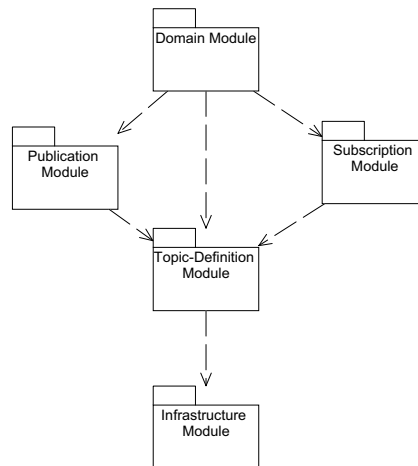
Inheritance of operations is not implemented when different type parameters for the same operation are used. In this case operations are implemented in their respective derived class (e.g. `DDS_<Entity>_get_qos` and `DDS_<Entity>_set_qos`). These operations are commented out in the IDL PSM.



# 2 DCPS Modules

*DCPS is divided into five modules, which are described briefly in this chapter. Each module consists of several classes as defined at PIM level in the DDS-DCPS specification. Some of the classes as described in the PIM are implemented as a struct in the PSM; these classes are treated as a class in this chapter according to the PIM with a remark about their implementation (struct). In the next chapter their actual implementations are described.*

*Each class contains several operations, which may be abstract. Those classes, which are implemented as a struct do not have any operations. The modules and the classes are ordered conform the DDS-DCPS specification. The classes, interfaces, structs and operations are described in the next chapter.*



**Figure 2 DCPS Module Composition**

## 2.1 Functionality

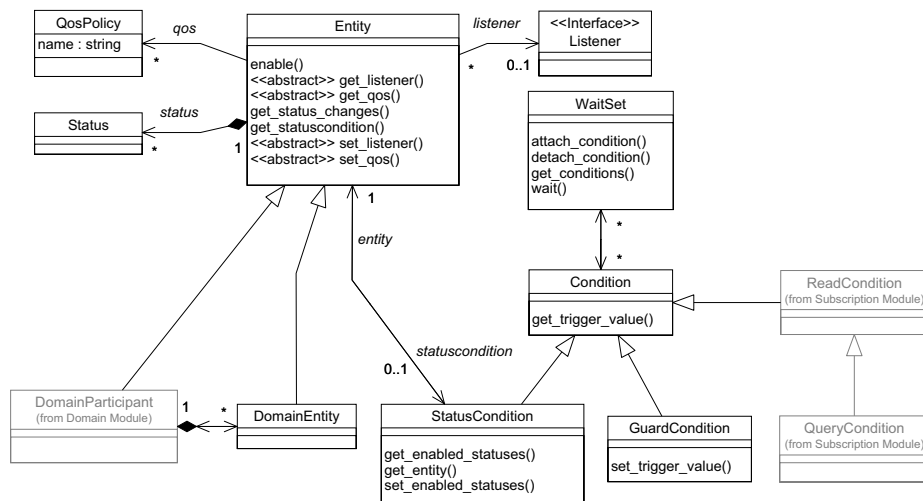
The modules have the following function in the Data Distribution Service:

- **Infrastructure Module:** This module defines the abstract classes and interfaces, which are refined by the other modules. It also provides the support for the interaction between the application and the Data Distribution Service (state-based and event-based)

- **Domain Module** - This module contains the `DDS_DomainParticipant` class, which is the entry point of the application, the `DDS_DomainParticipantFactory` class and the `DDS_DomainParticipantListener` interface
- **Topic-Definition Module** - This module contains the `DDS_Topic`, `DDS_ContentFilteredTopic` and `DDS_MultiTopic` classes. It also contains the `DDS_TopicListener` interface and all support to define `DDS_Topic` objects and assign `QosPolicy` settings to them
- **Publication Module** - This module contains the `DDS_Publisher` and `DDS_DataWriter` classes. It also contains the `DDS_PublisherListener` and `DDS_DataWriterListener` interfaces
- **Subscription Module** - This module contains the `DDS_Subscriber`, `DDS_DataReader`, `DDS_ReadCondition` and `DDS_QueryCondition` classes. It also contains the `DDS_SubscriberListener` and `DDS_DataReaderListener` interfaces

## 2.2 Infrastructure Module

This module defines the abstract classes and interfaces, which, in the PIM definition, are refined by the other modules. It also provides the support for the interaction between the application and the Data Distribution Service (event-based and state-based). The event-based interaction is supported by `DDS_Listeners`, the state-based interaction is supported by `DDS_WaitSets` and `DDS_Conditions`.



**Figure 3 DCPS Infrastructure Module's Class Model**

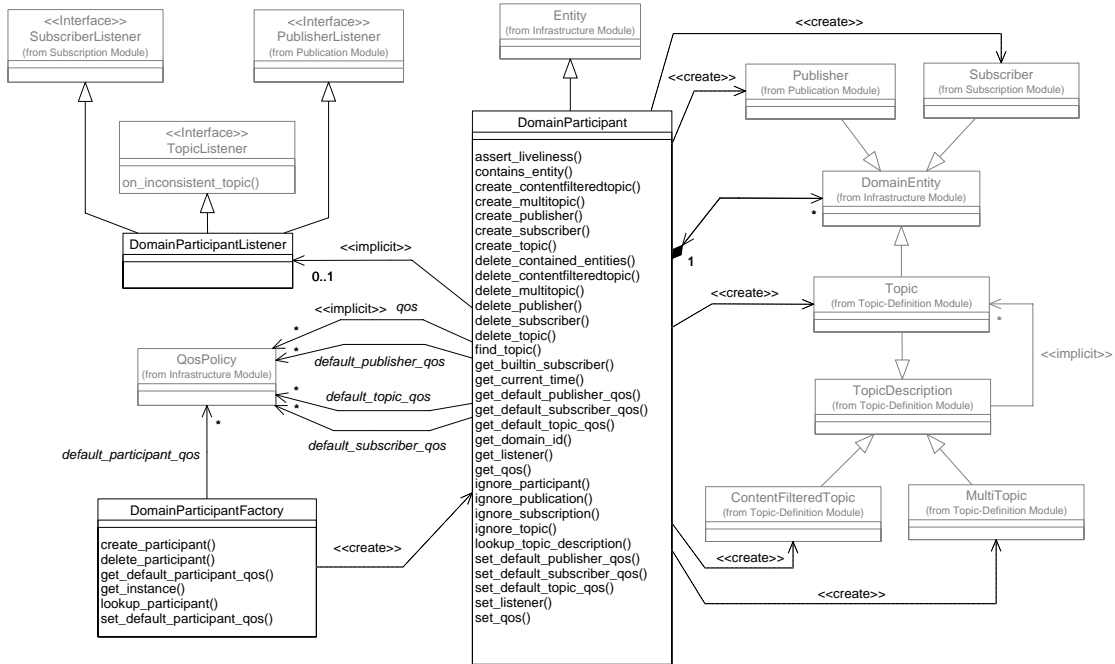
This module contains the following classes:



- `DDS_Entity` (abstract)
- `DDS_DomainEntity` (abstract)
- `DDS_QosPolicy` (abstract, struct)
- `DDS_Listener` (interface)
- `DDS_Status` (abstract, struct)
- `DDS_WaitSet`
- `DDS_Condition`
- `DDS_GuardCondition`
- `DDS_StatusCondition`

## 2.3 Domain Module

This module contains the class `DDS_DomainParticipant`, which acts as an entry point of the Data Distribution Service and acts as a factory for many of the classes. The `DDS_DomainParticipant` also acts as a container for the other objects that make up the Data Distribution Service. It isolates applications within the same `Domain` from other applications in a different `Domain` on the same set of computers. A `Domain` is a “virtual network” and applications with the same `domainId` are isolated from applications with a different `domainId`. In this way, several independent distributed applications can coexist in the same physical network without interfering, or even being aware of each other.



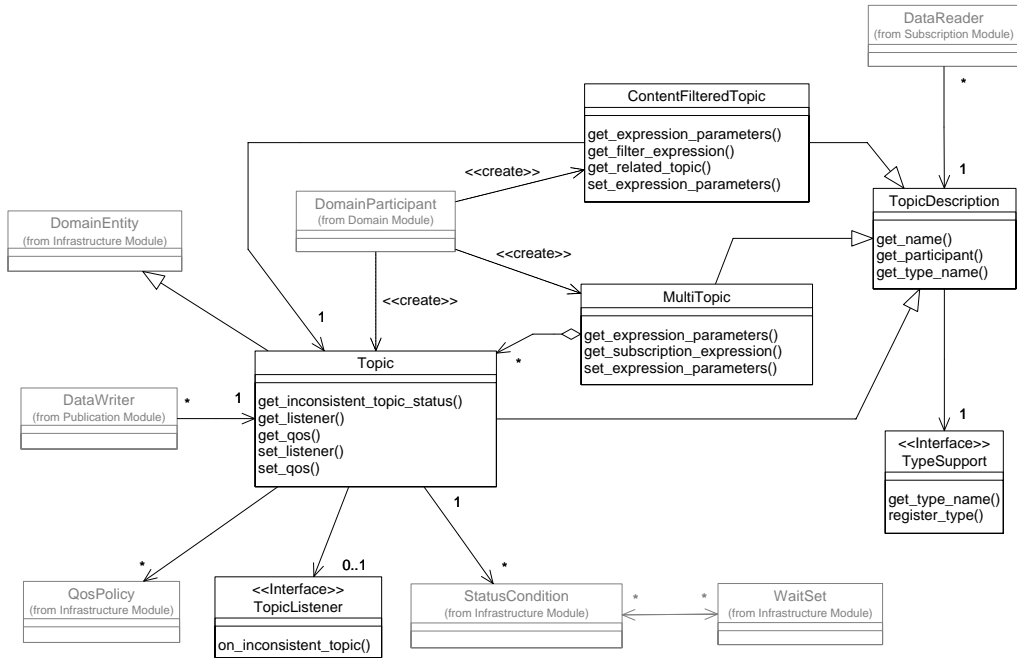
**Figure 4 DCPS Domain Module's Class Model**

This module contains the following classes:

- DDS\_DomainParticipant
- DDS\_DomainParticipantFactory
- DDS\_DomainParticipantListener (interface)
- DDS\_Domain (*not depicted*)

## 2.4 Topic-Definition Module

This module contains the DDS\_Topic, DDS\_ContentFilteredTopic and DDS\_MultiTopic classes. It also contains the DDS\_TopicListener interface and all support to define DDS\_Topic objects and assign QosPolicy settings to them.



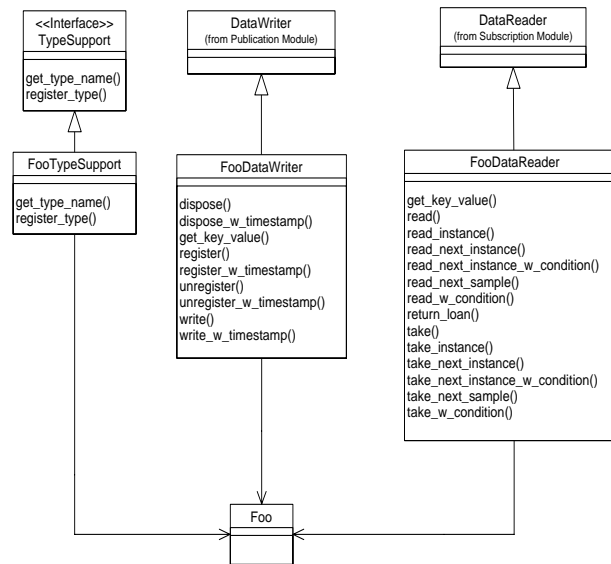
**Figure 5 DCPS Topic-Definition Module’s Class Model**

This module contains the following classes:

- DDS\_TopicDescription (abstract)
- DDS\_Topic
- DDS\_ContentFilteredTopic
- DDS\_MultiTopic
- DDS\_TopicListener (interface)
- Topic-Definition type specific classes

*Topic-Definition type specific classes* contain the generic class and the generated data type specific classes. In case of the user defined data type Foo (this also applies to other types), defined in the module SPACE; “Topic-Definition type specific classes” contains the following classes:

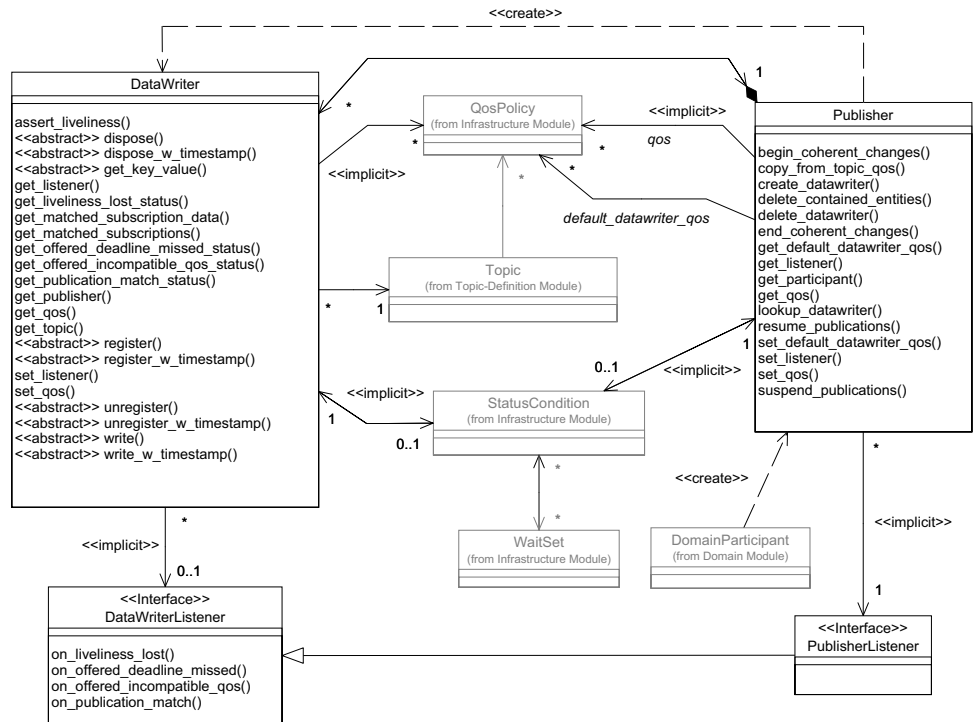
- DDS\_TypeSupport (abstract)
- SPACE\_FooTypeSupport



**Figure 6 Data Type “Foo” Typed Classes Pre-processor Generation**

## 2.5 Publication Module

This module supports writing of the data, it contains the `DDS_Publisher` and `DDS_DataWriter` classes. It also contains the `DDS_PublisherListener` and `DDS_DataWriterListener` interfaces. Furthermore, it contains all support needed for publication.



### Figure 7 DCPS Publication Module's Class Model

This module contains the following classes:

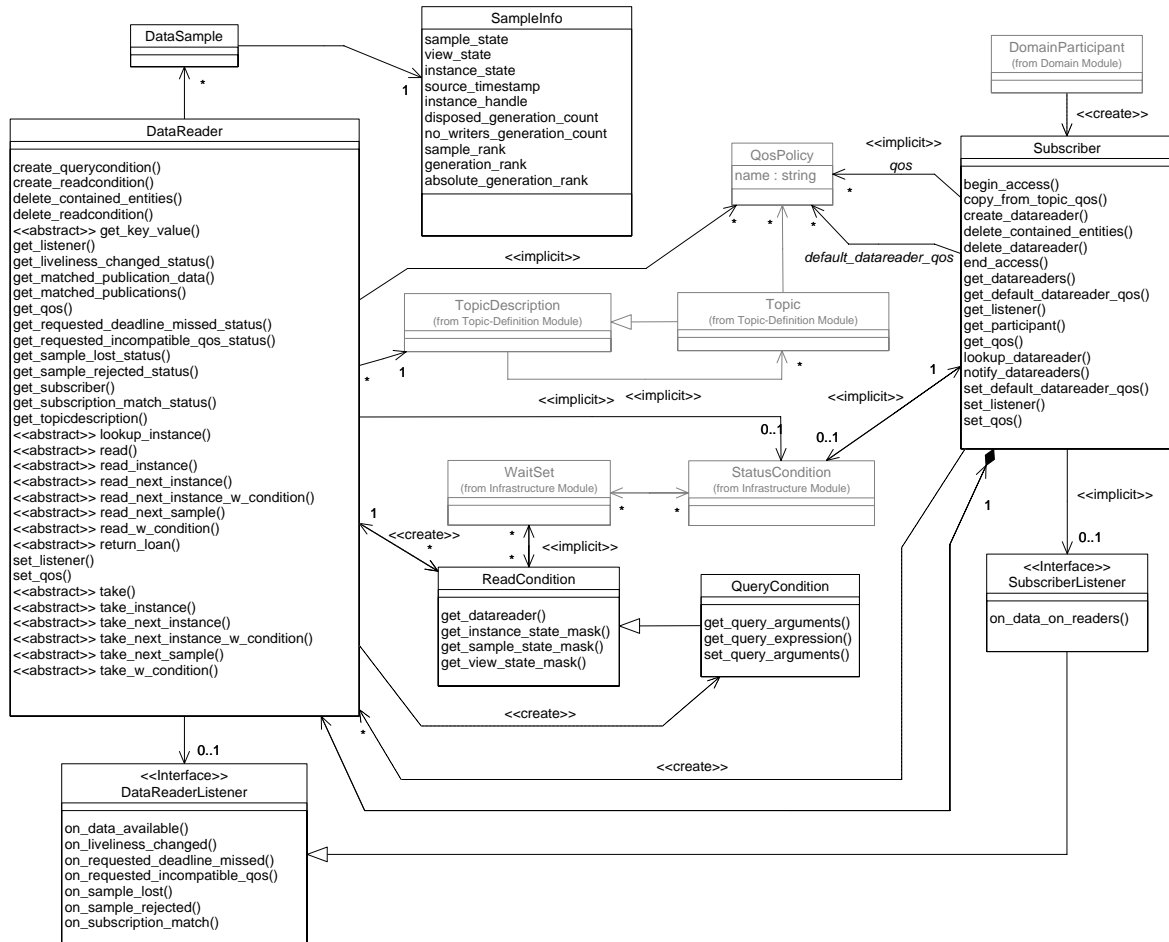
- DDS\_Publisher
- DDS\_PublisherListener (interface)
- DDS\_DataWriterListener (interface)
- **Publication type specific classes**

*Publication type specific classes* contain the generic class and the generated data type specific classes. In case of the user defined data type `F00` (this also applies to other types), defined in the module `SPACE`; “Publication type specific classes” contains the following classes:

- DDS\_DataWriter (abstract)
- SPACE\_FooDataWriter

## 2.6 Subscription Module

This module supports access to the data, it contains the `DDS_Subscriber`, `DDS_DataReader`, `DDS_ReadCondition` and `DDS_QueryCondition` classes. It also contains the `DDS_SubscriberListener` and `DDS_DataReaderListener` interfaces. Furthermore, it contains all support needed for subscription.



### Figure 8 DCPS Subscription Module's Class Model

This module contains the following classes:

- DDS\_Subscriber
- DDS\_DataSample
- DDS\_SampleInfo (struct)

- `DDS_SubscriberListener` (interface)
- `DDS_DataReaderListener` (interface)
- `DDS_ReadCondition`
- `DDS_QueryCondition`
- Subscription type specific classes

*Subscription type specific classes* contain the generic class and the generated data type specific classes. In case of the user defined data type `Foo` (this also applies to other types), defined in the module `SPACE`; “Subscription type specific classes” contains the following classes:

- `DDS_DataReader` (abstract)
- `SPACE_FooDataReader`





# 3

## DCPS Classes and Operations

*This chapter describes, for each module, its classes and operations in detail. Each module consists of several classes as defined at PIM level in the DDS-DCPS specification. Some of the classes are implemented as a struct in the PSM. Some of the other classes are abstract, which means they contain some abstract operations.*

*The Listener interfaces are designed as an interface at PIM level. In other words, the application must implement the interface operations. Therefore, all Listener classes are abstract. A user defined class for these operations must be provided by the application which must extend from the **specific** Listener class. **All** Listener operations **must** be implemented in the user defined class. It is up to the application whether an operation is empty or contains some functionality.*

*The Listener interfaces in the C API are implemented as structs containing function pointers. All the function pointer attributes within the struct must be assigned to a function. It is up to the application whether a function is empty or contains some functionality.*

*Each class contains several operations, which may be abstract (base class). Abstract operations are not implemented in their base class, but in a type specific class or an application defined class (in case of a Listener). Classes that are implemented as a struct do not have any operations. Some operations are inherited, which means they are implemented in their base class.*

*The abstract operations in a class are listed (including their synopsis), but not implemented in that class. These operations are implemented in their respective derived classes. The interfaces are fully described, since they must be implemented by the application.*

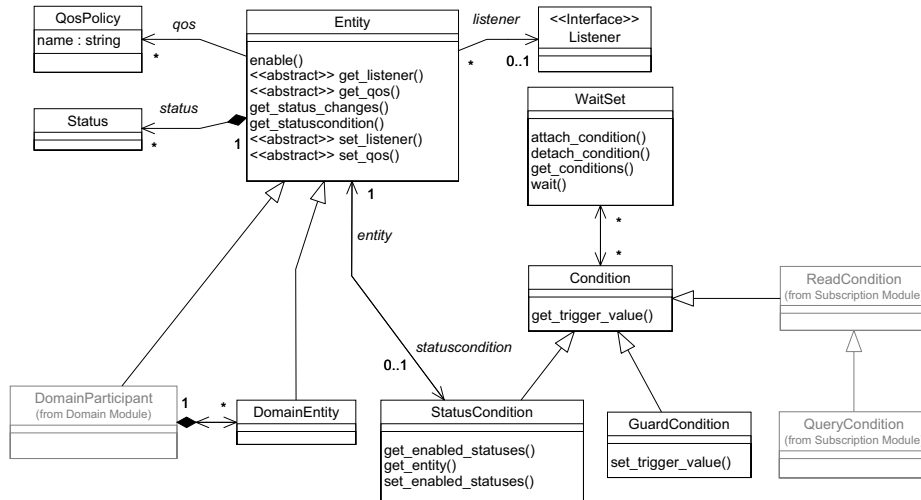
*i*

---

*General note for type Space: The name `Space.h` is derived from the IDL file `Space.idl`, that defines `Foo`.*

---

## 3.1 Infrastructure Module



**Figure 9 DCPS Infrastructure Module's Class Model**

This module contains the following classes:

- DDS\_Entity (abstract)
- DDS\_DomainEntity (abstract)
- DDS\_QosPolicy (abstract, struct)
- DDS\_Listener (interface)
- DDS\_Status (abstract, struct)
- DDS\_WaitSet
- DDS\_Condition
- DDS\_GuardCondition
- DDS\_StatusCondition

### 3.1.1 Class DDS\_Entity (abstract)

This class is the abstract base class for all the DCPS objects. It acts as a generic class for DDS\_Entity objects.

The interface description of this class is as follows:

```
/* interface DDS_Entity */
/* abstract operations (implemented in class
DDS_DomainParticipant,
 * DDS_Topic, DDS_Publisher, DDS_DataWriter, DDS_Subscriber and
 * DDS_DataReader)
 */
/*
```

```

* DDS_ReturnCode_t
*   DDS_Entity_set_qos
*       (DDS_Entity _this,
*        const DDS_EntityQos *qos);
*/
/*
* DDS_ReturnCode_t
*   DDS_Entity_get_qos
*       (DDS_Entity _this,
*        DDS_EntityQos *qos);
*/
/*
* DDS_ReturnCode_t
*   DDS_Entity_set_listener
*       (DDS_Entity _this,
*        const struct DDS_EntityListener *a_listener,
*        const DDS_StatusMask mask);
*/
/*
* struct DDS_EntityListener
*   DDS_Entity_get_listener
*       (DDS_Entity _this);
*/
/*
* implemented API operations
*/
    DDS_ReturnCode_t
        DDS_Entity_enable
            (DDS_Entity _this);
    DDS_StatusCondition
        DDS_Entity_get_statuscondition
            (DDS_Entity _this);
    DDS_StatusMask
        DDS_Entity_get_status_changes
            (DDS_Entity _this);
    DDS_InstanceHandle_t
        DDS_Entity_get_instance_handle
            (DDS_Entity _this);

```

The abstract operations are listed but not fully described because they are not implemented in this specific class. The full description of these operations is given in the subclasses, which contain the type specific implementation of these operations.

### 3.1.1.1 DDS\_Entity\_enable

#### Synopsis

```

#include <dds_dcps.h>
DDS_ReturnCode_t

```

```
DDS_Entity_enable
(DDS_Entity _this);
```

## Description

This operation enables the `DDS_Entity` on which it is being called when the `DDS_Entity` was created with the `DDS_EntityFactoryQosPolicy` set to `FALSE`.

## Parameters

*in* `DDS_Entity _this` - the `DDS_Entity` object on which the operation is operated.

## Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are:  
`DDS_RETCODE_OK`, `DDS_RETCODE_ERROR`, `DDS_RETCODE_ILLEGAL_OPERATION`, `DDS_RETCODE_ALREADY_DELETED`, `DDS_RETCODE_OUT_OF_RESOURCES` or `DDS_RETCODE_PRECONDITION_NOT_MET`.

## Detailed Description

This operation enables the `DDS_Entity`. Created `DDS_Entity` objects can start in either an enabled or disabled state. This is controlled by the value of the `DDS_EntityFactoryQosPolicy` on the corresponding factory for the `DDS_Entity`. Enabled entities are immediately activated at creation time meaning all their immutable QoS settings can no longer be changed. Disabled Entities are not yet activated, so it is still possible to change their immutable QoS settings. However, once activated the immutable QoS settings can no longer be changed.

Creating disabled entities can make sense when the creator of the `DDS_Entity` does not yet know which QoS settings to apply, thus allowing another piece of code to set the QoS later on. This is for example the case in the DLRL, where the `ObjectHomes` create all underlying DCPS entities but do not know which QoS settings to apply. The user can then apply the required QoS settings afterwards.

The default setting of `DDS_EntityFactoryQosPolicy` is such that, by default, entities are created in an enabled state so that it is not necessary to explicitly call `DDS_<Entity>_enable` on newly created entities.

The `DDS_<Entity>_enable` operation produces the same results no matter how many times it is performed. Calling `DDS_<Entity>_enable` on an already enabled `DDS_Entity` returns `DDS_RETCODE_OK` and has no effect.

If a `DDS_Entity` has not yet been enabled, the only operations that can be invoked on it are: the ones to set, get or copy the `QosPolicy` settings (including the default `QosPolicy` settings on factories), the ones that set (or get) the listener, the ones that get the `DDS_StatusCondition`, the `DDS_Entity_get_status_changes`

operation (although the status of a disabled entity never changes), and the ‘factory’ operations that create, delete or lookup<sup>1</sup> other DDS\_Entities. Other operations will return the error DDS\_RETCODE\_NOT\_ENABLED.

Entities created from a factory that is disabled, are created disabled regardless of the setting of the DDS\_EntityFactoryQosPolicy.

Calling DDS\_<Entity>\_enable on an DDS\_Entity whose factory is not enabled will fail and return DDS\_RETCODE\_PRECONDITION\_NOT\_MET.

If the DDS\_EntityFactoryQosPolicy has autoenable\_created\_entities set to TRUE, the DDS\_<Entity>\_enable operation on the factory will automatically enable all Entities created from the factory.

The Listeners associated with an DDS\_Entity are not called until the DDS\_Entity is enabled. DDS\_Conditions associated with an DDS\_Entity that is not enabled are "inactive", that is, have a trigger\_value which is FALSE.

### Return Code

When the operation returns:

- *DDS\_RETCODE\_OK* - the application enabled the DDS\_Entity (or it was already enabled)
- *DDS\_RETCODE\_ERROR* - an internal error has occurred
- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object
- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation
- *DDS\_RETCODE\_PRECONDITION\_NOT\_MET* - the factory of the DDS\_Entity is not enabled

### 3.1.1.2 DDS\_Entity\_get\_instance\_handle

#### Synopsis

```
#include <dds_dcps.h>
DDS_InstanceHandle_t
    DDS_Entity_get_instance_handle
        (DDS_Entity _this);
```

#### Description

This operation returns the `instance_handle` of the builtin topic sample that represents the specified DDS\_Entity.

---

1. This includes the `lookup_topicdescription`, but not the `find_topic`.

**Parameters**

*in DDS\_Entity \_this* - object on which the operation is operated.

**Return Value**

*DDS\_InstanceHandle\_t* - Result value is the *instance\_handle* of the builtin topic sample that represents the state of this *DDS\_Entity*.

**Detailed Description**

The relevant state of some *DDS\_Entity* objects are distributed using builtin topics. Each builtin topic sample represents the state of a specific *DDS\_Entity* and has a unique *instance\_handle*. This operation returns the *instance\_handle* of the builtin topic sample that represents the specified *DDS\_Entity*.

Some *DDS\_Entities* (*DDS\_Publisher* and *DDS\_Subscriber*) do not have a corresponding builtin topic sample, but they still have an *instance\_handle* that uniquely identifies the *DDS\_Entity*.

The *instance\_handles* obtained this way can also be used to check whether a specific *DDS\_Entity* is located in a specific *DDS\_DomainParticipant*. (See Section 3.2.1.2, *DDS\_DomainParticipant\_contains\_entity*, on page 142.)

**3.1.1.3 DDS\_Entity\_get\_listener (abstract)**

This abstract operation is defined as a generic operation to access a *Listener*. Each subclass derived from this class, *DDS\_DomainParticipant*, *DDS\_Topic*, *DDS\_Publisher*, *DDS\_Subscriber*, *DDS\_DataWriter* and *DDS\_DataReader* will provide a class specific implementation of this abstract operation.

**Synopsis**

```
#include <dds_dcps.h>
struct DDS_EntityListener
    DDS_Entity_get_listener
        (DDS_Entity _this);
```

**3.1.1.4 DDS\_Entity\_get\_qos (abstract)**

This abstract operation is defined as a generic operation to access a struct with the *QosPolicy* settings. Each subclass derived from this class, *DDS\_DomainParticipant*, *DDS\_Topic*, *DDS\_Publisher*, *DDS\_Subscriber*, *DDS\_DataWriter* and *DDS\_DataReader* will provide a class specific implementation of this abstract operation.

**Synopsis**

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_Entity_get_qos
```

```
(DDS_Entity _this,
 DDS_EntityQos *qos);
```

### 3.1.1.5 DDS\_Entity\_get\_status\_changes

#### Synopsis

```
#include <dds_dcps.h>
DDS_StatusMask
DDS_Entity_get_status_changes
(DDS_Entity _this);
```

#### Description

This operation returns a mask with the communication statuses in the `DDS_Entity` that are “triggered”.

#### Parameters

*in* `DDS_Entity _this` - object on which the operation is operated.

#### Return Value

`DDS_StatusMask` - Result is a bit-mask in which each bit shows which value has changed.

#### Detailed Description

This operation returns a mask with the communication statuses in the `DDS_Entity` that are “triggered”. That is the set of communication statuses whose value have changed since the last time the application called this operation. This operation shows whether a change has occurred even when the status seems unchanged because the status changed back to the original status.

When the `DDS_Entity` is first created or if the `DDS_Entity` is not enabled, all communication statuses are in the “un-triggered” state so the mask returned by the operation is empty.

The result value is a bit-mask in which each bit shows which value has changed. The relevant bits represent one of the following statuses:

- `DDS_INCONSISTENT_TOPIC_STATUS`
- `DDS_OFFERED_DEADLINE_MISSED_STATUS`
- `DDS_REQUESTED_DEADLINE_MISSED_STATUS`
- `DDS_OFFERED_INCOMPATIBLE_QOS_STATUS`
- `DDS_REQUESTED_INCOMPATIBLE_QOS_STATUS`
- `DDS_SAMPLE_LOST_STATUS`
- `DDS_SAMPLE_REJECTED_STATUS`
- `DDS_DATA_ON_READERS_STATUS`

- `DDS_DATA_AVAILABLE_STATUS`
- `DDS_LIVELINESS_LOST_STATUS`
- `DDS_LIVELINESS_CHANGED_STATUS`
- `DDS_PUBLICATION_MATCHED_STATUS`
- `DDS_SUBSCRIPTION_MATCHED_STATUS`

Each status bit is declared as a constant and can be used in an AND operation to check the status bit against the result of type `DDS_StatusMask`. Not all statuses are relevant to all `DDS_Entity` objects. See the respective `Listener` interfaces for each `DDS_Entity` for more information.

### 3.1.1.6 `DDS_Entity_get_statuscondition`

#### Synopsis

```
#include <dds_dcps.h>
DDS_StatusCondition
    DDS_Entity_get_statuscondition
        (DDS_Entity _this);
```

#### Description

This operation allows access to the `DDS_StatusCondition` associated with the `DDS_Entity`.

#### Parameters

*in* `DDS_Entity _this` - object on which the operation is operated.

#### Return Value

*DDS\_StatusCondition* - Result value is the `DDS_StatusCondition` of the `DDS_Entity`.

#### Detailed Description

Each `DDS_Entity` has a `DDS_StatusCondition` associated with it. This operation allows access to the `DDS_StatusCondition` associated with the `DDS_Entity`. The returned condition can then be added to a `DDS_WaitSet` so that the application can wait for specific status changes that affect the `DDS_Entity`.

### 3.1.1.7 `DDS_Entity_set_listener` (abstract)

This abstract operation is defined as a generic operation to access a `Listener`. Each subclass derived from this class, `DDS_DomainParticipant`, `DDS_Topic`, `DDS_Publisher`, `DDS_Subscriber`, `DDS_DataWriter` and `DDS_DataReader` will provide a class specific implementation of this abstract operation.



## Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_Entity_set_listener
        (DDS_Entity _this,
         const struct DDS_Listener *a_listener,
         const DDS_StatusMask mask);
```

### 3.1.1.8 DDS\_Entity\_set\_qos (abstract)

This abstract operation is defined as a generic operation to modify a struct with the `QosPolicy` settings. Each subclass derived from this class, `DDS_DomainParticipant`, `DDS_Topic`, `DDS_Publisher`, `DDS_Subscriber`, `DDS_DataWriter` and `DDS_DataReader` will provide a class specific implementation of this abstract operation.

## Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_Entity_set_qos
        (DDS_Entity _this,
         const DDS_EntityQos *qos);
```

### 3.1.2 Class DDS\_DomainEntity (abstract)

This class is the abstract base class for the all entities except `DDS_DomainParticipant`. The main purpose is to express that `DDS_DomainParticipant` is a special kind of `DDS_Entity`, which acts as a container of all other `DDS_Entity` objects, but cannot contain another `DDS_DomainParticipant` within itself. Therefore, this class is not part of the IDL interface in the DCPS PSM description.

The class `DDS_DomainEntity` does not contain any operations.

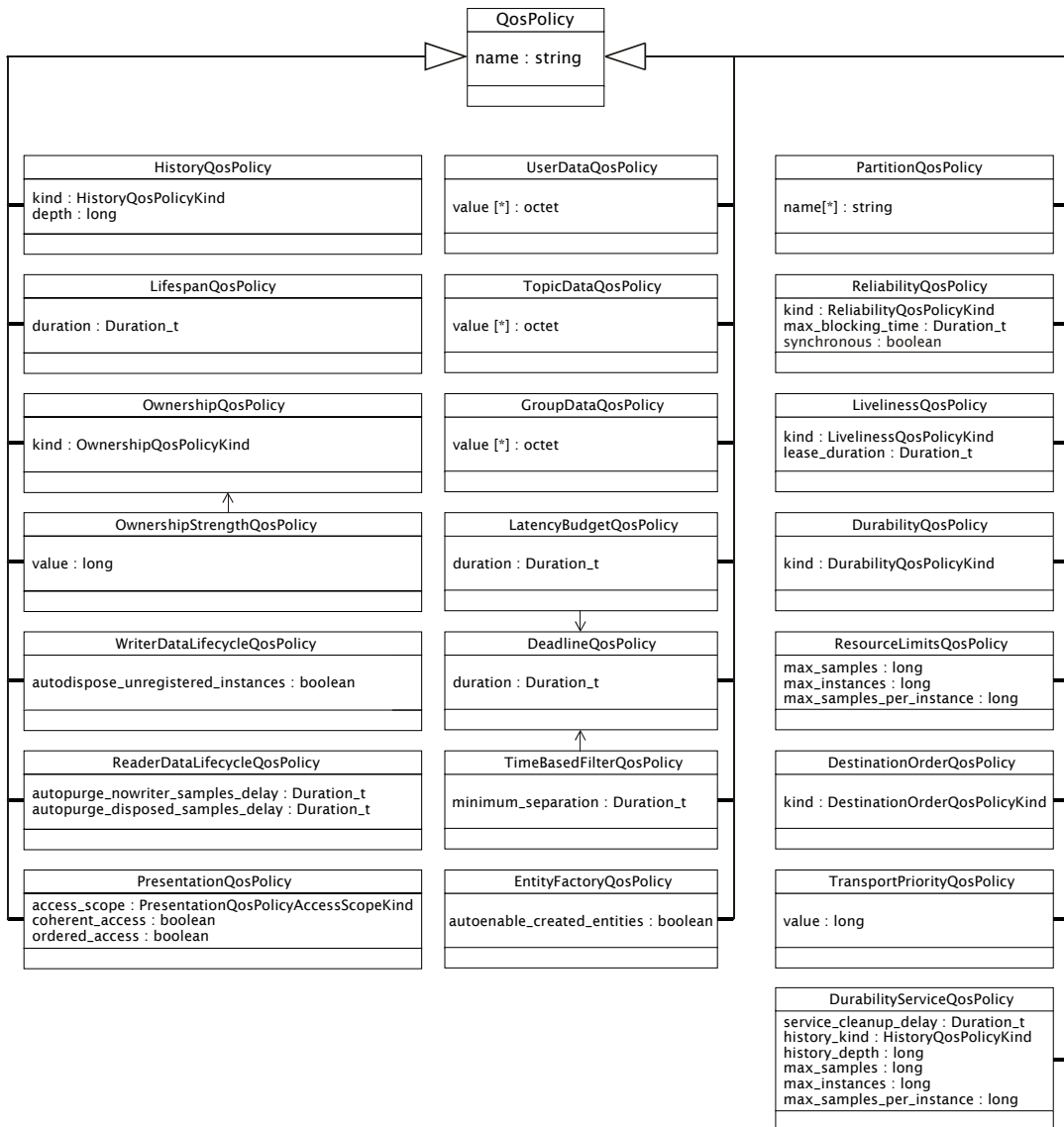
### 3.1.3 Struct QosPolicy

Each `DDS_Entity` provides a `<DDS_Entity>Qos` structure that implements the basic mechanism for an application to specify Quality of Service attributes. This structure consists of `DDS_Entity` specific `QosPolicy` attributes. `QosPolicy` attributes are structured types where each type specifies the information that controls an `DDS_Entity` related (configurable) property of the Data Distribution Service.

All `QosPolicies` applicable to a `DDS_Entity` are aggregated in a corresponding `<DDS_Entity>Qos`, which is a compound structure that is set atomically so that it represents a coherent set of `QosPolicy` attributes.

Compound types are used whenever multiple attributes must be set coherently to define a consistent attribute for a `QosPolicy`.

See Appendix A, *Quality Of Service* for details of the `<DDS_Entity>Qos`, along with a complete list of individual `QosPolicy` settings and their meanings.



**Figure 10 QosPolicy Settings**

*Requested/Offered*

In several cases, for communications to occur properly (or efficiently), a `QosPolicy` on the requesting side must be compatible with a corresponding `QosPolicy` on the offering side. For example, if a `DDS_DataReader` requests to receive data reliably while the corresponding `DDS_DataWriter` defines a best-effort `QosPolicy`, communication will not happen as requested. This means that the specification for `QosPolicy` follows the requested/offered (RxO) pattern while trying to maintain the desirable decoupling of publication and subscription as much as possible. In this pattern:

- the requesting side can specify a “requested” attribute for a particular `QosPolicy`
- the offering side specifies an “offered” attribute for that `QosPolicy`.

The Data Distribution Service will then determine whether the attribute requested by the requesting side is compatible with what is offered by the offering side. Only when the two `QosPolicy` settings are compatible, communication is established. If the two `QosPolicy` settings are not compatible, the Data Distribution Service will not establish communication between the two `DDS_Entity` objects and notify this fact by means of the `DDS_OFFERED_INCOMPATIBLE_QOS` status on the offering side and the `DDS_REQUESTED_INCOMPATIBLE_QOS` status on the requesting side. The application can detect this fact by means of a `Listener` or `DDS_Condition`.

The interface description of these `QosPolicy`s are as follows:

```

/*
 * struct DDS_<DDS_Entity>Qos
 *     see appendix
 */
/*
 * struct DDS_<name>QosPolicy
 */
struct DDS_UserDataQosPolicy
{ DDS_sequence_octet value; };
struct DDS_TopicDataQosPolicy
{ DDS_sequence_octet value; };
struct DDS_GroupDataQosPolicy
{ DDS_sequence_octet value; };
struct DDS_TransportPriorityQosPolicy
{ DDS_long value; };
struct DDS_LifespanQosPolicy
{ DDS_Duration_t duration; };
enum DDS_DurabilityQosPolicyKind
{ DDS_VOLATILE_DURABILITY_QOS,
  DDS_TRANSIENT_LOCAL_DURABILITY_QOS,
  DDS_TRANSIENT_DURABILITY_QOS,
  DDS_PERSISTENT_DURABILITY_QOS };
struct DDS_DurabilityQosPolicy
{ DDS_DurabilityQosPolicyKind kind; };

```

```

enum DDS_PresentationQosPolicyAccessScopeKind
{
    DDS_INSTANCE_PRESENTATION_QOS,
    DDS_TOPIC_PRESENTATION_QOS,
    DDS_GROUP_PRESENTATION_QOS };
struct DDS_PresentationQosPolicy
{
    DDS_PresentationQosPolicyAccessScopeKind
        access_scope;
    DDS_boolean coherent_access;
    DDS_boolean ordered_access; };
struct DDS_DeadlineQosPolicy
{
    DDS_Duration_t period; };
struct DDS_LatencyBudgetQosPolicy
{
    DDS_Duration_t duration; };
enum DDS_OwnershipQosPolicyKind
{
    DDS_SHARED_OWNERSHIP_QOS,
    DDS_EXCLUSIVE_OWNERSHIP_QOS };
struct DDS_OwnershipQosPolicy
{
    DDS_OwnershipQosPolicyKind kind; };
struct DDS_OwnershipStrengthQosPolicy
{
    DDS_long value; };
enum DDS_LivelinessQosPolicyKind
{
    DDS_AUTOMATIC_LIVELINESS_QOS,
    DDS_MANUAL_BY_PARTICIPANT_LIVELINESS_QOS,
    DDS_MANUAL_BY_TOPIC_LIVELINESS_QOS };
struct DDS_LivelinessQosPolicy
{
    DDS_LivelinessQosPolicyKind kind;
    DDS_Duration_t lease_duration; };
struct DDS_TimeBasedFilterQosPolicy
{
    DDS_Duration_t minimum_separation; };
struct DDS_PartitionQosPolicy
{
    DDS_StringSeq name; };
enum DDS_ReliabilityQosPolicyKind
{
    DDS_BEST_EFFORT_RELIABILITY_QOS,
    DDS_RELIABLE_RELIABILITY_QOS };
struct DDS_ReliabilityQosPolicy
{
    DDS_ReliabilityQosPolicyKind kind;
    DDS_Duration_t max_blocking_time;
    DDS_boolean synchronous; };
enum DDS_DestinationOrderQosPolicyKind
{
    DDS_BY_RECEPTION_TIMESTAMP_DESTINATIONORDER_QOS,
    DDS_BY_SOURCE_TIMESTAMP_DESTINATIONORDER_QOS };
struct DDS_DestinationOrderQosPolicy
{
    DDS_DestinationOrderQosPolicyKind kind; };
enum DDS_HistoryQosPolicyKind
{
    DDS_KEEP_LAST_HISTORY_QOS,
    DDS_KEEP_ALL_HISTORY_QOS };
struct DDS_HistoryQosPolicy
{
    DDS_HistoryQosPolicyKind kind;
    DDS_long depth; };
struct DDS_ResourceLimitsQosPolicy

```

```

    { DDS_long max_samples;
      DDS_long max_instances;
      DDS_long max_samples_per_instance; };
struct DDS_EntityFactoryQosPolicy
    { DDS_boolean autoenable_created_entities; };
struct DDS_WriterDataLifecycleQosPolicy
    { DDS_boolean autodispose_unregistered_instances; };
struct DDS_ReaderDataLifecycleQosPolicy
    { DDS_Duration_t autopurge_nowriter_samples_delay;
      DDS_Duration_t autopurge_disposed_samples_delay; };
struct DurabilityServiceQosPolicy
    { DDS_Duration_t service_cleanup_delay;
      DDS_HistoryQosPolicyKind history_kind;
      DDS_long history_depth;
      DDS_long max_samples;
      DDS_long max_instances;
      DDS_long max_samples_per_instance; };
enum DDS_SchedulingClassQosPolicyKind
    { DDS_SCHEDULE_DEFAULT,
      DDS_SCHEDULE_TIMESHARING,
      DDS_SCHEDULE_REALTIME };
struct DDS_SchedulingClassQosPolicy
    { DDS_SchedulingClassQosPolicyKind kind; };
enum DDS_SchedulingPriorityQosPolicyKind
    { DDS_PRIORITY_RELATIVE,
      DDS_PRIORITY_ABSOLUTE };
struct DDS_SchedulingPriorityQosPolicy
    { DDS_SchedulingPriorityQosPolicyKind kind; };
struct DDS_SchedulingQosPolicy
    { DDS_SchedulingClassQosPolicy scheduling_class;
      DDS_SchedulingPriorityQosPolicy scheduling_priority_kind;
      DDS_long scheduling_priority; };
/*
 * implemented API operations
 * <no operations>
 */

```

### Default attributes

The default attributes of each QosPolicy are listed in the next table:

**Table 5 QosPolicy Default Attributes**

QosPolicy	Attribute	Value
user_data	value.length	0
topic_data	value.length	0
group_data	value.length	0
transport_priority	value	0
lifespan	duration	DDS_DURATION_INFINITE

**Table 5 QosPolicy Default Attributes (Continued)**

QosPolicy	Attribute	Value
durability	kind	DDS_VOLATILE_DURABILITY_QOS
presentation	access_scope	DDS_INSTANCE_PRESENTATION_QOS
	coherent_access	FALSE
	ordered_access	FALSE
deadline	period	DDS_DURATION_INFINITE
latency_budget	duration	0
ownership_strength	value	0
ownership	kind	DDS_SHARED_OWNERSHIP_QOS
liveliness	kind	DDS_AUTOMATIC_LIVELINESS_QOS
	lease_duration	DDS_DURATION_INFINITE
time_based_filter	minimum_separation	0
partition	name.length	0
reliability	kind	DDS_BEST_EFFORT_RELIABILITY_QOS
	max_blocking_time	100 ms
	synchronous	FALSE
destination_order	kind	DDS_BY_RECEPTION_TIMESTAMP_DESTINATIONORDER_QOS
history	kind	DDS_KEEP_LAST_HISTORY_QOS
	depth	1
resource_limits	max_samples	DDS_LENGTH_UNLIMITED
	max_instances	DDS_LENGTH_UNLIMITED
	max_samples_per_instance	DDS_LENGTH_UNLIMITED
entity_factory	autoenable_created_entities	TRUE
writer_data_lifecycle	autodispose_unregister_instances	TRUE
reader_data_lifecycle	autopurge_nowriter_samples_delay	DDS_DURATION_INFINITE
	autopurge_disposed_samples_delay	DDS_DURATION_INFINITE

**Table 5 QosPolicy Default Attributes (Continued)**

QosPolicy	Attribute	Value
durability_service	history_kind	KEEP_LAST
	history_depth	1
	max_samples	LENGTH_UNLIMITED
	max_instances	LENGTH_UNLIMITED
	max_samples_per_instance	LENGTH_UNLIMITED
	service_cleanup_delay	0
watchdog_scheduling, listener_scheduling	scheduling_class.kind	DDS_SCHEDULE_DEFAULT
	scheduling_priority_kind. kind	DDS_PRIORITY_RELATIVE
	scheduling_priority	0

### RxO

The QosPolicy settings that need to be set in a compatible manner between the publisher and subscriber ends are indicated by the setting of the “RxO” (Requested/Offered) property. The “RxO” property of each QosPolicy is listed in Table 6 on page 62

- A “RxO” setting of “Yes” indicates that the QosPolicy can be set at both ends (publishing and subscribing) and the attributes must be set in a compatible manner. In this case the compatible attributes are explicitly defined
- A “RxO” setting of “No” indicates that the QosPolicy can be set at both ends (publishing and subscribing) but the two settings are independent. That is, all combinations of attributes are compatible
- A “RxO” setting of “Not applicable” indicates that the QosPolicy can only be specified at either the publishing or the subscribing end, but not at both ends. So compatibility does not apply.

### Changeable

The “changeable” property determines whether the QosPolicy can be changed after the DDS\_Entity is enabled. In other words, a QosPolicy with “changeable” setting of “No” is considered “immutable” and can only be specified either at DDS\_Entity creation time or prior to calling the DDS\_Entity\_enable operation on the DDS\_Entity.

When the application tries to change a QosPolicy with “changeable” setting of “No”, the Data Distribution Service will notify this by returning a DDS\_RETCODE\_IMMUTABLE\_POLICY.

The basic way to modify or set the `<DDS_Entity>Qos` is by using a `DDS_<Entity>_get_qos` and `DDS_<Entity>_set_qos` operation to get all `QosPolicy` settings from this `DDS_Entity` (that is the `<DDS_Entity>Qos`), modify several specific `QosPolicy` settings and put them back using an user operation to set all `QosPolicy` settings on this `DDS_Entity` (that is the `<DDS_Entity>Qos`). An example of these operations for the `DDS_DataWriter` are `DDS_DataWriter_get_qos` and `DDS_DataWriter_set_qos`, which take the `DataWriterQos` as a parameter.

The “RxO” setting and the “changeable” setting of each `QosPolicy` are listed in the next table:

**Table 6 QosPolicy Basics**

QosPolicy	Concerns DDS_Entity	RxO	Changeable After Enabling
user_data	DDS_DomainParticipant DDS_DataReader DDS_DataWriter	No	Yes
topic_data	DDS_Topic	No	Yes
group_data	DDS_Publisher DDS_Subscriber	No	Yes
transport_priority	DDS_Topic DDS_DataWriter	Not applicable	Yes
lifespan	DDS_Topic DDS_DataWriter	Not applicable	Yes
durability	DDS_Topic DDS_DataReader DDS_DataWriter	Yes	No
presentation	DDS_Publisher DDS_Subscriber	Yes	No
deadline	DDS_Topic DDS_DataReader DDS_DataWriter	Yes	Yes
latency_budget	DDS_Topic DDS_DataReader DDS_DataWriter	Yes	Yes
ownership	DDS_Topic DDS_DataReader DDS_DataWriter	Yes	No
ownership_strength	DDS_DataWriter	Not applicable	Yes



**Table 6 QosPolicy Basics (Continued)**

<b>QosPolicy</b>	<b>Concerns DDS_Entity</b>	<b>RxO</b>	<b>Changeable After Enabling</b>
liveliness	DDS_Topic DDS_DataReader DDS_DataWriter	Yes	No
time_based_filter	DDS_DataReader	Not applicable	Yes
partition	DDS_Publisher DDS_Subscriber	No	Yes
reliability	DDS_Topic DDS_DataReader DDS_DataWriter	Yes	No
destination_order	DDS_Topic DDS_DataReader DDS_DataWriter	Yes	No
history	DDS_Topic DDS_DataReader DDS_DataWriter	No	No
resource_limits	DDS_Topic DDS_DataReader DDS_DataWriter	No	No
entity_factory	DDS_DomainParticipantFactory DDS_DomainParticipant DDS_Publisher DDS_Subscriber	No	Yes
writer_data_lifecycle	DDS_DataWriter	Not applicable	Yes
reader_data_lifecycle	DDS_DataReader	Not applicable	Yes
durability_service	DDS_Topic	No	No
scheduling	DDS_DomainParticipant	Not applicable	No

The next paragraphs describe the usage of each QosPolicy struct.

### 3.1.3.1 DDS\_DeadlineQosPolicy

#### Synopsis

```
#include <dds_dcps.h>
struct DDS_DeadlineQosPolicy
{ DDS_Duration_t period; };
```

## Description

This `QosPolicy` defines the period within which a new sample is expected by the `DataReader` or to be written by the `DataWriter`.

## Attributes

`DDS_Duration_t period` - specifies the period within which a new sample is expected or to be written.

## Detailed Description

This `QosPolicy` will set the period within which a `DDS_DataReader` expects a new sample or, in case of a `DDS_DataWriter`, the period in which it expects applications to write the sample. The default value of the period is `DDS_DURATION_INFINITE`, indicating that there is no deadline. The `QosPolicy` may be used to monitor the real-time behaviour, a `DDS_Listener` or a `DDS_StatusCondition` may be used to catch the event that is generated when a deadline is missed.

`DDS_DeadlineQosPolicy` is instance oriented (i.e. the period is monitored for each individual instance).

The exact consequences of a missed deadline depend on the `DDS_Entity` in which it occurred, and the `DDS_OwnershipQosPolicy` value of that `DDS_Entity`:

- In case a `DDS_DataWriter` misses an instance deadline (regardless of its `DDS_OwnershipQosPolicy` setting), an `offered_deadline_missed_status` is raised, which can be detected by either a `DDS_Listener` or a `DDS_StatusCondition`. There are no further consequences.
- In case a `DDS_DataReader` misses an instance deadline, a `requested_deadline_missed_status` is raised, which can be detected by either a `DDS_Listener` or a `DDS_StatusCondition`. In case the `DDS_OwnershipQosPolicy` is set to `SHARED`, there are no further consequences. In case the `DDS_OwnershipQosPolicy` is set to `EXCLUSIVE`, the ownership of that instance on that particular `DDS_DataReader` is transferred to the next available highest strength `DDS_DataWriter`, but this will have no impact on the `instance_state` whatsoever. So even when a deadline is missed for an instance that has no other (lower-strength) `DDS_DataWriters` to transfer ownership to, the `instance_state` remains unchanged. See also Section 3.1.3.11, *DDS\_OwnershipQosPolicy*.

This `QosPolicy` is applicable to a `DDS_DataReader`, a `DDS_DataWriter` and a `DDS_Topic`. After enabling of the concerning `DDS_Entity`, this `QosPolicy` may be changed by using the `DDS_<DDS_Entity>_set_qos` operation.

*Requested/Offered*

In case the Requested/Offered `QoSPolicy` are incompatible, the notification `DDS_OFFERED_INCOMPATIBLE_QOS` status on the offering side and `DDS_REQUESTED_INCOMPATIBLE_QOS` status on the requesting side is raised.

**Table 7 DDS\_DeadlineQoSPolicy**

Period	Compatibility
<b>offered period &lt; requested period</b>	compatible
<b>offered period = requested period</b>	compatible
<b>offered period &gt; requested period</b>	Incompatible

Whether communication is established, is controlled by the Data Distribution Service, depending on the Requested/Offered `QoSPolicy` of the `DDS_DataWriter` and `DDS_DataReader`. In other words, the communication between any `DDS_DataWriter` and `DDS_DataReader` depends on what is expected by the `DDS_DataReader`. As a consequence, a `DDS_DataWriter` that has an incompatible `QoS` with respect to what a `DDS_DataReader` specifies is not allowed to send its data to that specific `DDS_DataReader`. A `DDS_DataReader` that has an incompatible `QoS` with respect to what a `DDS_DataWriter` specifies does not get any data from that particular `DDS_DataWriter`.

Changing an existing deadline period using the `set_qos` operation on either the `DDS_DataWriter` or `DDS_DataReader` may have consequences for the connectivity between readers and writers, depending on their `RxO` values. (See also in Section 3.1.3, *Struct QoSPolicy*, the paragraph entitled *Requested/Offered*.) Consider a writer with deadline period  $P_w$  and a reader with deadline period  $P_r$ , where  $P_w \leq P_r$ . In this case a connection between that reader and that writer is established. Now suppose  $P_w$  is changed so that  $P_w > P_r$ , then the existing connection between reader and writer will be lost, and the reader will behave as if the writer unregistered all its instances, transferring the ownership of these instances when appropriate. See also Section 3.1.3.11, *DDS\_OwnershipQoSPolicy*.

*DDS\_TopicQoS*

This `QoSPolicy` can be set on a `DDS_Topic`. The `DDS_DataWriter` and/or `DDS_DataReader` can copy this `qos` by using the operations `DDS_<DDS_Entity>_copy_from_topic_qos` and then `DDS_<DDS_Entity>_set_qos`. That way the application can relatively easily ensure the `QoSPolicy` for the `DDS_Topic`, `DDS_DataReader` and `DDS_DataWriter` are consistent.

### 3.1.3.2 DDS\_DestinationOrderQosPolicy

#### Synopsis

```
#include <dds_dcps.h>
enum DDS_DestinationOrderQosPolicyKind
{ DDS_BY_RECEPTION_TIMESTAMP_DESTINATIONORDER_QOS,
  DDS_BY_SOURCE_TIMESTAMP_DESTINATIONORDER_QOS };
struct DDS_DestinationOrderQosPolicy
{ DDS_DestinationOrderQosPolicyKind kind; };
```

#### Description

This QosPolicy controls the order in which the DDS\_DataReader stores the data.

#### Attributes

*DDS\_DestinationOrderQosPolicyKind kind* - controls the order in which the DDS\_DataReader stores the data.

#### Detailed Description

This QosPolicy controls the order in which the DDS\_DataReader stores the data. The order of storage is controlled by the timestamp. However a choice can be made to use the timestamp of the DDS\_DataReader (time of reception) or the timestamp of the DDS\_DataWriter (source timestamp).

This QosPolicy is applicable to a DDS\_DataWriter, DDS\_DataReader and a DDS\_Topic. After enabling of the concerning DDS\_Entity, this QosPolicy cannot be changed any more.

#### Attribute

The QosPolicy is controlled by the attribute kind which may be:

- DDS\_BY\_RECEPTION\_TIMESTAMP\_DESTINATIONORDER\_QOS
- DDS\_BY\_SOURCE\_TIMESTAMP\_DESTINATIONORDER\_QOS

When set to DDS\_BY\_RECEPTION\_TIMESTAMP\_DESTINATIONORDER\_QOS, the order is based on the timestamp, at the moment the sample was received by the DDS\_DataReader.

When set to DDS\_BY\_SOURCE\_TIMESTAMP\_DESTINATIONORDER\_QOS, the order is based on the timestamp, which was set by the DDS\_DataWriter. This means that the system needs some time synchronisation.

**Requested/Offered**

In case the Requested/Offered QoSPolicy are incompatible, the notification DDS\_OFFERED\_INCOMPATIBLE\_QOS status on the offering side and DDS\_REQUESTED\_INCOMPATIBLE\_QOS status on the requesting side is raised.

**Table 8 Requested/Offered DDS\_DestinationOrderQoSPolicy**

<div>Requested Offered</div>	<b>BY_RECEPTION_TIMESTAMP</b>	<b>BY_SOURCE_TIMESTAMP</b>
<b>BY_RECEPTION_TIMESTAMP</b>	compatible	INcompatible
<b>BY_SOURCE_TIMESTAMP</b>	compatible	compatible

Whether communication is established, is controlled by the Data Distribution Service, depending on the Requested/Offered QoSPolicy of the DDS\_DataWriter and DDS\_DataReader. In other words, the communication between any DDS\_DataWriter and DDS\_DataReader depends on what is expected by the DDS\_DataReader. As a consequence, a DDS\_DataWriter that has an incompatible QoS with respect to what a DDS\_DataReader specified, is not allowed to send its data to that specific DDS\_DataReader. A DDS\_DataReader that has an incompatible QoS with respect to what a DDS\_DataWriter specified, does not get any data from that particular DDS\_DataWriter.

**DDS\_TopicQos**

This QoSPolicy can be set on a DDS\_Topic. The DDS\_DataWriter and/or DDS\_DataReader can copy this qos by using the operations DDS\_<DDS\_Entity>\_copy\_from\_topic\_qos and then DDS\_<DDS\_Entity>\_set\_qos. That way the application can relatively easily ensure the QoSPolicy for the DDS\_Topic, DDS\_DataReader and DDS\_DataWriter are consistent.

**3.1.3.3 DDS\_DurabilityQoSPolicy****Synopsis**

```
#include <dds_dcps.h>
enum DDS_DurabilityQoSPolicyKind
{
    DDS_VOLATILE_DURABILITY_QOS,
    DDS_TRANSIENT_LOCAL_DURABILITY_QOS,
    DDS_TRANSIENT_DURABILITY_QOS,
    DDS_PERSISTENT_DURABILITY_QOS };
struct DDS_DurabilityQoSPolicy
{
    DDS_DurabilityQoSPolicyKind kind; };
```

**Description**

This QoSPolicy controls whether the data should be stored for late joining readers.

## Attributes

*DDS\_DurabilityQosPolicyKind kind* - specifies the type of durability from `DDS_VOLATILE_DURABILITY_QOS` (short life) to `DDS_PERSISTENT_DURABILITY_QOS` (long life).

## Detailed Description

The decoupling between `DDS_DataReader` and `DDS_DataWriter` offered by the Data Distribution Service allows an application to write data even if there are no current readers on the network. Moreover, a `DDS_DataReader` that joins the network after some data have been written could potentially be interested in accessing the most current values of the data as well as some history. This `QosPolicy` controls whether the Data Distribution Service will actually make data available to late-joining `DDS_DataReaders`.

This `QosPolicy` is applicable to a `DDS_DataReader`, `DDS_DataWriter` and `DDS_Topic`. After enabling of the concerning `DDS_Entity`, this `QosPolicy` cannot be changed any more.

### Attributes

The `QosPolicy` is controlled by the attribute `kind` which may be:

- *DDS\_VOLATILE\_DURABILITY\_QOS* - the samples are not available to late-joining `DDS_DataReaders`. In other words, only `DDS_DataReaders`, which were present at the time of the writing and have subscribed to this `DDS_Topic`, will receive the sample. When a `DDS_DataReader` subscribes afterwards (late-joining), it will only be able to read the next written sample. This setting is typically used for data, which is updated quickly;
- *DDS\_TRANSIENT\_LOCAL\_DURABILITY\_QOS* - this is currently implemented as for the `TRANSIENT_DURABILITY_QOS`. The desired behaviour of `TRANSIENT_LOCAL_DURABILITY_QOS` can be achieved from the `TRANSIENT_DURABILITY_QOS` with the default (`TRUE`) setting of the `autodispose_unregistered_instances` flag on the `DataWriter`. This is because for `TRANSIENT_LOCAL`, the data is required to be kept in the memory of the `DataWriter` that wrote the data, but not required to survive it.
- *DDS\_TRANSIENT\_DURABILITY\_QOS* - some samples are available to late-joining `DDS_DataReaders` (stored in memory). This means that the late-joining `DDS_DataReaders` are able to read these previously written samples. The `DDS_DataReader` does not necessarily have to exist at the time of writing. Not all samples are stored (depending on `QosPolicy History` and `QosPolicy resource_limits`). The storage does not depend on the `DDS_DataWriter` and will outlive the `DDS_DataWriter`. This may be used to implement reallocation of applications because the data is saved in the Data Distribution Service (not in the

DDS\_DataWriter). This setting is typically used for state related information of an application. In this case also the DurabilityServiceQosPolicy settings are relevant for the behaviour of the Data Distribution Service;

- **DDS\_PERSISTENT\_DURABILITY\_QOS** - the data is stored in permanent storage (e.g. hard disk). This means that the samples are also available after a system restart. The samples not only outlives the DDS\_DataWriters, but even the Data Distribution Service and the system. This setting is typically used for attributes and settings for an application or the system. In this case also the DurabilityServiceQosPolicy settings are relevant for the behaviour of the Data Distribution Service.

### Requested/Offered

In case the Requested/Offered QosPolicy are incompatible, the notification DDS\_OFFERED\_INCOMPATIBLE\_QOS status on the offering side and DDS\_REQUESTED\_INCOMPATIBLE\_QOS status on the requesting side is raised.

**Table 9 Requested/Offered DDS\_DurabilityQosPolicy**

<div>Requested Offered</div>	<b>VOLATILE</b>	<b>TRANSIENT</b>	<b>PERSISTENT</b>
<b>VOLATILE</b>	compatible	INcompatible	INcompatible
<b>TRANSIENT</b>	compatible	compatible	INcompatible
<b>PERSISTENT</b>	compatible	compatible	compatible

This means that the Request/Offering mechanism is applicable between:

- the DDS\_DataWriter and the DDS\_DataReader: if the QosPolicy settings between DDS\_DataWriter and DDS\_DataReader are inconsistent, no communication between them is established. In addition the DDS\_DataWriter will be informed via a DDS\_REQUESTED\_INCOMPATIBLE\_QOS status change and the DDS\_DataReader will be informed via an DDS\_OFFERED\_INCOMPATIBLE\_QOS status change
- the DDS\_DataWriter and the Data Distribution Service (as a built-in DDS\_DataReader): if the QosPolicy settings between DDS\_DataWriter and the Data Distribution Service are inconsistent, no communication between them is established. In that case data published by the DDS\_DataWriter will not be maintained by the service and as a consequence will not be available for late joining DDS\_DataReaders. The QosPolicy of the Data Distribution Service in the role of DDS\_DataReader is specified by the DDS\_Topic QosPolicy
- the Data Distribution Service (as a built-in DDS\_DataWriter) and the DDS\_DataReader: if the QosPolicy settings between the Data Distribution Service and the DDS\_DataReader are inconsistent, no communication between

them is established. In that case the Data Distribution Service will not publish historical data to late joining DDS\_DataReaders. The QosPolicy of the Data Distribution Service in the role of DDS\_DataWriter is specified by the DDS\_Topic QosPolicy.

### Cleanup

The DDS\_DurabilityQosPolicy kind setting DDS\_TRANSIENT\_DURABILITY\_QOS and DDS\_PERSISTENT\_DURABILITY\_QOS determine that the DDS\_DurabilityServiceQosPolicy applies for the DDS\_Topic. It controls amongst others at which time the durability service is allowed to remove all information regarding a data-instance. Information on a data-instance is maintained until the following conditions are met:

- the instance has been explicitly disposed of (instance\_state = DDS\_NOT\_ALIVE\_DISPOSED\_INSTANCE\_STATE),
- *and* the system detects that there are no more “live” DDS\_DataWriter objects writing the instance, that is, all DDS\_DataWriter either unregister\_instance the instance (call DDS\_DataWriter\_unregister\_instance operation) or lose their liveliness,
- *and* a time interval longer than service\_cleanup\_delay has elapsed since the moment the Data Distribution Service detected that the previous two conditions were met.

The use of the DDS\_DurabilityServiceQosPolicy attribute service\_cleanup\_delay is apparent in the situation where an application disposes of an instance and it crashes before having a chance to complete additional tasks related to the disposition. Upon re-start the application may ask for initial data to regain its state and the delay introduced by the service\_cleanup\_delay allows the re-started application to receive the information on the disposed of instance and complete the interrupted tasks.

### DDS\_TopicQos

This QosPolicy can be set on a DDS\_Topic. The DDS\_DataWriter and/or DDS\_DataReader can copy this qos by using the operations DDS\_<DDS\_Entity>\_copy\_from\_topic\_qos and then DDS\_<DDS\_Entity>\_set\_qos. That way the application can relatively easily ensure the QosPolicy for the DDS\_Topic, DDS\_DataReader and DDS\_DataWriter are consistent.



### 3.1.3.4 DDS\_DurabilityServiceQosPolicy

#### Scope

DDS

#### Synopsis

```
#include <dds_dcps.h>
struct DDS_DurabilityServiceQosPolicy
{
    DDS_Duration_t service_cleanup_delay;
    DDS_HistoryQosPolicyKind history_kind;
    DDS_long history_depth;
    DDS_long max_samples;
    DDS_long max_instances;
    DDS_long max_samples_per_instance;
};
```

#### Description

This `QosPolicy` controls the behaviour of the durability service regarding transient and persistent data.

#### Attributes

*DDS\_Duration\_t service\_cleanup\_delay* - specifies how long the durability service must wait before it is allowed to remove the information on the transient or persistent topic data-instances as a result of incoming dispose messages.

*DDS\_HistoryQosPolicyKind history\_kind* - specifies the type of history, which may be `DDS_KEEP_LAST_HISTORY_QOS`, or `DDS_KEEP_ALL_HISTORY_QOS` the durability service must apply for the transient or persistent topic data-instances.

*DDS\_long history\_depth* - specifies the number of samples of each instance of data (identified by its key) that is managed by the durability service for the transient or persistent topic data-instances. If *history\_kind* is `KEEP_LAST_HISTORY_QOS`, *history\_depth* must be smaller than or equal to *max\_samples\_per\_instance* for this `QosPolicy` to be consistent.

*DDS\_long max\_samples* - specifies the maximum number of data samples for all instances the durability service will manage for the transient or persistent topic data-instances.

*DDS\_long max\_instances* - specifies the maximum number of instances the durability service will manage for the transient or persistent topic data-instances.

*DDS\_long max\_samples\_per\_instance* - specifies the maximum number of samples of any single instance the durability service will manage for the transient or persistent topic data-instances. If *history\_kind* is *DDS\_KEEP\_LAST\_HISTORY\_QOS*, *max\_samples\_per\_instance* must be greater than or equal to *history\_depth* for this *QosPolicy* to be consistent.

## Detailed Description

This *QosPolicy* controls the behaviour of the durability service regarding transient and persistent data. It controls for the transient or persistent topic; the time at which information regarding the topic may be discarded, the history policy it must set and the resource limits it must apply.

### Cleanup

The setting of the *DDS\_DurabilityServiceQosPolicy* only applies when kind of the *DDS\_DurabilityQosPolicy* is either *DDS\_TRANSIENT\_DURABILITY\_QOS* or *DDS\_PERSISTENT\_DURABILITY\_QOS*. The *service\_cleanup\_delay* setting controls at which time the durability service is allowed to remove all information regarding a data-instance. Information on a data-instance is maintained until the following conditions are met:

- the instance has been explicitly disposed of (*instance\_state* = *DDS\_NOT\_ALIVE\_DISPOSED\_INSTANCE\_STATE*)
- **and** the system detects that there are no more “live” *DataWriter* objects writing the instance, that is, all *DataWriter* either *unregister\_instance* the instance (call *unregister\_instance* operation) or lose their liveliness
- **and** a time interval longer than *service\_cleanup\_delay* has elapsed since the moment the Data Distribution Service detected that the previous two conditions were met

The use of the attribute *service\_cleanup\_delay* is apparent in the situation where an application disposes an instance and it crashes before having a chance to complete additional tasks related to the disposal of the instance. Upon re-start the application may ask for initial data to regain its state and the delay introduced by the *service\_cleanup\_delay* allows the re-started application to receive the information of the disposed instance and complete the interrupted tasks.

### History

The attributes *history\_kind* and *history\_depth* apply to the history settings of the durability service’s internal *DDS\_DataWriter* and *DDS\_DataReader* managing the topic. The *DDS\_HistoryQosPolicy* behaviour, as described in Section 3.1.3.7, *DDS\_HistoryQosPolicy*, applies to these attributes.

### Resource Limits

The attributes `max_samples`, `max_instances` and `max_samples_per_instance` apply to the resource limits of the durability service's internal `DDS_DataWriter` and `DDS_DataReader` managing the topic. The `DDS_ResourceLimitsQosPolicy` behaviour, as described in paragraph 3.1.3.17 (`DDS_ResourceLimitsQosPolicy`) applies to these attributes.

### TopicQos

This `QosPolicy` can be set on a `DDS_Topic` only. After enabling of the concerning `DDS_Topic`, this `QosPolicy` can not be changed any more.

## 3.1.3.5 DDS\_EntityFactoryQosPolicy

### Synopsis

```
#include <dds_dcps.h>
struct DDS_EntityFactoryQosPolicy
{
    DDS_boolean autoenable_created_entities;
};
```

### Description

This `QosPolicy` controls the behaviour of the `Entity` as a factory for other entities.

### Attributes

*DDS\_boolean autoenable\_created\_entities* - specifies whether the entity acting as a factory automatically enables the instances it creates. If `autoenable_created_entities` is `TRUE` the factory will automatically enable each created `Entity`, otherwise it will not.

### Detailed Description

This `QosPolicy` controls the behaviour of the `Entity` as a factory for other entities. It concerns only `DDS_DomainParticipantFactory` (as factory for `DDS_DomainParticipant`), `DDS_DomainParticipant` (as factory for `DDS_Publisher`, `DDS_Subscriber`, and `DDS_Topic`), `DDS_Publisher` (as factory for `DDS_DataWriter`), and `DDS_Subscriber` (as factory for `DDS_DataReader`).

This policy is mutable. A change in the policy affects only the entities created after the change; not the previously created entities.

The setting of `autoenable_created_entities` to `TRUE` indicates that the factory `create_<entity>` operation will automatically invoke the `enable` operation each time a new `DDS_Entity` is created. Therefore, the `DDS_Entity` returned by `create_<entity>` will already be enabled. A setting of `FALSE`

indicates that the `DDS_Entity` will not be automatically enabled: the application will need to enable it explicitly by means of the `enable` operation. See Section 3.1.1.1, *DDS\_Entity\_enable* for a detailed description about the differences between enabled and disabled entities.

The default setting of `autoenable_created_entities` is `TRUE` meaning that by default it is not necessary to explicitly call `enable` on newly created entities.

### 3.1.3.6 DDS\_GroupDataQosPolicy

#### Synopsis

```
#include <dds_dcps.h>
struct DDS_GroupDataQosPolicy
{ DDS_sequence_octet value; };
```

#### Description

This `QosPolicy` allows the application to attach additional information to a `DDS_Publisher` or `DDS_Subscriber` `DDS_Entity`. This information is distributed with the `DDS_BuiltinTopics`.

#### Attributes

*DDS\_sequence\_octet value* - a sequence of octets that holds the application group data. By default, the sequence has length 0.

#### Detailed Description

This `QosPolicy` allows the application to attach additional information to a `DDS_Publisher` or `DDS_Subscriber` `DDS_Entity`. This information is distributed with the `DDS_BuiltinTopic`. An application that discovers a new `DDS_Entity` of the listed kind, can use this information to add additional functionality. The `DDS_GroupDataQosPolicy` is changeable and updates of the `DDS_BuiltinTopic` instance must be expected. Note that the Data Distribution Service is not aware of the real structure of the group data (the Data Distribution System handles it as an opaque type) and that the application is responsible for correct mapping on structural types for the specific platform.

### 3.1.3.7 DDS\_HistoryQosPolicy

#### Synopsis

```
#include <dds_dcps.h>
enum DDS_HistoryQosPolicyKind
{ DDS_KEEP_LAST_HISTORY_QOS,
  DDS_KEEP_ALL_HISTORY_QOS };
struct DDS_HistoryQosPolicy
{ DDS_HistoryQosPolicyKind kind;
```

```
DDS_long depth; };
```

## Description

This `QosPolicy` controls which samples will be stored when the value of an instance changes (one or more times) before it is finally communicated.

## Attributes

*DDS\_HistoryQosPolicyKind kind* - specifies the type of history, which may be `DDS_KEEP_LAST_HISTORY_QOS` or `DDS_KEEP_ALL_HISTORY_QOS`.

*DDS\_long depth* - specifies the number of samples of each instance of data (identified by its key) managed by this `DDS_Entity`.

## Detailed Description

This `QosPolicy` controls whether the Data Distribution Service should deliver only the most recent sample, attempt to deliver all samples, or do something in between. In other words, how the `DDS_DataWriter` or `DDS_DataReader` should store samples. Normally, only the most recent sample is available but some history can be stored.

### DDS\_DataWriter

On the publishing side this `QosPolicy` controls the samples that should be maintained by the `DDS_DataWriter` on behalf of existing `DDS_DataReader` objects. The behaviour with respect to a `DDS_DataReader` objects discovered after a sample is written is controlled by the `DDS_DurabilityQosPolicy`.

### DDS\_DataReader

On the subscribing side it controls the samples that should be maintained until the application “takes” them from the Data Distribution Service.

This `QosPolicy` is applicable to a `DDS_DataReader`, `DDS_DataWriter` and `DDS_Topic`. After enabling of the concerning `DDS_Entity`, this `QosPolicy` cannot be changed any more.

### Attributes

The `QosPolicy` is controlled by the attribute `kind` which can be:

- *DDS\_KEEP\_LAST\_HISTORY\_QOS* - the Data Distribution Service will only attempt to keep the latest values of the instance and discard the older ones. The attribute “depth” determines how many samples in history will be stored. In other words, only the most recent samples in history are stored. On the publishing side, the Data Distribution Service will only keep the most recent “depth” samples of each instance of data (identified by its key) managed by the `DDS_DataWriter`. On the subscribing side, the `DDS_DataReader` will only

keep the most recent “depth” samples received for each instance (identified by its key) until the application “takes” them via the `DDS_DataReader_take` operation. `DDS_KEEP_LAST_HISTORY_QOS` is the default kind. The default value of `depth` is 1, indicating that only the most recent value should be delivered. If a `depth` other than 1 is specified, it should be compatible with the settings of the `DDS_ResourceLimitsQosPolicy` `max_samples_per_instance`. For these two `QosPolicy` settings to be compatible, they must verify that `depth <= max_samples_per_instance`, otherwise a `DDS_RETCODE_INCONSISTENT_POLICY` is generated on relevant operations;

- *DDS\_KEEP\_ALL\_HISTORY\_QOS* - all samples are stored, provided, the resources are available. On the publishing side, the Data Distribution Service will attempt to keep all samples (representing each value written) of each instance of data (identified by its key) managed by the `DDS_DataWriter` until they can be delivered to all subscribers. On the subscribing side, the Data Distribution Service will attempt to keep all samples of each instance of data (identified by its key) managed by the `DDS_DataReader`. These samples are kept until the application “takes” them from the Data Distribution Service via the `DDS_DataReader_take` operation. The setting of `depth` has no effect. Its implied value is `DDS_LENGTH_UNLIMITED`. The resources that the Data Distribution Service can use to keep this history are limited by the settings of the `DDS_ResourceLimitsQosPolicy`. If the limit is reached, the behaviour of the Data Distribution Service will depend on the `DDS_ReliabilityQosPolicy`. If the `DDS_ReliabilityQosPolicy` is `DDS_BEST_EFFORT_RELIABILITY_QOS`, the old values are discarded. If `DDS_ReliabilityQosPolicy` is `DDS_RELIABLE_RELIABILITY_QOS`, the Data Distribution Service will block the `DDS_DataWriter` until it can deliver the necessary old values to all subscribers.

On the subscribing side it controls the samples that should be maintained until the application “takes” them from the Data Distribution Service. On the publishing side this `QosPolicy` controls the samples that should be maintained by the `DDS_DataWriter` on behalf of `DDS_DataReader` objects. The behaviour with respect to a `DDS_DataReader` objects discovered after a sample is written is controlled by the `DDS_DurabilityQosPolicy`. In more detail, this `QosPolicy` specifies the behaviour of the Data Distribution Service in case the value of a sample changes (one or more times) before it can be successfully communicated to one or more `DDS_Subscribers`.

### *Requested/Offered*

The setting of the `QosPolicy` offered is independent of the one requested, in other words they are never considered incompatible. The communication will not be rejected on account of this `QosPolicy`. The notification

DDS\_OFFERED\_INCOMPATIBLE\_QOS status on the offering side or DDS\_REQUESTED\_INCOMPATIBLE\_QOS status on the requesting side will not be raised.

### DDS TopicQos

This QosPolicy can be set on a DDS\_Topic. The DDS\_DataWriter and/or DDS\_DataReader can copy this qos by using the operations DDS\_<DDS\_Entity>\_copy\_from\_topic\_qos and then DDS\_<DDS\_Entity>\_set\_qos. That way the application can relatively easily ensure the QosPolicy for the DDS\_Topic, DDS\_DataReader and DDS\_DataWriter are consistent.

### 3.1.3.8 DDS\_LatencyBudgetQosPolicy

#### Synopsis

```
#include <dds_dcps.h>
    struct DDS_LatencyBudgetQosPolicy
    { DDS_Duration_t duration; };
```

#### Description

Specifies the maximum acceptable additional delay to the typical transport delay from the time the data is written until the data is delivered at the DDS\_DataReader and the application is notified of this fact.

#### Attributes

*DDS\_Duration\_t duration* - specifies the maximum acceptable additional delay from the time the data is written until the data is delivered.

#### Detailed Description

This QosPolicy specifies the maximum acceptable additional delay to the typical transport delay from the time the data is written until the data is delivered at the DDS\_DataReader and the application is notified of this fact. This QosPolicy provides a means for the application to indicate to the Data Distribution Service the “urgency” of the data-communication. By having a non-zero duration the Data Distribution Service can optimise its internal operation. The default value of the duration is zero, indicating that the delay should be minimized.

This QosPolicy is applicable to a DDS\_DataReader, DDS\_DataWriter and DDS\_Topic. After enabling of the concerning DDS\_Entity, this QosPolicy may be changed by using the DDS\_<DDS\_Entity>\_set\_qos operation.

*Requested/Offered*

This `QosPolicy` is considered a hint to the Data Distribution Service, which will automatically adapt its behaviour to meet the requirements of the shortest delay if possible. In case the `Requested/Offered QosPolicy` are incompatible, the notification `DDS_OFFERED_INCOMPATIBLE_QOS` status on the offering side and `DDS_REQUESTED_INCOMPATIBLE_QOS` status on the requesting side is raised.

**Table 10 DDS\_LatencyBudgetQosPolicy**

Duration	Compatibility
offered duration < requested duration	compatible
offered duration = requested duration	compatible
offered duration > requested duration	Incompatible

Note that even when the offered duration is considered compatible to the requested duration, this duration is not enforced in any way: there will be no notification on any violations of the requested duration.

Changing an existing latency budget using the `set_qos` operation on either the `DDS_DataWriter` or `DDS_DataReader` may have consequences for the connectivity between readers and writers, depending on their `RxO` values. (See also in Section 3.1.3, *Struct QosPolicy* the paragraph entitled *Requested/Offered*.) Consider a writer with budget  $B_w$  and a reader with budget  $B_r$ , where  $B_w \leq B_r$ . In this case a connection between that reader and that writer is established. Now suppose  $B_w$  is changed so that  $B_w > B_r$ , then the existing connection between reader and writer will be lost, and the reader will behave as if the writer unregistered all its instances, transferring the ownership of these instances when appropriate. See also Section 3.1.3.11, *DDS\_OwnershipQosPolicy*.

*DDS TopicQos*

This `QosPolicy` can be set on a `DDS_Topic`. The `DDS_DataWriter` and/or `DDS_DataReader` can copy this `qos` by using the operations `DDS_<DDS_Entity>_copy_from_topic_qos` and then `DDS_<DDS_Entity>_set_qos`. That way the application can relatively easily ensure the `QosPolicy` for the `DDS_Topic`, `DDS_DataReader` and `DDS_DataWriter` are consistent.

**3.1.3.9 DDS\_LifespanQosPolicy****Synopsis**

```
#include <dds_dcps.h>
struct DDS_LifespanQosPolicy
{ DDS_Duration_t duration; };
```



## Description

This `QosPolicy` specifies the duration of the validity of the data written by the `DDS_DataWriter`.

## Attributes

`DDS_Duration_t duration` - specifies the length in time of the validity of the data.

## Detailed Description

This `QosPolicy` specifies the duration of the validity of the data written by the `DDS_DataWriter`. When this time has expired, the data will be removed or if it has not been delivered yet, it will not be delivered at all. In other words, the `duration` is the time in which the data is still valid. This means that during this period a `DDS_DataReader` can access the data or if the data has not been delivered yet, it still will be delivered. The default value of the `duration` is `DDS_DURATION_INFINITE`, indicating that the data does not expire.

This `QosPolicy` is applicable to a `DDS_DataWriter` and a `DDS_Topic`. After enabling of the concerning `DDS_Entity`, this `QosPolicy` may be changed by using the `DDS_<DDS_Entity>_set_qos` operation.

### Requested/Offered

The setting of this `QosPolicy` is only applicable to the publishing side, in other words the Requested/Offered constraints are not applicable. The communication will not be rejected on account of this `QosPolicy`. The notification `DDS_OFFERED_INCOMPATIBLE_QOS` status on the offering side will not be raised.

### DDS\_TopicQos

This `QosPolicy` can be set on a `DDS_Topic`. The `DDS_DataWriter` and/or `DDS_DataReader` can copy this qos by using the operations `DDS_<DDS_Entity>_copy_from_topic_qos` and then `DDS_<DDS_Entity>_set_qos`. That way the application can relatively easily ensure the `QosPolicy` for the `DDS_Topic`, `DDS_DataReader` and `DDS_DataWriter` are consistent.

### 3.1.3.10 DDS\_LivelinessQosPolicy

#### Synopsis

```
#include <dds_dcps.h>
enum DDS_LivelinessQosPolicyKind
{
    DDS_AUTOMATIC_LIVELINESS_QOS,
    DDS_MANUAL_BY_PARTICIPANT_LIVELINESS_QOS,
    DDS_MANUAL_BY_TOPIC_LIVELINESS_QOS };
```

```
struct DDS_LivelinessQosPolicy
{ DDS_LivelinessQosPolicyKind kind;
  DDS_Duration_t lease_duration; };
```

## Description

This `QosPolicy` controls the way the liveliness of an `DDS_Entity` is being reported.

## Attributes

*DDS\_LivelinessQosPolicyKind kind* - controls the way the liveliness of an `DDS_Entity` is reported.

*DDS\_Duration\_t lease\_duration* - specifies the duration of the interval within which the liveliness must be reported.

## Detailed Description

This `QosPolicy` controls the way the liveliness of an `DDS_Entity` is being determined. The liveliness must be reported periodically before the `lease_duration` expires.

This `QosPolicy` is applicable to a `DDS_DataReader`, a `DDS_DataWriter` and a `DDS_Topic`. After enabling of the concerning `DDS_Entity`, this `QosPolicy` cannot be changed any more.

## Attributes

The `QosPolicy` is controlled by the attribute `kind` which can be:

- *DDS\_AUTOMATIC\_LIVELINESS\_QOS* - the Data Distribution Service will take care of reporting the Liveliness automatically with a rate determined by the `lease_duration`
- *DDS\_MANUAL\_BY\_PARTICIPANT\_LIVELINESS\_QOS* - the application must take care of reporting the liveliness before the `lease_duration` expires. If a `DDS_Entity` reports its liveliness, all `DDS_Entities` within the same `DDS_DomainParticipant` that have their liveliness kind set to `DDS_MANUAL_BY_PARTICIPANT_LIVELINESS_QOS`, can be considered alive by the Data Distribution Service. Liveliness can reported explicitly by calling the operation `DDS_DomainParticipant_assert_liveliness` or implicitly by writing some data
- *DDS\_MANUAL\_BY\_TOPIC\_LIVELINESS\_QOS* - the application must take care of reporting the liveliness before the `lease_duration` expires. This can explicitly be done by calling the operation `DDS_DataWriter_assert_liveliness` or implicitly by writing some data

The `lease_duration` specifies the duration of the interval within which the liveliness should be reported.

#### Requested/Offered

In case the Requested/Offered `QoSPolicy` are incompatible, the notification `DDS_OFFERED_INCOMPATIBLE_QOS` status on the offering side and `DDS_REQUESTED_INCOMPATIBLE_QOS` status on the requesting side is raised.

**Table 11 DDS\_LivelinessQoSPolicy**

<div>Requester Offered</div>	<b>AUTOMATIC</b>	<b>MANUAL_BY_PARTICIPANT</b>	<b>MANUAL_BY_TOPIC</b>
<b>AUTOMATIC</b>	compatible	INcompatible	INcompatible
<b>MANUAL_BY_PARTICIPANT</b>	compatible	compatible	INcompatible
<b>MANUAL_BY_TOPIC</b>	compatible	compatible	compatible

Whether communication is established, is controlled by the Data Distribution Service, depending on the Requested/Offered `QoSPolicy` of the `DDS_DataWriter` and `DDS_DataReader`. In other words, the communication between any `DDS_DataWriter` and `DDS_DataReader` depends on what is expected by the `DDS_DataReader`. As a consequence, a `DDS_DataWriter` that has an incompatible `QoS` with respect to what a `DDS_DataReader` specified is not allowed to send its data to that specific `DDS_DataReader`. A `DDS_DataReader` that has an incompatible `QoS` with respect to what a `DDS_DataWriter` specified does not get any data from that particular `DDS_DataWriter`.

#### DDS\_TopicQos

This `QoSPolicy` can be set on a `DDS_Topic`. The `DDS_DataWriter` and/or `DDS_DataReader` can copy this `qos` by using the operations `DDS_<DDS_Entity>_copy_from_topic_qos` and then `DDS_<DDS_Entity>_set_qos`. That way the application can relatively easily ensure the `QoSPolicy` for the `DDS_Topic`, `DDS_DataReader` and `DDS_DataWriter` are consistent.

### 3.1.3.11 DDS\_OwnershipQoSPolicy

#### Synopsis

```
#include <dds_dcps.h>
enum DDS_OwnershipQoSPolicyKind
{
    DDS_SHARED_OWNERSHIP_QOS,
    DDS_EXCLUSIVE_OWNERSHIP_QOS };
struct DDS_OwnershipQoSPolicy
{
    DDS_OwnershipQoSPolicyKind kind; };
```

## Description

This `QosPolicy` specifies whether a `DDS_DataWriter` exclusively owns an instance.

## Attributes

`DDS_OwnershipQosPolicyKind kind` - specifies whether a `DDS_DataWriter` exclusively owns an instance.

## Detailed Description

This `QosPolicy` specifies whether a `DDS_DataWriter` exclusively may own an instance. In other words, whether multiple `DDS_DataWriter` objects can write the same instance at the same time. The `DDS_DataReader` objects will only read the modifications on an instance from the `DDS_DataWriter` owning the instance.

Exclusive ownership is on an instance-by-instance basis. That is, a `DDS_Subscriber` can receive values written by a lower strength `DDS_DataWriter` as long as they affect instances whose values have not been written or registered by a higher-strength `DDS_DataWriter`.

This `QosPolicy` is applicable to a `DDS_DataReader`, a `DDS_DataWriter` and a `DDS_Topic`. After enabling of the concerning `DDS_Entity`, this `QosPolicy` cannot be changed any more.

## Attribute

The `QosPolicy` is controlled by the attribute kind which can be:

- `DDS_SHARED_OWNERSHIP_QOS` (default) - the same instance can be written by multiple `DDS_DataWriter` objects. All updates will be made available to the `DDS_DataReader` objects. In other words it does not have a specific owner
- `DDS_EXCLUSIVE_OWNERSHIP_QOS` - the instance will only be accepted from one `DDS_DataWriter` which is the only one whose modifications will be visible to the `DDS_DataReader` objects

## Requested/Offered

In case the Requested/Offered `QosPolicy` are incompatible, the notification `OFFERED_INCOMPATIBLE_QOS` status on the offering side and `REQUESTED_INCOMPATIBLE_QOS` status on the requesting side is raised.

**Table 12 Requested/Offered DDS\_OwnershipQoSPolicy**

Requested Offered	SHARED	EXCLUSIVE
SHARED	compatible	INcompatible
EXCLUSIVE	INcompatible	compatible

Whether communication is established, is controlled by the Data Distribution Service, depending on the Requested/Offered QoSPolicy of the DDS\_DataWriter and DDS\_DataReader. The value of the OWNERSHIP kind offered must exactly match the one requested or else they are considered incompatible. As a consequence, a DDS\_DataWriter that has an incompatible QoS with respect to what a DDS\_DataReader specified is not allowed to send its data to that specific DDS\_DataReader. A DDS\_DataReader that has an incompatible QoS with respect to what a DDS\_DataWriter specified does not get any data from that particular DDS\_DataWriter.

#### Exclusive Ownership

The DDS\_DataWriter with the highest DDS\_OwnershipStrengthQoSPolicy value and being alive (depending on the DDS\_LivelinessQoSPolicy) and which has not violated its DDS\_DeadlineQoSPolicy contract with respect to the instance, will be considered the owner of the instance. Consequently, the ownership can change as a result of:

- a DDS\_DataWriter in the system with a higher value of the DDS\_OwnershipStrengthQoSPolicy modifies the instance
- a change in the DDS\_OwnershipStrengthQoSPolicy value (becomes less) of the DDS\_DataWriter owning the instance
- a change in the liveliness (becomes not alive) of the DDS\_DataWriter owning the instance
- a deadline with respect to the instance that is missed by the DDS\_DataWriter that owns the instance.

#### Time-line

Each DDS\_DataReader may detect the change of ownership at a different time. In other words, at a particular point in time, the DDS\_DataReader objects do not have a consistent picture of who owns each instance for that DDS\_Topic. Outside this grey area in time all DDS\_DataReader objects will consider the same DDS\_DataWriter to be the owner.

If multiple `DDS_DataWriter` objects with the same `DDS_OwnershipStrengthQosPolicy` modify the same instance, all `DDS_DataReader` objects will make the same choice of the particular `DDS_DataWriter` that is the owner. The `DDS_DataReader` is also notified of this via a status change that is accessible by means of the `Listener` or `DDS_Condition` mechanisms.

#### Ownership of an Instance

`DDS_DataWriter` objects are not aware whether they own a particular instance. There is no error or notification given to a `DDS_DataWriter` that modifies an instance it does not currently own.

#### TopicQos

This `QosPolicy` can be set on a `DDS_Topic`. The `DDS_DataWriter` and/or `DDS_DataReader` can copy this qos by using the operations `DDS_Publisher/Subscriber_copy_from_topic_qos` and then `DDS_DataWriter/DataReader_set_qos`. That way the application can relatively easily ensure the `QosPolicy` for the `DDS_Topic`, `DDS_DataReader` and `DDS_DataWriter` are consistent

### 3.1.3.12 `DDS_OwnershipStrengthQosPolicy`

#### Synopsis

```
#include <dds_dcps.h>
    struct DDS_OwnershipStrengthQosPolicy
    { DDS_long value; };
```

#### Description

This `QosPolicy` specifies the value of the ownership strength of a `DDS_DataWriter` used to determine the ownership of an instance.

#### Attributes

*DDS\_long value* - specifies the ownership strength of the `DDS_DataWriter`.

#### Detailed Description

This `QosPolicy` specifies the value of the ownership strength of a `DDS_DataWriter` used to determine the ownership of an instance. This ownership is used to arbitrate among multiple `DDS_DataWriter` objects that attempt to modify the same instance. This `QosPolicy` only applies if the `DDS_OwnershipQosPolicy` is of kind `DDS_EXCLUSIVE_OWNERSHIP_QOS`. For more information, see `DDS_OwnershipQosPolicy`.

This `QosPolicy` is applicable to a `DDS_DataWriter` only. After enabling of the concerning `DDS_Entity`, this `QosPolicy` may be changed by using the `DDS_DataWriter_set_qos` operation. When changed, the ownership of the instances may change with it.

### 3.1.3.13 `DDS_PartitionQosPolicy`

#### Synopsis

```
#include <dds_dcps.h>
struct DDS_PartitionQosPolicy
{ DDS_StringSeq name; };
```

#### Description

This `QosPolicy` specifies the logical partitions in which the `DDS_Subscribers` and `DDS_Publishers` are active.

#### Attributes

*DDS\_StringSeq name* - holds the sequence of strings, which specifies the partitions

#### Detailed Description

This `QosPolicy` specifies the logical partitions inside the domain in which the `DDS_Subscribers` and `DDS_Publishers` are active. This `QosPolicy` is particularly used to create a separate subspace, like a real domain versus a simulation domain. A `DDS_Publisher` and/or `DDS_Subscriber` can participate in more than one partition. Each string in the sequence of strings *name* defines a partition name. A partition name may contain wildcards. Sharing a partition means that at least one of the partition names in the sequence matches. When none of the partition names match, it is not considered an “incompatible” QoS and does not trigger any listeners or conditions. It only means that no communication is established. The default value of the attribute is an empty (zero-sized) sequence. This is treated as a special value that matches the partition.

This `QosPolicy` is applicable to a `DDS_Publisher` and `DDS_Subscriber`. After enabling of the concerning `DDS_Entity`, this `QosPolicy` may be changed by using the `DDS_<DDS_Entity>_set_qos` operation. When changed, it modifies the association of `DDS_DataReader` and `DDS_DataWriter` objects. It may establish new associations or break existing associations. By default, `DDS_DataWriter` and `DDS_DataReader` objects belonging to a `DDS_Publisher` or `DDS_Subscriber` that do not specify a `DDS_PartitionQosPolicy`, will participate in the default partition. In this case the partition name is “”.

*Requested/Offered*

The offered setting of this `QosPolicy` is independent of the one requested, in other words they are never considered incompatible. The communication will not be rejected on account of this `QosPolicy`. The notification `DDS_OFFERED_INCOMPATIBLE_QOS` status on the offering side or `DDS_REQUESTED_INCOMPATIBLE_QOS` status on the requesting side will not be raised.

**3.1.3.14 DDS\_PresentationQosPolicy****Synopsis**

```
#include <dds_dcps.h>
enum DDS_PresentationQosPolicyAccessScopeKind
{
    DDS_INSTANCE_PRESENTATION_QOS,
    DDS_TOPIC_PRESENTATION_QOS,
    DDS_GROUP_PRESENTATION_QOS };
struct DDS_PresentationQosPolicy
{
    DDS_PresentationQosPolicyAccessScopeKind access_scope;
    DDS_boolean coherent_access;
    DDS_boolean ordered_access; };
```

**Description**

This `QosPolicy` controls the extent to which changes to data-instances can be made dependent on each other and also the kind of dependencies that can be propagated and maintained by the Data Distribution Service.

**Attributes**

*PresentationQosPolicyAccessScopeKind access\_scope* - specifies the granularity of the changes that needs to be preserved when communicating a set of samples. Currently only the `DDS_INSTANCE_PRESENTATION_QOS` and `DDS_TOPIC_PRESENTATION_QOS` scopes are supported.

*boolean coherent\_access* - controls whether the Data Distribution Service will preserve the groupings of changes, as indicated by the *access\_scope*, made by a publishing application by means of the operations *begin\_coherent\_change* and *end\_coherent\_change*.

*boolean ordered\_access* - controls whether the Data Distribution Service will preserve the order of the changes, as indicated by the *access\_scope*. Currently only an *ordered\_access* setting of `FALSE` is supported.



## Detailed Description

The support for ‘coherent changes’ enables a publishing application to change the value of several data-instances that could belong to the same or different topics and have those changes be seen ‘atomically’ by the readers. This is useful in cases where the values are inter-related. For example, if there are two data-instances representing the ‘altitude’ and ‘velocity vector’ of the same aircraft and both are changed, it may be useful to communicate those values in a way the reader can see both together; otherwise it may erroneously interpret that the aircraft is on a collision course.

Basically this QosPolicy allows a Publisher to group a number of samples by enclosing them within calls to `DDS_Publisher_begin_coherent_change` and `DDS_Publisher_end_coherent_change` and treat them as if they are to be communicated as a single message. That is, the receiver will only be able to access the data after all the modifications in the set are available at the receiver end.

A connectivity change may occur in the middle of a set of coherent changes; for example, the set of partitions used by the Publisher or one of its Subscribers may change, a late-joining DataReader may appear on the network, or a communication failure may occur. In the event that such a change prevents an entity from receiving the entire set of coherent changes, that entity must behave as if it had received none of the set.

This QosPolicy is applicable to a Publisher and Subscriber. After enabling of the concerning Entity, this QosPolicy cannot be changed any more.

### Attributes

The `PresentationQosPolicy` is applicable to both Publisher and Subscriber, but behaves differently on the publishing side and the subscribing side. The setting of `coherent_access` on a `DDS_Publisher` controls whether that Publisher will preserve the coherency of changes (enclosed by calls to `DDS_Publisher_begin_coherent_change` and `end_coherent_change`), as indicated by its `DDS_Publisher_access_scope` and as made available by its embedded DataWriters. However, the Subscriber settings determine whether a coherent set of samples will actually be delivered to the subscribing application in a coherent way.

- If a Publisher or Subscriber sets `coherent_access` to `FALSE`, it indicates that it does not want to maintain coherency between the different samples in a set: a Subscriber that receives only a part of this set may still deliver this partial set of samples to its embedded DataReaders.
- If both Publisher and Subscriber set `coherent_access` to `TRUE`, they indicate that they want to maintain coherency between the different samples in a set: a Subscriber that receives only a part of this set may not deliver this partial set of

samples to its embedded DataReaders; it needs to wait for the set to become complete, and it will flush this partial set when it concludes that it will never be able to complete it.

Coherency is implemented on top of a transaction mechanism between individual DataWriters and DataReaders; completeness of a coherent set is determined by the successful completion of each of its participating transactions. The value of the `access_scope` attribute determines which combination of transactions constitute the contents of a coherent set.

The setting of `ordered_access` has no impact on the way in which a Publisher transmits its samples (although it does influence the RxO properties of this Publisher), but basically it determines whether a Subscriber will preserve the ordering of samples when the subscribing application uses its embedded DataReaders to read or take samples:

- If a Subscriber sets `ordered_access` to `FALSE`, it indicates that it does not want to maintain ordering between the different samples it receives: a subscribing application that reads or takes samples will receive these samples ordered by their key-values, which does probably not resemble the order they were written in.
- If a Subscriber sets `ordered_access` to `TRUE` (currently not supported), it indicates that it does want to maintain ordering within the specified `access_scope` between the different samples it receives: a subscribing application that reads or takes samples will receive these samples sorted by the order in which they were written..

The `access_scope` determines the maximum extent of coherent and/or ordered changes:

- If `access_scope` is set to `DDS_INSTANCE_PRESENTATION_QOS` and `coherent_access` is set to `TRUE`, then the Subscriber will behave, with respect to maintaining coherency, in a way similar to an `access_scope` that is set to `DDS_TOPIC_PRESENTATION_QOS`. This is caused by the fact that coherency is defined as the successful completion of all participating transactions. If a DataWriter writes a transaction containing samples from different instances, and a connected DataReader misses one of these samples, then the transaction failed and the coherent set is considered incomplete by the receiving DataReader. It doesn't matter that all the other instances have received their samples successfully; an unsuccessful transaction by definition results in an incomplete coherent set. In that respect the DDS can offer no granularity that is more fine-grained with respect to coherency than that described by the `DDS_TOPIC_PRESENTATION_QOS`.

If `access_scope` is set to `DDS_INSTANCE_PRESENTATION_QOS` and `ordered_access` is set to `TRUE`, then the subscriber will maintain ordering between samples belonging to the same instance. Samples belonging to different instances will still be grouped by their key-values instead of by the order in which they were received.

- If `access_scope` is set to `DDS_TOPIC_PRESENTATION_QOS` and `coherent_access` is set to `TRUE`, then the DDS will define the scope of a coherent set on individual transactions. So a coherent set that spans samples coming from multiple DataWriters (indicated by its enclosure within calls to `DDS_Publisher_begin_coherent_change` and `DDS_Publisher_end_coherent_change` on their shared Publisher), is chopped up into separate and disjunct transactions (one for each participating DataWriter), where each transaction is processed separately. On the subscribing side this may result in the successful completion of some of these transactions, and the unsuccessful completion of some others. In such cases all DataReaders that received successful transactions will deliver the embedded content to their applications, without waiting for the completion of other transactions in other DataReaders connected to the same Subscriber.

If `access_scope` is set to `DDS_TOPIC_PRESENTATION_QOS` and `ordered_access` is set to `TRUE` (currently not supported), then the subscriber will maintain ordering between samples belonging to the same DataReader. This means that samples belonging to the same instance in the same DataReader may no longer be received consecutively if samples belonging to different instances were written in between.

- If `access_scope` is set to `DDS_GROUP_PRESENTATION_QOS` (currently not supported) and `coherent_access` is set to `TRUE`, then the DDS will define the scope of a coherent set on the sum of all participating transactions. So a coherent set that spans samples coming from multiple DataWriters (indicated by its enclosure within calls to `DDS_Publisher_begin_coherent_change` and `DDS_Publisher_end_coherent_change` on their shared Publisher), is chopped up into separate and disjunct transactions (one for each participating DataWriter), where each transactions is processed separately. On the subscribing side this may result in the successful completion of some of these transactions, and the unsuccessful completion of some others. However, each DataReader is only allowed to deliver the embedded content when all participating transactions completed successfully. This means that DataReaders that received successful transactions will need to wait for all other DataReaders attached to the same Subscriber to also complete their transactions successfully. If one or more DataReaders conclude that they will not be able to complete their transactions successfully, then all DataReaders that participate in the original coherent set will flush the content of their transactions.

If `access_scope` is set to `DDS_GROUP_PRESENTATION_QOS` (currently not supported) and `ordered_access` is set to `TRUE` (currently not supported), then ordering is maintained between samples that are written by DataWriters attached to a common Publisher and received by DataReaders attached to a common Subscriber. This way the subscribing application can access the changes as a unit and/or in the proper order. However, this does not necessarily imply that the subscribing application will indeed access the changes as a unit and/or in the correct order. For that to occur, the subscribing application must use the proper logic in accessing its datareaders:

- Upon notification by the callback operation `on_data_on_readers` of the SubscriberListener or when triggered by the similar `DDS_DATA_ON_READERS` status of the Subscriber's `DDS_StatusCondition`, the application uses `DDS_Subscriber_begin_access` on the Subscriber to indicate it will be accessing data through the Subscriber. This will lock the embedded datareaders for any incoming messages during the coherent data access.
- Then it calls `DDS_Subscriber_get_datareaders` on the Subscriber to get the list of DataReader objects where data samples are available. Note that when `ordered_access` is `TRUE`, then the list of DataReaders may contain the same reader several times. In this manner the correct sample order can be maintained among samples in different DataReader objects.
- Following this it calls `DDS_DataReader_read` or `DDS_DataReader_take` on each DataReader in the same order returned to access all the relevant changes in the DataReader. Note that when `ordered_access` is `TRUE`, you should only read or take *one* sample at a time.
- Once it has called `read` or `take` on all the readers, it calls `DDS_Subscriber_end_access` on the Subscriber. This will unlock the embedded datareaders again.

### Requested/Offered

In case the Requested/Offered `QosPolicy` are incompatible, the notification `DDS_OFFERED_INCOMPATIBLE_QOS` status on the offering side and `DDS_REQUESTED_INCOMPATIBLE_QOS` status on the requesting side is raised.

**Table 13 Requested/Offered PresentationQosPolicy**

<div>Requested Offered</div>	INSTANCE	Topic	Group
instance	compatible	INcompatible	INcompatible
topic	compatible	compatible	INcompatible
group	compatible	compatible	compatible

The value offered is considered compatible with the value requested if and only if the following conditions are met:

1. The inequality “`offered_access_scope >= requested_access_scope`” evaluates to ‘TRUE’. For the purposes of this inequality, the values of `Presentation_access_scope` are considered ordered such that `INSTANCE < TOPIC < GROUP`.
2. Requested `coherent_access` is FALSE, or else both offered and requested `coherent_access` are TRUE.
3. Requested `ordered_access` is FALSE, or else both offered and requested `ordered_access` are TRUE.

In case the quality offered by the Publisher is better than the value requested by the Subscriber, the subscriber’s values determine the resulting behaviour for the subscribing application. In other words, the quality specified at the Subscriber site overrules the corresponding value at the Publisher site.

Consider the following scenario:

1. A Publisher publishes coherent sets with `access_scope` is GROUP and `coherent_access` is TRUE.
2. A Subscriber subscribes to these coherent sets with `access_scope` is TOPIC and `coherent_access` is TRUE.
3. The Publisher writes a coherent set consisting of 2 samples of Topic A, and 2 samples of Topic B.
4. During transmission, the first sample of Topic B gets lost.

According to the `access_scope` of the Publisher, the coherent set is incomplete and can therefore not be delivered. However, according to the `access_scope` of the Subscriber, coherency needs to be maintained on a per Reader/Writer pair basis so the samples for Topic A will be delivered upon arrival, but the samples for Topic B will not.

Basically, when both `coherent_access` and `ordered_access` are set to FALSE, then the `access_scope` serves no other purpose than to determine connectivity between Publishers and Subscribers.

An `access_scope` value of `DDS_GROUP_PRESENTATION_QOS` and/or an `ordered_access` value of TRUE are not yet supported. Setting any of these values in your `PresentationQosPolicy` will result in a `DDS_RETCODE_NOT_SUPPORTED`.

### 3.1.3.15 DDS\_ReaderDataLifecycleQosPolicy

#### Synopsis

```
#include <dds_dcps.h>
```

```
struct DDS_ReaderDataLifecycleQosPolicy
{
    DDS_Duration_t autopurge_nowriter_samples_delay;
    DDS_Duration_t autopurge_disposed_samples_delay;
};
```

## Description

This QosPolicy specifies the maximum duration for which the DDS\_DataReader will maintain information regarding a data instance for which the instance\_state becomes either DDS\_NOT\_ALIVE\_NO\_WRITERS\_INSTANCE\_STATE or DDS\_NOT\_ALIVE\_DISPOSED\_INSTANCE\_STATE.

## Attributes

*DDS\_Duration\_t autopurge\_nowriter\_samples\_delay* - specifies the duration for which the DDS\_DataReader will maintain information regarding a data instance for which the instance\_state becomes DDS\_NOT\_ALIVE\_NO\_WRITERS\_INSTANCE\_STATE. By default the duration value is DDS\_DURATION\_INFINITE. When the delay time has expired, the data instance is marked so that it can be purged in the next garbage collection sweep.

*DDS\_Duration\_t autopurge\_disposed\_samples\_delay* - specifies the duration for which the DDS\_DataReader will maintain information regarding a data instance for which the instance\_state becomes DDS\_NOT\_ALIVE\_DISPOSED\_INSTANCE\_STATE. By default the duration value is DDS\_DURATION\_INFINITE. When the delay time has expired, the data instance is marked so that it can be purged in the next garbage collection sweep.

## Detailed Description

This QosPolicy specifies the maximum duration for which the DDS\_DataReader will maintain information regarding a data instance for which the instance\_state becomes either DDS\_NOT\_ALIVE\_NO\_WRITERS\_INSTANCE\_STATE or DDS\_NOT\_ALIVE\_DISPOSED\_INSTANCE\_STATE. The DDS\_DataReader manages resources for instances and samples of those instances. The amount of resources managed depends on other QosPolicies like the DDS\_HistoryQosPolicy and the DDS\_ResourceLimitsQosPolicy. The DDS\_DataReader can only release resources for data instances for which all samples have been taken and the instance\_state has become DDS\_NOT\_ALIVE\_NO\_WRITERS\_INSTANCE\_STATE or DDS\_NOT\_ALIVE\_DISPOSED\_INSTANCE\_STATE. If an application does not take the samples belonging to a data instance with such an instance\_state, the DDS\_DataReader will never be able to release the maintained resources. By means of this QosPolicy the application can instruct the DDS\_DataReader to release all resources related to the concerning data instance after a specified duration.

This `QosPolicy` is applicable to a `DDS_DataReader` only. After enabling of the concerning `DDS_DataReader`, this `QosPolicy` can be changed using the `set_qos` operation.

### 3.1.3.16 DDS\_ReliabilityQosPolicy

#### Synopsis

```
#include <dds_dcps.h>
enum DDS_ReliabilityQosPolicyKind
{ DDS_BEST_EFFORT_RELIABILITY_QOS,
  DDS_RELIABLE_RELIABILITY_QOS };
struct DDS_ReliabilityQosPolicy
{ DDS_ReliabilityQosPolicyKind kind;
  DDS_Duration_t max_blocking_time;
  DDS_boolean synchronous; };
```

#### Description

This `QosPolicy` controls the level of reliability of the data distribution offered or requested by the `DDS_DataWriters` and `DDS_DataReaders`.

#### Attributes

*DDS\_ReliabilityQosPolicyKind kind* - specifies the type of reliability which may be `DDS_BEST_EFFORT_RELIABILITY_QOS` or `DDS_RELIABLE_RELIABILITY_QOS`.

*DDS\_Duration\_t max\_blocking\_time* - specifies the maximum time the `DDS_DataWriter_write` operation may block when the `DDS_DataWriter` does not have space to store the value written or when synchronous communication is specified and all expected acknowledgements are not yet received.

*DDS\_boolean synchronous* - specifies whether a `DataWriter` should wait for acknowledgements by all connected `DataReaders` that also have set a synchronous `ReliabilityQosPolicy`.

#### Detailed Description

This `QosPolicy` controls the level of reliability of the data distribution requested by a `DDS_DataReader` or offered by a `DDS_DataWriter`. In other words, it controls whether data is allowed to get lost in transmission or not.

This `QosPolicy` is applicable to a `DDS_DataReader`, `DDS_DataWriter` and `DDS_Topic`. After enabling of the concerning `DDS_Entity`, this `QosPolicy` cannot be changed any more.

Attributes

The `QosPolicy` is controlled by the attribute kind which can be:

- `DDS_RELIABLE_RELIABILITY_QOS` - the Data Distribution Service will attempt to deliver all samples in the `DDS_DataWriters` history; arrival-checks are performed and data may get re-transmitted in case of lost data. In the steady-state (no modifications communicated via the `DDS_DataWriter`) the Data Distribution Service guarantees that all samples in the `DDS_DataWriter` history will eventually be delivered to the all `DDS_DataReader` objects. Outside the steady-state the `DDS_HistoryQosPolicy` and `DDS_ResourceLimitsQosPolicy` determine how samples become part of the history and whether samples can be discarded from it. In this case also the `max_blocking_time` must be set
- `DDS_BEST_EFFORT_RELIABILITY_QOS` - the Data Distribution Service will only attempt to deliver the data; no arrival-checks are being performed and any lost data is not re-transmitted (non-reliable). Presumably new values for the samples are generated often enough by the application so that it is not necessary to resent or acknowledge any samples.

The effect of the attribute `max_blocking_time` depends on the setting of the `DDS_HistoryQosPolicy` and `DDS_ResourceLimitsQosPolicy` and the synchronous setting of the `DDS_ReliabilityQosPolicy`. In case the `DDS_HistoryQosPolicy` kind is set to `DDS_KEEP_ALL_HISTORY_QOS`, the `DDS_DataWriter_write` operation on the `DDS_DataWriter` may block if the modification would cause one of the limits specified in the `DDS_ResourceLimitsQosPolicy` to be exceeded. Also in case the synchronous attribute value of the `ReliabilityQosPolicy` is set to `TRUE` on both sides of a pair of connected `DataWriters` and `DataReaders`, then the `DataWriter` will wait until all its connected synchronous `DataReaders` have acknowledged the data.

Under these circumstances, the `max_blocking_time` attribute of the `DDS_ReliabilityQosPolicy` configures the maximum duration the `DDS_DataWriter_write` operation may block.



**Requested/Offered**

In case the Requested/Offered QoSPolicy are incompatible, the notification DDS\_OFFERED\_INCOMPATIBLE\_QOS status on the offering side and DDS\_REQUESTED\_INCOMPATIBLE\_QOS status on the requesting side is raised.

**Table 14 Requested/Offered DDS\_ReliabilityQoSPolicy**

Requested Offered	BEST_EFFORT	RELIABLE
BEST_EFFORT	compatible	Incompatible
RELIABLE	compatible	compatible

**DDS\_TopicQos**

This QoSPolicy can be set on a DDS\_Topic. The DDS\_DataWriter and/or DDS\_DataReader can copy this qos by using the operations DDS\_<DDS\_Entity>\_copy\_from\_topic\_qos and then DDS\_<DDS\_Entity>\_set\_qos. That way the application can relatively easily ensure the QoSPolicy for the DDS\_Topic, DDS\_DataReader and DDS\_DataWriter are consistent.

**3.1.3.17 DDS\_ResourceLimitsQoSPolicy****Synopsis**

```
#include <dds_dcps.h>
struct DDS_ResourceLimitsQoSPolicy
{
    DDS_long max_samples;
    DDS_long max_instances;
    DDS_long max_samples_per_instance; };
```

**Note:** This QoSPolicy is not yet fully implemented. Missing features are scheduled for a future release.

**Description**

This QoSPolicy will specify the maximum amount of resources, which can be used by a DDS\_DataWriter or DDS\_DataReader.

**Attributes**

*DDS\_long max\_samples* - specifies the maximum number of data samples for all instances for any single DDS\_DataWriter (or DDS\_DataReader). By default, DDS\_LENGTH\_UNLIMITED.

*DDS\_long max\_instances* - specifies the maximum number of instances for any single DDS\_DataWriter (or DDS\_DataReader). By default, DDS\_LENGTH\_UNLIMITED. Any other value than DDS\_LENGTH\_UNLIMITED will currently be ignored.

*DDS\_long max\_samples\_per\_instance* - specifies the maximum number of samples of any single instance for any single DDS\_DataWriter (or DDS\_DataReader). By default, DDS\_LENGTH\_UNLIMITED.

### **Detailed Description**

This QosPolicy controls the maximum amount of resources that the Data Distribution Service can use in order to meet the requirements imposed by the application and other QosPolicy settings.

This QosPolicy is applicable to a DDS\_DataReader, a DDS\_DataWriter and a DDS\_Topic. After enabling of the concerning DDS\_Entity, this QosPolicy cannot be changed any more.

#### Requested/Offered

The value of the QosPolicy offered is independent of the one requested, in other words they are never considered incompatible. The communication will not be rejected on account of this QosPolicy. The notification DDS\_OFFERED\_INCOMPATIBLE\_QOS status on the offering side or DDS\_REQUESTED\_INCOMPATIBLE\_QOS status on the requesting side will not be raised.

#### Resource limits

If the DDS\_DataWriter objects are publishing samples faster than they are taken by the DDS\_DataReader objects, the Data Distribution Service will eventually hit against some of the QosPolicy-imposed resource limits. Note that this may occur when just a single DDS\_DataReader cannot keep up with its corresponding DDS\_DataWriter.

In case the DDS\_HistoryQosPolicy is DDS\_KEEP\_LAST\_HISTORY\_QOS, the setting of DDS\_ResourceLimitsQosPolicy max\_samples\_per\_instance must be compatible with the DDS\_HistoryQosPolicy depth. For these two QosPolicy settings to be compatible, they must verify that  $depth \leq max\_samples\_per\_instance$ .

#### DDS\_TopicQos

This QosPolicy can be set on a DDS\_Topic. The DDS\_DataWriter and/or DDS\_DataReader can copy this qos by using the operations `DDS_<DDS_Entity>_copy_from_topic_qos` and then

DDS\_<DDS\_Entity>\_set\_qos. That way the application can relatively easily ensure the QosPolicy for the DDS\_Topic, DDS\_DataReader and DDS\_DataWriter are consistent.

### 3.1.3.18 DDS\_SchedulingQosPolicy

#### Scope

DDS

#### Synopsis

```
#include <dds_dcps.h>
enum DDS_SchedulingClassQosPolicyKind
{ DDS_SCHEDULE_DEFAULT,
  DDS_SCHEDULE_TIMESHARING,
  DDS_SCHEDULE_REALTIME };
struct DDS_SchedulingClassQosPolicy
{ DDS_SchedulingClassQosPolicyKind kind; };
enum DDS_SchedulingPriorityQosPolicyKind
{ DDS_PRIORITY_RELATIVE,
  DDS_PRIORITY_ABSOLUTE };
struct DDS_SchedulingPriorityQosPolicy
{ DDS_SchedulingPriorityQosPolicyKind kind; };
struct DDS_SchedulingQosPolicy
{ DDS_SchedulingClassQosPolicy scheduling_class;
  DDS_SchedulingPriorityQosPolicy scheduling_priority_kind;
  DDS_long scheduling_priority; };
```

#### Description

This QosPolicy specifies the scheduling parameters that will be used for a thread that is spawned by the DDS\_DomainParticipant.



Note that some scheduling parameters may not be supported by the underlying Operating System or that you may need special privileges to select particular settings.

#### Attributes

*DDS\_SchedulingClassQosPolicyKind scheduling\_class.kind* - specifies the scheduling class used by the Operating System, which may be DDS\_SCHEDULE\_DEFAULT, DDS\_SCHEDULE\_TIMESHARING or DDS\_SCHEDULE\_REALTIME. Threads can only be spawned within the scheduling classes that are supported by the underlying Operating System.

*DDS\_SchedulingPriorityQosPolicyKind scheduling\_priority\_kind.kind* - specifies the priority type, which may be either DDS\_PRIORITY\_RELATIVE or DDS\_PRIORITY\_ABSOLUTE.

*DDS\_long scheduling\_priority* - specifies the priority that will be assigned to threads spawned by the `DDS_DomainParticipant`. Threads can only be spawned with priorities that are supported by the underlying Operating System.

### Detailed Description

This `QosPolicy` specifies the scheduling parameters that will be used for threads spawned by the `DDS_DomainParticipant`. Note that some scheduling parameters may not be supported by the underlying Operating System or that you may need special privileges to select particular settings. Refer to the documentation of your OS for more details on this subject.

Although the behaviour of the `scheduling_class` is highly dependent on the underlying OS, in general when running in a `Timesharing` class your thread will need to regularly yield execution to other threads of equal priority. In a `Realtime` class, your thread normally runs until completion and can only be pre-empted by higher priority threads. Often, the highest range of priorities is not accessible through a `Timesharing` Class.

The `scheduling_priority_kind` determines whether the specified `scheduling_priority` should be interpreted as an absolute priority or whether it should be interpreted relative to the priority of its creator, in this case the priority of the thread that created the `DDS_DomainParticipant`.

#### 3.1.3.19 DDS\_TimeBasedFilterQosPolicy

##### Synopsis

```
#include <dds_dcps.h>
struct DDS_TimeBasedFilterQosPolicy
{ DDS_Duration_t minimum_separation; };
```

**Note:** This `QosPolicy` is not yet implemented. It is scheduled for a future release.

#### 3.1.3.20 DDS\_TopicDataQosPolicy

##### Synopsis

```
#include <dds_dcps.h>
struct DDS_TopicDataQosPolicy
{ DDS_sequence_octet value; };
```

##### Description

This `QosPolicy` allows the application to attach additional information to a `DDS_Topic` `DDS_Entity`. This information is distributed with the `DDS_BuiltinTopics`.

## Attributes

*DDS\_sequence\_octet value* - a sequence of octets that holds the application topic data. By default, the sequence has length 0.

## Detailed Description

This `QosPolicy` allows the application to attach additional information to a `DDS_Topic Entity`. This information is distributed with the `BuiltinTopic`. An application that discovers a new `DDS_Topic` entity, can use this information to add additional functionality. The `DDS_TopicDataQosPolicy` is changeable and updates of the `BuiltinTopic` instance must be expected. Note that the Data Distribution Service is not aware of the real structure of the topic data (the Data Distribution System handles it as an opaque type) and that the application is responsible for correct mapping on structural types for the specific platform.

### 3.1.3.21 DDS\_TransportPriorityQosPolicy

## Synopsis

```
#include <dds_dcps.h>
struct DDS_TransportPriorityQosPolicy
{ DDS_long value; };
```

## Description

This `QosPolicy` specifies the priority with which the Data Distribution System can handle the data produced by the `DDS_DataWriter`.

## Attributes

*DDS\_long value* - specifies the priority with which the Data Distribution System can handle the data produced by the `DDS_DataWriter`.

## Detailed Description

This `QosPolicy` specifies the priority with which the Data Distribution System can handle the data produced by a `DDS_DataWriter`. This `QosPolicy` is considered to be a hint to the Data Distribution Service to control the priorities of the underlying transport means. A higher value represents a higher priority and the full range of the type is supported. By default the transport priority is set to 0.

The `DDS_TransportPriorityQosPolicy` is applicable to both `DDS_Topic` and `DDS_DataWriter` entities. After enabling of the concerning `DDS_Entities`, this `QosPolicy` may be changed by using the `set_qos` operation.

TopicQos

Note that changing this `QosPolicy` for the `DDS_Topic` does not influence the behaviour of the Data Distribution System for existing `DDS_DataWriter` entities because this `QosPolicy` is only used by the operation `copy_from_topic_qos` and when specifying `DDS_DATAWRITER_QOS_USE_TOPIC_QOS` when creating the `DataWriter`.

**3.1.3.22 DDS\_UserDataQosPolicy****Synopsis**

```
#include <dds_dcps.h>
    struct DDS_UserDataQosPolicy
    { DDS_sequence_octet value; };
```

**Description**

This `QosPolicy` allows the application to attach additional information to a `DDS_DomainParticipant`, `DDS_DataReader` or `DDS_DataWriter` `DDS_Entity`. This information is distributed with the Builtin Topics.

**Attributes**

*DDS\_sequence\_octet value* - is a sequence of octets that holds the application user data. By default, the sequence has length 0.

**Detailed Description**

This `QosPolicy` allows the application to attach additional information to a `DDS_DomainParticipant`, `DDS_DataReader` or `DDS_DataWriter` entity. This information is distributed with the Builtin Topics. An application that discovers a new `DDS_Entity` of the listed kind, can use this information to add additional functionality. The `DDS_UserDataQosPolicy` is changeable and updates of the Builtin Topic instance must be expected. Note that the Data Distribution Service is not aware of the real structure of the user data (the Data Distribution System handles it as an opaque type) and that the application is responsible for correct mapping on structural types for the specific platform.

**3.1.3.23 DDS\_WriterDataLifecycleQosPolicy****Synopsis**

```
#include <dds_dcps.h>
    struct DDS_WriterDataLifecycleQosPolicy
    { DDS_boolean autodispose_unregister_instances; };
```

## Description

This `QosPolicy` specifies whether the Data Distribution Service should automatically dispose instances that are unregistered by the `DDS_DataWriter`.

## Attributes

`DDS_boolean autodispose_unregistered_instances` - specifies whether the Data Distribution Service should automatically dispose instances that are unregistered by this `DDS_DataWriter`.

## Detailed Description

This `QosPolicy` controls the behaviour of the `DDS_DataWriter` with regards to the lifecycle of the data-instances it manages, that is, the data-instances that have been registered either explicitly using one of the `register` operations or implicitly by directly writing the data using the special `DDS_HANDLE_NIL` parameter. (See also Section 3.4.2.50, *SPACE\_FooDataWriter\_register\_instance*, on page 307).

The `autodispose_unregistered_instances` flag controls what happens when an instance gets unregistered by the `DDS_DataWriter`:

- If the `DDS_DataWriter` unregisters the instance explicitly using either `SPACE_FooDataWriter_unregister_instance` or `SPACE_FooDataWriter_unregister_instance_w_timestamp`, then the `autodispose_unregistered_instances` flag is currently ignored and the instance is never disposed automatically.
- If the `DDS_DataWriter` unregisters its instances implicitly because it is deleted or if a `DDS_DataReader` detects a loss of liveliness of a connected `DDS_DataWriter`, then the `autodispose_unregistered_instances` flag determines whether the concerned instances are automatically disposed (`TRUE`) or not (`FALSE`).

The default value for the `autodispose_unregistered_instances` flag is `TRUE`. For `TRANSIENT` and `PERSISTENT` topics this means that all instances that are not explicitly unregistered by the application will by default be removed from the Transient and Persistent stores when the `DataWriter` is deleted or when a loss of its liveliness is detected.

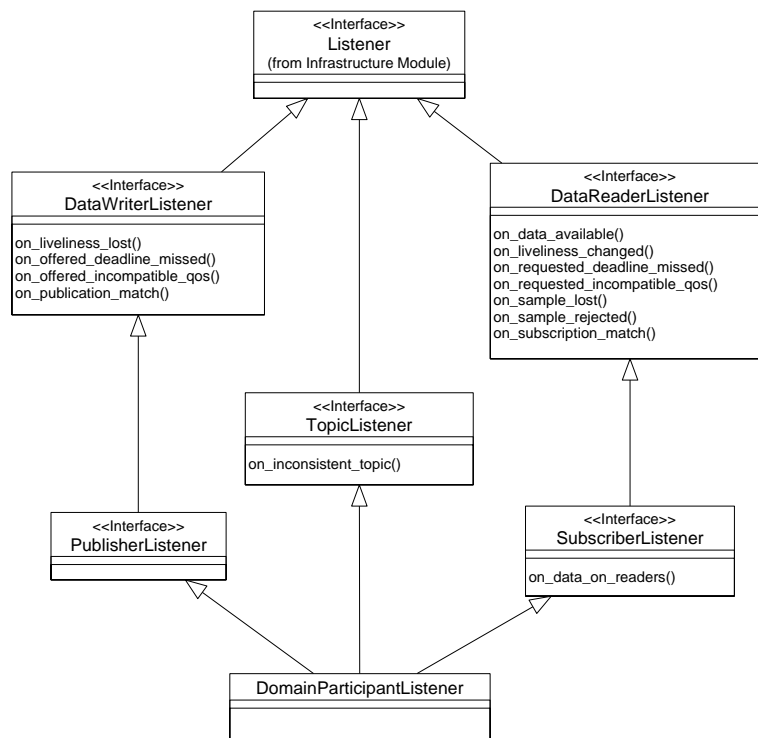
### 3.1.4 DDS\_Listener interface

This interface is the abstract base interface for all `Listener` interfaces. `Listeners` provide a generic mechanism for the Data Distribution Service to notify the application of relevant asynchronous status change events, such as a missed deadline, violation of a `QosPolicy` setting, etc. Each DCPS `DDS_Entity` supports its own specialized kind of `Listener`. `Listeners` are related to changes

in communication status. For each DDS\_Entity type, one specific Listener is derived from this interface. In the following modules, the following Listeners are derived from this interface:

- DDS\_DomainParticipantListener
- DDS\_TopicListener
- DDS\_PublisherListener
- DDS\_DataWriterListener
- DDS\_SubscriberListener
- DDS\_DataReaderListener.

The DDS\_Entity type specific Listener interfaces are part of the application which must implement the interface operations. A user defined class for these operations must be provided by the application which must extend from the **specific** Listener class. **All** Listener operations **must** be implemented in the user defined class, it is up to the application whether an operation is empty or contains some functionality.



**Figure 11 DCPS Listeners**

The base class DDS\_Listener does not contain any operations.



### 3.1.5 Struct DDS\_Status

Each concrete DDS\_Entity class has a set of DDS\_Status attributes and for each attribute the DDS\_Entity class provides an operation to read the value. Changes to DDS\_Status attributes will affect associated DDS\_StatusCondition and (invoked and associated) Listener objects.

The communication statuses whose changes can be communicated to the application depend on the DDS\_Entity. The following table shows the relevant statuses for each DDS\_Entity.

**Table 15 Status Description Per DDS\_Entity**

DDS_Entity	Status Name	Meaning
DDS_Topic	DDS_INCONSISTENT_TOPIC_STATUS	Another DDS_Topic exists with the same name but with different characteristics.
DDS_Subscriber	DDS_DATA_ON_READERS_STATUS	New information is available.
DDS_DataReader	DDS_SAMPLE_REJECTED_STATUS	A (received) sample has been rejected.
	DDS_LIVELINESS_CHANGED_STATUS	The liveliness of one or more DDS_DataWriter objects that were writing instances read through the DDS_DataReader has changed. Some DDS_DataWriter have become “alive” or “not alive”.
	DDS_REQUESTED_DEADLINE_MISSED_STATUS	The deadline that the DDS_DataReader was expecting through its DDS_DeadlineQoSPolicy was not respected for a specific instance.
	DDS_REQUESTED_INCOMPATIBLE_QOS_STATUS	A QoSPolicy setting was incompatible with what is offered.
	DDS_DATA_AVAILABLE_STATUS	New information is available.
	DDS_SAMPLE_LOST_STATUS	A sample has been lost (never received).
	DDS_SUBSCRIPTION_MATCHED_STATUS	The DDS_DataReader has found a DDS_DataWriter that matches the DDS_Topic and has compatible QoS.

**Table 15 Status Description Per DDS\_Entity (Continued)**

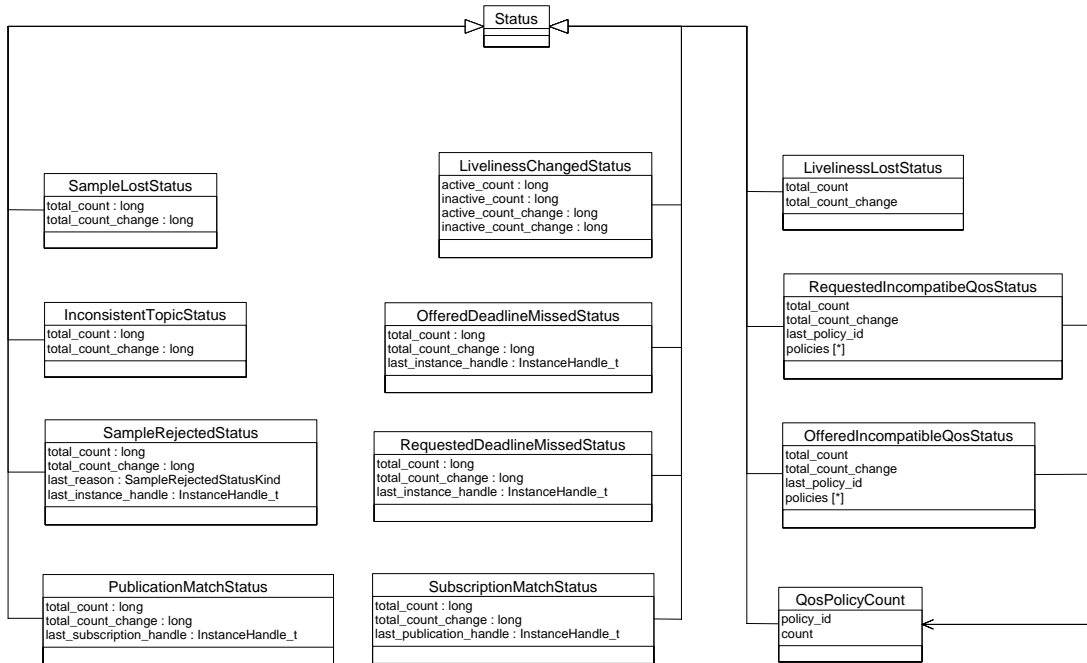
DDS_Entity	Status Name	Meaning
DDS_DataWriter	DDS_LIVELINESS_LOST_STATUS	The liveliness that the DDS_DataWriter has committed through its DDS_LivelinessQosPolicy was not respected; thus DDS_DataReader objects will consider the DDS_DataWriter as no longer “alive”.
	DDS_OFFERED_DEADLINE_MISSED_STATUS	The deadline that the DDS_DataWriter has committed through its DDS_DeadlineQosPolicy was not respected for a specific instance.
	DDS_OFFERED_INCOMPATIBLE_QOS_STATUS	A QosPolicy setting was incompatible with what was requested.
	DDS_PUBLICATION_MATCHED_STATUS	The DDS_DataWriter has found a DDS_DataReader that matches the DDS_Topic and has compatible QoS.

A `DDS_Status` attribute can be retrieved with the operation `get_<status_name>_status`. For example, to get the `DDS_InconsistentTopicStatus` value, the application must call the operation `DDS_Topic_get_inconsistent_topic_status`.

Conceptually associated with each `DDS_Entity` communication status is a logical `StatusChangedFlag`. This flag indicates whether that particular communication status has changed. The `StatusChangedFlag` is only conceptual, therefore, it is not important whether this flag actually exists.

For the plain communication `DDS_Status`, the `StatusChangedFlag` is initially set to `FALSE`. It becomes `TRUE` whenever the plain communication `DDS_Status` changes and it is reset to `FALSE` each time the application accesses the plain communication `DDS_Status` via the proper `get_<status_name>_status` operation on the `DDS_Entity`.

A flag set means that a change has occurred since the last time the application has read its value.

**Figure 12 DCPS DDS\_Status Values**

Each DDS\_Status attribute is implemented as a struct and therefore does not provide any operations. The interface description of these structs is as follows:

```

/*
 * struct DDS_<name>Status
 */
struct DDS_InconsistentTopicStatus
{ DDS_long total_count;
  DDS_long total_count_change; };
struct DDS_SampleLostStatus
{ DDS_long total_count;
  DDS_long total_count_change; };
enum DDS_SampleRejectedStatusKind
{ DDS_NOT_REJECTED,
  DDS_REJECTED_BY_INSTANCES_LIMIT,
  DDS_REJECTED_BY_SAMPLES_LIMIT,
  DDS_REJECTED_BY_SAMPLES_PER_INSTANCE_LIMIT };
struct DDS_SampleRejectedStatus
{ DDS_long total_count;
  DDS_long total_count_change;
  DDS_SampleRejectedStatusKind last_reason;
  DDS_InstanceHandle_t last_instance_handle; };
struct DDS_LivelinessLostStatus
{ DDS_long total_count;

```

```

        DDS_long total_count_change; };
struct DDS_LivelinessChangedStatus
{
    DDS_long alive_count;
    DDS_long not_alive_count;
    DDS_long alive_count_change;
    DDS_long not_alive_count_change;
    DDS_InstanceHandle_t last_publication_handle; };
struct DDS_OfferedDeadlineMissedStatus
{
    DDS_long total_count;
    DDS_long total_count_change;
    DDS_InstanceHandle_t last_instance_handle; };
struct DDS_RequestedDeadlineMissedStatus
{
    DDS_long total_count;
    DDS_long total_count_change;
    DDS_InstanceHandle_t last_instance_handle; };
struct DDS_OfferedIncompatibleQosStatus
{
    DDS_long total_count;
    DDS_long total_count_change;
    DDS_QosPolicyId_t last_policy_id;
    DDS_QosPolicyCountSeq policies; };
struct DDS_RequestedIncompatibleQosStatus
{
    DDS_long total_count;
    DDS_long total_count_change;
    DDS_QosPolicyId_t last_policy_id;
    DDS_QosPolicyCountSeq policies; };
struct DDS_PublicationMatchedStatus
{
    DDS_long total_count;
    DDS_long total_count_change;
    DDS_long current_count;
    DDS_long current_count_change;
    DDS_InstanceHandle_t last_subscription_handle; };
struct DDS_SubscriptionMatchedStatus
{
    DDS_long total_count;
    DDS_long total_count_change;
    DDS_long current_count;
    DDS_long current_count_change;
    DDS_InstanceHandle_t last_publication_handle; };

/*
 * implemented API operations
 * <no operations>
 */

```

The sections describe the usage of each DDS\_<name>Status struct.

### 3.1.5.1 DDS\_InconsistentTopicStatus

#### Synopsis

```

#include <dds_dcps.h>
struct DDS_InconsistentTopicStatus
{
    DDS_long total_count;

```

```
DDS_long total_count_change; };
```

## Description

This struct contains the statistics about attempts to create other `DDS_Topic`s with the same name but with different characteristics.

## Attributes

*DDS\_long total\_count* - the total detected cumulative count of `DDS_Topic` creations, whose name matches the `DDS_Topic` to which this `DDS_Status` is attached and whose characteristics are inconsistent.

*DDS\_long total\_count\_change* - the change in `total_count` since the last time the `Listener` was called or the `DDS_Status` was read.

## Detailed Description

This struct contains the statistics about attempts to create other `DDS_Topic`s with the same name but with different characteristics.

The attribute `total_count` holds the total cumulative count of `DDS_Topic` creations, whose name matches the `DDS_Topic` to which this `DDS_Status` is attached and whose characteristics are inconsistent .

The attribute `total_count_change` holds the incremental number of inconsistent `DDS_Topic`s, since the last time the `Listener` was called or the `DDS_Status` was read.

### 3.1.5.2 DDS\_LivelinessChangedStatus

## Synopsis

```
#include <dds_dcps.h>
struct DDS_LivelinessChangedStatus
{
    DDS_long alive_count;
    DDS_long not_alive_count;
    DDS_long alive_count_change;
    DDS_long not_alive_count_change;
    DDS_InstanceHandle_t last_publication_handle; };
```

## Description

This struct contains the statistics about whether the liveliness of one or more connected `DDS_DataWriter` objects has changed.

## Attributes

*DDS\_long alive\_count* - the total count of currently alive `DDS_DataWriter` objects that write the topic read by the `DDS_DataReader` to which this `DDS_Status` is attached.

*DDS\_long not\_alive\_count* - the total count of currently not alive DDS\_DataWriter objects that wrote the topic read by the DDS\_DataReader to which this DDS\_Status is attached.

*DDS\_long alive\_count\_change* - the change in alive\_count since the last time the Listener was called or the DDS\_Status was read.

*DDS\_long not\_alive\_count\_change* - the change in not\_alive\_count since the last time the Listener was called or the DDS\_Status was read.

*DDS\_InstanceHandle\_t last\_publication\_handle* - handle to the last DDS\_DataWriter whose change in liveliness caused this status to change.

### Detailed Description

This struct contains the statistics about whether the liveliness of one or more connected DDS\_DataWriter objects that were writing instances read through the DDS\_DataReader has changed. In other words, some DDS\_DataWriters have become “alive” or “not alive”.

The attribute *alive\_count* holds the total number of currently alive DDS\_DataWriter objects that write the topic read by the DDS\_DataReader to which this DDS\_Status is attached. This count increases when a newly matched DDS\_DataWriter asserts its liveliness for the first time or when a DDS\_DataWriter previously considered to be not alive reasserts its liveliness. The count decreases when a DDS\_DataWriter considered alive fails to assert its liveliness and becomes not alive, whether because it was deleted normally or for some other reason.

The attribute *not\_alive\_count* holds the total count of currently not alive DDS\_DataWriters that wrote the topic read by the DDS\_DataReader to which this DDS\_Status is attached, and that are no longer asserting their liveliness. This count increases when a DDS\_DataWriter considered alive fails to assert its liveliness and becomes not alive for some reason other than the normal deletion of that DDS\_DataWriter. It decreases when a previously not alive DDS\_DataWriter either reasserts its liveliness or is deleted normally.

The attribute *alive\_count\_change* holds the change in *alive\_count* since the last time the Listener was called or the DDS\_Status was read.

The attribute *not\_alive\_count\_change* holds the change in *not\_alive\_count* since the last time the Listener was called or the DDS\_Status was read.

The attribute *last\_publication\_handle* contains the instance handle to the *DDS\_PublicationBuiltinTopicData* instance that represents the last datawriter whose change in liveliness caused this status to change. Be aware that this handle belongs to *another* datareader, the



*DDS\_PublicationBuiltinTopicDataDataReader* in the builtin-subscriber, and has no meaning in the context of the datareader from which the *DDS\_LivelinessChangedStatus* was obtained. If the builtin-subscriber has not explicitly been obtained using *DDS\_DomainParticipant\_get\_builtin\_subscriber*, then there is no *DDS\_PublicationBuiltinTopicDataDataReader* as well, in which case the *last\_publication\_handle* will be set to *DDS\_HANDLE\_NIL*.

### 3.1.5.3 DDS\_LivelinessLostStatus

#### Synopsis

```
#include <dds_dcps.h>
struct DDS_LivelinessLostStatus
{
    DDS_long total_count;
    DDS_long total_count_change;
};
```

#### Description

This struct contains the statistics about whether the liveliness of the *DDS\_DataWriter* to which this *DDS\_Status* is attached has been committed through its *DDS\_LivelinessQosPolicy*.

#### Attributes

*DDS\_long total\_count* - the total cumulative count of times the *DDS\_DataWriter* to which this *DDS\_Status* is attached failed to actively signal its liveliness within the offered liveliness period.

*DDS\_long total\_count\_change* - the change in *total\_count* since the last time the Listener was called or the *DDS\_Status* was read.

#### Detailed Description

This struct contains the statistics about whether the liveliness of the *DDS\_DataWriter* to which this *DDS\_Status* is attached has been committed through its *DDS\_LivelinessQosPolicy*. In other words, whether the *DDS\_DataWriter* failed to actively signal its liveliness within the offered liveliness period. In such a case, the connected *DDS\_DataReader* objects will consider the *DDS\_DataWriter* as no longer “alive”.

The attribute *total\_count* holds the total cumulative number of times that the previously-alive *DDS\_DataWriter* became not alive due to a failure to actively signal its liveliness within its offered liveliness period. This count does not change when an already not alive *DDS\_DataWriter* simply remains not alive for another liveliness period.

The attribute *total\_count\_change* holds the change in *total\_count* since the last time the Listener was called or the *DDS\_Status* was read.

### 3.1.5.4 DDS\_OfferedDeadlineMissedStatus

#### Synopsis

```
#include <dds_dcps.h>
struct DDS_OfferedDeadlineMissedStatus
{
    DDS_long total_count;
    DDS_long total_count_change;
    DDS_InstanceHandle_t last_instance_handle;
};
```

#### Description

This struct contains the statistics about whether the deadline that the DDS\_DataWriter to which this DDS\_Status is attached has committed through its DDS\_DeadlineQosPolicy, was not respected for a specific instance.

#### Attributes

*DDS\_long total\_count* - the total cumulative count of times the DDS\_DataWriter to which this DDS\_Status is attached failed to write within its offered deadline.

*DDS\_long total\_count\_change* - the change in total\_count since the last time the Listener was called or the DDS\_Status was read.

*DDS\_InstanceHandle\_t last\_instance\_handle* - the handle to the last instance in the DDS\_DataWriter to which this DDS\_Status is attached, for which an offered deadline was missed.

#### Detailed Description

This struct contains the statistics about whether the deadline that the DDS\_DataWriter to which this DDS\_Status is attached has committed through its DDS\_DeadlineQosPolicy, was not respected for a specific instance.

The attribute total\_count holds the total cumulative number of offered deadline periods elapsed during which the DDS\_DataWriter to which this DDS\_Status is attached failed to provide data. Missed deadlines accumulate; that is, each deadline period the total\_count will be incremented by one.

The attribute total\_count\_change holds the change in total\_count since the last time the Listener was called or the DDS\_Status was read.

The attribute last\_instance\_handle holds the handle to the last instance in the DDS\_DataWriter to which this DDS\_Status is attached, for which an offered deadline was missed.



### 3.1.5.5 DDS\_OfferedIncompatibleQosStatus

#### Synopsis

```
#include <dds_dcps.h>
struct DDS_OfferedIncompatibleQosStatus
{
    DDS_long total_count;
    DDS_long total_count_change;
    QosPolicyId_t last_policy_id;
    QosPolicyCountSeq policies; };

```

#### Description

This struct contains the statistics about whether an offered QosPolicy setting was incompatible with the requested QosPolicy setting.

#### Attributes

*DDS\_long total\_count* - the total cumulative count of DDS\_DataReader objects discovered by the DDS\_DataWriter with the same DDS\_Topic and Partition and with a requested DDS\_DataReaderQos that was incompatible with the one offered by the DDS\_DataWriter.

*DDS\_long total\_count\_change* - the change in total\_count since the last time the Listener was called or the DDS\_Status was read.

*QosPolicyId\_t last\_policy\_id* - the id of one of the QosPolicy settings that was found to be incompatible with what was offered, the last time an incompatibility was detected.

**QosPolicyCountSeq policies** - a list containing for each QosPolicy the total number of times that the concerned DDS\_DataWriter discovered a DDS\_DataReader for the same DDS\_Topic and a requested DDS\_DataReaderQos that is incompatible with the one offered by the DDS\_DataWriter.

#### Detailed Description

This struct contains the statistics about whether an offered QosPolicy setting was incompatible with the requested QosPolicy setting.

The Request/Offering mechanism is applicable between:

- the DDS\_DataWriter and the DDS\_DataReader. If the QosPolicy settings between DDS\_DataWriter and DDS\_DataReader are incompatible, no communication between them is established. In addition the DDS\_DataWriter will be informed via a DDS\_REQUESTED\_INCOMPATIBLE\_QOS status change and the DDS\_DataReader will be informed via an DDS\_OFFERED\_INCOMPATIBLE\_QOS status change.

- the `DDS_DataWriter` and the `Durability Service` (as a built-in `DDS_DataReader`). If the `QosPolicy` settings between `DDS_DataWriter` and the `Durability Service` are inconsistent, no communication between them is established. In that case data published by the `DDS_DataWriter` will not be maintained by the service and as a consequence will not be available for late joining `DDS_DataReaders`. The `QosPolicy` of the `Durability Service` in the role of `DDS_DataReader` is specified by the `DDS_DurabilityServiceQosPolicy` in the `DDS_Topic`.
- the `Durability Service` (as a built-in `DDS_DataWriter`) and the `DDS_DataReader`. If the `QosPolicy` settings between the `Durability Service` and the `DDS_DataReader` are inconsistent, no communication between them is established. In that case the `Durability Service` will not publish historical data to late joining `DDS_DataReaders`. The `QosPolicy` of the `Durability Service` in the role of `DDS_DataWriter` is specified by the `DDS_DurabilityServiceQosPolicy` in the `DDS_Topic`.

The attribute `total_count` holds the total cumulative count of `DDS_DataReader` objects discovered by the `DDS_DataWriter` with the same `DDS_Topic` and a requested `DDS_DataReaderQos` that was incompatible with the one offered by the `DDS_DataWriter`.

The attribute `total_count_change` holds the change in `total_count` since the last time the `Listener` was called or the `DDS_Status` was read.

The attribute `last_policy_id` holds the id of one of the `QosPolicy` settings that was found to be incompatible with what was offered, the last time an incompatibility was detected.

The attribute `policies` holds a list containing for each `QosPolicy` the total number of times that the concerned `DDS_DataWriter` discovered an incompatible `DDS_DataReader` for the same `DDS_Topic`. Each element in the list represents a counter for a different `QosPolicy`, identified by a corresponding unique index number. A named list of all index numbers is expressed as a set of constants in the API. See *Table 16* below for an overview of all these constants.

**Table 16 Overview of All Named QosPolicy Indexes**

Index Name	Index Value
<code>DDS_INVALID_QOS_POLICY_ID</code>	0
<code>DDS_USERDATA_QOS_POLICY_ID</code>	1
<code>DDS_DURABILITY_QOS_POLICY_ID</code>	2
<code>DDS_PRESENTATION_QOS_POLICY_ID</code>	3
<code>DDS_DEADLINE_QOS_POLICY_ID</code>	4

**Table 16 Overview of All Named QosPolicy Indexes**

Index Name	Index Value
DDS_LATENCYBUDGET_QOS_POLICY_ID	5
DDS_OWNERSHIP_QOS_POLICY_ID	6
DDS_OWNERSHIPSTRENGTH_QOS_POLICY_ID	7
DDS_LIVELINESS_QOS_POLICY_ID	8
DDS_TIMEBASEDFILTER_QOS_POLICY_ID	9
DDS_PARTITION_QOS_POLICY_ID	10
DDS_RELIABILITY_QOS_POLICY_ID	11
DDS_DESTINATIONORDER_QOS_POLICY_ID	12
DDS_HISTORY_QOS_POLICY_ID	13
DDS_RESOURCELIMITS_QOS_POLICY_ID	14
DDS_ENTITYFACTORY_QOS_POLICY_ID	15
DDS_WRITERDATALIFECYCLE_QOS_POLICY_ID	16
DDS_READERDATALIFECYCLE_QOS_POLICY_ID	17
DDS_TOPICDATA_QOS_POLICY_ID	18
DDS_GROUPDATA_QOS_POLICY_ID	19
DDS_TRANSPORTPRIORITY_QOS_POLICY_ID	20
DDS_LIFESPAN_QOS_POLICY_ID	21
DDS_DURABILITYSERVICE_QOS_POLICY_ID	22

### 3.1.5.6 DDS\_PublicationMatchedStatus

#### Synopsis

```
#include <dds_dcps.h>
struct DDS_PublicationMatchedStatus
{
    DDS_long total_count;
    DDS_long total_count_change;
    DDS_long current_count;
    DDS_long current_count_change;
    DDS_InstanceHandle_t last_subscription_handle; };

```

#### Description

The functionality behind the DDS\_PublicationMatchedStatus is not yet implemented. It is scheduled for a future release.

### 3.1.5.7 DDS\_RequestedDeadlineMissedStatus

#### Synopsis

```
#include <dds_dcps.h>
struct DDS_RequestedDeadlineMissedStatus
{
    DDS_long total_count;
    DDS_long total_count_change;
    DDS_InstanceHandle_t last_instance_handle;
};
```

#### Description

This struct contains the statistics about whether the deadline that the DDS\_DataReader to which this DDS\_Status is attached was expecting through its DDS\_DeadlineQosPolicy, was not respected for a specific instance.

#### Attributes

*DDS\_long total\_count* - the total cumulative count of the missed deadlines detected for any instance read by the DDS\_DataReader to which this DDS\_Status is attached.

*DDS\_long total\_count\_change* - the change in total\_count since the last time the Listener was called or the DDS\_Status was read.

*DDS\_InstanceHandle\_t last\_instance\_handle* - the handle to the last instance in the DDS\_DataReader to which this DDS\_Status is attached for which a missed deadline was detected.

#### Detailed Description

This struct contains the statistics about whether the deadline that the DDS\_DataReader to which this DDS\_Status is attached was expecting through its DDS\_DeadlineQosPolicy, was not respected for a specific instance. Missed deadlines accumulate, that is, each deadline period the total\_count will be incremented by one for each instance for which data was not received.

The attribute total\_count holds the total cumulative count of the missed deadlines detected for any instance read by the DDS\_DataReader.

The attribute total\_count\_change holds the change in total\_count since the last time the Listener was called or the DDS\_Status was read.

The attribute last\_instance\_handle holds the handle to the last instance in the DDS\_DataReader for which a missed deadline was detected.

### 3.1.5.8 DDS\_RequestedIncompatibleQosStatus

#### Synopsis

```
#include <dds_dcps.h>
```

```
struct DDS_RequestedIncompatibleQosStatus
{
    DDS_long total_count;
    DDS_long total_count_change;
    QosPolicyId_t last_policy_id;
    QosPolicyCountSeq policies;
};
```

## Description

This struct contains the statistics about whether a requested QosPolicy setting was incompatible with the offered QosPolicy setting.

## Attributes

*DDS\_long total\_count* - holds the total cumulative count of DDS\_DataWriter objects, discovered by the DDS\_DataReader to which this DDS\_Status is attached, with the same DDS\_Topic and an offered DDS\_DataWriterQos that was incompatible with the one requested by the DDS\_DataReader.

*DDS\_long total\_count\_change* - holds the change in total\_count since the last time the Listener was called or the DDS\_Status was read.

*QosPolicyId\_t last\_policy\_id* - holds the DDS\_<name>\_QOS\_POLICY\_ID of one of the QosPolicies that was found to be incompatible with what was requested, the last time an incompatibility was detected.

*QosPolicyCountSeq policies* - a list containing (for each QosPolicy) the total number of times that the concerned DDS\_DataReader discovered a DDS\_DataWriter with the same DDS\_Topic and an offered DDS\_DataWriterQos that is incompatible with the one requested by the DDS\_DataReader.

## Detailed Description

This struct contains the statistics about whether a requested QosPolicy setting was incompatible with the offered QosPolicy setting.

The Request/Offering mechanism is applicable between:

- the DDS\_DataWriter and the DDS\_DataReader. If the QosPolicy settings between DDS\_DataWriter and DDS\_DataReader are incompatible, no communication between them is established. In addition the DDS\_DataWriter will be informed via a DDS\_REQUESTED\_INCOMPATIBLE\_QOS status change and the DDS\_DataReader will be informed via an DDS\_OFFERED\_INCOMPATIBLE\_QOS status change.
- the DDS\_DataWriter and the Durability Service (as a built-in DDS\_DataReader). If the QosPolicy settings between DDS\_DataWriter and the Durability Service are inconsistent, no communication between them is established. In that case data published by the DDS\_DataWriter will not be maintained by the service and as a consequence will not be available for late

joining DDS\_DataReaders. The QosPolicy of the Durability Service in the role of DDS\_DataReader is specified by the DDS\_DurabilityServiceQosPolicy in the DDS\_Topic.

- the Durability Service (as a built-in DDS\_DataWriter) and the DDS\_DataReader. If the QosPolicy settings between the Durability Service and the DDS\_DataReader are inconsistent, no communication between them is established. In that case the Durability Service will not publish historical data to late joining DDS\_DataReaders. The QosPolicy of the Durability Service in the role of DDS\_DataWriter is specified by the DDS\_DurabilityServiceQosPolicy in the DDS\_Topic.

The attribute `total_count` holds the total cumulative count of DDS\_DataWriter objects discovered by the DDS\_DataReader with the same DDS\_Topic and an offered DDS\_DataWriterQos that was incompatible with the one requested by the DDS\_DataReader.

The attribute `total_count_change` holds the change in `total_count` since the last time the Listener was called or the DDS\_Status was read.

The attribute `last_policy_id` holds the DDS\_<name>\_QOS\_POLICY\_ID of one of the QosPolicies that was found to be incompatible with what was requested, the last time an incompatibility was detected.

The attribute `policies` holds a list containing for each QosPolicy: the total number of times that the concerned DDS\_DataReader discovered an incompatible DDS\_DataWriter for the same DDS\_Topic. Each element in the list represents a counter for a different QosPolicy, identified by a corresponding unique index number. A named list of all index numbers is expressed as a set of constants in the API. See Table 16, *Overview of All Named QosPolicy Indexes*, on page 112 for an overview of all these constants.

### 3.1.5.9 DDS\_SampleLostStatus

#### Synopsis

```
#include <dds_dcps.h>
struct DDS_SampleLostStatus
{
    DDS_long total_count;
    DDS_long total_count_change;
};
```

#### Description

This struct contains the statistics about whether a sample has been lost (never received).

## Attributes

*DDS\_long total\_count* - holds the total cumulative count of all samples lost across all instances of data published under the *DDS\_Topic*.

*DDS\_long total\_count\_change* - holds the change in *total\_count* since the last time the Listener was called or the *DDS\_Status* was read.

## Detailed Description

This struct contains the statistics about whether a sample has been lost (never received). The status is independent of the differences in instances, in other words, it includes all samples lost across all instances of data published under the *DDS\_Topic*.

*total\_count* holds the total cumulative count of all samples lost across all instances of data published under the *DDS\_Topic*.

*total\_count\_change* holds the change in *total\_count* since the last time the Listener was called or the *DDS\_Status* was read.

### 3.1.5.10 DDS\_SampleRejectedStatus

## Synopsis

```
#include <dds_dcps.h>

enum DDS_SampleRejectedStatusKind
{
    DDS_NOT_REJECTED,
    DDS_REJECTED_BY_INSTANCES_LIMIT,
    DDS_REJECTED_BY_SAMPLES_LIMIT,
    DDS_REJECTED_BY_SAMPLES_PER_INSTANCE_LIMIT };

struct DDS_SampleRejectedStatus
{
    DDS_long total_count;
    DDS_long total_count_change;
    DDS_SampleRejectedStatusKind last_reason;
    DDS_InstanceHandle_t last_instance_handle; };

```

## Description

This struct contains the statistics about samples that have been rejected.

## Attributes

*DDS\_long total\_count* - holds the total cumulative count of samples rejected by the *DDS\_DataReader* to which this *DDS\_Status* is attached.

*DDS\_long total\_count\_change* - holds the change in *total\_count* since the last time the Listener was called or the *DDS\_Status* was read.

*DDS\_SampleRejectedStatusKind last\_reason* - holds the reason for rejecting the last sample.

*DDS\_InstanceHandle\_t last\_instance\_handle* - holds the handle to the instance which would have updated by the last sample that was rejected.

### Detailed Description

This struct contains the statistics about whether a received sample has been rejected.

The attribute *total\_count* holds the total cumulative count of samples rejected by the *DDS\_DataReader* to which this *DDS\_Status* is attached.

The attribute *total\_count\_change* holds the change in *total\_count* since the last time the *Listener* was called or the *DDS\_Status* was read.

The attribute *last\_reason* holds the reason for rejecting the last sample. The attribute can have the following values:

- *DDS\_NOT\_REJECTED* - no sample has been rejected yet.
- *DDS\_REJECTED\_BY\_INSTANCES\_LIMIT* - the sample was rejected because it would exceed the maximum number of instances set by the *DDS\_ResourceLimitsQosPolicy*.
- *DDS\_REJECTED\_BY\_SAMPLES\_LIMIT* - the sample was rejected because it would exceed the maximum number of samples set by the *DDS\_ResourceLimitsQosPolicy*.
- *DDS\_REJECTED\_BY\_SAMPLES\_PER\_INSTANCE\_LIMIT* - the sample was rejected because it would exceed the maximum number of samples per instance set by the *DDS\_ResourceLimitsQosPolicy*.

The attribute *last\_instance\_handle* holds the handle to the instance which would have updated by the last sample that was rejected.

### 3.1.5.11 DDS\_SubscriptionMatchedException

#### Synopsis

```
#include <dds_dcps.h>
struct DDS_SubscriptionMatchedException
{
    DDS_long total_count;
    DDS_long total_count_change;
    DDS_long current_count;
    DDS_long current_count_change;
    DDS_InstanceHandle_t last_publication_handle; };
```

#### Description

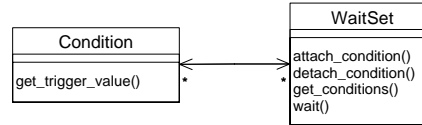
The functionality behind the *DDS\_SubscriptionMatchedException* is not yet implemented. It is scheduled for a future release.



### 3.1.6 Class DDS\_WaitSet

A DDS\_WaitSet object allows an application to wait until one or more of the attached DDS\_Condition objects evaluates to TRUE or until the timeout expires.

The DDS\_WaitSet has no factory and must be created by the application. It is directly created as an object by using DDS\_WaitSet constructors.



**Figure 13 DCPS DDS\_WaitSets**

The interface description of this class is as follows:

```

/*
 * interface DDS_WaitSet
 */
/*
 * implemented API operations
 */
DDS_WaitSet
DDS_WaitSet__alloc
(void);
DDS_ReturnCode_t
DDS_WaitSet_wait
(DDS_WaitSet _this,
 DDS_ConditionSeq *active_conditions,
 const DDS_Duration_t *timeout);
DDS_ReturnCode_t
DDS_WaitSet_attach_condition
(DDS_WaitSet _this,
 const DDS_Condition cond);
DDS_ReturnCode_t
DDS_WaitSet_detach_condition
(DDS_WaitSet _this,
 const DDS_Condition cond);
DDS_ReturnCode_t
DDS_WaitSet_get_conditions
(DDS_WaitSet _this,
 DDS_ConditionSeq *attached_conditions);

```

The following sections describe the usage of all DDS\_WaitSet operations.

#### 3.1.6.1 DDS\_WaitSet\_\_alloc

##### Synopsis

```
#include <dds_dcps.h>
```

```
DDS_WaitSet
DDS_WaitSet__alloc
(void);
```

### Description

This operation creates a new `DDS_WaitSet`.

### Parameters

<none>

### Return Value

*DDS\_WaitSet* - handle to the newly created `DDS_WaitSet`. In case of an error, a `DDS_OBJECT_NIL` pointer is returned.

### Detailed Description

This operation creates a new `DDS_WaitSet`. The `DDS_WaitSet` must be created using this operation. In other words, the application is not allowed to declare an object of type `DDS_WaitSet`. When the application wants to release the `DDS_WaitSet` it must be released using `DDS_free`.

In case there are insufficient resources available to allocate the `DDS_WaitSet`, a `DDS_OBJECT_NIL` pointer is returned instead.

## 3.1.6.2 DDS\_WaitSet\_attach\_condition

### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
DDS_WaitSet_attach_condition
(DDS_WaitSet _this,
 const DDS_Condition cond);
```

### Description

This operation attaches a `DDS_Condition` to the `DDS_WaitSet`.

### Parameters

*in DDS\_WaitSet \_this* - the `DDS_WaitSet` object on which the operation is operated.

*in const DDS\_Condition cond* - a pointer to a `DDS_Condition`.

## Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are:  
 DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION, DDS\_RETCODE\_BAD\_PARAMETER or DDS\_RETCODE\_OUT\_OF\_RESOURCES.

## Detailed Description

This operation attaches a DDS\_Condition to the DDS\_WaitSet. The parameter *cond* must be either a DDS\_ReadCondition, DDS\_QueryCondition, DDS\_StatusCondition or DDS\_GuardCondition. To get this parameter see:

- DDS\_ReadCondition created by  
   DDS\_DataReader\_create\_readcondition
- DDS\_QueryCondition created by  
   DDS\_DataReader\_create\_querycondition
- DDS\_StatusCondition retrieved by  
   DDS\_<Entity>\_get\_statuscondition on an DDS\_<Entity>
- DDS\_GuardCondition created by the C operation  
   DDS\_GuardCondition\_\_alloc.

When a DDS\_GuardCondition is initially created, the *trigger\_value* is FALSE.

When a DDS\_Condition, whose *trigger\_value* evaluates to TRUE, is attached to a DDS\_WaitSet that is currently being waited on (using the DDS\_WaitSet\_wait operation), the DDS\_WaitSet will unblock immediately.

## Return Code

When the operation returns:

- *DDS\_RETCODE\_OK* - the DDS\_Condition is attached to the DDS\_WaitSet.
- *DDS\_RETCODE\_ERROR* - an internal error has occurred.
- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.
- *DDS\_RETCODE\_BAD\_PARAMETER* - the parameter *cond* is not a valid DDS\_Condition.
- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.

### 3.1.6.3 DDS\_WaitSet\_detach\_condition

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
```

```
DDS_WaitSet_detach_condition
(DDS_WaitSet _this,
 const DDS_Condition cond)
```

## Description

This operation detaches a DDS\_Condition from the DDS\_WaitSet.

## Parameters

*in DDS\_WaitSet \_this* - the DDS\_WaitSet object on which the operation is operated.

*in const DDS\_Condition cond* - a pointer to a DDS\_Condition in the DDS\_WaitSet.

## Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are: DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION, DDS\_RETCODE\_BAD\_PARAMETER, DDS\_RETCODE\_OUT\_OF\_RESOURCES or DDS\_RETCODE\_PRECONDITION\_NOT\_MET.

## Detailed Description

This operation detaches a DDS\_Condition from the DDS\_WaitSet. If the DDS\_Condition was not attached to this DDS\_WaitSet, the operation returns DDS\_RETCODE\_PRECONDITION\_NOT\_MET.

### Return Code

When the operation returns:

- *DDS\_RETCODE\_OK* - the DDS\_Condition is detached from the DDS\_WaitSet.
- *DDS\_RETCODE\_ERROR* - an internal error has occurred.
- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.
- *DDS\_RETCODE\_BAD\_PARAMETER* - the parameter *cond* is not a valid DDS\_Condition.
- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.
- *DDS\_RETCODE\_PRECONDITION\_NOT\_MET* - the DDS\_Condition was not attached to this DDS\_WaitSet.

### 3.1.6.4 DDS\_WaitSet\_get\_conditions

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_WaitSet_get_conditions
        (DDS_WaitSet _this,
         DDS_ConditionSeq *attached_conditions);
```

#### Description

This operation retrieves the list of attached conditions.

#### Parameters

*in DDS\_WaitSet \_this* - the DDS\_WaitSet object on which the operation is operated.

*inout DDS\_ConditionSeq \*attached\_conditions* - the inout parameter *attached\_conditions* is a sequence, which is used to pass the list of attached conditions.

#### Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are: DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION or DDS\_RETCODE\_OUT\_OF\_RESOURCES.

#### Detailed Description

This operation retrieves the list of attached conditions in the DDS\_WaitSet. The parameter *attached\_conditions* is a pointer to a sequence which afterwards will point to the sequence of attached conditions. The *attached\_conditions* sequence and its buffer may be pre-allocated by the application and therefore must either be re-used in a subsequent invocation of the DDS\_WaitSet\_get\_conditions operation or be released by calling DDS\_free on the returned *attached\_conditions*. If the pre-allocated sequence is not big enough to hold the number of attached DDS\_Conditions, the sequence will automatically be (re-)allocated to fit the required size. The resulting sequence will either be an empty sequence, meaning there were no conditions attached, or will contain a list of DDS\_ReadCondition, DDS\_QueryCondition, DDS\_StatusCondition and DDS\_GuardCondition. These conditions previously have been attached by DDS\_WaitSet\_attach\_condition and were created by their respective create operation:

- DDS\_ReadCondition created by  
DDS\_DataReader\_create\_readcondition

- `DDS_QueryCondition` created by `DDS_DataReader_create_querycondition`
- `DDS_StatusCondition` retrieved by `DDS_<Entity>_get_statuscondition` on an `DDS_<Entity>`
- `DDS_GuardCondition` created by the C operation `DDS_GuardCondition__alloc`.

### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - the list of attached conditions is returned
- `DDS_RETCODE_ERROR` - an internal error has occurred.
- `DDS_RETCODE_ILLEGAL_OPERATION` - the operation is invoked on an inappropriate object.
- `DDS_RETCODE_OUT_OF_RESOURCES` - the Data Distribution Service ran out of resources to complete this operation.

### 3.1.6.5 `DDS_WaitSet_wait`

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_WaitSet_wait
        (DDS_WaitSet _this,
         DDS_ConditionSeq *active_conditions,
         const DDS_Duration_t *timeout)
```

#### Description

This operation allows an application thread to wait for the occurrence of at least one of the conditions that is attached to the `DDS_WaitSet`.

#### Parameters

*in* `DDS_WaitSet _this` - the `DDS_WaitSet` object on which the operation is operated.

*inout* `DDS_ConditionSeq *active_conditions` - a sequence which is used to pass the list of all the attached conditions that have a `trigger_value` of `TRUE`.

*in* `const DDS_Duration_t *timeout` - the maximum duration to block for the `DDS_WaitSet_wait`, after which the application thread is unblocked. The special constant `DDS_DURATION_INFINITE` can be used when the maximum waiting time does not need to be bounded.

## Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are:  
DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION, DDS\_RETCODE\_OUT\_OF\_RESOURCES, DDS\_RETCODE\_TIMEOUT or DDS\_RETCODE\_PRECONDITION\_NOT\_MET.

## Detailed Description

This operation allows an application thread to wait for the occurrence of at least one of the conditions to evaluate to TRUE that is attached to the DDS\_WaitSet. If all of the conditions attached to the DDS\_WaitSet have a trigger\_value of FALSE, the DDS\_WaitSet\_wait operation will block the calling thread. The result of the operation is the continuation of the application thread after which the result is left in active\_conditions. This is a sequence, which will contain the list of all the attached conditions that have a trigger\_value of TRUE. The active\_conditions sequence and its buffer may be pre-allocated by the application and therefore must either be re-used in a subsequent invocation of the DDS\_WaitSet\_wait operation or be released by calling DDS\_free on the returned active\_conditions. If the pre-allocated sequence is not big enough to hold the number of triggered DDS\_Conditions, the sequence will automatically be (re-)allocated to fit the required size. The parameter timeout specifies the maximum duration for the DDS\_WaitSet\_wait to block the calling application thread (when none of the attached conditions has a trigger\_value of TRUE). In that case the return value is DDS\_RETCODE\_TIMEOUT and the active\_conditions sequence is left empty. Since it is not allowed for more than one application thread to be waiting on the same DDS\_WaitSet, the operation returns immediately with the value DDS\_RETCODE\_PRECONDITION\_NOT\_MET when the DDS\_WaitSet\_wait operation is invoked on a DDS\_WaitSet which already has an application thread blocking on it.

### Return Code

When the operation returns:

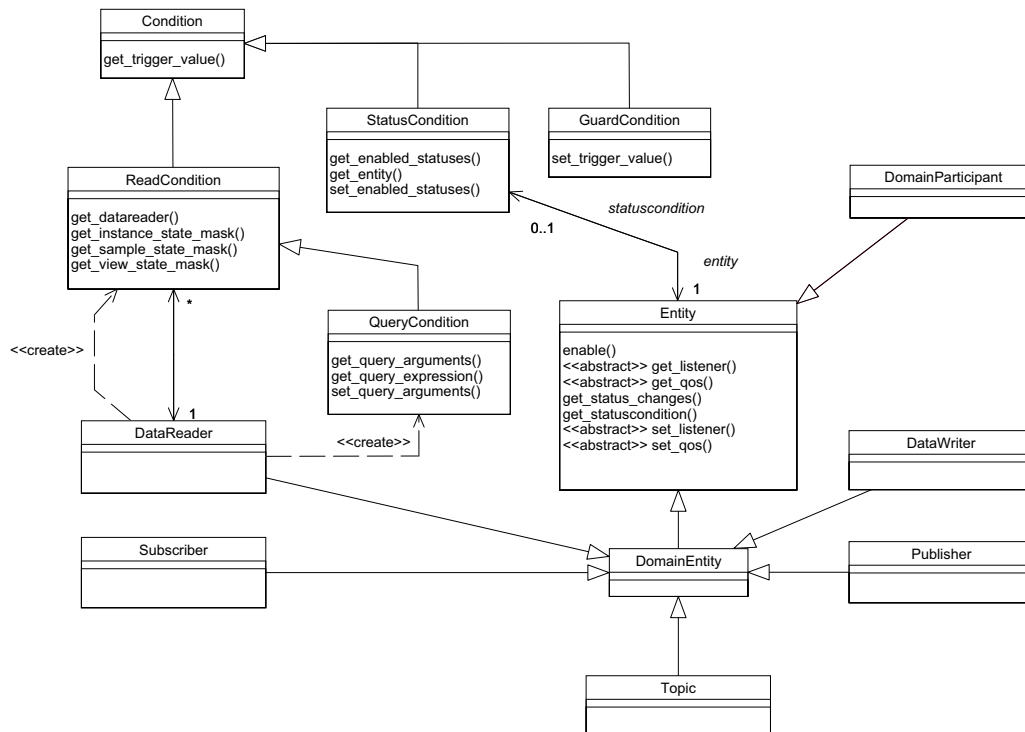
- *DDS\_RETCODE\_OK* - at least one of the attached conditions has a trigger\_value of TRUE.
- *DDS\_RETCODE\_ERROR* - an internal error has occurred.
- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.
- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.
- *DDS\_RETCODE\_TIMEOUT* - the timeout has elapsed without any of the attached conditions becoming TRUE.

- `DDS_RETCODE_PRECONDITION_NOT_MET` - the `DDS_WaitSet` already has an application thread blocking on it.

### 3.1.7 Class `DDS_Condition`

This class is the base class for all the conditions that may be attached to a `DDS_WaitSet`. This base class is specialized in three classes by the Data Distribution Service: `DDS_GuardCondition`, `DDS_StatusCondition` and `DDS_ReadCondition` (also there is a `DDS_QueryCondition` which is a specialized `DDS_ReadCondition`).

Each `DDS_Condition` has a `trigger_value` that can be `TRUE` or `FALSE` and is set by the Data Distribution Service (except a `DDS_GuardCondition`) depending on the evaluation of the `DDS_Condition`.



**Figure 14 DCPS DDS\_Conditions**

The interface description of this class is as follows:

/ \*



```

* interface DDS_Condition
*/
/*
* implemented API operations
*/
DDS_boolean
DDS_Condition_get_trigger_value
(DDS_Condition _this);

```

The next paragraph describes the usage of the DDS\_Condition operation.

### 3.1.7.1 DDS\_Condition\_get\_trigger\_value

#### Synopsis

```

#include <dds_dcps.h>
DDS_boolean
DDS_Condition_get_trigger_value
(DDS_Condition _this);

```

#### Description

This operation returns the `trigger_value` of the DDS\_Condition.

#### Parameters

*in DDS\_Condition \_this* - the DDS\_Condition object on which the operation is operated.

#### Return Value

*DDS\_boolean* - the `trigger_value`.

#### Detailed Description

A DDS\_Condition has a `trigger_value` that can be TRUE or FALSE and is set by the Data Distribution Service (except a DDS\_GuardCondition). This operation returns the `trigger_value` of the DDS\_Condition.

### 3.1.8 Class DDS\_GuardCondition

A DDS\_GuardCondition object is a specific DDS\_Condition whose `trigger_value` is completely under the control of the application. The DDS\_GuardCondition has no factory and must be created by the application. The DDS\_GuardCondition is directly created as an object by using the DDS\_GuardCondition constructor. When a DDS\_GuardCondition is initially created, the `trigger_value` is FALSE. The purpose of the DDS\_GuardCondition is to provide the means for an application to manually

wake up a `DDS_WaitSet`. This is accomplished by attaching the `DDS_GuardCondition` to the `Waitset` and setting the `trigger_value` by means of the `DDS_GuardCondition_set_trigger_value` operation.

The interface description of this class is as follows:

```
/*
 * interface DDS_GuardCondition
 */
/*
 * inherited from DDS_Condition
 */
/* DDS_boolean
 *   DDS_GuardCondition_get_trigger_value
 *   (DDS_GuardCondition _this);
 */
/*
 * implemented API operations
 */
DDS_GuardCondition
DDS_GuardCondition__alloc
(void);
DDS_ReturnCode_t
DDS_GuardCondition_set_trigger_value
(DDS_GuardCondition _this,
 const DDS_boolean value);
```

The following sections describe the usage of all `DDS_GuardCondition` operations.

The inherited operation is listed but not fully described since it is not implemented in this class. The full description of this operation is given in the class from which it is inherited. This is described in their respective paragraph.

### 3.1.8.1 DDS\_GuardCondition\_\_alloc

#### Synopsis

```
#include <dds_dcps.h>
DDS_GuardCondition
DDS_GuardCondition__alloc
(void);
```

#### Description

This operation creates a new `DDS_GuardCondition`.

#### Parameters

<none>

## Return Value

*DDS\_GuardCondition* - Return value is the handle to the newly created *DDS\_GuardCondition*. In case of an error, a *DDS\_OBJECT\_NIL* pointer is returned.

## Detailed Description

This operation creates a new *DDS\_GuardCondition*. The *DDS\_GuardCondition* must be created using this operation. In other words, the application is not allowed to declare an object of type *DDS\_GuardCondition*. When the application wants to release the *DDS\_GuardCondition* it must be released using *DDS\_free*.

In case there are insufficient resources available to allocate the *DDS\_GuardCondition*, a *DDS\_OBJECT\_NIL* pointer is returned instead.

### 3.1.8.2 *DDS\_GuardCondition\_get\_trigger\_value* (inherited)

This operation is inherited and therefore not described here. See the class *DDS\_Condition* for further explanation.

## Synopsis

```
#include <dds_dcps.h>
DDS_boolean
    DDS_GuardCondition_get_trigger_value
        (DDS_GuardCondition _this);
```

### 3.1.8.3 *DDS\_GuardCondition\_set\_trigger\_value*

## Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_GuardCondition_set_trigger_value
        (DDS_GuardCondition _this,
         const DDS_boolean value);
```

## Description

This operation sets the *trigger\_value* of the *DDS\_GuardCondition*.

## Parameters

*in DDS\_GuardCondition \_this* - the *DDS\_GuardCondition* object on which the operation is operated.

*in const DDS\_boolean value* - the boolean value to which the *DDS\_GuardCondition* is set.

## Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are:  
 DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR or DDS\_RETCODE\_ILLEGAL\_OPERATION.

## Detailed Description

A *DDS\_GuardCondition* object is a specific *DDS\_Condition* which *trigger\_value* is completely under the control of the application. This operation must be used by the application to manually wake-up a *DDS\_WaitSet*. This operation sets the *trigger\_value* of the *DDS\_GuardCondition* to the parameter value. The *DDS\_GuardCondition* is directly created using the *DDS\_GuardCondition* constructor. When a *DDS\_GuardCondition* is initially created, the *trigger\_value* is FALSE.

### Return Code

When the operation returns:

- *DDS\_RETCODE\_OK* - the specified *trigger\_value* has successfully been applied
- *DDS\_RETCODE\_ERROR* - an internal error has occurred
- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object

### 3.1.9 Class *DDS\_StatusCondition*

*DDS\_Entity* objects that have status attributes also have a *DDS\_StatusCondition*, access is provided to the application by the *DDS\_<Entity>\_get\_statuscondition* operation.

The communication statuses whose changes can be communicated to the application depend on the *DDS\_Entity*. The following table shows the relevant statuses for each *DDS\_Entity*.

**Table 17 Status Per *DDS\_Entity***

DDS_Entity	Status Name
DDS_Topic	DDS_INCONSISTENT_TOPIC_STATUS
DDS_Subscriber	DDS_DATA_ON_READERS_STATUS

**Table 17 Status Per DDS\_Entity**

DDS_Entity	Status Name
DDS_DataReader	DDS_SAMPLE_REJECTED_STATUS
	DDS_LIVELINESS_CHANGED_STATUS
	DDS_REQUESTED_DEADLINE_MISSED_STATUS
	DDS_REQUESTED_INCOMPATIBLE_QOS_STATUS
	DDS_DATA_AVAILABLE_STATUS
	DDS_SAMPLE_LOST_STATUS
	DDS_SUBSCRIPTION_MATCHED_STATUS
DDS_DataWriter	DDS_LIVELINESS_LOST_STATUS
	DDS_OFFERED_DEADLINE_MISSED_STATUS
	DDS_OFFERED_INCOMPATIBLE_QOS_STATUS
	DDS_PUBLICATION_MATCHED_STATUS

The `trigger_value` of the `DDS_StatusCondition` depends on the communication statuses of that `DDS_Entity` (e.g., missed deadline) and also depends on the value of the `DDS_StatusCondition` attribute mask (enabled\_statuses mask). A `DDS_StatusCondition` can be attached to a `DDS_WaitSet` in order to allow an application to suspend until the `trigger_value` has become `TRUE`.

The `trigger_value` of a `DDS_StatusCondition` will be `TRUE` if one of the enabled `StatusChangedFlags` is set. That is, `trigger_value==FALSE` only if all the values of the `StatusChangedFlags` are `FALSE`.

The sensitivity of the `DDS_StatusCondition` to a particular communication status is controlled by the list of `enabled_statuses` set on the condition by means of the `DDS_StatusCondition_set_enabled_statuses` operation.

When the `enabled_statuses` are not changed by the `DDS_StatusCondition_set_enabled_statuses` operation, all statuses are enabled by default.

The interface description of this class is as follows:

```

/*
 * interface DDS_StatusCondition
 */
/*
 * inherited from DDS_Condition
 */
/* DDS_boolean
 *   DDS_StatusCondition_get_trigger_value
 *   (DDS_StatusCondition _this);
 */

```

```

/*
 * implemented API operations
 */
    DDS_StatusMask
        DDS_StatusCondition_get_enabled_statuses
            (DDS_StatusCondition _this);
    DDS_ReturnCode_t
        DDS_StatusCondition_set_enabled_statuses
            (DDS_StatusCondition _this,
             const DDS_StatusMask mask);
    DDS_Entity
        DDS_StatusCondition_get_entity
            (DDS_StatusCondition _this);

```

The next paragraphs describe the usage of all DDS\_StatusCondition operations. The inherited operations are listed but not fully described because they are not implemented in this class. The full description of these operations is given in the classes from which they are inherited.

### 3.1.9.1 DDS\_StatusCondition\_get\_enabled\_statuses

#### Synopsis

```

#include <dds_dcps.h>
DDS_StatusMask
    DDS_StatusCondition_get_enabled_statuses
        (DDS_StatusCondition _this);

```

#### Description

This operation returns the list of enabled communication statuses of the DDS\_StatusCondition.

#### Parameters

*in* DDS\_StatusCondition \_this - the DDS\_StatusCondition object on which the operation is operated.

#### Return Value

DDS\_StatusMask - Result is a bit-mask in which each bit shows which status is taken into account for the DDS\_StatusCondition.

#### Detailed Description

The trigger\_value of the DDS\_StatusCondition depends on the communication status of that DDS\_Entity (e.g., missed deadline, loss of information, etc.), ‘filtered’ by the set of enabled\_statuses on the DDS\_StatusCondition.

This operation returns the list of communication statuses that are taken into account to determine the `trigger_value` of the `DDS_StatusCondition`. This operation returns the statuses that were explicitly set on the last call to `DDS_StatusCondition_set_enabled_statuses` or, if `DDS_StatusCondition_set_enabled_statuses` was never called, the default list.

The result value is a bit-mask in which each bit shows which status is taken into account for the `DDS_StatusCondition`. The relevant bits represents one of the following statuses:

```
DDS_INCONSISTENT_TOPIC_STATUS
DDS_OFFERED_DEADLINE_MISSED_STATUS
DDS_REQUESTED_DEADLINE_MISSED_STATUS
DDS_OFFERED_INCOMPATIBLE_QOS_STATUS
DDS_REQUESTED_INCOMPATIBLE_QOS_STATUS
DDS_SAMPLE_LOST_STATUS
DDS_SAMPLE_REJECTED_STATUS
DDS_DATA_ON_READERS_STATUS
DDS_DATA_AVAILABLE_STATUS
DDS_LIVELINESS_LOST_STATUS
DDS_LIVELINESS_CHANGED_STATUS
DDS_PUBLICATION_MATCHED_STATUS
DDS_SUBSCRIPTION_MATCHED_STATUS.
```

Each status bit is declared as a constant and can be used in an AND operation to check the status bit against the result of type `DDS_StatusMask`. Not all statuses are relevant to all `DDS_Entity` objects. See the respective `Listener` objects for each `DDS_Entity` for more information.

### 3.1.9.2 DDS\_StatusCondition\_get\_entity

#### Synopsis

```
#include <dds_dcps.h>
DDS_Entity
    DDS_StatusCondition_get_entity
        (DDS_StatusCondition _this);
```

#### Description

This operation returns the `DDS_Entity` associated with the `DDS_StatusCondition` or the `DDS_OBJECT_NIL` pointer.

#### Parameters

in *DDS\_StatusCondition \_this* - the `DDS_StatusCondition` object on which the operation is operated.

**Return Value**

*DDS\_Entity* - a pointer to the *DDS\_Entity* associated with the *DDS\_StatusCondition* or the *DDS\_OBJECT\_NIL* pointer.

**Detailed Description**

This operation returns the *DDS\_Entity* associated with the *DDS\_StatusCondition*. Note that there is exactly one *DDS\_Entity* associated with each *DDS\_StatusCondition*. When the *DDS\_Entity* was already deleted (there is no associated *DDS\_Entity* any more), the *DDS\_OBJECT\_NIL* pointer is returned.

**3.1.9.3 DDS\_StatusCondition\_get\_trigger\_value (inherited)**

This operation is inherited and therefore not described here. See the class *DDS\_Condition* for further explanation.

**Synopsis**

```
#include <dds_dcps.h>
DDS_boolean
    DDS_StatusCondition_get_trigger_value
        (DDS_StatusCondition _this);
```

**3.1.9.4 DDS\_StatusCondition\_set\_enabled\_statuses****Synopsis**

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_StatusCondition_set_enabled_statuses
        (DDS_StatusCondition _this,
         const DDS_StatusMask mask);
```

**Description**

This operation sets the list of communication statuses that are taken into account to determine the *trigger\_value* of the *DDS\_StatusCondition*.

**Parameters**

*in DDS\_StatusCondition \_this* - the *DDS\_StatusCondition* object on which the operation is operated.

*in const DDS\_StatusMask mask* - a bit-mask in which each bit sets the status which is taken into account for the *DDS\_StatusCondition*.



## Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are:  
 DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION or DDS\_RETCODE\_ALREADY\_DELETED.

## Detailed Description

The *trigger\_value* of the *DDS\_StatusCondition* depends on the communication status of that *DDS\_Entity* (e.g., missed deadline, loss of information, etc.), 'filtered' by the set of *enabled\_statuses* on the *DDS\_StatusCondition*.

This operation sets the list of communication statuses that are taken into account to determine the *trigger\_value* of the *DDS\_StatusCondition*. This operation may change the *trigger\_value* of the *DDS\_StatusCondition*.

*DDS\_WaitSet* objects behaviour depend on the changes of the *trigger\_value* of their attached *DDS\_Conditions*. Therefore, any *DDS\_WaitSet* to which the *DDS\_StatusCondition* is attached is potentially affected by this operation.

If this function is not invoked, the default list of *enabled\_statuses* includes all the statuses.

The parameter *mask* is a bit-mask in which each bit shows which status is taken into account for the *DDS\_StatusCondition*. The relevant bits represents one of the following statuses:

```
DDS_INCONSISTENT_TOPIC_STATUS
DDS_OFFERED_DEADLINE_MISSED_STATUS
DDS_REQUESTED_DEADLINE_MISSED_STATUS
DDS_OFFERED_INCOMPATIBLE_QOS_STATUS
DDS_REQUESTED_INCOMPATIBLE_QOS_STATUS
DDS_SAMPLE_LOST_STATUS
DDS_SAMPLE_REJECTED_STATUS
DDS_DATA_ON_READERS_STATUS
DDS_DATA_AVAILABLE_STATUS
DDS_LIVELINESS_LOST_STATUS
DDS_LIVELINESS_CHANGED_STATUS
DDS_PUBLICATION_MATCHED_STATUS
DDS_SUBSCRIPTION_MATCHED_STATUS
```

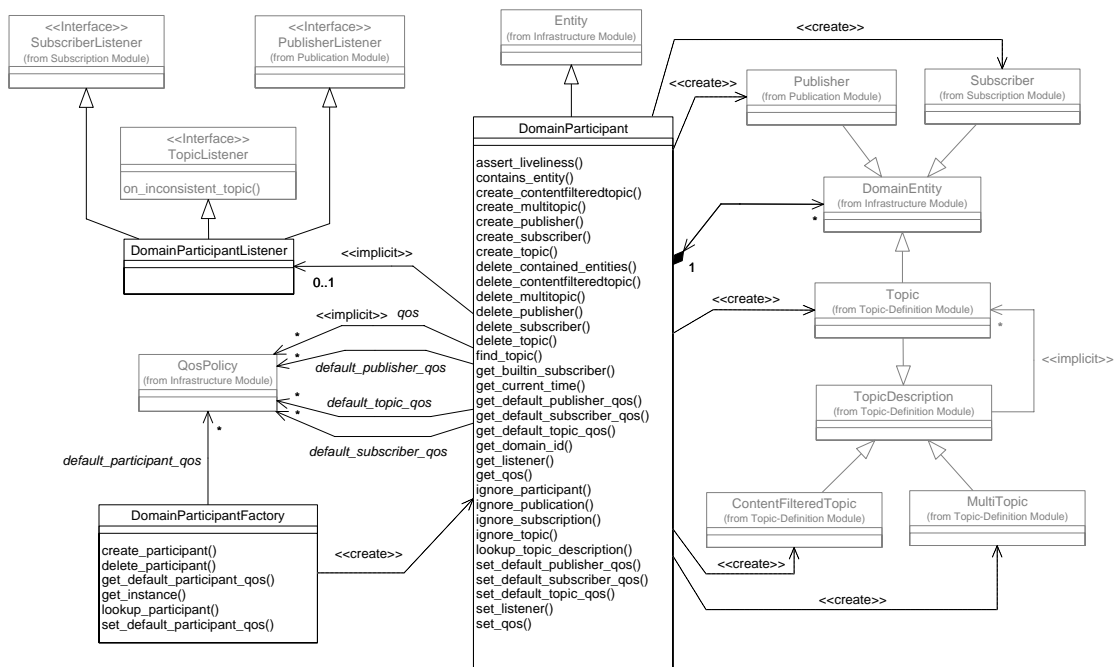
Each status bit is declared as a constant and can be used in an OR operation to set the status bit in the parameter *mask* of type *DDS\_StatusMask*. Not all statuses are relevant to all *DDS\_Entity* objects. See the respective *Listener* objects for each *DDS\_Entity* for more information.

## Return Code

When the operation returns:

- *DDS\_RETCODE\_OK* - the list of communication statuses is set.
- *DDS\_RETCODE\_ERROR* - an internal error has occurred.
- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.
- *DDS\_RETCODE\_ALREADY\_DELETED* - the DDS\_StatusCondition has already been deleted.

### 3.2 Domain Module



**Figure 15 DCPS Domain Module's Class Model**

This module contains the following classes:

```
DDS_DomainParticipant
DDS_DomainParticipantFactory
DDS_DomainParticipantListener (interface)
DDS_Domain (not depicted)
```

### 3.2.1 Class DDS\_DomainParticipant

All the DCPS DDS\_Entity objects are attached to a DDS\_DomainParticipant. A DDS\_DomainParticipant represents the local membership of the application in a Domain.

A Domain is a distributed concept that links all the applications that must be able to communicate with each other. It represents a communication plane: only the DDS\_Publishers and the DDS\_Subscribers attached to the same Domain can interact.

This class implements several functions:

- It acts as a container for all other DDS\_Entity objects
- It acts as a factory for the DDS\_Publisher, DDS\_Subscriber, DDS\_Topic, DDS\_ContentFilteredTopic and DDS\_MultiTopic objects
- It provides access to the built-in DDS\_Topic objects
- It provides information about DDS\_Topic objects
- It isolates applications within the same Domain (sharing the same domainId) from other applications in a different Domain on the same set of computers. In this way, several independent distributed applications can coexist in the same physical network without interfering, or even being aware of each other
- It provides administration services in the Domain, offering operations, which allow the application to ignore locally any information about a given Participant, Publication, Subscription or Topic.

The interface description of this class is as follows:

```

/*
 * interface DDS_DomainParticipant
 */
/*
 * inherited from class DDS_Entity
 */
/* DDS_StatusCondition
 *   DDS_DomainParticipant_get_statuscondition
 *   (DDS_DomainParticipant _this);
 */
/* DDS_StatusMask
 *   DDS_DomainParticipant_get_status_changes
 *   (DDS_DomainParticipant _this);
 */
/* DDS_ReturnCode_t
 *   DDS_DomainParticipant_enable
 *   (DDS_DomainParticipant _this);
 */
/*
 * implemented API operations
 */
DDS_Publisher
DDS_DomainParticipant_create_publisher
(DDS_DomainParticipant _this,
 const DDS_PublisherQos *qos,

```

```

        const struct DDS_PublisherListener *a_listener,
        const DDS_StatusMask mask);
DDS_ReturnCode_t
    DDS_DomainParticipant_delete_publisher
        (DDS_DomainParticipant _this,
        const DDS_Publisher p);
DDS_Subscriber
    DDS_DomainParticipant_create_subscriber
        (DDS_DomainParticipant _this,
        const DDS_SubscriberQos *qos,
        const struct DDS_SubscriberListener *a_listener,
        const DDS_StatusMask mask);
DDS_ReturnCode_t
    DDS_DomainParticipant_delete_subscriber
        (DDS_DomainParticipant _this,
        const DDS_Subscriber s);
DDS_Subscriber
    DDS_DomainParticipant_get_builtin_subscriber
        (DDS_DomainParticipant _this);
DDS_Topic
    DDS_DomainParticipant_create_topic
        (DDS_DomainParticipant _this,
        const DDS_char *topic_name,
        const DDS_char *type_name,
        const DDS_TopicQos *qos,
        const struct DDS_TopicListener *a_listener,
        const DDS_StatusMask mask);
DDS_ReturnCode_t
    DDS_DomainParticipant_delete_topic
        (DDS_DomainParticipant _this,
        const DDS_Topic a_topic);
DDS_Topic
    DDS_DomainParticipant_find_topic
        (DDS_DomainParticipant _this,
        const DDS_char *topic_name,
        const DDS_Duration_t *timeout);
DDS_TopicDescription
    DDS_DomainParticipant_lookup_topicdescription
        (DDS_DomainParticipant _this,
        const DDS_char *name);
DDS_ContentFilteredTopic
    DDS_DomainParticipant_create_contentfilteredtopic
        (DDS_DomainParticipant _this,
        const DDS_char *name,
        const DDS_Topic related_topic,
        const DDS_char *filter_expression,
        const DDS_StringSeq *expression_parameters);
DDS_ReturnCode_t
    DDS_DomainParticipant_delete_contentfilteredtopic
        (DDS_DomainParticipant _this,

```

```

        const DDS_ContentFilteredTopic
            a_contentfilteredtopic);
DDS_MultiTopic
    DDS_DomainParticipant_create_multitopic
        (DDS_DomainParticipant _this,
         const DDS_char *name,
         const DDS_char *type_name,
         const DDS_char *subscription_expression,
         const DDS_StringSeq *expression_parameters);
DDS_ReturnCode_t
    DDS_DomainParticipant_delete_multitopic
        (DDS_DomainParticipant _this,
         const DDS_MultiTopic a_multitopic);
DDS_ReturnCode_t
    DDS_DomainParticipant_delete_contained_entities
        (DDS_DomainParticipant _this);
DDS_ReturnCode_t
    DDS_DomainParticipant_set_qos
        (DDS_DomainParticipant _this,
         const DDS_DomainParticipantQos *qos);
DDS_ReturnCode_t
    DDS_DomainParticipant_get_qos
        (DDS_DomainParticipant _this,
         DDS_DomainParticipantQos *qos);
DDS_ReturnCode_t
    DDS_DomainParticipant_set_listener
        (DDS_DomainParticipant _this,
         const struct DDS_DomainParticipantListener *a_listener,
         const DDS_StatusMask mask);
struct DDS_DomainParticipantListener
    DDS_DomainParticipant_get_listener
        (DDS_DomainParticipant _this);
DDS_ReturnCode_t
    DDS_DomainParticipant_ignore_participant
        (DDS_DomainParticipant _this,
         const DDS_InstanceHandle_t handle);
DDS_ReturnCode_t
    DDS_DomainParticipant_ignore_topic
        (DDS_DomainParticipant _this,
         const DDS_InstanceHandle_t handle);
DDS_ReturnCode_t
    DDS_DomainParticipant_ignore_publication
        (DDS_DomainParticipant _this,
         const DDS_InstanceHandle_t handle);
DDS_ReturnCode_t
    DDS_DomainParticipant_ignore_subscription
        (DDS_DomainParticipant _this,
         const DDS_InstanceHandle_t handle);
DomainId_t
    DDS_DomainParticipant_get_domain_id

```

```

        (DDS_DomainParticipant _this);
DDS_ReturnCode_t
    DDS_DomainParticipant_get_discovered_participants
        (DDS_DomainParticipant _this,
         DDS_InstanceHandleSeq *participant_handles);
DDS_ReturnCode_t
    DDS_DomainParticipant_get_discovered_participant_data
        (DDS_DomainParticipant _this,
         DDS_ParticipantBuiltinTopicData *participant_data,
         DDS_InstanceHandle_t handle);
DDS_ReturnCode_t
    DDS_DomainParticipant_get_discovered_topics
        (DDS_DomainParticipant _this,
         DDS_InstanceHandleSeq *topic_handles);
DDS_ReturnCode_t
    DDS_DomainParticipant_get_discovered_topic_data
        (DDS_DomainParticipant _this,
         DDS_TopicBuiltinTopicData *topic_data,
         DDS_InstanceHandle_t handle);
DDS_ReturnCode_t
    DDS_DomainParticipant_assert_liveliness
        (DDS_DomainParticipant _this);
DDS_ReturnCode_t
    DDS_DomainParticipant_set_default_publisher_qos
        (DDS_DomainParticipant _this,
         const DDS_PublisherQos *qos);
DDS_ReturnCode_t
    DDS_DomainParticipant_get_default_publisher_qos
        (DDS_DomainParticipant _this,
         DDS_PublisherQos *qos);
DDS_ReturnCode_t
    DDS_DomainParticipant_set_default_subscriber_qos
        (DDS_DomainParticipant _this,
         const DDS_SubscriberQos *qos);
DDS_ReturnCode_t
    DDS_DomainParticipant_get_default_subscriber_qos
        (DDS_DomainParticipant _this,
         DDS_SubscriberQos *qos);
DDS_ReturnCode_t
    DDS_DomainParticipant_set_default_topic_qos
        (DDS_DomainParticipant _this,
         const DDS_TopicQos *qos);
DDS_ReturnCode_t
    DDS_DomainParticipant_get_default_topic_qos
        (DDS_DomainParticipant _this,
         DDS_TopicQos *qos);
DDS_boolean
    contains_entity
        (DDS_InstanceHandle_t a_handle);
DDS_ReturnCode_t

```

```
get_current_time
(DDS_Time_t *current_time);
```

The following sections describe the usage of all DDS\_DomainParticipant operations. The inherited operations are listed but not fully described because they are not implemented in this class. The full description of these operations is given in the classes from which they are inherited.

### 3.2.1.1 DDS\_DomainParticipant\_assert\_liveliness

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DomainParticipant_assert_liveliness
        (DDS_DomainParticipant _this);
```

#### Description

This operation asserts the liveliness for the DDS\_DomainParticipant.

#### Parameters

*in DDS\_DomainParticipant \_this* - the DDS\_DomainParticipant object on which the operation is operated.

#### Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are: DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION, DDS\_RETCODE\_ALREADY\_DELETED, DDS\_RETCODE\_OUT\_OF\_RESOURCES or DDS\_RETCODE\_NOT\_ENABLED.

#### Detailed Description

This operation will manually assert the liveliness for the DDS\_DomainParticipant. This way, the Data Distribution Service is informed that the DDS\_DomainParticipant is still alive. This operation only needs to be used when the DDS\_DomainParticipant contains DDS\_DataWriters with the DDS\_LivelinessQosPolicy set to DDS\_MANUAL\_BY\_PARTICIPANT\_LIVELINESS\_QOS, and it will only affect the liveliness of those DDS\_DataWriters.

Writing data via the DDS\_DataWriter\_write operation of a DDS\_DataWriter will assert the liveliness on the DDS\_DataWriter itself and its DDS\_DomainParticipant. DDS\_DomainParticipant\_assert\_liveliness subsequently is only needed when data is **not** written regularly.

The liveliness should be asserted by the application, depending on the DDS\_LivelinessQosPolicy.

**Return Code**

When the operation returns:

- *DDS\_RETCODE\_OK* - the liveliness of this *DDS\_DomainParticipant* has successfully been asserted.
- *DDS\_RETCODE\_ERROR* - an internal error has occurred.
- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.
- *DDS\_RETCODE\_ALREADY\_DELETED* - the *DDS\_DomainParticipant* has already been deleted.
- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.
- *DDS\_RETCODE\_NOT\_ENABLED* - the *DDS\_DomainParticipant* is not enabled.

**3.2.1.2 DDS\_DomainParticipant\_contains\_entity****Synopsis**

```
#include <dds_dcps.h>
DDS_boolean
contains_entity
    (DDS_DomainParticipant _this,
     DDS_InstanceHandle_t a_handle);
```

**Description**

This operation checks whether or not the given Entity represented by *a\_handle* is created by the *DDS\_DomainParticipant* or any of its contained entities.

**Parameters**

*in DDS\_DomainParticipant \_this* - the *DDS\_DomainParticipant* object on which the operation is operated.

*in DDS\_InstanceHandle\_t a\_handle* - represents a *DDS\_Entity* in the Data Distribution System.

**Return Value**

*DDS\_boolean* - Return value is TRUE if *a\_handle* represents a *DDS\_Entity* that is created by the *DDS\_DomainParticipant* or any of its contained *DDS\_Entites*. Otherwise the return value is FALSE.



## Detailed Description

This operation checks whether or not the given Entity represented by `a_handle` is created by the `DDS_DomainParticipant` itself (`DDS_TopicDescription`, `DDS_Publisher` or `DDS_Subscriber`) or created by any of its contained entities (`DDS_DataReader`, `DDS_ReadCondition`, `DDS_QueryCondition`, `DDS_DataWriter`, etc.).

Return value is `TRUE` if `a_handle` represents a `DDS_Entity` that is created by the `DDS_DomainParticipant` or any of its contained `DDS_Entites`. Otherwise the return value is `FALSE`.

### 3.2.1.3 DDS\_DomainParticipant\_create\_contentfilteredtopic

#### Synopsis

```
#include <dds_dcps.h>
DDS_ContentFilteredTopic
    DDS_DomainParticipant_create_contentfilteredtopic
        (DDS_DomainParticipant _this,
         const DDS_char *name,
         const DDS_Topic related_topic,
         const DDS_char *filter_expression,
         const DDS_StringSeq *expression_parameters);
```

#### Description

This operation creates a `DDS_ContentFilteredTopic` for a `DDS_DomainParticipant` in order to allow `DDS_DataReaders` to subscribe to a subset of the topic content.

#### Parameters

*in* `DDS_DomainParticipant _this` - the `DDS_DomainParticipant` object on which the operation is operated.

*in* `const DDS_char *name` - contains the name of the `DDS_ContentFilteredTopic`.

*in* `const DDS_Topic related_topic` - the handle to the base `DDS_Topic` on which the filtering will be applied. Therefore, a filtered topic is based on an existing `DDS_Topic`.

*in* `const DDS_char *filter_expression` - holds the SQL expression (subset of SQL), which defines the filtering.

*in* `const DDS_StringSeq *expression_parameters` - the handle to a sequence of strings with the parameter value used in the SQL expression (i.e., the number of `%n` tokens in the expression). The number of values in `expression_parameters` must be equal or greater than the highest

referenced %n token in the `filter_expression` (e.g. if %1 and %8 are used as parameter in the `filter_expression`, the `expression_parameters` should at least contain  $n+1 = 9$  values).

### Return Value

`DDS_ContentFilteredTopic` - Return value is the handle to the newly created `DDS_ContentFilteredTopic`. In case of an error, a nil pointer is returned.

### Detailed Description

This operation creates a `DDS_ContentFilteredTopic` for a `DDS_DomainParticipant` in order to allow `DDS_DataReaders` to subscribe to a subset of the topic content. The base topic, which is being filtered is defined by the parameter `related_topic`. The resulting `DDS_ContentFilteredTopic` only relates to the samples published under the `related_topic`, which have been filtered according to their content. The resulting `DDS_ContentFilteredTopic` only exists at the `DDS_DataReader` side and will never be published. The samples of the `related_topic` are filtered according to the SQL expression, which is a subset of SQL as defined in the parameter `filter_expression` (see Appendix H, *DCPS Queries and Filters*).

The `filter_expression` may also contain parameters, which appear as %n tokens in the expression which must be set by the sequence of strings defined by the parameter `expression_parameters`. The number of values in `expression_parameters` must be equal or greater than the highest referenced %n token in the `filter_expression` (e.g. if %1 and %8 are used as parameter in the `filter_expression`, the `expression_parameters` should at least contain  $n+1 = 9$  values).

The `filter_expression` is a string that specifies the criteria to select the data samples of interest. In other words, it identifies the selection of data from the associated `DDS_Topics`. It is an SQL expression where the `WHERE` clause gives the content filter.

#### 3.2.1.4 DDS\_DomainParticipant\_create\_multitopic

##### Synopsis

```
#include <dds_dcps.h>
DDS_MultiTopic
    DDS_DomainParticipant_create_multitopic
        (DDS_DomainParticipant _this,
         const DDS_char *name,
         const DDS_char *type_name,
         const DDS_char *subscription_expression,
         const DDS_StringSeq *expression_parameters);
```

**Note:** This operation is not yet implemented. It is scheduled for a future release.

## Description

This operation creates a `DDS_MultiTopic` for a `DDS_DomainParticipant` in order to allow `DDS_DataReaders` to subscribe to a filtered/re-arranged combination and/or subset of the content of several topics.

## Parameters

*in* `DDS_DomainParticipant _this` - the `DDS_DomainParticipant` object on which the operation is operated.

*in* `const DDS_char *name` - contains the name of the `DDS_MultiTopic`.

*in* `const DDS_char *type_name` - contains the name of the type of the `DDS_MultiTopic`. This `type_name` must have been registered using `DDS_TypeSupport_register_type` prior to calling this operation.

*in* `const DDS_char *subscription_expression` - the SQL expression (subset of SQL), which defines the selection, filtering, combining and re-arranging of the sample data.

*in* `const DDS_StringSeq *expression_parameters` - the handle to a sequence of strings with the parameter value used in the SQL expression (i.e., the number of `%n` tokens in the expression). The number of values in `expression_parameters` must be equal or greater than the highest referenced `%n` token in the `subscription_expression` (e.g. if `%1` and `%8` are used as parameter in the `subscription_expression`, the `expression_parameters` should at least contain `n+1 = 9` values).

## Return Value

`DDS_MultiTopic` - Return value is the handle to the newly created `DDS_MultiTopic`. In case of an error, a `nil` pointer is returned.

## Detailed Description

This operation creates a `DDS_MultiTopic` for a `DDS_DomainParticipant` in order to allow `DDS_DataReaders` to subscribe to a filtered/re-arranged combination and/or subset of the content of several topics. Before the `DDS_MultiTopic` can be created, the `type_name` of the `DDS_MultiTopic` must have been registered prior to calling this operation. Registering is done, using the `DDS_TypeSupport_register_type` operation from `DDS_TypeSupport`. The list of topics and the logic, which defines the selection, filtering, combining and re-arranging of the sample data, is defined by the SQL expression, a subset of SQL defined in `subscription_expression`. The `subscription_expression` may also contain parameters, which appear as `%n` tokens in the expression. These parameters are defined in `expression_parameters`. The number of values in `expression_parameters` must be equal or greater than the highest referenced

`%n` token in the `subscription_expression` (e.g. if `%1` and `%8` are used as parameter in the `subscription_expression`, the `expression_parameters` should at least contain `n+1 = 9` values).

The `subscription_expression` is a string that specifies the criteria to select the data samples of interest. In other words, it identifies the selection and rearrangement of data from the associated `DDS_Topics`. It is an SQL expression where the `SELECT` clause provides the fields to be kept, the `FROM` part provides the names of the `DDS_Topics` that are searched for those fields, and the `WHERE` clause gives the content filter. The `DDS_Topics` combined may have different types but they are restricted in that the type of the fields used for the `NATURAL JOIN` operation must be the same.

The `DDS_DataReader`, which is associated with a `DDS_MultiTopic` only accesses information which exist locally in the `DDS_DataReader`, based on the `DDS_Topics` used in the `subscription_expression`. The actual `DDS_MultiTopic` will never be produced, only the individual `DDS_Topics`.

### 3.2.1.5 DDS\_DomainParticipant\_create\_publisher

#### Synopsis

```
#include <dds_dcps.h>
DDS_Publisher
    DDS_DomainParticipant_create_publisher
        (DDS_DomainParticipant _this,
         const DDS_PublisherQos *qos,
         const struct DDS_PublisherListener *a_listener,
         const DDS_StatusMask mask);
```

#### Description

This operation creates a `DDS_Publisher` with the desired `QosPolicy` settings and if applicable, attaches the optionally specified `DDS_PublisherListener` to it.

#### Parameters

- in* `DDS_DomainParticipant _this` - the `DDS_DomainParticipant` object on which the operation is operated.
- in* `const DDS_PublisherQos *qos` - a collection of `QosPolicy` settings for the new `DDS_Publisher`. In case these settings are not self consistent, no `DDS_Publisher` is created.
- in* `const struct DDS_PublisherListener *a_listener` - a pointer to the `DDS_PublisherListener` instance which will be attached to the new `DDS_Publisher`. It is permitted to use `DDS_OBJECT_NIL` as the value of the listener: this behaves as a `DDS_PublisherListener` whose operations perform no action.

*in const DDS\_StatusMask mask* - a bit-mask in which each bit enables the invocation of the DDS\_PublisherListener for a certain status.

## Return Value

*DDS\_Publisher* - Return value is a pointer to the newly created DDS\_Publisher. In case of an error, the DDS\_OBJECT\_NIL pointer is returned.

## Detailed Description

This operation creates a DDS\_Publisher with the desired QoSPolicy settings and if applicable, attaches the optionally specified DDS\_PublisherListener to it. When the DDS\_PublisherListener is not applicable, the DDS\_OBJECT\_NIL pointer must be supplied instead. To delete the DDS\_Publisher the operation DDS\_DomainParticipant\_delete\_publisher or DDS\_DomainParticipant\_delete\_contained\_entities must be used.

In case the specified QoSPolicy settings are not consistent, no DDS\_Publisher is created and the DDS\_OBJECT\_NIL pointer is returned. DDS\_OBJECT\_NIL can also be returned when insufficient access rights exist for the partition(s) listed in the provided QoS structure.

### Default QoS

The constant DDS\_PUBLISHER\_QOS\_DEFAULT can be used as parameter qos to create a DDS\_Publisher with the default DDS\_PublisherQos as set in the DDS\_DomainParticipant. The effect of using DDS\_PUBLISHER\_QOS\_DEFAULT is the same as calling the operation DDS\_DomainParticipant\_get\_default\_publisher\_qos and using the resulting DDS\_PublisherQos to create the DDS\_Publisher.

### Communication Status

For each communication status, the StatusChangedFlag flag is initially set to FALSE. It becomes TRUE whenever that communication status changes. For each communication status activated in the mask, the associated DDS\_PublisherListener operation is invoked and the communication status is reset to FALSE, as the listener implicitly accesses the status which is passed as a parameter to that operation. The fact that the status is reset prior to calling the listener means that if the application calls the get\_<status\_name>\_status from inside the listener it will see the status already reset.

The following statuses are applicable to the DDS\_PublisherListener:

- DDS\_OFFERED\_DEADLINE\_MISSED\_STATUS (propagated)
- DDS\_OFFERED\_INCOMPATIBLE\_QOS\_STATUS (propagated)
- DDS\_LIVELINESS\_LOST\_STATUS (propagated)

- `DDS_PUBLICATION_MATCHED_STATUS` (propagated).

Status bits are declared as a constant and can be used by the application in an OR operation to create a tailored mask. The special constant `DDS_STATUS_MASK_NONE` can be used to indicate that the created entity should not respond to any of its available statuses. The DDS will therefore attempt to propagate these statuses to its factory. The special constant `DDS_STATUS_MASK_ANY_V1_2` can be used to select all statuses specified in the “Data Distribution Service for Real-time Systems Version 1.2” specification.

### Status Propagation

The Data Distribution Service will trigger the most specific and relevant Listener. In other words, in case a communication status is also activated on the `DDS_DataWriterListener` of a contained `DDS_DataWriter`, the `DDS_DataWriterListener` on that contained `DDS_DataWriter` is invoked instead of the `DDS_PublisherListener`. This means that a status change on a contained `DDS_DataWriter` only invokes the `DDS_PublisherListener` if the contained `DDS_DataWriter` itself does not handle the trigger event generated by the status change.

In case a communication status is not activated in the mask of the `DDS_PublisherListener`, the `DDS_DomainParticipantListener` of the containing `DDS_DomainParticipant` is invoked (if attached and activated for the status that occurred). This allows the application to set a default behaviour in the `DDS_DomainParticipantListener` of the containing `DDS_DomainParticipant` and a `DDS_Publisher` specific behaviour when needed. In case the `DDS_DomainParticipantListener` is also not attached or the communication status is not activated in its mask, the application is not notified of the change.

### 3.2.1.6 `DDS_DomainParticipant_create_subscriber`

#### Synopsis

```
#include <dds_dcps.h>
DDS_Subscriber
    DDS_DomainParticipant_create_subscriber
        (DDS_DomainParticipant _this,
         const DDS_SubscriberQos *qos,
         const struct DDS_SubscriberListener *a_listener,
         const DDS_StatusMask mask);
```

#### Description

This operation creates a `DDS_Subscriber` with the desired `QosPolicy` settings and if applicable, attaches the optionally specified `DDS_SubscriberListener` to it.

## Parameters

- in DDS\_DomainParticipant \_this* - the DDS\_DomainParticipant object on which the operation is operated.
- in const DDS\_SubscriberQos \*qos* - a collection of QosPolicy settings for the new DDS\_Subscriber. In case these settings are not self consistent, no DDS\_Subscriber is created.
- in const struct DDS\_SubscriberListener \*a\_listener* - a pointer to the DDS\_SubscriberListener instance which will be attached to the new DDS\_Subscriber. It is permitted to use DDS\_OBJECT\_NIL as the value of the listener: this behaves as a DDS\_SubscriberListener whose operations perform no action.
- in const DDS\_StatusMask mask* - a bit-mask in which each bit enables the invocation of the DDS\_SubscriberListener for a certain status.

## Return Value

*DDS\_Subscriber* - Return value is a pointer to the newly created DDS\_Subscriber. In case of an error, the DDS\_OBJECT\_NIL pointer is returned.

## Detailed Description

This operation creates a DDS\_Subscriber with the desired QosPolicy settings and if applicable, attaches the optionally specified DDS\_SubscriberListener to it. When the DDS\_SubscriberListener is not applicable, the DDS\_OBJECT\_NIL pointer must be supplied instead. To delete the DDS\_Subscriber the operation `DDS_DomainParticipant_delete_subscriber` or `DDS_DomainParticipant_delete_contained_entities` must be used.

In case the specified QosPolicy settings are not consistent, no DDS\_Subscriber is created and the DDS\_OBJECT\_NIL pointer is returned. DDS\_OBJECT\_NIL can also be returned when insufficient access rights exist for the partition(s) listed in the provided QoS structure.

### Default QoS

The constant `DDS_SUBSCRIBER_QOS_DEFAULT` can be used as parameter *qos* to create a DDS\_Subscriber with the default DDS\_SubscriberQos as set in the Domainparticipant. The effect of using `DDS_SUBSCRIBER_QOS_DEFAULT` is the same as calling the operation `DDS_DomainParticipant_get_default_subscriber_qos` and using the resulting DDS\_SubscriberQos to create the DDS\_Subscriber.

### Communication Status

For each communication status, the `StatusChangedFlag` flag is initially set to `FALSE`. It becomes `TRUE` whenever that communication status changes. For each communication status activated in the `mask`, the associated `DDS_SubscriberListener` operation is invoked and the communication status is reset to `FALSE`, as the listener implicitly accesses the status which is passed as a parameter to that operation. The fact that the status is reset prior to calling the listener means that if the application calls the `get_<status_name>_status` from inside the listener it will see the status already reset.

The following statuses are applicable to the `DDS_SubscriberListener`:

- `DDS_REQUESTED_DEADLINE_MISSED_STATUS` *(propagated)*
- `DDS_REQUESTED_INCOMPATIBLE_QOS_STATUS` *(propagated)*
- `DDS_SAMPLE_LOST_STATUS` *(propagated)*
- `DDS_SAMPLE_REJECTED_STATUS` *(propagated)*
- `DDS_DATA_AVAILABLE_STATUS` *(propagated)*
- `DDS_LIVELINESS_CHANGED_STATUS` *(propagated)*
- `DDS_SUBSCRIPTION_MATCHED_STATUS` *(propagated)*
- `DDS_DATA_ON_READERS_STATUS`

Status bits are declared as a constant and can be used by the application in an OR operation to create a tailored mask. The special constant `DDS_STATUS_MASK_NONE` can be used to indicate that the created entity should not respond to any of its available statuses. The DDS will therefore attempt to propagate these statuses to its factory. The special constant `DDS_STATUS_MASK_ANY_V1_2` can be used to select all statuses specified in the “Data Distribution Service for Real-time Systems Version 1.2” specification.

### Status Propagation

The Data Distribution Service will trigger the most specific and relevant `Listener`. In other words, in case a communication status is also activated on the `DDS_DataReaderListener` of a contained `DDS_DataReader`, the `DDS_DataReaderListener` on that contained `DDS_DataReader` is invoked instead of the `DDS_SubscriberListener`. This means that a status change on a contained `DDS_DataReader` only invokes the `DDS_SubscriberListener` if the contained `DDS_DataReader` itself does not handle the trigger event generated by the status change.

In case a communication status is not activated in the `mask` of the `DDS_SubscriberListener`, the `DDS_DomainParticipantListener` of the containing `DDS_DomainParticipant` is invoked (if attached and activated for the



status that occurred). This allows the application to set a default behaviour in the `DDS_DomainParticipantListener` of the containing `DDS_DomainParticipant` and a `DDS_Subscriber` specific behaviour when needed. In case the `DDS_DomainParticipantListener` is also not attached or the communication status is not activated in its mask, the application is not notified of the change.

The statuses `DDS_DATA_ON_READERS_STATUS` and `DDS_DATA_AVAILABLE_STATUS` are “Read Communication Statuses” and are an exception to all other plain communication statuses: they have no corresponding status structure that can be obtained with a `get_<status_name>_status` operation and they are mutually exclusive. When new information becomes available to a `DataReader`, the Data Distribution Service will first look in an attached and activated `DDS_SubscriberListener` or `DDS_DomainParticipantListener` (in that order) for the `DDS_DATA_ON_READERS_STATUS`. In case the `DDS_DATA_ON_READERS_STATUS` can not be handled, the Data Distribution Service will look in an attached and activated `DDS_DataReaderListener`, `DDS_SubscriberListener` or `DDS_DomainParticipantListener` for the `DDS_DATA_AVAILABLE_STATUS` (in that order).

### 3.2.1.7 DDS\_DomainParticipant\_create\_topic

#### Synopsis

```
#include <dds_dcps.h>
DDS_Topic
    DDS_DomainParticipant_create_topic
        (DDS_DomainParticipant _this,
         const DDS_char *topic_name,
         const DDS_char *type_name,
         const DDS_TopicQos *qos,
         const struct DDS_TopicListener *a_listener,
         const DDS_StatusMask mask);
```

#### Description

This operation creates a pointer to a new or existing `DDS_Topic` under the given name, for a specific type, with the desired `QosPolicy` settings and if applicable, attaches the optionally specified `DDS_TopicListener` to it.

#### Parameters

*in* `DDS_DomainParticipant _this` - the `DDS_DomainParticipant` object on which the operation is operated.

*in* `const DDS_char *topic_name` - the name of the `DDS_Topic` to be created. A new `DDS_Topic` will only be created, when no `DDS_Topic`, with the same name, is found within the `DDS_DomainParticipant`.

*in const DDS\_char \*type\_name* - a local alias of the data type, which must have been registered before creating the DDS\_Topic.

*in const DDS\_TopicQos \*qos* - a collection of QosPolicy settings for the new DDS\_Topic. In case these settings are not self consistent, no DDS\_Topic is created.

*in const struct DDS\_TopicListener \*a\_listener* - a pointer to the DDS\_TopicListener instance which will be attached to the new DDS\_Topic. It is permitted to use DDS\_OBJECT\_NIL as the value of the listener: this behaves as a DDS\_TopicListener whose operations perform no action.

*in const DDS\_StatusMask mask* - a bit-mask in which each bit enables the invocation of the DDS\_TopicListener for a certain status.

### Return Value

*DDS\_Topic* - Return value is a pointer to the new or existing DDS\_Topic. In case of an error, the DDS\_OBJECT\_NIL pointer is returned.

### Detailed Description

This operation creates a pointer to a new or existing DDS\_Topic under the given name, for a specific type, with the desired QosPolicy settings and if applicable, attaches the optionally specified DDS\_TopicListener to it. When the DDS\_TopicListener is not applicable, the DDS\_OBJECT\_NIL pointer must be supplied instead. In case the specified QosPolicy settings are not consistent, no DDS\_Topic is created and the DDS\_OBJECT\_NIL pointer is returned. To delete the DDS\_Topic the operation DDS\_DomainParticipant\_delete\_topic or DDS\_DomainParticipant\_delete\_contained\_entities must be used.

#### Default QoS

The constant DDS\_TOPIC\_QOS\_DEFAULT can be used as parameter qos to create a DDS\_Topic with the default DDS\_TopicQos as set in the DDS\_DomainParticipant. The effect of using DDS\_TOPIC\_QOS\_DEFAULT is the same as calling the operation DDS\_DomainParticipant\_get\_default\_topic\_qos and using the resulting DDS\_TopicQos to create the DDS\_Topic.

The DDS\_Topic is bound to the type type\_name. Prior to creating the DDS\_Topic, the type\_name must have been registered with the Data Distribution Service. Registering the type\_name is done using the data type specific DDS\_TypeSupport\_register\_type operation.

### Existing DDS Topic name

Before creating a new `DDS_Topic`, this operation performs a `DDS_DomainParticipant_lookup_topicdescription` for the specified `topic_name`. When a `DDS_Topic` is found with the same name in the current domain, the QoS and `type_name` of the found `DDS_Topic` are matched against the parameters `qos` and `type_name`. When they are the same, no `DDS_Topic` is created but a new proxy of the existing `DDS_Topic` is returned. When they are not exactly the same, no `DDS_Topic` is created and the `DDS_OBJECT_NIL` pointer is returned.

When a `DDS_Topic` is obtained multiple times, it must also be deleted that same number of times using `DDS_DomainParticipant_delete_topic` or calling `DDS_DomainParticipant_delete_contained_entities` once to delete all the proxies.

### Local proxy

Since a `DDS_Topic` is a global concept in the system, access is provided through a local proxy. In other words, the pointer returned is actually not a pointer to a `DDS_Topic` but to a locally created proxy. The Data Distribution Service propagates `DDS_Topics` and makes remotely created `DDS_Topics` locally available through this proxy. For each create, a new proxy is created. Therefore the `DDS_Topic` must be deleted the same number of times, as the `DDS_Topic` was created with the same `topic_name` per Domain. In other words, each pointer (local proxy) must be deleted separately.

### Communication Status

For each communication status, the `StatusChangedFlag` flag is initially set to `FALSE`. It becomes `TRUE` whenever that communication status changes. For each communication status activated in the mask, the associated `DDS_TopicListener` operation is invoked and the communication status is reset to `FALSE`, as the listener implicitly accesses the status which is passed as a parameter to that operation. The fact that the status is reset prior to calling the listener means that if the application calls the `get_<status_name>_status` from inside the listener it will see the status already reset.

The following statuses are applicable to the `DDS_TopicListener`:

- `DDS_INCONSISTENT_TOPIC_STATUS`

Status bits are declared as a constant and can be used by the application in an OR operation to create a tailored mask. The special constant `DDS_STATUS_MASK_NONE` can be used to indicate that the created entity should not respond to any of its available statuses. The DDS will therefore attempt to propagate these statuses to its

factory. The special constant `DDS_STATUS_MASK_ANY_V1_2` can be used to select all statuses specified in the “Data Distribution Service for Real-time Systems Version 1.2” specification.

### Status Propagation

In case a communication status is not activated in the mask of the `DDS_TopicListener`, the `DDS_DomainParticipantListener` of the containing `DDS_DomainParticipant` is invoked (if attached and activated for the status that occurred). This allows the application to set a default behaviour in the `DDS_DomainParticipantListener` of the containing `DDS_DomainParticipant` and a `DDS_Topic` specific behaviour when needed. In case the `DDS_DomainParticipantListener` is also not attached or the communication status is not activated in its mask, the application is not notified of the change.

### 3.2.1.8 `DDS_DomainParticipant_delete_contained_entities`

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DomainParticipant_delete_contained_entities
        (DDS_DomainParticipant _this);
```

#### Description

This operation deletes all the `DDS_Entity` objects that were created on the `DDS_DomainParticipant`.

#### Parameters

*in* `DDS_DomainParticipant _this` - the `DDS_DomainParticipant` object on which the operation is operated.

#### Return Value

`DDS_ReturnCode_t` - Possible return codes of the operation are:  
`DDS_RETCODE_OK`, `DDS_RETCODE_ERROR`, `DDS_RETCODE_ILLEGAL_OPERATION`, `DDS_RETCODE_ALREADY_DELETED`, `DDS_RETCODE_OUT_OF_RESOURCES` or `DDS_RETCODE_PRECONDITION_NOT_MET`.

#### Detailed Description

This operation deletes all the `DDS_Entity` objects that were created on the `DDS_DomainParticipant`. In other words, it deletes all `DDS_Publisher`, `DDS_Subscriber`, `DDS_Topic`, `DDS_ContentFilteredTopic` and `DDS_MultiTopic` objects. Prior to deleting each contained `DDS_Entity`, this

operation regressively calls the corresponding `DDS_<Entity>_delete_contained_entities` operation on each `DDS_Entity` (if applicable). In other words, all `DDS_Entity` objects in the `DDS_Publisher` and `DDS_Subscriber` are deleted, including the `DDS_DataWriter` and `DDS_DataReader`. Also the `DDS_QueryCondition` and `DDS_ReadCondition` objects contained by the `DDS_DataReader` are deleted.

### DDS Topic

Since a `DDS_Topic` is a global concept in the system, access is provided through a local proxy. The Data Distribution Service propagates `DDS_Topics` and makes remotely created `DDS_Topics` locally available through this proxy. Such a proxy is created by the `DDS_DomainParticipant_create_topic` or `DDS_DomainParticipant_find_topic` operation. When a pointer to the same `DDS_Topic` was created multiple times (either by `DDS_DomainParticipant_create_topic` or `DDS_DomainParticipant_find_topic`), all pointers (local proxies) are deleted. With the last proxy, the `DDS_Topic` itself is also removed from the system.




---

**Note:** The operation will return `DDS_PRECONDITION_NOT_MET` if the any of the contained entities is in a state where it cannot be deleted. This will occur, for example, if a contained `DDS_DataReader` cannot be deleted because the application has called a `read` or `take` operation and has not called the corresponding `return_loan` operation to return the loaned samples. In such cases, the operation does not roll-back any entity deletions performed prior to the detection of the problem.

---

### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - the contained `DDS_Entity` objects are deleted and the application may delete the `DDS_DomainParticipant`.
- `DDS_RETCODE_ERROR` - an internal error has occurred.
- `DDS_RETCODE_ILLEGAL_OPERATION` - the operation is invoked on an inappropriate object.
- `DDS_RETCODE_ALREADY_DELETED` - the `DDS_DomainParticipant` has already been deleted.
- `DDS_RETCODE_OUT_OF_RESOURCES` - the Data Distribution Service ran out of resources to complete this operation.
- `DDS_RETCODE_PRECONDITION_NOT_MET` - one or more of the contained entities are in a state where they cannot be deleted.

### 3.2.1.9 DDS\_DomainParticipant\_delete\_contentfilteredtopic

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DomainParticipant_delete_contentfilteredtopic
        (DDS_DomainParticipant _this,
         const DDS_ContentFilteredTopic
             a_contentfilteredtopic);
```

#### Description

This operation deletes a DDS\_ContentFilteredTopic.

#### Parameters

*in DDS\_DomainParticipant \_this* - the DDS\_DomainParticipant object on which the operation is operated.

*in const DDS\_ContentFilteredTopic a\_contentfilteredtopic* - a pointer to the DDS\_ContentFilteredTopic, which is to be deleted.

#### Return Value

DDS\_ReturnCode\_t - Possible return codes of the operation are: DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION, DDS\_RETCODE\_BAD\_PARAMETER, DDS\_RETCODE\_ALREADY\_DELETED, DDS\_RETCODE\_OUT\_OF\_RESOURCES or DDS\_RETCODE\_PRECONDITION\_NOT\_MET.

#### Detailed Description

This operation deletes a DDS\_ContentFilteredTopic.

The deletion of a DDS\_ContentFilteredTopic is not allowed if there are any existing DDS\_DataReader objects that are using the DDS\_ContentFilteredTopic.

If the DDS\_DomainParticipant\_delete\_contentfilteredtopic operation is called on a DDS\_ContentFilteredTopic with existing DDS\_DataReader objects attached to it, it will return PRECONDITION\_NOT\_MET.

The DDS\_DomainParticipant\_delete\_contentfilteredtopic operation must be called on the same DDS\_DomainParticipant object used to create the DDS\_ContentFilteredTopic.

If DDS\_DomainParticipant\_delete\_contentfilteredtopic is called on a different DDS\_DomainParticipant the operation will have no effect and it will return PRECONDITION\_NOT\_MET.

**Return Code**

When the operation returns:

- *DDS\_RETCODE\_OK* - the *DDS\_ContentFilteredTopic* is deleted.
- *DDS\_RETCODE\_ERROR* - an internal error has occurred.
- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.
- *DDS\_RETCODE\_BAD\_PARAMETER* - the parameter *a\_contentfilteredtopic* is not a valid *DDS\_ContentFilteredTopic*.
- *DDS\_RETCODE\_ALREADY\_DELETED* - the *DDS\_DomainParticipant* has already been deleted.
- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.
- *DDS\_RETCODE\_PRECONDITION\_NOT\_MET* - the operation is called on a different *DDS\_DomainParticipant*, as used when the *DDS\_ContentFilteredTopic* was created, or the *DDS\_ContentFilteredTopic* is being used by one or more *DDS\_DataReader* objects.

**3.2.1.10 DDS\_DomainParticipant\_delete\_multitopic****Synopsis**

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DomainParticipant_delete_multitopic
        (DDS_DomainParticipant _this,
         const DDS_MultiTopic a_multitopic);
```

**Note:** This operation is not yet implemented. It is scheduled for a future release.

**Description**

This operation deletes a *DDS\_MultiTopic*.

**Parameters**

*in DDS\_DomainParticipant \_this* - the *DDS\_DomainParticipant* object on which the operation is operated.

*in const DDS\_MultiTopic a\_multitopic* - a pointer to the *DDS\_MultiTopic*, which is to be deleted.

## Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are:  
 DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION, DDS\_RETCODE\_BAD\_PARAMETER, DDS\_RETCODE\_ALREADY\_DELETED, DDS\_RETCODE\_OUT\_OF\_RESOURCES or DDS\_RETCODE\_PRECONDITION\_NOT\_MET.

## Detailed Description

This operation deletes a *DDS\_MultiTopic*.

The deletion of a *DDS\_MultiTopic* is not allowed if there are any existing *DDS\_DataReader* objects that are using the *DDS\_MultiTopic*. If the *DDS\_DomainParticipant\_delete\_multitopic* operation is called on a *DDS\_MultiTopic* with existing *DDS\_DataReader* objects attached to it, it will return *DDS\_RETCODE\_PRECONDITION\_NOT\_MET*.

The *DDS\_DomainParticipant\_delete\_multitopic* operation must be called on the same *DDS\_DomainParticipant* object used to create the *DDS\_MultiTopic*. If *DDS\_DomainParticipant\_delete\_multitopic* is called on a different *DDS\_DomainParticipant* the operation will have no effect and it will return *DDS\_RETCODE\_PRECONDITION\_NOT\_MET*.

## Return Code

When the operation returns:

- *DDS\_RETCODE\_OK* - the *DDS\_MultiTopic* is deleted.
- *DDS\_RETCODE\_ERROR* - an internal error has occurred.
- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.
- *DDS\_RETCODE\_BAD\_PARAMETER* - the parameter *a\_multitopic* is not a valid *DDS\_MultiTopic*.
- *DDS\_RETCODE\_ALREADY\_DELETED* - the *DDS\_DomainParticipant* has already been deleted.
- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.
- *DDS\_RETCODE\_PRECONDITION\_NOT\_MET* - the operation is called on a different *DDS\_DomainParticipant*, as used when the *DDS\_MultiTopic* was created, or the *DDS\_MultiTopic* is being used by one or more *DDS\_DataReader* objects.



### 3.2.1.11 DDS\_DomainParticipant\_delete\_publisher

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DomainParticipant_delete_publisher
        (DDS_DomainParticipant _this,
         const DDS_Publisher p);
```

#### Description

This operation deletes a DDS\_Publisher.

#### Parameters

*in DDS\_DomainParticipant \_this* - the DDS\_DomainParticipant object on which the operation is operated.

*in const DDS\_Publisher p* - a pointer to the DDS\_Publisher, which is to be deleted.

#### Return Value

DDS\_ReturnCode\_t - Possible return codes of the operation are:  
DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION, DDS\_RETCODE\_BAD\_PARAMETER, DDS\_RETCODE\_ALREADY\_DELETED, DDS\_RETCODE\_OUT\_OF\_RESOURCES or DDS\_RETCODE\_PRECONDITION\_NOT\_MET.

#### Detailed Description

This operation deletes a DDS\_Publisher. A DDS\_Publisher cannot be deleted when it has any attached DDS\_DataWriter objects. When the operation is called on a DDS\_Publisher with DDS\_DataWriter objects, the operation returns DDS\_RETCODE\_PRECONDITION\_NOT\_MET. When the operation is called on a different DDS\_DomainParticipant, as used when the DDS\_Publisher was created, the operation has no effect and returns DDS\_RETCODE\_PRECONDITION\_NOT\_MET.

#### Return Code

When the operation returns:

- *DDS\_RETCODE\_OK* - the DDS\_Publisher is deleted.
- *DDS\_RETCODE\_ERROR* - an internal error has occurred.
- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.

- *DDS\_RETCODE\_BAD\_PARAMETER* - the parameter *p* is not a valid *DDS\_Publisher*.
- *DDS\_RETCODE\_ALREADY\_DELETED* - the *DDS\_DomainParticipant* has already been deleted.
- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.
- *DDS\_RETCODE\_PRECONDITION\_NOT\_MET* - the operation is called on a different *DDS\_DomainParticipant*, as used when the *DDS\_Publisher* was created, or the *DDS\_Publisher* contains one or more *DDS\_DataWriter* objects.

### 3.2.1.12 DDS\_DomainParticipant\_delete\_subscriber

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DomainParticipant_delete_subscriber
        (DDS_DomainParticipant _this,
         const DDS_Subscriber s);
```

#### Description

This operation deletes a *DDS\_Subscriber*.

#### Parameters

*in DDS\_DomainParticipant \_this* - the *DDS\_DomainParticipant* object on which the operation is operated.

*in const DDS\_Subscriber s* - a pointer to the *DDS\_Subscriber*, which is to be deleted.

#### Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are: *DDS\_RETCODE\_OK*, *DDS\_RETCODE\_ERROR*, *DDS\_RETCODE\_ILLEGAL\_OPERATION*, *DDS\_RETCODE\_BAD\_PARAMETER*, *DDS\_RETCODE\_ALREADY\_DELETED*, *DDS\_RETCODE\_OUT\_OF\_RESOURCES* or *DDS\_RETCODE\_PRECONDITION\_NOT\_MET*.

#### Detailed Description

This operation deletes a *DDS\_Subscriber*. A *DDS\_Subscriber* cannot be deleted when it has any attached *DDS\_DataReader* objects. When the operation is called on a *DDS\_Subscriber* with *DDS\_DataReader* objects, the operation returns *DDS\_RETCODE\_PRECONDITION\_NOT\_MET*. When the operation is called on a

different `DDS_DomainParticipant`, as used when the `DDS_Subscriber` was created, the operation has no effect and returns `DDS_RETCODE_PRECONDITION_NOT_MET`.

### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - the `DDS_Subscriber` is deleted.
- `DDS_RETCODE_ERROR` - an internal error has occurred.
- `DDS_RETCODE_ILLEGAL_OPERATION` - the operation is invoked on an inappropriate object.
- `DDS_RETCODE_BAD_PARAMETER` - the parameter `s` is not a valid `DDS_Subscriber`.
- `DDS_RETCODE_ALREADY_DELETED` - the `DDS_DomainParticipant` has already been deleted.
- `DDS_RETCODE_OUT_OF_RESOURCES` - the Data Distribution Service ran out of resources to complete this operation.
- `DDS_RETCODE_PRECONDITION_NOT_MET` - the operation is called on a different `DDS_DomainParticipant`, as used when the `DDS_Subscriber` was created, or the `DDS_Subscriber` contains one or more `DDS_DataReader` objects.

### 3.2.1.13 `DDS_DomainParticipant_delete_topic`

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DomainParticipant_delete_topic
        (DDS_DomainParticipant _this,
         const DDS_Topic a_topic);
```

#### Description

This operation deletes a `DDS_Topic`.

#### Parameters

*in* `DDS_DomainParticipant _this` - the `DDS_DomainParticipant` object on which the operation is operated.

*in* `const DDS_Topic a_topic` - a pointer to the `DDS_Topic`, which is to be deleted.

## Return Value

`DDS_ReturnCode_t` - Possible return codes of the operation are:  
`DDS_RETCODE_OK`, `DDS_RETCODE_ERROR`, `DDS_RETCODE_ILLEGAL_OPERATION`, `DDS_RETCODE_BAD_PARAMETER`, `DDS_RETCODE_ALREADY_DELETED`, `DDS_RETCODE_OUT_OF_RESOURCES` or `DDS_RETCODE_PRECONDITION_NOT_MET`.

## Detailed Description

This operation deletes a `DDS_Topic`. A `DDS_Topic` cannot be deleted when there are any `DDS_DataReader`, `DDS_DataWriter`, `DDS_ContentFilteredTopic` or `DDS_MultiTopic` objects, which are using the `DDS_Topic`. When the operation is called on a `DDS_Topic` pointed to by any of these objects, the operation returns `DDS_RETCODE_PRECONDITION_NOT_MET`. When the operation is called on a different `DDS_DomainParticipant`, as used when the `DDS_Topic` was created, the operation has no effect and returns `DDS_RETCODE_PRECONDITION_NOT_MET`.

### Local Proxy

Since a `DDS_Topic` is a global concept in the system, access is provided through a local proxy. In other words, the pointer is actually not a pointer to a `DDS_Topic` but to the local proxy. The Data Distribution Service propagates `DDS_Topics` and makes remotely created `DDS_Topics` locally available through this proxy. Such a proxy is created by the `DDS_DomainParticipant_create_topic` or `DDS_DomainParticipant_find_topic` operation. This operation will delete the local proxy. When a pointer to the same `DDS_Topic` was created multiple times (either by `DDS_DomainParticipant_create_topic` or `DDS_DomainParticipant_find_topic`), each pointer (local proxy) must be deleted separately. When this proxy is the last proxy for this `DDS_Topic`, the `DDS_Topic` itself is also removed from the system. As mentioned, a proxy may only be deleted when there are no other entities attached to it. However, it is possible to delete a proxy while there are entities attached to a different proxy.

### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - the `DDS_Topic` is deleted.
- `DDS_RETCODE_ERROR` - an internal error has occurred.
- `DDS_RETCODE_ILLEGAL_OPERATION` - the operation is invoked on an inappropriate object.
- `DDS_RETCODE_BAD_PARAMETER` - the parameter `a_topic` is not a valid `DDS_Topic`.

- *DDS\_RETCODE\_ALREADY\_DELETED* - the *DDS\_DomainParticipant* has already been deleted.
- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.
- *DDS\_RETCODE\_PRECONDITION\_NOT\_MET* - the operation is called on a different *DDS\_DomainParticipant*, as used when the *DDS\_Topic* was created, or the *DDS\_Topic* is still pointed to by other objects.

#### 3.2.1.14 *DDS\_DomainParticipant\_enable* (inherited)

This operation is inherited and therefore not described here. See the class *DDS\_Entity* for further explanation.

##### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DomainParticipant_enable
        (DDS_DomainParticipant _this);
```

**Note:** This operation is not yet implemented. It is scheduled for a future release.

#### 3.2.1.15 *DDS\_DomainParticipant\_find\_topic*

##### Synopsis

```
#include <dds_dcps.h>
DDS_Topic
    DDS_DomainParticipant_find_topic
        (DDS_DomainParticipant _this,
         const DDS_char *topic_name,
         const DDS_Duration_t *timeout);
```

##### Description

This operation gives access to an existing (or ready to exist) enabled *DDS\_Topic*, based on its *topic\_name*.

##### Parameters

- in DDS\_DomainParticipant \_this* - the *DDS\_DomainParticipant* object on which the operation is operated.
- in const DDS\_char \*topic\_name* - the name of the *DDS\_Topic* that the application wants access to.
- in const DDS\_Duration\_t \*timeout* - the maximum duration to block for the *DDS\_DomainParticipant\_find\_topic*, after which the application thread is unblocked. The special constant *DDS\_DURATION\_INFINITE* can be used when the maximum waiting time does not need to be bounded.

## Return Value

*DDS\_Topic* - Return value is a pointer to the *DDS\_Topic* found.

## Detailed Description

This operation gives access to an existing *DDS\_Topic*, based on its *topic\_name*. The operation takes as arguments the *topic\_name* of the *DDS\_Topic* and a *timeout*.

If a *DDS\_Topic* of the same *topic\_name* already exists, it gives access to this *DDS\_Topic*. Otherwise it waits (blocks the caller) until another mechanism creates it. This other mechanism can be another thread, a configuration tool, or some other Data Distribution Service utility. If after the specified *timeout* the *DDS\_Topic* can still not be found, the caller gets unblocked and *DDS\_HANDLE\_NIL* is returned.

A *DDS\_Topic* obtained by means of *DDS\_DomainParticipant\_find\_topic*, must also be deleted by means of *DDS\_DomainParticipant\_delete\_topic* so that the local resources can be released. If a *DDS\_Topic* is obtained multiple times it must also be deleted that same number of times using *DDS\_DomainParticipant\_delete\_topic* or calling *DDS\_DomainParticipant\_delete\_contained\_entities* once to delete all the proxies.

A *DDS\_Topic* that is obtained by means of *DDS\_DomainParticipant\_find\_topic* in a specific *DDS\_DomainParticipant* can only be used to create *DDS\_DataReaders* and *DDS\_DataWriters* in that *DDS\_DomainParticipant* if its corresponding *DDS\_TypeSupport* has been registered to that same *DDS\_DomainParticipant*.

### Local Proxy

Since a *DDS\_Topic* is a global concept in the system, access is provided through a local proxy. In other words, the pointer returned is actually not a pointer to a *DDS\_Topic* but to a locally created proxy. The Data Distribution Service propagates *DDS\_Topics* and makes remotely created *DDS\_Topics* locally available through this proxy. For each time this operation is called, a new proxy is created. Therefore the *DDS\_Topic* must be deleted the same number of times, as the *DDS\_Topic* was created with the same *topic\_name* per Domain. In other words, each pointer (local proxy) must be deleted separately.

### 3.2.1.16 *DDS\_DomainParticipant\_get\_builtin\_subscriber*

#### Synopsis

```
#include <dds_dcps.h>
DDS_Subscriber
    DDS_DomainParticipant_get_builtin_subscriber
```

```
(DDS_DomainParticipant _this);
```

## Description

This operation returns the built-in DDS\_Subscriber associated with the DDS\_DomainParticipant.

## Parameters

*in DDS\_DomainParticipant \_this* - the DDS\_DomainParticipant object on which the operation is operated.

## Return Value

*DDS\_Subscriber* - Result value is a pointer to the built-in DDS\_Subscriber associated with the DDS\_DomainParticipant.

## Detailed Description

This operation returns the built-in DDS\_Subscriber associated with the DDS\_DomainParticipant. Each DDS\_DomainParticipant contains several built-in DDS\_Topic objects. The built-in DDS\_Subscriber contains the corresponding DDS\_DataReader objects to access them. All these DDS\_DataReader objects belong to a single built-in DDS\_Subscriber. Note that there is exactly one built-in DDS\_Subscriber associated with each DDS\_DomainParticipant.

### 3.2.1.17 DDS\_DomainParticipant\_get\_current\_time

## Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    get_current_time
        (DDS_DomainParticipant _this,
         DDS_Time_t *current_time);
```

## Description

This operation returns the value of the current time that the Data Distribution Service uses to time-stamp written data as well as received data in *current\_time*.

## Parameters

*in DDS\_DomainParticipant \_this* - the DDS\_DomainParticipant object on which the operation is operated.

*inout DDS\_Time\_t \*current\_time* - the value of the current time as used by the Data Distribution System. The input value of *current\_time* is ignored.

## Return Value

DDS\_ReturnCode\_t - Possible return codes of the operation are:  
 DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION, DDS\_RETCODE\_BAD\_PARAMETER, DDS\_RETCODE\_ALREADY\_DELETED, DDS\_RETCODE\_OUT\_OF\_RESOURCES or DDS\_RETCODE\_NOT\_ENABLED.

## Detailed Description

This operation returns the value of the current time that the Data Distribution Service uses to time-stamp written data as well as received data in `current_time`. The input value of `current_time` is ignored by the operation.

### Return Code

When the operation returns:

- *DDS\_RETCODE\_OK* - the value of the current time is returned in `current_time`.
- *DDS\_RETCODE\_ERROR* - an internal error has occurred.
- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.
- *DDS\_RETCODE\_BAD\_PARAMETER* - the parameter `current_time` is not a valid reference.
- *DDS\_RETCODE\_ALREADY\_DELETED* - the `DomainParticipant` has already been deleted.
- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.
- *DDS\_RETCODE\_NOT\_ENABLED* - the `DDS_DomainParticipant` is not enabled.

### 3.2.1.18 DDS\_DomainParticipant\_get\_default\_publisher\_qos

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DomainParticipant_get_default_publisher_qos
        (DDS_DomainParticipant _this,
         DDS_PublisherQos *qos);
```

#### Description

This operation gets the struct with the default `DDS_Publisher QosPolicy` settings of the `DDS_DomainParticipant`.



## Parameters

*in* `DDS_DomainParticipant _this` - the `DDS_DomainParticipant` object on which the operation is operated.

*inout* `DDS_PublisherQos *qos` - a pointer to the `DDS_PublisherQos` struct (provided by the application) in which the default `QosPolicy` settings for the `DDS_Publisher` are written.

## Return Value

`DDS_ReturnCode_t` - Possible return codes of the operation are:  
`DDS_RETCODE_OK`, `DDS_RETCODE_ERROR`, `DDS_RETCODE_ILLEGAL_OPERATION`, `DDS_RETCODE_ALREADY_DELETED`, `DDS_RETCODE_OUT_OF_RESOURCES` or `DDS_RETCODE_PRECONDITION_NOT_MET`.

## Detailed Description

This operation gets the struct with the default `DDS_Publisher QosPolicy` settings of the `DDS_DomainParticipant` (that is the `DDS_PublisherQos`) which is used for newly created `DDS_Publisher` objects, in case the constant `DDS_PUBLISHER_QOS_DEFAULT` is used. The default `DDS_PublisherQos` is only used when the constant is supplied as parameter `qos` to specify the `DDS_PublisherQos` in the `DDS_DomainParticipant_create_publisher` operation. The application must provide the `DDS_PublisherQos` struct in which the `QosPolicy` settings can be stored and pass the `qos` pointer to the operation. The operation writes the default `QosPolicy` settings to the struct pointed to by `qos`. Any settings in the struct are overwritten.

The values retrieved by this operation match the set of values specified on the last successful call to `DDS_DomainParticipant_set_default_publisher_qos`, or, if the call was never made, the default values as specified for each `QosPolicy` setting as defined in Table 5 on page 59.




---

**Note:** The operation will return `DDS_PRECONDITION_NOT_MET` if the any of the contained entities is in a state where it cannot be deleted. This will occur, for example, if a contained `DDS_DataReader` cannot be deleted because the application has called a `read` or `take` operation and has not called the corresponding `return_loan` operation to return the loaned samples. In such cases, the operation does not roll-back any entity deletions performed prior to the detection of the problem.

---

## Return Code

When the operation returns:

- *DDS\_RETCODE\_OK* - the default *DDS\_Publisher QosPolicy* settings of this *DDS\_DomainParticipant* have successfully been copied into the specified *DDS\_PublisherQos* parameter.
- *DDS\_RETCODE\_ERROR* - an internal error has occurred.
- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.
- *DDS\_RETCODE\_ALREADY\_DELETED* - the *DDS\_DomainParticipant* has already been deleted.
- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.
- *DDS\_RETCODE\_PRECONDITION\_NOT\_MET* - one or more of the contained entities are in a state where they cannot be deleted.

### 3.2.1.19 DDS\_DomainParticipant\_get\_default\_subscriber\_qos

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DomainParticipant_get_default_subscriber_qos
        (DDS_DomainParticipant _this,
         DDS_SubscriberQos *qos);
```

#### Description

This operation gets the struct with the default *DDS\_Subscriber QosPolicy* settings of the *DDS\_DomainParticipant*.

#### Parameters

*in DDS\_DomainParticipant \_this* - the *DDS\_DomainParticipant* object on which the operation is operated.

*inout DDS\_SubscriberQos \*qos* - a pointer to the *QosPolicy* struct (provided by the application) in which the default *QosPolicy* settings for the *DDS\_Subscriber* is written.

#### Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are: *DDS\_RETCODE\_OK*, *DDS\_RETCODE\_ERROR*, *DDS\_RETCODE\_ILLEGAL\_OPERATION*, *DDS\_RETCODE\_ALREADY\_DELETED* or *DDS\_RETCODE\_OUT\_OF\_RESOURCES*.

## Detailed Description

This operation gets the struct with the default `DDS_Subscriber QoSPolicy` settings of the `DDS_DomainParticipant` (that is the `DDS_SubscriberQos`) which is used for newly created `DDS_Subscriber` objects, in case the constant `DDS_SUBSCRIBER_QOS_DEFAULT` is used. The default `DDS_SubscriberQos` is only used when the constant is supplied as parameter `qos` to specify the `DDS_SubscriberQos` in the `DDS_DomainParticipant_create_subscriber` operation. The application must provide the QoS struct in which the policy can be stored and pass the `qos` pointer to the operation. The operation writes the default `QoSPolicy` to the struct pointed to by `qos`. Any settings in the struct are overwritten.

The values retrieved by this operation match the set of values specified on the last successful call to `DDS_DomainParticipant_set_default_subscriber_qos`, or, if the call was never made, the default values as specified for each `QoSPolicy` defined in Table 5 on page 59.

### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - the default `DDS_Subscriber QoSPolicy` settings of this `DDS_DomainParticipant` have successfully been copied into the specified `DDS_SubscriberQos` parameter.
- `DDS_RETCODE_ERROR` - an internal error has occurred.
- `DDS_RETCODE_ILLEGAL_OPERATION` - the operation is invoked on an inappropriate object.
- `DDS_RETCODE_ALREADY_DELETED` - the `DDS_DomainParticipant` has already been deleted.
- `DDS_RETCODE_OUT_OF_RESOURCES` - the Data Distribution Service ran out of resources to complete this operation.

### 3.2.1.20 `DDS_DomainParticipant_get_default_topic_qos`

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DomainParticipant_get_default_topic_qos
        (DDS_DomainParticipant _this,
         DDS_TopicQos *qos);
```

#### Description

This operation gets the struct with the default `DDS_Topic QoSPolicy` settings of the `DDS_DomainParticipant`.

## Parameters

*in* `DDS_DomainParticipant _this` - the `DDS_DomainParticipant` object on which the operation is operated.

*inout* `DDS_TopicQos *qos` - a pointer to the `QosPolicy` struct (provided by the application) in which the default `QosPolicy` settings for the `DDS_Topic` is written.

## Return Value

`DDS_ReturnCode_t` - Possible return codes of the operation are:  
`DDS_RETCODE_OK`, `DDS_RETCODE_ERROR`, `DDS_RETCODE_ILLEGAL_OPERATION`, `DDS_RETCODE_ALREADY_DELETED` or `DDS_RETCODE_OUT_OF_RESOURCES`.

## Detailed Description

This operation gets the struct with the default `DDS_Topic QosPolicy` settings of the `DDS_DomainParticipant` (that is the `DDS_TopicQos`) which is used for newly created `DDS_Topic` objects, in case the constant `DDS_TOPIC_QOS_DEFAULT` is used. The default `DDS_TopicQos` is only used when the constant is supplied as parameter `qos` to specify the `DDS_TopicQos` in the `DDS_DomainParticipant_create_topic` operation. The application must provide the `QoS` struct in which the policy can be stored and pass the `qos` pointer to the operation. The operation writes the default `QosPolicy` to the struct pointed to by `qos`. Any settings in the struct are overwritten.

The values retrieved by this operation match the set of values specified on the last successful call to `DDS_DomainParticipant_set_default_topic_qos`, or, if the call was never made, the default values as specified for each `QosPolicy` defined in Table 5 on page 59.

### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - the default `DDS_Topic QosPolicy` settings of this `DDS_DomainParticipant` have successfully been copied into the specified `DDS_TopicQos` parameter.
- `DDS_RETCODE_ERROR` - an internal error has occurred.
- `DDS_RETCODE_ILLEGAL_OPERATION` - the operation is invoked on an inappropriate object.
- `DDS_RETCODE_ALREADY_DELETED` - the `DDS_DomainParticipant` has already been deleted.

- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.

### 3.2.1.21 DDS\_DomainParticipant\_get\_discovered\_participants

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DomainParticipant_get_discovered_participants
        (DDS_DomainParticipant _this,
         DDS_InstanceHandleSeq *participant_handles);
```

**Note:** This operation is not yet implemented. It is scheduled for a future release.

### 3.2.1.22 DDS\_DomainParticipant\_get\_discovered\_participant\_data

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DomainParticipant_get_discovered_participant_data
        (DDS_DomainParticipant _this,
         DDS_ParticipantBuiltinTopicData *participant_data,
         DDS_InstanceHandle_t handle);
```

**Note:** This operation is not yet implemented. It is scheduled for a future release.

### 3.2.1.23 DDS\_DomainParticipant\_get\_discovered\_topics

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DomainParticipant_get_discovered_topics
        (DDS_DomainParticipant _this,
         DDS_InstanceHandleSeq *topic_handles);
```

**Note:** This operation is not yet implemented. It is scheduled for a future release.

### 3.2.1.24 DDS\_DomainParticipant\_get\_discovered\_topic\_data

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DomainParticipant_get_discovered_topic_data
        (DDS_DomainParticipant _this,
         DDS_TopicBuiltinTopicData *topic_data,
         DDS_InstanceHandle_t handle);
```

**Note:** This operation is not yet implemented. It is scheduled for a future release.

### 3.2.1.25 DDS\_DomainParticipant\_get\_domain\_id

#### Synopsis

```
#include <dds_dcps.h>
DomainId_t
    DDS_DomainParticipant_get_domain_id
        (DDS_DomainParticipant _this);
```

#### Description

This operation returns the `DomainId` of the Domain to which this `DDS_DomainParticipant` is attached.

#### Parameters

*in* `DDS_DomainParticipant _this` - the `DDS_DomainParticipant` object on which the operation is operated.

#### Return Value

`DomainId_t` - result is the `DomainId`.

#### Detailed Description

This operation returns the `DomainId` of the Domain to which this `DDS_DomainParticipant` is attached. A `DomainId` consists of a string that represents either a URI to the location of the configuration file (e.g. "file:///projects/DDS/ospl.xml") or the Domain name as specified in the configuration file. The actual value returned is dependent of the value used when creating the `DomainParticipant`, also see the `DDS_DomainParticipantFactory_create_participant` operation. If a `DomainParticipant` is created using the Domain name then it will also return the Domain name, and *vice versa*: when created using a URI then the URI will be returned by this operation. The configuration file, identified by the URI, specifies all configuration details of the Domain.

A `DomainId` may contain the `NULL` pointer: in that case the location of the configuration file is extracted from the environment variable called `OSPL_URI`.

### 3.2.1.26 DDS\_DomainParticipant\_get\_listener

#### Synopsis

```
#include <dds_dcps.h>
struct DDS_DomainParticipantListener
    DDS_DomainParticipant_get_listener
        (DDS_DomainParticipant _this);
```

## Description

This operation allows access to a `DDS_DomainParticipantListener`.

## Parameters

*in* `DDS_DomainParticipant _this` - the `DDS_DomainParticipant` object on which the operation is operated.

## Return Value

`struct DDS_DomainParticipantListener` - a pointer to the `DDS_DomainParticipantListener` attached to the `DDS_DomainParticipant`.

## Detailed Description

This operation allows access to a `DDS_DomainParticipantListener` attached to the `DDS_DomainParticipant`. When no `DDS_DomainParticipantListener` was attached to the `DDS_DomainParticipant`, the `DDS_OBJECT_NIL` pointer is returned.

### 3.2.1.27 `DDS_DomainParticipant_get_qos`

## Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DomainParticipant_get_qos
        (DDS_DomainParticipant _this,
         DDS_DomainParticipantQos *qos);
```

## Description

This operation allows access to the existing set of QoS policies for a `DDS_DomainParticipant`.

## Parameters

*in* `DDS_DomainParticipant _this` - the `DDS_DomainParticipant` object on which the operation is operated.

*inout* `DDS_DomainParticipantQos *qos` - a pointer to the destination `DDS_DomainParticipantQos` struct in which the `QosPolicy` settings will be copied.

## Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are:  
 DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION, DDS\_RETCODE\_ALREADY\_DELETED or DDS\_RETCODE\_OUT\_OF\_RESOURCES.

## Detailed Description

This operation allows access to the existing set of QoS policies of a `DDS_DomainParticipant` on which this operation is used. This `DDS_DomainParticipantQos` is stored at the location pointed to by the `qos` parameter.

### Return Code

When the operation returns:

- *DDS\_RETCODE\_OK* - the existing set of QoS policy values applied to this `DDS_DomainParticipant` has successfully been copied into the specified `DDS_DomainParticipantQos` parameter.
- *DDS\_RETCODE\_ERROR* - an internal error has occurred.
- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.
- *DDS\_RETCODE\_ALREADY\_DELETED* - the `DDS_DomainParticipant` has already been deleted.
- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.

### 3.2.1.28 `DDS_DomainParticipant_get_status_changes` (inherited)

This operation is inherited and therefore not described here. See the class `DDS_Entity` for further explanation.

#### Synopsis

```
#include <dds_dcps.h>
DDS_StatusMask
    DDS_DomainParticipant_get_status_changes
        (DDS_DomainParticipant _this);
```

### 3.2.1.29 `DDS_DomainParticipant_get_statuscondition` (inherited)

This operation is inherited and therefore not described here. See the class `DDS_Entity` for further explanation.

#### Synopsis

```
#include <dds_dcps.h>
```



```

DDS_StatusCondition
    DDS_DomainParticipant_get_statuscondition
        (DDS_DomainParticipant _this);

```

### 3.2.1.30 DDS\_DomainParticipant\_ignore\_participant

#### Synopsis

```

#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DomainParticipant_ignore_participant
        (DDS_DomainParticipant _this,
         const DDS_InstanceHandle_t handle);

```

**Note:** This operation is not yet implemented. It is scheduled for a future release.

### 3.2.1.31 DDS\_DomainParticipant\_ignore\_publication

#### Synopsis

```

#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DomainParticipant_ignore_publication
        (DDS_DomainParticipant _this,
         const DDS_InstanceHandle_t handle);

```

**Note:** This operation is not yet implemented. It is scheduled for a future release.

### 3.2.1.32 DDS\_DomainParticipant\_ignore\_subscription

#### Synopsis

```

#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DomainParticipant_ignore_subscription
        (DDS_DomainParticipant _this,
         const DDS_InstanceHandle_t handle);

```

**Note:** This operation is not yet implemented. It is scheduled for a future release.

### 3.2.1.33 DDS\_DomainParticipant\_ignore\_topic

#### Synopsis

```

#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DomainParticipant_ignore_topic
        (DDS_DomainParticipant _this,
         const DDS_InstanceHandle_t handle);

```

**Note:** This operation is not yet implemented. It is scheduled for a future release.

### 3.2.1.34 DDS\_DomainParticipant\_lookup\_topicdescription

#### Synopsis

```
#include <dds_dcps.h>
DDS_TopicDescription
    DDS_DomainParticipant_lookup_topicdescription
        (DDS_DomainParticipant _this,
         const DDS_char *name);
```

#### Description

This operation gives access to a locally-created DDS\_TopicDescription, with a matching name.

#### Parameters

*in DDS\_DomainParticipant \_this* - the DDS\_DomainParticipant object on which the operation is operated.

*in const DDS\_char \*name* - the name of the DDS\_TopicDescription to look for.

#### Return Value

*DDS\_TopicDescription* - Return value is a pointer to the DDS\_TopicDescription found. When no such DDS\_TopicDescription is found, the DDS\_OBJECT\_NIL pointer is returned.

#### Detailed Description

The operation DDS\_DomainParticipant\_lookup\_topicdescription gives access to a locally-created DDS\_TopicDescription, based on its name. The operation takes as argument the name of the DDS\_TopicDescription.

If one or more local DDS\_TopicDescription proxies (also see Section 3.2.1.15, *DDS\_DomainParticipant\_find\_topic*, on page 163) of the same name already exist, a pointer to one of the already existing local proxies is returned: DDS\_DomainParticipant\_lookup\_topicdescription will never create a new local proxy. That means that the proxy that is returned does not need to be deleted separately from its original. When no local proxy exists, it returns the DDS\_OBJECT\_NIL pointer. The operation never blocks.

The operation DDS\_DomainParticipant\_lookup\_topicdescription may be used to locate any locally-created DDS\_Topic, DDS\_ContentFilteredTopic and DDS\_MultiTopic object.

### 3.2.1.35 DDS\_DomainParticipant\_set\_default\_publisher\_qos

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DomainParticipant_set_default_publisher_qos
        (DDS_DomainParticipant _this,
         const DDS_PublisherQos *qos);
```

#### Description

This operation sets the default DDS\_PublisherQos of the DDS\_DomainParticipant.

#### Parameters

*in DDS\_DomainParticipant \_this* - the DDS\_DomainParticipant object on which the operation is operated.

*in const DDS\_PublisherQos \*qos* - a collection of QosPolicy settings, which contains the new default QosPolicy settings for the newly created DDS\_Publishers.

#### Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are: DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION, DDS\_RETCODE\_BAD\_PARAMETER, DDS\_RETCODE\_UNSUPPORTED, DDS\_RETCODE\_ALREADY\_DELETED or DDS\_RETCODE\_OUT\_OF\_RESOURCES.

#### Detailed Description

This operation sets the default DDS\_PublisherQos of the DDS\_DomainParticipant (that is the struct with the QosPolicy settings) which is used for newly created DDS\_Publisher objects, in case the constant DDS\_PUBLISHER\_QOS\_DEFAULT is used. The default DDS\_PublisherQos is only used when the constant is supplied as parameter qos to specify the DDS\_PublisherQos in the DDS\_DomainParticipant\_create\_publisher operation. The DDS\_PublisherQos is always self consistent, because its policies do not depend on each other. This means this operation never returns the DDS\_RETCODE\_INCONSISTENT\_POLICY. The values set by this operation are returned by DDS\_DomainParticipant\_get\_default\_publisher\_qos.

#### Return Code

When the operation returns:

- *DDS\_RETCODE\_OK* - the new default DDS\_PublisherQos is set.

- *DDS\_RETCODE\_ERROR* - an internal error has occurred.
- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.
- *DDS\_RETCODE\_BAD\_PARAMETER* - the parameter *qos* is not a valid *DDS\_PublisherQos*. It contains a *QosPolicy* setting with an enum value that is outside its legal boundaries, or a sequence that has inconsistent memory settings.
- *DDS\_RETCODE\_UNSUPPORTED* - one or more of the selected *QosPolicy* values are currently not supported by OpenSplice.
- *DDS\_RETCODE\_ALREADY\_DELETED* - the *DDS\_DomainParticipant* has already been deleted.
- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.

### 3.2.1.36 DDS\_DomainParticipant\_set\_default\_subscriber\_qos

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DomainParticipant_set_default_subscriber_qos
        (DDS_DomainParticipant _this,
         const DDS_SubscriberQos *qos);
```

#### Description

This operation sets the default *DDS\_SubscriberQos* of the *DDS\_DomainParticipant*.

#### Parameters

*in DDS\_DomainParticipant \_this* - the *DDS\_DomainParticipant* object on which the operation is operated.

*in const DDS\_SubscriberQos \*qos* - a collection of *QosPolicy* settings, which contains the new default *QosPolicy* settings for the newly created *DDS\_Subscribers*.

#### Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are: *DDS\_RETCODE\_OK*, *DDS\_RETCODE\_ERROR*, *DDS\_RETCODE\_ILLEGAL\_OPERATION*, *DDS\_RETCODE\_BAD\_PARAMETER*, *DDS\_RETCODE\_UNSUPPORTED*, *DDS\_RETCODE\_ALREADY\_DELETED* or *DDS\_RETCODE\_OUT\_OF\_RESOURCES*.

## Detailed Description

This operation sets the default `DDS_SubscriberQos` of the `DDS_DomainParticipant` (that is the struct with the `QosPolicy` settings) which is used for newly created `DDS_Subscriber` objects, in case the constant `DDS_SUBSCRIBER_QOS_DEFAULT` is used. The default `DDS_SubscriberQos` is only used when the constant is supplied as parameter `qos` to specify the `DDS_SubscriberQos` in the `DDS_DomainParticipant_create_subscriber` operation. The `DDS_SubscriberQos` is always self consistent, because its policies do not depend on each other. This means this operation never returns the `DDS_RETCODE_INCONSISTENT_POLICY`. The values set by this operation are returned by `DDS_DomainParticipant_get_default_subscriber_qos`.

### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - the new default `DDS_SubscriberQos` is set.
- `DDS_RETCODE_ERROR` - an internal error has occurred.
- `DDS_RETCODE_ILLEGAL_OPERATION` - the operation is invoked on an inappropriate object.
- `DDS_RETCODE_BAD_PARAMETER` - the parameter `qos` is not a valid `DDS_PublisherQos`. It contains a `QosPolicy` setting with an enum value that is outside its legal boundaries, or a sequence that has inconsistent memory settings.
- `DDS_RETCODE_UNSUPPORTED` - one or more of the selected `QosPolicy` values are currently not supported by OpenSplice.
- `DDS_RETCODE_ALREADY_DELETED` - the `DDS_DomainParticipant` has already been deleted.
- `DDS_RETCODE_OUT_OF_RESOURCES` - the Data Distribution Service ran out of resources to complete this operation.

### 3.2.1.37 `DDS_DomainParticipant_set_default_topic_qos`

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DomainParticipant_set_default_topic_qos
        (DDS_DomainParticipant _this,
         const DDS_TopicQos *qos);
```

#### Description

This operation sets the default `DDS_TopicQos` of the `DDS_DomainParticipant`.

## Parameters

*in DDS\_DomainParticipant \_this* - the DDS\_DomainParticipant object on which the operation is operated.

*in const DDS\_TopicQos \*qos* - a collection of QosPolicy settings, which contains the new default QosPolicy settings for the newly created DDS\_Topics.

## Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are:  
 DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION, DDS\_RETCODE\_BAD\_PARAMETER, DDS\_RETCODE\_UNSUPPORTED, DDS\_RETCODE\_ALREADY\_DELETED, DDS\_RETCODE\_OUT\_OF\_RESOURCES or DDS\_RETCODE\_INCONSISTENT\_POLICY.

## Detailed Description

This operation sets the default DDS\_TopicQos of the DDS\_DomainParticipant (that is the struct with the QosPolicy settings) which is used for newly created DDS\_Topic objects, in case the constant DDS\_TOPIC\_QOS\_DEFAULT is used. The default DDS\_TopicQos is only used when the constant is supplied as parameter qos to specify the DDS\_TopicQos in the DDS\_DomainParticipant\_create\_topic operation. This operation checks if the DDS\_TopicQos is self consistent. If it is not, the operation has no effect and returns DDS\_RETCODE\_INCONSISTENT\_POLICY. The values set by this operation are returned by DDS\_DomainParticipant\_get\_default\_topic\_qos.

### Return Code

When the operation returns:

- *DDS\_RETCODE\_OK* - the new default DDS\_TopicQos is set.
- *DDS\_RETCODE\_ERROR* - an internal error has occurred.
- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.
- *DDS\_RETCODE\_BAD\_PARAMETER* - the parameter qos is not a valid DDS\_TopicQos. It contains a QosPolicy setting with an invalid DDS\_Duration\_t value, an enum value that is outside its legal boundaries or a sequence that has inconsistent memory settings.
- *DDS\_RETCODE\_UNSUPPORTED* - one or more of the selected QosPolicy values are currently not supported by OpenSplice.
- *DDS\_RETCODE\_ALREADY\_DELETED* - the DDS\_DomainParticipant has already been deleted.

- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.
- *DDS\_RETCODE\_INCONSISTENT\_POLICY* - the parameter *qos* contains conflicting *QosPolicy* settings, e.g. a history depth that is higher than the specified resource limits.

### 3.2.1.38 DDS\_DomainParticipant\_set\_listener

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DomainParticipant_set_listener
        (DDS_DomainParticipant _this,
         const struct DDS_DomainParticipantListener
             *a_listener,
         const DDS_StatusMask mask);
```

#### Description

This operation attaches a *DDS\_DomainParticipantListener* to the *DDS\_DomainParticipant*.

#### Parameters

*in DDS\_DomainParticipant \_this* - the *DDS\_DomainParticipant* object on which the operation is operated.

*in const struct DDS\_DomainParticipantListener \*a\_listener* - a pointer to the *DDS\_DomainParticipantListener* instance, which will be attached to the *DDS\_DomainParticipant*.

*in const DDS\_StatusMask mask* - a bit-mask in which each bit enables the invocation of the *DDS\_DomainParticipantListener* for a certain status.

#### Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are:  
*DDS\_RETCODE\_OK*, *DDS\_RETCODE\_ERROR*, *DDS\_RETCODE\_ILLEGAL\_OPERATION*, *DDS\_RETCODE\_ALREADY\_DELETED* or *DDS\_RETCODE\_OUT\_OF\_RESOURCES*.

#### Detailed Description

This operation attaches a *DDS\_DomainParticipantListener* to the *DDS\_DomainParticipant*. Only one *DDS\_DomainParticipantListener* can be attached to each *DDS\_DomainParticipant*. If a *DDS\_DomainParticipantListener* was already attached, the operation will

replace it with the new one. When `a_listener` is the `DDS_OBJECT_NIL` pointer, it represents a listener that is treated as a NOOP<sup>1</sup> for all statuses activated in the bitmask.

### Communication Status

For each communication status, the `StatusChangedFlag` flag is initially set to `FALSE`. It becomes `TRUE` whenever that communication status changes. For each communication status activated in the mask, the associated `DDS_DomainParticipantListener` operation is invoked and the communication status is reset to `FALSE`, as the listener implicitly accesses the status which is passed as a parameter to that operation. The status is reset prior to calling the listener, so if the application calls the `get_<status_name>_status` from inside the listener it will see the status already reset. An exception to this rule is the `DDS_OBJECT_NIL` listener, which does not reset the communication statuses for which it is invoked.

The following statuses are applicable to the `DDS_DomainParticipantListener`:

- `DDS_INCONSISTENT_TOPIC_STATUS` (propagated)
- `DDS_OFFERED_DEADLINE_MISSED_STATUS` (propagated)
- `DDS_REQUESTED_DEADLINE_MISSED_STATUS` (propagated)
- `DDS_OFFERED_INCOMPATIBLE_QOS_STATUS` (propagated)
- `DDS_REQUESTED_INCOMPATIBLE_QOS_STATUS` (propagated)
- `DDS_SAMPLE_LOST_STATUS` (propagated)
- `DDS_SAMPLE_REJECTED_STATUS` (propagated)
- `DDS_DATA_ON_READERS_STATUS` (propagated)
- `DDS_DATA_AVAILABLE_STATUS` (propagated)
- `DDS_LIVELINESS_LOST_STATUS` (propagated)
- `DDS_LIVELINESS_CHANGED_STATUS` (propagated)
- `DDS_PUBLICATION_MATCHED_STATUS` (propagated)
- `DDS_SUBSCRIPTION_MATCHED_STATUS` (propagated).

Status bits are declared as a constant and can be used by the application in an OR operation to create a tailored mask. The special constant `DDS_STATUS_MASK_NONE` can be used to indicate that the created entity should not respond to any of its available statuses. The DDS will therefore attempt to propagate these statuses to its factory. The special constant `STATUS_MASK_ANY_V1_2` can be used to select all statuses specified in the “Data Distribution Service for Real-time Systems Version 1.2” specification.

---

1. Short for **No-Operation**, an instruction that performs nothing at all.



### Status Propagation

The Data Distribution Service will trigger the most specific and relevant Listener. In other words, in case a communication status is also activated on the Listener of a contained entity, the Listener on that contained entity is invoked instead of the DDS\_DomainParticipantListener. This means that a status change on a contained entity only invokes the DDS\_DomainParticipantListener if the contained entity itself does not handle the trigger event generated by the status change.

The statuses DDS\_DATA\_ON\_READERS\_STATUS and DDS\_DATA\_AVAILABLE\_STATUS are “Read Communication Statuses” and are an exception to all other plain communication statuses: they have no corresponding status structure that can be obtained with a get\_<status\_name>\_status operation and they are mutually exclusive. When new information becomes available to a DataReader, the Data Distribution Service will first look in an attached and activated DDS\_SubscriberListener or DDS\_DomainParticipantListener (in that order) for the DDS\_DATA\_ON\_READERS\_STATUS. In case the DDS\_DATA\_ON\_READERS\_STATUS can not be handled, the Data Distribution Service will look in an attached and activated DDS\_DataReaderListener, DDS\_SubscriberListener or DDS\_DomainParticipantListener for the DDS\_DATA\_AVAILABLE\_STATUS (in that order).

### Return Code

When the operation returns:

- *DDS\_RETCODE\_OK* - the DDS\_DomainParticipantListener is attached.
- *DDS\_RETCODE\_ERROR* - an internal error has occurred.
- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.
- *DDS\_RETCODE\_ALREADY\_DELETED* - the DDS\_DomainParticipant has already been deleted.
- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.

## 3.2.1.39 DDS\_DomainParticipant\_set\_qos

### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DomainParticipant_set_qos
        (DDS_DomainParticipant _this,
         const DDS_DomainParticipantQos *qos);
```

## Description

This operation replaces the existing set of `QosPolicy` settings for a `DDS_DomainParticipant`.

## Parameters

*in* `DDS_DomainParticipant _this` - is the `DDS_DomainParticipant` object on which the operation is operated.

*in* `const DDS_DomainParticipantQos *qos` - must contain the new set of `QosPolicy` settings for the `DDS_DomainParticipant`.

## Return Value

`DDS_ReturnCode_t` - Possible return codes of the operation are:  
`DDS_RETCODE_OK`, `DDS_RETCODE_ERROR`, `DDS_RETCODE_ILLEGAL_OPERATION`, `DDS_RETCODE_BAD_PARAMETER`, `DDS_RETCODE_ALREADY_DELETED` or `DDS_RETCODE_OUT_OF_RESOURCES`.

## Detailed Description

This operation replaces the existing set of `QosPolicy` settings for a `DDS_DomainParticipant`. The parameter `qos` must contain the struct with the `QosPolicy` settings which is checked for self-consistency.

The set of `QosPolicy` settings specified by the `qos` parameter are applied on top of the existing QoS, replacing the values of any policies previously set (provided, the operation returned `DDS_RETCODE_OK`).

### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - the new `DDS_DomainParticipantQos` is set.
- `DDS_RETCODE_ERROR` - an internal error has occurred.
- `DDS_RETCODE_ILLEGAL_OPERATION` - the operation is invoked on an inappropriate object.
- `DDS_RETCODE_BAD_PARAMETER` - the parameter `qos` is not a valid `DDS_DomainParticipantQos`. It contains a `QosPolicy` setting with a sequence that has inconsistent memory settings.
- `DDS_RETCODE_ALREADY_DELETED` - the `DDS_DomainParticipant` has already been deleted.
- `DDS_RETCODE_OUT_OF_RESOURCES` - the Data Distribution Service ran out of resources to complete this operation.

### 3.2.2 Class DDS\_DomainParticipantFactory

The purpose of this class is to allow the creation and destruction of DDS\_DomainParticipant objects. DDS\_DomainParticipantFactory itself has no factory. It is a pre-existing singleton object that can be accessed by means of the DDS\_DomainParticipantFactory\_get\_instance operation on the DDS\_DomainParticipantFactory class.

The pre-defined value DDS\_TheParticipantFactory can also be used as an alias for the singleton factory returned by the operation DDS\_DomainParticipantFactory\_get\_instance.

The interface description of this class is as follows:

```

/*
 * interface DDS_DomainParticipantFactory
 */
/*
 * implemented API operations
 */
DDS_DomainParticipantFactory
    DDS_DomainParticipantFactory_get_instance
        (void);
DDS_DomainParticipant
    DDS_DomainParticipantFactory_create_participant
        (DDS_DomainParticipantFactory _this,
         const DomainId_t domainId,
         const DDS_DomainParticipantQos *qos,
         const struct DDS_DomainParticipantListener *a_listener,
         const DDS_StatusMask mask);
DDS_ReturnCode_t
    DDS_DomainParticipantFactory_delete_participant
        (DDS_DomainParticipantFactory _this,
         const DDS_DomainParticipant a_participant);
DDS_DomainParticipant
    DDS_DomainParticipantFactory_lookup_participant
        (DDS_DomainParticipantFactory _this,
         const DomainId_t domainId);
DDS_ReturnCode_t
    DDS_DomainParticipantFactory_set_default_participant_qos
        (DDS_DomainParticipantFactory _this,
         const DDS_DomainParticipantQos *qos);
DDS_ReturnCode_t
    DDS_DomainParticipantFactory_get_default_participant_qos
        (DDS_DomainParticipantFactory _this,
         DDS_DomainParticipantQos *qos);
DDS_ReturnCode_t
    DDS_DomainParticipantFactory_set_qos
        (DDS_DomainParticipantFactory _this,
         const DDS_DomainParticipantFactoryQos *qos);

```

```

DDS_ReturnCode_t
    DDS_DomainParticipantFactory_get_qos
        (DDS_DomainParticipantFactory _this,
         DDS_DomainParticipantFactoryQos *qos);
DDS_ReturnCode_t
    DDS_DomainParticipantFactory_delete_domain
        (DDS_DomainParticipantFactory _this,
         DDS_Domain a_domain);
DDS_Domain
    DDS_DomainParticipantFactory_lookup_domain
        (DDS_DomainParticipantFactory _this,
         const DomainId_t domainId);

```

The next paragraphs describe the usage of all `DDS_DomainParticipantFactory` operations.

### 3.2.2.1 `DDS_DomainParticipantFactory_create_participant`

#### Synopsis

```

#include <dds_dcps.h>
DDS_DomainParticipant
    DDS_DomainParticipantFactory_create_participant
        (DDS_DomainParticipantFactory _this,
         const DomainId_t domainId,
         const DDS_DomainParticipantQos *qos,
         const struct DDS_DomainParticipantListener *a_listener,
         const DDS_StatusMask mask);

```

#### Description

This operation creates a new `DDS_DomainParticipant` which will join the domain identified by `domainId`, with the desired `DDS_DomainParticipantQos` and attaches the optionally specified `DDS_DomainParticipantListener` to it.

#### Parameters

*in* `DDS_DomainParticipantFactory _this` - the `DDS_DomainParticipantFactory` object on which the operation is operated.

*in* `const DomainId_t domainId` - the ID of the Domain to which the `DDS_DomainParticipant` is joined. This should be a URI to the location of the configuration file that identifies the configuration details of the Domain, or the Domain name as specified in the configuration file. The actual ID used will also be applicable for the `lookup_participant` and `get_domain_id` operations; it is not allowed to mix URI and Domain name in operations on one `DomainParticipant`.

*in const DDS\_DomainParticipantQos \*qos* - a DDS\_DomainParticipantQos for the new DDS\_DomainParticipant. When this set of QosPolicy settings is inconsistent, no DDS\_DomainParticipant is created.

*in const struct DDS\_DomainParticipantListener \*a\_listener* - a pointer to the DDS\_DomainParticipantListener instance which will be attached to the new DDS\_DomainParticipant. It is permitted to use DDS\_OBJECT\_NIL as the value of the listener: this behaves as a DDS\_DomainParticipantListener whose operations perform no action.

*in const DDS\_StatusMask mask* - a bit-mask in which each bit enables the invocation of the DDS\_DomainParticipantListener for a certain status.

### Return Value

*DDS\_DomainParticipant* -Return value is a pointer to the newly created DDS\_DomainParticipant. In case of an error, the DDS\_OBJECT\_NIL pointer is returned.

### Detailed Description

This operation creates a new DDS\_DomainParticipant, with the desired DDS\_DomainParticipantQos and attaches the optionally specified DDS\_DomainParticipantListener to it. The DDS\_DomainParticipant signifies that the calling application intends to join the Domain identified by the domainId argument.

If the specified QosPolicy settings are not consistent, the operation will fail; no DDS\_DomainParticipant is created and the operation returns the DDS\_OBJECT\_NIL pointer. To delete the DDS\_DomainParticipant the operation DDS\_DomainParticipantFactory\_delete\_participant must be used.

#### Identifying the Domain

The DDS\_DomainParticipant will attach to the Domain that is specified by the domainId parameter. This parameter consists of a string that represents either a URI to the location of the configuration file (e.g. "file:///projects/DDS/ospl.xml"), or the Domain name as specified in the configuration file. Note that to make multiple connections to a Domain (create multiple Participants for the same Domain) within a single process, all of the Participants must use the same identification (*i.e.* all use the URI or all use the Domain name). The configuration file identified by the URI specifies all configuration details of the Domain to which it refers. See the *Deployment Guide* for further details about the contents of this configuration file.

A NULL pointer may be assigned to the `DomainId`: in that case the location of the configuration file is extracted from the environment variable called `OSPL_URI`. This variable will be initialized when you source the `release.com` script (on platforms to which that applies) or, on the Windows platform, when you install the OpenSplice product. Initially it will point to the default configuration file that comes with OpenSplice, but of course you are free to change this to any configuration file that you want.

It is recommended to use this `OSPL_URI` variable instead of hard-coding the URI into your application, since this gives you much more flexibility in the deployment phase of your product.

### Default QoS

The constant `DDS_PARTICIPANT_QOS_DEFAULT` can be used as parameter `qos` to create a `DDS_DomainParticipant` with the default `DDS_DomainParticipantQos` as set in the `DDS_DomainParticipantFactory`. The effect of using `DDS_PARTICIPANT_QOS_DEFAULT` is the same as calling the operation `DDS_DomainParticipantFactory_get_default_participant_qos` and using the resulting `DDS_DomainParticipantQos` to create the `DDS_DomainParticipant`.

### Communication Status

For each communication status, the `StatusChangedFlag` flag is initially set to `FALSE`. It becomes `TRUE` whenever that communication status changes. For each communication status activated in the mask, the associated `DDS_DomainParticipantListener` operation is invoked and the communication status is reset to `FALSE`, as the listener implicitly accesses the status which is passed as a parameter to that operation. The fact that the status is reset prior to calling the listener means that if the application calls the `get_<status_name>_status` from inside the listener it will see the status already reset.

The following statuses are applicable to the `DDS_DomainParticipantListener`:

- `DDS_INCONSISTENT_TOPIC_STATUS` *(propagated)*
- `DDS_OFFERED_DEADLINE_MISSED_STATUS` *(propagated)*
- `DDS_REQUESTED_DEADLINE_MISSED_STATUS` *(propagated)*
- `DDS_OFFERED_INCOMPATIBLE_QOS_STATUS` *(propagated)*
- `DDS_REQUESTED_INCOMPATIBLE_QOS_STATUS` *(propagated)*
- `DDS_SAMPLE_LOST_STATUS` *(propagated)*
- `DDS_SAMPLE_REJECTED_STATUS` *(propagated)*

- `DDS_DATA_ON_READERS_STATUS` *(propagated)*
- `DDS_DATA_AVAILABLE_STATUS` *(propagated)*
- `DDS_LIVELINESS_LOST_STATUS` *(propagated)*
- `DDS_LIVELINESS_CHANGED_STATUS` *(propagated)*
- `DDS_PUBLICATION_MATCHED_STATUS` *(propagated)*
- `DDS_SUBSCRIPTION_MATCHED_STATUS` *(propagated).*

Status bits are declared as a constant and can be used by the application in an OR operation to create a tailored mask. The special constant `DDS_STATUS_MASK_NONE` can be used to indicate that the created entity should not respond to any of its available statuses. The DDS will therefore attempt to propagate these statuses to its factory. The special constant `STATUS_MASK_ANY_V1_2` can be used to select all statuses specified in the “Data Distribution Service for Real-time Systems Version 1.2” specification.

#### Status Propagation

The Data Distribution Service will trigger the most specific and relevant `Listener`. In other words, in case a communication status is also activated on the `Listener` of a contained entity, the `Listener` on that contained entity is invoked instead of the `DDS_DomainParticipantListener`. This means that a status change on a contained entity only invokes the `DDS_DomainParticipantListener` if the contained entity itself does not handle the trigger event generated by the status change.

The statuses `DDS_DATA_ON_READERS_STATUS` and `DDS_DATA_AVAILABLE_STATUS` are “Read Communication Statuses” and are an exception to all other plain communication statuses: they have no corresponding status structure that can be obtained with a `get_<status_name>_status` operation and they are mutually exclusive. When new information becomes available to a `DataReader`, the Data Distribution Service will first look in an attached and activated `DDS_SubscriberListener` or `DDS_DomainParticipantListener` (in that order) for the `DDS_DATA_ON_READERS_STATUS`. In case the `DDS_DATA_ON_READERS_STATUS` can not be handled, the Data Distribution Service will look in an attached and activated `DDS_DataReaderListener`, `DDS_SubscriberListener` or `DDS_DomainParticipantListener` for the `DDS_DATA_AVAILABLE_STATUS` (in that order).

### 3.2.2.2 `DDS_DomainParticipantFactory_delete_participant`

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
```

```
DDS_DomainParticipantFactory_delete_participant
(DDS_DomainParticipantFactory _this,
 const DDS_DomainParticipant a_participant);
```

## Description

This operation deletes a DDS\_DomainParticipant.

## Parameters

*in* `DDS_DomainParticipantFactory _this` - the DDS\_DomainParticipantFactory object on which the operation is operated.

*in* `const DDS_DomainParticipant a_participant` - a pointer to the DDS\_DomainParticipant, which is to be deleted.

## Return Value

DDS\_ReturnCode\_t - Possible return codes of the operation are:  
 DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION, DDS\_RETCODE\_BAD\_PARAMETER, DDS\_RETCODE\_OUT\_OF\_RESOURCES or DDS\_RETCODE\_PRECONDITION\_NOT\_MET.

## Detailed Description

This operation deletes a DDS\_DomainParticipant. A DDS\_DomainParticipant cannot be deleted when it has any attached DDS\_Entity objects. When the operation is called on a DDS\_DomainParticipant with existing DDS\_Entity objects, the operation returns DDS\_RETCODE\_PRECONDITION\_NOT\_MET.

### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - the DDS\_DomainParticipant is deleted.
- `DDS_RETCODE_ERROR` - an internal error has occurred.
- `DDS_RETCODE_ILLEGAL_OPERATION` - the operation is invoked on an inappropriate object.
- `DDS_RETCODE_BAD_PARAMETER` - the parameter `a_participant` is not a valid DDS\_DomainParticipant.
- `DDS_RETCODE_OUT_OF_RESOURCES` - the Data Distribution Service ran out of resources to complete this operation.
- `DDS_RETCODE_PRECONDITION_NOT_MET` - the DDS\_DomainParticipant contains one or more DDS\_Entity objects.



### 3.2.2.3 DDS\_DomainParticipantFactory\_get\_default\_participant\_qos

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DomainParticipantFactory_get_default_participant_qos
        (DDS_DomainParticipantFactory _this,
         DDS_DomainParticipantQos *qos);
```

#### Description

This operation gets the default DDS\_DomainParticipantQos of the DDS\_DomainParticipant.

#### Parameters

*in*        *DDS\_DomainParticipantFactory \_this* - the DDS\_DomainParticipantFactory object on which the operation is operated.

*inout* *DDS\_DomainParticipantQos \*qos* - a pointer to the DDS\_DomainParticipantQos struct (provided by the application) in which the default DDS\_DomainParticipantQos for the DDS\_DomainParticipant is written.

#### Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are: DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION or DDS\_RETCODE\_OUT\_OF\_RESOURCES.

#### Detailed Description

This operation gets the default DDS\_DomainParticipantQos of the DDS\_DomainParticipant (that is the struct with the QosPolicy settings) which is used for newly created DDS\_DomainParticipant objects, in case the constant DDS\_PARTICIPANT\_QOS\_DEFAULT is used. The default DDS\_DomainParticipantQos is only used when the constant is supplied as parameter *qos* to specify the DDS\_DomainParticipantQos in the DDS\_DomainParticipantFactory\_create\_participant operation. The application must provide the DDS\_DomainParticipantQos struct in which the QosPolicy settings can be stored and provide a pointer to the struct. The operation writes the default QosPolicy settings to the struct pointed to by *qos*. Any settings in the struct are overwritten.

The values retrieved by this operation match the set of values specified on the last successful call to `DDS_DomainParticipantFactory_set_default_participant_qos`, or, if the call was never made, the default values as specified for each `QosPolicy` setting as defined in Table 5 on page 59.

### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - the default `DDS_DomainParticipant` `QosPolicy` settings of this `DDS_DomainParticipantFactory` have successfully been copied into the specified `DDS_DomainParticipantQos` parameter.
- `DDS_RETCODE_ERROR` - an internal error has occurred.
- `DDS_RETCODE_ILLEGAL_OPERATION` - the operation is invoked on an inappropriate object.
- `DDS_RETCODE_OUT_OF_RESOURCES` - the Data Distribution Service ran out of resources to complete this operation.

### 3.2.2.4 `DDS_DomainParticipantFactory_get_instance`

#### Synopsis

```
#include <dds_dcps.h>
DDS_DomainParticipantFactory
    DDS_DomainParticipantFactory_get_instance
        (void);
```

#### Description

This operation returns the `DDS_DomainParticipantFactory` singleton.

#### Parameters

<none>

#### Return Value

`DDS_DomainParticipantFactory` - return value is a pointer to the `DDS_DomainParticipantFactory`.

#### Detailed Description

This operation returns the `DDS_DomainParticipantFactory` singleton. The operation can be called multiple times without side-effects and it returns the same `DDS_DomainParticipantFactory` instance.

The pre-defined value `DDS_TheParticipantFactory` can also be used as an alias for the singleton factory returned by the operation `DDS_DomainParticipantFactory_get_instance`.

### 3.2.2.5 DDS\_DomainParticipantFactory\_get\_qos

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DomainParticipantFactory_get_qos
        (DDS_DomainParticipantFactory _this,
         DDS_DomainParticipantFactoryQos *qos);
```

#### Description

This operation allows access to the existing set of QoS policies for a DDS\_DomainParticipantFactory.

#### Parameters

*in* `DDS_DomainParticipantFactory _this` - the DDS\_DomainParticipantFactory object on which the operation is operated.

*inout* `DDS_DomainParticipantFactoryQos *qos` - a pointer to the destination DDS\_DomainParticipantFactoryQos struct in which the QoSPolicy settings will be copied.

#### Return Value

`DDS_ReturnCode_t` - Possible return codes of the operation are: DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION or DDS\_RETCODE\_OUT\_OF\_RESOURCES.

#### Detailed Description

This operation allows access to the existing set of QoS policies of a DDS\_DomainParticipantFactory on which this operation is used. This DDS\_DomainParticipantFactoryQos is stored at the location pointed to by the qos parameter.

#### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - the existing set of QoS policy values applied to this DDS\_DomainParticipantFactory has successfully been copied into the specified DDS\_DomainParticipantFactoryQos parameter.
- `DDS_RETCODE_ERROR` - an internal error has occurred.
- `DDS_RETCODE_ILLEGAL_OPERATION` - the operation is invoked on an inappropriate object.

- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.

### 3.2.2.6 DDS\_DomainParticipantFactory\_lookup\_participant

#### Synopsis

```
#include <dds_dcps.h>
DDS_DomainParticipant
    DDS_DomainParticipantFactory_lookup_participant
        (DDS_DomainParticipantFactory _this,
         const DomainId_t domainId);
```

#### Description

This operation retrieves a previously created *DDS\_DomainParticipant* belonging to the specified *domainId*.

#### Parameters

*in*     *DDS\_DomainParticipantFactory \_this* - the *DDS\_DomainParticipantFactory* object on which the operation is operated.

*in* *const DomainId\_t domainId* - the ID of the Domain for which a joining *DomainParticipant* should be retrieved. This should be either a URI to the location of the configuration file that identifies the configuration details of the Domain., or the Domain name as specified in the configuration file. The actual value to be used (URI or Domain name) is dependent of the value used when creating the *DomainParticipant*, also see the *DDS\_DomainParticipantFactory\_create\_participant* operation. If a *DomainParticipant* is created using the Domain name then the Domain name should be used to lookup the *DomainParticipant*, and *vice versa*: when created using a URI then the URI must be used with this operation.

#### Return Value

*DDS\_DomainParticipant* - Return value is a pointer to the *DDS\_DomainParticipant* retrieved. When no such *DDS\_DomainParticipant* is found, the *DDS\_OBJECT\_NIL* pointer is returned.

#### Detailed Description

This operation retrieves a previously created *DDS\_DomainParticipant* belonging to the specified *domainId*. If no such *DDS\_DomainParticipant* exists, the operation will return *DDS\_OBJECT\_NIL*.

The `domainId` used to search for a specific `DDS_DomainParticipant` must be identical to the `domainId` that was used to create that specific `DDS_DomainParticipant`: a `NULL` pointer will not be resolved on this level. This means that a `DDS_DomainParticipant` that was created using a `domainId` set to `NULL` will not be found if you try to look it up using a hard-coded URI that has the same contents as the environment variable `OSPL_URI`.

If multiple `DDS_DomainParticipant` entities belonging to the specified `domainId` exist, then the operation will return one of them. It is not specified which one.

### 3.2.2.7 DDS\_DomainParticipantFactory\_set\_default\_participant\_qos

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DomainParticipantFactory_set_default_participant_qos
        (DDS_DomainParticipantFactory _this,
         const DDS_DomainParticipantQos *qos);
```

#### Description

This operation sets the default `DDS_DomainParticipantQos` of the `DDS_DomainParticipant`.

#### Parameters

*in*     `DDS_DomainParticipantFactory _this` - the `DDS_DomainParticipantFactory` object on which the operation is operated.

*in*     `const DDS_DomainParticipantQos *qos` - the `DDS_DomainParticipantQos` struct, which contains the new default `DDS_DomainParticipantQos` for the newly created `DDS_DomainParticipants`.

#### Return Value

`DDS_ReturnCode_t` - Possible return codes of the operation are:  
`DDS_RETCODE_OK`, `DDS_RETCODE_ERROR`, `DDS_RETCODE_ILLEGAL_OPERATION`, `DDS_RETCODE_BAD_PARAMETER` or `DDS_RETCODE_OUT_OF_RESOURCES`.

#### Detailed Description

This operation sets the default `DDS_DomainParticipantQos` of the `DDS_DomainParticipant` (that is the struct with the `QosPolicy` settings) which is used for newly created `DDS_DomainParticipant` objects, in case the constant

`DDS_PARTICIPANT_QOS_DEFAULT` is used. The default `DDS_DomainParticipantQos` is only used when the constant is supplied as parameter `qos` to specify the `DDS_DomainParticipantQos` in the `DDS_DomainParticipantFactory_create_participant` operation. The `DDS_DomainParticipantQos` is always self consistent, because its policies do not depend on each other. This means this operation never returns the `DDS_RETCODE_INCONSISTENT_POLICY`.

The values set by this operation are returned by `DDS_DomainParticipantFactory_get_default_participant_qos`.

### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - the new default `DDS_DomainParticipantQos` is set.
- `DDS_RETCODE_ERROR` - an internal error has occurred.
- `DDS_RETCODE_ILLEGAL_OPERATION` - the operation is invoked on an inappropriate object.
- `DDS_RETCODE_BAD_PARAMETER` - the parameter `qos` is not a valid `DDS_DomainParticipantQos`. It contains a `QosPolicy` setting with a sequence that has inconsistent memory settings.
- `DDS_RETCODE_OUT_OF_RESOURCES` - the Data Distribution Service ran out of resources to complete this operation.

### 3.2.2.8 `DDS_DomainParticipantFactory_set_qos`

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DomainParticipantFactory_set_qos
        (DDS_DomainParticipantFactory _this,
         const DDS_DomainParticipantFactoryQos *qos);
```

#### Description

This operation replaces the existing set of `QosPolicy` settings for a `DDS_DomainParticipantFactory`.

#### Parameters

*in* `DDS_DomainParticipantFactory _this` - is the `DDS_DomainParticipantFactory` object on which the operation is operated.

*in* `const DDS_DomainParticipantFactoryQos *qos` - must contain the new set of `QosPolicy` settings for the `DDS_DomainParticipantFactory`.

## Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are:  
 DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION or DDS\_RETCODE\_OUT\_OF\_RESOURCES.

## Detailed Description

This operation replaces the existing set of *QoSPolicy* settings for a *DDS\_DomainParticipantFactory*. The parameter *qos* must contain the struct with the *QoSPolicy* settings.

The set of *QoSPolicy* settings specified by the *qos* parameter are applied on top of the existing QoS, replacing the values of any policies previously set (provided, the operation returned *DDS\_RETCODE\_OK*).

### Return Code

When the operation returns:

- *DDS\_RETCODE\_OK* - the new *DDS\_DomainParticipantFactoryQos* is set.
- *DDS\_RETCODE\_ERROR* - an internal error has occurred.
- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.
- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.

### 3.2.2.9 DDS\_DomainParticipantFactory\_delete\_domain

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DomainParticipantFactory_delete_domain
        (DDS_DomainParticipantFactory _this,
         DDS_Domain a_domain);
```

#### Description

This operation deletes a *DDS\_Domain*.

#### Parameters

*in DDS\_DomainParticipantFactory \_this* -  
 the *DDS\_DomainParticipantFactory* object on which the operation is operated.

*in DDS\_Domain a\_domain* - a pointer to the *DDS\_Domain*, which is to be deleted.

## Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are:  
 DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR,  
 DDS\_RETCODE\_ILLEGAL\_OPERATION, DDS\_RETCODE\_BAD\_PARAMETER or  
 DDS\_RETCODE\_OUT\_OF\_RESOURCES.

## Detailed Description

This operation deletes a *DDS\_Domain*.

### Return Code

When the operation returns:

- *DDS\_RETCODE\_OK* - the *DDS\_Domain* is deleted.
- *DDS\_RETCODE\_ERROR* - an internal error has occurred.
- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.
- *DDS\_RETCODE\_BAD\_PARAMETER* - the parameter *a\_domain* is not a valid *DDS\_Domain*.
- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.

### 3.2.2.10 *DDS\_DomainParticipantFactory\_lookup\_domain*

## Synopsis

```
#include <dds_dcps.h>
DDS_Domain
    DDS_DomainParticipantFactory_lookup_domain
        (DDS_DomainParticipantFactory _this,
         const DomainId_t domainId);
```

## Description

This operation retrieves a previously created *DDS\_Domain* proxy belonging to the specified *domainId* or creates a new *DDS\_Domain* if no *DDS\_Domain* yet exists but the Domain itself is available.

## Parameters

*in DDS\_DomainParticipantFactory \_this* -  
 the *DDS\_DomainParticipantFactory* object on which the operation is operated.



*in const DomainId\_t domainId* - the ID of the Domain for which a DDS\_Domain should be retrieved. This should be a URI to the location of the configuration file that identifies the configuration details of the Domain.

### Return Value

*DDS\_Domain* - Return value is a pointer to the DDS\_Domain retrieved. When no such DDS\_Domain is found or could be created, the DDS\_OBJECT\_NIL pointer is returned.

### Detailed Description

This operation retrieves a previously created DDS\_Domain proxy belonging to the specified domainId or creates a new DDS\_Domain proxy if no DDS\_Domain proxy was found, but the domainId does refer to a valid Domain. If no such DDS\_Domain exists or could be created, the operation will return DDS\_OBJECT\_NIL.

The domainId used to search for a specific DDS\_Domain must not be a NULL pointer, as a NULL pointer will not be resolved on this level and in effect has no meaning.

### 3.2.3 Class DDS\_Domain

The purpose of this class is to represent the Domain and allow certain Domain-wide operations to be performed. In essence it is a proxy to the Domain.

A Domain is a distributed concept that links all the applications that must be able to communicate with each other. It represents a communication plane: only the DDS\_Publishers and the DDS\_Subscribers attached to the same Domain can interact.

This class currently implements one function:

- It allows for a snapshot to be taken of all persistent data available within this Domain on local node level.

The interface description of this class is as follows:

```
/*
 * interface DDS_Domain
 */
DDS_ReturnCode_t
DDS_Domain_create_persistent_snapshot(
    DDS_Domain _this,
    const DDS_char* partition_expression,
    const DDS_char* topic_expression,
    const DDS_char* URI);
```

The following sections describe the usage of all DDS\_Domain operations.

### 3.2.3.1 DDS\_Domain\_create\_persistent\_snapshot

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_Domain_create_persistent_snapshot (
        DDS_Domain _this,
        const DDS_char* partition_expression,
        const DDS_char* topic_expression,
        const DDS_char* URI);
```

#### Description

This operation will create a snapshot of all persistent data matching the provided partition and topic expressions and store the snapshot at the location indicated by the URI. Only persistent data available on the local node is considered.

#### Parameters

*in DDS\_Domain \_this* - the DDS\_Domain object on which the operation is operated.

*in DDS\_char\* partition\_expression* - the expression of all partitions involved in the snapshot; this may contain wildcards.

*in DDS\_char\* topic\_expression* - the expression of all topics involved in the snapshot; this may contain wildcards.

*in DDS\_char\* uri* - the location where to store the snapshot. Currently only directories are supported.

#### Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are:  
 DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR,  
 DDS\_RETCODE\_ILLEGAL\_OPERATION,  
 DDS\_RETCODE\_BAD\_PARAMETER,  
 DDS\_RETCODE\_ALREADY\_DELETED or  
 DDS\_RETCODE\_OUT\_OF\_RESOURCES.

#### Detailed Description

This operation will create a snapshot of all persistent data matching the provided partition and topic expressions and store the snapshot at the location indicated by the URI. Only persistent data available on the local node is considered. This operation will fire an event to trigger the snapshot creation by the durability service and then return while the durability service fulfills the snapshot request; if no durability service is available then there is no persistent data available and the operation will return OK as a snapshot of an empty store is an empty store.

The created snapshot can then be used as the persistent store for the durability service next time it starts up by configuring the location of the snapshot as the persistent store in the configuration file. The durability service will then use the snapshot as the regular store (and can thus also alter its contents).

### Return Code

When the operation returns:

- `DDS_RETCODE_OK` – The persistent snapshot is (being) created.
- `DDS_RETCODE_ERROR` - an internal error has occurred.
- `DDS_RETCODE_ILLEGAL_OPERATION` - the operation is invoked on an inappropriate object.
- `DDS_RETCODE_BAD_PARAMETER` - the parameter `partition_expression`, `topic_expression` or `uri` is NIL.
- `DDS_RETCODE_ALREADY_DELETED` - the DDS\_Domain proxy has already been deleted.
- `DDS_RETCODE_OUT_OF_RESOURCES` - the Data Distribution Service ran out of resources to complete this operation.

### 3.2.4 DDS\_DomainParticipantListener interface

Since a `DDS_DomainParticipant` is a `DDS_Entity`, it has the ability to have a `Listener` associated with it. In this case, the associated `Listener` should be of type `DDS_DomainParticipantListener`. This interface must be implemented by the application. A user defined class must be provided by the application which must extend from the `DDS_DomainParticipantListener` class. **All** `DDS_DomainParticipantListener` operations **must** be implemented in the user defined class, it is up to the application whether an operation is empty or contains some functionality.




---

All operations for this interface must be implemented in the user defined class, it is up to the application whether an operation is empty or contains some functionality.

---

The `DDS_DomainParticipantListener` provides a generic mechanism (actually a callback function) for the Data Distribution Service to notify the application of relevant asynchronous status change events, such as a missed deadline, violation of a `QosPolicy` setting, etc. The `DDS_DomainParticipantListener` is related to changes in communication status `DDS_StatusConditions`.

The interface description of this class is as follows:

```
/*
 * interface DDS_DomainParticipantListener
 */
```

```

/*
 * inherited from DDS_TopicListener
 */
/* void
 *     DDS_DomainParticipantListener_on_inconsistent_topic
 *     (void *listener_data,
 *      DDS_Topic the_topic,
 *      const DDS_InconsistentTopicStatus *status);
 */
/*
 * inherited from DDS_PublisherListener
 */
/* void
 * DDS_DomainParticipantListener_on_offered_deadline_missed
 *     (void *listener_data,
 *      DDS_DataWriter writer,
 *      const DDS_OfferedDeadlineMissedStatus *status);
 */

/* void
 *     DDS_DomainParticipantListener_on_offered_incompatible_qos
 *     (void *listener_data,
 *      DDS_DataWriter writer,
 *      const DDS_OfferedIncompatibleQosStatus *status);
 */

/* void
 *     DDS_DomainParticipantListener_on_liveliness_lost
 *     (void *listener_data,
 *      DDS_DataWriter writer,
 *      const DDS_LivelinessLostStatus *status);
 */

/* void
 *     DDS_DomainParticipantListener_on_publication_matched
 *     (void *listener_data,
 *      DDS_DataWriter writer,
 *      const DDS_PublicationMatchedStatus *status);
 */
/*
 * inherited from DDS_SubscriberListener
 */
/* void
 *     DDS_DomainParticipantListener_on_data_on_readers
 *     (void *listener_data,
 *      DDS_Subscriber subs);
 */
/* void
 * DDS_DomainParticipantListener_on_requested_deadline_missed
 *     (void *listener_data,

```

```

*      DDS_DataReader reader,
*      const DDS_RequestedDeadlineMissedStatus *status);
*/

/* void
*      DDS_DomainParticipantListener_on_requested_incompatible_qos
*      (void *listener_data,
*      DDS_DataReader reader,
*      const DDS_RequestedIncompatibleQosStatus *status);
*/

/* void
*      DDS_DomainParticipantListener_on_sample_rejected
*      (void *listener_data,
*      DDS_DataReader reader,
*      const DDS_SampleRejectedStatus *status);
*/

/* void
*      DDS_DomainParticipantListener_on_liveliness_changed
*      (void *listener_data,
*      DDS_DataReader reader,
*      const DDS_LivelinessChangedStatus *status);
*/

/* void
*      DDS_DomainParticipantListener_on_data_available
*      (void *listener_data,
*      DDS_DataReader reader);
*/

/* void
*      DDS_DomainParticipantListener_on_subscription_matched
*      (void *listener_data,
*      DDS_DataReader reader,
*      const DDS_SubscriptionMatchedStatus *status);
*/

/* void
*      DDS_DomainParticipantListener_on_sample_lost
*      (void *listener_data,
*      DDS_DataReader reader,
*      const DDS_SampleLostStatus *status);
*/
/*
* implemented API operations
*/
DDS_DomainParticipantListener
DDS_DomainParticipantListener__alloc
(void);

```

The next paragraphs list all `DDS_DomainParticipantListener` operations. Since these operations are all inherited, they are listed but not fully described because they are not implemented in this class. The full description of these operations is given in the classes from which they are inherited.

### 3.2.4.1 `DDS_DomainParticipantListener__alloc`

#### Synopsis

```
#include <dds_dcps.h>
DDS_DomainParticipantListener
    DDS_DomainParticipantListener__alloc
        (void);
```

#### Description

This operation creates a new `DDS_DomainParticipantListener`.

#### Parameters

<none>

#### Return Value

*DDS\_DomainParticipantListener* - Return value is the handle to the newly created `DDS_DomainParticipantListener`. In case of an error, a `DDS_OBJECT_NIL` pointer is returned.

#### Detailed Description

This operation creates a new `DDS_DomainParticipantListener`. The `DDS_DomainParticipantListener` must be created using this operation. In other words, the application is not allowed to declare an object of type `DDS_DomainParticipantListener`. When the application wants to release the `DDS_DomainParticipantListener` it must be released using `DDS_free`.

In case there are insufficient resources available to allocate the `DDS_DomainParticipantListener`, a `DDS_OBJECT_NIL` pointer is returned instead.

### 3.2.4.2 `DDS_DomainParticipantListener_on_data_available` (inherited, abstract)

This operation is inherited and therefore not described here. See the class `DDS_DataReaderListener` for further explanation.

#### Synopsis

```
#include <dds_dcps.h>
void
    DDS_DomainParticipantListener_on_data_available
```

```
(void *listener_data,
    DDS_DataReader reader);
```

### 3.2.4.3 DDS\_DomainParticipantListener\_on\_data\_on\_readers (inherited, abstract)

This operation is inherited and therefore not described here. See the class DDS\_SubscriberListener for further explanation.

#### Synopsis

```
#include <dds_dcps.h>
void
    DDS_DomainParticipantListener_on_data_on_readers
        (void *listener_data,
         DDS_Subscriber subs);
```

### 3.2.4.4 DDS\_DomainParticipantListener\_on\_inconsistent\_topic (inherited, abstract)

This operation is inherited and therefore not described here. See the class DDS\_TopicListener for further explanation.

#### Synopsis

```
#include <dds_dcps.h>
void
    DDS_DomainParticipantListener_on_inconsistent_topic
        (void *listener_data,
         DDS_Topic the_topic,
         const DDS_InconsistentTopicStatus *status);
```

### 3.2.4.5 DDS\_DomainParticipantListener\_on\_liveliness\_changed (inherited, abstract)

This operation is inherited and therefore not described here. See the class DDS\_DataReaderListener for further explanation.

#### Synopsis

```
#include <dds_dcps.h>
void
    DDS_DomainParticipantListener_on_liveliness_changed
        (void *listener_data,
         DDS_DataReader reader,
         const DDS_LivelinessChangedStatus *status);
```

### 3.2.4.6 DDS\_DomainParticipantListener\_on\_liveliness\_lost (inherited, abstract)

This operation is inherited and therefore not described here. See the class DDS\_DataWriterListener for further explanation.

**Synopsis**

```
#include <dds_dcps.h>
void
    DDS_DomainParticipantListener_on_liveliness_lost
        (void *listener_data,
         DDS_DataWriter writer,
         const DDS_LivelinessLostStatus *status);
```

**3.2.4.7 DDS\_DomainParticipantListener\_on\_offered\_deadline\_missed (inherited, abstract)**

This operation is inherited and therefore not described here. See the class `DDS_DataWriterListener` for further explanation.

```
Synopsis
#include <dds_dcps.h>
void
    DDS_DomainParticipantListener_on_offered_deadline_missed
        (void *listener_data,
         DDS_DataWriter writer,
         const DDS_OfferedDeadlineMissedStatus *status);
```

**3.2.4.8 DDS\_DomainParticipantListener\_on\_offered\_incompatible\_qos (inherited, abstract)**

This operation is inherited and therefore not described here. See the class `DDS_DataWriterListener` for further explanation.

**Synopsis**

```
#include <dds_dcps.h>
void
    DDS_DomainParticipantListener_on_offered_incompatible_qos
        (void *listener_data,
         DDS_DataWriter writer,
         const DDS_OfferedIncompatibleQosStatus *status);
```

**3.2.4.9 DDS\_DomainParticipantListener\_on\_publication\_matched (inherited, abstract)**

This operation is inherited and therefore not described here. See the class `DDS_DataWriterListener` for further explanation.

**Synopsis**

```
#include <dds_dcps.h>
void
    DDS_DomainParticipantListener_on_publication_matched
        (void *listener_data,
         DDS_DataWriter writer,
         const DDS_PublicationMatchedException *status);
```



**Note:** This operation is not yet supported. It is scheduled for a future release.

#### 3.2.4.10 **DDS\_DomainParticipantListener\_on\_requested\_deadline\_missed** (inherited, abstract)

This operation is inherited and therefore not described here. See the class DDS\_DataReaderListener for further explanation.

##### Synopsis

```
#include <dds_dcps.h>
void
    DDS_DomainParticipantListener_on_requested_deadline_missed
        (void *listener_data,
         DDS_DataReader reader,
         const DDS_RequestedDeadlineMissedStatus *status);
```

#### 3.2.4.11 **DDS\_DomainParticipantListener\_on\_requested\_incompatible\_qos** (inherited, abstract)

This operation is inherited and therefore not described here. See the class DDS\_DataReaderListener for further explanation.

##### Synopsis

```
#include <dds_dcps.h>
void
    DDS_DomainParticipantListener_on_requested_incompatible_qos
        (void *listener_data,
         DDS_DataReader reader,
         const DDS_RequestedIncompatibleQosStatus *status);
```

#### 3.2.4.12 **DDS\_DomainParticipantListener\_on\_sample\_lost** (inherited, abstract)

This operation is inherited and therefore not described here. See the class DDS\_DataReaderListener for further explanation.

##### Synopsis

```
#include <dds_dcps.h>
void
    DDS_DomainParticipantListener_on_sample_lost
        (void *listener_data,
         DDS_DataReader reader,
         const DDS_SampleLostStatus *status);
```

**Note:** This operation is not yet supported. It is scheduled for a future release.

#### 3.2.4.13 **DDS\_DomainParticipantListener\_on\_sample\_rejected** (inherited,

**abstract)**

This operation is inherited and therefore not described here. See the class `DDS_DataReaderListener` for further explanation.

**Synopsis**

```
#include <dds_dcps.h>
void
    DDS_DomainParticipantListener_on_sample_rejected
        (void *listener_data,
         DDS_DataReader reader,
         const DDS_SampleRejectedStatus *status);
```

**3.2.4.14 DDS\_DomainParticipantListener\_on\_subscription\_matched (inherited, abstract)**

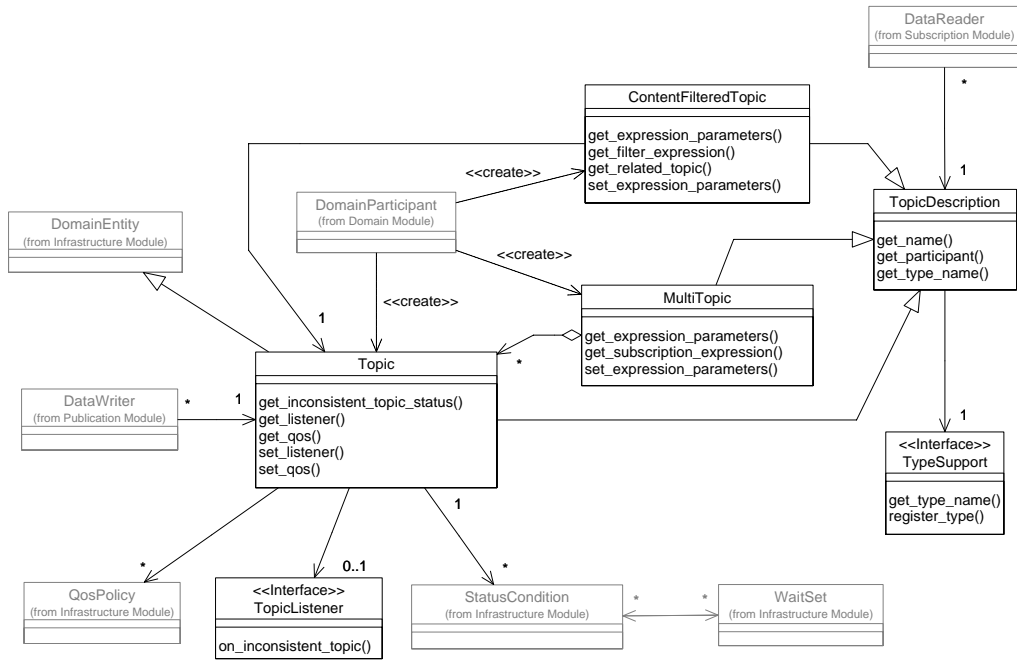
This operation is inherited and therefore not described here. See the class `DDS_DataReaderListener` for further explanation.

**Synopsis**

```
#include <dds_dcps.h>
void
    DDS_DomainParticipantListener_on_subscription_matched
        (void *listener_data,
         DDS_DataReader reader,
         const DDS_SubscriptionMatchedException *status);
```

**Note:** This operation is not yet supported. It is scheduled for a future release.

### 3.3 Topic-Definition Module

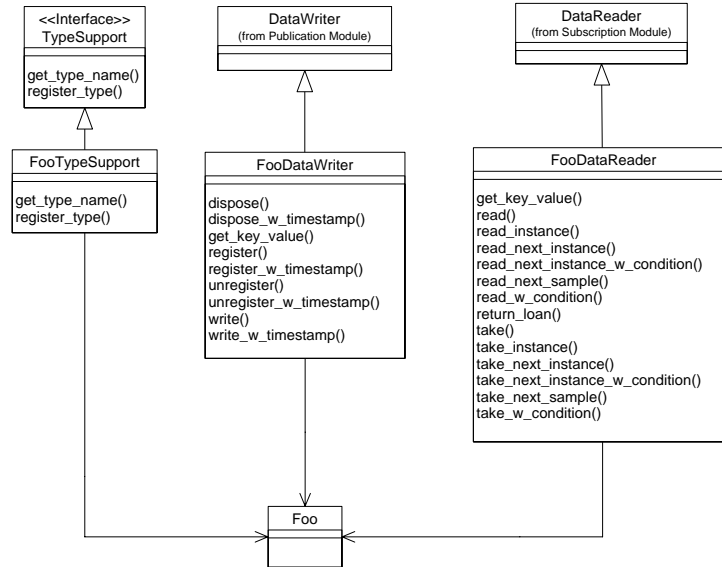


**Figure 16 DCPS Topic-Definition Module Class Model**

This module contains the following classes:

- DDS\_TopicDescription (abstract)
- DDS\_Topic
- DDS\_ContentFilteredTopic
- DDS\_MultiTopic
- DDS\_TopicListener (interface)
- Topic-Definition type specific classes.

“Topic-Definition type specific classes” contains the generic class and the generated data type specific classes. For each data type, a data type specific class `<Namespace>_<type>TypeSupport` is generated (based on IDL) by calling the pre-processor.



**Figure 17 Pre-processor Generation of the Typed Classes for Data Type “Foo”**

For instance, for the user defined data type `Foo` (this also applies to other types), defined in the module `SPACE`; “Topic-Definition type specific classes” contains the following classes:

- `DDS_TypeSupport` (abstract)
- `SPACE_FooTypeSupport`.

`DDS_Topic` objects conceptually fit between publications and subscriptions. Publications must be known in such a way that subscriptions can refer to them unambiguously. A `DDS_Topic` is meant to fulfil that purpose: it associates a name (unique in the Domain), a data type, and `DDS_TopicQos` related to the data itself.

### 3.3.1 Class `DDS_TopicDescription` (abstract)

This class is an abstract class. It is the base class for `DDS_Topic`, `DDS_ContentFilteredTopic` and `DDS_MultiTopic`.

The `DDS_TopicDescription` attribute `type_name` defines an unique data type that is made available to the Data Distribution Service via the `DDS_TypeSupport`. `DDS_TopicDescription` has also a name that allows it to be retrieved locally.

The interface description of this class is as follows:

```

/*
 * interface DDS_TopicDescription
 */
/*
 * implemented API operations

```

```

*/
DDS_string
    DDS_TopicDescription_get_type_name
        (DDS_TopicDescription _this);

DDS_string
    DDS_TopicDescription_get_name
        (DDS_TopicDescription _this);

DDS_DomainParticipant
    DDS_TopicDescription_get_participant
        (DDS_TopicDescription _this);

```

The next paragraphs describe the usage of all `DDS_TopicDescription` operations.

### 3.3.1.1 `DDS_TopicDescription_get_name`

#### Synopsis

```

#include <dds_dcps.h>
DDS_string
    DDS_TopicDescription_get_name
        (DDS_TopicDescription _this);

```

#### Description

This operation returns the name used to create the `DDS_TopicDescription`.

#### Parameters

*in* `DDS_TopicDescription _this` - the `DDS_TopicDescription` object on which the operation is operated.

#### Return Value

*DDS\_string* - the name of the `DDS_TopicDescription`.

#### Detailed Description

This operation returns the name used to create the `DDS_TopicDescription`.

### 3.3.1.2 `DDS_TopicDescription_get_participant`

#### Synopsis

```

#include <dds_dcps.h>
DDS_DomainParticipant
    DDS_TopicDescription_get_participant
        (DDS_TopicDescription _this);

```

## Description

This operation returns the `DDS_DomainParticipant` associated with the `DDS_TopicDescription` or the `DDS_OBJECT_NIL` pointer.

## Parameters

*in* `DDS_TopicDescription _this` - the `DDS_TopicDescription` object on which the operation is operated.

## Return Value

`DDS_DomainParticipant` - a pointer to the `DDS_DomainParticipant` associated with the `DDS_TopicDescription` or the `DDS_OBJECT_NIL` pointer.

## Detailed Description

This operation returns the `DDS_DomainParticipant` associated with the `DDS_TopicDescription`. Note that there is exactly one `DDS_DomainParticipant` associated with each `DDS_TopicDescription`. When the `DDS_TopicDescription` was already deleted (there is no associated `DDS_DomainParticipant` any more), the `DDS_OBJECT_NIL` pointer is returned.

### 3.3.1.3 `DDS_TopicDescription_get_type_name`

## Synopsis

```
#include <dds_dcps.h>
DDS_string
    DDS_TopicDescription_get_type_name
        (DDS_TopicDescription _this);
```

## Description

This operation returns the registered name of the data type associated with the `DDS_TopicDescription`.

## Parameters

*in* `DDS_TopicDescription _this` - the `DDS_TopicDescription` object on which the operation is operated.

## Return Value

`DDS_string` - return value is the name of the data type of the `DDS_TopicDescription`.

## Detailed Description

This operation returns the registered name of the data type associated with the `DDS_TopicDescription`.

### 3.3.2 Class `DDS_Topic`

`DDS_Topic` is the most basic description of the data to be published and subscribed.

A `DDS_Topic` is identified by its name, which must be unique in the whole Domain. In addition (by virtue of extending `DDS_TopicDescription`) it fully identifies the type of data that can be communicated when publishing or subscribing to the `DDS_Topic`.

`DDS_Topic` is the only `DDS_TopicDescription` that can be used for publications and therefore a specialized `DDS_DataWriter` is associated to the `DDS_Topic`.

The interface description of this class is as follows:

```
/*
 * interface DDS_Topic
 */
/*
 * inherited from class DDS_Entity
 */
/* DDS_StatusCondition
 *   DDS_Topic_get_statuscondition
 *   (DDS_Topic _this);
 */
/* DDS_StatusMask
 *   DDS_Topic_get_status_changes
 *   (DDS_Topic _this);
 */
/* DDS_ReturnCode_t
 *   DDS_Topic_enable
 *   (DDS_Topic _this);
 */
/*
 * inherited from class DDS_TopicDescription
 */
/* DDS_string
 *   DDS_Topic_get_type_name
 *   (DDS_Topic _this);
 */

/* DDS_string
 *   DDS_Topic_get_name
 *   (DDS_Topic _this);
 */

/* DDS_DomainParticipant
```

```

*      DDS_Topic_get_participant
*      (DDS_Topic _this);
*/
/*
* implemented API operations
*/
DDS_ReturnCode_t
    DDS_Topic_set_qos
        (DDS_Topic _this,
         const DDS_TopicQos *qos);
DDS_ReturnCode_t
    DDS_Topic_get_qos
        (DDS_Topic _this,
         DDS_TopicQos *qos);
DDS_ReturnCode_t
    DDS_Topic_set_listener
        (DDS_Topic _this,
         const struct DDS_TopicListener *a_listener,
         const DDS_StatusMask mask);
struct DDS_TopicListener
    DDS_Topic_get_listener
        (DDS_Topic _this);
DDS_ReturnCode_t
    DDS_Topic_get_inconsistent_topic_status
        (DDS_Topic _this,
         DDS_InconsistentTopicStatus *a_status);

```

The next paragraphs describe the usage of all DDS\_Topic operations. The inherited operations are listed but not fully described because they are not implemented in this class. The full description of these operations is given in the classes from which they are inherited.

### 3.3.2.1 DDS\_Topic\_enable (inherited)

This operation is inherited and therefore not described here. See the class DDS\_Entity for further explanation.

#### Synopsis

```

#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_Topic_enable
        (DDS_Topic _this);

```

**Note:** This operation is not yet implemented. It is scheduled for a future release.

### 3.3.2.2 DDS\_Topic\_get\_inconsistent\_topic\_status

#### Synopsis

```

#include <dds_dcps.h>

```



```

DDS_ReturnCode_t
    DDS_Topic_get_inconsistent_topic_status
        (DDS_Topic _this,
         DDS_InconsistentTopicStatus *a_status);

```

## Description

This operation obtains the DDS\_InconsistentTopicStatus of the DDS\_Topic.

## Parameters

*in* DDS\_Topic \_this - the DDS\_Topic object on which the operation is operated.

*inout* DDS\_InconsistentTopicStatus \*a\_status - the contents of the DDS\_InconsistentTopicStatus struct of the DDS\_Topic will be copied into the location specified by a\_status.

## Return Value

DDS\_ReturnCode\_t - Possible return codes of the operation are: DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION, DDS\_RETCODE\_ALREADY\_DELETED or DDS\_RETCODE\_OUT\_OF\_RESOURCES.

## Detailed Description

This operation obtains the DDS\_InconsistentTopicStatus of the DDS\_Topic. The DDS\_InconsistentTopicStatus can also be monitored using a DDS\_TopicListener or by using the associated DDS\_StatusCondition.

### Return Code

When the operation returns:

- *DDS\_RETCODE\_OK* - the current DDS\_InconsistentTopicStatus of this DDS\_Topic has successfully been copied into the specified a\_status parameter.
- *DDS\_RETCODE\_ERROR* - an internal error has occurred.
- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.
- *DDS\_RETCODE\_ALREADY\_DELETED* - the DDS\_Topic has already been deleted.
- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.

### 3.3.2.3 DDS\_Topic\_get\_listener

#### Synopsis

```
#include <dds_dcps.h>
```

```
struct DDS_TopicListener
    DDS_Topic_get_listener
        (DDS_Topic _this);
```

### Description

This operation allows access to a DDS\_TopicListener.

### Parameters

*in DDS\_Topic \_this* - the DDS\_Topic object on which the operation is operated.

### Return Value

*struct DDS\_TopicListener* - to the DDS\_TopicListener attached to the DDS\_Topic.

### Detailed Description

This operation allows access to a DDS\_TopicListener attached to the DDS\_Topic. When no DDS\_TopicListener was attached to the DDS\_Topic, the DDS\_OBJECT\_NIL pointer is returned.

#### 3.3.2.4 DDS\_Topic\_get\_name (inherited)

This operation is inherited and therefore not described here. See the class DDS\_TopicDescription for further explanation.

### Synopsis

```
#include <dds_dcps.h>
DDS_string
    DDS_Topic_get_name
        (DDS_Topic _this);
```

#### 3.3.2.5 DDS\_Topic\_get\_participant (inherited)

This operation is inherited and therefore not described here. See the class DDS\_TopicDescription for further explanation.

### Synopsis

```
#include <dds_dcps.h>
DDS_DomainParticipant
    DDS_Topic_get_participant
        (DDS_Topic _this);
```

#### 3.3.2.6 DDS\_Topic\_get\_qos

### Synopsis

```
#include <dds_dcps.h>
```

```

DDS_ReturnCode_t
    DDS_Topic_get_qos
        (DDS_Topic _this,
         DDS_TopicQos *qos);

```

## Description

This operation allows access to the existing set of QoS policies for a `DDS_Topic`.

## Parameters

*in* `DDS_Topic _this` - the `DDS_Topic` object on which the operation is operated.

*inout* `DDS_TopicQos *qos` - a pointer to the destination `DDS_TopicQos` struct in which the `QosPolicy` settings will be copied.

## Return Value

`DDS_ReturnCode_t` - Possible return codes of the operation are: `DDS_RETCODE_OK`, `DDS_RETCODE_ERROR`, `DDS_RETCODE_ILLEGAL_OPERATION`, `DDS_RETCODE_ALREADY_DELETED` or `DDS_RETCODE_OUT_OF_RESOURCES`.

## Detailed Description

This operation allows access to the existing set of QoS policies of a `DDS_Topic` on which this operation is used. This `DDS_TopicQos` is stored at the location pointed to by the `qos` parameter.

### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - the existing set of QoS policy values applied to this `DDS_Topic` has successfully been copied into the specified `DDS_TopicQos` parameter.
- `DDS_RETCODE_ERROR` - an internal error has occurred.
- `DDS_RETCODE_ILLEGAL_OPERATION` - the operation is invoked on an inappropriate object.
- `DDS_RETCODE_ALREADY_DELETED` - the `DDS_Topic` has already been deleted.
- `DDS_RETCODE_OUT_OF_RESOURCES` - the Data Distribution Service ran out of resources to complete this operation.

### 3.3.2.7 `DDS_Topic_get_status_changes` (inherited)

This operation is inherited and therefore not described here. See the class `DDS_Entity` for further explanation.

**Synopsis**

```
#include <dds_dcps.h>
DDS_StatusMask
    DDS_Topic_get_status_changes
        (DDS_Topic _this);
```

**3.3.2.8 DDS\_Topic\_get\_statuscondition (inherited)**

This operation is inherited and therefore not described here. See the class `DDS_Entity` for further explanation.

**Synopsis**

```
#include <dds_dcps.h>
DDS_StatusCondition
    DDS_Topic_get_statuscondition
        (DDS_Topic _this);
```

**3.3.2.9 DDS\_Topic\_get\_type\_name (inherited)**

This operation is inherited and therefore not described here. See the class `DDS_TopicDescription` for further explanation.

**Synopsis**

```
#include <dds_dcps.h>
DDS_string
    DDS_Topic_get_type_name
        (DDS_Topic _this);
```

**3.3.2.10 DDS\_Topic\_set\_listener****Synopsis**

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_Topic_set_listener
        (DDS_Topic _this,
         const struct DDS_TopicListener *a_listener,
         const DDS_StatusMask mask);
```

**Description**

This operation attaches a `DDS_TopicListener` to the `DDS_Topic`.

**Parameters**

*in* `DDS_Topic _this` - the `DDS_Topic` object on which the operation is operated.

*in* `const struct DDS_TopicListener *a_listener` - a pointer to the `DDS_TopicListener` instance, which will be attached to the `DDS_Topic`.

*in const DDS\_StatusMask mask* - a bit-mask in which each bit enables the invocation of the `DDS_TopicListener` for a certain status.

## Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are:  
`DDS_RETCODE_OK`, `DDS_RETCODE_ERROR`, `DDS_RETCODE_ILLEGAL_OPERATION`, `DDS_RETCODE_ALREADY_DELETED` or `DDS_RETCODE_OUT_OF_RESOURCES`.

## Detailed Description

This operation attaches a `DDS_TopicListener` to the `DDS_Topic`. Only one `DDS_TopicListener` can be attached to each `DDS_Topic`. If a `DDS_TopicListener` was already attached, the operation will replace it with the new one. When `a_listener` is the `DDS_OBJECT_NIL` pointer, it represents a listener that is treated as a NOOP<sup>1</sup> for all statuses activated in the bitmask.

### Communication Status

For each communication status, the `StatusChangedFlag` flag is initially set to `FALSE`. It becomes `TRUE` whenever that plain communication status changes. For each plain communication status activated in the `mask`, the associated `DDS_TopicListener` operation is invoked and the communication status is reset to `FALSE`, as the listener implicitly accesses the status which is passed as a parameter to that operation. The status is reset prior to calling the listener, so if the application calls the `get_<status_name>` from inside the listener it will see the status already reset. An exception to this rule is the `DDS_OBJECT_NIL` listener, which does not reset the communication statuses for which it is invoked.

The following statuses are applicable to the `DDS_TopicListener`:

- `DDS_INCONSISTENT_TOPIC_STATUS`.

Status bits are declared as a constant and can be used by the application in an OR operation to create a tailored mask. The special constant `DDS_STATUS_MASK_NONE` can be used to indicate that the created entity should not respond to any of its available statuses. The DDS will therefore attempt to propagate these statuses to its factory. The special constant `STATUS_MASK_ANY_V1_2` can be used to select all statuses specified in the “Data Distribution Service for Real-time Systems Version 1.2” specification.

---

1. Short for **No-Operation**, an instruction that performs nothing at all.

### Status Propagation

In case a communication status is not activated in the mask of the `DDS_TopicListener`, the `DDS_DomainParticipantListener` of the containing `DDS_DomainParticipant` is invoked (if attached and activated for the status that occurred). This allows the application to set a default behaviour in the `DDS_DomainParticipantListener` of the containing `DDS_DomainParticipant` and a `DDS_Topic` specific behaviour when needed. In case the `DDS_DomainParticipantListener` is also not attached or the communication status is not activated in its mask, the application is not notified of the change.

### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - the `DDS_TopicListener` is attached.
- `DDS_RETCODE_ERROR` - an internal error has occurred.
- `DDS_RETCODE_ILLEGAL_OPERATION` - the operation is invoked on an inappropriate object.
- `DDS_RETCODE_ALREADY_DELETED` - the `DDS_Topic` has already been deleted.
- `DDS_RETCODE_OUT_OF_RESOURCES` - the Data Distribution Service ran out of resources to complete this operation.

## 3.3.2.11 `DDS_Topic_set_qos`

### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_Topic_set_qos
        (DDS_Topic _this,
         const DDS_TopicQos *qos);
```

### Description

This operation replaces the existing set of `QosPolicy` settings for a `DDS_Topic`.

### Parameters

- in* `DDS_Topic _this` - the `DDS_Topic` object on which the operation is operated.
- in* `const DDS_TopicQos *qos` - new set of `QosPolicy` settings for the `DDS_Topic`.

## Return Value

`DDS_ReturnCode_t` - Possible return codes of the operation are:  
`DDS_RETCODE_OK`, `DDS_RETCODE_ERROR`, `DDS_RETCODE_ILLEGAL_OPERATION`, `DDS_RETCODE_BAD_PARAMETER`, `DDS_RETCODE_UNSUPPORTED`, `DDS_RETCODE_ALREADY_DELETED`, `DDS_RETCODE_OUT_OF_RESOURCES`, `DDS_RETCODE_IMMUTABLE_POLICY` or `DDS_RETCODE_INCONSISTENT_POLICY`.

## Detailed Description

This replaces the existing set of `QosPolicy` settings for a `DDS_Topic`. The parameter `qos` must contain the struct with the `QosPolicy` settings which is checked for self-consistency and mutability. When the application tries to change a `QosPolicy` setting for an enabled `DDS_Topic`, which can only be set before the `DDS_Topic` is enabled, the operation will fail and a `DDS_RETCODE_IMMUTABLE_POLICY` is returned. In other words, the application must provide the currently set `QosPolicy` settings in case of the immutable `QosPolicy` settings. Only the mutable `QosPolicy` settings can be changed. When `qos` contains conflicting `QosPolicy` settings (not self-consistent), the operation will fail and a `DDS_RETCODE_INCONSISTENT_POLICY` is returned.

The set of `QosPolicy` settings specified by the `qos` parameter are applied on top of the existing QoS, replacing the values of any policies previously set (provided, the operation returned `DDS_RETCODE_OK`).

### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - the new `DDS_TopicQos` is set.
- `DDS_RETCODE_ERROR` - an internal error has occurred.
- `DDS_RETCODE_ILLEGAL_OPERATION` - the operation is invoked on an inappropriate object.
- `DDS_RETCODE_BAD_PARAMETER` - the parameter `qos` is not a valid `DDS_TopicQos`. It contains a `QosPolicy` setting with an invalid `DDS_Duration_t` value, an enum value that is outside its legal boundaries or a sequence that has inconsistent memory settings.
- `DDS_RETCODE_UNSUPPORTED` - one or more of the selected `QosPolicy` values are currently not supported by OpenSplice.
- `DDS_RETCODE_ALREADY_DELETED` - the `DDS_Topic` has already been deleted.
- `DDS_RETCODE_OUT_OF_RESOURCES` - the Data Distribution Service ran out of resources to complete this operation.

- `DDS_RETCODE_IMMUTABLE_POLICY` - the parameter `qos` contains an immutable `QosPolicy` setting with a different value than set during enabling of the `DDS_Topic`.
- `DDS_RETCODE_INCONSISTENT_POLICY` - the parameter `qos` contains conflicting `QosPolicy` settings, e.g. a history depth that is higher than the specified resource limits.

### 3.3.3 Class `DDS_ContentFilteredTopic`

`DDS_ContentFilteredTopic` is a specialization of `DDS_TopicDescription` that allows for content based subscriptions.

`DDS_ContentFilteredTopic` describes a more sophisticated subscription that indicates the `DDS_Subscriber` does not necessarily want to see all values of each instance published under the `DDS_Topic`. Rather, it only wants to see the values whose contents satisfy certain criteria. Therefore this class must be used to request content-based subscriptions.

The selection of the content is done using the SQL based filter with parameters to adapt the filter clause.

Appendix H, *DCPS Queries and Filters* describes the syntax of the SQL based filter and the parameters.

The interface description of this class is as follows:

```

/*
 * interface DDS_ContentFilteredTopic
 */
/*
 * inherited from class DDS_TopicDescription
 */
/* DDS_string
 *   DDS_ContentFilteredTopic_get_type_name
 *   (DDS_ContentFilteredTopic _this);
 */
/* DDS_string
 *   DDS_ContentFilteredTopic_get_name
 *   (DDS_ContentFilteredTopic _this);
 */

/* DDS_DomainParticipant
 *   DDS_ContentFilteredTopic_get_participant
 *   (DDS_ContentFilteredTopic _this);
 */
/*
 * implemented API operations
 */
DDS_string
    DDS_ContentFilteredTopic_get_filter_expression

```



```

        (DDS_ContentFilteredTopic _this);

    DDS_ReturnCode_t
        DDS_ContentFilteredTopic_get_expression_parameters
        (DDS_ContentFilteredTopic _this,
         DDS_StringSeq *expression_parameters);

    DDS_ReturnCode_t
        DDS_ContentFilteredTopic_set_expression_parameters
        (DDS_ContentFilteredTopic _this,
         const DDS_StringSeq *expression_parameters);

    DDS_Topic
        DDS_ContentFilteredTopic_get_related_topic
        (DDS_ContentFilteredTopic _this);
/*

```

The next paragraphs describe the usage of all DDS\_ContentFilteredTopic operations.

### 3.3.3.1 DDS\_ContentFilteredTopic\_get\_expression\_parameters

#### Synopsis

```

#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_ContentFilteredTopic_get_expression_parameters
    (DDS_ContentFilteredTopic _this,
     DDS_StringSeq *expression_parameters);

```

#### Description

This operation obtains the expression parameters associated with the DDS\_ContentFilteredTopic.

#### Parameters

*in*        *DDS\_ContentFilteredTopic \_this*        -        the DDS\_ContentFilteredTopic object on which the operation is operated.

*inout* *DDS\_StringSeq \*expression\_parameters* - a handle to a sequence of strings that will be used to store the parameters used in the SQL expression.

#### Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are: DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION, DDS\_RETCODE\_ALREADY\_DELETED or DDS\_RETCODE\_OUT\_OF\_RESOURCES.

## Detailed Description

This operation obtains the expression parameters associated with the `DDS_ContentFilteredTopic`. That is, the parameters specified on the last successful call to `DDS_ContentFilteredTopic_set_expression_parameters`, or if `DDS_ContentFilteredTopic_set_expression_parameters` was never called, the parameters specified when the `DDS_ContentFilteredTopic` was created.

The resulting handle contains a sequence of strings with the parameters used in the SQL expression (i.e., the %n tokens in the expression). The number of parameters in the result sequence will exactly match the number of %n tokens in the filter expression associated with the `DDS_ContentFilteredTopic`.

### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - the existing set of expression parameters applied to this `DDS_ContentFilteredTopic` has successfully been copied into the specified `expression_parameters` parameter.
- `DDS_RETCODE_ERROR` - an internal error has occurred.
- `DDS_RETCODE_ILLEGAL_OPERATION` - the operation is invoked on an inappropriate object.
- `DDS_RETCODE_ALREADY_DELETED` - the `DDS_ContentFilteredTopic` has already been deleted.
- `DDS_RETCODE_OUT_OF_RESOURCES` - the Data Distribution Service ran out of resources to complete this operation.

### 3.3.3.2 `DDS_ContentFilteredTopic_get_filter_expression`

#### Synopsis

```
#include <dds_dcps.h>
DDS_string
    DDS_ContentFilteredTopic_get_filter_expression
        (DDS_ContentFilteredTopic _this);
```

#### Description

This operation returns the `filter_expression` associated with the `DDS_ContentFilteredTopic`.

#### Parameters

*in* `DDS_ContentFilteredTopic _this` - the `DDS_ContentFilteredTopic` object on which the operation is operated.

**Return Value**

*DDS\_string* - result is a handle to a string which holds the SQL filter expression.

**Detailed Description**

This operation returns the `filter_expression` associated with the `DDS_ContentFilteredTopic`. That is, the expression specified when the `DDS_ContentFilteredTopic` was created.

The filter expression result is a string that specifies the criteria to select the data samples of interest. It is similar to the `WHERE` clause of an SQL expression.

**3.3.3.3 DDS\_ContentFilteredTopic\_get\_name (inherited)**

This operation is inherited and therefore not described here. See the class `DDS_TopicDescription` for further explanation.

**Synopsis**

```
#include <dds_dcps.h>
DDS_string
    DDS_ContentFilteredTopic_get_name
        (DDS_ContentFilteredTopic _this);
```

**3.3.3.4 DDS\_ContentFilteredTopic\_get\_participant (inherited)**

This operation is inherited and therefore not described here. See the class `DDS_TopicDescription` for further explanation.

**Synopsis**

```
#include <dds_dcps.h>
DDS_DomainParticipant
    DDS_ContentFilteredTopic_get_participant
        (DDS_ContentFilteredTopic _this);
```

**3.3.3.5 DDS\_ContentFilteredTopic\_get\_related\_topic****Synopsis**

```
#include <dds_dcps.h>
DDS_Topic
    DDS_ContentFilteredTopic_get_related_topic
        (DDS_ContentFilteredTopic _this);
```

**Description**

This operation returns the `DDS_Topic` associated with the `DDS_ContentFilteredTopic`.

**Parameters**

*in DDS\_ContentFilteredTopic \_this* - the DDS\_ContentFilteredTopic object on which the operation is operated.

**Return Value**

DDS\_Topic - result is a handle to the base topic on which the filtering will be applied.

**Detailed Description**

This operation returns the DDS\_Topic associated with the DDS\_ContentFilteredTopic. That is, the DDS\_Topic specified when the DDS\_ContentFilteredTopic was created. This DDS\_Topic is the base topic on which the filtering will be applied.

**3.3.3.6 DDS\_ContentFilteredTopic\_get\_type\_name (inherited)**

This operation is inherited and therefore not described here. See the class DDS\_TopicDescription for further explanation.

**Synopsis**

```
#include <dds_dcps.h>
DDS_string
    DDS_ContentFilteredTopic_get_type_name
        (DDS_ContentFilteredTopic _this);
```

**3.3.3.7 DDS\_ContentFilteredTopic\_set\_expression\_parameters****Synopsis**

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_ContentFilteredTopic_set_expression_parameters
        (DDS_ContentFilteredTopic _this,
         const DDS_StringSeq *expression_parameters);
```

**Description**

This operation changes the expression parameters associated with the DDS\_ContentFilteredTopic.

**Parameters**

*in DDS\_ContentFilteredTopic \_this* - the DDS\_ContentFilteredTopic object on which the operation is operated.

*in const DDS\_StringSeq \*expression\_parameters* - the handle to a sequence of strings with the parameters used in the SQL expression (i.e., the number of %n tokens in the expression). The number of values in *expression\_parameters* must be equal or greater than the highest referenced %n token in the *subscription\_expression*.

## Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are:  
 DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION, DDS\_RETCODE\_BAD\_PARAMETER, DDS\_RETCODE\_ALREADY\_DELETED or DDS\_RETCODE\_OUT\_OF\_RESOURCES.

## Detailed Description

This operation changes the expression parameters associated with the *DDS\_ContentFilteredTopic*. The parameter *expression\_parameters* is a handle to a sequence of strings with the parameters used in the SQL expression. The number of values in *expression\_parameters* must be equal or greater than the highest referenced %n token in the *filter\_expression* (e.g. if %1 and %8 are used as parameter in the *filter\_expression*, the *expression\_parameters* should at least contain  $n+1 = 9$  values). This is the filter expression specified when the *DDS\_ContentFilteredTopic* was created.

### Return Code

When the operation returns:

- *DDS\_RETCODE\_OK* - the new expression parameters are set.
- *DDS\_RETCODE\_ERROR* - an internal error has occurred.
- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.
- *DDS\_RETCODE\_BAD\_PARAMETER* - the number of parameters in *expression\_parameters* does not match the number of “%n” tokens in the expression for this *DDS\_ContentFilteredTopic* or one of the parameters is an illegal parameter.
- *DDS\_RETCODE\_ALREADY\_DELETED* - the *DDS\_ContentFilteredTopic* has already been deleted.
- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.

### 3.3.4 Class DDS\_MultiTopic

DDS\_MultiTopic is a specialization of DDS\_TopicDescription that allows subscriptions to combine, filter and/or rearrange data coming from several DDS\_Topics.

DDS\_MultiTopic allows a more sophisticated subscription that can select and combine data received from multiple DDS\_Topics into a single data type (specified by the inherited type\_name). The data will then be filtered (selection) and possibly re-arranged (aggregation and/or projection) according to an SQL expression with parameters to adapt the filter clause.

The interface description of this class is as follows:

```

/*
 * interface DDS_MultiTopic
 */
/*
 * inherited from class DDS_TopicDescription
 */
/* DDS_string
 *     DDS_MultiTopic_get_type_name
 *     (DDS_MultiTopic _this);
 */
/* DDS_string
 *     DDS_MultiTopic_get_name
 *     (DDS_MultiTopic _this);
 */

/* DDS_DomainParticipant
 *     DDS_MultiTopic_get_participant
 *     (DDS_MultiTopic _this);
 */
/*
 * implemented API operations
 */
    DDS_string
        DDS_MultiTopic_get_subscription_expression
            (DDS_MultiTopic _this);

    DDS_ReturnCode_t
        DDS_MultiTopic_get_expression_parameters
            (DDS_MultiTopic _this,
             DDS_StringSeq *expression_parameters);

    DDS_ReturnCode_t
        DDS_MultiTopic_set_expression_parameters
            (DDS_MultiTopic _this,
             const DDS_StringSeq *expression_parameters);

```

The next paragraphs describe the usage of all `DDS_MultiTopic` operations. The inherited operations are listed but not fully described because they are not implemented in this class. The full description of these operations is given in the classes from which they are inherited.

**Note:** `DDS_MultiTopic` operations have not been yet been implemented. Multitopic functionality is scheduled for a future release.

### 3.3.4.1 `DDS_MultiTopic_get_expression_parameters`

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_MultiTopic_get_expression_parameters
        (DDS_MultiTopic _this,
         DDS_StringSeq *expression_parameters);
```

**Note:** This operation is not yet implemented. It is scheduled for a future release.

#### Description

This operation returns the expression parameters associated with the `DDS_MultiTopic`.

#### Parameters

*in* `DDS_MultiTopic _this` - the `DDS_MultiTopic` object on which the operation is operated.

*inout* `DDS_StringSeq *expression_parameters` - a handle to a sequence of strings that will be used to store the parameters used in the SQL expression.

#### Return Value

`DDS_ReturnCode_t` - Possible return codes of the operation are:  
`DDS_RETCODE_OK`, `DDS_RETCODE_ERROR`, `DDS_RETCODE_ILLEGAL_OPERATION`, `DDS_RETCODE_ALREADY_DELETED` or `DDS_RETCODE_OUT_OF_RESOURCES`.

#### Detailed Description

This operation obtains the expression parameters associated with the `DDS_MultiTopic`. That is, the parameters specified on the last successful call to `DDS_MultiTopic_set_expression_parameters`, or if `DDS_MultiTopic_set_expression_parameters` was never called, the parameters specified when the `DDS_MultiTopic` was created.

The resulting handle contains a sequence of strings with the values of the parameters used in the SQL expression (i.e., the %n tokens in the expression). The number of parameters in the result sequence will exactly match the number of %n tokens in the filter expression associated with the `DDS_MultiTopic`.

#### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - the existing set of expression parameters applied to this `DDS_MultiTopic` has successfully been copied into the specified `expression_parameters` parameter.
- `DDS_RETCODE_ERROR` - an internal error has occurred.
- `DDS_RETCODE_ILLEGAL_OPERATION` - the operation is invoked on an inappropriate object.
- `DDS_RETCODE_ALREADY_DELETED` - the `DDS_MultiTopic` has already been deleted.
- `DDS_RETCODE_OUT_OF_RESOURCES` - the Data Distribution Service ran out of resources to complete this operation.

#### 3.3.4.2 `DDS_MultiTopic_get_name` (inherited)

This operation is inherited and therefore not described here. See the class `DDS_TopicDescription` for further explanation.

##### Synopsis

```
#include <dds_dcps.h>
DDS_string
    DDS_MultiTopic_get_name
        (DDS_MultiTopic _this);
```

**Note:** This operation is not yet implemented. It is scheduled for a future release.

#### 3.3.4.3 `DDS_MultiTopic_get_participant` (inherited)

This operation is inherited and therefore not described here. See the class `DDS_TopicDescription` for further explanation.

##### Synopsis

```
#include <dds_dcps.h>
DDS_DomainParticipant
    DDS_MultiTopic_get_participant
        (DDS_MultiTopic _this);
```

**Note:** This operation is not yet implemented. It is scheduled for a future release.



### 3.3.4.4 DDS\_MultiTopic\_get\_subscription\_expression

#### Synopsis

```
#include <dds_dcps.h>
DDS_string
    DDS_MultiTopic_get_subscription_expression
        (DDS_MultiTopic _this);
```

**Note:** This operation is not yet implemented. It is scheduled for a future release.

#### Description

This operation returns the subscription expression associated with the DDS\_MultiTopic.

#### Parameters

*in DDS\_MultiTopic \_this* - is the DDS\_MultiTopic object on which the operation is operated.

#### Return Value

*DDS\_string* - a handle to a string which holds the SQL subscription expression.

#### Detailed Description

This operation returns the subscription expression associated with the DDS\_MultiTopic. That is, the expression specified when the DDS\_MultiTopic was created.

The subscription expression result is a string that specifies the criteria to select the data samples of interest. In other words, it identifies the selection and rearrangement of data from the associated DDS\_Topics. It is an SQL expression where the **SELECT** clause provides the fields to be kept, the **FROM** part provides the names of the DDS\_Topics that are searched for those fields, and the **WHERE** clause gives the content filter. The DDS\_Topics combined may have different types but they are restricted in that the type of the fields used for the **NATURAL JOIN** operation must be the same.

### 3.3.4.5 DDS\_MultiTopic\_get\_type\_name (inherited)

This operation is inherited and therefore not described here. See the class DDS\_TopicDescription for further explanation.

#### Synopsis

```
#include <dds_dcps.h>
DDS_string
    DDS_MultiTopic_get_type_name
        (DDS_MultiTopic _this);
```

**Note:** This operation is not yet implemented. It is scheduled for a future release.

### 3.3.4.6 DDS\_MultiTopic\_set\_expression\_parameters

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_MultiTopic_set_expression_parameters
        (DDS_MultiTopic _this,
         const DDS_StringSeq *expression_parameters);
```

**Note:** This operation is not yet implemented. It is scheduled for a future release.

#### Description

This operation changes the expression parameters associated with the DDS\_MultiTopic.

#### Parameters

in *DDS\_MultiTopic \_this* - the DDS\_MultiTopic object on which the operation is operated.

in *const DDS\_StringSeq \*expression\_parameters* - the handle to a sequence of strings with the parameters used in the SQL expression.

#### Return Value

DDS\_ReturnCode\_t - Possible return codes of the operation are:  
 DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION, DDS\_RETCODE\_BAD\_PARAMETER, DDS\_RETCODE\_ALREADY\_DELETED or DDS\_RETCODE\_OUT\_OF\_RESOURCES.

#### Detailed Description

This operation changes the expression parameters associated with the DDS\_MultiTopic. The parameter *expression\_parameters* is a handle to a sequence of strings with the parameters used in the SQL expression. The number of parameters in *expression\_parameters* must exactly match the number of %n tokens in the subscription expression associated with the DDS\_MultiTopic. This is the subscription expression specified when the DDS\_MultiTopic was created.

#### Return Code

When the operation returns:

- *DDS\_RETCODE\_OK* - the new expression parameters are set.
- *DDS\_RETCODE\_ERROR* - an internal error has occurred.

- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.
- *DDS\_RETCODE\_BAD\_PARAMETER* - the number of parameters in *expression\_parameters* does not match the number of “%n” tokens in the expression for this *DDS\_MultiTopic* or one of the parameters is an illegal parameter.
- *DDS\_RETCODE\_ALREADY\_DELETED* - the *DDS\_MultiTopic* has already been deleted.
- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.

### 3.3.5 DDS\_TopicListener Interface

Since a *DDS\_Topic* is a *DDS\_Entity*, it has the ability to have a *Listener* associated with it. In this case, the associated *Listener* should be of type *DDS\_TopicListener*. This interface must be implemented by the application. A user defined class must be provided by the application which must extend from the *DDS\_TopicListener* class. **All** *DDS\_TopicListener* operations **must** be implemented in the user defined class, it is up to the application whether an operation is empty or contains some functionality.




---

All operations for this interface must be implemented in the user defined class, it is up to the application whether an operation is empty or contains some functionality.

---

The *DDS\_TopicListener* provides a generic mechanism (actually a callback function) for the Data Distribution Service to notify the application of relevant asynchronous status change events, such as an inconsistent *DDS\_Topic*. The *DDS\_TopicListener* is related to changes in communication status.

The interface description of this class is as follows:

```
/*
 * interface DDS_TopicListener
 */
/*
 * abstract external operations
 */
void
    DDS_TopicListener_on_inconsistent_topic
    (void *listener_data,
     DDS_Topic the_topic,
     const DDS_InconsistentTopicStatus *status);
/*
 * implemented API operations
 */
DDS_TopicListener
```

```
DDS_TopicListener__alloc
(void);
```

The next paragraph describes the usage of the `DDS_TopicListener` operation. This abstract operation is fully described since it must be implemented by the application.

### 3.3.5.1 DDS\_TopicListener\_\_alloc

#### Synopsis

```
#include <dds_dcps.h>
DDS_TopicListener
DDS_TopicListener__alloc
(void);
```

#### Description

This operation creates a new `DDS_TopicListener`.

#### Parameters

<none>

#### Return Value

*DDS\_TopicListener* - the handle to the newly created `DDS_TopicListener`. In case of an error, a `DDS_OBJECT_NIL` pointer is returned.

#### Detailed Description

This operation creates a new `DDS_TopicListener`. The `DDS_TopicListener` must be created using this operation. In other words, the application is not allowed to declare an object of type `DDS_TopicListener`. When the application wants to release the `DDS_TopicListener` it must be released using `DDS_free`.

In case there are insufficient resources available to allocate the `DDS_TopicListener`, a `DDS_OBJECT_NIL` pointer is returned instead.

### 3.3.5.2 DDS\_TopicListener\_on\_inconsistent\_topic (abstract)

#### Synopsis

```
#include <dds_dcps.h>
void
DDS_TopicListener_on_inconsistent_topic
(void *listener_data,
DDS_Topic the_topic,
const DDS_InconsistentTopicStatus *status);
```

## Description

This operation must be implemented by the application and is called by the Data Distribution Service when the `DDS_InconsistentTopicStatus` changes.

## Parameters

*inout void \*listener\_data* - a pointer to a user defined object which may be used for identification of the Listener.

*in DDS\_Topic the\_topic* - a pointer to the `DDS_Topic` on which the conflict occurred (this is an input to the application).

*in const DDS\_InconsistentTopicStatus \*status* - the `DDS_InconsistentTopicStatus` struct (this is an input to the application).

## Return Value

<none>

## Detailed Description

This operation is the external operation (interface, which must be implemented by the application) that is called by the Data Distribution Service when the `DDS_InconsistentTopicStatus` changes. The implementation may be left empty when this functionality is not needed. This operation will only be called when the relevant `DDS_TopicListener` is installed and enabled for the `DDS_InconsistentTopicStatus`. The `DDS_InconsistentTopicStatus` will change when another `DDS_Topic` exists with the same `topic_name` but different characteristics.

The Data Distribution Service will call the `DDS_TopicListener` operation with a parameter `the_topic`, which will contain a pointer to the `DDS_Topic` on which the conflict occurred and a parameter `status`, which will contain the `DDS_InconsistentTopicStatus` struct.

### 3.3.6 Topic-Definition Type Specific Classes

This paragraph describes the generic `DDS_TypeSupport` class and the derived application type specific `<NameSpace>_<type>TypeSupport` classes which together implement the application `DDS_Topic` interface. For each application type, used as `DDS_Topic` data type, the pre-processor generates a `<NameSpace>_<type>DataReader` class from an IDL type description. The `SPACE_FooTypeSupport` class that would be generated by the pre-processor for a fictional type `Foo` (defined in the module `SPACE`) describes the `<NameSpace>_<type>TypeSupport` classes.

### 3.3.6.1 Class DDS\_TypeSupport (abstract)

The DDS\_Topic, DDS\_MultiTopic or DDS\_ContentFilteredTopic is bound to a data type described by the type name argument. Prior to creating a DDS\_Topic, DDS\_MultiTopic or DDS\_ContentFilteredTopic, the data type must have been registered with the Data Distribution Service. This is done using the data type specific DDS\_TypeSupport\_register\_type operation on a derived class of the DDS\_TypeSupport interface. A derived class is generated for each data type used by the application, by calling the pre-processor.

The interface description of this class is as follows:

```
/*
 * interface DDS_TypeSupport
 */
/*
 * abstract operations
 */
/* DDS_TypeSupport
 *   DDS_TypeSupport__alloc
 *       (void);
 */
/* DDS_ReturnCode_t
 *   DDS_TypeSupport_register_type
 *       (DDS_TypeSupport _this,
 *        Domainparticipant domain,
 *        DDS_string type_name);
 *
 * DDS_string
 *   DDS_TypeSupport_get_type_name
 *       (DDS_TypeSupport _this);
 */
/*
 * implemented API operations
 *   <no operations>
 */
```

The next paragraph list the DDS\_TypeSupport operation. This abstract operation is listed but not fully described since it is not implemented in this class. The full description of this operation is given in the SPACE\_FooTypeSupport class (for the data type example Foo), which contains the data type specific implementation of this operation.

### 3.3.6.2 DDS\_TypeSupport\_\_alloc (abstract)

This abstract operation is defined as a generic operation, which is implemented by the `<NameSpace>_<type>TypeSupport` class. Therefore, to use this operation, the data type specific implementation of this operation in its respective derived class must be used. For further explanation see the description for the fictional data type `Foo` (defined in the module `SPACE`) derived `SPACE_FooTypeSupport` class.

#### Synopsis

```
#include <dds_dcps.h>
DDS_TypeSupport
    DDS_TypeSupport__alloc
        (void);
```

### 3.3.6.3 DDS\_TypeSupport\_get\_type\_name (abstract)

This abstract operation is defined as a generic operation, which is implemented by the `<NameSpace>_<type>TypeSupport` class. For further explanation see the description for the fictional data type `Foo` (defined in the module `SPACE`) derived `SPACE_FooTypeSupport` class.

#### Synopsis

```
#include <dds_dcps.h>
DDS_string
    DDS_TypeSupport_get_type_name
        (DDS_TypeSupport _this);
```

### 3.3.6.4 DDS\_TypeSupport\_register\_type (abstract)

This abstract operation is defined as a generic operation, which is implemented by the `<NameSpace>_<type>TypeSupport` class. For further explanation see the description for the fictional data type `Foo` (defined in the module `SPACE`) derived `SPACE_FooTypeSupport` class.

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_TypeSupport_register_type
        (DDS_TypeSupport _this,
         Domainparticipant domain,
         DDS_string type_name);
```

### 3.3.6.5 Class SPACE\_FooTypeSupport

The pre-processor generates from IDL type descriptions the application `<NameSpace>_<type>TypeSupport` classes. For each application data type that is used as `DDS_Topic` data type, a typed class `<NameSpace>_<type>TypeSupport` is derived from the `DDS_TypeSupport`

class. In this paragraph, the class `SPACE_FooTypeSupport` describes the operations of these derived `<NameSpace>_<type>TypeSupport` classes as an example for the fictional application type `Foo` (defined in the module `SPACE`).

For instance, for an application, the definitions are located in the `Space.idl` file. The pre-processor will generate a `Space.h` include file.

The `DDS_Topic`, `DDS_MultiTopic` or `DDS_ContentFilteredTopic` is bound to a data type described by the type `type_name` argument. Prior to creating a `DDS_Topic`, `DDS_MultiTopic` or `DDS_ContentFilteredTopic`, the data type must have been registered with the Data Distribution Service. This is done using the data type specific `SPACE_FooTypeSupport_register_type` operation on the `<NameSpace>_<type>TypeSupport` class for each data type. A derived class is generated for each data type used by the application, by calling the pre-processor.

The interface description of this class is as follows:

```
/*
 * interface SPACE_FooTypeSupport
 */
/*
 * implemented API operations
 */
SPACE_FooTypeSupport
    SPACE_FooTypeSupport__alloc
        (void);
DDS_ReturnCode_t
    SPACE_FooTypeSupport_register_type
        (SPACE_FooTypeSupport _this,
         DDS_DomainParticipant domain,
         DDS_string type_name);
DDS_string
    SPACE_FooTypeSupport_get_type_name
        (SPACE_FooTypeSupport _this);
```

The next paragraph describes the usage of the `SPACE_FooTypeSupport` operations.

### 3.3.6.6 SPACE\_FooTypeSupport\_\_alloc

#### Synopsis

```
#include <Space.h>
SPACE_FooTypeSupport
    SPACE_FooTypeSupport__alloc
        (void);
```

#### Description

This operation creates a new `SPACE_FooTypeSupport`.



## Parameters

<none>

## Return Value

*SPACE\_FooTypeSupport* - the handle to the newly created *SPACE\_FooTypeSupport*. In case of an error, a *nil* pointer is returned.

## Detailed Description

This operation creates a new *SPACE\_FooTypeSupport*. The *SPACE\_FooTypeSupport* must be created using this operation. In other words, the application is not allowed to declare an object of type *SPACE\_FooTypeSupport*. When the application wants to release the *SPACE\_FooTypeSupport* it must be released using *DDS\_free*.

In case there are insufficient resources available to allocate the *SPACE\_FooTypeSupport*, a *nil* pointer is returned instead.

### 3.3.6.7 *SPACE\_FooTypeSupport\_get\_type\_name*

## Synopsis

```
#include <Space.h>
DDS_string
SPACE_FooTypeSupport_get_type_name
    (SPACE_FooTypeSupport _this);
```

## Description

This operation returns the default name of the data type associated with the *SPACE\_FooTypeSupport*.

## Parameters

in *SPACE\_FooTypeSupport \_this* - the *SPACE\_FooTypeSupport* object on which the operation is operated.

## Return Value

*DDS\_string* - the name of the data type of the *SPACE\_FooTypeSupport*.

## Detailed Description

This operation returns the default name of the data type associated with the *SPACE\_FooTypeSupport*. The default name is derived from the type name as specified in the IDL definition. It is composed of the scope names and the type name, each separated by “:”, in order of lower scope level to deeper scope level followed by the type name.

### 3.3.6.8 SPACE\_FooTypeSupport\_register\_type

#### Synopsis

```
#include <Space.h>
DDS_ReturnCode_t
    SPACE_FooTypeSupport_register_type
        (SPACE_FooTypeSupport _this,
         DDS_DomainParticipant domain,
         DDS_string type_name);
```

#### Description

This operation registers a new data type name to a DDS\_DomainParticipant.

#### Parameters

*in SPACE\_FooTypeSupport \_this* - the SPACE\_FooTypeSupport object on which the operation is operated.

*in DDS\_DomainParticipant domain* - a pointer to a DDS\_DomainParticipant object to which the new data type is registered.

*in DDS\_string type\_name* - a local alias of the new data type to be registered.

#### Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are: DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION, DDS\_RETCODE\_BAD\_PARAMETER, DDS\_RETCODE\_OUT\_OF\_RESOURCES or DDS\_RETCODE\_PRECONDITION\_NOT\_MET.

#### Detailed Description

This operation registers a new data type name to a DDS\_DomainParticipant. This operation informs the Data Distribution Service, in order to allow it to manage the new registered data type. This operation also informs the Data Distribution Service about the key definition, which allows the Data Distribution Service to distinguish different instances of the same data type.

#### Precondition

A *type\_name* cannot be registered with two different `<NameSpace>_<type>TypeSupport` classes (this means of a different data type) with the same DDS\_DomainParticipant. When the operation is called on the same DDS\_DomainParticipant with the same *type\_name* for a different `<NameSpace>_<type>TypeSupport` class, the operation returns DDS\_RETCODE\_PRECONDITION\_NOT\_MET. However, it is possible to register the same `<NameSpace>_<type>TypeSupport` classes with the same

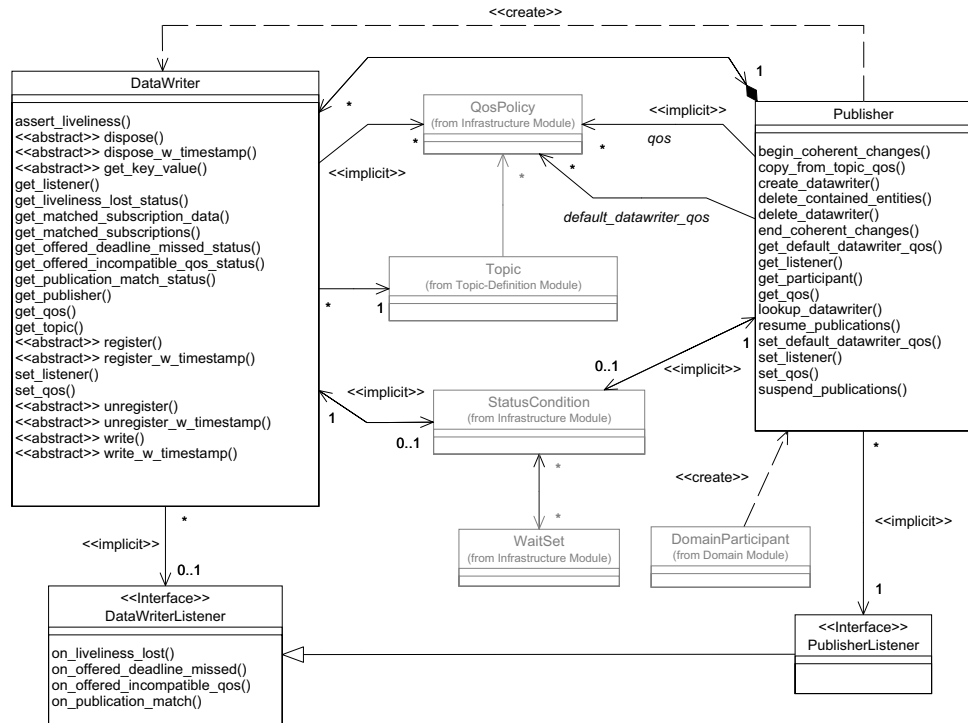
DDS\_DomainParticipant and the same or different type\_name multiple times. All registrations return DDS\_RETCODE\_OK, but any subsequent registrations with the same type\_name are ignored.

### Return Code

When the operation returns:

- *DDS\_RETCODE\_OK* - the SPACE\_FooTypeSupport class is registered with the new data type name to the DDS\_DomainParticipant or the SPACE\_FooTypeSupport class was already registered.
- *DDS\_RETCODE\_ERROR* - an internal error has occurred.
- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.
- *DDS\_RETCODE\_BAD\_PARAMETER* - one or both parameters is the DDS\_OBJECT\_NIL pointer or the parameter type\_name has zero length.
- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.
- *DDS\_RETCODE\_PRECONDITION\_NOT\_MET* - this type\_name is already registered with this DDS\_DomainParticipant for a different <NameSpace>\_<type>TypeSupport class.

## 3.4 Publication Module



**Figure 18 The DCPS Publication Module’s Class Model**

This module contains the following classes:

- DDS\_Publisher
- Publication type specific classes
- DDS\_PublisherListener (interface)
- DDS\_DataWriterListener (interface).

The paragraph “Publication type specific classes” contains the generic class and the generated data type specific classes. For each data type, a data type specific class `<NameSpace>_<type>DataWriter` is generated (based on IDL) by calling the pre-processor.

For instance, for the fictional data type `Foo` (this also applies to other types), defined in the module `SPACE`; “Publication type specific classes” contains the following classes:

- DDS\_DataWriter (abstract)
- SPACE\_FooDataWriter.

A `DDS_Publisher` is an object responsible for data distribution. It may publish data of different data types. A `DDS_DataWriter` acts as a typed accessor to a `DDS_Publisher`. The `DDS_DataWriter` is the object the application must use to communicate the existence and value of data-objects of a given data type to a `DDS_Publisher`. When data-object values have been communicated to the `DDS_Publisher` through the appropriate `DDS_DataWriter`, it is the `DDS_Publisher`'s responsibility to perform the distribution. The `DDS_Publisher` will do this according to its own `DDS_PublisherQos`, and the `DDS_DataWriterQos` attached to the corresponding `DDS_DataWriter`. A publication is defined by the association of a `DDS_DataWriter` to a `DDS_Publisher`. This association expresses the intent of the application to publish the data described by the `DDS_DataWriter` in the context provided by the `DDS_Publisher`.

### 3.4.1 Class `DDS_Publisher`

The `DDS_Publisher` acts on behalf of one or more `DDS_DataWriter` objects that belong to it. When it is informed of a change to the data associated with one of its `DDS_DataWriter` objects, it decides when it is appropriate to actually process the sample-update message. In making this decision, it considers the `DDS_PublisherQos` and the `DDS_DataWriterQos`.

The interface description of this class is as follows:

```

/*
 * interface DDS_Publisher
 */
/*
 * inherited from class DDS_Entity
 */
/* DDS_StatusCondition
 *   DDS_Publisher_get_statuscondition
 *   (DDS_Publisher _this);
 */
/* DDS_StatusMask
 *   DDS_Publisher_get_status_changes
 *   (DDS_Publisher _this);
 */
/* DDS_ReturnCode_t
 *   DDS_Publisher_enable
 *   (DDS_Publisher _this);
 */
/*
 * implemented API operations
 */
DDS_DataWriter
DDS_Publisher_create_datawriter
(DDS_Publisher _this,
```

```

        const DDS_Topic a_topic,
        const DDS_DataWriterQos *qos,
        const struct DDS_DataWriterListener *a_listener,
        const DDS_StatusMask mask);

DDS_ReturnCode_t
    DDS_Publisher_delete_datawriter
        (DDS_Publisher _this,
         const DDS_DataWriter a_datawriter);

DDS_DataWriter
    DDS_Publisher_lookup_datawriter
        (DDS_Publisher _this,
         const DDS_char *topic_name);
DDS_ReturnCode_t
    DDS_Publisher_delete_contained_entities
        (DDS_Publisher _this);

DDS_ReturnCode_t
    DDS_Publisher_set_qos
        (DDS_Publisher _this,
         const DDS_PublisherQos *qos);
DDS_ReturnCode_t
    DDS_Publisher_get_qos
        (DDS_Publisher _this,
         DDS_PublisherQos *qos);
DDS_ReturnCode_t
    DDS_Publisher_set_listener
        (DDS_Publisher _this,
         const struct DDS_PublisherListener *a_listener,
         const DDS_StatusMask mask);
struct DDS_PublisherListener
    DDS_Publisher_get_listener
        (DDS_Publisher _this);
DDS_ReturnCode_t
    DDS_Publisher_suspend_publications
        (DDS_Publisher _this);

DDS_ReturnCode_t
    DDS_Publisher_resume_publications
        (DDS_Publisher _this);

DDS_ReturnCode_t
    DDS_Publisher_begin_coherent_changes
        (DDS_Publisher _this);

DDS_ReturnCode_t
    DDS_Publisher_end_coherent_changes
        (DDS_Publisher _this);

```

```

DDS_ReturnCode_t
    DDS_Publisher_wait_for_acknowledgments
        (DDS_Publisher _this,
         const DDS_Duration_t *max_wait);

DDS_DomainParticipant
    DDS_Publisher_get_participant
        (DDS_Publisher _this);

DDS_ReturnCode_t
    DDS_Publisher_set_default_datawriter_qos
        (DDS_Publisher _this,
         const DDS_DataWriterQos *qos);

DDS_ReturnCode_t
    DDS_Publisher_get_default_datawriter_qos
        (DDS_Publisher _this,
         DDS_DataWriterQos *qos);

DDS_ReturnCode_t
    DDS_Publisher_copy_from_topic_qos
        (DDS_Publisher _this,
         DDS_DataWriterQos *a_datawriter_qos,
         const DDS_TopicQos *a_topic_qos);

```

The next paragraphs describe the usage of all `DDS_Publisher` operations. The inherited operations are listed but not fully described because they are not implemented in this class. The full description of these operations is given in the classes from which they are inherited.

### 3.4.1.1 `DDS_Publisher_begin_coherent_changes`

#### Synopsis

```

#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_Publisher_begin_coherent_changes
        (DDS_Publisher _this);

```

#### Description

This operation requests that the application will begin a ‘coherent set’ of modifications using `DDS_DataWriter` objects attached to this `DDS_Publisher`. The ‘coherent set’ will be completed by a matching call to `DDS_Publisher_end_coherent_changes`.

#### Parameters

*in* `DDS_Publisher _this` - the `DDS_Publisher` object on which the operation is operated.

## Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are:  
 DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION, DDS\_RETCODE\_BAD\_PARAMETER, DDS\_RETCODE\_ALREADY\_DELETED or DDS\_RETCODE\_PRECONDITION\_NOT\_MET.

## Detailed Description

This operation requests that the application will begin a ‘coherent set’ of modifications using *DDS\_DataWriter* objects attached to this *DDS\_Publisher*. The ‘coherent set’ will be completed by a matching call to *DDS\_Publisher\_end\_coherent\_changes*.

A ‘coherent set’ is a set of modifications that must be propagated in such a way that they are interpreted at the receivers’ side as a consistent set of modifications; that is, the receiver will only be able to access the data after all the modifications in the set are available at the receiver end.

A precondition for making coherent changes is that the *PresentationQos* of the *DDS\_Publisher* has its *coherent\_access* attribute set to *TRUE*. If this is not the case, the *Publisher* will not accept any coherent start requests and return *DDS\_RETCODE\_PRECONDITION\_NOT\_MET*.

A connectivity change may occur in the middle of a set of coherent changes; for example, the set of partitions used by the *DDS\_Publisher* or one of its connected *DDS\_Subscribers* may change, a late-joining *DDS\_DataReader* may appear on the network, or a communication failure may occur. In the event that such a change prevents an entity from receiving the entire set of coherent changes, that entity must behave as if it had received none of the set.

These calls can be nested. In that case, the coherent set terminates only with the last call to *DDS\_Publisher\_end\_coherent\_changes*.

The support for ‘coherent changes’ enables a publishing application to change the value of several data-instances that could belong to the same or different topics and have those changes be seen ‘atomically’ by the readers. This is useful in cases where the values are inter-related (for example, if there are two data-instances representing the ‘altitude’ and ‘velocity vector’ of the same aircraft and both are changed, it may be useful to communicate those values in a way the reader can see both together; otherwise, it may e.g., erroneously interpret that the aircraft is on a collision course).

## Return Code

When the operation returns:

- *DDS\_RETCODE\_OK* - a new coherent change has successfully been started.
- *DDS\_RETCODE\_ERROR* - an internal error has occurred.



- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.
- *DDS\_RETCODE\_BAD\_PARAMETER* - the parameter passed to the operation is NULL, or is not pointing to any valid object.
- *DDS\_RETCODE\_ALREADY\_DELETED* - the DDS\_Publisher has already been deleted.
- *DDS\_RETCODE\_PRECONDITION\_NOT\_MET* - the DDS\_Publisher is not able to handle coherent changes because its PresentationQos has not set *coherent\_access* to TRUE.

### 3.4.1.2 DDS\_Publisher\_copy\_from\_topic\_qos

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_Publisher_copy_from_topic_qos
        (DDS_Publisher _this,
         DDS_DataWriterQos *a_datawriter_qos,
         const DDS_TopicQos *a_topic_qos);
```

#### Description

This operation will copy policies in *a\_topic\_qos* to the corresponding policies in *a\_datawriter\_qos*.

#### Parameters

*in DDS\_Publisher \_this* - the DDS\_Publisher object on which the operation is operated.

*inout DDS\_DataWriterQos \*a\_datawriter\_qos* - the destination DDS\_DataWriterQos struct to which the QosPolicy settings should be copied.

*in const DDS\_TopicQos \*a\_topic\_qos* - the source DDS\_TopicQos struct, which should be copied.

#### Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are:  
*DDS\_RETCODE\_OK*, *DDS\_RETCODE\_ERROR*, *DDS\_RETCODE\_ILLEGAL\_OPERATION*, *DDS\_RETCODE\_ALREADY\_DELETED* or *DDS\_RETCODE\_OUT\_OF\_RESOURCES*.

## Detailed Description

This operation will copy the `QosPolicy` settings in `a_topic_qos` to the corresponding `QosPolicy` settings in `a_datawriter_qos` (replacing the values in `a_datawriter_qos`, if present). This will only apply to the common `QosPolicy` settings in each `<DDS_Entity>Qos`.

This is a “convenience” operation, useful in combination with the operations `DDS_Publisher_get_default_datawriter_qos` and `DDS_Topic_get_qos`. The operation `DDS_Publisher_copy_from_topic_qos` can be used to merge the `DDS_DataWriter` default `QosPolicy` settings with the corresponding ones on the `DDS_TopicQos`. The resulting `DDS_DataWriterQos` can then be used to create a new `DDS_DataWriter`, or set its `DDS_DataWriterQos`.

This operation does not check the resulting `a_datawriter_qos` for consistency. This is because the “merged” `a_datawriter_qos` may not be the final one, as the application can still modify some `QosPolicy` settings prior to applying the `DDS_DataWriterQos` to the `DDS_DataWriter`.

### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - the `QosPolicy` settings have successfully been copied from the `DDS_TopicQos` to the `DDS_DataWriterQos`.
- `DDS_RETCODE_ERROR` - an internal error has occurred.
- `DDS_RETCODE_ILLEGAL_OPERATION` - the operation is invoked on an inappropriate object.
- `DDS_RETCODE_ALREADY_DELETED` - the `DDS_Publisher` has already been deleted.
- `DDS_RETCODE_OUT_OF_RESOURCES` - the Data Distribution Service ran out of resources to complete this operation.

### 3.4.1.3 DDS\_Publisher\_create\_datawriter

#### Synopsis

```
#include <dds_dcps.h>
DDS_DataWriter
    DDS_Publisher_create_datawriter
        (DDS_Publisher _this,
         const DDS_Topic a_topic,
         const DDS_DataWriterQos *qos,
         const struct DDS_DataWriterListener *a_listener,
         const DDS_StatusMask mask);
```

## Description

This operation creates a `DDS_DataWriter` with the desired `DDS_DataWriterQos`, for the desired `DDS_Topic` and attaches the optionally specified `DDS_DataWriterListener` to it.

## Parameters

*in `DDS_Publisher _this`* - the `DDS_Publisher` object on which the operation is operated.

*in `const DDS_Topic a_topic`* - a pointer to the topic for which the `DDS_DataWriter` is created.

*in `const DDS_DataWriterQos *qos`* - the `DDS_DataWriterQos` for the new `DDS_DataWriter`. In case these settings are not self consistent, no `DDS_DataWriter` is created.

*in `const struct DDS_DataWriterListener *a_listener`* - a pointer to the `DDS_DataWriterListener` instance which will be attached to the new `DDS_DataWriter`. It is permitted to use `DDS_OBJECT_NIL` as the value of the listener: this behaves as a `DDS_DataWriterListener` whose operations perform no action.

*in `const DDS_StatusMask mask`* - a bit-mask in which each bit enables the invocation of the `DDS_DataWriterListener` for a certain status.

## Return Value

*`DDS_DataWriter`* - Return value is a pointer to the newly created `DDS_DataWriter`. In case of an error, the `DDS_OBJECT_NIL` pointer is returned.

## Detailed Description

This operation creates a `DDS_DataWriter` with the desired `DDS_DataWriterQos`, for the desired `DDS_Topic` and attaches the optionally specified `DDS_DataWriterListener` to it. The returned `DDS_DataWriter` is attached (and belongs) to the `DDS_Publisher` on which this operation is being called. To delete the `DDS_DataWriter` the operation `DDS_Publisher_delete_datawriter` or `DDS_Publisher_delete_contained_entities` must be used. If no write rights are defined for the specific topic then the creation of the `DataWriter` will fail.

### Application Data Type

The `DDS_DataWriter` returned by this operation is an object of a derived class, specific to the data type associated with the `DDS_Topic`. For each application-defined data type `<type>` there is a class

`<NameSpace>_<type>DataWriter` generated by calling the pre-processor. This data type specific class extends `DDS_DataWriter` and contains the operations to write data of data type `<type>`.

### QosPolicy

The possible application pattern to construct the `DDS_DataWriterQos` for the `DDS_DataWriter` is to:

- Retrieve the `QosPolicy` settings on the associated `DDS_Topic` by means of the `get_qos` operation on the `DDS_Topic`.
- Retrieve the default `DDS_DataWriterQos` by means of the `DDS_Publisher_get_default_datawriter_qos` operation on the `DDS_Publisher`
- Combine those two lists of `QosPolicy` settings and selectively modify `QosPolicy` settings as desired
- Use the resulting `DDS_DataWriterQos` to construct the `DDS_DataWriter`.
- In case the specified `QosPolicy` settings are not consistent, no `DDS_DataWriter` is created and the `DDS_OBJECT_NIL` pointer is returned.

### Default QoS

The constant `DDS_DATAWRITER_QOS_DEFAULT` can be used as parameter `qos` to create a `DDS_DataWriter` with the default `DDS_DataWriterQos` as set in the `DDS_Publisher`. The effect of using `DDS_DATAWRITER_QOS_DEFAULT` is the same as calling the operation `DDS_Publisher_get_default_datawriter_qos` and using the resulting `DDS_DataWriterQos` to create the `DDS_DataWriter`.

The special `DDS_DATAWRITER_QOS_USE_TOPIC_QOS` can be used to create a `DDS_DataWriter` with a combination of the default `DDS_DataWriterQos` and the `DDS_TopicQos`. The effect of using `DDS_DATAWRITER_QOS_USE_TOPIC_QOS` is the same as calling the operation `DDS_Publisher_get_default_datawriter_qos` and retrieving the `DDS_TopicQos` (by means of the operation `DDS_Topic_get_qos`) and then combining these two `QosPolicy` settings using the operation `DDS_Publisher_copy_from_topic_qos`, whereby any common policy that is set on the `DDS_TopicQos` “overrides” the corresponding policy on the default `DDS_DataWriterQos`. The resulting `DDS_DataWriterQos` is then applied to create the `DDS_DataWriter`.

### Communication Status

For each communication status, the `StatusChangedFlag` flag is initially set to `FALSE`. It becomes `TRUE` whenever that communication status changes. For each communication status activated in the `mask`, the associated

DDS\_DataWriterListener operation is invoked and the communication status is reset to FALSE, as the listener implicitly accesses the status which is passed as a parameter to that operation. The fact that the status is reset prior to calling the listener means that if the application calls the `get_<status_name>_status` from inside the listener it will see the status already reset.

The following statuses are applicable to the DDS\_DataWriterListener:

```
DDS_OFFERED_DEADLINE_MISSED_STATUS
DDS_OFFERED_INCOMPATIBLE_QOS_STATUS
DDS_LIVELINESS_LOST_STATUS
DDS_PUBLICATION_MATCHED_STATUS.
```

Status bits are declared as a constant and can be used by the application in an OR operation to create a tailored mask. The special constant `DDS_STATUS_MASK_NONE` can be used to indicate that the created entity should not respond to any of its available statuses. The DDS will therefore attempt to propagate these statuses to its factory. The special constant `STATUS_MASK_ANY_V1_2` can be used to select all statuses specified in the “Data Distribution Service for Real-time Systems Version 1.2” specification.

#### Status Propagation

In case a communication status is not activated in the mask of the DDS\_DataWriterListener, the DDS\_PublisherListener of the containing DDS\_Publisher is invoked (if attached and activated for the status that occurred). This allows the application to set a default behaviour in the DDS\_PublisherListener of the containing DDS\_Publisher and a DDS\_DataWriter specific behaviour when needed. In case the communication status is not activated in the mask of the DDS\_PublisherListener as well, the communication status will be propagated to the DDS\_DomainParticipantListener of the containing DDS\_DomainParticipant. In case the DDS\_DomainParticipantListener is also not attached or the communication status is not activated in its mask, the application is not notified of the change.

### 3.4.1.4 DDS\_Publisher\_delete\_contained\_entities

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_Publisher_delete_contained_entities
        (DDS_Publisher _this);
```

## Description

This operation deletes all the `DDS_DataWriter` objects that were created by means of one of the `DDS_Publisher_create_datawriter` operations on the `DDS_Publisher`.

## Parameters

in `DDS_Publisher _this` - the `DDS_Publisher` object on which the operation is operated.

## Return Value

`DDS_ReturnCode_t` - Possible return codes of the operation are:  
`DDS_RETCODE_OK`, `DDS_RETCODE_ERROR`, `DDS_RETCODE_ILLEGAL_OPERATION`, `DDS_RETCODE_ALREADY_DELETED`, `DDS_RETCODE_OUT_OF_RESOURCES` or `DDS_RETCODE_PRECONDITION_NOT_MET`.

## Detailed Description

This operation deletes all the `DDS_DataWriter` objects that were created by means of one of the `DDS_Publisher_create_datawriter` operations on the `DDS_Publisher`. In other words, it deletes all contained `DDS_DataWriter` objects.




---

**Note:** The operation will return `DDS_PRECONDITION_NOT_MET` if the any of the contained entities is in a state where it cannot be deleted. In such cases, the operation does not roll-back any entity deletions performed prior to the detection of the problem.

---

## Return Code

When the operation returns:

- `DDS_RETCODE_OK` - the contained `DDS_Entity` objects are deleted and the application may delete the `DDS_Publisher`.
- `DDS_RETCODE_ERROR` - an internal error has occurred.
- `DDS_RETCODE_ILLEGAL_OPERATION` - the operation is invoked on an inappropriate object.
- `DDS_RETCODE_ALREADY_DELETED` - the `DDS_Publisher` has already been deleted.
- `DDS_RETCODE_OUT_OF_RESOURCES` - the Data Distribution Service ran out of resources to complete this operation.
- `DDS_RETCODE_PRECONDITION_NOT_MET` - one or more of the contained entities are in a state where they cannot be deleted.

### 3.4.1.5 DDS\_Publisher\_delete\_datawriter

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_Publisher_delete_datawriter
        (DDS_Publisher _this,
         const DDS_DataWriter a_datawriter);
```

#### Description

This operation deletes a DDS\_DataWriter that belongs to the DDS\_Publisher.

#### Parameters

*in DDS\_Publisher \_this* - the DDS\_Publisher object on which the operation -is operated.

*in const DDS\_DataWriter a\_datawriter* - a pointer to the DDS\_DataWriter, which is to be deleted.

#### Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are:  
 DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION, DDS\_RETCODE\_BAD\_PARAMETER, DDS\_RETCODE\_ALREADY\_DELETED, DDS\_RETCODE\_OUT\_OF\_RESOURCES or DDS\_RETCODE\_PRECONDITION\_NOT\_MET.

#### Detailed Description

This operation deletes a DDS\_DataWriter that belongs to the DDS\_Publisher. When the operation is called on a different DDS\_Publisher, as used when the DDS\_DataWriter was created, the operation has no effect and returns DDS\_RETCODE\_PRECONDITION\_NOT\_MET. The deletion of the DDS\_DataWriter will automatically unregister all instances. Depending on the settings of DDS\_WriterDataLifecycleQosPolicy, the deletion of the DDS\_DataWriter may also dispose of all instances.

#### Return Code

When the operation returns:

- *DDS\_RETCODE\_OK* - the DDS\_DataWriter is deleted.
- *DDS\_RETCODE\_ERROR* - an internal error has occurred.
- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.

- *DDS\_RETCODE\_BAD\_PARAMETER* - the parameter *a\_datawriter* is not a valid *DDS\_DataWriter*.
- *DDS\_RETCODE\_ALREADY\_DELETED* - the *DDS\_Publisher* has already been deleted.
- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.
- *DDS\_RETCODE\_PRECONDITION\_NOT\_MET* - the operation is called on a different *DDS\_Publisher*, as used when the *DDS\_DataWriter* was created.

### 3.4.1.6 *DDS\_Publisher\_enable* (inherited)

This operation is inherited and therefore not described here. See the class *DDS\_Entity* for further explanation.

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_Publisher_enable
        (DDS_Publisher _this);
```

### 3.4.1.7 *DDS\_Publisher\_end\_coherent\_changes*

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_Publisher_end_coherent_changes
        (DDS_Publisher _this);
```

#### Description

This operation terminates the ‘coherent set’ initiated by the matching call to *DDS\_Publisher\_begin\_coherent\_changes*.

#### Parameters

*in DDS\_Publisher \_this* - the *DDS\_Publisher* object on which the operation is operated.

#### Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are:  
*DDS\_RETCODE\_OK*, *DDS\_RETCODE\_ERROR*, *DDS\_RETCODE\_ILLEGAL\_OPERATION*, *DDS\_RETCODE\_BAD\_PARAMETER*, *DDS\_RETCODE\_ALREADY\_DELETED* or *DDS\_RETCODE\_PRECONDITION\_NOT\_MET*.



## Detailed Description

This operation terminates the ‘coherent set’ initiated by the matching call to `DDS_Publisher_begin_coherent_changes`. If there is no matching call to `DDS_Publisher_begin_coherent_changes`, the operation will return the error `DDS_PRECONDITION_NOT_MET`.

### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - the coherent change has successfully been closed.
- `DDS_RETCODE_ERROR` - an internal error has occurred.
- `DDS_RETCODE_ILLEGAL_OPERATION` - the operation is invoked on an inappropriate object.
- `DDS_RETCODE_BAD_PARAMETER` - the parameter passed to the operation is `NULL`, or is not pointing to any valid object.
- `DDS_RETCODE_ALREADY_DELETED` - the `DDS_Publisher` has already been deleted.
- `DDS_RETCODE_PRECONDITION_NOT_MET` - there is no matching `DDS_Publisher_begin_coherent_changes` call that can be closed.

### 3.4.1.8 `DDS_Publisher_get_default_datawriter_qos`

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_Publisher_get_default_datawriter_qos
        (DDS_Publisher _this,
         DDS_DataWriterQos *qos);
```

#### Description

This operation gets the default `DDS_DataWriterQos` of the `DDS_Publisher`.

#### Parameters

*in* `DDS_Publisher _this` - the `DDS_Publisher` object on which the operation is operated.

*inout* `DDS_DataWriterQos *qos` - a pointer to the `DDS_DataWriterQos` struct (provided by the application) in which the default `DDS_DataWriterQos` for the `DDS_DataWriter` is written.

## Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are:  
 DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION, DDS\_RETCODE\_ALREADY\_DELETED or DDS\_RETCODE\_OUT\_OF\_RESOURCES.

## Detailed Description

This operation gets the default *DDS\_DataWriterQos* of the *DDS\_Publisher* (that is the struct with the *QosPolicy* settings) which is used for newly created *DDS\_DataWriter* objects, in case the constant *DDS\_DATAWRITER\_QOS\_DEFAULT* is used. The default *DDS\_DataWriterQos* is only used when the constant is supplied as parameter *qos* to specify the *DDS\_DataWriterQos* in the *DDS\_Publisher\_create\_datawriter* operation. The application must provide the *DDS\_DataWriterQos* struct in which the *QosPolicy* settings can be stored and pass the *qos* pointer to the operation. The operation writes the default *DDS\_DataWriterQos* to the struct pointed to by *qos*. Any settings in the struct are overwritten.

The values retrieved by this operation match the set of values specified on the last successful call to *DDS\_Publisher\_set\_default\_datawriter\_qos*, or, if the call was never made, the default values as specified for each *QosPolicy* setting as defined in Table 5 on page 59.

### Return Code

When the operation returns:

- *DDS\_RETCODE\_OK* - the default *DDS\_DataWriter QosPolicy* settings of this *DDS\_Publisher* have successfully been copied into the specified *DDS\_DataWriterQos* parameter.
- *DDS\_RETCODE\_ERROR* - an internal error has occurred.
- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.
- *DDS\_RETCODE\_ALREADY\_DELETED* - the *DDS\_Publisher* has already been deleted.
- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.

### 3.4.1.9 DDS\_Publisher\_get\_listener

#### Synopsis

```
#include <dds_dcps.h>
struct DDS_PublisherListener
```

```
DDS_Publisher_get_listener  
(DDS_Publisher _this);
```

### Description

This operation allows access to a DDS\_PublisherListener.

### Parameters

*in DDS\_Publisher \_this* - the DDS\_Publisher object on which the operation is operated.

### Return Value

*struct DDS\_PublisherListener* - a pointer to the DDS\_PublisherListener attached to the DDS\_Publisher.

### Detailed Description

This operation allows access to a DDS\_PublisherListener attached to the DDS\_Publisher. When no DDS\_PublisherListener was attached to the DDS\_Publisher, the DDS\_OBJECT\_NIL pointer is returned.

#### 3.4.1.10 DDS\_Publisher\_get\_participant

### Synopsis

```
#include <dds_dcps.h>  
  
DDS_DomainParticipant  
    DDS_Publisher_get_participant  
        (DDS_Publisher _this);
```

### Description

This operation returns the DDS\_DomainParticipant associated with the DDS\_Publisher or the DDS\_OBJECT\_NIL pointer.

### Parameters

*in DDS\_Publisher \_this* - the DDS\_Publisher object on which the operation is operated.

### Return Value

*DDS\_DomainParticipant* - a pointer to the DDS\_DomainParticipant associated with the DDS\_Publisher or the DDS\_OBJECT\_NIL pointer.

## Detailed Description

This operation returns the `DDS_DomainParticipant` associated with the `DDS_Publisher`. Note that there is exactly one `DDS_DomainParticipant` associated with each `DDS_Publisher`. When the `DDS_Publisher` was already deleted (there is no associated `DDS_DomainParticipant` any more), the `DDS_OBJECT_NIL` pointer is returned.

### 3.4.1.11 DDS\_Publisher\_get\_qos

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_Publisher_get_qos
        (DDS_Publisher _this,
         DDS_PublisherQos *qos);
```

#### Description

This operation allows access to the existing set of QoS policies for a `DDS_Publisher`.

#### Parameters

*in* `DDS_Publisher _this` - the `DDS_Publisher` object on which the operation is operated.

*inout* `DDS_PublisherQos *qos` - a pointer to the destination `DDS_PublisherQos` struct in which the `QosPolicy` settings will be copied.

#### Return Value

`DDS_ReturnCode_t` - Possible return codes of the operation are:  
`DDS_RETCODE_OK`, `DDS_RETCODE_ERROR`, `DDS_RETCODE_ILLEGAL_OPERATION`, `DDS_RETCODE_ALREADY_DELETED` or `DDS_RETCODE_OUT_OF_RESOURCES`.

## Detailed Description

This operation allows access to the existing set of QoS policies of a `DDS_Publisher` on which this operation is used. This `DDS_PublisherQos` is stored at the location pointed to by the `qos` parameter.

#### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - the existing set of QoS policy values applied to this `DDS_Publisher` has successfully been copied into the specified `DDS_PublisherQos` parameter.

- *DDS\_RETCODE\_ERROR* - an internal error has occurred.
- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.
- *DDS\_RETCODE\_ALREADY\_DELETED* - the *DDS\_Publisher* has already been deleted.
- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.

#### 3.4.1.12 *DDS\_Publisher\_get\_status\_changes* (inherited)

This operation is inherited and therefore not described here. See the class *DDS\_Entity* for further explanation.

##### Synopsis

```
#include <dds_dcps.h>
DDS_StatusMask
    DDS_Publisher_get_status_changes
        (DDS_Publisher _this);
```

#### 3.4.1.13 *DDS\_Publisher\_get\_statuscondition* (inherited)

This operation is inherited and therefore not described here. See the class *DDS\_Entity* for further explanation.

##### Synopsis

```
#include <dds_dcps.h>
DDS_StatusCondition
    DDS_Publisher_get_statuscondition
        (DDS_Publisher _this);
```

#### 3.4.1.14 *DDS\_Publisher\_lookup\_datawriter*

##### Synopsis

```
#include <dds_dcps.h>
DDS_DataWriter
    DDS_Publisher_lookup_datawriter
        (DDS_Publisher _this,
         const DDS_char *topic_name);
```

##### Description

This operation returns a previously created *DDS\_DataWriter* belonging to the *DDS\_Publisher* which is attached to a *DDS\_Topic* with the matching *topic\_name*.

**Parameters**

*in DDS\_Publisher \_this* - the DDS\_Publisher object on which the operation is operated.

*in const DDS\_char \*topic\_name* - the name of the DDS\_Topic, which is attached to the DDS\_DataWriter to look for.

**Return Value**

*DDS\_DataWriter* - Return value is a pointer to the DDS\_DataWriter found. When no such DDS\_DataWriter is found, the DDS\_OBJECT\_NIL pointer is returned.

**Detailed Description**

This operation returns a previously created DDS\_DataWriter belonging to the DDS\_Publisher which is attached to a DDS\_Topic with the matching topic\_name. When multiple DDS\_DataWriter objects (which satisfy the same condition) exist, this operation will return one of them. It is not specified which one.

**3.4.1.15 DDS\_Publisher\_resume\_publications****Synopsis**

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_Publisher_resume_publications
        (DDS_Publisher _this);
```

**Description**

This operation resumes a previously suspended publication.

**Parameters**

*in DDS\_Publisher \_this* - the DDS\_Publisher object on which the operation is operated.

**Return Value**

*DDS\_ReturnCode\_t* - Possible return codes of the operation are: DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION, DDS\_RETCODE\_ALREADY\_DELETED, DDS\_RETCODE\_OUT\_OF\_RESOURCES, DDS\_RETCODE\_NOT\_ENABLED or DDS\_RETCODE\_PRECONDITION\_NOT\_MET.

## Detailed Description

If the `DDS_Publisher` is suspended, this operation will resume the publication of all `DDS_DataWriter` objects contained by this `DDS_Publisher`. All data held in the history buffer of the `DDS_DataWriter`'s is actively published to the consumers. When the operation returns, all `DDS_DataWriter`'s have resumed the publication of suspended updates.

### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - the `DDS_Publisher` object has been resumed.
- `DDS_RETCODE_ERROR` - an internal error has occurred.
- `DDS_RETCODE_ILLEGAL_OPERATION` - the operation is invoked on an inappropriate object.
- `DDS_RETCODE_ALREADY_DELETED` - the `DDS_Publisher` has already been deleted.
- `DDS_RETCODE_OUT_OF_RESOURCES` - the Data Distribution Service ran out of resources to complete this operation.
- `DDS_RETCODE_NOT_ENABLED` - the `DDS_Publisher` is not enabled.
- `DDS_RETCODE_PRECONDITION_NOT_MET` - the `DDS_Publisher` is not suspended.

### 3.4.1.16 `DDS_Publisher_set_default_datawriter_qos`

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_Publisher_set_default_datawriter_qos
        (DDS_Publisher _this,
         const DDS_DataWriterQos *qos);
```

#### Description

This operation sets the default `DDS_DataWriterQos` of the `DDS_Publisher`.

#### Parameters

*in* `DDS_Publisher _this` - the `DDS_Publisher` object on which the operation is operated.

*in* `const DDS_DataWriterQos *qos` - the `DDS_DataWriterQos` struct, which contains the new default `DDS_DataWriterQos` for the newly created `DDS_DataWriters`.

## Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are:  
 DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION, DDS\_RETCODE\_BAD\_PARAMETER, DDS\_RETCODE\_UNSUPPORTED, DDS\_RETCODE\_ALREADY\_DELETED, DDS\_RETCODE\_OUT\_OF\_RESOURCES or DDS\_RETCODE\_INCONSISTENT\_POLICY.

## Detailed Description

This operation sets the default *DDS\_DataWriterQos* of the *DDS\_Publisher* (that is the struct with the *QosPolicy* settings) which is used for newly created *DDS\_DataWriter* objects, in case the constant *DDS\_DATAWRITER\_QOS\_DEFAULT* is used. The default *DDS\_DataWriterQos* is only used when the constant is supplied as parameter *qos* to specify the *DDS\_DataWriterQos* in the *DDS\_Publisher\_create\_datawriter* operation.

The *DDS\_Publisher\_set\_default\_datawriter\_qos* operation checks if the *DDS\_DataWriterQos* is self consistent. If it is not, the operation has no effect and returns *DDS\_RETCODE\_INCONSISTENT\_POLICY*.

The values set by this operation are returned by *DDS\_Publisher\_get\_default\_datawriter\_qos*.

## Return Code

When the operation returns:

- *DDS\_RETCODE\_OK* - the new default *DDS\_DataWriterQos* is set.
- *DDS\_RETCODE\_ERROR* - an internal error has occurred.
- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.
- *DDS\_RETCODE\_BAD\_PARAMETER* - the parameter *qos* is not a valid *DDS\_DataWriterQos*. It contains a *QosPolicy* setting with an invalid *DDS\_Duration\_t* value, an enum value that is outside its legal boundaries or a sequence that has inconsistent memory settings.
- *DDS\_RETCODE\_UNSUPPORTED* - one or more of the selected *QosPolicy* values are currently not supported by OpenSplice.
- *DDS\_RETCODE\_ALREADY\_DELETED* - the *DDS\_Publisher* has already been deleted.
- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.



- `DDS_RETCODE_INCONSISTENT_POLICY` - the parameter `qos` contains conflicting `QosPolicy` settings, e.g. a history depth that is higher than the specified resource limits.

### 3.4.1.17 DDS\_Publisher\_set\_listener

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_Publisher_set_listener
        (DDS_Publisher _this,
         const struct DDS_PublisherListener *a_listener,
         const DDS_StatusMask mask);
```

#### Description

This operation attaches a `DDS_PublisherListener` to the `DDS_Publisher`.

#### Parameters

*in* `DDS_Publisher _this` - the `DDS_Publisher` object on which the operation is operated.

*in* `const struct DDS_PublisherListener *a_listener` - a pointer to the `DDS_PublisherListener` instance, which will be attached to the `DDS_Publisher`.

*in* `const DDS_StatusMask mask` - a bit-mask in which each bit enables the invocation of the `DDS_PublisherListener` for a certain status.

#### Return Value

`DDS_ReturnCode_t` - Possible return codes of the operation are:  
`DDS_RETCODE_OK`, `DDS_RETCODE_ERROR`, `DDS_RETCODE_ILLEGAL_OPERATION`, `DDS_RETCODE_ALREADY_DELETED` or `DDS_RETCODE_OUT_OF_RESOURCES`.

#### Detailed Description

This operation attaches a `DDS_PublisherListener` to the `DDS_Publisher`. Only one `DDS_PublisherListener` can be attached to each `DDS_Publisher`. If a `DDS_PublisherListener` was already attached, the operation will replace it with the new one. When `a_listener` is the `DDS_OBJECT_NIL` pointer, it represents a listener that is treated as a NOOP<sup>1</sup> for all statuses activated in the bitmask.

---

1. Short for **No-Operation**, an instruction that performs nothing at all.

### Communication Status

For each communication status, the `StatusChangedFlag` flag is initially set to `FALSE`. It becomes `TRUE` whenever that communication status changes. For each communication status activated in the `mask`, the associated `DDS_PublisherListener` operation is invoked and the communication status is reset to `FALSE`, as the listener implicitly accesses the status which is passed as a parameter to that operation. The status is reset prior to calling the listener, so if the application calls the `get_<status_name>_status` from inside the listener it will see the status already reset. An exception to this rule is the `DDS_OBJECT_NIL` listener, which does not reset the communication statuses for which it is invoked.

The following statuses are applicable to the `DDS_PublisherListener`:

- `DDS_OFFERED_DEADLINE_MISSED_STATUS` *(propagated)*
- `DDS_OFFERED_INCOMPATIBLE_QOS_STATUS` *(propagated)*
- `DDS_LIVELINESS_LOST_STATUS` *(propagated)*
- `DDS_PUBLICATION_MATCHED_STATUS` *(propagated).*

Status bits are declared as a constant and can be used by the application in an OR operation to create a tailored mask. The special constant `DDS_STATUS_MASK_NONE` can be used to indicate that the created entity should not respond to any of its available statuses. The DDS will therefore attempt to propagate these statuses to its factory. The special constant `STATUS_MASK_ANY_V1_2` can be used to select all statuses specified in the “Data Distribution Service for Real-time Systems Version 1.2” specification.

### Status Propagation

The Data Distribution Service will trigger the most specific and relevant `Listener`. In other words, in case a communication status is also activated on the `DDS_DataWriterListener` of a contained `DDS_DataWriter`, the `DDS_DataWriterListener` on that contained `DDS_DataWriter` is invoked instead of the `DDS_PublisherListener`. This means that a status change on a contained `DDS_DataWriter` only invokes the `DDS_PublisherListener` if the contained `DDS_DataWriter` itself does not handle the trigger event generated by the status change.

In case a status is not activated in the mask of the `DDS_PublisherListener`, the `DDS_DomainParticipantListener` of the containing `DDS_DomainParticipant` is invoked (if attached and activated for the status that occurred). This allows the application to set a default behaviour in the `DDS_DomainParticipantListener` of the containing `DDS_DomainParticipant` and a `DDS_Publisher` specific behaviour when

needed. In case the `DDS_DomainParticipantListener` is also not attached or the communication status is not activated in its `mask`, the application is not notified of the change.

### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - the `DDS_PublisherListener` is attached.
- `DDS_RETCODE_ERROR` - an internal error has occurred.
- `DDS_RETCODE_ILLEGAL_OPERATION` - the operation is invoked on an inappropriate object.
- `DDS_RETCODE_ALREADY_DELETED` - the `DDS_Publisher` has already been deleted.
- `DDS_RETCODE_OUT_OF_RESOURCES` - the Data Distribution Service ran out of resources to complete this operation.

### 3.4.1.18 `DDS_Publisher_set_qos`

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_Publisher_set_qos
        (DDS_Publisher _this,
         const DDS_PublisherQos *qos);
```

#### Description

This operation replaces the existing set of `QosPolicy` settings for a `DDS_Publisher`.

#### Parameters

*in* `DDS_Publisher _this` - the `DDS_Publisher` object on which the operation is operated.

*in* `const DDS_PublisherQos *qos` - contains the new set of `QosPolicy` settings for the `DDS_Publisher`.

#### Return Value

`DDS_ReturnCode_t` - Possible return codes of the operation are:  
`DDS_RETCODE_OK`, `DDS_RETCODE_ERROR`, `DDS_RETCODE_ILLEGAL_OPERATION`, `DDS_RETCODE_BAD_PARAMETER`, `DDS_RETCODE_UNSUPPORTED`, `DDS_RETCODE_ALREADY_DELETED`, `DDS_RETCODE_OUT_OF_RESOURCES`, `DDS_RETCODE_IMMUTABLE_POLICY` or `DDS_RETCODE_PRECONDITION_NOT_MET`.

## Detailed Description

This operation replaces the existing set of `QoSPolicy` settings for a `DDS_Publisher`. The parameter `qos` contains the `QoSPolicy` settings which is checked for self-consistency and mutability. When the application tries to change a `QoSPolicy` setting for an enabled `DDS_Publisher`, which can only be set before the `DDS_Publisher` is enabled, the operation will fail and a `DDS_RETCODE_IMMUTABLE_POLICY` is returned. In other words, the application must provide the currently set `QoSPolicy` settings in case of the immutable `QoSPolicy` settings. Only the mutable `QoSPolicy` settings can be changed. When `qos` contains conflicting `QoSPolicy` settings (not self-consistent), the operation will fail and a `DDS_RETCODE_INCONSISTENT_POLICY` is returned.

The set of `QoSPolicy` settings specified by the `qos` parameter are applied on top of the existing QoS, replacing the values of any policies previously set (provided, the operation returned `DDS_RETCODE_OK`). If one or more of the partitions in the `QoS` structure have insufficient access rights configured then the `set_qos` function will fail with a `DDS_RETCODE_PRECONDITION_NOT_MET` error code.

### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - the new `DDS_PublisherQos` is set.
- `DDS_RETCODE_ERROR` - an internal error has occurred.
- `DDS_RETCODE_ILLEGAL_OPERATION` - the operation is invoked on an inappropriate object.
- `DDS_RETCODE_BAD_PARAMETER` - the parameter `qos` is not a valid `DDS_PublisherQos`. It contains a `QoSPolicy` setting with an enum value that is outside its legal boundaries or a sequence that has inconsistent memory settings.
- `DDS_RETCODE_UNSUPPORTED` - one or more of the selected `QoSPolicy` values are currently not supported by OpenSplice.
- `DDS_RETCODE_ALREADY_DELETED` - the `DDS_Publisher` has already been deleted.
- `DDS_RETCODE_OUT_OF_RESOURCES` - the Data Distribution Service ran out of resources to complete this operation.
- `DDS_RETCODE_IMMUTABLE_POLICY` - the parameter `qos` contains an immutable `QoSPolicy` setting with a different value than set during enabling of the `DDS_Publisher`.
- `DDS_RETCODE_PRECONDITION_NOT_MET` - returned when insufficient access rights exist for the partition(s) listed in the `QoS` structure.

### 3.4.1.19 DDS\_Publisher\_suspend\_publications

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_Publisher_suspend_publications
        (DDS_Publisher _this);
```

#### Description

This operation will suspend the dissemination of the publications by all contained *DataWriter* objects.

#### Parameters

in *DDS\_Publisher \_this* - the DDS\_Publisher object on which the operation is operated.

#### Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are:  
DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION, DDS\_RETCODE\_ALREADY\_DELETED, DDS\_RETCODE\_OUT\_OF\_RESOURCES or DDS\_RETCODE\_NOT\_ENABLED.

#### Detailed Description

This operation suspends the publication of all DDS\_DataWriter objects contained by this DDS\_Publisher. The data written, disposed or unregistered by a DDS\_DataWriter is stored in the history buffer of the DDS\_DataWriter and therefore, depending on its QoS settings, the following operations may block (see the operation descriptions for more information):

- DDS\_DataWriter\_dispose
- DDS\_DataWriter\_dispose\_w\_timestamp
- DDS\_DataWriter\_write
- DDS\_DataWriter\_write\_w\_timestamp
- DDS\_DataWriter\_writedispose
- DDS\_DataWriter\_writedispose\_w\_timestamp
- DDS\_DataWriter\_unregister\_instance
- DDS\_DataWriter\_unregister\_instance\_w\_timestamp

Subsequent calls to the `DDS_Publisher_suspend_publications` operation have no effect. When the `DDS_Publisher` is deleted before `DDS_Publisher_resume_publications` is called, all suspended updates are discarded.

#### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - the `DDS_Publisher` has been suspended.
- `DDS_RETCODE_ERROR` - an internal error has occurred.
- `DDS_RETCODE_ILLEGAL_OPERATION` - the operation is invoked on an inappropriate object.
- `DDS_RETCODE_ALREADY_DELETED` - the `DDS_Publisher` has already been deleted.
- `DDS_RETCODE_OUT_OF_RESOURCES` - the Data Distribution Service ran out of resources to complete this operation.
- `DDS_RETCODE_NOT_ENABLED` - the `DDS_Publisher` is not enabled.

### 3.4.1.20 `DDS_Publisher_wait_for_acknowledgments`

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_Publisher_wait_for_acknowledgments
        (DDS_Publisher _this,
         const DDS_Duration_t *max_wait);
```

**Note:** This operation is not yet implemented. It is scheduled for a future release.

#### Description

This operation blocks the calling thread until either all data written by the contained `DDS_DataWriters` is acknowledged by the matched `DDS_DataReaders`, or until the duration specified by `max_wait` parameter elapses, whichever happens first.

#### Parameters

- in* `DDS_Publisher _this` - the `DDS_Publisher` object on which the operation is operated.
- in* `const DDS_Duration_t *max_wait` - the maximum duration to block for the `DDS_Publisher_wait_for_acknowledgments`, after which the application thread is unblocked. The special constant `DDS_DURATION_INFINITE` can be used when the maximum waiting time does not need to be bounded.

## Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are:  
 DDS\_RETCODE\_UNSUPPORTED.

## Detailed Description

This operation is intended to be used only if one or more of the contained *DDS\_DataWriters* has its *DDS\_ReliabilityQosPolicyKind* set to *DDS\_RELIABLE\_RELIABILITY\_QOS*. Otherwise the operation will return immediately with *DDS\_RETCODE\_OK*.

It blocks the calling thread until either all data written by the contained reliable *DDS\_DataWriters* is acknowledged by all matched *DDS\_DataReader* entities that have their *DDS\_ReliabilityQosPolicyKind* set to *DDS\_RELIABLE\_RELIABILITY\_QOS*, or else the duration specified by the *max\_wait* parameter elapses, whichever happens first. A return value of *DDS\_RETCODE\_OK* indicates that all the samples written have been acknowledged by all reliable matched data readers; a return value of *DDS\_RETCODE\_TIMEOUT* indicates that *max\_wait* elapsed before all the data was acknowledged.

### Return Code

When the operation returns:

- *DDS\_RETCODE\_UNSUPPORTED* - the operation is not yet implemented. It is scheduled for a future release.

## 3.4.2 Publication Type Specific Classes

This paragraph describes the generic *DDS\_DataWriter* class and the derived application type specific *<NameSpace>\_<type>DataWriter* classes which together implement the application publication interface. For each application type, used as *DDS\_Topic* data type, the pre-processor generates a *<NameSpace>\_<type>DataWriter* class from an IDL type description. The *SPACE\_FooDataWriter* class that would be generated by the pre-processor for a fictional type *Foo* (defined in the module *SPACE*) describes the *<NameSpace>\_<type>DataWriter* classes.

### 3.4.2.1 Class *DDS\_DataWriter* (abstract)

*DDS\_DataWriter* allows the application to set the value of the sample to be published under a given *DDS\_Topic*.

A *DDS\_DataWriter* is attached to exactly one *DDS\_Publisher* which acts as a factory for it.

A `DDS_DataWriter` is bound to exactly one `DDS_Topic` and therefore to exactly one data type. The `DDS_Topic` must exist prior to the `DDS_DataWriter`'s creation.

`DDS_DataWriter` is an abstract class. It must be specialized for each particular application data type. For a fictional application data type `Foo` (defined in the module `SPACE`) the specialized class would be `SPACE_FooDataWriter`.

The interface description of this class is as follows:

```

/*
 * interface DDS_DataWriter
 */
/*
 * inherited from class DDS_Entity
 */
/* DDS_StatusCondition
 *   DDS_DataWriter_get_statuscondition
 *   (DDS_DataWriter _this);
 */
/* DDS_StatusMask
 *   DDS_DataWriter_get_status_changes
 *   (DDS_DataWriter _this);
 */
/* DDS_ReturnCode_t
 *   DDS_DataWriter_enable
 *   (DDS_DataWriter _this);
 */
/*
 * abstract operations
 * (implemented in the data type specific DDS_DataWriter)
 */
/* DDS_InstanceHandle_t
 *   DDS_DataWriter_register_instance
 *   (DDS_DataWriter _this);
 *   const <data> *instance_data);
 */
/* DDS_InstanceHandle_t
 *   DDS_DataWriter_register_instance_w_timestamp
 *   (DDS_DataWriter _this);
 *   const <data> *instance_data,
 *   const DDS_Time_t *source_timestamp);
 */
/* DDS_ReturnCode_t
 *   DDS_DataWriter_unregister_instance
 *   (DDS_DataWriter _this);
 *   const <data> *instance_data,
 *   const DDS_InstanceHandle_t handle);
 */
/* DDS_ReturnCode_t

```



```

*     DDS_DataWriter_unregister_instance_w_timestamp
*     (DDS_DataWriter _this);
*     const <data> *instance_data,
*     const DDS_InstanceHandle_t handle,
*     const DDS_Time_t *source_timestamp);
*/
/* DDS_ReturnCode_t
*     DDS_DataWriter_write
*     (DDS_DataWriter _this);
*     const <data> *instance_data,
*     const DDS_InstanceHandle_t handle);
*/
/* DDS_ReturnCode_t
*     DDS_DataWriter_write_w_timestamp
*     (DDS_DataWriter _this);
*     const <data> *instance_data,
*     const DDS_InstanceHandle_t handle,
*     const DDS_Time_t *source_timestamp);
*/
/* DDS_ReturnCode_t
*     DDS_DataWriter_dispose
*     (DDS_DataWriter _this);
*     const <data> *instance_data,
*     const DDS_InstanceHandle_t instance_handle);
*/
/* DDS_ReturnCode_t
*     DDS_DataWriter_dispose_w_timestamp
*     (DDS_DataWriter _this);
*     const <data> *instance_data,
*     const DDS_InstanceHandle_t instance_handle,
*     const DDS_Time_t *source_timestamp);
*/
/* DDS_ReturnCode_t
*     DDS_DataWriter_writedispose
*     (DDS_DataWriter _this,
*     const <data> *instance_data,
*     const DDS_InstanceHandle_t instance_handle);
*/
/* DDS_ReturnCode_t
*     DDS_DataWriter_writedispose_w_timestamp
*     (DDS_DataWriter _this,
*     const <data> *instance_data,
*     const DDS_InstanceHandle_t instance_handle,
*     const DDS_Time_t *source_timestamp);
*/
/* DDS_ReturnCode_t
*     DDS_DataWriter_get_key_value
*     (DDS_DataWriter _this);
*     <data> *key_holder,

```

```

*          const DDS_InstanceHandle_t handle);
*/
/* DDS_InstanceHandle_t
*   DDS_DataWriter_lookup_instance
*/   (DDS_DataWriter _this,
*       <data> *instance_data);
/*
/*
* implemented API operations
*/
    DDS_ReturnCode_t
        DDS_DataWriter_set_qos
            (DDS_DataWriter this,
             const DDS_DataWriterQos *qos);

    DDS_ReturnCode_t
        DDS_DataWriter_get_qos
            (DDS_DataWriter this,
             DDS_DataWriterQos *qos);

    DDS_ReturnCode_t
        DDS_DataWriter_set_listener
            (DDS_DataWriter this,
             const struct DDS_DataWriterListener *a_listener,
             const DDS_StatusMask mask);

    struct DDS_DataWriterListener
        struct DDS_DataWriter_get_listener
            (DDS_DataWriter this);

    DDS_Topic
        DDS_DataWriter_get_topic
            (DDS_DataWriter this);

    DDS_Publisher
        DDS_DataWriter_get_publisher
            (DDS_DataWriter this);

    DDS_ReturnCode_t
        DDS_DataWriter_wait_for_acknowledgments
            (DDS_DataWriter _this,
             const DDS_Duration_t *max_wait);

    DDS_ReturnCode_t
        DDS_DataWriter_get_liveliness_lost_status
            (DDS_DataWriter this,
             DDS_LivelinessLostStatus *status);

    DDS_ReturnCode_t
        DDS_DataWriter_get_offered_deadline_missed_status

```

```

        (DDS_DataWriter this,
         DDS_OfferedDeadlineMissedStatus *status);

DDS_ReturnCode_t
DDS_DataWriter_get_offered_incompatible_qos_status
(DDS_DataWriter this,
 DDS_OfferedIncompatibleQosStatus *status);

DDS_ReturnCode_t
DDS_DataWriter_get_publication_matched_status
(DDS_DataWriter this,
 DDS_PublicationMatchedStatus *status);

DDS_ReturnCode_t
DDS_DataWriter_assert_liveliness
(DDS_DataWriter this);

DDS_ReturnCode_t
DDS_DataWriter_get_matched_subscriptions
(DDS_DataWriter this,
 DDS_InstanceHandleSeq *subscription_handles);

DDS_ReturnCode_t
DDS_DataWriter_get_matched_subscription_data
(DDS_DataWriter this,
 DDS_SubscriptionBuiltinTopicData
 *subscription_data,
 const DDS_InstanceHandle_t subscription_handle
 );

```

The next paragraphs describe the usage of all `DDS_DataWriter` operations. The inherited operations are listed but not fully described because they are not implemented in this class. The full description of these operations is given in the classes from which they are inherited. The abstract operations are listed but not fully described because they are not implemented in this specific class. The full description of these operations is located in the subclasses, which contain the data type specific implementation of these operations.

### 3.4.2.2 DDS\_DataWriter\_assert\_liveliness

#### Synopsis

```

#include <dds_dcps.h>
DDS_ReturnCode_t
DDS_DataWriter_assert_liveliness
(DDS_DataWriter _this);

```

#### Description

This operation asserts the liveliness for the `DDS_DataWriter`.

## Parameters

*in DDS\_DataWriter\_this* - is the DDS\_DataWriter object on which the operation is operated.

## Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are:  
 DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION, DDS\_RETCODE\_ALREADY\_DELETED, DDS\_RETCODE\_OUT\_OF\_RESOURCES or DDS\_RETCODE\_NOT\_ENABLED.

## Detailed Description

This operation will manually assert the liveliness for the DDS\_DataWriter. This way, the Data Distribution Service is informed that the corresponding DDS\_DataWriter is still alive. This operation is used in combination with the DDS\_LivelinessQosPolicy set to DDS\_MANUAL\_BY\_PARTICIPANT\_LIVELINESS\_QOS or DDS\_MANUAL\_BY\_TOPIC\_LIVELINESS\_QOS. See Section 3.1.3.10, *DDS\_LivelinessQosPolicy*, on page 79, for more information on LivelinessQosPolicy.

Writing data via the DDS\_DataWriter\_write operation of a DDS\_DataWriter will assert the liveliness on the DDS\_DataWriter itself and its containing DDS\_DomainParticipant. Therefore, DDS\_DataWriter\_assert\_liveliness is only needed when data is **not** written regularly.

The liveliness should be asserted by the application, depending on the DDS\_LivelinessQosPolicy. Asserting the liveliness for this DDS\_DataWriter can also be achieved by asserting the liveliness to the DDS\_DomainParticipant.

### Return Code

When the operation returns:

- *DDS\_RETCODE\_OK* - the liveliness of this DDS\_DataWriter has successfully been asserted.
- *DDS\_RETCODE\_ERROR* - an internal error has occurred.
- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.
- *DDS\_RETCODE\_ALREADY\_DELETED* - the DDS\_DataWriter has already been deleted.
- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.
- *DDS\_RETCODE\_NOT\_ENABLED* - the DDS\_DataWriter is not enabled.

### 3.4.2.3 DDS\_DataWriter\_dispose (abstract)

This abstract operation is defined as a generic operation, which is implemented by the `<Namespace>_<type>DataWriter` class. Therefore, to use this operation, the data type specific implementation of this operation in its respective derived class must be used. For further explanation see the description for the fictional data type `Foo` (defined in the module `SPACE`) derived `SPACE_FooDataWriter` class.

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DataWriter_dispose
        (DDS_DataWriter _this,
         const <data> *instance_data,
         const DDS_InstanceHandle_t instance_handle);
```

### 3.4.2.4 DDS\_DataWriter\_dispose\_w\_timestamp (abstract)

This abstract operation is defined as a generic operation, which is implemented by the `<Namespace>_<type>DataWriter` class. Therefore, to use this operation, the data type specific implementation of this operation in its respective derived class must be used. For further explanation see the description for the fictional data type `Foo` (defined in the module `SPACE`) derived `SPACE_FooDataWriter` class.

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DataWriter_dispose_w_timestamp
        (DDS_DataWriter _this,
         const <data> *instance_data,
         const DDS_InstanceHandle_t instance_handle,
         const DDS_Time_t *source_timestamp);
```

### 3.4.2.5 DDS\_DataWriter\_enable (inherited)

This operation is inherited and therefore not described here. See the class `DDS_Entity` for further explanation.

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DataWriter_enable
        (DDS_DataWriter _this);
```

### 3.4.2.6 DDS\_DataWriter\_get\_key\_value (abstract)

This abstract operation is defined as a generic operation, which is implemented by the `<NameSpace>_<type>DataWriter` class. Therefore, to use this operation, the data type specific implementation of this operation in its respective derived class must be used. For further explanation see the description for the fictional data type `Foo` (defined in the module `SPACE`) derived `SPACE_FooDataWriter` class.

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DataWriter_get_key_value
        (DDS_DataWriter _this,
         <data> *key_holder,
         const DDS_InstanceHandle_t handle);
```

### 3.4.2.7 DDS\_DataWriter\_get\_listener

#### Synopsis

```
#include <dds_dcps.h>
struct DDS_DataWriterListener
    DDS_DataWriter_get_listener
        (DDS_DataWriter _this);
```

#### Description

This operation allows access to a `DDS_DataWriterListener`.

#### Parameters

*in* `DDS_DataWriter _this` - the `DDS_DataWriter` object on which the operation is operated.

#### Return Value

*struct* `DDS_DataWriterListener` - a pointer to the `DDS_DataWriterListener` attached to the `DDS_DataWriter`.

#### Detailed Description

This operation allows access to a `DDS_DataWriterListener` attached to the `DDS_DataWriter`. When no `DDS_DataWriterListener` was attached to the `DDS_DataWriter`, the `DDS_OBJECT_NIL` pointer is returned.

### 3.4.2.8 DDS\_DataWriter\_get\_liveliness\_lost\_status

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
```

```
DDS_DataWriter_get_liveliness_lost_status
(DDS_DataWriter _this,
 DDS_LivelinessLostStatus *status);
```

## Description

This operation obtains the `DDS_LivelinessLostStatus` struct of the `DDS_DataWriter`.

## Parameters

*in* `DDS_DataWriter _this` - the `DDS_DataWriter` object on which the operation is operated.

*inout* `DDS_LivelinessLostStatus *status` - the contents of the `DDS_LivelinessLostStatus` struct of the `DDS_DataWriter` will be copied into the location specified by `status`.

## Return Value

`DDS_ReturnCode_t` - Possible return codes of the operation are: `DDS_RETCODE_OK`, `DDS_RETCODE_ERROR`, `DDS_RETCODE_ILLEGAL_OPERATION`, `DDS_RETCODE_ALREADY_DELETED` or `DDS_RETCODE_OUT_OF_RESOURCES`.

## Detailed Description

This operation obtains the `DDS_LivelinessLostStatus` struct of the `DDS_DataWriter`. This struct contains the information whether the liveliness (that the `DDS_DataWriter` has committed through its `DDS_LivelinessQosPolicy`) was respected.

This means that the status represents whether the `DDS_DataWriter` failed to actively signal its liveliness within the offered liveliness period. If the liveliness is lost, the `DDS_DataReader` objects will consider the `DDS_DataWriter` as no longer “alive”.

The `DDS_LivelinessLostStatus` can also be monitored using a `DDS_DataWriterListener` or by using the associated `DDS_StatusCondition`.

## Return Code

When the operation returns:

- `DDS_RETCODE_OK` - the current `DDS_LivelinessLostStatus` of this `DDS_DataWriter` has successfully been copied into the specified `status` parameter.
- `DDS_RETCODE_ERROR` - an internal error has occurred.

- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.
- *DDS\_RETCODE\_ALREADY\_DELETED* - the *DDS\_DataWriter* has already been deleted.
- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.

### 3.4.2.9 DDS\_DataWriter\_get\_matched\_subscription\_data

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DataWriter_get_matched_subscription_data
        (DDS_DataWriter _this,
         DDS_SubscriptionBuiltinTopicData *subscription_data,
         const DDS_InstanceHandle_t subscription_handle);
```

**Note:** This operation is not yet implemented. It is scheduled for a future release.

### 3.4.2.10 DDS\_DataWriter\_get\_matched\_subscriptions

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DataWriter_get_matched_subscriptions
        (DDS_DataWriter _this,
         DDS_InstanceHandleSeq *subscription_handles);
```

**Note:** This operation is not yet implemented. It is scheduled for a future release.

### 3.4.2.11 DDS\_DataWriter\_get\_offered\_deadline\_missed\_status

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DataWriter_get_offered_deadline_missed_status
        (DDS_DataWriter _this,
         DDS_OfferedDeadlineMissedStatus *status);
```

#### Description

This operation obtains the *DDS\_OfferedDeadlineMissedStatus* struct of the *DDS\_DataWriter*.

#### Parameters

*in DDS\_DataWriter \_this* - the *DDS\_DataWriter* object on which the operation is operated.



*inout DDS\_OfferedDeadlineMissedStatus \*status* - the contents of the DDS\_OfferedDeadlineMissedStatus struct of the DDS\_DataWriter will be copied into the location specified by status.

### Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are: DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION, DDS\_RETCODE\_ALREADY\_DELETED or DDS\_RETCODE\_OUT\_OF\_RESOURCES.

### Detailed Description

This operation obtains the DDS\_OfferedDeadlineMissedStatus struct of the DDS\_DataWriter. This struct contains the information whether the deadline (that the DDS\_DataWriter has committed through its DDS\_DeadlineQosPolicy) was respected for each instance.

The DDS\_OfferedDeadlineMissedStatus can also be monitored using a DDS\_DataWriterListener or by using the associated DDS\_StatusCondition.

#### Return Code

When the operation returns:

- *DDS\_RETCODE\_OK* - the current DDS\_LivelinessLostStatus of this DDS\_DataWriter has successfully been copied into the specified status parameter.
- *DDS\_RETCODE\_ERROR* - an internal error has occurred.
- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.
- *DDS\_RETCODE\_ALREADY\_DELETED* - the DDS\_DataWriter has already been deleted.
- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.

### 3.4.2.12 DDS\_DataWriter\_get\_offered\_incompatible\_qos\_status

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DataWriter_get_offered_incompatible_qos_status
        (DDS_DataWriter _this,
         DDS_OfferedIncompatibleQosStatus *status);
```

## Description

This operation obtains the `DDS_OfferedIncompatibleQosStatus` struct of the `DDS_DataWriter`.

## Parameters

*in* `DDS_DataWriter _this` - the `DDS_DataWriter` object on which the operation is operated.

*inout* `DDS_OfferedIncompatibleQosStatus *status` - the contents of the `DDS_OfferedIncompatibleQosStatus` struct of the `DDS_DataWriter` will be copied into the location specified by `status`.

## Return Value

`DDS_ReturnCode_t` - Possible return codes of the operation are: `DDS_RETCODE_OK`, `DDS_RETCODE_ERROR`, `DDS_RETCODE_ILLEGAL_OPERATION`, `DDS_RETCODE_ALREADY_DELETED` or `DDS_RETCODE_OUT_OF_RESOURCES`.

## Detailed Description

This operation obtains the `DDS_OfferedIncompatibleQosStatus` struct of the `DDS_DataWriter`. This struct contains the information whether a `QosPolicy` setting was incompatible with the requested `QosPolicy` setting.

This means that the status represents whether a `DDS_DataReader` object has been discovered by the `DDS_DataWriter` with the same `DDS_Topic` and a requested `DDS_DataReaderQos` that was incompatible with the one offered by the `DDS_DataWriter`.

The `DDS_OfferedIncompatibleQosStatus` can also be monitored using a `DDS_DataWriterListener` or by using the associated `DDS_StatusCondition`.

### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - the current `DDS_OfferedIncompatibleQosStatus` of this `DDS_DataWriter` has successfully been copied into the specified `status` parameter.
- `DDS_RETCODE_ERROR` - an internal error has occurred.
- `DDS_RETCODE_ILLEGAL_OPERATION` - the operation is invoked on an inappropriate object.
- `DDS_RETCODE_ALREADY_DELETED` - the `DDS_DataWriter` has already been deleted.

- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.

### 3.4.2.13 DDS\_DataWriter\_get\_publication\_matched\_status

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DataWriter_get_publication_matched_status
        (DDS_DataWriter _this,
         DDS_PublicationMatchedStatus *status);
```

**Note:** This operation is not yet implemented. It is scheduled for a future release.

### 3.4.2.14 DDS\_DataWriter\_get\_publisher

#### Synopsis

```
#include <dds_dcps.h>
DDS_Publisher
    DDS_DataWriter_get_publisher
        (DDS_DataWriter _this);
```

#### Description

This operation returns the *DDS\_Publisher* to which the *DDS\_DataWriter* belongs.

#### Parameters

*in DDS\_DataWriter \_this* - the *DDS\_DataWriter* object on which the operation is operated.

#### Return Value

*DDS\_Publisher* - a pointer to the *DDS\_Publisher* to which the *DDS\_DataWriter* belongs.

#### Detailed Description

This operation returns the *DDS\_Publisher* to which the *DDS\_DataWriter* belongs, thus the *DDS\_Publisher* that has created the *DDS\_DataWriter*. If the *DDS\_DataWriter* is already deleted, the *DDS\_OBJECT\_NIL* pointer is returned.

### 3.4.2.15 DDS\_DataWriter\_get\_qos

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DataWriter_get_qos
```

```
(DDS_DataWriter _this,
 DDS_DataWriterQos *qos);
```

## Description

This operation allows access to the existing list of QoSPolicy settings for a DDS\_DataWriter.

## Parameters

*in* DDS\_DataWriter \_this - the DDS\_DataWriter object on which the operation is operated.

*inout* DDS\_DataWriterQos \*qos - a pointer to the destination DDS\_DataWriterQos struct in which the QoSPolicy settings will be copied.

## Return Value

DDS\_ReturnCode\_t - Possible return codes of the operation are: DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION, DDS\_RETCODE\_ALREADY\_DELETED or DDS\_RETCODE\_OUT\_OF\_RESOURCES.

## Detailed Description

This operation allows access to the existing list of QoSPolicy settings of a DDS\_DataWriter on which this operation is used. This DDS\_DataWriterQos is stored at the location pointed to by the qos parameter.

### Return Code

When the operation returns:

- *DDS\_RETCODE\_OK* - the existing set of QoS policy values applied to this DDS\_DataWriter has successfully been copied into the specified DDS\_DataWriterQos parameter.
- *DDS\_RETCODE\_ERROR* - an internal error has occurred.
- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.
- *DDS\_RETCODE\_ALREADY\_DELETED* - the DDS\_DataWriter has already been deleted.
- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.

### 3.4.2.16 DDS\_DataWriter\_get\_status\_changes (inherited)

This operation is inherited and therefore not described here. See the class DDS\_Entity for further explanation.

**Synopsis**

```
#include <dds_dcps.h>
DDS_StatusMask
    DDS_DataWriter_get_status_changes
        (DDS_DataWriter _this);
```

**3.4.2.17 DDS\_DataWriter\_get\_statuscondition (inherited)**

This operation is inherited and therefore not described here. See the class `DDS_Entity` for further explanation.

**Synopsis**

```
#include <dds_dcps.h>
DDS_StatusCondition
    DDS_DataWriter_get_statuscondition
        (DDS_DataWriter _this);
```

**3.4.2.18 DDS\_DataWriter\_get\_topic****Synopsis**

```
#include <dds_dcps.h>
DDS_Topic
    DDS_DataWriter_get_topic
        (DDS_DataWriter _this);
```

**Description**

This operation returns the `DDS_Topic` which is associated with the `DDS_DataWriter`.

**Parameters**

*in DDS\_DataWriter \_this* - the `DDS_DataWriter` object on which the operation is operated.

**Return Value**

*DDS\_Topic* - Return value is a pointer to the `DDS_Topic` which is associated with the `DDS_DataWriter`.

**Detailed Description**

This operation returns the `DDS_Topic` which is associated with the `DDS_DataWriter`, thus the `DDS_Topic` with which the `DDS_DataWriter` is created. If the `DDS_DataWriter` is already deleted, the `DDS_OBJECT_NIL` pointer is returned.

### 3.4.2.19 DDS\_DataWriter\_lookup\_instance (abstract)

This abstract operation is defined as a generic operation, which is implemented by the `<NameSpace>_<type>DataWriter` class. Therefore, to use this operation, the data type specific implementation of this operation in its respective derived class must be used. For further explanation see the description for the fictional data type `Foo` (defined in the module `SPACE`) derived `SPACE_FooDataWriter` class.

#### Synopsis

```
#include <dds_dcps.h>
DDS_InstanceHandle_t
    DDS_DataWriter_lookup_instance
        (DDS_DataWriter _this,
         <data> *instance_data);
```

### 3.4.2.20 DDS\_DataWriter\_register\_instance (abstract)

This abstract operation is defined as a generic operation, which is implemented by the `<NameSpace>_<type>DataWriter` class. Therefore, to use this operation, the data type specific implementation of this operation in its respective derived class must be used. For further explanation see the description for the fictional data type `Foo` (defined in the module `SPACE`) derived `SPACE_FooDataWriter` class.

#### Synopsis

```
#include <dds_dcps.h>
const DDS_InstanceHandle_t
    DDS_DataWriter_register_instance
        (DDS_DataWriter _this,
         const <data> *instance_data);
```

### 3.4.2.21 DDS\_DataWriter\_register\_instance\_w\_timestamp (abstract)

This abstract operation is defined as a generic operation, which is implemented by the `<NameSpace>_<type>DataWriter` class. Therefore, to use this operation, the data type specific implementation of this operation in its respective derived class must be used. For further explanation see the description for the fictional data type `Foo` (defined in the module `SPACE`) derived `SPACE_FooDataWriter` class.

#### Synopsis

```
#include <dds_dcps.h>
const DDS_InstanceHandle_t
    DDS_DataWriter_register_instance_w_timestamp
        (DDS_DataWriter _this,
         const <data> *instance_data,
         const DDS_Time_t *source_timestamp);
```

### 3.4.2.22 DDS\_DataWriter\_set\_listener

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DataWriter_set_listener
        (DDS_DataWriter _this,
         const struct DDS_DataWriterListener *a_listener,
         const DDS_StatusMask mask);
```

#### Description

This operation attaches a DDS\_DataWriterListener to the DDS\_DataWriter.

#### Parameters

*in DDS\_DataWriter \_this* - the DDS\_DataWriter object on which the operation is operated.

*in const struct DDS\_DataWriterListener \*a\_listener* - a pointer to the DDS\_DataWriterListener instance, which will be attached to the DDS\_DataWriter.

*in const DDS\_StatusMask mask* - a bit-mask in which each bit enables the invocation of the DDS\_DataWriterListener for a certain status.

#### Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are:  
 DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION, DDS\_RETCODE\_ALREADY\_DELETED or DDS\_RETCODE\_OUT\_OF\_RESOURCES.

#### Detailed Description

This operation attaches a DDS\_DataWriterListener to the DDS\_DataWriter. Only one DDS\_DataWriterListener can be attached to each DDS\_DataWriter. If a DDS\_DataWriterListener was already attached, the operation will replace it with the new one. When *a\_listener* is the DDS\_OBJECT\_NIL pointer, it represents a listener that is treated as a NOOP<sup>1</sup> for all statuses activated in the bitmask.

#### Communication Status

For each communication status, the StatusChangedFlag flag is initially set to FALSE. It becomes TRUE whenever that communication status changes. For each communication status activated in the *mask*, the associated

---

1. Short for **No-Operation**, an instruction that performs nothing at all.

DDS\_DataWriterListener operation is invoked and the communication status is reset to FALSE, as the listener implicitly accesses the status which is passed as a parameter to that operation. The status is reset prior to calling the listener, so if the application calls the `get_<status_name>_status` from inside the listener it will see the status already reset. An exception to this rule is the DDS\_OBJECT\_NIL listener, which does not reset the communication statuses for which it is invoked.

The following statuses are applicable to the DDS\_DataWriterListener:

- DDS\_OFFERED\_DEADLINE\_MISSED\_STATUS
- DDS\_OFFERED\_INCOMPATIBLE\_QOS\_STATUS
- DDS\_LIVELINESS\_LOST\_STATUS
- DDS\_PUBLICATION\_MATCHED\_STATUS.

Status bits are declared as a constant and can be used by the application in an OR operation to create a tailored mask. The special constant DDS\_STATUS\_MASK\_NONE can be used to indicate that the created entity should not respond to any of its available statuses. The DDS will therefore attempt to propagate these statuses to its factory. The special constant STATUS\_MASK\_ANY\_V1\_2 can be used to select all statuses specified in the “Data Distribution Service for Real-time Systems Version 1.2” specification.

#### Status Propagation

In case a communication status is not activated in the mask of the DDS\_DataWriterListener, the DDS\_PublisherListener of the containing DDS\_Publisher is invoked (if attached and activated for the status that occurred). This allows the application to set a default behaviour in the DDS\_PublisherListener of the containing DDS\_Publisher and a DDS\_DataWriter specific behaviour when needed. In case the communication status is not activated in the mask of the DDS\_PublisherListener as well, the communication status will be propagated to the DDS\_DomainParticipantListener of the containing DDS\_DomainParticipant. In case the DDS\_DomainParticipantListener is also not attached or the communication status is not activated in its mask, the application is not notified of the change.

#### Return Code

When the operation returns:

- *DDS\_RETCODE\_OK* - the DDS\_DataWriterListener is attached.
- *DDS\_RETCODE\_ERROR* - an internal error has occurred.
- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.



- *DDS\_RETCODE\_ALREADY\_DELETED* - the *DDS\_DataWriter* has already been deleted.
- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.

### 3.4.2.23 *DDS\_DataWriter\_set\_qos*

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DataWriter_set_qos
        (DDS_DataWriter _this,
         const DDS_DataWriterQos *qos);
```

#### Description

This operation replaces the existing set of *QosPolicy* settings for a *DDS\_DataWriter*.

#### Parameters

*in DDS\_DataWriter \_this* - the *DDS\_DataWriter* object on which the operation is operated.

*in const DDS\_DataWriterQos \*qos* - contain the new set of *QosPolicy* settings for the *DDS\_DataWriter*.

#### Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are:  
*DDS\_RETCODE\_OK*, *DDS\_RETCODE\_ERROR*, *DDS\_RETCODE\_ILLEGAL\_OPERATION*, *DDS\_RETCODE\_BAD\_PARAMETER*, *DDS\_RETCODE\_UNSUPPORTED*, *DDS\_RETCODE\_ALREADY\_DELETED*, *DDS\_RETCODE\_OUT\_OF\_RESOURCES*, *DDS\_RETCODE\_IMMUTABLE\_POLICY* or *DDS\_RETCODE\_INCONSISTENT\_POLICY*.

#### Detailed Description

This operation replaces the existing set of *QosPolicy* settings for a *DDS\_DataWriter*. The parameter *qos* contains the struct with the *QosPolicy* settings which is checked for self-consistency and mutability. When the application tries to change a *QosPolicy* setting for an enabled *DDS\_DataWriter*, which can only be set before the *DDS\_DataWriter* is enabled, the operation will fail and a *DDS\_RETCODE\_IMMUTABLE\_POLICY* is returned. In other words, the application must provide the presently set *QosPolicy* settings in case of the immutable

QoSPolicy settings. Only the mutable QoSPolicy settings can be changed. When qos contains conflicting QoSPolicy settings (not self-consistent), the operation will fail and a DDS\_RETCODE\_INCONSISTENT\_POLICY is returned.

The set of QoSPolicy settings specified by the qos parameter are applied on top of the existing QoS, replacing the values of any policies previously set (provided, the operation returned DDS\_RETCODE\_OK).

### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - the new default `DDS_DataWriterQos` is set.
- `DDS_RETCODE_ERROR` - an internal error has occurred.
- `DDS_RETCODE_ILLEGAL_OPERATION` - the operation is invoked on an inappropriate object.
- `DDS_RETCODE_BAD_PARAMETER` - the parameter `qos` is not a valid `DDS_DataWriterQos`. It contains a `QoSPolicy` setting with an invalid `DDS_Duration_t` value, an enum value that is outside its legal boundaries or a sequence that has inconsistent memory settings.
- `DDS_RETCODE_UNSUPPORTED` - one or more of the selected `QoSPolicy` values are currently not supported by OpenSplice.
- `DDS_RETCODE_ALREADY_DELETED` - the `DDS_DataWriter` has already been deleted.
- `DDS_RETCODE_OUT_OF_RESOURCES` - the Data Distribution Service ran out of resources to complete this operation.
- `DDS_RETCODE_IMMUTABLE_POLICY` - the parameter `qos` contains an immutable `QoSPolicy` setting with a different value than set during enabling of the `DDS_DataWriter`.
- `DDS_RETCODE_INCONSISTENT_POLICY` - the parameter `qos` contains conflicting `QoSPolicy` settings, e.g. a history depth that is higher than the specified resource limits.

#### 3.4.2.24 DDS\_DataWriter\_unregister\_instance (abstract)

This abstract operation is defined as a generic operation, which is implemented by the `<NameSpace>_<type>DataWriter` class. Therefore, to use this operation, the data type specific implementation of this operation in its respective derived class must be used. For further explanation see the description for the fictional data type `Foo` (defined in the module `SPACE`) derived `SPACE_FooDataWriter` class.

### Synopsis

```
#include <dds_dcps.h>
```

```

DDS_ReturnCode_t
    DDS_DataWriter_unregister_instance
        (DDS_DataWriter _this,
         const <data> *instance_data,
         const DDS_InstanceHandle_t handle);

```

### 3.4.2.25 DDS\_DataWriter\_unregister\_instance\_w\_timestamp (abstract)

This abstract operation is defined as a generic operation, which is implemented by the `<NameSpace>_<type>DataWriter` class. Therefore, to use this operation, the data type specific implementation of this operation in its respective derived class must be used. For further explanation see the description for the fictional data type `Foo` (defined in the module `SPACE`) derived `SPACE_FooDataWriter` class.

#### Synopsis

```

#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DataWriter_unregister_instance_w_timestamp
        (DDS_DataWriter _this,
         const <data> *instance_data,
         const DDS_InstanceHandle_t handle,
         const DDS_Time_t *source_timestamp);

```

### 3.4.2.26 DDS\_DataWriter\_wait\_for\_acknowledgments

#### Synopsis

```

#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DataWriter_wait_for_acknowledgments
        (DDS_DataWriter _this,
         const DDS_Duration_t *max_wait);

```

**Note:** This operation is not yet implemented. It is scheduled for a future release.

#### Description

This operation blocks the calling thread until either all data written by the `DDS_DataWriter` is acknowledged by the matched `DDS_DataReaders`, or until the duration specified by `max_wait` parameter elapses, whichever happens first.

#### Parameters

*in* `DDS_DataWriter _this` - the `DDS_DataWriter` object on which the operation is operated.

*in const DDS\_Duration\_t \*max\_wait* - the maximum duration to block for the `DDS_DataWriter_wait_for_acknowledgments`, after which the application thread is unblocked. The special constant `DDS_DURATION_INFINITE` can be used when the maximum waiting time does not need to be bounded.

### Return Value

`DDS_ReturnCode_t` - Possible return codes of the operation are:  
`DDS_RETCODE_UNSUPPORTED`.

### Detailed Description

This operation is intended to be used only if the `DataWriter` has its `DDS_ReliabilityQosPolicyKind` set to `DDS_RELIABLE_RELIABILITY_QOS`. Otherwise the operation will return immediately with `DDS_RETCODE_OK`.

It blocks the calling thread until either all data written by the `DDS_DataWriter` is acknowledged by all matched `DDS_DataReader` entities that have their `DDS_ReliabilityQosPolicyKind` set to `DDS_RELIABLE_RELIABILITY_QOS`, or else the duration specified by the `max_wait` parameter elapses, whichever happens first. A return value of `DDS_RETCODE_OK` indicates that all the samples written have been acknowledged by all reliable matched data readers; a return value of `DDS_RETCODE_TIMEOUT` indicates that `max_wait` elapsed before all the data was acknowledged.

#### Return Code

When the operation returns:

- `DDS_RETCODE_UNSUPPORTED` - the operation is not yet implemented. It is scheduled for a future release.

#### 3.4.2.27 DDS\_DataWriter\_write (abstract)

This abstract operation is defined as a generic operation, which is implemented by the `<NameSpace>_<type>DataWriter` class. Therefore, to use this operation, the data type specific implementation of this operation in its respective derived class must be used. For further explanation see the description for the fictional data type `Foo` (defined in the module `SPACE`) derived `SPACE_FooDataWriter` class.

### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DataWriter_write
        (DDS_DataWriter _this,
         const <data> *instance_data,
         const DDS_InstanceHandle_t handle);
```

### 3.4.2.28 DDS\_DataWriter\_write\_w\_timestamp (abstract)

This abstract operation is defined as a generic operation, which is implemented by the `<Namespace>_<type>DataWriter` class. Therefore, to use this operation, the data type specific implementation of this operation in its respective derived class must be used. For further explanation see the description for the fictional data type `Foo` (defined in the module `SPACE`) derived `SPACE_FooDataWriter` class.

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DataWriter_write_w_timestamp
        (DDS_DataWriter _this,
         const <data> *instance_data,
         const DDS_InstanceHandle_t handle,
         const DDS_Time_t *source_timestamp);
```

### 3.4.2.29 DDS\_DataWriter\_writedispose (abstract)

This abstract operation is defined as a generic operation, which is implemented by the `<Namespace>_<type>DataWriter` class. Therefore, to use this operation, the data type specific implementation of this operation in its respective derived class must be used. For further explanation see the description for the fictional data type `Foo` (defined in the module `SPACE`) derived `SPACE_FooDataWriter` class.

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DataWriter_writedispose
        (DDS_DataWriter _this,
         const <data> *instance_data,
         const DDS_InstanceHandle_t instance_handle);
```

### 3.4.2.30 DDS\_DataWriter\_writedispose\_w\_timestamp (abstract)

This abstract operation is defined as a generic operation, which is implemented by the `<Namespace>_<type>DataWriter` class. Therefore, to use this operation, the data type specific implementation of this operation in its respective derived class must be used. For further explanation see the description for the fictional data type `Foo` (defined in the module `SPACE`) derived `SPACE_FooDataWriter` class.

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DataWriter_writedispose_w_timestamp
        (DDS_DataWriter _this,
         const <data> *instance_data,
```

```
const DDS_InstanceHandle_t instance_handle,
const DDS_Time_t *source_timestamp);
```

### 3.4.2.31 Class SPACE\_FooDataWriter

The pre-processor generates from IDL type descriptions the application `<NameSpace>_<type>DataWriter` classes. For each application data type that is used as `DDS_Topic` data type, a typed class `<NameSpace>_<type>DataWriter` is derived from the `DDS_DataWriter` class. In this paragraph, the class `SPACE_FooDataWriter` describes the operations of these derived `<NameSpace>_<type>DataWriter` classes as an example for the fictional application type `Foo` (defined in the module `SPACE`).

For instance, for an application, the definitions are located in the `Space.idl` file. The pre-processor will generate a `Space.h` include file.

A `SPACE_FooDataWriter` is attached to exactly one `DDS_Publisher` which acts as a factory for it. The `SPACE_FooDataWriter` is bound to exactly one `DDS_Topic` that has been registered to use a data type `Foo` (defined in the module `SPACE`). The `DDS_Topic` must exist prior to the `SPACE_FooDataWriter` creation.

The interface description of this class is as follows:

```
/*
 * interface SPACE_FooDataWriter
 */
/*
 * inherited from class DDS_Entity
 */
/* DDS_StatusCondition
 *   SPACE_FooDataWriter_get_statuscondition
 *   (SPACE_FooDataWriter _this);
 */
/* DDS_StatusMask
 *   SPACE_FooDataWriter_get_status_changes
 *   (SPACE_FooDataWriter _this);
 */
/* DDS_ReturnCode_t
 *   SPACE_FooDataWriter_enable
 *   (SPACE_FooDataWriter _this);
 */
/*
 * inherited from class DDS_DataWriter
 */
/* DDS_ReturnCode_t
 *   SPACE_FooDataWriter_set_qos
 *   (SPACE_FooDataWriter _this,
 *    const DDS_DataWriterQos *qos);
 */
```

```

/* DDS_ReturnCode_t
 *   SPACE_FooDataWriter_get_qos
 *   (SPACE_FooDataWriter _this,
 *    SPACE_FooDataWriterQos *qos);
 */

/* DDS_ReturnCode_t
 *   SPACE_FooDataWriter_set_listener
 *   (SPACE_FooDataWriter _this,
 *    const struct DDS_DataWriterListener *a_listener,
 *    const DDS_StatusMask mask);
 */

/* struct SPACE_FooDataWriterListener
 *   SPACE_FooDataWriter_get_listener
 *   (SPACE_FooDataWriter _this);
 */

/* DDS_Topic
 *   SPACE_FooDataWriter_get_topic
 *   (SPACE_FooDataWriter _this);
 */

/* DDS_Publisher
 *   SPACE_FooDataWriter_get_publisher
 *   (SPACE_FooDataWriter _this);
 */

/* DDS_ReturnCode_t
 *   SPACE_FooDataWriter_wait_for_acknowledgments
 *   (DDS_DataWriter _this,
 *    const DDS_Duration_t *max_wait);
 */

/* DDS_ReturnCode_t
 *   SPACE_FooDataWriter_get_liveliness_lost_status
 *   (SPACE_FooDataWriter _this,
 *    DDS_LivelinessLostStatus *status);
 */

/* DDS_ReturnCode_t
 *   SPACE_FooDataWriter_get_offered_deadline_missed_status
 *   (SPACE_FooDataWriter _this,
 *    DDS_OfferedDeadlineMissedStatus *status);
 */

/* DDS_ReturnCode_t
 *   SPACE_FooDataWriter_get_offered_incompatible_qos_status
 *   (SPACE_FooDataWriter _this,
 *    DDS_OfferedIncompatibleQosStatus *status);

```

```

*/

/* DDS_ReturnCode_t
 *   SPACE_FooDataWriter_get_publication_matched_status
 *   (SPACE_FooDataWriter _this,
 *    DDS_PublicationMatchedStatus *status);
 */

/* DDS_ReturnCode_t
 *   SPACE_FooDataWriter_assert_liveliness
 *   (SPACE_FooDataWriter _this);
 */

/* DDS_ReturnCode_t
 *   SPACE_FooDataWriter_get_matched_subscriptions
 *   (SPACE_FooDataWriter _this,
 *    DDS_InstanceHandleSeq *subscription_handles);
 */

/* DDS_ReturnCode_t
 *   SPACE_FooDataWriter_get_matched_subscription_data
 *   (SPACE_FooDataWriter _this,
 *    DDS_SubscriptionBuiltinTopicData *subscription_data,
 *    const DDS_InstanceHandle_t subscription_handle);
 */
/*
 * implemented API operations
 */
    DDS_InstanceHandle_t
        SPACE_FooDataWriter_register_instance
        (SPACE_FooDataWriter _this,
         const Foo *instance_data);
    DDS_InstanceHandle_t
        SPACE_FooDataWriter_register_instance_w_timestamp
        (SPACE_FooDataWriter _this,
         const Foo *instance_data,
         const DDS_Time_t *source_timestamp);
    DDS_ReturnCode_t
        SPACE_FooDataWriter_unregister_instance
        (SPACE_FooDataWriter _this,
         const Foo *instance_data,
         const DDS_InstanceHandle_t handle);
    DDS_ReturnCode_t
        SPACE_FooDataWriter_unregister_instance_w_timestamp
        (SPACE_FooDataWriter _this,
         const Foo *instance_data,
         const DDS_InstanceHandle_t handle,
         const DDS_Time_t *source_timestamp);
    DDS_ReturnCode_t
        SPACE_FooDataWriter_write

```



```

        (SPACE_FooDataWriter _this,
         const Foo *instance_data,
         const DDS_InstanceHandle_t handle);
DDS_ReturnCode_t
SPACE_FooDataWriter_write_w_timestamp
(SPACE_FooDataWriter _this,
 const Foo *instance_data,
 const DDS_InstanceHandle_t handle,
 const DDS_Time_t *source_timestamp);
DDS_ReturnCode_t
SPACE_FooDataWriter_dispose
(SPACE_FooDataWriter _this,
 const Foo *instance_data,
 const DDS_InstanceHandle_t instance_handle);
DDS_ReturnCode_t
SPACE_FooDataWriter_dispose_w_timestamp
(SPACE_FooDataWriter _this,
 const Foo *instance_data,
 const DDS_InstanceHandle_t instance_handle,
 const DDS_Time_t *source_timestamp);
DDS_ReturnCode_t
SPACE_FooDataWriter_writedispose
(SPACE_FooDataWriter _this,
 const Foo *instance_data,
 const DDS_InstanceHandle_t instance_handle);
DDS_ReturnCode_t
SPACE_FooDataWriter_writedispose_w_timestamp
(SPACE_FooDataWriter _this,
 const Foo *instance_data,
 const DDS_InstanceHandle_t instance_handle,
 const DDS_Time_t *source_timestamp);
DDS_ReturnCode_t
SPACE_FooDataWriter_get_key_value
(SPACE_FooDataWriter _this,
 Foo *key_holder,
 const DDS_InstanceHandle_t handle);
DDS_InstanceHandle_t
SPACE_FooDataWriter_lookup_instance
(SPACE_FooDataWriter _this,
 Foo *instance_data);

```

The next paragraphs describe the usage of all `SPACE_FooDataWriter` operations. The inherited operations are listed but not fully described because they are not implemented in this class. The full description of these operations is given in the classes from which they are inherited.

### 3.4.2.32 `SPACE_FooDataWriter_assert_liveliness` (inherited)

This operation is inherited and therefore not described here. See the class `DDS_DataWriter` for further explanation.

**Synopsis**

```
#include <Space.h>
DDS_ReturnCode_t
    SPACE_FooDataWriter_assert_liveliness
        (SPACE_FooDataWriter _this);
```

**3.4.2.33 SPACE\_FooDataWriter\_dispose****Synopsis**

```
#include <Space.h>
DDS_ReturnCode_t
    SPACE_FooDataWriter_dispose
        (SPACE_FooDataWriter _this,
         const Foo *instance_data,
         const DDS_InstanceHandle_t instance_handle);
```

**Description**

This operation requests the Data Distribution Service to mark the instance for deletion.

**Parameters**

*in SPACE\_FooDataWriter \_this* - the SPACE\_FooDataWriter object on which the operation is operated.

*in const Foo \*instance\_data* - the actual instance to be disposed of.

*in const DDS\_InstanceHandle\_t instance\_handle* - the handle to the instance to be disposed of.

**Return Value**

*DDS\_ReturnCode\_t* - Possible return codes of the operation are:  
 DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION, DDS\_RETCODE\_BAD\_PARAMETER, DDS\_RETCODE\_ALREADY\_DELETED, DDS\_RETCODE\_OUT\_OF\_RESOURCES, DDS\_RETCODE\_NOT\_ENABLED, DDS\_RETCODE\_PRECONDITION\_NOT\_MET or DDS\_RETCODE\_TIMEOUT.

**Detailed Description**

This operation requests the Data Distribution Service to mark the instance for deletion. Copies of the instance and its corresponding samples, which are stored in every connected DDS\_DataReader and, dependent on the QoSPolicy settings, also in the Transient and Persistent stores, will be marked for deletion by setting their DDS\_InstanceStateKind to DDS\_NOT\_ALIVE\_DISPOSED\_INSTANCE\_STATE.

When this operation is used, the Data Distribution Service will automatically supply the value of the `source_timestamp` that is made available to connected `DDS_DataReader` objects. This timestamp is important for the interpretation of the `DDS_DestinationOrderQosPolicy`.

As a side effect, this operation asserts liveness on the `DDS_DataWriter` itself and on the containing `DDS_DomainParticipant`.

### Effects on DataReaders

Actual deletion of the instance administration in a connected `DDS_DataReader` will be postponed until the following conditions have been met:

- the instance must be unregistered (either implicitly or explicitly) by all connected `DDS_DataWriters` that have previously registered it
  - A `DDS_DataWriter` can register an instance explicitly by using one of the special operations `SPACE_FooDataWriter_register_instance` or `SPACE_FooDataWriter_register_instance_w_timestamp`.
  - A `DDS_DataWriter` can register an instance implicitly by using the special constant `DDS_HANDLE_NIL` in any of the other `DDS_DataWriter` operations.
  - A `DDS_DataWriter` can unregister an instance explicitly by using one of the special operations `SPACE_FooDataWriter_unregister_instance` or `SPACE_FooDataWriter_unregister_instance_w_timestamp`.
  - A `DDS_DataWriter` will unregister all its contained instances implicitly when it is deleted.
  - When a `DDS_DataReader` detects a loss of liveness in one of its connected `DDS_DataWriters`, it will consider all instances registered by that `DDS_DataWriter` as being implicitly unregistered.
- **and** the application must have consumed all samples belonging to the instance, either implicitly or explicitly.
  - An application can consume samples explicitly by invoking the `SPACE_FooDataReader_take` operation, or one of its variants.
  - The `DDS_DataReader` can consume disposed samples implicitly when the `autopurge_disposed_samples_delay` of the `DDS_ReaderDataLifecycleQosPolicy` has expired.

The `DDS_DataReader` may also remove instances that haven't been disposed first: this happens when the `autopurge_nowriter_samples_delay` of the `DDS_ReaderDataLifecycleQosPolicy` has expired after the instance is considered unregistered by all connected `DDS_DataWriters` (i.e. when it has a `DDS_InstanceStateKind` of `DDS_NOT_ALIVE_NO_WRITERS`). See also Section 3.1.3.15, *DDS\_ReaderDataLifecycleQosPolicy*, on page 91.

Effects on Transient/Persistent Stores

Actual deletion of the instance administration in the connected Transient and Persistent stores will be postponed until the following conditions have been met:

- the instance must be unregistered (either implicitly or explicitly) by all connected `DDS_DataWriters` that have previously registered it. (See above.)
- **and** the period of time specified by the `service_cleanup_delay` attribute in the `DDS_DurabilityServiceQosPolicy` on the `DDS_Topic` must have elapsed after the instance is considered unregistered by all connected `DDS_DataWriters`.

See also Section 3.1.3.4, *DDS\_DurabilityServiceQosPolicy*, on page 71.

Instance Handle

The `DDS_HANDLE_NIL` handle value can be used for the parameter `instance_handle`. This indicates the identity of the instance is automatically deduced from the `instance_data` (by means of the key).

If `instance_handle` is any value other than `DDS_HANDLE_NIL`, then it must correspond to the value that was returned by either the `SPACE_FooDataWriter_register_instance` operation or the `SPACE_FooDataWriter_register_instance_w_timestamp` operation when the instance (identified by its key) was registered. If there is no correspondence, then the result of the operation is unspecified.

The sample that is passed as `instance_data` is only used to check for consistency between its key values and the supplied `instance_handle`: the sample itself will not actually be delivered to the connected `DDS_DataReaders`. Use the `SPACE_FooDataWriter_writedispose` operation if the sample itself should be delivered together with the dispose request.

Blocking

If the `DDS_HistoryQosPolicy` is set to `DDS_KEEP_ALL_HISTORY_QOS`, the `SPACE_FooDataWriter_dispose` operation on the `DDS_DataWriter` may block if the modification would cause data to be lost because one of the limits, specified in the `DDS_ResourceLimitsQosPolicy`, to be exceeded. Under these circumstances, the `max_blocking_time` attribute of the `ReliabilityQosPolicy` configures the maximum time the `SPACE_FooDataWriter_dispose` operation may block (waiting for space to become available). If `max_blocking_time` elapses before the `DDS_DataWriter` is able to store the modification without exceeding the limits, the `SPACE_FooDataWriter_dispose` operation will fail and returns `DDS_RETCODE_TIMEOUT`.

### Sample Validation

OpenSplice DDS offers the possibility to check the sample that is passed as `instance_data` for validity. Because validity checking might reduce the overall performance, it is by default disabled. This has been done by enclosing the validity checking with conditional compiler directives like this:

```
#ifdef OSPL_BOUNDS_CHECK
    // check a specific bound.
#endif
```

*i*

By defining a macro called `OSPL_OSPL_BOUNDS_CHECK`, the validity checking will be included. On most compilers this macro can be defined by passing an additional command line parameter called `-DOSPL_BOUNDS_CHECK`.

Since the `SPACE_FooDataWriter_dispose` operation only uses the sample to check for consistency between its key values and the supplied `instance_handle`, only those keyfields will be validated against the restrictions imposed by the IDL to C language mapping, where:

- an enum may not exceed the value of its highest label
- a string (bounded or unbounded) may not be NULL. (Use "" for an empty string instead)
- the length of a bounded string may not exceed the limit specified in IDL

If any of these restrictions is violated when validity checking is enabled, then the operation will fail and return a `DDS_RETCODE_BAD_PARAMETER`. More specific information about the context of this error will be written to the error log. When validity checking is disabled, any of these violations may result in undefined behaviour.

### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - the Data Distribution Service is informed that the instance data must be disposed of.
- `DDS_RETCODE_ERROR` - an internal error has occurred.
- `DDS_RETCODE_ILLEGAL_OPERATION` - the operation is invoked on an inappropriate object.
- `DDS_RETCODE_BAD_PARAMETER` - `instance_handle` is not a valid handle or `instance_data` is not a valid sample.
- `DDS_RETCODE_ALREADY_DELETED` - the `SPACE_FooDataWriter` has already been deleted.
- `DDS_RETCODE_OUT_OF_RESOURCES` - the Data Distribution Service ran out of resources to complete this operation.

- *DDS\_RETCODE\_NOT\_ENABLED* - the *SPACE\_FooDataWriter* is not enabled.
- *DDS\_RETCODE\_PRECONDITION\_NOT\_MET* - the *instance\_handle* has not been registered with this *SPACE\_FooDataWriter*.
- *DDS\_RETCODE\_TIMEOUT* - the current action overflowed the available resources as specified by the combination of the *DDS\_ReliabilityQosPolicy*, *DDS\_HistoryQosPolicy* and *DDS\_ResourceLimitsQosPolicy*. This caused blocking of the *SPACE\_FooDataWriter\_dispose* operation, which could not be resolved before *max\_blocking\_time* of the *DDS\_ReliabilityQosPolicy* elapsed.

### 3.4.2.34 *SPACE\_FooDataWriter\_dispose\_w\_timestamp*

#### Synopsis

```
#include <Space.h>
DDS_ReturnCode_t
SPACE_FooDataWriter_dispose_w_timestamp
(SPACE_FooDataWriter _this,
 const Foo *instance_data,
 const DDS_InstanceHandle_t instance_handle,
 const DDS_Time_t *source_timestamp);
```

#### Description

This operation requests the Data Distribution Service to mark the instance for deletion and provides a value for the *source\_timestamp* explicitly.

#### Parameters

*in SPACE\_FooDataWriter \_this* - the *SPACE\_FooDataWriter* object on which the operation is operated.

*in const Foo \*instance\_data* - the actual instance to be disposed of.

*in const DDS\_InstanceHandle\_t instance\_handle* - the handle to the instance to be disposed of.

*in const DDS\_Time\_t \*source\_timestamp* - the timestamp which is provided for the *DDS\_DataReader*.

#### Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are:  
*DDS\_RETCODE\_OK*, *DDS\_RETCODE\_ERROR*, *DDS\_RETCODE\_ILLEGAL\_OPERATION*, *DDS\_RETCODE\_BAD\_PARAMETER*, *DDS\_RETCODE\_ALREADY\_DELETED*, *DDS\_RETCODE\_OUT\_OF\_RESOURCES*, *DDS\_RETCODE\_NOT\_ENABLED*, *DDS\_RETCODE\_PRECONDITION\_NOT\_MET* or *DDS\_RETCODE\_TIMEOUT*.

## Detailed Description

This operation performs the same functions as `SPACE_FooDataWriter_dispose` except that the application provides the value for the `source_timestamp` that is made available to connected `DDS_DataReader` objects. This timestamp is important for the interpretation of the `DDS_DestinationOrderQosPolicy`.

### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - the Data Distribution Service is informed that the instance data must be disposed of.
- `DDS_RETCODE_ERROR` - an internal error has occurred.
- `DDS_RETCODE_ILLEGAL_OPERATION` - the operation is invoked on an inappropriate object.
- `DDS_RETCODE_BAD_PARAMETER` - `instance_handle` is not a valid handle or `instance_data` is not a valid sample.
- `DDS_RETCODE_ALREADY_DELETED` - the `SPACE_FooDataWriter` has already been deleted.
- `DDS_RETCODE_OUT_OF_RESOURCES` - the Data Distribution Service ran out of resources to complete this operation.
- `DDS_RETCODE_NOT_ENABLED` - the `SPACE_FooDataWriter` is not enabled.
- `DDS_RETCODE_PRECONDITION_NOT_MET` - the `instance_handle` has not been registered with this `SPACE_FooDataWriter`.
- `DDS_RETCODE_TIMEOUT` - the current action overflowed the available resources as specified by the combination of the `DDS_ReliabilityQosPolicy`, `DDS_HistoryQosPolicy` and `DDS_ResourceLimitsQosPolicy`. This caused blocking of the `SPACE_FooDataWriter_dispose_w_timestamp` operation, which could not be resolved before `max_blocking_time` of the `DDS_ReliabilityQosPolicy` elapsed.

### 3.4.2.35 `SPACE_FooDataWriter_enable` (inherited)

This operation is inherited and therefore not described here. See the class `DDS_Entity` for further explanation.

### Synopsis

```
#include <Space.h>
DDS_ReturnCode_t
    SPACE_FooDataWriter_enable
        (SPACE_FooDataWriter _this);
```

### 3.4.2.36 SPACE\_FooDataWriter\_get\_key\_value

#### Synopsis

```
#include <Space.h>
DDS_ReturnCode_t
    SPACE_FooDataWriter_get_key_value
        (SPACE_FooDataWriter _this,
         Foo *key_holder,
         const DDS_InstanceHandle_t handle);
```

#### Description

This operation retrieves the key value of a specific instance.

#### Parameters

*in* *SPACE\_FooDataWriter \_this* - the *SPACE\_FooDataWriter* object on which the operation is operated.

*inout* *Foo \*key\_holder* - the sample in which the key values are stored.

*in* *const DDS\_InstanceHandle\_t handle* - the handle to the instance from which to get the key value.

#### Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are:  
 DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION, DDS\_RETCODE\_BAD\_PARAMETER, DDS\_RETCODE\_ALREADY\_DELETED, DDS\_RETCODE\_OUT\_OF\_RESOURCES, DDS\_RETCODE\_NOT\_ENABLED or DDS\_RETCODE\_PRECONDITION\_NOT\_MET.

#### Detailed Description

This operation retrieves the key value of the instance pointed to by *instance\_handle*. When the operation is called with an *DDS\_HANDLE\_NIL* handle value as an *instance\_handle*, the operation will return *DDS\_RETCODE\_BAD\_PARAMETER*. The operation will only fill the fields that form the key inside the *key\_holder* instance. This means that the non-key fields are not applicable and may contain garbage.

The operation must only be called on registered instances. Otherwise the operation returns the error *DDS\_RETCODE\_PRECONDITION\_NOT\_MET*.

#### Return Code

When the operation returns:

- *DDS\_RETCODE\_OK* - the *key\_holder* instance contains the key values of the instance.



- *DDS\_RETCODE\_ERROR* - an internal error has occurred.
- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.
- *DDS\_RETCODE\_BAD\_PARAMETER* - handle is not a valid handle or key\_holder is not a valid pointer.
- *DDS\_RETCODE\_ALREADY\_DELETED* - the *SPACE\_FooDataWriter* has already been deleted.
- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.
- *DDS\_RETCODE\_NOT\_ENABLED* - the *SPACE\_FooDataWriter* is not enabled.
- *DDS\_RETCODE\_PRECONDITION\_NOT\_MET* - this instance is not registered.

### 3.4.2.37 *SPACE\_FooDataWriter\_get\_listener* (inherited)

This operation is inherited and therefore not described here. See the class *DDS\_DataWriter* for further explanation.

#### Synopsis

```
#include <Space.h>
struct SPACE_FooDataWriterListener
    SPACE_FooDataWriter_get_listener
        (SPACE_FooDataWriter _this);
```

### 3.4.2.38 *SPACE\_FooDataWriter\_get\_liveliness\_lost\_status* (inherited)

This operation is inherited and therefore not described here. See the class *DDS\_DataWriter* for further explanation.

#### Synopsis

```
#include <Space.h>
DDS_ReturnCode_t
    SPACE_FooDataWriter_get_liveliness_lost_status
        (SPACE_FooDataWriter _this,
         DDS_LivelinessLostStatus *status);
```

### 3.4.2.39 *SPACE\_FooDataWriter\_get\_matched\_subscription\_data* (inherited)

This operation is inherited and therefore not described here. See the class *DDS\_DataWriter* for further explanation.

#### Synopsis

```
#include <Space.h>
DDS_ReturnCode_t
    SPACE_FooDataWriter_get_matched_subscription_data
        (SPACE_FooDataWriter _this,
```

```
DDS_SubscriptionBuiltinTopicData *subscription_data,
const DDS_InstanceHandle_t subscription_handle);
```

**Note:** This operation is not yet implemented. It is scheduled for a future release.

#### 3.4.2.40 SPACE\_FooDataWriter\_get\_matched\_subscriptions (inherited)

This operation is inherited and therefore not described here. See the class DDS\_DataWriter for further explanation.

##### Synopsis

```
#include <Space.h>
DDS_ReturnCode_t
SPACE_FooDataWriter_get_matched_subscriptions
(SPACE_FooDataWriter _this,
 DDS_InstanceHandleSeq *subscription_handles);
```

**Note:** This operation is not yet implemented. It is scheduled for a future release.

#### 3.4.2.41 SPACE\_FooDataWriter\_get\_offered\_deadline\_missed\_status (inherited)

This operation is inherited and therefore not described here. See the class DDS\_DataWriter for further explanation.

##### Synopsis

```
#include <Space.h>
DDS_ReturnCode_t
SPACE_FooDataWriter_get_offered_deadline_missed_status
(SPACE_FooDataWriter _this,
 DDS_OfferedDeadlineMissedStatus *status);
```

#### 3.4.2.42 SPACE\_FooDataWriter\_get\_offered\_incompatible\_qos\_status (inherited)

This operation is inherited and therefore not described here. See the class DDS\_DataWriter for further explanation.

##### Synopsis

```
#include <Space.h>
DDS_ReturnCode_t
SPACE_FooDataWriter_get_offered_incompatible_qos_status
(SPACE_FooDataWriter _this,
 DDS_OfferedIncompatibleQosStatus *status);
```

#### 3.4.2.43 SPACE\_FooDataWriter\_get\_publication\_matched\_status (inherited)

This operation is inherited and therefore not described here. See the class DDS\_DataWriter for further explanation.

**Synopsis**

```
#include <Space.h>
DDS_ReturnCode_t
    SPACE_FooDataWriter_get_publication_matched_status
        (SPACE_FooDataWriter _this,
         DDS_PublicationMatchedStatus *status);
```

**Note:** This operation is not yet implemented. It is scheduled for a future release.

**3.4.2.44 SPACE\_FooDataWriter\_get\_publisher (inherited)**

This operation is inherited and therefore not described here. See the class DDS\_DataWriter for further explanation.

**Synopsis**

```
#include <Space.h>
DDS_Publisher
    SPACE_FooDataWriter_get_publisher
        (SPACE_FooDataWriter _this);
```

**3.4.2.45 SPACE\_FooDataWriter\_get\_qos (inherited)**

This operation is inherited and therefore not described here. See the class DDS\_DataWriter for further explanation.

**Synopsis**

```
#include <Space.h>
DDS_ReturnCode_t
    SPACE_FooDataWriter_get_qos
        (SPACE_FooDataWriter _this,
         SPACE_FooDataWriterQos *qos);
```

**3.4.2.46 SPACE\_FooDataWriter\_get\_status\_changes (inherited)**

This operation is inherited and therefore not described here. See the class DDS\_Entity for further explanation.

**Synopsis**

```
#include <Space.h>
DDS_StatusMask
    SPACE_FooDataWriter_get_status_changes
        (SPACE_FooDataWriter _this);
```

**3.4.2.47 SPACE\_FooDataWriter\_get\_statuscondition (inherited)**

This operation is inherited and therefore not described here. See the class DDS\_Entity for further explanation.

**Synopsis**

```
#include <Space.h>
DDS_StatusCondition
SPACE_FooDataWriter_get_statuscondition
    (SPACE_FooDataWriter _this);
```

**3.4.2.48 SPACE\_FooDataWriter\_get\_topic (inherited)**

This operation is inherited and therefore not described here. See the class DDS\_DataWriter for further explanation.

**Synopsis**

```
#include <Space.h>
DDS_Topic
SPACE_FooDataWriter_get_topic
    (SPACE_FooDataWriter _this);
```

**3.4.2.49 SPACE\_FooDataWriter\_lookup\_instance****Synopsis**

```
#include <Space.h>
DDS_InstanceHandle_t
SPACE_FooDataWriter_lookup_instance
    (SPACE_FooDataWriter _this,
     Foo *instance_data);
```

**Description**

This operation returns the value of the instance handle which corresponds to the `instance_data`.

**Parameters**

*in* `SPACE_FooDataWriter _this` - the `SPACE_FooDataWriter` object on which the operation is operated.

*in* `Foo *instance_data` - the instance for which the corresponding instance handle needs to be looked up.

**Return Value**

`DDS_InstanceHandle_t` - Result value is the instance handle which corresponds to the `instance_data`.

**Detailed Description**

This operation returns the value of the instance handle which corresponds to the `instance_data`. The `instance_data` parameter is only used for the purpose of examining the fields that define the key. The instance handle can be used in any

write, dispose or unregister operations (or their timestamped variants) that operate on a specific instance. Note that `DDS_DataWriter` instance handles are local, and are not interchangeable with `DDS_DataReader` instance handles nor with instance handles of an other `DDS_DataWriter`.

This operation does not register the instance in question. If the instance has not been previously registered, if the `DDS_DataWriter` is already deleted or if for any other reason the Service is unable to provide an instance handle, the Service will return the special value `DDS_HANDLE_NIL`.

### Sample Validation

OpenSplice DDS offers the possibility to check the sample that is passed as `instance_data` for validity. Because validity checking might reduce the overall performance, it is by default disabled. This has been done by enclosing the validity checking with conditional compiler directives like this:

```
#ifdef OSPL_BOUNDS_CHECK
    // check a specific bound.
#endif
```

**i**

By defining a macro called `OSPL_OSPL_BOUNDS_CHECK`, the validity checking will be included. On most compilers this macro can be defined by passing an additional command line parameter called `-DOSPL_BOUNDS_CHECK`.

Since the `SPACE_FooDataWriter_lookup_instance` operation merely uses the sample to determine its identity based on the uniqueness of its key values, only the keyfields will be validated against the restrictions imposed by the IDL to C language mapping, where:

- an enum may not exceed the value of its highest label
- a string (bounded or unbounded) may not be `NULL`. (Use `""` for an empty string instead)
- the length of a bounded string may not exceed the limit specified in IDL

If any of these restrictions is violated when validity checking is enabled, then the operation will fail and return a `DDS_HANDLE_NIL`. More specific information about the context of this error will be written to the error log. When validity checking is disabled, any of these violations may result in undefined behaviour.

### 3.4.2.50 `SPACE_FooDataWriter_register_instance`

#### Synopsis

```
#include <Space.h>
    DDS_InstanceHandle_t
        SPACE_FooDataWriter_register_instance
            (SPACE_FooDataWriter _this,
             const Foo *instance_data);
```

## Description

This operation informs the Data Distribution Service that the application will be modifying a particular instance.

## Parameters

*in SPACE\_FooDataWriter \_this* - the `SPACE_FooDataWriter` object on which the operation is operated.

*in const Foo \*instance\_data* - the new instance, which the application writes to or disposes of.

## Return Value

*DDS\_InstanceHandle\_t* - Result value is the handle to the Instance, which may be used for writing and disposing of. In case of an error, a `DDS_HANDLE_NIL` handle value is returned.

## Detailed Description

This operation informs the Data Distribution Service that the application will be modifying a particular instance. This operation may be invoked prior to calling any operation that modifies the instance, such as `SPACE_FooDataWriter_write`, `SPACE_FooDataWriter_write_w_timestamp`, `SPACE_FooDataWriter_unregister_instance`, `SPACE_FooDataWriter_unregister_instance_w_timestamp`, `SPACE_FooDataWriter_dispose`, `SPACE_FooDataWriter_dispose_w_timestamp`, `SPACE_FooDataWriter_writedispose` and `SPACE_FooDataWriter_writedispose_w_timestamp`. When the application does register the instance before modifying, the Data Distribution Service will handle the instance more efficiently. It takes as a parameter (*instance\_data*) an instance (to get the key value) and returns a handle that can be used in successive `DDS_DataWriter` operations. In case of an error, a `DDS_HANDLE_NIL` handle value is returned.

The explicit use of this operation is optional as the application can directly call the `SPACE_FooDataWriter_write`, `SPACE_FooDataWriter_write_w_timestamp`, `SPACE_FooDataWriter_unregister_instance`, `SPACE_FooDataWriter_unregister_instance_w_timestamp`, `SPACE_FooDataWriter_dispose`, `SPACE_FooDataWriter_dispose_w_timestamp`, `SPACE_FooDataWriter_writedispose` and `SPACE_FooDataWriter_writedispose_w_timestamp` operations and specify a `DDS_HANDLE_NIL` handle value to indicate that the sample should be examined to identify the instance.

When this operation is used, the Data Distribution Service will automatically supply the value of the `source_timestamp` that is made available to connected `DDS_DataReader` objects. This timestamp is important for the interpretation of the `DDS_DestinationOrderQosPolicy`.

### Blocking

If the `DDS_HistoryQosPolicy` is set to `KEEP_ALL_HISTORY_QOS`, the `SPACE_FooDataWriter_register_instance` operation on the `DDS_DataWriter` may block if the modification would cause data to be lost because one of the limits, specified in the `DDS_ResourceLimitsQosPolicy`, to be exceeded. In case the `synchronous` attribute value of the `ReliabilityQosPolicy` is set to `TRUE` for communicating `DataWriters` and `DataReaders` then the `DataWriter` will wait until all synchronous `DataReaders` have acknowledged the data. Under these circumstances, the `max_blocking_time` attribute of the `ReliabilityQosPolicy` configures the maximum time the `SPACE_FooDataWriter_register_instance` operation may block (either waiting for space to become available or data to be acknowledged). If `max_blocking_time` elapses before the `DDS_DataWriter` is able to store the modification without exceeding the limits and all expected acknowledgements are received, the `SPACE_FooDataWriter_register_instance` operation will fail and returns `DDS_HANDLE_NIL`.

### Sample Validation

OpenSplice DDS offers the possibility to check the sample that is passed as `instance_data` for validity. Because validity checking might reduce the overall performance, it is by default disabled. This has been done by enclosing the validity checking with conditional compiler directives like this:

```
#ifdef OSPL_BOUNDS_CHECK
    // check a specific bound.
#endif
```

*i*

By defining a macro called `OSPL_OSPL_BOUNDS_CHECK`, the validity checking will be included. On most compilers this macro can be defined by passing an additional command line parameter called `-DOSPL_BOUNDS_CHECK`.

Since the `SPACE_FooDataWriter_register_instance` operation merely uses the sample to determine its identity based on the uniqueness of its key values, only the keyfields will be validated against the restrictions imposed by the IDL to C language mapping, where:

- an enum may not exceed the value of its highest label
- a string (bounded or unbounded) may not be `NULL`. (Use `""` for an empty string instead)
- the length of a bounded string may not exceed the limit specified in IDL

If any of these restrictions is violated when validity checking is enabled, then the operation will fail and return a `DDS_HANDLE_NIL`. More specific information about the context of this error will be written to the error log. When validity checking is disabled, any of these violations may result in undefined behaviour.

#### Multiple Calls

If this operation is called for an already registered instance, it just returns the already allocated instance handle. This may be used to look up and retrieve the handle allocated to a given instance.

### 3.4.2.51 `SPACE_FooDataWriter_register_instance_w_timestamp`

#### Synopsis

```
#include <Space.h>
DDS_InstanceHandle_t
SPACE_FooDataWriter_register_instance_w_timestamp
(SPACE_FooDataWriter _this,
 const Foo *instance_data,
 const DDS_Time_t *source_timestamp);
```

#### Description

This operation will inform the Data Distribution Service that the application will be modifying a particular instance and provides a value for the `source_timestamp` explicitly.

#### Parameters

*in SPACE\_FooDataWriter \_this* - the `SPACE_FooDataWriter` object on which the operation is operated.

*in Foo \*instance\_data* - the instance, which the application will write to or dispose of.

*in const DDS\_Time\_t \*source\_timestamp* - the timestamp used.

#### Return Value

*DDS\_InstanceHandle\_t* - Result value is the handle to the Instance, which must be used for writing and disposing. In case of an error, a `DDS_HANDLE_NIL` handle value is returned.



### Detailed Description

This operation performs the same functions as `SPACE_FooDataWriter_register_instance` except that the application provides the value for the `source_timestamp` that is made available to connected `DDS_DataReader` objects. This timestamp is important for the interpretation of the `DDS_DestinationOrderQosPolicy`.

#### *Multiple Calls*

If this operation is called for an already registered instance, it just returns the already allocated instance handle. This may be used to look up and retrieve the handle allocated to a given instance. The `source_timestamp` is ignored in that case.

#### 3.4.2.52 `SPACE_FooDataWriter_set_listener` (inherited)

This operation is inherited and therefore not described here. See the class `DDS_DataWriter` for further explanation.

#### Synopsis

```
#include <Space.h>
DDS_ReturnCode_t
    SPACE_FooDataWriter_set_listener
        (SPACE_FooDataWriter _this,
         const struct DDS_DataWriterListener *a_listener,
         const DDS_StatusMask mask);
```

#### 3.4.2.53 `SPACE_FooDataWriter_set_qos` (inherited)

This operation is inherited and therefore not described here. See the class `DDS_DataWriter` for further explanation.

#### Synopsis

```
#include <Space.h>
DDS_ReturnCode_t
    SPACE_FooDataWriter_set_qos
        (SPACE_FooDataWriter _this,
         const DDS_DataWriterQos *qos);
```

#### 3.4.2.54 `SPACE_FooDataWriter_unregister_instance`

#### Synopsis

```
#include <Space.h>
DDS_ReturnCode_t
    SPACE_FooDataWriter_unregister_instance
        (SPACE_FooDataWriter _this,
         const Foo *instance_data,
         const DDS_InstanceHandle_t handle);
```

## Description

This operation informs the Data Distribution Service that the application will **not** be modifying a particular instance any more.

## Parameters

*in* `SPACE_FooDataWriter _this` - the `SPACE_FooDataWriter` object on which the operation is operated.

*in* `const Foo *instance_data` - the instance to which the application was writing or disposing.

*in* `const DDS_InstanceHandle_t handle` - the handle to the instance, which has been used for writing and disposing.

## Return Value

`DDS_ReturnCode_t` - Possible return codes of the operation are:  
`DDS_RETCODE_OK`, `DDS_RETCODE_ERROR`, `DDS_RETCODE_ILLEGAL_OPERATION`, `DDS_RETCODE_BAD_PARAMETER`, `DDS_RETCODE_ALREADY_DELETED`, `DDS_RETCODE_OUT_OF_RESOURCES`, `DDS_RETCODE_NOT_ENABLED`, `DDS_RETCODE_PRECONDITION_NOT_MET` or `DDS_RETCODE_TIMEOUT`.

## Detailed Description

This operation informs the Data Distribution Service that the application will **not** be modifying a particular instance any more. Therefore, this operation reverses the action of `SPACE_FooDataWriter_register_instance` or `SPACE_FooDataWriter_register_instance_w_timestamp`. It should only be called on an instance that is currently registered. This operation should be called just once per instance, regardless of how many times `SPACE_FooDataWriter_register_instance` was called for that instance. This operation also indicates that the Data Distribution Service can locally remove all information regarding that instance. The application should not attempt to use the handle, previously allocated to that instance, after calling this operation.

When this operation is used, the Data Distribution Service will automatically supply the value of the `source_timestamp` that is made available to connected `DDS_DataReader` objects. This timestamp is important for the interpretation of the `DDS_DestinationOrderQosPolicy`.

## Effects

If, after unregistering, the application wants to modify (write or dispose) the instance, it first has to register the instance again, or it has to use the special handle value `DDS_HANDLE_NIL`.

This operation does not indicate that the instance should be deleted (that is the purpose of `SPACE_FooDataWriter_dispose`). This operation just indicates that the `DDS_DataWriter` no longer has “anything to say” about the instance. If there is no other `DDS_DataWriter` that has registered the instance as well, then the `DDS_InstanceStateKind` in all connected `DDS_DataReaders` will be changed to `DDS_NOT_ALIVE_NO_WRITERS_INSTANCE_STATE`, provided this `DDS_InstanceStateKind` was not already set to `DDS_NOT_ALIVE_DISPOSED_INSTANCE_STATE`. In the last case the `DDS_InstanceStateKind` will not be effected by the `SPACE_FooDataWriter_unregister_instance` call, see also Figure 21: *State Chart of the instance\_state for a Single Instance*, on page 516.

This operation can affect the ownership of the data instance. If the `DDS_DataWriter` was the exclusive owner of the instance, calling this operation will release that ownership, meaning ownership may be transferred to another, possibly lower strength, `DDS_DataWriter`.

The operation must be called only on registered instances. Otherwise the operation returns the error `DDS_RETCODE_PRECONDITION_NOT_MET`.

#### Instance Handle

The `DDS_HANDLE_NIL` handle value can be used for the parameter `handle`. This indicates that the identity of the instance is automatically deduced from the `instance_data` (by means of the key).

If `handle` is any value other than `DDS_HANDLE_NIL`, then it must correspond to the value returned by `SPACE_FooDataWriter_register_instance` or `SPACE_FooDataWriter_register_instance_w_timestamp` when the instance (identified by its key) was registered. If there is no correspondence, then the result of the operation is unspecified.

The sample that is passed as `instance_data` is used to check for consistency between its key values and the supplied `instance_handle`: the sample itself will not actually be delivered to the connected `DDS_DataReaders`.

#### Blocking

If the `DDS_HistoryQosPolicy` is set to `DDS_KEEP_ALL_HISTORY_QOS`, then the `SPACE_FooDataWriter_unregister_instance` operation on the `DDS_DataWriter` may block if the modification would cause data to be lost because one of the limits, specified in the `DDS_ResourceLimitsQosPolicy`, to be exceeded. In case the synchronous attribute value of the `ReliabilityQosPolicy` is set to `TRUE` for communicating `DataWriters` and `DataReaders` then the `DataWriter` will wait until all synchronous `DataReaders` have acknowledged the data. Under these circumstances, the `max_blocking_time` attribute of the `ReliabilityQosPolicy` configures the

maximum time the `SPACE_FooDataWriter_unregister_instance` operation may block (either waiting for space to become available or data to be acknowledged). If `max_blocking_time` elapses before the `DDS_DataWriter` is able to store the modification without exceeding the limits and all expected acknowledgements are received, the `SPACE_FooDataWriter_unregister_instance` operation will fail and returns `DDS_RETCODE_TIMEOUT`.

### Sample Validation

OpenSplice DDS offers the possibility to check the sample that is passed as `instance_data` for validity. Because validity checking might reduce the overall performance, it is by default disabled. This has been done by enclosing the validity checking with conditional compiler directives like this:

```
#ifdef OSPL_BOUNDS_CHECK
    // check a specific bound.
#endif
```

*i*

By defining a macro called `OSPL_OSPL_BOUNDS_CHECK`, the validity checking will be included. On most compilers this macro can be defined by passing an additional command line parameter called `-DOSPL_BOUNDS_CHECK`.

Since the `SPACE_FooDataWriter_unregister_instance` operation merely uses the sample to check for consistency between its key values and the supplied `instance_handle`, only these keyfields will be validated against the restrictions imposed by the IDL to C language mapping:

- an enum may not exceed the value of its highest label.
- a string (bounded or unbounded) may not be `NULL`. (Use `"` for an empty string instead).
- the length of a bounded string may not exceed the limit specified in IDL.

If any of these restrictions is violated when validity checking is enabled, the operation will fail and return a `DDS_RETCODE_BAD_PARAMETER`. More specific information about the context of this error will be written to the error log. When validity checking is disabled, any of these violations may result in undefined behaviour.

### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - the Data Distribution Service is informed that the instance will not be modified any more.
- `DDS_RETCODE_ERROR` - an internal error has occurred.

- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.
- *DDS\_RETCODE\_BAD\_PARAMETER* - handle is not a valid handle or instance\_data is not a valid sample.
- *DDS\_RETCODE\_ALREADY\_DELETED* - the *SPACE\_FooDataWriter* has already been deleted.
- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.
- *DDS\_RETCODE\_NOT\_ENABLED* - the *SPACE\_FooDataWriter* is not enabled.
- *DDS\_RETCODE\_PRECONDITION\_NOT\_MET* - the handle has not been registered with this *SPACE\_FooDataWriter*.
- *DDS\_RETCODE\_TIMEOUT* - either the current action overflowed the available resources as specified by the combination of the *DDS\_ReliabilityQosPolicy*, *DDS\_HistoryQosPolicy* and *DDS\_ResourceLimitsQosPolicy*, or the current action was waiting for data delivery acknowledgement by synchronous *DataReaders*. This caused blocking of the *SPACE\_FooDataWriter\_unregister\_instance\_w\_timestamp* operation, which could not be resolved before *max\_blocking\_time* of the *DDS\_ReliabilityQosPolicy* elapsed.

### 3.4.2.55 *SPACE\_FooDataWriter\_unregister\_instance\_w\_timestamp*

#### Synopsis

```
#include <Space.h>
        DDS_ReturnCode_t
        SPACE_FooDataWriter_unregister_instance_w_timestamp
        (SPACE_FooDataWriter _this,
         const Foo *instance_data,
         const DDS_InstanceHandle_t handle,
         const DDS_Time_t *source_timestamp);
```

#### Description

This operation will inform the Data Distribution Service that the application will **not** be modifying a particular instance any more and provides a value for the *source\_timestamp* explicitly.

#### Parameters

*in SPACE\_FooDataWriter \_this* - the *SPACE\_FooDataWriter* object on which the operation is operated.

*in Foo \*instance\_data* - the instance to which the application was writing or disposing.

*in const DDS\_InstanceHandle\_t handle* - the handle to the instance, which has been used for writing and disposing.

*in const DDS\_Time\_t \*source\_timestamp* - the timestamp used.

## Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are:

DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION, DDS\_RETCODE\_BAD\_PARAMETER, DDS\_RETCODE\_ALREADY\_DELETED, DDS\_RETCODE\_OUT\_OF\_RESOURCES, DDS\_RETCODE\_NOT\_ENABLED, DDS\_RETCODE\_PRECONDITION\_NOT\_MET or DDS\_RETCODE\_TIMEOUT.

## Detailed Description

This operation performs the same functions as `SPACE_FooDataWriter_unregister_instance` except that the application provides the value for the `source_timestamp` that is made available to connected `DDS_DataReader` objects. This timestamp is important for the interpretation of the `DDS_DestinationOrderQosPolicy`.

### Return Code

When the operation returns:

- *DDS\_RETCODE\_OK* - the Data Distribution Service is informed that the instance will not be modified any more.
- *DDS\_RETCODE\_ERROR* - an internal error has occurred.
- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.
- *DDS\_RETCODE\_BAD\_PARAMETER* - handle is not a valid handle or instance\_data is not a valid sample.
- *DDS\_RETCODE\_ALREADY\_DELETED* - the `SPACE_FooDataWriter` has already been deleted.
- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.
- *DDS\_RETCODE\_NOT\_ENABLED* - the `SPACE_FooDataWriter` is not enabled.
- *DDS\_RETCODE\_PRECONDITION\_NOT\_MET* - the handle has not been registered with this `SPACE_FooDataWriter`.
- *DDS\_RETCODE\_TIMEOUT* - the current action overflowed the available resources as specified by the combination of the `DDS_ReliabilityQosPolicy`, `DDS_HistoryQosPolicy` and `DDS_ResourceLimitsQosPolicy`. This

caused blocking of the `SPACE_FooDataWriter_unregister_instance_w_timestamp` operation, which could not be resolved before `max_blocking_time` of the `DDS_ReliabilityQosPolicy` elapsed.

### 3.4.2.56 `SPACE_FooDataWriter_wait_for_acknowledgments` (inherited)

This operation is inherited and therefore not described here. See the class `DDS_DataWriter` for further explanation.

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    SPACE_FooDataWriter_wait_for_acknowledgments
        (SPACE_FooDataWriter _this,
         const DDS_Duration_t *max_wait);
```

**Note:** This operation is not yet implemented. It is scheduled for a future release.

### 3.4.2.57 `SPACE_FooDataWriter_write`

#### Synopsis

```
#include <Space.h>
DDS_ReturnCode_t
    SPACE_FooDataWriter_write
        (SPACE_FooDataWriter _this,
         const Foo *instance_data,
         const DDS_InstanceHandle_t handle);
```

#### Description

This operation modifies the value of a data instance.

#### Parameters

*in* `SPACE_FooDataWriter _this` - the `SPACE_FooDataWriter` object on which the operation is operated.

*in* `const Foo *instance_data` - the data to be written.

*in* `const DDS_InstanceHandle_t handle` - the handle to the instance as supplied by `SPACE_FooDataWriter_register_instance`.

#### Return Value

`DDS_ReturnCode_t` - Possible return codes of the operation are:  
`DDS_RETCODE_OK`, `DDS_RETCODE_ERROR`, `DDS_RETCODE_ILLEGAL_OPERATION`, `DDS_RETCODE_BAD_PARAMETER`, `DDS_RETCODE_ALREADY_DELETED`, `DDS_RETCODE_OUT_OF_RESOURCES`, `DDS_RETCODE_NOT_ENABLED`, `DDS_RETCODE_PRECONDITION_NOT_MET` or `DDS_RETCODE_TIMEOUT`.

## Detailed Description

This operation modifies the value of a data instance. When this operation is used, the Data Distribution Service will automatically supply the value of the `source_timestamp` that is made available to connected `DDS_DataReader` objects. This timestamp is important for the interpretation of the `DDS_DestinationOrderQosPolicy`.

As a side effect, this operation asserts liveness on the `DDS_DataWriter` itself and on the containing `DDS_DomainParticipant`.

Before writing data to an instance, the instance may be registered with the `SPACE_FooDataWriter_register_instance` or `SPACE_FooDataWriter_register_instance_w_timestamp` operation. The handle returned by one of the `SPACE_FooDataWriter_register_instance` operations can be supplied to the parameter handle of the `SPACE_FooDataWriter_write` operation. However, it is also possible to supply the special `DDS_HANDLE_NIL` handle value, which means that the identity of the instance is automatically deduced from the `instance_data` (identified by the key).

### Instance Handle

The `DDS_HANDLE_NIL` handle value can be used for the parameter handle. This indicates the identity of the instance is automatically deduced from the `instance_data` (by means of the key).

If handle is any value other than `DDS_HANDLE_NIL`, it must correspond to the value returned by `SPACE_FooDataWriter_register_instance` or `SPACE_FooDataWriter_register_instance_w_timestamp` when the instance (identified by its key) was registered. Passing such a registered handle helps the Data Distribution Service to process the sample more efficiently. If there is no correspondence between handle and sample, the result of the operation is unspecified.

### Blocking

If the `DDS_HistoryQosPolicy` is set to `DDS_KEEP_ALL_HISTORY_QOS`, the `SPACE_FooDataWriter_write` operation on the `DDS_DataWriter` may block if the modification would cause data to be lost because one of the limits, specified in the `DDS_ResourceLimitsQosPolicy`, is exceeded. In case the synchronous attribute value of the `ReliabilityQosPolicy` is set to `TRUE` for communicating `DataWriters` and `DataReaders` then the `DataWriter` will wait until all synchronous `DataReaders` have acknowledged the data. Under these circumstances, the `max_blocking_time` attribute of the `ReliabilityQosPolicy` configures the maximum time the `SPACE_FooDataWriter_write` operation may block (either waiting for space to



become available or data to be acknowledged). If `max_blocking_time` elapses before the `DDS_DataWriter` is able to store the modification without exceeding the limits and all expected acknowledgements are received, the `SPACE_FooDataWriter_write` operation will fail and returns `DDS_RETCODE_TIMEOUT`.

### Sample Validation

OpenSplice DDS offers the possibility to check the sample that is passed as `instance_data` for validity. Because validity checking might reduce the overall performance, it is by default disabled. This has been done by enclosing the validity checking with conditional compiler directives like this:

```
#ifdef OSPL_BOUNDS_CHECK
    // check a specific bound.
#endif
```

*i*

By defining a macro called `OSPL_OSPL_BOUNDS_CHECK`, the validity checking will be included. On most compilers this macro can be defined by passing an additional command line parameter called `-DOSPL_BOUNDS_CHECK`.

Before the sample is accepted by the `DataWriter`, it is validated against the restrictions imposed by the IDL to C language mapping:

- an enum may not exceed the value of its highest label.
- a string (bounded or unbounded) may not be `NULL`. (Use `""` for an empty string instead).
- the length of a bounded string may not exceed the limit specified in IDL.
- the length of a bounded sequence may not exceed the limit specified in IDL.

If any of these restrictions is violated when validity checking is enabled, the operation will fail and return a `DDS_RETCODE_BAD_PARAMETER`. More specific information about the context of this error will be written to the error log. When validity checking is disabled, any of these violations may result in undefined behaviour.

Be aware that it is not possible for the middleware to determine whether a union is correctly initialized, since according to the IDL-C language mapping a union just returns its current contents in the format of the requested branch without performing any checks. It is therefore the responsibility of the application programmer to make sure that the requested branch actually corresponds to the currently active branch. Not doing so may result in undefined behaviour as well.

### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - the value of a data instance is modified.

- *DDS\_RETCODE\_ERROR* - an internal error has occurred.
- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.
- *DDS\_RETCODE\_BAD\_PARAMETER* - handle is not a valid handle or instance\_data is not a valid sample.
- *DDS\_RETCODE\_ALREADY\_DELETED* - the *SPACE\_FooDataWriter* has already been deleted.
- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.
- *DDS\_RETCODE\_NOT\_ENABLED* - the *SPACE\_FooDataWriter* is not enabled.
- *DDS\_RETCODE\_PRECONDITION\_NOT\_MET* - the handle has not been registered with this *SPACE\_FooDataWriter*.
- *DDS\_RETCODE\_TIMEOUT* - either the current action overflowed the available resources as specified by the combination of the *DDS\_ReliabilityQosPolicy*, *DDS\_HistoryQosPolicy* and *DDS\_ResourceLimitsQosPolicy*, or the current action was waiting for data delivery acknowledgement by synchronous *DataReaders*. This caused blocking of the *SPACE\_FooDataWriter\_write* operation, which could not be resolved before *max\_blocking\_time* of the *DDS\_ReliabilityQosPolicy* elapsed.

### 3.4.2.58 *SPACE\_FooDataWriter\_write\_w\_timestamp*

#### Synopsis

```
#include <Space.h>
DDS_ReturnCode_t
SPACE_FooDataWriter_write_w_timestamp
(SPACE_FooDataWriter _this,
 const Foo *instance_data,
 const DDS_InstanceHandle_t handle,
 const DDS_Time_t *source_timestamp);
```

#### Description

This operation modifies the value of a data instance and provides a value for the *source\_timestamp* explicitly.

#### Parameters

*in SPACE\_FooDataWriter \_this* - the *SPACE\_FooDataWriter* object on which the operation is operated.

*in const Foo \*instance\_data* - the data to be written.

*in const DDS\_InstanceHandle\_t handle* - the handle to the instance as supplied by `SPACE_FooDataWriter_register_instance`.

*in const DDS\_Time\_t \*source\_timestamp* - the timestamp used.

## Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are:  
 DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION, DDS\_RETCODE\_BAD\_PARAMETER, DDS\_RETCODE\_ALREADY\_DELETED, DDS\_RETCODE\_OUT\_OF\_RESOURCES, DDS\_RETCODE\_NOT\_ENABLED, DDS\_RETCODE\_PRECONDITION\_NOT\_MET or DDS\_RETCODE\_TIMEOUT.

## Detailed Description

This operation performs the same functions as `SPACE_FooDataWriter_write` except that the application provides the value for the `source_timestamp` that is made available to connected `DDS_DataReader` objects. This timestamp is important for the interpretation of the `DDS_DestinationOrderQosPolicy`.

### Return Code

When the operation returns:

- *DDS\_RETCODE\_OK* - the value of a data instance is modified.
- *DDS\_RETCODE\_ERROR* - an internal error has occurred.
- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.
- *DDS\_RETCODE\_BAD\_PARAMETER* - `handle` is not a valid handle or `instance_data` is not a valid sample.
- *DDS\_RETCODE\_ALREADY\_DELETED* - the `SPACE_FooDataWriter` has already been deleted.
- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.
- *DDS\_RETCODE\_NOT\_ENABLED* - the `SPACE_FooDataWriter` is not enabled.
- *DDS\_RETCODE\_PRECONDITION\_NOT\_MET* - the `instance_data` does not correspond to the handle that should have been obtained from this `SPACE_FooDataWriter`.
- *DDS\_RETCODE\_TIMEOUT* - either the current action overflowed the available resources as specified by the combination of the `DDS_ReliabilityQosPolicy`, `DDS_HistoryQosPolicy` and `DDS_ResourceLimitsQosPolicy`, or the current action was waiting for data delivery acknowledgement by synchronous `DataReaders`. This caused blocking of the

SPACE\_FooDataWriter\_register\_instance\_w\_timestamp operation, which could not be resolved before max\_blocking\_time of the DDS\_ReliabilityQoSPolicy elapsed.

### 3.4.2.59 SPACE\_FooDataWriter\_writedispose

#### Synopsis

```
#include <Space.h>
    DDS_ReturnCode_t
        SPACE_FooDataWriter_writedispose
            (SPACE_FooDataWriter _this,
             const Foo *instance_data,
             const DDS_InstanceHandle_t handle);
```

#### Description

This operation modifies and disposes a data instance.

#### Parameters

*in SPACE\_FooDataWriter \_this* - the SPACE\_FooDataWriter object on which the operation is operated.

*in const Foo \*instance\_data* - the data to be written and disposed.

*in const DDS\_InstanceHandle\_t instance* - the handle to the instance as supplied by SPACE\_FooDataWriter\_register\_instance.

#### Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are: DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION, DDS\_RETCODE\_BAD\_PARAMETER, DDS\_RETCODE\_ALREADY\_DELETED, DDS\_RETCODE\_OUT\_OF\_RESOURCES, DDS\_RETCODE\_NOT\_ENABLED, DDS\_RETCODE\_PRECONDITION\_NOT\_MET or DDS\_RETCODE\_TIMEOUT.

#### Detailed Description

This operation requests the Data Distribution Service to modify the instance and mark it for deletion. Copies of the instance and its corresponding samples, which are stored in every connected DDS\_DataReader and, dependent on the QoSPolicy settings, also in the Transient and Persistent stores, will be modified and marked for deletion by setting their DDS\_InstanceStateKind to DDS\_NOT\_ALIVE\_DISPOSED\_INSTANCE\_STATE.

When this operation is used, the Data Distribution Service will automatically supply the value of the `source_timestamp` that is made available to connected `DDS_DataReader` objects. This timestamp is important for the interpretation of the `DDS_DestinationOrderQosPolicy`.

As a side effect, this operation asserts liveliness on the `DDS_DataWriter` itself and on the containing `DDS_DomainParticipant`.

### Effects on DataReaders

Actual deletion of the instance administration in a connected `DDS_DataReader` will be postponed until the following conditions have been met:

- the instance must be unregistered (either implicitly or explicitly) by all connected `DDS_DataWriters` that have previously registered it.
  - A `DDS_DataWriter` can register an instance explicitly by using one of the special operations `SPACE_FooDataWriter_register_instance` or `SPACE_FooDataWriter_register_instance_w_timestamp`.
  - A `DDS_DataWriter` can register an instance implicitly by using the special constant `DDS_HANDLE_NIL` in any of the other `DDS_DataWriter` operations.
  - A `DDS_DataWriter` can unregister an instance explicitly by using one of the special operations `SPACE_FooDataWriter_unregister_instance` or `SPACE_FooDataWriter_unregister_instance_w_timestamp`.
  - A `DDS_DataWriter` will unregister all its contained instances implicitly when it is deleted.
  - When a `DDS_DataReader` detects a loss of liveliness in one of its connected `DDS_DataWriters`, it will consider all instances registered by that `DDS_DataWriter` as being implicitly unregistered.
- **and** the application must have consumed all samples belonging to the instance, either implicitly or explicitly.
  - An application can consume samples explicitly by invoking the `SPACE_FooDataReader_take` operation, or one of its variants.
  - The `DDS_DataReader` can consume disposed samples implicitly when the `autopurge_disposed_samples_delay` of the `DDS_ReaderDataLifecycleQosPolicy` has expired.

The `DDS_DataReader` may also remove instances that haven't been disposed first: this happens when the `autopurge_nowriter_samples_delay` of the `DDS_ReaderDataLifecycleQosPolicy` has expired after the instance is considered unregistered by all connected `DDS_DataWriters` (i.e. when it has a `DDS_InstanceStateKind` of `DDS_NOT_ALIVE_NO_WRITERS`). See also Section 3.1.3.15, *DDS\_ReaderDataLifecycleQosPolicy*, on page 91.

Effects on Transient/Persistent Stores

Actual deletion of the instance administration in the connected Transient and Persistent stores will be postponed until the following conditions have been met:

- the instance must be unregistered (either implicitly or explicitly) by all connected `DDS_DataWriters` that have previously registered it. (See above.)
- **and** the period of time specified by the `service_cleanup_delay` attribute in the `DDS_DurabilityServiceQosPolicy` on the `DDS_Topic` must have elapsed after the instance is considered unregistered by all connected `DDS_DataWriters`.

See also Section 3.1.3.4, *DDS\_DurabilityServiceQosPolicy*, on page 71.

Instance Handle

The `DDS_HANDLE_NIL` handle value can be used for the parameter `handle`. This indicates the identity of the instance is automatically deduced from the `instance_data` (by means of the key).

If `handle` is any value other than `DDS_HANDLE_NIL`, it must correspond to the value returned by `SPACE_FooDataWriter_register_instance` or `SPACE_FooDataWriter_register_instance_w_timestamp` when the instance (identified by its key) was registered. Passing such a registered handle helps the Data Distribution Service to process the sample more efficiently. If there is no correspondence between `handle` and `sample`, the result of the operation is unspecified.

The `sample` that is passed as `instance_data` will actually be delivered to the connected `DDS_DataReaders`, but will immediately be marked for deletion.

Blocking

If the `DDS_HistoryQosPolicy` is set to `DDS_KEEP_ALL_HISTORY_QOS`, the `SPACE_FooDataWriter_writedispose` operation on the `DDS_DataWriter` may block if the modification would cause data to be lost because one of the limits, specified in the `DDS_ResourceLimitsQosPolicy`, to be exceeded. In case the synchronous attribute value of the `ReliabilityQosPolicy` is set to `TRUE` for communicating `DataWriters` and `DataReaders` then the `DataWriter` will wait until all synchronous `DataReaders` have acknowledged the data. Under these circumstances, the `max_blocking_time` attribute of the `ReliabilityQosPolicy` configures the maximum time the `SPACE_FooDataWriter_writedispose` operation may block (either waiting for space to become available or data to be acknowledged). If `max_blocking_time` elapses before the `DDS_DataWriter` is able to store the modification without

exceeding the limits and all expected acknowledgements are received, the `SPACE_FooDataWriter_writedispose` operation will fail and returns `DDS_RETCODE_TIMEOUT`.

### Sample Validation

OpenSplice DDS offers the possibility to check the sample that is passed as `instance_data` for validity. Because validity checking might reduce the overall performance, it is by default disabled. This has been done by enclosing the validity checking with conditional compiler directives like this:

```
#ifdef OSPL_BOUNDS_CHECK
    // check a specific bound.
#endif
```

*i*

By defining a macro called `OSPL_OSPL_BOUNDS_CHECK`, the validity checking will be included. On most compilers this macro can be defined by passing an additional command line parameter called `-DOSPL_BOUNDS_CHECK`.

Before the sample is accepted by the DataWriter, it is validated against the restrictions imposed by the IDL to C language mapping, where:

- an enum may not exceed the value of its highest label
- a string (bounded or unbounded) may not be `NULL`. (Use `"` for an empty string instead)
- the length of a bounded string may not exceed the limit specified in IDL
- the length of a bounded sequence may not exceed the limit specified in IDL

If any of these restrictions is violated when validity checking is enabled, the operation will fail and return a `DDS_RETCODE_BAD_PARAMETER`. More specific information about the context of this error will be written to the error log. When validity checking is disabled, any of these violations may result in undefined behaviour.

Be aware that it is not possible for the middleware to determine whether a union is correctly initialized, since according to the IDL-C language mapping a union just returns its current contents in the format of the requested branch without performing any checks. It is therefore the responsibility of the application programmer to make sure that the requested branch actually corresponds to the currently active branch. Not doing so may result in undefined behaviour as well.

### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - the Data Distribution Service has modified the instance and marked it for deletion.
- `DDS_RETCODE_ERROR` - an internal error has occurred.

- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.
- *DDS\_RETCODE\_BAD\_PARAMETER* - *instance\_handle* is not a valid handle or *instance\_data* is not a valid sample.
- *DDS\_RETCODE\_ALREADY\_DELETED* - the *SPACE\_FooDataWriter* has already been deleted.
- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.
- *DDS\_RETCODE\_NOT\_ENABLED* - the *SPACE\_FooDataWriter* is not enabled.
- *DDS\_RETCODE\_PRECONDITION\_NOT\_MET* - the *instance\_handle* has not been registered with this *SPACE\_FooDataWriter*.
- *DDS\_RETCODE\_TIMEOUT* - either the current action overflowed the available resources as specified by the combination of the *DDS\_ReliabilityQosPolicy*, *DDS\_HistoryQosPolicy* and *DDS\_ResourceLimitsQosPolicy*, or the current action was waiting for data delivery acknowledgement by synchronous *DataReaders*. This caused blocking of the *SPACE\_FooDataWriter\_writedispose* operation, which could not be resolved before *max\_blocking\_time* of the *DDS\_ReliabilityQosPolicy* elapsed.

### 3.4.2.60 *SPACE\_FooDataWriter\_writedispose\_w\_timestamp*

#### Synopsis

```
#include <Space.h>
        DDS_ReturnCode_t
        SPACE_FooDataWriter_writedispose_w_timestamp
        (SPACE_FooDataWriter _this,
         const Foo *instance_data,
         const DDS_InstanceHandle_t handle,
         const DDS_Time_t *source_timestamp);
```

#### Description

This operation requests the Data Distribution Service to modify the instance and mark it for deletion, and provides a value for the *source\_timestamp* explicitly.

#### Parameters

*in SPACE\_FooDataWriter \_this* - the *SPACE\_FooDataWriter* object on which the operation is operated.

*in const Foo \*instance\_data* - the data to be written and disposed.

*in const DDS\_InstanceHandle\_t handle* - the handle to the instance as supplied by *SPACE\_FooDataWriter\_register\_instance*.



*in const DDS\_Time\_t \*source\_timestamp* - the timestamp used.

## Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are:  
 DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION, DDS\_RETCODE\_BAD\_PARAMETER, DDS\_RETCODE\_ALREADY\_DELETED, DDS\_RETCODE\_OUT\_OF\_RESOURCES, DDS\_RETCODE\_NOT\_ENABLED, DDS\_RETCODE\_PRECONDITION\_NOT\_MET or DDS\_RETCODE\_TIMEOUT.

## Detailed Description

This operation performs the same functions as *SPACE\_FooDataWriter\_writedispose* except that the application provides the value for the *source\_timestamp* that is made available to connected *DDS\_DataReader* objects. This timestamp is important for the interpretation of the *DDS\_DestinationOrderQosPolicy*.

### Return Code

When the operation returns:

- *DDS\_RETCODE\_OK* - the Data Distribution Service has modified the instance and marked it for deletion.
- *DDS\_RETCODE\_ERROR* - an internal error has occurred.
- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.
- *DDS\_RETCODE\_BAD\_PARAMETER* - *handle* is not a valid handle or *instance\_data* is not a valid sample.
- *DDS\_RETCODE\_ALREADY\_DELETED* - the *SPACE\_FooDataWriter* has already been deleted.
- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.
- *DDS\_RETCODE\_NOT\_ENABLED* - the *SPACE\_FooDataWriter* is not enabled.
- *DDS\_RETCODE\_PRECONDITION\_NOT\_MET* - the handle has not been registered with this *SPACE\_FooDataWriter*.
- *DDS\_RETCODE\_TIMEOUT* - either the current action overflowed the available resources as specified by the combination of the *DDS\_ReliabilityQosPolicy*, *DDS\_HistoryQosPolicy* and *DDS\_ResourceLimitsQosPolicy*, or the current action was waiting for data delivery acknowledgement by synchronous *DataReaders*. This caused blocking of the

SPACE\_FooDataWriter\_writedispose\_w\_timestamp operation, which could not be resolved before max\_blocking\_time of the DDS\_ReliabilityQosPolicy elapsed.

### 3.4.3 DDS\_PublisherListener interface

Since a DDS\_Publisher is a DDS\_Entity, it has the ability to have a Listener associated with it. In this case, the associated Listener should be of type DDS\_PublisherListener. This interface must be implemented by the application. A user defined class must be provided by the application which must extend from the DDS\_PublisherListener class. **All** DDS\_PublisherListener operations **must** be implemented in the user defined class, it is up to the application whether an operation is empty or contains some functionality.




---

All operations for this interface must be implemented in the user defined class, it is up to the application whether an operation is empty or contains some functionality.

---

The DDS\_PublisherListener provides a generic mechanism (actually a callback function) for the Data Distribution Service to notify the application of relevant asynchronous status change events, such as a missed deadline, violation of a QosPolicy setting, etc. The DDS\_PublisherListener is related to changes in communication status.

The interface description of this class is as follows:

```
/*
 * interface DDS_PublisherListener
 */
/*
 * inherited from DDS_DataWriterListener
 */
/* void
 *     DDS_PublisherListener_on_offered_deadline_missed
 *     (void *listener_data,
 *      DDS_DataWriter writer,
 *      const DDS_OfferedDeadlineMissedStatus *status);
 */
/* void
 *     DDS_PublisherListener_on_offered_incompatible_qos
 *     (void *listener_data,
 *      DDS_DataWriter writer,
 *      const DDS_OfferedIncompatibleQosStatus *status);
 */
/* void
 *     DDS_PublisherListener_on_liveliness_lost
 *     (void *listener_data,
 *      DDS_DataWriter writer,
```

```

*          const DDS_LivelinessLostStatus *status);
*/

/* void
*     DDS_PublisherListener_on_publication_matched
*     (void *listener_data,
*       DDS_DataWriter writer,
*       const DDS_PublicationMatchedStatus *status);
*/
/*
* implemented API operations
*/
DDS_PublisherListener
DDS_PublisherListener__alloc
(void);

```

The next paragraphs list all `DDS_PublisherListener` operations. Since these operations are all inherited, they are listed but not fully described because they are not implemented in this class. The full description of these operations is given in the classes from which they are inherited.

### 3.4.3.1 `DDS_PublisherListener__alloc`

#### Synopsis

```

#include <dds_dcps.h>
DDS_PublisherListener
DDS_PublisherListener__alloc
(void);

```

#### Description

This operation creates a new `DDS_PublisherListener`.

#### Parameters

<none>

#### Return Value

`DDS_PublisherListener` - the handle to the newly created `DDS_PublisherListener`. In case of an error, a `DDS_OBJECT_NIL` pointer is returned.

### Detailed Description

This operation creates a new `DDS_PublisherListener`. The `DDS_PublisherListener` must be created using this operation. In other words, the application is not allowed to declare an object of type `DDS_PublisherListener`. When the application wants to release the `DDS_PublisherListener` it must be released using `DDS_free`.

In case there are insufficient resources available to allocate the `DDS_PublisherListener`, a `DDS_OBJECT_NIL` pointer is returned instead.

#### 3.4.3.2 `DDS_PublisherListener_on_liveliness_lost` (inherited, abstract)

This operation is inherited and therefore not described here. See the class `DDS_DataWriterListener` for further explanation.

#### Synopsis

```
#include <dds_dcps.h>
void
    DDS_PublisherListener_on_liveliness_lost
        (void *listener_data,
         DDS_DataWriter writer,
         const DDS_LivelinessLostStatus *status);
```

#### 3.4.3.3 `DDS_PublisherListener_on_offered_deadline_missed` (inherited, abstract)

This operation is inherited and therefore not described here. See the class `DDS_DataWriterListener` for further explanation.

#### Synopsis

```
#include <dds_dcps.h>
void
    DDS_PublisherListener_on_offered_deadline_missed
        (void *listener_data,
         DDS_DataWriter writer,
         const DDS_OfferedDeadlineMissedStatus *status);
```

#### 3.4.3.4 `DDS_PublisherListener_on_offered_incompatible_qos` (inherited, abstract)

This operation is inherited and therefore not described here. See the class `DDS_DataWriterListener` for further explanation.

#### Synopsis

```
#include <dds_dcps.h>
void
    DDS_PublisherListener_on_offered_incompatible_qos
```

```
(void *listener_data,
    DDS_DataWriter writer,
    const DDS_OfferedIncompatibleQosStatus *status);
```

### 3.4.3.5 DDS\_PublisherListener\_on\_publication\_matched (inherited, abstract)

This operation is inherited and therefore not described here. See the class `DDS_DataWriterListener` for further explanation.

#### Synopsis

```
#include <dds_dcps.h>
void
    DDS_PublisherListener_on_publication_matched
        (void *listener_data,
         DDS_DataWriter writer,
         const DDS_PublicationMatchedStatus *status);
```

**Note:** This operation is not yet supported. It is scheduled for a future release.

### 3.4.4 DDS\_DataWriterListener interface

Since a `DDS_DataWriter` is a `DDS_Entity`, it has the ability to have a `Listener` associated with it. In this case, the associated `Listener` should be of type `DDS_DataWriterListener`. This interface must be implemented by the application. A user defined class must be provided by the application which must extend from the `DDS_DataWriterListener` class. **All** `DDS_DataWriterListener` operations **must** be implemented in the user defined class, it is up to the application whether an operation is empty or contains some functionality.




---

All operations for this interface must be implemented in the user defined class, it is up to the application whether an operation is empty or contains some functionality.

---

The `DDS_DataWriterListener` provides a generic mechanism (actually a callback function) for the Data Distribution Service to notify the application of relevant asynchronous status change events, such as a missed deadline, violation of a `QosPolicy` setting, etc. The `DDS_DataWriterListener` is related to changes in communication status.

The interface description of this class is as follows:

```
/*
 * interface DDS_DataWriterListener
 */
/*
 * abstract external operations
 */
void
    DDS_DataWriterListener_on_offered_deadline_missed
```

```

        (void *listener_data,
         DDS_DataWriter writer,
         const DDS_OfferedDeadlineMissedStatus *status);

void
DDS_DataWriterListener_on_offered_incompatible_qos
(void *listener_data,
 DDS_DataWriter writer,
 const DDS_OfferedIncompatibleQosStatus *status);

void
DDS_DataWriterListener_on_liveliness_lost
(void *listener_data,
 DDS_DataWriter writer,
 const DDS_LivelinessLostStatus *status);

void
DDS_DataWriterListener_on_publication_matched
(void *listener_data,
 DDS_DataWriter writer,
 const DDS_PublicationMatchedStatus *status);
/*
 * implemented API operations
 */
DDS_DataWriterListener
DDS_DataWriterListener__alloc
(void);

```

The next paragraphs describe the usage of all DDS\_DataWriterListener operations. These abstract operations are fully described because they must be implemented by the application.

#### 3.4.4.1 DDS\_DataWriterListener\_\_alloc

##### Synopsis

```

#include <dds_dcps.h>
DDS_DataWriterListener
DDS_DataWriterListener__alloc
(void);

```

##### Description

This operation creates a new DDS\_DataWriterListener.

##### Parameters

<none>

## Return Value

*DDS\_DataWriterListener* - the handle to the newly created *DDS\_DataWriterListener*. In case of an error, a *DDS\_OBJECT\_NIL* pointer is returned.

## Detailed Description

This operation creates a new *DDS\_DataWriterListener*. The *DDS\_DataWriterListener* must be created using this operation. In other words, the application is not allowed to declare an object of type *DDS\_DataWriterListener*. When the application wants to release the *DDS\_DataWriterListener* it must be released using *DDS\_free*.

In case there are insufficient resources available to allocate the *DDS\_DataWriterListener*, a *DDS\_OBJECT\_NIL* pointer is returned instead.

### 3.4.4.2 *DDS\_DataWriterListener\_on\_liveliness\_lost* (abstract)

## Synopsis

```
#include <dds_dcps.h>
void
    DDS_DataWriterListener_on_liveliness_lost
        (void *listener_data,
         DDS_DataWriter writer,
         const DDS_LivelinessLostStatus *status);
```

## Description

This operation must be implemented by the application and is called by the Data Distribution Service when the *DDS\_LivelinessLostStatus* changes.

## Parameters

*inout void \*listener\_data* - a pointer to a user defined object which may be used for identification of the Listener.

*in DDS\_DataWriter writer* - contain a pointer to the *DDS\_DataWriter* on which the *DDS\_LivelinessLostStatus* has changed (this is an input to the application).

*in const DDS\_LivelinessLostStatus \*status* - contain the *DDS\_LivelinessLostStatus* struct (this is an input to the application).

## Return Value

<none>

## Detailed Description

This operation is the external operation (interface, which must be implemented by the application) that is called by the Data Distribution Service when the `DDS_LivelinessLostStatus` changes. The implementation may be left empty when this functionality is not needed. This operation will only be called when the relevant `DDS_DataWriterListener` is installed and enabled for the liveliness lost status. The liveliness lost status will change when the liveliness that the `DDS_DataWriter` has committed through its `DDS_LivelinessQosPolicy` was not respected. In other words, the `DDS_DataWriter` failed to actively signal its liveliness within the offered liveliness period. As a result, the `DDS_DataReader` objects will consider the `DDS_DataWriter` as no longer “alive”.

The Data Distribution Service will call the `DDS_DataWriterListener` operation with a parameter `writer`, which will contain a pointer to the `DDS_DataWriter` on which the conflict occurred and a parameter `status`, which will contain the `DDS_LivelinessLostStatus` struct.

### 3.4.4.3 DDS\_DataWriterListener\_on\_offered\_deadline\_missed (abstract)

#### Synopsis

```
#include <dds_dcps.h>
void
    DDS_DataWriterListener_on_offered_deadline_missed
        (void *listener_data,
         DDS_DataWriter writer,
         const DDS_OfferedDeadlineMissedStatus *status);
```

#### Description

This operation must be implemented by the application and is called by the Data Distribution Service when the `DDS_OfferedDeadlineMissedStatus` changes.

#### Parameters

*inout void \*listener\_data* - a pointer to a user defined object which may be used for identification of the Listener.

*in DDS\_DataWriter writer* - contains a pointer to the `DDS_DataWriter` on which the `DDS_OfferedDeadlineMissedStatus` has changed (this is an input to the application).

*in const DDS\_OfferedDeadlineMissedStatus \*status* - contains the `DDS_OfferedDeadlineMissedStatus` struct (this is an input to the application).

#### Return Value

<none>



### Detailed Description

This operation is the external operation (interface, which must be implemented by the application) that is called by the Data Distribution Service when the `DDS_OfferedDeadlineMissedStatus` changes. The implementation may be left empty when this functionality is not needed. This operation will only be called when the relevant `DDS_DataWriterListener` is installed and enabled for the offered deadline missed status. The offered deadline missed status will change when the deadline that the `DDS_DataWriter` has committed through its `DDS_DeadlineQosPolicy` was not respected for a specific instance.

The Data Distribution Service will call the `DDS_DataWriterListener` operation with a parameter `writer`, which will contain a pointer to the `DDS_DataWriter` on which the conflict occurred and a parameter `status`, which will contain the `DDS_OfferedDeadlineMissedStatus` struct.

#### 3.4.4.4 DDS\_DataWriterListener\_on\_offered\_incompatible\_qos (abstract)

##### Synopsis

```
#include <dds_dcps.h>
void
    DDS_DataWriterListener_on_offered_incompatible_qos
        (void *listener_data,
         DDS_DataWriter writer,
         const DDS_OfferedIncompatibleQosStatus *status);
```

##### Description

This operation must be implemented by the application and is called by the Data Distribution Service when the `DDS_OFFERED_INCOMPATIBLE_QOS_STATUS` changes.

##### Parameters

*inout void \*listener\_data* - a pointer to a user defined object which may be used for identification of the Listener.

*in DDS\_DataWriter writer* - contain a pointer to the `DDS_DataWriter` on which the `DDS_OFFERED_INCOMPATIBLE_QOS_STATUS` has changed (this is an input to the application).

*in const DDS\_OfferedIncompatibleQosStatus \*status* - contain the `DDS_OfferedIncompatibleQosStatus` struct (this is an input to the application).

##### Return Value

<none>

### Detailed Description

This operation is the external operation (interface, which must be implemented by the application) that is called by the Data Distribution Service when the `DDS_OFFERED_INCOMPATIBLE_QOS_STATUS` changes. The implementation may be left empty when this functionality is not needed. This operation will only be called when the relevant `DDS_DataWriterListener` is installed and enabled for the `DDS_OFFERED_INCOMPATIBLE_QOS_STATUS`. The incompatible Qos status will change when a `DDS_DataReader` object has been discovered by the `DDS_DataWriter` with the same `DDS_Topic` and a requested `DDS_DataReaderQos` that was incompatible with the one offered by the `DDS_DataWriter`.

The Data Distribution Service will call the `DDS_DataWriterListener` operation with a parameter `writer`, which will contain a pointer to the `DDS_DataWriter` on which the conflict occurred and a parameter `status`, which will contain the `DDS_OfferedIncompatibleQosStatus` struct.

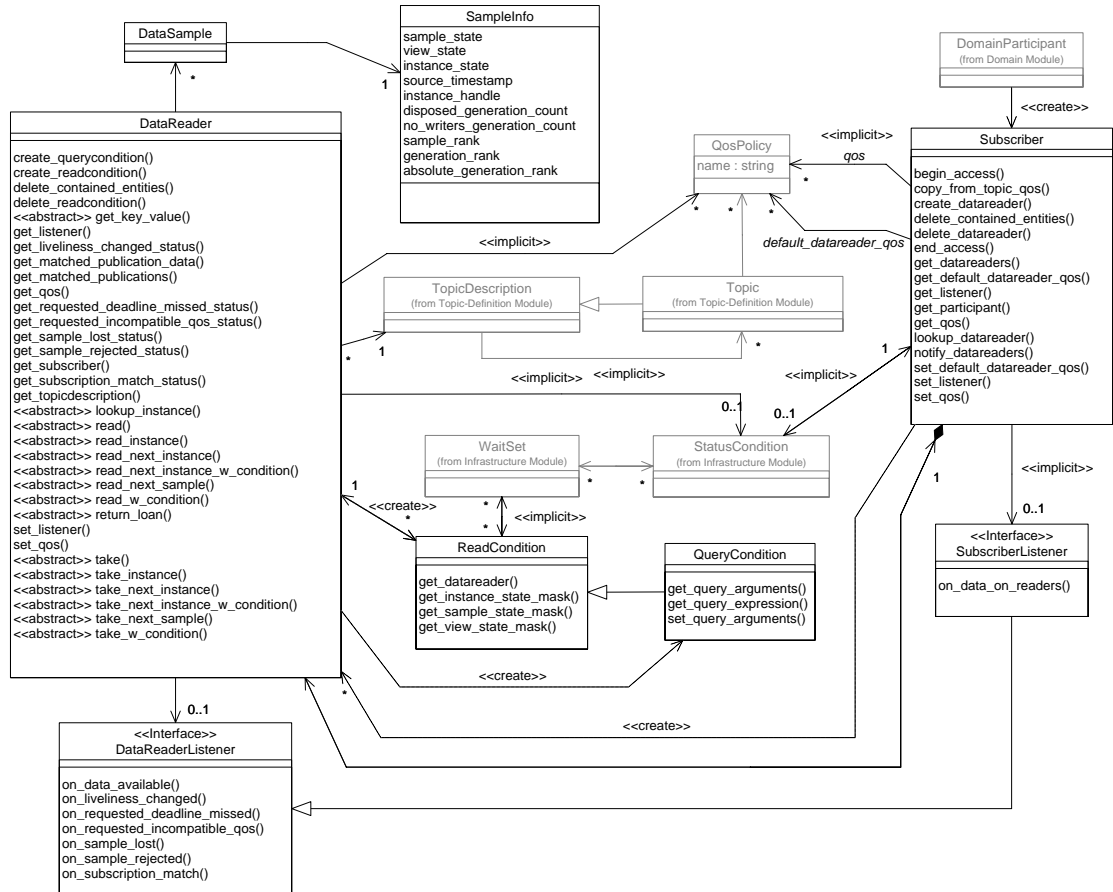
#### 3.4.4.5 DDS\_DataWriterListener\_on\_publication\_matched (abstract)

##### Synopsis

```
#include <dds_dcps.h>
void
    DDS_DataWriterListener_on_publication_matched
        (DDS_DataWritervoid *listener_data,
         DDS_DataWriter writer,
         const DDS_PublicationMatchedStatus *status);
```

**Note:** This operation is not yet supported. It is scheduled for a future release.

## 3.5 Subscription Module



**Figure 19 The DCPS Subscription Module's Class Model**

This module contains the following classes:

- DDS\_Subscriber
- Subscription type specific classes
- DDS\_DataSample
- DDS\_SampleInfo (struct)
- DDS\_SubscriberListener (interface)
- DDS\_DataReaderListener (interface)
- DDS\_ReadCondition

- `DDS_QueryCondition`

“Subscription type specific classes” contains the generic class and the generated data type specific classes. For each data type, a data type specific class `<NameSpace>_<type>DataReader` is generated (based on IDL) by calling the pre-processor.

For instance, for the fictional data type `Foo` (this also applies to other types), defined in the module `SPACE`; “Subscription type specific classes” contains the following classes:

- `DDS_DataReader` (abstract)
- `SPACE_FooDataReader`

A `DDS_Subscriber` is an object responsible for receiving published data and making it available (according to the `DDS_SubscriberQos`) to the application. It may receive and dispatch `DDS_Topic` with data of different specified data types. To access the received data, the application must use a typed `DDS_DataReader` attached to the `DDS_Subscriber`. Thus, a subscription is defined by the association of a `DDS_DataReader` with a `DDS_Subscriber`. This association expresses the intent of the application to subscribe to the data described by the `DDS_DataReader` in the context provided by the `DDS_Subscriber`.

### 3.5.1 Class `DDS_Subscriber`

A `DDS_Subscriber` is the object responsible for the actual reception of the data resulting from its subscriptions.

A `DDS_Subscriber` acts on behalf of one or more `DDS_DataReader` objects that are related to it. When it receives data (from the other parts of the system), it indicates to the application that data is available through its `DDS_DataReaderListener` and by enabling related `DDS_Conditions`. The application can access the list of concerned `DDS_DataReader` objects through the operation `DDS_Subscriber_get_datareaders` and then access the data available through operations on the `DDS_DataReader`.

The interface description of this class is as follows:

```
/*
 * interface DDS_Subscriber
 */
/*
 * inherited from class DDS_Entity
 */
/* DDS_StatusCondition
 *     DDS_Subscriber_get_statuscondition
 *     (DDS_Subscriber _this)
 */
/* DDS_StatusMask
```

```

*     DDS_Subscriber_get_status_changes
*     (DDS_Subscriber _this);
*/
/* DDS_ReturnCode_t
*     DDS_Subscriber_enable
*     (DDS_Subscriber _this);
*/
/*
* implemented API operations
*/
DDS_DataReader
    DDS_Subscriber_create_datareader
        (DDS_Subscriber _this,
         const DDS_TopicDescription a_topic,
         const DDS_DataReaderQos *qos,
         const struct DDS_DataReaderListener *a_listener,
         const DDS_StatusMask mask);

DDS_ReturnCode_t
    DDS_Subscriber_delete_datareader
        (DDS_Subscriber _this,
         const DDS_DataReader a_datareader);

DDS_ReturnCode_t
    DDS_Subscriber_delete_contained_entities
        (DDS_Subscriber _this);

DDS_DataReader
    DDS_Subscriber_lookup_datareader
        (DDS_Subscriber _this,
         const DDS_char *topic_name);

DDS_ReturnCode_t
    DDS_Subscriber_get_datareaders
        (DDS_Subscriber _this,
         DDS_DataReaderSeq *readers,
         const DDS_SampleStateMask sample_states,
         const DDS_ViewStateMask view_states,
         const DDS_InstanceStateMask instance_states);

DDS_ReturnCode_t
    DDS_Subscriber_notify_datareaders
        (DDS_Subscriber _this);

DDS_ReturnCode_t
    DDS_Subscriber_set_qos
        (DDS_Subscriber _this,
         const DDS_SubscriberQos *qos);

DDS_ReturnCode_t

```

```

        DDS_Subscriber_get_qos
        (DDS_Subscriber _this,
         DDS_SubscriberQos *qos);
DDS_ReturnCode_t
    DDS_Subscriber_set_listener
        (DDS_Subscriber _this,
         const struct DDS_SubscriberListener *a_listener,
         const DDS_StatusMask mask);

struct DDS_SubscriberListener
    DDS_Subscriber_get_listener
        (DDS_Subscriber _this);

DDS_ReturnCode_t
    DDS_Subscriber_begin_access
        (DDS_Subscriber _this);

DDS_ReturnCode_t
    DDS_Subscriber_end_access
        (DDS_Subscriber _this);

DDS_DomainParticipant
    DDS_Subscriber_get_participant
        (DDS_Subscriber _this);

DDS_ReturnCode_t
    DDS_Subscriber_set_default_datareader_qos
        (DDS_Subscriber _this,
         const DDS_DataReaderQos *qos);

DDS_ReturnCode_t
    DDS_Subscriber_get_default_datareader_qos
        (DDS_Subscriber _this,
         DDS_DataReaderQos *qos);

DDS_ReturnCode_t
    DDS_Subscriber_copy_from_topic_qos
        (DDS_Subscriber _this,
         DDS_DataReaderQos *a_datareader_qos,
         const DDS_TopicQos *a_topic_qos);

```

The next paragraphs describe the usage of all `DDS_Subscriber` operations. The inherited operations are listed but not fully described because they are not implemented in this class. The full description of these operations is given in the classes from which they are inherited.

### 3.5.1.1 DDS\_Subscriber\_begin\_access

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_Subscriber_begin_access
        (DDS_Subscriber _this);
```

**Note:** This operation is not yet implemented. It is scheduled for a future release.

### 3.5.1.2 DDS\_Subscriber\_copy\_from\_topic\_qos

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_Subscriber_copy_from_topic_qos
        (DDS_Subscriber _this,
         DDS_DataReaderQos *a_datareader_qos,
         const DDS_TopicQos *a_topic_qos);
```

#### Description

This operation will copy the policies in `a_topic_qos` to the corresponding policies in `a_datareader_qos`.

#### Parameters

*in DDS\_Subscriber \_this* - the DDS\_Subscriber object on which the operation is operated.

*inout DDS\_DataReaderQos \*a\_datareader\_qos* - the destination DDS\_DataReaderQos struct to which the QosPolicy settings will be copied.

*in const DDS\_TopicQos \*a\_topic\_qos* - the source DDS\_TopicQos, which will be copied.

#### Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are: DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION, DDS\_RETCODE\_ALREADY\_DELETED or DDS\_RETCODE\_OUT\_OF\_RESOURCES.

#### Detailed Description

This operation will copy the QosPolicy settings in `a_topic_qos` to the corresponding QosPolicy settings in `a_datareader_qos` (replacing the values in `a_datareader_qos`, if present).

This is a “convenience” operation, useful in combination with the operations `DDS_Publisher_get_default_datawriter_qos` and `DDS_Topic_get_qos`. The operation `DDS_Subscriber_copy_from_topic_qos` can be used to merge the `DDS_DataReader` default `QosPolicy` settings with the corresponding ones on the `DDS_Topic`. The resulting `DDS_DataReaderQos` can then be used to create a new `DDS_DataReader`, or set its `DDS_DataReaderQos`.

This operation does not check the resulting `a_datareader_qos` for self consistency. This is because the “merged” `a_datareader_qos` may not be the final one, as the application can still modify some `QosPolicy` settings prior to applying the `DDS_DataReaderQos` to the `DDS_DataReader`.

### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - the `QosPolicy` settings have successfully been copied from the `DDS_TopicQos` to the `DDS_DataReaderQos`.
- `DDS_RETCODE_ERROR` - an internal error has occurred.
- `DDS_RETCODE_ILLEGAL_OPERATION` - the operation is invoked on an inappropriate object.
- `DDS_RETCODE_ALREADY_DELETED` - the `DDS_Subscriber` has already been deleted.
- `DDS_RETCODE_OUT_OF_RESOURCES` - the Data Distribution Service ran out of resources to complete this operation.

### 3.5.1.3 `DDS_Subscriber_create_datareader`

Synopsis

```
#include <dds_dcps.h>
DDS_DataReader
    DDS_Subscriber_create_datareader
        (DDS_Subscriber _this,
         const DDS_TopicDescription a_topic,
         const DDS_DataReaderQos *qos,
         const struct DDS_DataReaderListener *a_listener,
         const DDS_StatusMask mask);
```

### Description

This operation creates a `DDS_DataReader` with the desired `QosPolicy` settings, for the desired `DDS_TopicDescription` and attaches the optionally specified `DDS_DataWriterListener` to it.



## Parameters

- in DDS\_Subscriber \_this* - the DDS\_Subscriber object on which the operation is operated.
- in const DDS\_TopicDescription a\_topic* - a pointer to the DDS\_TopicDescription for which the DDS\_DataReader is created. This may be a DDS\_Topic, DDS\_MultiTopic or DDS\_ContentFilteredTopic.
- in const DDS\_DataReaderQos \*qos* - the struct with the QosPolicy settings for the new DDS\_DataReader, when these QosPolicy settings are not self consistent, no DDS\_DataReader is created.
- in const struct DDS\_DataReaderListener \*a\_listener* - a pointer to the DDS\_DataReaderListener instance which will be attached to the new DDS\_DataReader. It is permitted to use DDS\_OBJECT\_NIL as the value of the listener: this behaves as a DDS\_DataWriterListener whose operations perform no action.
- in const DDS\_StatusMask mask* - a bit-mask in which each bit enables the invocation of the DDS\_DataReaderListener for a certain status.

## Return Value

*DDS\_DataReader* - Return value is a pointer to the newly created DDS\_DataReader. In case of an error, the DDS\_OBJECT\_NIL pointer is returned.

## Detailed Description

This operation creates a DDS\_DataReader with the desired QosPolicy settings, for the desired DDS\_TopicDescription and attaches the optionally specified DDS\_DataReaderListener to it. The DDS\_TopicDescription may be a DDS\_Topic, DDS\_MultiTopic or DDS\_ContentFilteredTopic. The returned DDS\_DataReader is attached (and belongs) to the DDS\_Subscriber. To delete the DDS\_DataReader the operation DDS\_Subscriber\_delete\_datareader or DDS\_Subscriber\_delete\_contained\_entities must be used. If no read rights are defined for the specific topic then the creation of the DataReader will fail.

### Application Data Type

The DDS\_DataReader returned by this operation is an object of a derived class, specific to the data type associated with the DDS\_TopicDescription. For each application-defined data type `<type>` there is a class `<NameSpace>_<type>DataReader` generated by calling the pre-processor. This data type specific class extends DDS\_DataReader and contains the operations to read data of data type `<type>`.

Because the `DDS_DataReader` may read a `DDS_Topic`, `DDS_ContentFilteredTopic` or `DDS_MultiTopic`, the `DDS_DataReader` is associated with the `DDS_TopicDescription`. The `DDS_DataWriter` can only write a `DDS_Topic`, **not** a `DDS_ContentFilteredTopic` or `DDS_MultiTopic`, because these two are constructed at the `DDS_Subscriber` side.

### QosPolicy

The common application pattern to construct the `QosPolicy` settings for the `DDS_DataReader` is to:

- Retrieve the `QosPolicy` settings on the associated `DDS_TopicDescription` by means of the `DDS_Topic_get_qos` operation on the `DDS_TopicDescription`
- Retrieve the default `DDS_DataReaderQos` by means of the `DDS_Subscriber_get_default_datareader_qos` operation on the `DDS_Subscriber`
- Combine those two `QosPolicy` settings and selectively modify policies as desired (`DDS_Subscriber_copy_from_topic_qos`)
- Use the resulting `QosPolicy` settings to construct the `DDS_DataReader`.
- In case the specified `QosPolicy` settings are not self consistent, no `DDS_DataReader` is created and the `DDS_OBJECT_NIL` pointer is returned.

### Default QoS

The constant `DDS_DATAREADER_QOS_DEFAULT` can be used as parameter `qos` to create a `DDS_DataReader` with the default `DDS_DataReaderQos` as set in the `DDS_Subscriber`. The effect of using `DDS_DATAREADER_QOS_DEFAULT` is the same as calling the operation `DDS_Subscriber_get_default_datareader_qos` and using the resulting `DDS_DataReaderQos` to create the `DDS_DataReader`.

The special `DDS_DATAREADER_QOS_USE_TOPIC_QOS` can be used to create a `DDS_DataReader` with a combination of the default `DDS_DataReaderQos` and the `DDS_TopicQos`. The effect of using `DDS_DATAREADER_QOS_USE_TOPIC_QOS` is the same as calling the operation `DDS_Subscriber_get_default_datareader_qos` and retrieving the `DDS_TopicQos` (by means of the operation `DDS_Topic_get_qos`) and then combining these two `QosPolicy` settings using the operation `DDS_Subscriber_copy_from_topic_qos`, whereby any common policy that is set on the `DDS_TopicQos` “overrides” the corresponding policy on the default `DDS_DataReaderQos`. The resulting `DDS_DataReaderQos` is then applied to create the `DDS_DataReader`.

### Communication Status

For each communication status, the `StatusChangedFlag` flag is initially set to `FALSE`. It becomes `TRUE` whenever that communication status changes. For each communication status activated in the `mask`, the associated `DDS_DataReaderListener` operation is invoked and the communication status is reset to `FALSE`, as the listener implicitly accesses the status which is passed as a parameter to that operation. The fact that the status is reset prior to calling the listener means that if the application calls the `get_<status_name>_status` from inside the listener it will see the status already reset.

The following statuses are applicable to the `DDS_DataReaderListener`:

```
DDS_REQUESTED_DEADLINE_MISSED_STATUS
DDS_REQUESTED_INCOMPATIBLE_QOS_STATUS
DDS_SAMPLE_LOST_STATUS
DDS_SAMPLE_REJECTED_STATUS
DDS_DATA_AVAILABLE_STATUS
DDS_LIVELINESS_CHANGED_STATUS
DDS_SUBSCRIPTION_MATCHED_STATUS.
```

Status bits are declared as a constant and can be used by the application in an OR operation to create a tailored mask. The special constant `DDS_STATUS_MASK_NONE` can be used to indicate that the created entity should not respond to any of its available statuses. The DDS will therefore attempt to propagate these statuses to its factory. The special constant `STATUS_MASK_ANY_V1_2` can be used to select all statuses specified in the “Data Distribution Service for Real-time Systems Version 1.2” specification.

### Status Propagation

In case a communication status is not activated in the `mask` of the `DDS_DataReaderListener`, the `DDS_SubscriberListener` of the containing `DDS_Subscriber` is invoked (if attached and activated for the status that occurred). This allows the application to set a default behaviour in the `DDS_SubscriberListener` of the containing `DDS_Subscriber` and a `DDS_DataReader` specific behaviour when needed. In case the communication status is not activated in the `mask` of the `DDS_SubscriberListener` as well, the communication status will be propagated to the `DDS_DomainParticipantListener` of the containing `DDS_DomainParticipant`. In case the `DDS_DomainParticipantListener` is also not attached or the communication status is not activated in its `mask`, the application is not notified of the change.

### 3.5.1.4 DDS\_Subscriber\_delete\_contained\_entities

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_Subscriber_delete_contained_entities
        (DDS_Subscriber _this);
```

#### Description

This operation deletes all the DDS\_DataReader objects that were created by means of the DDS\_Subscriber\_create\_datareader operation on the DDS\_Subscriber.

#### Parameters

*in DDS\_Subscriber \_this* - the DDS\_Subscriber object on which the operation is operated.

#### Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are:  
DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION, DDS\_RETCODE\_ALREADY\_DELETED, DDS\_RETCODE\_OUT\_OF\_RESOURCES or DDS\_RETCODE\_PRECONDITION\_NOT\_MET.

#### Detailed Description

This operation deletes all the DDS\_DataReader objects that were created by means of the DDS\_Subscriber\_create\_datareader operation on the DDS\_Subscriber. In other words, it deletes all contained DDS\_DataReader objects. Prior to deleting each DDS\_DataReader, this operation recursively calls the corresponding DDS\_DataReader\_delete\_contained\_entities operation on each DDS\_DataReader. In other words, all DDS\_DataReader objects in the DDS\_Subscriber are deleted, including the DDS\_QueryCondition and DDS\_ReadCondition objects contained by the DDS\_DataReader.



---

**Note:** The operation will return DDS\_PRECONDITION\_NOT\_MET if the any of the contained entities is in a state where it cannot be deleted. This will occur, for example, if a contained DDS\_DataReader cannot be deleted because the application has called a read or take operation and has not called the corresponding return\_loan operation to return the loaned samples. In such cases, the operation does not roll-back any entity deletions performed prior to the detection of the problem.

---

**Return Code**

When the operation returns:

- *DDS\_RETCODE\_OK* - the contained *DDS\_Entity* objects are deleted and the application may delete the *DDS\_Subscriber*.
- *DDS\_RETCODE\_ERROR* - an internal error has occurred.
- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.
- *DDS\_RETCODE\_ALREADY\_DELETED* - the *DDS\_Subscriber* has already been deleted.
- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.
- *DDS\_RETCODE\_PRECONDITION\_NOT\_MET* - one or more of the contained entities are in a state where they cannot be deleted.

**3.5.1.5 DDS\_Subscriber\_delete\_datareader****Synopsis**

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_Subscriber_delete_datareader
        (DDS_Subscriber _this,
         const DDS_DataReader a_datareader);
```

**Description**

This operation deletes a *DDS\_DataReader* that belongs to the *DDS\_Subscriber*.

**Parameters**

*in DDS\_Subscriber \_this* - the *DDS\_Subscriber* object on which the operation is operated.

*in const DDS\_DataReader a\_datareader* - a pointer to the *DDS\_DataReader*, which is to be deleted.

**Return Value**

*DDS\_ReturnCode\_t* - Possible return codes of the operation are:  
*DDS\_RETCODE\_OK*, *DDS\_RETCODE\_ERROR*, *DDS\_RETCODE\_ILLEGAL\_OPERATION*, *DDS\_RETCODE\_BAD\_PARAMETER*, *DDS\_RETCODE\_ALREADY\_DELETED*, *DDS\_RETCODE\_OUT\_OF\_RESOURCES* or *DDS\_RETCODE\_PRECONDITION\_NOT\_MET*.

## Detailed Description

This operation deletes a `DDS_DataReader` that belongs to the `DDS_Subscriber`. When the operation is called on a different `DDS_Subscriber`, as used when the `DDS_DataReader` was created, the operation has no effect and returns `DDS_RETCODE_PRECONDITION_NOT_MET`. The deletion of the `DDS_DataReader` is not allowed if there are any `DDS_ReadCondition` or `DDS_QueryCondition` objects that are attached to the `DDS_DataReader`. In that case the operation returns `DDS_RETCODE_PRECONDITION_NOT_MET`.

### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - the `DDS_DataReader` is deleted.
- `DDS_RETCODE_ERROR` - an internal error has occurred.
- `DDS_RETCODE_ILLEGAL_OPERATION` - the operation is invoked on an inappropriate object.
- `DDS_RETCODE_BAD_PARAMETER` - the parameter `a_datareader` is not a valid `DDS_DataReader`.
- `DDS_RETCODE_ALREADY_DELETED` - the `DDS_Subscriber` has already been deleted.
- `DDS_RETCODE_OUT_OF_RESOURCES` - the Data Distribution Service ran out of resources to complete this operation.
- `DDS_RETCODE_PRECONDITION_NOT_MET` - the operation is called on a different `DDS_Subscriber`, as used when the `DDS_DataReader` was created, or the `DDS_DataReader` contains one or more `DDS_ReadCondition` or `DDS_QueryCondition` objects.

### 3.5.1.6 `DDS_Subscriber_enable` (inherited)

This operation is inherited and therefore not described here. See the class `DDS_Entity` for further explanation.

### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_Subscriber_enable
        (DDS_Subscriber _this);
```

### 3.5.1.7 `DDS_Subscriber_end_access`

### Synopsis

```
#include <dds_dcps.h>
```

```

DDS_ReturnCode_t
    DDS_Subscriber_end_access
        (DDS_Subscriber _this);

```

**Note:** This operation is not yet implemented. It is scheduled for a future release.

### 3.5.1.8 DDS\_Subscriber\_get\_datareaders

#### Synopsis

```

#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_Subscriber_get_datareaders
        (DDS_Subscriber _this,
         DDS_DataReaderSeq *readers,
         const DDS_SampleStateMask sample_states,
         const DDS_ViewStateMask view_states,
         const DDS_InstanceStateMask instance_states);

```

**Note:** This operation is not yet implemented. It is scheduled for a future release.

### 3.5.1.9 DDS\_Subscriber\_get\_default\_datareader\_qos

#### Synopsis

```

#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_Subscriber_get_default_datareader_qos
        (DDS_Subscriber _this,
         DDS_DataReaderQos *qos);

```

#### Description

This operation gets the default QosPolicy settings of the DDS\_DataReader.

#### Parameters

*in DDS\_Subscriber \_this* - the DDS\_Subscriber object on which the operation is operated.

*inout DDS\_DataReaderQos \*qos* - a pointer to the DDS\_DataReaderQos struct (provided by the application) in which the default QosPolicy settings for the DDS\_DataReader are written.

#### Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are: DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION, DDS\_RETCODE\_ALREADY\_DELETED or DDS\_RETCODE\_OUT\_OF\_RESOURCES.

## Detailed Description

This operation gets the default `QosPolicy` settings of the `DDS_DataReader` (that is the `DDS_DataReaderQos`) which is used for newly created `DDS_DataReader` objects, in case the constant `DDS_DATAREADER_QOS_DEFAULT` is used. The default `DDS_DataReaderQos` is only used when the constant is supplied as parameter `qos` to specify the `DDS_DataReaderQos` in the `DDS_Subscriber_create_datareader` operation. The application must provide the `DDS_DataReaderQos` struct in which the `QosPolicy` settings can be stored and pass the `qos` pointer to the operation. The operation writes the default `QosPolicy` settings to the struct pointed to by `qos`. Any settings in the struct are overwritten.

The values retrieved by this operation match the values specified on the last successful call to `DDS_Subscriber_set_default_datareader_qos`, or, if the call was never made, the default values as specified for each `QosPolicy` setting as defined in Table 5 on page 59.

### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - the default `DDS_DataReader QosPolicy` settings of this `DDS_Subscriber` have successfully been copied into the specified `DDS_DataReaderQos` parameter.
- `DDS_RETCODE_ERROR` - an internal error has occurred.
- `DDS_RETCODE_ILLEGAL_OPERATION` - the operation is invoked on an inappropriate object.
- `DDS_RETCODE_ALREADY_DELETED` - the `DDS_Subscriber` has already been deleted.
- `DDS_RETCODE_OUT_OF_RESOURCES` - the Data Distribution Service ran out of resources to complete this operation.

### 3.5.1.10 `DDS_Subscriber_get_listener`

#### Synopsis

```
#include <dds_dcps.h>
struct DDS_SubscriberListener
    DDS_Subscriber_get_listener
        (DDS_Subscriber _this);
```

#### Description

This operation allows access to a `DDS_SubscriberListener`.



## Parameters

*in DDS\_Subscriber \_this* - the DDS\_Subscriber object on which the operation is operated.

## Return Value

*struct DDS\_SubscriberListener* - result is a pointer to the DDS\_SubscriberListener attached to the DDS\_Subscriber.

## Detailed Description

This operation allows access to a DDS\_SubscriberListener attached to the DDS\_Subscriber. When no DDS\_SubscriberListener was attached to the DDS\_Subscriber, the DDS\_OBJECT\_NIL pointer is returned.

### 3.5.1.11 DDS\_Subscriber\_get\_participant

## Synopsis

```
#include <dds_dcps.h>
DDS_DomainParticipant
    DDS_Subscriber_get_participant
        (DDS_Subscriber _this);
```

## Description

This operation returns the DDS\_DomainParticipant associated with the DDS\_Subscriber or the DDS\_OBJECT\_NIL pointer.

## Parameters

*in DDS\_Subscriber \_this* - the DDS\_Subscriber object on which the operation is operated.

## Return Value

*DDS\_DomainParticipant* - a pointer to the DDS\_DomainParticipant associated with the DDS\_Subscriber or the DDS\_OBJECT\_NIL pointer.

## Detailed Description

This operation returns the DDS\_DomainParticipant associated with the DDS\_Subscriber. Note that there is exactly one DDS\_DomainParticipant associated with each DDS\_Subscriber. When the DDS\_Subscriber was already deleted (there is no associated DDS\_DomainParticipant any more), the DDS\_OBJECT\_NIL pointer is returned.

### 3.5.1.12 DDS\_Subscriber\_get\_qos

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_Subscriber_get_qos
        (DDS_Subscriber _this,
         DDS_SubscriberQos *qos);
```

#### Description

This operation allows access to the existing set of QoS policies for a DDS\_Subscriber.

#### Parameters

*in* DDS\_Subscriber \_this - the DDS\_Subscriber object on which the operation is operated.

*inout* DDS\_SubscriberQos \*qos - a pointer to the destination DDS\_SubscriberQos struct in which the QoSPolicy settings will be copied.

#### Return Value

DDS\_ReturnCode\_t - Possible return codes of the operation are: DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION, DDS\_RETCODE\_ALREADY\_DELETED or DDS\_RETCODE\_OUT\_OF\_RESOURCES.

#### Detailed Description

This operation allows access to the existing set of QoS policies of a DDS\_Subscriber on which this operation is used. This DDS\_SubscriberQos is stored at the location pointed to by the qos parameter.

#### Return Code

When the operation returns:

- *DDS\_RETCODE\_OK* - the existing set of QoS policy values applied to this DDS\_Subscriber has successfully been copied into the specified DDS\_SubscriberQos parameter.
- *DDS\_RETCODE\_ERROR* - an internal error has occurred.
- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.
- *DDS\_RETCODE\_ALREADY\_DELETED* - the DDS\_Subscriber has already been deleted.

- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.

### 3.5.1.13 DDS\_Subscriber\_get\_status\_changes (inherited)

This operation is inherited and therefore not described here. See the class *DDS\_Entity* for further explanation.

#### Synopsis

```
#include <dds_dcps.h>
DDS_StatusMask
    DDS_Subscriber_get_status_changes
        (DDS_Subscriber _this);
```

### 3.5.1.14 DDS\_Subscriber\_get\_statuscondition (inherited)

This operation is inherited and therefore not described here. See the class *DDS\_Entity* for further explanation.

#### Synopsis

```
#include <dds_dcps.h>
DDS_StatusCondition
    DDS_Subscriber_get_statuscondition
        (DDS_Subscriber _this);
```

### 3.5.1.15 DDS\_Subscriber\_lookup\_datareader

#### Synopsis

```
#include <dds_dcps.h>
DDS_DataReader
    DDS_Subscriber_lookup_datareader
        (DDS_Subscriber _this,
         const DDS_char *topic_name);
```

#### Description

This operation returns a previously created *DDS\_DataReader* belonging to the *DDS\_Subscriber* which is attached to a *DDS\_Topic* with the matching *topic\_name*.

#### Parameters

*in DDS\_Subscriber \_this* - the *DDS\_Subscriber* object on which the operation is operated.

*in const DDS\_char \*topic\_name* - the name of the *DDS\_Topic*, which is attached to the *DDS\_DataReader* to look for.

## Return Value

*DDS\_DataReader* - Return value is a pointer to the *DDS\_DataReader* found. When no such *DDS\_DataReader* is found, the *DDS\_OBJECT\_NIL* pointer is returned.

## Detailed Description

This operation returns a previously created *DDS\_DataReader* belonging to the *DDS\_Subscriber* which is attached to a *DDS\_Topic* with the matching *topic\_name*. When multiple *DDS\_DataReader* objects (which satisfy the same condition) exist, this operation will return one of them. It is not specified which one.

This operation may be used on the built-in *DDS\_Subscriber*, which returns the built-in *DDS\_DataReader* objects for the built-in *DDS\_Topics*.

### 3.5.1.16 *DDS\_Subscriber\_notify\_datareaders*

## Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_Subscriber_notify_datareaders
        (DDS_Subscriber _this);
```

## Description

This operation invokes the *DDS\_DataReaderListener\_on\_data\_available* operation on *DDS\_DataReaderListener* objects which are attached to the contained *DDS\_DataReader* entities having new, available data.

## Parameters

*in DDS\_Subscriber\_this* - the *DDS\_Subscriber* object on which the operation is operated.

## Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are:  
*DDS\_RETCODE\_OK*, *DDS\_RETCODE\_ERROR*,  
*DDS\_RETCODE\_ILLEGAL\_OPERATION*, *DDS\_RETCODE\_ALREADY\_DELETED*  
or *DDS\_RETCODE\_OUT\_OF\_RESOURCES*.

## Detailed Description

This operation invokes the *DDS\_DataReaderListener\_on\_data\_available* operation on the *DDS\_DataReaderListener* objects attached to contained *DDS\_DataReader* entities that have received information, but which have not yet been processed by those *DDS\_DataReaders*.

The `DDS_Subscriber_notify_datareaders` operation ignores the bit mask value of the individual `DDS_DataReaderListener` objects, even when the `DDS_DATA_AVAILABLE_STATUS` bit has not been set on a `DDS_DataReader` that which has new, available data. The `DDS_DataReaderListener_on_data_available` operation will still be invoked, when the `DATA_AVAILABLE_STATUS` bit has not been set on a `DataReader`, but will not propagate to the `DDS_DomainParticipantListener`.

When the `DDS_DataReader` has attached a `NULL` listener, the event will be consumed and will not propagate to the `DDS_DomainParticipantListener`. (Remember that a `NULL` listener is regarded as a listener that handles all its events as a `NOOP`).

### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - all appropriate listeners have been invoked
- `DDS_RETCODE_ERROR` - an internal error has occurred
- `DDS_RETCODE_ILLEGAL_OPERATION` - the operation is invoked on an inappropriate object
- `DDS_RETCODE_ALREADY_DELETED` - the `DDS_Subscriber` has already been deleted
- `DDS_RETCODE_OUT_OF_RESOURCES` - there are insufficient Data Distribution Service resources to complete this operation

## 3.5.1.17 `DDS_Subscriber_set_default_datareader_qos`

### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_Subscriber_set_default_datareader_qos
        (DDS_Subscriber _this,
         const DDS_DataReaderQos *qos);
```

### Description

This operation sets the default `DDS_DataReaderQos` of the `DDS_DataReader`.

### Parameters

*in* `DDS_Subscriber _this` - the `DDS_Subscriber` object on which the operation is operated.

*in const DDS\_DataReaderQos \*qos* - the DDS\_DataReaderQos struct, which contains the new default QosPolicy settings for the newly created DDS\_DataReaders.

## Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are: DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION, DDS\_RETCODE\_BAD\_PARAMETER, DDS\_RETCODE\_UNSUPPORTED, DDS\_RETCODE\_ALREADY\_DELETED, DDS\_RETCODE\_OUT\_OF\_RESOURCES or DDS\_RETCODE\_INCONSISTENT\_POLICY.

## Detailed Description

This operation sets the default DDS\_DataReaderQos of the DDS\_DataReader (that is the struct with the QosPolicy settings). This QosPolicy is used for newly created DDS\_DataReader objects in case the constant DDS\_DATAREADER\_QOS\_DEFAULT is used as parameter qos to specify the DDS\_DataReaderQos in the DDS\_Subscriber\_create\_datareader operation. This operation checks if the DDS\_DataReaderQos is self consistent. If it is not, the operation has no effect and returns DDS\_RETCODE\_INCONSISTENT\_POLICY.

The values set by this operation are returned by DDS\_Subscriber\_get\_default\_datareader\_qos.

### Return Code

When the operation returns:

- *DDS\_RETCODE\_OK* - the new default DDS\_DataReaderQos is set.
- *DDS\_RETCODE\_ERROR* - an internal error has occurred.
- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.
- *DDS\_RETCODE\_BAD\_PARAMETER* - the parameter qos is not a valid DDS\_DataReaderQos. It contains a QosPolicy setting with an invalid DDS\_Duration\_t value, an enum value that is outside its legal boundaries or a sequence that has inconsistent memory settings.
- *DDS\_RETCODE\_UNSUPPORTED* - one or more of the selected QosPolicy values are currently not supported by OpenSplice.
- *DDS\_RETCODE\_ALREADY\_DELETED* - the DDS\_Subscriber has already been deleted.
- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.

- *DDS\_RETCODE\_INCONSISTENT\_POLICY* - the parameter *qos* contains conflicting *QosPolicy* settings, e.g. a history depth that is higher than the specified resource limits.

### 3.5.1.18 DDS\_Subscriber\_set\_listener

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_Subscriber_set_listener
        (DDS_Subscriber _this,
         const struct DDS_SubscriberListener *a_listener,
         const DDS_StatusMask mask);
```

#### Description

This operation attaches a *DDS\_SubscriberListener* to the *DDS\_Subscriber*.

#### Parameters

*in DDS\_Subscriber \_this* - the *DDS\_Subscriber* object on which the operation is operated.

*in const struct DDS\_SubscriberListener \*a\_listener* - a pointer to the *DDS\_SubscriberListener* instance, which will be attached to the *DDS\_Subscriber*.

*in const DDS\_StatusMask mask* - a bit-mask in which each bit enables the invocation of the *DDS\_SubscriberListener* for a certain status.

#### Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are:  
*DDS\_RETCODE\_OK*, *DDS\_RETCODE\_ERROR*, *DDS\_RETCODE\_ILLEGAL\_OPERATION*, *DDS\_RETCODE\_ALREADY\_DELETED* or *DDS\_RETCODE\_OUT\_OF\_RESOURCES*.

#### Detailed Description

This operation attaches a *DDS\_SubscriberListener* to the *DDS\_Subscriber*. Only one *DDS\_SubscriberListener* can be attached to each *DDS\_Subscriber*. If a *DDS\_SubscriberListener* was already attached, the operation will replace it with the new one. When *a\_listener* is the *DDS\_OBJECT\_NIL* pointer, it represents a listener that is treated as a NOOP<sup>1</sup> for all statuses activated in the bitmask.

---

1. Short for **No-Operation**, an instruction that performs nothing at all.

### Communication Status

For each communication status, the `StatusChangedFlag` flag is initially set to `FALSE`. It becomes `TRUE` whenever that communication status changes. For each communication status activated in the `mask`, the associated `DDS_SubscriberListener` operation is invoked and the communication status is reset to `FALSE`, as the listener implicitly accesses the status which is passed as a parameter to that operation. The status is reset prior to calling the listener, so if the application calls the `get_<status_name>_status` from inside the listener it will see the status already reset. An exception to this rule is the `DDS_OBJECT_NIL` listener, which does not reset the communication statuses for which it is invoked.

The following statuses are applicable to the `DDS_SubscriberListener`:

- `DDS_REQUESTED_DEADLINE_MISSED_STATUS` *(propagated)*
- `DDS_REQUESTED_INCOMPATIBLE_QOS_STATUS` *(propagated)*
- `DDS_SAMPLE_LOST_STATUS` *(propagated)*
- `DDS_SAMPLE_REJECTED_STATUS` *(propagated)*
- `DDS_DATA_AVAILABLE_STATUS` *(propagated)*
- `DDS_LIVELINESS_CHANGED_STATUS` *(propagated)*
- `DDS_SUBSCRIPTION_MATCHED_STATUS` *(propagated).*
- `DDS_DATA_ON_READERS_STATUS`.

Status bits are declared as a constant and can be used by the application in an OR operation to create a tailored mask. The special constant `DDS_STATUS_MASK_NONE` can be used to indicate that the created entity should not respond to any of its available statuses. The DDS will therefore attempt to propagate these statuses to its factory. The special constant `STATUS_MASK_ANY_V1_2` can be used to select all statuses specified in the “Data Distribution Service for Real-time Systems Version 1.2” specification.

### Status Propagation

The Data Distribution Service will trigger the most specific and relevant `Listener`. In other words, in case a communication status is also activated on the `DDS_DataReaderListener` of a contained `DDS_DataReader`, the `DDS_DataReaderListener` on that contained `DDS_DataReader` is invoked instead of the `DDS_SubscriberListener`. This means that a status change on a contained `DDS_DataReader` only invokes the `DDS_SubscriberListener` if the contained `DDS_DataReader` itself does not handle the trigger event generated by the status change.



In case a communication status is not activated in the mask of the `DDS_SubscriberListener`, the `DDS_DomainParticipantListener` of the containing `DDS_DomainParticipant` is invoked (if attached and activated for the status that occurred). This allows the application to set a default behaviour in the `DDS_DomainParticipantListener` of the containing `DDS_DomainParticipant` and a `DDS_Subscriber` specific behaviour when needed. In case the `DDS_DomainParticipantListener` is also not attached or the communication status is not activated in its mask, the application is not notified of the change.

The statuses `DDS_DATA_ON_READERS_STATUS` and `DDS_DATA_AVAILABLE_STATUS` are “Read Communication Statuses” and are an exception to all other plain communication statuses: they have no corresponding status structure that can be obtained with a `get_<status_name>_status` operation and they are mutually exclusive. When new information becomes available to a `DataReader`, the Data Distribution Service will first look in an attached and activated `DDS_SubscriberListener` or `DDS_DomainParticipantListener` (in that order) for the `DDS_DATA_ON_READERS_STATUS`. In case the `DDS_DATA_ON_READERS_STATUS` can not be handled, the Data Distribution Service will look in an attached and activated `DDS_DataReaderListener`, `DDS_SubscriberListener` or `DDS_DomainParticipantListener` for the `DDS_DATA_AVAILABLE_STATUS` (in that order).

### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - the `DDS_SubscriberListener` is attached.
- `DDS_RETCODE_ERROR` - an internal error has occurred.
- `DDS_RETCODE_ILLEGAL_OPERATION` - the operation is invoked on an inappropriate object.
- `DDS_RETCODE_ALREADY_DELETED` - the `DDS_Subscriber` has already been deleted.
- `DDS_RETCODE_OUT_OF_RESOURCES` - the Data Distribution Service ran out of resources to complete this operation.

## 3.5.1.19 `DDS_Subscriber_set_qos`

### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_Subscriber_set_qos
        (DDS_Subscriber _this,
         const DDS_SubscriberQos *qos);
```

## Description

This operation replaces the existing set of `QosPolicy` settings for a `DDS_Subscriber`.

## Parameters

*in* `DDS_Subscriber _this` - the `DDS_Subscriber` object on which the operation is operated.

*in* `const DDS_SubscriberQos *qos` - contain the new set of `QosPolicy` settings for the `DDS_Subscriber`.

## Return Value

`DDS_ReturnCode_t` - Possible return codes of the operation are:  
`DDS_RETCODE_OK`, `DDS_RETCODE_ERROR`, `DDS_RETCODE_ILLEGAL_OPERATION`, `DDS_RETCODE_BAD_PARAMETER`, `DDS_RETCODE_UNSUPPORTED`, `DDS_RETCODE_ALREADY_DELETED`, `DDS_RETCODE_OUT_OF_RESOURCES`, `DDS_RETCODE_IMMUTABLE_POLICY` or `DDS_RETCODE_PRECONDITION_NOT_MET`.

## Detailed Description

This operation replaces the existing set of `QosPolicy` settings for a `DDS_Subscriber`. The parameter `qos` must contain the `QosPolicy` settings which is checked for self-consistency and mutability. When the application tries to change a `QosPolicy` setting for an enabled `DDS_Subscriber`, which can only be set before the `DDS_Subscriber` is enabled, the operation will fail and a `DDS_RETCODE_IMMUTABLE_POLICY` is returned. In other words, the application must provide the presently set `QosPolicy` settings in case of the immutable `QosPolicy` settings. Only the mutable `QosPolicy` settings can be changed. When `qos` contains conflicting `QosPolicy` settings (not self-consistent), the operation will fail and a `RETCODE_INCONSISTENT_POLICY` is returned.

The set of `QosPolicy` settings specified by the `qos` parameter are applied on top of the existing QoS, replacing the values of any policies previously set (provided, the operation returned `DDS_RETCODE_OK`). If one or more of the partitions in the QoS structure have insufficient access rights configured then the `set_qos` function will fail with a `DDS_RETCODE_PRECONDITION_NOT_MET` error code.

### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - the new `DDS_SubscriberQos` is set.
- `DDS_RETCODE_ERROR` - an internal error has occurred.

- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.
- *DDS\_RETCODE\_BAD\_PARAMETER* - the parameter *qos* is not a valid *DDS\_SubscriberQos*. It contains a *QosPolicy* setting with an enum value that is outside its legal boundaries or a sequence that has inconsistent memory settings.
- *DDS\_RETCODE\_UNSUPPORTED* - one or more of the selected *QosPolicy* values are currently not supported by OpenSplice.
- *DDS\_RETCODE\_ALREADY\_DELETED* - the *DDS\_Subscriber* has already been deleted.
- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.
- *DDS\_RETCODE\_IMMUTABLE\_POLICY* - the parameter *qos* contains an immutable *QosPolicy* setting with a different value than set during enabling of the *DDS\_Subscriber*.
- *DDS\_RETCODE\_PRECONDITION\_NOT\_MET* - returned when insufficient access rights exist for the partition(s) listed in the *QoS* structure.

### 3.5.2 Subscription Type Specific Classes

“Subscription type specific classes” contains the generic class and the generated data type specific classes. For each data type, a data type specific class `<NameSpace>_<type>DataReader` is generated (based on IDL) by calling the pre-processor. In case of data type `Foo` (this also applies to other types), defined in the module `SPACE`; “Subscription type specific classes” contains the following classes:

This paragraph describes the generic `DDS_DataReader` class and the derived application type specific `<NameSpace>_<type>DataReader` classes which together implement the application subscription interface. For each application type, used as `DDS_Topic` data type, the pre-processor generates a `<NameSpace>_<type>DataReader` class from an IDL type description. The `SPACE_FooDataReader` class that would be generated by the pre-processor for a fictional type `Foo` (defined in the module `SPACE`) describes the `<NameSpace>_<type>DataReader` classes.

#### 3.5.2.1 Class `DDS_DataReader` (abstract)

A `DDS_DataReader` allows the application:

- to declare data it wishes to receive (i.e., make a subscription)
- to access data received by the associated `DDS_Subscriber`.

A `DDS_DataReader` refers to exactly one `DDS_TopicDescription` (either a `DDS_Topic`, a `DDS_ContentFilteredTopic` or a `DDS_MultiTopic`) that identifies the samples to be read. The `DDS_DataReader` may give access to several instances of the data type, which are distinguished from each other by their key.

`DDS_DataReader` is an abstract class. It is specialized for each particular application data type. For a fictional application data type “Foo” the specialized class would be `SPACE_FooDataReader`.

The interface description of this class is as follows:

```

/*
 * interface DDS_DataReader
 */
/*
 * inherited from class DDS_Entity
 */
/* DDS_StatusCondition
 *   DDS_DataReader_get_statuscondition
 *   (DDS_DataReader _this);
 */
/* DDS_StatusMask
 *   DDS_DataReader_get_status_changes
 *   (DDS_DataReader _this);
 */
/* DDS_ReturnCode_t
 *   DDS_DataReader_enable
 *   (DDS_DataReader _this);
 */
/*
 * abstract operations
 * (implemented in the data type specific DDS_DataReader)
 */
/* DDS_ReturnCode_t
 *   DDS_DataReader_read
 *   (DDS_DataReader _this,
 *    DDS_sequence_<data> *data_values,
 *    DDS_SampleInfoSeq *info_seq,
 *    const DDS_long max_samples,
 *    const DDS_SampleStateMask sample_states,
 *    const DDS_ViewStateMask view_states,
 *    const DDS_InstanceStateMask instance_states);
 */
/* DDS_ReturnCode_t
 *   DDS_DataReader_take
 *   (DDS_DataReader _this,
 *    DDS_sequence_<data> *data_values,
 *    DDS_SampleInfoSeq *info_seq,
 *    const DDS_long max_samples,
 *    const DDS_SampleStateMask sample_states,

```

```

*         const DDS_ViewStateMask view_states,
*         const DDS_InstanceStateMask instance_states);
*/
/* DDS_ReturnCode_t
*   DDS_DataReader_read_w_condition
*   (DDS_DataReader _this,
*    DDS_sequence_<data> *data_values,
*    DDS_SampleInfoSeq *info_seq,
*    const DDS_long max_samples,
*    const DDS_ReadCondition a_condition);
*/
/* DDS_ReturnCode_t
*   DDS_DataReader_take_w_condition
*   (DDS_DataReader _this,
*    DDS_sequence_<data> *data_values,
*    DDS_SampleInfoSeq *info_seq,
*    const DDS_long max_samples,
*    const DDS_ReadCondition a_condition);
*/
/* DDS_ReturnCode_t
*   DDS_DataReader_read_next_sample
*   (DDS_DataReader _this,
*    <data> *data_values,
*    DDS_SampleInfo *sample_info);
*/
/* DDS_ReturnCode_t
*   DDS_DataReader_take_next_sample
*   (DDS_DataReader _this,
*    <data> *data_values,
*    DDS_SampleInfo *sample_info);
*/
/* DDS_ReturnCode_t
*   DDS_DataReader_read_instance
*   (DDS_DataReader _this,
*    DDS_sequence_<data> *data_values,
*    DDS_SampleInfoSeq *info_seq,
*    const DDS_long max_samples,
*    const DDS_InstanceHandle_t a_handle,
*    const DDS_SampleStateMask sample_states,
*    const DDS_ViewStateMask view_states,
*    const DDS_InstanceStateMask instance_states);
*/
/* DDS_ReturnCode_t
*   DDS_DataReader_take_instance
*   (DDS_DataReader _this,
*    DDS_sequence_<data> *data_values,
*    DDS_SampleInfoSeq *info_seq,
*    const DDS_long max_samples,
*    const DDS_InstanceHandle_t a_handle,
*    const DDS_SampleStateMask sample_states,

```

```

*          const DDS_ViewStateMask view_states,
*          const DDS_InstanceStateMask instance_states);
*/
/* DDS_ReturnCode_t
*   DDS_DataReader_read_next_instance
*   (DDS_DataReader _this,
*    DDS_sequence_<data> *data_values,
*    DDS_SampleInfoSeq *info_seq,
*    const DDS_long max_samples,
*    const DDS_InstanceHandle_t a_handle,
*    const DDS_SampleStateMask sample_states,
*    const DDS_ViewStateMask view_states,
*    const DDS_InstanceStateMask instance_states);
*/
/* DDS_ReturnCode_t
*   DDS_DataReader_take_next_instance
*   (DDS_DataReader _this,
*    DDS_sequence_<data> *data_values,
*    DDS_SampleInfoSeq *info_seq,
*    const DDS_long max_samples,
*    const DDS_InstanceHandle_t a_handle,
*    const DDS_SampleStateMask sample_states,
*    const DDS_ViewStateMask view_states,
*    const DDS_InstanceStateMask instance_states);
*/
/* DDS_ReturnCode_t
*   DDS_DataReader_read_next_instance_w_condition
*   (DDS_DataReader _this,
*    DDS_sequence_<data> *data_values,
*    DDS_SampleInfoSeq *info_seq,
*    const DDS_long max_samples,
*    const DDS_InstanceHandle_t a_handle,
*    const DDS_ReadCondition a_condition);
*/
/* DDS_ReturnCode_t
*   DDS_DataReader_take_next_instance_w_condition
*   (DDS_DataReader _this,
*    DDS_sequence_<data> *data_values,
*    DDS_SampleInfoSeq *info_seq,
*    const DDS_long max_samples,
*    const DDS_InstanceHandle_t a_handle,
*    const DDS_ReadCondition a_condition);
*/
/* DDS_ReturnCode_t
*   DDS_DataReader_return_loan
*   (DDS_DataReader _this,
*    DDS_sequence_<data> *data_values,
*    DDS_SampleInfoSeq *info_seq);
*/
/* DDS_ReturnCode_t

```

```

*     DDS_DataReader_get_key_value
*     (DDS_DataReader _this,
*       <data> *key_holder,
*       const DDS_InstanceHandle_t handle);
*/
/* DDS_InstanceHandle_t
*     DDS_DataReader_lookup_instance
*/ (DDS_DataReader _this,
*   <data> *instance_data);
/*
* implemented API operations
*/
    DDS_ReadCondition
        DDS_DataReader_create_readcondition
            (DDS_DataReader _this,
             const DDS_SampleStateMask sample_states,
             const DDS_ViewStateMask view_states,
             const DDS_InstanceStateMask instance_states);

    DDS_QueryCondition
        DDS_DataReader_create_querycondition
            (DDS_DataReader _this,
             const DDS_SampleStateMask sample_states,
             const DDS_ViewStateMask view_states,
             const DDS_InstanceStateMask instance_states,
             const DDS_char *query_expression,
             const DDS_StringSeq *query_parameters);

    DDS_ReturnCode_t
        DDS_DataReader_delete_readcondition
            (DDS_DataReader _this,
             const DDS_ReadCondition a_condition);

    DDS_ReturnCode_t
        DDS_DataReader_delete_contained_entities
            (DDS_DataReader _this);

    DDS_ReturnCode_t
        DDS_DataReader_set_qos
            (DDS_DataReader _this,
             const DDS_DataReaderQos *qos);

    DDS_ReturnCode_t
        DDS_DataReader_get_qos
            (DDS_DataReader _this,
             DDS_DataReaderQos *qos);

    DDS_ReturnCode_t
        DDS_DataReader_set_listener
            (DDS_DataReader _this,

```

```

        const struct DDS_DataReaderListener *a_listener,
        const DDS_StatusMask mask);

struct DDS_DataReaderListener
    DDS_DataReader_get_listener
        (DDS_DataReader _this);

DDS_TopicDescription
    DDS_DataReader_get_topicdescription
        (DDS_DataReader _this);

DDS_Subscriber
    DDS_DataReader_get_subscriber
        (DDS_DataReader _this);

DDS_ReturnCode_t
    DDS_DataReader_get_sample_rejected_status
        (DDS_DataReader _this,
         DDS_SampleRejectedStatus *status);

DDS_ReturnCode_t
    DDS_DataReader_get_liveliness_changed_status
        (DDS_DataReader _this,
         DDS_LivelinessChangedStatus *status);

DDS_ReturnCode_t
    DDS_DataReader_get_requested_deadline_missed_status
        (DDS_DataReader _this,
         DDS_RequestedDeadlineMissedStatus *status);

DDS_ReturnCode_t
    DDS_DataReader_get_requested_incompatible_qos_status
        (DDS_DataReader _this,
         DDS_RequestedIncompatibleQosStatus *status);

DDS_ReturnCode_t
    DDS_DataReader_get_subscription_matched_status
        (DDS_DataReader _this,
         DDS_SubscriptionMatchedStatus *status);

DDS_ReturnCode_t
    DDS_DataReader_get_sample_lost_status
        (DDS_DataReader _this,
         DDS_SampleLostStatus *status);

DDS_ReturnCode_t
    DDS_DataReader_wait_for_historical_data
        (DDS_DataReader _this,
         const DDS_Duration_t *max_wait);

```



```

DDS_ReturnCode_t
    DDS_DataReader_get_matched_publications
        (DDS_DataReader _this,
         DDS_InstanceHandleSeq *publication_handles);

DDS_ReturnCode_t
    DDS_DataReader_get_matched_publication_data
        (DDS_DataReader _this,
         DDS_PublicationBuiltinTopicData *publication_data,
         const DDS_InstanceHandle_t publication_handle);

```

The next paragraphs describe the usage of all `DDS_DataReader` operations. The inherited operations are listed but not fully described because they are not implemented in this class. The full description of these operations is given in the classes from which they are inherited. The abstract operations are listed but not fully described because they are not implemented in this specific class. The full description of these operations is located in the subclasses that contain the data type specific implementation of these operations.

### 3.5.2.2 DDS\_DataReader\_create\_querycondition

#### Synopsis

```

#include <dds_dcps.h>
DDS_QueryCondition
    DDS_DataReader_create_querycondition
        (DDS_DataReader _this,
         const DDS_SampleStateMask sample_states,
         const DDS_ViewStateMask view_states,
         const DDS_InstanceStateMask instance_states,
         const DDS_char *query_expression,
         const DDS_StringSeq *query_parameters);

```

#### Description

This operation creates a new `DDS_QueryCondition` for the `DDS_DataReader`.

#### Parameters

*in DDS\_DataReader \_this* - the `DDS_DataReader` object on which the operation is operated.

*in const DDS\_SampleStateMask sample\_states* - a mask, which selects only those samples with the desired sample states.

*in const DDS\_ViewStateMask view\_states* - a mask, which selects only those samples with the desired view states.

*in const DDS\_InstanceStateMask instance\_states* - a mask, which selects only those samples with the desired instance states.

*in const DDS\_char \*query\_expression* - the query string, which must be a subset of the SQL query language as specified in Appendix H, *DCPS Queries and Filters*.

*in const DDS\_StringSeq \*query\_parameters* - a sequence of strings which are the parameters used in the SQL query string (i.e., the “%n” tokens in the expression). The number of values in *query\_parameters* must be equal or greater than the highest referenced %n token in the *query\_expression* (e.g. if %1 and %8 are used as parameter in the *query\_expression*, the *query\_parameters* should at least contain  $n+1 = 9$  values).

## Return Value

*DDS\_QueryCondition* - Result value is a pointer to the *DDS\_QueryCondition*. When the operation fails, the *DDS\_OBJECT\_NIL* pointer is returned.

## Detailed Description

This operation creates a new *DDS\_QueryCondition* for the *DDS\_DataReader*. The returned *DDS\_QueryCondition* is attached (and belongs) to the *DDS\_DataReader*. When the operation fails, the *DDS\_OBJECT\_NIL* pointer is returned. To delete the *DDS\_QueryCondition* the operation *DDS\_DataReader\_delete\_readcondition* or *DDS\_DataReader\_delete\_contained\_entities* must be used.

### State Masks

The result of the *DDS\_QueryCondition* also depends on the selection of samples determined by three masks:

- *sample\_states* is the mask, which selects only those samples with the desired sample states *DDS\_READ\_SAMPLE\_STATE*, *DDS\_NOT\_READ\_SAMPLE\_STATE* or both
- *view\_states* is the mask, which selects only those samples with the desired view states *DDS\_NEW\_VIEW\_STATE*, *DDS\_NOT\_NEW\_VIEW\_STATE* or both
- *instance\_states* is the mask, which selects only those samples with the desired instance states *DDS\_ALIVE\_INSTANCE\_STATE*, *DDS\_NOT\_ALIVE\_DISPOSED\_INSTANCE\_STATE*, *DDS\_NOT\_ALIVE\_NO\_WRITERS\_INSTANCE\_STATE* or a combination of these.

### SQL expression

The SQL query string is set by *query\_expression* which must be a subset of the SQL query language. In this query expression, parameters may be used, which must be set in the sequence of strings defined by the parameter *query\_parameters*. A parameter is a string which can define an integer, float, string or enumeration. The number of values in *query\_parameters* must be equal or greater than the highest

referenced %n token in the `query_expression` (e.g. if %1 and %8 are used as parameter in the `query_expression`, the `query_parameters` should at least contain `n+1 = 9` values).

### 3.5.2.3 DDS\_DataReader\_create\_readcondition

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReadCondition
DDS_DataReader_create_readcondition
(DDS_DataReader _this,
 const DDS_SampleStateMask sample_states,
 const DDS_ViewStateMask view_states,
 const DDS_InstanceStateMask instance_states);
```

#### Description

This operation creates a new `DDS_ReadCondition` for the `DDS_DataReader`.

#### Parameters

*in DDS\_DataReader \_this* - the `DDS_DataReader` object on which the operation is operated.

*in const DDS\_SampleStateMask sample\_states* - a mask, which selects only those samples with the desired sample states.

*in const DDS\_ViewStateMask view\_states* - a mask, which selects only those samples with the desired view states.

*in const DDS\_InstanceStateMask instance\_states* - a mask, which selects only those samples with the desired instance states.

#### Return Value

*DDS\_ReadCondition* - Result value is a pointer to the `DDS_ReadCondition`.  
When the operation fails, the `DDS_OBJECT_NIL` pointer is returned.

#### Detailed Description

This operation creates a new `DDS_ReadCondition` for the `DDS_DataReader`. The returned `DDS_ReadCondition` is attached (and belongs) to the `DDS_DataReader`. When the operation fails, the `DDS_OBJECT_NIL` pointer is returned. To delete the `DDS_ReadCondition` the operation `DDS_DataReader_delete_readcondition` or `DDS_DataReader_delete_contained_entities` must be used.

### State Masks

The result of the `DDS_ReadCondition` depends on the selection of samples determined by three masks:

- `sample_states` is the mask, which selects only those samples with the desired sample states `DDS_READ_SAMPLE_STATE`, `DDS_NOT_READ_SAMPLE_STATE` or both
- `view_states` is the mask, which selects only those samples with the desired view states `DDS_NEW_VIEW_STATE`, `DDS_NOT_NEW_VIEW_STATE` or both
- `instance_states` is the mask, which selects only those samples with the desired instance states `DDS_ALIVE_INSTANCE_STATE`, `DDS_NOT_ALIVE_DISPOSED_INSTANCE_STATE`, `DDS_NOT_ALIVE_NO_WRITERS_INSTANCE_STATE` or a combination of these.

### 3.5.2.4 `DDS_DataReader_delete_contained_entities`

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DataReader_delete_contained_entities
        (DDS_DataReader _this);
```

#### Description

This operation deletes all the `DDS_Entity` objects that were created by means of one of the “create\_” operations on the `DDS_DataReader`.

#### Parameters

*in* `DDS_DataReader _this` - the `DDS_DataReader` object on which the operation is operated.

#### Return Value

`DDS_ReturnCode_t` - Possible return codes of the operation are:  
`DDS_RETCODE_OK`, `DDS_RETCODE_ERROR`, `DDS_RETCODE_ILLEGAL_OPERATION`, `DDS_RETCODE_ALREADY_DELETED`, `DDS_RETCODE_OUT_OF_RESOURCES` or `DDS_RETCODE_PRECONDITION_NOT_MET`.

#### Detailed Description

This operation deletes all the `DDS_Entity` objects that were created by means of one of the “create\_” operations on the `DDS_DataReader`. In other words, it deletes all `DDS_QueryCondition` and `DDS_ReadCondition` objects contained by the `DDS_DataReader`.




---

**Note:** The operation will return `DDS_PRECONDITION_NOT_MET` if the any of the contained entities is in a state where it cannot be deleted. In such cases, the operation does not roll-back any entity deletions performed prior to the detection of the problem.

---

### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - the contained `DDS_Entity` objects are deleted and the application may delete the `DDS_DataReader`.
- `DDS_RETCODE_ERROR` - an internal error has occurred.
- `DDS_RETCODE_ILLEGAL_OPERATION` - the operation is invoked on an inappropriate object.
- `DDS_RETCODE_ALREADY_DELETED` - the `DDS_DataReader` has already been deleted.
- `DDS_RETCODE_OUT_OF_RESOURCES` - the Data Distribution Service ran out of resources to complete this operation.
- `DDS_RETCODE_PRECONDITION_NOT_MET` - one or more of the contained entities are in a state where they cannot be deleted.

## 3.5.2.5 `DDS_DataReader_delete_readcondition`

### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DataReader_delete_readcondition
        (DDS_DataReader _this,
         const DDS_ReadCondition a_condition);
```

### Description

This operation deletes a `DDS_ReadCondition` or `DDS_QueryCondition` which is attached to the `DDS_DataReader`.

### Parameters

- in* `DDS_DataReader _this` - the `DDS_DataReader` object on which the operation is operated.
- in* `const DDS_ReadCondition a_condition` - a pointer to the `DDS_ReadCondition` or `DDS_QueryCondition` which is to be deleted.

## Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are:  
 DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION, DDS\_RETCODE\_BAD\_PARAMETER, DDS\_RETCODE\_ALREADY\_DELETED, DDS\_RETCODE\_OUT\_OF\_RESOURCES or DDS\_RETCODE\_PRECONDITION\_NOT\_MET.

## Detailed Description

This operation deletes a *DDS\_ReadCondition* or *DDS\_QueryCondition* which is attached to the *DDS\_DataReader*. Since a *DDS\_QueryCondition* is a specialized *DDS\_ReadCondition*, the operation can also be used to delete a *DDS\_QueryCondition*. A *DDS\_ReadCondition* or *DDS\_QueryCondition* cannot be deleted when it is not attached to this *DDS\_DataReader*. When the operation is called on a *DDS\_ReadCondition* or *DDS\_QueryCondition* which was not attached to this *DDS\_DataReader*, the operation returns *DDS\_RETCODE\_PRECONDITION\_NOT\_MET*.

### Return Code

When the operation returns:

- *DDS\_RETCODE\_OK* - the *DDS\_ReadCondition* or *DDS\_QueryCondition* is deleted.
- *DDS\_RETCODE\_ERROR* - an internal error has occurred.
- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.
- *DDS\_RETCODE\_BAD\_PARAMETER* - the parameter *a\_condition* is not a valid *DDS\_ReadCondition*.
- *DDS\_RETCODE\_ALREADY\_DELETED* - the *DDS\_DataReader* has already been deleted.
- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.
- *DDS\_RETCODE\_PRECONDITION\_NOT\_MET* - the operation is called on a different *DDS\_DataReader*, as used when the *DDS\_ReadCondition* or *DDS\_QueryCondition* was created.

### 3.5.2.6 *DDS\_DataReader\_enable* (inherited)

This operation is inherited and therefore not described here. See the class *DDS\_Entity* for further explanation.

**Synopsis**

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DataReader_enable
        (DDS_DataReader _this);
```

**3.5.2.7 DDS\_DataReader\_get\_key\_value (abstract)**

This abstract operation is defined as a generic operation, which is implemented by the `<Namespace>_<type>DataReader` class. Therefore, to use this operation, the data type specific implementation of this operation in its respective derived class must be used. For further explanation see the description for the fictional data type `Foo` (defined in the module `SPACE`) derived `SPACE_FooDataReader` class.

**Synopsis**

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DataReader_get_key_value
        (DDS_DataReader _this,
         <data> *key_holder,
         const DDS_InstanceHandle_t handle);
```

**3.5.2.8 DDS\_DataReader\_get\_listener****Synopsis**

```
#include <dds_dcps.h>
struct DDS_DataReaderListener
    DDS_DataReader_get_listener
        (DDS_DataReader _this);
```

**Description**

This operation allows access to a `DDS_DataReaderListener`.

**Parameters**

*in* `DDS_DataReader _this` - the `DDS_DataReader` object on which the operation is operated.

**Return Value**

*struct* `DDS_DataReaderListener` - result is a pointer to the `DDS_DataReaderListener` attached to the `DDS_DataReader`.

**Detailed Description**

This operation allows access to a `DDS_DataReaderListener` attached to the `DDS_DataReader`. When no `DDS_DataReaderListener` was attached to the `DDS_DataReader`, the `DDS_OBJECT_NIL` pointer is returned.

### 3.5.2.9 DDS\_DataReader\_get\_liveliness\_changed\_status

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DataReader_get_liveliness_changed_status
        (DDS_DataReader _this,
         DDS_LivelinessChangedStatus *status);
```

#### Description

This operation obtains the DDS\_LivelinessChangedStatus struct of the DDS\_DataReader.

#### Parameters

*in DDS\_DataReader \_this* - the DDS\_DataReader object on which the operation is operated.

*inout DDS\_LivelinessChangedStatus \*status* - the contents of the DDS\_LivelinessChangedStatus struct of the DDS\_DataReader will be copied into the location specified by status.

#### Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are: DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION, DDS\_RETCODE\_ALREADY\_DELETED or DDS\_RETCODE\_OUT\_OF\_RESOURCES.

#### Detailed Description

This operation obtains the DDS\_LivelinessChangedStatus struct of the DDS\_DataReader. This struct contains the information whether the liveliness of one or more DDS\_DataWriter objects that were writing instances read by the DDS\_DataReader has changed. In other words, some DDS\_DataWriter have become “alive” or “not alive”.

The DDS\_LivelinessChangedStatus can also be monitored using a DDS\_DataReaderListener or by using the associated DDS\_StatusCondition.

#### Return Code

When the operation returns:

- *DDS\_RETCODE\_OK* - the current DDS\_LivelinessChangedStatus of this DDS\_DataReader has successfully been copied into the specified status parameter.
- *DDS\_RETCODE\_ERROR* - an internal error has occurred.



- `DDS_RETCODE_ILLEGAL_OPERATION` - the operation is invoked on an inappropriate object.
- `DDS_RETCODE_ALREADY_DELETED` - the `DDS_DataReader` has already been deleted.
- `DDS_RETCODE_OUT_OF_RESOURCES` - the Data Distribution Service ran out of resources to complete this operation.

### 3.5.2.10 `DDS_DataReader_get_matched_publication_data`

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DataReader_get_matched_publication_data
        (DDS_DataReader _this,
         DDS_PublicationBuiltinTopicData *publication_data,
         const DDS_InstanceHandle_t publication_handle);
```

**Note:** This operation is not yet implemented. It is scheduled for a future release.

### 3.5.2.11 `DDS_DataReader_get_matched_publications`

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DataReader_get_matched_publications
        (DDS_DataReader _this,
         DDS_InstanceHandleSeq *publication_handles);
```

**Note:** This operation is not yet implemented. It is scheduled for a future release.

### 3.5.2.12 `DDS_DataReader_get_qos`

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DataReader_get_qos
        (DDS_DataReader _this,
         DDS_DataReaderQos *qos);
```

#### Description

This operation allows access to the existing set of QoS policies for a `DDS_DataReader`.

#### Parameters

*in* `DDS_DataReader _this` - the `DDS_DataReader` object on which the operation is operated.

*inout DDS\_DataReaderQos \*qos* - a pointer to the destination DDS\_DataReaderQos struct in which the QoSPolicy settings will be copied.

### Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are: DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION, DDS\_RETCODE\_ALREADY\_DELETED or DDS\_RETCODE\_OUT\_OF\_RESOURCES.

### Detailed Description

This operation allows access to the existing set of QoS policies of a DDS\_DataReader on which this operation is used. This DDS\_DataReaderQos is stored at the location pointed to by the qos parameter.

#### Return Code

When the operation returns:

- *DDS\_RETCODE\_OK* - the existing set of QoS policy values applied to this DDS\_DataReader has successfully been copied into the specified DDS\_DataReaderQos parameter.
- *DDS\_RETCODE\_ERROR* - an internal error has occurred.
- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.
- *DDS\_RETCODE\_ALREADY\_DELETED* - the DDS\_DataReader has already been deleted.
- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.

### 3.5.2.13 DDS\_DataReader\_get\_requested\_deadline\_missed\_status

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DataReader_get_requested_deadline_missed_status
        (DDS_DataReader _this,
         DDS_RequestedDeadlineMissedStatus *status);
```

#### Description

This operation obtains the DDS\_RequestedDeadlineMissedStatus struct of the DDS\_DataReader.

## Parameters

*in* `DDS_DataReader _this` - the `DDS_DataReader` object on which the operation is operated.

*inout* `DDS_RequestedDeadlineMissedStatus *status` - the contents of the `DDS_RequestedDeadlineMissedStatus` struct of the `DDS_DataReader` will be copied into the location specified by `status`.

## Return Value

`DDS_ReturnCode_t` - Possible return codes of the operation are: `DDS_RETCODE_OK`, `DDS_RETCODE_ERROR`, `DDS_RETCODE_ILLEGAL_OPERATION`, `DDS_RETCODE_ALREADY_DELETED` or `DDS_RETCODE_OUT_OF_RESOURCES`.

## Detailed Description

This operation obtains the `DDS_RequestedDeadlineMissedStatus` struct of the `DDS_DataReader`. This struct contains the information whether the deadline that the `DDS_DataReader` was expecting through its `DDS_DeadlineQosPolicy` was not respected for a specific instance.

The `DDS_RequestedDeadlineMissedStatus` can also be monitored using a `DDS_DataReaderListener` or by using the associated `DDS_StatusCondition`.

### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - the current `DDS_RequestedDeadlineMissedStatus` of this `DDS_DataReader` has successfully been copied into the specified `status` parameter.
- `DDS_RETCODE_ERROR` - an internal error has occurred.
- `DDS_RETCODE_ILLEGAL_OPERATION` - the operation is invoked on an inappropriate object.
- `DDS_RETCODE_ALREADY_DELETED` - the `DDS_DataReader` has already been deleted.
- `DDS_RETCODE_OUT_OF_RESOURCES` - the Data Distribution Service ran out of resources to complete this operation.

### 3.5.2.14 `DDS_DataReader_get_requested_incompatible_qos_status`

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DataReader_get_requested_incompatible_qos_status
```

```
(DDS_DataReader _this,
 DDS_RequestedIncompatibleQosStatus *status);
```

## Description

This operation obtains the `DDS_RequestedIncompatibleQosStatus` struct of the `DDS_DataReader`.

## Parameters

*in* `DDS_DataReader _this` - the `DDS_DataReader` object on which the operation is operated.

*inout* `DDS_RequestedIncompatibleQosStatus *status` - the contents of the `DDS_RequestedIncompatibleQosStatus` struct of the `DDS_DataReader` will be copied into the location specified by `status`.

## Return Value

`DDS_ReturnCode_t` - Possible return codes of the operation are: `DDS_RETCODE_OK`, `DDS_RETCODE_ERROR`, `DDS_RETCODE_ILLEGAL_OPERATION`, `DDS_RETCODE_ALREADY_DELETED` or `DDS_RETCODE_OUT_OF_RESOURCES`.

## Detailed Description

This operation obtains the `DDS_RequestedIncompatibleQosStatus` struct of the `DDS_DataReader`. This struct contains the information whether a `QosPolicy` setting was incompatible with the offered `QosPolicy` setting.

The Request/Offering mechanism is applicable between the `DDS_DataWriter` and the `DDS_DataReader`. If the `QosPolicy` settings between `DDS_DataWriter` and `DDS_DataReader` are inconsistent, no communication between them is established. In addition the `DDS_DataWriter` will be informed via a `DDS_REQUESTED_INCOMPATIBLE_QOS` status change and the `DDS_DataReader` will be informed via an `DDS_OFFERED_INCOMPATIBLE_QOS` status change.

The `DDS_RequestedIncompatibleQosStatus` can also be monitored using a `DDS_DataReaderListener` or by using the associated `DDS_StatusCondition`.

### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - the current `DDS_RequestedIncompatibleQosStatus` of this `DDS_DataReader` has successfully been copied into the specified status parameter.
- `DDS_RETCODE_ERROR` - an internal error has occurred.

- `DDS_RETCODE_ILLEGAL_OPERATION` - the operation is invoked on an inappropriate object.
- `DDS_RETCODE_ALREADY_DELETED` - the `DDS_DataReader` has already been deleted.
- `DDS_RETCODE_OUT_OF_RESOURCES` - the Data Distribution Service ran out of resources to complete this operation.

### 3.5.2.15 `DDS_DataReader_get_sample_lost_status`

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DataReader_get_sample_lost_status
        (DDS_DataReader _this,
         DDS_SampleLostStatus *status);
```

#### Description

This operation obtains the `DDS_SampleLostStatus` struct of the `DDS_DataReader`.

#### Parameters

*in* `DDS_DataReader _this` - the `DDS_DataReader` object on which the operation is operated.

*inout* `DDS_SampleLostStatus *status` - the contents of the `DDS_SampleLostStatus` struct of the `DDS_DataReader` will be copied into the location specified by `status`.

**Note:** This status is not yet implemented. It is scheduled for a future release. Until it is implemented all returned attribute values will be initialized to 0.

#### Return Value

`DDS_ReturnCode_t` - Possible return codes of the operation are: `DDS_RETCODE_OK`, `DDS_RETCODE_ERROR`, `DDS_RETCODE_ILLEGAL_OPERATION`, `DDS_RETCODE_ALREADY_DELETED` or `DDS_RETCODE_OUT_OF_RESOURCES`.

#### Detailed Description

This operation obtains the `DDS_SampleLostStatus` struct of the `DDS_DataReader`. This struct contains the information whether a sample have been lost. This only applies when the `DDS_ReliabilityQosPolicy` is set to

DDS\_RELIABLE. If the DDS\_ReliabilityQosPolicy is set to DDS\_BEST\_EFFORT the Data Distribution Service will not report the loss of samples.

The DDS\_SampleLostStatus can also be monitored using a DDS\_DataReaderListener or by using the associated DDS\_StatusCondition.

### Return Code

When the operation returns:

- *DDS\_RETCODE\_OK* - the current DDS\_SampleLostStatus of this DDS\_DataReader has successfully been copied into the specified status parameter.
- *DDS\_RETCODE\_ERROR* - an internal error has occurred.
- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.
- *DDS\_RETCODE\_ALREADY\_DELETED* - the DDS\_DataReader has already been deleted.
- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.

### 3.5.2.16 DDS\_DataReader\_get\_sample\_rejected\_status

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DataReader_get_sample_rejected_status
        (DDS_DataReader _this,
         DDS_SampleRejectedStatus *status);
```

#### Detailed Description

This operation obtains the DDS\_SampleRejectedStatus struct of the DDS\_DataReader.

#### Parameters

*in DDS\_DataReader \_this* - the DDS\_DataReader object on which the operation is operated.

*inout DDS\_SampleRejectedStatus \*status* - the contents of the DDS\_SampleRejectedStatus struct of the DDS\_DataReader will be copied into the location specified by status.

## Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are: *DDS\_RETCODE\_OK*, *DDS\_RETCODE\_ERROR*, *DDS\_RETCODE\_ILLEGAL\_OPERATION*, *DDS\_RETCODE\_ALREADY\_DELETED* or *DDS\_RETCODE\_OUT\_OF\_RESOURCES*.

## Detailed Description

This operation obtains the *DDS\_SampleRejectedStatus* struct of the *DDS\_DataReader*. This struct contains the information whether a received sample has been rejected.

The *DDS\_SampleRejectedStatus* can also be monitored using a *DDS\_DataReaderListener* or by using the associated *DDS\_StatusCondition*.

### Return Code

When the operation returns:

- *DDS\_RETCODE\_OK* - the current *DDS\_SampleRejectedStatus* of this *DDS\_DataReader* has successfully been copied into the specified status parameter.
- *DDS\_RETCODE\_ERROR* - an internal error has occurred.
- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.
- *DDS\_RETCODE\_ALREADY\_DELETED* - the *DDS\_DataReader* has already been deleted.
- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.

### 3.5.2.17 *DDS\_DataReader\_get\_status\_changes* (inherited)

This operation is inherited and therefore not described here. See the class *DDS\_Entity* for further explanation.

### Synopsis

```
#include <dds_dcps.h>
DDS_StatusMask
    DDS_DataReader_get_status_changes
        (DDS_DataReader _this);
```

### 3.5.2.18 *DDS\_DataReader\_get\_statuscondition* (inherited)

This operation is inherited and therefore not described here. See the class *DDS\_Entity* for further explanation.

**Synopsis**

```
#include <dds_dcps.h>
DDS_StatusCondition
    DDS_DataReader_get_statuscondition
        (DDS_DataReader _this);
```

**3.5.2.19 DDS\_DataReader\_get\_subscriber****Synopsis**

```
#include <dds_dcps.h>
DDS_Subscriber
    DDS_DataReader_get_subscriber
        (DDS_DataReader _this);
```

**Description**

This operation returns the `DDS_Subscriber` to which the `DDS_DataReader` belongs.

**Parameters**

*in* `DDS_DataReader _this` - the `DDS_DataReader` object on which the operation is operated.

**Return Value**

`DDS_Subscriber` - Return value is a pointer to the `DDS_Subscriber` to which the `DDS_DataReader` belongs.

**Detailed Description**

This operation returns the `DDS_Subscriber` to which the `DDS_DataReader` belongs, thus the `DDS_Subscriber` that has created the `DDS_DataReader`. If the `DDS_DataReader` is already deleted, the `DDS_OBJECT_NIL` pointer is returned.

**3.5.2.20 DDS\_DataReader\_get\_subscription\_matched\_status****Synopsis**

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DataReader_get_subscription_matched_status
        (DDS_DataReader _this,
         DDS_SubscriptionMatchedStatus *status);
```

**Note:** This operation is not yet implemented. It is scheduled for a future release.



### 3.5.2.21 DDS\_DataReader\_get\_topicdescription

#### Synopsis

```
#include <dds_dcps.h>
DDS_TopicDescription
    DDS_DataReader_get_topicdescription
        (DDS_DataReader _this);
```

#### Description

This operation returns the DDS\_TopicDescription which is associated with the DDS\_DataReader.

#### Parameters

*in DDS\_DataReader \_this* - the DDS\_DataReader object on which the operation is operated.

#### Return Value

*DDS\_TopicDescription* - a pointer to the DDS\_TopicDescription which is associated with the DDS\_DataReader.

#### Detailed Description

This operation returns the DDS\_TopicDescription which is associated with the DDS\_DataReader, thus the DDS\_TopicDescription with which the DDS\_DataReader is created. If the DDS\_DataReader is already deleted, the DDS\_OBJECT\_NIL pointer is returned.

### 3.5.2.22 DDS\_DataReader\_lookup\_instance (abstract)

This abstract operation is defined as a generic operation, which is implemented by the <NameSpace>\_<type>DataReader class. Therefore, to use this operation, the data type specific implementation of this operation in its respective derived class must be used. For further explanation see the description for the fictional data type Foo (defined in the module SPACE) derived SPACE\_FooDataReader class.

#### Synopsis

```
#include <dds_dcps.h>
DDS_InstanceHandle_t
    DDS_DataReader_lookup_instance
        (DDS_DataReader _this,
         <data> *instance_data);
```

### 3.5.2.23 DDS\_DataReader\_read (abstract)

This abstract operation is defined as a generic operation, which is implemented by the `<NameSpace>_<type>DataReader` class. Therefore, to use this operation, the data type specific implementation of this operation in its respective derived class must be used. For further explanation see the description for the fictional data type `Foo` (defined in the module `SPACE`) derived `SPACE_FooDataReader` class.

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DataReader_read
        (DDS_DataReader _this,
         DDS_sequence_<data> *data_values,
         DDS_SampleInfoSeq *info_seq,
         const DDS_long max_samples,
         const DDS_SampleStateMask sample_states,
         const DDS_ViewStateMask view_states,
         const DDS_InstanceStateMask instance_states);
```

### 3.5.2.24 DDS\_DataReader\_read\_instance (abstract)

This abstract operation is defined as a generic operation, which is implemented by the `<NameSpace>_<type>DataReader` class. Therefore, to use this operation, the data type specific implementation of this operation in its respective derived class must be used. For further explanation see the description for the fictional data type `Foo` (defined in the module `SPACE`) derived `SPACE_FooDataReader` class.

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DataReader_read_instance
        (DDS_DataReader _this,
         DDS_sequence_<data> *data_values,
         DDS_SampleInfoSeq *info_seq,
         const DDS_long max_samples,
         const DDS_InstanceHandle_t a_handle,
         const DDS_SampleStateMask sample_states,
         const DDS_ViewStateMask view_states,
         const DDS_InstanceStateMask instance_states);
```

### 3.5.2.25 DDS\_DataReader\_read\_next\_instance (abstract)

This abstract operation is defined as a generic operation, which is implemented by the `<NameSpace>_<type>DataReader` class. Therefore, to use this operation, the data type specific implementation of this operation in its respective derived class must be used. For further explanation see the description for the fictional data type `Foo` (defined in the module `SPACE`) derived `SPACE_FooDataReader` class.

## Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DataReader_read_next_instance
        (DDS_DataReader _this,
         DDS_sequence_<data> *data_values,
         DDS_SampleInfoSeq *info_seq,
         const DDS_long max_samples,
         const DDS_InstanceHandle_t a_handle,
         const DDS_SampleStateMask sample_states,
         const DDS_ViewStateMask view_states,
         const DDS_InstanceStateMask instance_states);
```

### 3.5.2.26 DDS\_DataReader\_read\_next\_instance\_w\_condition (abstract)

This abstract operation is defined as a generic operation, which is implemented by the `<Namespace>_<type>DataReader` class. Therefore, to use this operation, the data type specific implementation of this operation in its respective derived class must be used. For further explanation see the description for the fictional data type `Foo` (defined in the module `SPACE`) derived `SPACE_FooDataReader` class.

## Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DataReader_read_next_instance_w_condition
        (DDS_DataReader _this,
         DDS_sequence_<data> *data_values,
         DDS_SampleInfoSeq *info_seq,
         const DDS_long max_samples,
         const DDS_InstanceHandle_t a_handle,
         const DDS_ReadCondition a_condition);
```

### 3.5.2.27 DDS\_DataReader\_read\_next\_sample (abstract)

This abstract operation is defined as a generic operation, which is implemented by the `<Namespace>_<type>DataReader` class. Therefore, to use this operation, the data type specific implementation of this operation in its respective derived class must be used. For further explanation see the description for the fictional data type `Foo` (defined in the module `SPACE`) derived `SPACE_FooDataReader` class.

## Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DataReader_read_next_sample
        (DDS_DataReader _this,
         <data> *data_values,
         DDS_SampleInfo *sample_info);
```

**Note:** This operation is not yet implemented. It is scheduled for a future release.

### 3.5.2.28 DDS\_DataReader\_read\_w\_condition (abstract)

This abstract operation is defined as a generic operation, which is implemented by the `<NameSpace>_<type>DataReader` class. Therefore, to use this operation, the data type specific implementation of this operation in its respective derived class must be used. For further explanation see the description for the fictional data type `Foo` (defined in the module `SPACE`) derived `SPACE_FooDataReader` class.

#### Synopsis

```
#include <dds_dcps.h>
    DDS_ReturnCode_t
        DDS_DataReader_read_w_condition
            (DDS_DataReader _this,
             DDS_sequence_<data> *data_values,
             DDS_SampleInfoSeq *info_seq,
             const DDS_long max_samples,
             const DDS_ReadCondition a_condition);
```

### 3.5.2.29 DDS\_DataReader\_return\_loan (abstract)

This abstract operation is defined as a generic operation, which is implemented by the `<NameSpace>_<type>DataReader` class. Therefore, to use this operation, the data type specific implementation of this operation in its respective derived class must be used. For further explanation see the description for the fictional data type `Foo` (defined in the module `SPACE`) derived `SPACE_FooDataReader` class.

#### Synopsis

```
#include <dds_dcps.h>
    DDS_ReturnCode_t
        DDS_DataReader_return_loan
            (DDS_DataReader _this,
             DDS_sequence_<data> *data_values,
             DDS_SampleInfoSeq *info_seq);
```

### 3.5.2.30 DDS\_DataReader\_set\_listener

#### Synopsis

```
#include <dds_dcps.h>
    DDS_ReturnCode_t
        DDS_DataReader_set_listener
            (DDS_DataReader _this,
             const struct DDS_DataReaderListener *a_listener,
             const DDS_StatusMask mask);
```

## Description

This operation attaches a `DDS_DataReaderListener` to the `DDS_DataReader`.

## Parameters

*in* `DDS_DataReader _this` - the `DDS_DataReader` object on which the operation is operated.

*in* `const struct DDS_DataReaderListener *a_listener` - a pointer to the `DDS_DataReaderListener` instance, which will be attached to the `DDS_DataReader`.

*in* `const DDS_StatusMask mask` - a bit-mask in which each bit enables the invocation of the `DDS_DataReaderListener` for a certain status.

## Return Value

`DDS_ReturnCode_t` - Possible return codes of the operation are:  
`DDS_RETCODE_OK`, `DDS_RETCODE_ERROR`, `DDS_RETCODE_ILLEGAL_OPERATION`, `DDS_RETCODE_ALREADY_DELETED` or `DDS_RETCODE_OUT_OF_RESOURCES`.

## Detailed Description

This operation attaches a `DDS_DataReaderListener` to the `DDS_DataReader`. Only one `DDS_DataReaderListener` can be attached to each `DDS_DataReader`. If a `DDS_DataReaderListener` was already attached, the operation will replace it with the new one. When `a_listener` is the `DDS_OBJECT_NIL` pointer, it represents a listener that is treated as a NOOP<sup>1</sup> for all statuses activated in the bitmask.

### Communication Status

For each communication status, the `StatusChangedFlag` flag is initially set to `FALSE`. It becomes `TRUE` whenever that communication status changes. For each communication status activated in the `mask`, the associated `DDS_DataReaderListener` operation is invoked and the communication status is reset to `FALSE`, as the listener implicitly accesses the status which is passed as a parameter to that operation. The status is reset prior to calling the listener, so if the application calls the `get_<status_name>_status` from inside the listener it will see the status already reset. An exception to this rule is the `DDS_OBJECT_NIL` listener, which does not reset the communication statuses for which it is invoked.

The following statuses are applicable to the `DDS_DataReaderListener`:

```
DDS_REQUESTED_DEADLINE_MISSED_STATUS
DDS_REQUESTED_INCOMPATIBLE_QOS_STATUS
```

1. Short for **No-Operation**, an instruction that performs nothing at all.

```

DDS_SAMPLE_LOST_STATUS
DDS_SAMPLE_REJECTED_STATUS
DDS_DATA_AVAILABLE_STATUS
DDS_LIVELINESS_CHANGED_STATUS
DDS_SUBSCRIPTION_MATCHED_STATUS.

```

Status bits are declared as a constant and can be used by the application in an OR operation to create a tailored mask. The special constant `DDS_STATUS_MASK_NONE` can be used to indicate that the created entity should not respond to any of its available statuses. The DDS will therefore attempt to propagate these statuses to its factory. The special constant `STATUS_MASK_ANY_V1_2` can be used to select all statuses specified in the “Data Distribution Service for Real-time Systems Version 1.2” specification.

### Status Propagation

In case a communication status is not activated in the mask of the `DDS_DataReaderListener`, the `DDS_SubscriberListener` of the containing `DDS_Subscriber` is invoked (if attached and activated for the status that occurred). This allows the application to set a default behaviour in the `DDS_SubscriberListener` of the containing `DDS_Subscriber` and a `DDS_DataReader` specific behaviour when needed. In case the communication status is not activated in the mask of the `DDS_SubscriberListener` as well, the communication status will be propagated to the `DDS_DomainParticipantListener` of the containing `DDS_DomainParticipant`. In case the `DDS_DomainParticipantListener` is also not attached or the communication status is not activated in its mask, the application is not notified of the change.

The statuses `DDS_DATA_ON_READERS_STATUS` and `DDS_DATA_AVAILABLE_STATUS` are “Read Communication Statuses” and are an exception to all other plain communication statuses: they have no corresponding status structure that can be obtained with a `get_<status_name>_status` operation and they are mutually exclusive. When new information becomes available to a `DataReader`, the Data Distribution Service will first look in an attached and activated `DDS_SubscriberListener` or `DDS_DomainParticipantListener` (in that order) for the `DDS_DATA_ON_READERS_STATUS`. In case the `DDS_DATA_ON_READERS_STATUS` can not be handled, the Data Distribution Service will look in an attached and activated `DDS_DataReaderListener`, `DDS_SubscriberListener` or `DDS_DomainParticipantListener` for the `DDS_DATA_AVAILABLE_STATUS` (in that order).

### Return Code

When the operation returns:

- *DDS\_RETCODE\_OK* - the *DDS\_DataReaderListener* is attached.
- *DDS\_RETCODE\_ERROR* - an internal error has occurred.
- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.
- *DDS\_RETCODE\_ALREADY\_DELETED* - the *DDS\_DataReader* has already been deleted.
- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.

### 3.5.2.31 *DDS\_DataReader\_set\_qos*

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_DataReader_set_qos
        (DDS_DataReader _this,
         const DDS_DataReaderQos *qos);
```

#### Description

This operation replaces the existing set of *QosPolicy* settings for a *DDS\_DataReader*.

#### Parameters

*in DDS\_DataReader \_this* - the *DDS\_DataReader* object on which the operation is operated.

*in const DDS\_DataReaderQos \*qos* - the new set of *QosPolicy* settings for the *DDS\_DataReader*.

#### Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are:  
*DDS\_RETCODE\_OK*, *DDS\_RETCODE\_ERROR*, *DDS\_RETCODE\_ILLEGAL\_OPERATION*, *DDS\_RETCODE\_BAD\_PARAMETER*, *DDS\_RETCODE\_UNSUPPORTED*, *DDS\_RETCODE\_ALREADY\_DELETED*, *DDS\_RETCODE\_OUT\_OF\_RESOURCES*, *DDS\_RETCODE\_IMMUTABLE\_POLICY* or *DDS\_RETCODE\_INCONSISTENT\_POLICY*.

#### Detailed Description

This operation replaces the existing set of *QosPolicy* settings for a *DDS\_DataReader*. The parameter *qos* contains the *QosPolicy* settings which is checked for self-consistency and mutability. When the application tries to change a *QosPolicy* setting for an enabled *DDS\_DataReader*, which can only be set before

the `DDS_DataReader` is enabled, the operation will fail and a `DDS_RETCODE_IMMUTABLE_POLICY` is returned. In other words, the application must provide the presently set `QosPolicy` settings in case of the immutable `QosPolicy` settings. Only the mutable `QosPolicy` settings can be changed. When `qos` contains conflicting `QosPolicy` settings (not self-consistent), the operation will fail and a `DDS_RETCODE_INCONSISTENT_POLICY` is returned.

The set of `QosPolicy` settings specified by the `qos` parameter are applied on top of the existing QoS, replacing the values of any policies previously set (provided, the operation returned `DDS_RETCODE_OK`).

### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - the new `DDS_DataReaderQos` is set.
- `DDS_RETCODE_ERROR` - an internal error has occurred.
- `DDS_RETCODE_ILLEGAL_OPERATION` - the operation is invoked on an inappropriate object.
- `DDS_RETCODE_BAD_PARAMETER` - the parameter `qos` is not a valid `DDS_DataReaderQos`. It contains a `QosPolicy` setting with an invalid `DDS_Duration_t` value, an enum value that is outside its legal boundaries or a sequence that has inconsistent memory settings.
- `DDS_RETCODE_UNSUPPORTED` - one or more of the selected `QosPolicy` values are currently not supported by OpenSplice.
- `DDS_RETCODE_ALREADY_DELETED` - the `DDS_DataReader` has already been deleted.
- `DDS_RETCODE_OUT_OF_RESOURCES` - the Data Distribution Service ran out of resources to complete this operation.
- `DDS_RETCODE_IMMUTABLE_POLICY` - the parameter `qos` contains an immutable `QosPolicy` setting with a different value than set during enabling of the `DDS_DataReader`.
- `DDS_RETCODE_INCONSISTENT_POLICY` - the parameter `qos` contains conflicting `QosPolicy` settings, e.g. a history depth that is higher than the specified resource limits.

### 3.5.2.32 **DDS\_DataReader\_take (abstract)**

This abstract operation is defined as a generic operation, which is implemented by the `<NameSpace>_<type>DataReader` class. Therefore, to use this operation, the data type specific implementation of this operation in its respective derived class must be used. For further explanation see the description for the fictional data type `Foo` (defined in the module `SPACE`) derived `SPACE_FooDataReader` class.



## Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
DDS_DataReader_take
(DDS_DataReader _this,
 DDS_sequence_<data> *data_values,
 DDS_SampleInfoSeq *info_seq,
 const DDS_long max_samples,
 const DDS_SampleStateMask sample_states,
 const DDS_ViewStateMask view_states,
 const DDS_InstanceStateMask instance_states);
```

### 3.5.2.33 DDS\_DataReader\_take\_instance (abstract)

This abstract operation is defined as a generic operation, which is implemented by the `<Namespace>_<type>DataReader` class. Therefore, to use this operation, the data type specific implementation of this operation in its respective derived class must be used. For further explanation see the description for the fictional data type `Foo` (defined in the module `SPACE`) derived `SPACE_FooDataReader` class.

## Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
DDS_DataReader_take_instance
(DDS_DataReader _this,
 DDS_sequence_<data> *data_values,
 DDS_SampleInfoSeq *info_seq,
 const DDS_long max_samples,
 const DDS_InstanceHandle_t a_handle,
 const DDS_SampleStateMask sample_states,
 const DDS_ViewStateMask view_states,
 const DDS_InstanceStateMask instance_states);
```

### 3.5.2.34 DDS\_DataReader\_take\_next\_instance (abstract)

This abstract operation is defined as a generic operation, which is implemented by the `<Namespace>_<type>DataReader` class. Therefore, to use this operation, the data type specific implementation of this operation in its respective derived class must be used. For further explanation see the description for the fictional data type `Foo` (defined in the module `SPACE`) derived `SPACE_FooDataReader` class.

## Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
DDS_DataReader_take_next_instance
(DDS_DataReader _this,
 DDS_sequence_<data> *data_values,
 DDS_SampleInfoSeq *info_seq,
```

```
const DDS_long max_samples,
const DDS_InstanceHandle_t a_handle,
const DDS_SampleStateMask sample_states,
const DDS_ViewStateMask view_states,
const DDS_InstanceStateMask instance_states);
```

### 3.5.2.35 DDS\_DataReader\_take\_next\_instance\_w\_condition (abstract)

This abstract operation is defined as a generic operation, which is implemented by the `<NameSpace>_<type>DataReader` class. Therefore, to use this operation, the data type specific implementation of this operation in its respective derived class must be used. For further explanation see the description for the fictional data type `Foo` (defined in the module `SPACE`) derived `SPACE_FooDataReader` class.

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
DDS_DataReader_take_next_instance_w_condition
(DDS_DataReader _this,
 DDS_sequence_<data> *data_values,
 DDS_SampleInfoSeq *info_seq,
 const DDS_long max_samples,
 const DDS_InstanceHandle_t a_handle,
 const DDS_ReadCondition a_condition);
```

### 3.5.2.36 DDS\_DataReader\_take\_next\_sample (abstract)

This abstract operation is defined as a generic operation, which is implemented by the `<NameSpace>_<type>DataReader` class. Therefore, to use this operation, the data type specific implementation of this operation in its respective derived class must be used. For further explanation see the description for the fictional data type `Foo` (defined in the module `SPACE`) derived `SPACE_FooDataReader` class.

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
DDS_DataReader_take_next_sample
(DDS_DataReader _this,
 <data> *data_values,
 DDS_SampleInfo *sample_info);
```

**Note:** This operation is not yet implemented. It is scheduled for a future release.

### 3.5.2.37 DDS\_DataReader\_take\_w\_condition (abstract)

This abstract operation is defined as a generic operation, which is implemented by the `<Namespace>_<type>DataReader` class. Therefore, to use this operation, the data type specific implementation of this operation in its respective derived class must be used. For further explanation see the description for the fictional data type `Foo` (defined in the module `SPACE`) derived `SPACE_FooDataReader` class.

#### Synopsis

```
#include <dds_dcps.h>
        DDS_ReturnCode_t
        DDS_DataReader_take_w_condition
        (DDS_DataReader _this,
         DDS_sequence_<data> *data_values,
         DDS_SampleInfoSeq *info_seq,
         const DDS_long max_samples,
         const DDS_ReadCondition a_condition);
```

### 3.5.2.38 DDS\_DataReader\_wait\_for\_historical\_data

#### Synopsis

```
#include <dds_dcps.h>
        DDS_ReturnCode_t
        DDS_DataReader_wait_for_historical_data
        (DDS_DataReader _this,
         const DDS_Duration_t *max_wait);
```

#### Description

This operation will block the application thread until all “historical” data is received.

#### Parameters

- in* `DDS_DataReader _this` - the `DDS_DataReader` object on which the operation is operated.
- in* `const DDS_Duration_t *max_wait` - the maximum duration to block for the `DDS_DataReader_wait_for_historical_data`, after which the application thread is unblocked. The special constant `DDS_DURATION_INFINITE` can be used when the maximum waiting time does not need to be bounded.

## Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are:  
 DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION, DDS\_RETCODE\_ALREADY\_DELETED, DDS\_RETCODE\_OUT\_OF\_RESOURCES, DDS\_RETCODE\_NOT\_ENABLED or DDS\_RETCODE\_TIMEOUT.

## Detailed Description

This operation behaves differently for *DDS\_DataReader* objects which have a non-*DDS\_VOLATILE\_DURABILITY\_QOS* *DDS\_DurabilityQosPolicy* and for *DDS\_DataReader* objects which have a *DDS\_VOLATILE\_DURABILITY\_QOS* *DDS\_DurabilityQosPolicy*.

As soon as an application enables a non-*DDS\_VOLATILE\_DURABILITY\_QOS* *DDS\_DataReader* it will start receiving both “historical” data, i.e. the data that was written prior to the time the *DDS\_DataReader* joined the domain, as well as any new data written by the *DDS\_DataWriter* objects. There are situations where the application logic may require the application to wait until all “historical” data is received. This is the purpose of the *DDS\_DataReader\_wait\_for\_historical\_data* operation.

As soon as an application enables a *DDS\_VOLATILE\_DURABILITY\_QOS* *DataReader* it will not start receiving “historical” data but only new data written by the *DDS\_DataWriter* objects. By calling *DDS\_DataReader\_wait\_for\_historical\_data* the *DDS\_DataReader* explicitly requests the Data Distribution Service to start receiving also the “historical” data and to wait until either all “historical” data is received, or the duration specified by the *max\_wait* parameter has elapsed, whichever happens first.

### Thread blocking

The operation *DDS\_DataReader\_wait\_for\_historical\_data* blocks the calling thread until either all “historical” data is received, or the duration specified by the *max\_wait* parameter elapses, whichever happens first. A return value of *DDS\_RETCODE\_OK* indicates that all the “historical” data was received; a return value of *DDS\_RETCODE\_TIMEOUT* indicates that *max\_wait* elapsed before all the data was received.

### Return Code

When the operation returns:

- *DDS\_RETCODE\_OK* - the “historical” data is received.
- *DDS\_RETCODE\_ERROR* - an internal error has occurred.

- `DDS_RETCODE_ILLEGAL_OPERATION` - the operation is invoked on an inappropriate object.
- `DDS_RETCODE_ALREADY_DELETED` - the `DDS_DataReader` has already been deleted.
- `DDS_RETCODE_OUT_OF_RESOURCES` - the Data Distribution Service ran out of resources to complete this operation.
- `DDS_RETCODE_NOT_ENABLED` - the `DDS_DataReader` is not enabled.
- `DDS_RETCODE_TIMEOUT` - not all data is received before `max_wait` elapsed.

### 3.5.2.39 Class `SPACE_FooDataReader`

The pre-processor generates from IDL type descriptions the application `<NameSpace>_<type>DataReader` classes. For each application data type that is used as `DDS_Topic` data type, a typed class `<NameSpace>_<type>DataReader` is derived from the `DDS_DataReader` class. In this paragraph, the class `SPACE_FooDataReader` describes the operations of these derived `<NameSpace>_<type>DataReader` classes as an example for the fictional application type `Foo` (defined in the module `SPACE`).

For instance, for an application, the definitions are located in the `Space.idl` file. The pre-processor will generate a `Space.h` include file.

#### State masks

A `SPACE_FooDataReader` refers to exactly one `DDS_TopicDescription` (either a `DDS_Topic`, a `DDS_ContentFilteredTopic` or a `DDS_MultiTopic`) that identifies the data to be read. Therefore it refers to exactly one data type. The `DDS_Topic` must exist prior to the `SPACE_FooDataReader` creation. The `SPACE_FooDataReader` may give access to several instances of the data type, which are distinguished from each other by their key. The `SPACE_FooDataReader` is attached to exactly one `DDS_Subscriber` which acts as a factory for it.

The interface description of this class is as follows:

```
/*
 * interface SPACE_FooDataReader
 */
/*
 * inherited from class DDS_Entity
 */
/* DDS_StatusCondition
 *     SPACE_FooDataReader_get_statuscondition
 *     (SPACE_FooDataReader _this);
 */
/* DDS_StatusMask
 *     SPACE_FooDataReader_get_status_changes
```

```

*          (SPACE_FooDataReader _this);
*/
/* DDS_ReturnCode_t
*          SPACE_FooDataReader_enable
*          (SPACE_FooDataReader _this);
*/
/*
* inherited from class DDS_DataReader
*/
/* DDS_ReadCondition
*          SPACE_FooDataReader_create_readcondition
*          (SPACE_FooDataReader _this,
*           const DDS_SampleStateMask sample_states,
*           const DDS_ViewStateMask view_states,
*           const DDS_InstanceStateMask instance_states);
*/

/* DDS_QueryCondition
*          SPACE_FooDataReader_create_querycondition
*          (SPACE_FooDataReader _this,
*           const DDS_SampleStateMask sample_states,
*           const DDS_ViewStateMask view_states,
*           const DDS_InstanceStateMask instance_states,
*           const DDS_char *query_expression,
*           const DDS_StringSeq *query_parameters);
*/

/* DDS_ReturnCode_t
*          SPACE_FooDataReader_delete_readcondition
*          (SPACE_FooDataReader _this,
*           const DDS_ReadCondition a_condition);
*/

/* DDS_ReturnCode_t
*          SPACE_FooDataReader_delete_contained_entities
*          (SPACE_FooDataReader _this);
*/

/* DDS_ReturnCode_t
*          SPACE_FooDataReader_set_qos
*          (SPACE_FooDataReader _this,
*           const DDS_DataReaderQos *qos);
*/

/* DDS_ReturnCode_t
*          SPACE_FooDataReader_get_qos
*          (SPACE_FooDataReader _this,
*           SPACE_FooDataReaderQos *qos);
*/

```

```

/* DDS_ReturnCode_t
 *   SPACE_FooDataReader_set_listener
 *   (SPACE_FooDataReader _this,
 *    const struct DDS_DataReaderListener *a_listener,
 *    const DDS_StatusMask mask);
 */

/* struct SPACE_FooDataReaderListener
 *   SPACE_FooDataReader_get_listener
 *   (SPACE_FooDataReader _this);
 */

/* DDS_TopicDescription
 *   SPACE_FooDataReader_get_topicdescription
 *   (SPACE_FooDataReader _this);
 */

/* DDS_Subscriber
 *   SPACE_FooDataReader_get_subscriber
 *   (SPACE_FooDataReader _this);
 */

/* DDS_ReturnCode_t
 *   SPACE_FooDataReader_get_sample_rejected_status
 *   (SPACE_FooDataReader _this,
 *    DDS_SampleRejectedStatus *status);
 */

/* DDS_ReturnCode_t
 *   SPACE_FooDataReader_get_liveliness_changed_status
 *   (SPACE_FooDataReader _this,
 *    DDS_LivelinessChangedStatus *status);
 */

/* DDS_ReturnCode_t
 *   SPACE_FooDataReader_get_requested_deadline_missed_status
 *   (SPACE_FooDataReader _this,
 *    DDS_RequestedDeadlineMissedStatus *status);
 */

/* DDS_ReturnCode_t
 *   SPACE_FooDataReader_get_requested_incompatible_qos_status
 *   (SPACE_FooDataReader _this,
 *    DDS_RequestedIncompatibleQosStatus *status);
 */

/* DDS_ReturnCode_t
 *   SPACE_FooDataReader_get_subscription_matched_status
 *   (SPACE_FooDataReader _this,
 *    DDS_SubscriptionMatchedStatus *status);

```

```

*/

/* DDS_ReturnCode_t
 *   SPACE_FooDataReader_get_sample_lost_status
 *   (SPACE_FooDataReader _this,
 *    DDS_SampleLostStatus *status);
 */

/* DDS_ReturnCode_t
 *   SPACE_FooDataReader_wait_for_historical_data
 *   (SPACE_FooDataReader _this,
 *    const DDS_Duration_t *max_wait);
 */

/* DDS_ReturnCode_t
 *   SPACE_FooDataReader_get_matched_publications
 *   (SPACE_FooDataReader _this,
 *    DDS_InstanceHandleSeq *publication_handles);
 */

/* DDS_ReturnCode_t
 *   SPACE_FooDataReader_get_matched_publication_data
 *   (SPACE_FooDataReader _this,
 *    DDS_PublicationBuiltinTopicData *publication_data,
 *    const DDS_InstanceHandle_t publication_handle);
 */
/*
 * implemented API operations
 */
    DDS_ReturnCode_t
        SPACE_FooDataReader_read
        (SPACE_FooDataReader _this,
         DDS_sequence_Foo *data_values,
         DDS_SampleInfoSeq *info_seq,
         const DDS_long max_samples,
         const DDS_SampleStateMask sample_states,
         const DDS_ViewStateMask view_states,
         const DDS_InstanceStateMask instance_states);
    DDS_ReturnCode_t
        SPACE_FooDataReader_take
        (SPACE_FooDataReader _this,
         DDS_sequence_Foo *data_values,
         DDS_SampleInfoSeq *info_seq,
         const DDS_long max_samples,
         const DDS_SampleStateMask sample_states,
         const DDS_ViewStateMask view_states,
         const DDS_InstanceStateMask instance_states);
    DDS_ReturnCode_t
        SPACE_FooDataReader_read_w_condition
        (SPACE_FooDataReader _this,

```



```

        DDS_sequence_Foo *data_values,
        DDS_SampleInfoSeq *info_seq,
        const DDS_long max_samples,
        const DDS_ReadCondition a_condition);
DDS_ReturnCode_t
SPACE_FooDataReader_take_w_condition
(SPACE_FooDataReader _this,
 DDS_sequence_Foo *data_values,
 DDS_SampleInfoSeq *info_seq,
 const DDS_long max_samples,
 const DDS_ReadCondition a_condition);
DDS_ReturnCode_t
SPACE_FooDataReader_read_next_sample
(SPACE_FooDataReader _this,
 Foo *data_values,
 DDS_SampleInfo *sample_info);
DDS_ReturnCode_t
SPACE_FooDataReader_take_next_sample
(SPACE_FooDataReader _this,
 Foo *data_values,
 DDS_SampleInfo *sample_info);
DDS_ReturnCode_t
SPACE_FooDataReader_read_instance
(SPACE_FooDataReader _this,
 DDS_sequence_Foo *data_values,
 DDS_SampleInfoSeq *info_seq,
 const DDS_long max_samples,
 const DDS_InstanceHandle_t a_handle,
 const DDS_SampleStateMask sample_states,
 const DDS_ViewStateMask view_states,
 const DDS_InstanceStateMask instance_states);
DDS_ReturnCode_t
SPACE_FooDataReader_take_instance
(SPACE_FooDataReader _this,
 DDS_sequence_Foo *data_values,
 DDS_SampleInfoSeq *info_seq,
 const DDS_long max_samples,
 const DDS_InstanceHandle_t a_handle,
 const DDS_SampleStateMask sample_states,
 const DDS_ViewStateMask view_states,
 const DDS_InstanceStateMask instance_states);
DDS_ReturnCode_t
SPACE_FooDataReader_read_next_instance
(SPACE_FooDataReader _this,
 DDS_sequence_Foo *data_values,
 DDS_SampleInfoSeq *info_seq,
 const DDS_long max_samples,
 const DDS_InstanceHandle_t a_handle,
 const DDS_SampleStateMask sample_states,
 const DDS_ViewStateMask view_states,

```

```

        const DDS_InstanceStateMask instance_states);
DDS_ReturnCode_t
SPACE_FooDataReader_take_next_instance
(SPACE_FooDataReader _this,
 DDS_sequence_Foo *data_values,
 DDS_SampleInfoSeq *info_seq,
 const DDS_long max_samples,
 const DDS_InstanceHandle_t a_handle,
 const DDS_SampleStateMask sample_states,
 const DDS_ViewStateMask view_states,
 const DDS_InstanceStateMask instance_states);
DDS_ReturnCode_t
SPACE_FooDataReader_read_next_instance_w_condition
(SPACE_FooDataReader _this,
 DDS_sequence_Foo *data_values,
 DDS_SampleInfoSeq *info_seq,
 const DDS_long max_samples,
 const DDS_InstanceHandle_t a_handle,
 const DDS_ReadCondition a_condition);
DDS_ReturnCode_t
SPACE_FooDataReader_take_next_instance_w_condition
(SPACE_FooDataReader _this,
 DDS_sequence_Foo *data_values,
 DDS_SampleInfoSeq *info_seq,
 const DDS_long max_samples,
 const DDS_InstanceHandle_t a_handle,
 const DDS_ReadCondition a_condition);
DDS_ReturnCode_t
SPACE_FooDataReader_return_loan
(SPACE_FooDataReader _this,
 DDS_sequence_Foo *data_values,
 DDS_SampleInfoSeq *info_seq);
DDS_ReturnCode_t
SPACE_FooDataReader_get_key_value
(SPACE_FooDataReader _this,
 Foo *key_holder,
 const DDS_InstanceHandle_t handle);
DDS_InstanceHandle_t
SPACE_FooDataReader_lookup_instance
(SPACE_FooDataReader _this,
 Foo *instance_data);

```

The next paragraphs describe the usage of all `SPACE_FooDataReader` operations. The inherited operations are listed but not fully described because they are not implemented in this class. The full description of these operations is given in the classes from which they are inherited.

**3.5.2.40 SPACE\_FooDataReader\_create\_querycondition (inherited)**

This operation is inherited and therefore not described here. See the class DDS\_DataReader for further explanation.

**Synopsis**

```
#include <Space.h>
DDS_QueryCondition
SPACE_FooDataReader_create_querycondition
(SPACE_FooDataReader _this,
 const DDS_SampleStateMask sample_states,
 const DDS_ViewStateMask view_states,
 const DDS_InstanceStateMask instance_states,
 const DDS_char *query_expression,
 const DDS_StringSeq *query_parameters);
```

**3.5.2.41 SPACE\_FooDataReader\_create\_readcondition (inherited)**

This operation is inherited and therefore not described here. See the class DDS\_DataReader for further explanation.

**Synopsis**

```
#include <Space.h>
DDS_ReadCondition
SPACE_FooDataReader_create_readcondition
(SPACE_FooDataReader _this,
 const DDS_SampleStateMask sample_states,
 const DDS_ViewStateMask view_states,
 const DDS_InstanceStateMask instance_states);
```

**3.5.2.42 SPACE\_FooDataReader\_delete\_contained\_entities (inherited)**

This operation is inherited and therefore not described here. See the class DDS\_DataReader for further explanation.

**Synopsis**

```
#include <Space.h>
DDS_ReturnCode_t
SPACE_FooDataReader_delete_contained_entities
(SPACE_FooDataReader _this);
```

**3.5.2.43 SPACE\_FooDataReader\_delete\_readcondition (inherited)**

This operation is inherited and therefore not described here. See the class DDS\_DataReader for further explanation.

**Synopsis**

```
#include <Space.h>
DDS_ReturnCode_t
```

```
SPACE_FooDataReader_delete_readcondition
(SPACE_FooDataReader _this,
 const DDS_ReadCondition a_condition);
```

### 3.5.2.44 SPACE\_FooDataReader\_enable (inherited)

This operation is inherited and therefore not described here. See the class `DDS_Entity` for further explanation.

#### Synopsis

```
#include <Space.h>
DDS_ReturnCode_t
SPACE_FooDataReader_enable
(SPACE_FooDataReader _this);
```

### 3.5.2.45 SPACE\_FooDataReader\_get\_key\_value

#### Synopsis

```
#include <Space.h>
DDS_ReturnCode_t
SPACE_FooDataReader_get_key_value
(SPACE_FooDataReader _this,
 Foo *key_holder,
 const DDS_InstanceHandle_t handle);
```

#### Description

This operation retrieves the key value of a specific instance.

#### Parameters

*in* `SPACE_FooDataReader _this` - the `SPACE_FooDataReader` object on which the operation is operated.

*inout* `Foo *key_holder` - the sample in which the key values are stored.

*in* `const DDS_InstanceHandle_t handle` - the handle to the instance from which to get the key value.

#### Return Value

`DDS_ReturnCode_t` - Possible return codes of the operation are:  
`DDS_RETCODE_OK`, `DDS_RETCODE_ERROR`, `DDS_RETCODE_ILLEGAL_OPERATION`, `DDS_RETCODE_BAD_PARAMETER`, `DDS_RETCODE_ALREADY_DELETED`, `DDS_RETCODE_OUT_OF_RESOURCES`, `DDS_RETCODE_NOT_ENABLED` or `DDS_RETCODE_PRECONDITION_NOT_MET`.

## Detailed Description

This operation retrieves the key value of the instance pointed to by `instance_handle`. When the operation is called with an `DDS_HANDLE NIL` handle value as an `instance_handle`, the operation will return `DDS_RETCODE_BAD_PARAMETER`. The operation will only fill the fields that form the key inside the `key_holder` instance. This means that the non-key fields are not applicable and may contain garbage.

The operation must only be called on registered instances. Otherwise the operation returns the error `DDS_RETCODE_PRECONDITION_NOT_MET`.

### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - the `key_holder` instance contains the key values of the instance.
- `DDS_RETCODE_ERROR` - an internal error has occurred.
- `DDS_RETCODE_ILLEGAL_OPERATION` - the operation is invoked on an inappropriate object.
- `DDS_RETCODE_BAD_PARAMETER` - handle is not a valid handle or `key_holder` is not a valid pointer.
- `DDS_RETCODE_ALREADY_DELETED` - the `SPACE_FooDataReader` has already been deleted.
- `DDS_RETCODE_OUT_OF_RESOURCES` - the Data Distribution Service ran out of resources to complete this operation.
- `DDS_RETCODE_NOT_ENABLED` - the `SPACE_FooDataReader` is not enabled.
- `DDS_RETCODE_PRECONDITION_NOT_MET` - this instance is not registered.

### 3.5.2.46 `SPACE_FooDataReader_get_listener` (inherited)

This operation is inherited and therefore not described here. See the class `DDS_DataReader` for further explanation.

### Synopsis

```
#include <Space.h>
struct SPACE_FooDataReaderListener
    SPACE_FooDataReader_get_listener
        (SPACE_FooDataReader _this);
```

### 3.5.2.47 `SPACE_FooDataReader_get_liveliness_changed_status` (inherited)

This operation is inherited and therefore not described here. See the class `DDS_DataReader` for further explanation.

**Synopsis**

```
#include <Space.h>
DDS_ReturnCode_t
SPACE_FooDataReader_get_liveliness_changed_status
(SPACE_FooDataReader _this,
 DDS_LivelinessChangedStatus *status);
```

**3.5.2.48 SPACE\_FooDataReader\_get\_matched\_publication\_data (inherited)**

This operation is inherited and therefore not described here. See the class `DDS_DataReader` for further explanation.

**Synopsis**

```
#include <Space.h>
DDS_ReturnCode_t
SPACE_FooDataReader_get_matched_publication_data
(SPACE_FooDataReader _this,
 DDS_PublicationBuiltinTopicData *publication_data,
 const DDS_InstanceHandle_t publication_handle);
```

**Note:** This operation is not yet implemented. It is scheduled for a future release.

**3.5.2.49 SPACE\_FooDataReader\_get\_matched\_publications (inherited)**

This operation is inherited and therefore not described here. See the class `DDS_DataReader` for further explanation.

**Synopsis**

```
#include <Space.h>
DDS_ReturnCode_t
SPACE_FooDataReader_get_matched_publications
(SPACE_FooDataReader _this,
 DDS_InstanceHandleSeq *publication_handles);
```

**Note:** This operation is not yet implemented. It is scheduled for a future release.

**3.5.2.50 SPACE\_FooDataReader\_get\_qos (inherited)**

This operation is inherited and therefore not described here. See the class `DDS_DataReader` for further explanation.

**Synopsis**

```
#include <Space.h>
DDS_ReturnCode_t
SPACE_FooDataReader_get_qos
(SPACE_FooDataReader _this,
 DDS_DataReaderQos *qos);
```

**3.5.2.51 SPACE\_FooDataReader\_get\_requested\_deadline\_missed\_status**

**(inherited)**

This operation is inherited and therefore not described here. See the class DDS\_DataReader for further explanation.

**Synopsis**

```
#include <Space.h>
DDS_ReturnCode_t
    SPACE_FooDataReader_get_requested_deadline_missed_status
        (SPACE_FooDataReader _this,
         DDS_RequestedDeadlineMissedStatus *status);
```

### 3.5.2.52 SPACE\_FooDataReader\_get\_requested\_incompatible\_qos\_status (inherited)

This operation is inherited and therefore not described here. See the class DDS\_DataReader for further explanation.

**Synopsis**

```
#include <Space.h>
DDS_ReturnCode_t
    SPACE_FooDataReader_get_requested_incompatible_qos_status
        (SPACE_FooDataReader _this,
         DDS_RequestedIncompatibleQosStatus *status);
```

### 3.5.2.53 SPACE\_FooDataReader\_get\_sample\_lost\_status (inherited)

This operation is inherited and therefore not described here. See the class DDS\_DataReader for further explanation.

**Synopsis**

```
#include <Space.h>
DDS_ReturnCode_t
    SPACE_FooDataReader_get_sample_lost_status
        (SPACE_FooDataReader _this,
         DDS_SampleLostStatus *status);
```

### 3.5.2.54 SPACE\_FooDataReader\_get\_sample\_rejected\_status (inherited)

This operation is inherited and therefore not described here. See the class DDS\_DataReader for further explanation.

**Synopsis**

```
#include <Space.h>
DDS_ReturnCode_t
    SPACE_FooDataReader_get_sample_rejected_status
        (SPACE_FooDataReader _this,
         DDS_SampleRejectedStatus *status);
```

**3.5.2.55 SPACE\_FooDataReader\_get\_status\_changes (inherited)**

This operation is inherited and therefore not described here. See the class `DDS_Entity` for further explanation.

**Synopsis**

```
#include <Space.h>
DDS_StatusMask
SPACE_FooDataReader_get_status_changes
(SPACE_FooDataReader _this);
```

**3.5.2.56 SPACE\_FooDataReader\_get\_statuscondition (inherited)**

This operation is inherited and therefore not described here. See the class `DDS_Entity` for further explanation.

**Synopsis**

```
#include <Space.h>
DDS_StatusCondition
SPACE_FooDataReader_get_statuscondition
(SPACE_FooDataReader _this);
```

**3.5.2.57 SPACE\_FooDataReader\_get\_subscriber (inherited)**

This operation is inherited and therefore not described here. See the class `DDS_DataReader` for further explanation.

**Synopsis**

```
#include <Space.h>
DDS_Subscriber
SPACE_FooDataReader_get_subscriber
(SPACE_FooDataReader _this);
```

**3.5.2.58 SPACE\_FooDataReader\_get\_subscription\_matched\_status (inherited)**

This operation is inherited and therefore not described here. See the class `DDS_DataReader` for further explanation.

**Synopsis**

```
#include <Space.h>
DDS_ReturnCode_t
SPACE_FooDataReader_get_subscription_matched_status
(SPACE_FooDataReader _this,
 DDS_SubscriptionMatchedStatus *status);
```

**Note:** This operation is not yet implemented. It is scheduled for a future release.



### 3.5.2.59 SPACE\_FooDataReader\_get\_topicdescription (inherited)

This operation is inherited and therefore not described here. See the class DDS\_DataReader for further explanation.

#### Synopsis

```
#include <Space.h>
DDS_TopicDescription
SPACE_FooDataReader_get_topicdescription
    (SPACE_FooDataReader _this);
```

### 3.5.2.60 SPACE\_FooDataReader\_lookup\_instance

#### Synopsis

```
#include <Space.h>
DDS_InstanceHandle_t
SPACE_FooDataReader_lookup_instance
    (SPACE_FooDataReader _this,
     Foo *instance_data);
```

#### Description

This operation returns the value of the instance handle which corresponds to the instance\_data.

#### Parameters

*in SPACE\_FooDataReader \_this* - the SPACE\_FooDataReader object on which the operation is operated.

*in Foo \*instance\_data* - the instance for which the corresponding instance handle needs to be looked up.

#### Return Value

*DDS\_InstanceHandle\_t* - Result value is the instance handle which corresponds to the instance\_data.

#### Detailed Description

This operation returns the value of the instance handle which corresponds to the instance\_data. The instance handle can be used in read operations that operate on a specific instance. Note that DDS\_DataReader instance handles are local, and are not interchangeable with DDS\_DataWriter instance handles nor with instance handles of an other DDS\_DataReader. If the DDS\_DataReader is already deleted, the handle value DDS\_HANDLE\_NIL is returned.

### 3.5.2.61 SPACE\_FooDataReader\_read

#### Synopsis

```
#include <Space.h>
DDS_ReturnCode_t
SPACE_FooDataReader_read
(SPACE_FooDataReader _this,
 DDS_sequence_Foo *data_values,
 DDS_SampleInfoSeq *info_seq,
 const DDS_long max_samples,
 const DDS_SampleStateMask sample_states,
 const DDS_ViewStateMask view_states,
 const DDS_InstanceStateMask instance_states);
```

#### Description

This operation reads a sequence of `Foo` samples from the `SPACE_FooDataReader`.

#### Parameters

*in* `SPACE_FooDataReader _this` - the `SPACE_FooDataReader` object on which the operation is operated.

*inout* `DDS_sequence_Foo *data_values` - the returned sample data sequence. `data_values` is also used as an input to control the behaviour of this operation.

*inout* `DDS_SampleInfoSeq *info_seq` - the returned `DDS_SampleInfo` structure sequence. `info_seq` is also used as an input to control the behaviour of this operation.

*in* `const DDS_long max_samples` - the maximum number of samples that is returned.

*in* `const DDS_SampleStateMask sample_states` - a mask, which selects only those samples with the desired sample states.

*in* `const DDS_ViewStateMask view_states` - a mask, which selects only those samples with the desired view states.

*in* `const DDS_InstanceStateMask instance_states` - a mask, which selects only those samples with the desired instance states.

#### Return Value

`DDS_ReturnCode_t` - Possible return codes of the operation are:  
`DDS_RETCODE_OK`, `DDS_RETCODE_ERROR`, `DDS_RETCODE_ILLEGAL_OPERATION`, `DDS_RETCODE_BAD_PARAMETER`, `DDS_RETCODE_`

ALREADY\_DELETED, DDS\_RETCODE\_OUT\_OF\_RESOURCES, DDS\_RETCODE\_NOT\_ENABLED, DDS\_RETCODE\_PRECONDITION\_NOT\_MET or DDS\_RETCODE\_NO\_DATA.

## Detailed Description

This operation reads a sequence of `Foo` samples from the `SPACE_FooDataReader`. The data is returned by the parameters `data_values` and `info_seq`. The number of samples that is returned is limited by the parameter `max_samples`. This operation is part of the specialized class which is generated for the particular application data type (in this case type `Foo`) that is being read. If the `SPACE_FooDataReader` has no samples that meet the constraints, the return value is `DDS_RETCODE_NO_DATA`.

### State masks

The `SPACE_FooDataReader_read` operation depends on a selection of the samples by using three masks:

- `sample_states` is the mask, which selects only those samples with the desired sample states `DDS_READ_SAMPLE_STATE`, `DDS_NOT_READ_SAMPLE_STATE` or both
- `view_states` is the mask, which selects only those samples with the desired view states `DDS_NEW_VIEW_STATE`, `DDS_NOT_NEW_VIEW_STATE` or both
- `instance_states` is the mask, which selects only those samples with the desired instance states `DDS_ALIVE_INSTANCE_STATE`, `DDS_NOT_ALIVE_DISPOSED_INSTANCE_STATE`, `DDS_NOT_ALIVE_NO_WRITERS_INSTANCE_STATE` or a combination of these.

### Destination Order

In any case, the relative order between the samples of one instance is consistent with the `DDS_DestinationOrderQosPolicy` of the `DDS_Subscriber`.

When the `DDS_DestinationOrderQosPolicy` `kind` is `DDS_BY_RECEPTION_TIMESTAMP_DESTINATIONORDER_QOS`, the samples belonging to the same instances will appear in the relative order in which they were received (FIFO)

When the `DDS_DestinationOrderQosPolicy` `kind` is `DDS_BY_SOURCE_TIMESTAMP_DESTINATIONORDER_QOS`, the samples belonging to the same instances will appear in the relative order implied by the `source_timestamp`.

Data sample

In addition to the sample sequence (`data_values`), the operation also returns a sequence of `DDS_SampleInfo` structures with the parameter `info_seq`. The `info_seq` structures and `data_values` also determine the behaviour of this operation.

Resource control

The initial (input) properties of the `data_values` and `info_seq` sequences determine the precise behaviour of the `SPACE_FooDataReader_read` operation. The sequences are modelled as having three properties: the current-length (`_length`), the maximum length (`_maximum`), and whether or not the sequence container owns the memory of the elements within (`_release`).

The initial (input) values of the `_length`, `_maximum`, and `_release` properties for the `data_values` and `info_seq` sequences govern the behaviour of the `SPACE_FooDataReader_read` operation as specified by the following rules:

- The values of `_length`, `_maximum`, and `_release` for the two sequences must be identical. Otherwise `SPACE_FooDataReader_read` returns `DDS_RETCODE_PRECONDITION_NOT_MET`
- On successful output, the values of `_length`, `_maximum`, and `_release` are the same for both sequences
- If the input `_maximum==0`, the `data_values` and `info_seq` sequences are filled with elements that are “loaned” by the `SPACE_FooDataReader`. On output, `_release` is `FALSE`, `_length` is set to the number of values returned, and `_maximum` is set to a value verifying `_maximum>=_length`. In this case the application will need to “return the loan” to the Data Distribution Service using the `SPACE_FooDataReader_return_loan` operation
- If the input `_maximum>0` and the input `_release==FALSE`, the `SPACE_FooDataReader_read` operation will fail and returns `DDS_RETCODE_PRECONDITION_NOT_MET`. This avoids the potential hard-to-detect memory leaks caused by an application forgetting to “return the loan”
- If input `_maximum>0` and the input `_release==TRUE`, the `SPACE_FooDataReader_read` operation will copy the `Foo` samples and `info_seq` values into the elements already inside the sequences. On output, `_release` is `TRUE`, `_length` is set to the number of values copied, and `_maximum` will remain unchanged. The application can control where the copy is placed and the application does not need to “return the loan”. The number of samples copied depends on the relative values of `_maximum` and `max_samples`:

- If `_maximum==DDS_LENGTH_UNLIMITED`, at most `_maximum` values are copied. The use of this variant lets the application limit the number of samples returned to what the sequence can accommodate;
- If `max_samples<=_maximum`, at most `max_samples` values are copied. The use of this variant lets the application limit the number of samples returned to fewer than what the sequence can accommodate;
- If `max_samples>_maximum`, the `SPACE_FooDataReader_read` operation will fail and returns `DDS_RETCODE_PRECONDITION_NOT_MET`. This avoids the potential confusion where the application expects to be able to access up to `max_samples`, but that number can never be returned, even if they are available in the `SPACE_FooDataReader`, because the output sequence cannot accommodate them.

### Buffer Loan

As described above, upon return the `data_values` and `info_seq` sequences may contain elements “loaned” from the Data Distribution Service. If this is the case, the application will need to use the `SPACE_FooDataReader_return_loan` operation to return the “loan” once it is no longer using the data in the sequence. Upon return from `SPACE_FooDataReader_return_loan`, the sequence has `_maximum==0` and `_release==FALSE`.

The application can determine whether it is necessary to “return the loan” or not, based on the state of the sequences, when the `SPACE_FooDataReader_read` operation was called, or by accessing the “`_release`” property. However, in many cases it may be simpler to always call `SPACE_FooDataReader_return_loan`, as this operation is harmless (i.e. leaves all elements unchanged) if the sequence does not have a loan.

To avoid potential memory leaks, it is not allowed to change the length of the `data_values` and `info_seq` structures for which `_release==FALSE`. Furthermore, deleting a sequence for which `_release==FALSE` is considered to be an error except when the sequence is empty.

### Data Sequence

On output, the sequence of data values and the sequence of `DDS_SampleInfo` structures are of the same length and are in an one-to-one correspondence. Each `DDS_SampleInfo` structures provides information, such as the `source_timestamp`, the `sample_state`, `view_state`, and `instance_state`, etc., about the matching sample.

Some elements in the returned sequence may not have valid data: the `valid_data` field in the `DDS_SampleInfo` indicates whether the corresponding data value contains any meaningful data. If not, the data value is just a ‘dummy’ sample for

which only the keyfields have been assigned. It is used to accompany the `DDS_SampleInfo` that communicates a change in the `instance_state` of an instance for which there is no ‘real’ sample available.

For example, when an application always ‘takes’ all available samples of a particular instance, there is no sample available to report the disposal of that instance. In such a case the `DDS_DataReader` will insert a dummy sample into the `data_values` sequence to accompany the `DDS_SampleInfo` element in the `info_seq` sequence that communicates the disposal of the instance.

The act of reading a sample sets its `sample_state` to `DDS_READ_SAMPLE_STATE`. If the sample belongs to the most recent generation of the instance, it also sets the `view_state` of the instance to `DDS_NOT_NEW_VIEW_STATE`. It does not affect the `instance_state` of the instance.

### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - a sequence of data values is available.
- `DDS_RETCODE_ERROR` - an internal error has occurred.
- `DDS_RETCODE_ILLEGAL_OPERATION` - the operation is invoked on an inappropriate object.
- `DDS_RETCODE_BAD_PARAMETER` - either or both of `data_values` or `info_seq` is an invalid pointer.
- `DDS_RETCODE_ALREADY_DELETED` - the `SPACE_FooDataReader` has already been deleted.
- `DDS_RETCODE_OUT_OF_RESOURCES` - the Data Distribution Service ran out of resources to complete this operation.
- `DDS_RETCODE_NOT_ENABLED` - the `SPACE_FooDataReader` is not enabled.
- `DDS_RETCODE_PRECONDITION_NOT_MET` - one of the following is true:
  - the `max_samples > _maximum` and `max_samples` is not `DDS_LENGTH_UNLIMITED`.
  - one or more values of `_length`, `_maximum`, and `_release` for the two sequences are not identical.
  - the `_maximum > 0` and the `_release == FALSE`.
- `DDS_RETCODE_NO_DATA` - no samples that meet the constraints are available.

### 3.5.2.62 `SPACE_FooDataReader_read_instance`

#### Synopsis

```
#include <Space.h>
```

```

DDS_ReturnCode_t
SPACE_FooDataReader_read_instance
(
    SPACE_FooDataReader _this,
    DDS_sequence_Foo *data_values,
    DDS_SampleInfoSeq *info_seq,
    const DDS_long max_samples,
    const DDS_InstanceHandle_t a_handle,
    const DDS_SampleStateMask sample_states,
    const DDS_ViewStateMask view_states,
    const DDS_InstanceStateMask instance_states);

```

## Description

This operation reads a sequence of Foo samples of a single instance from the SPACE\_FooDataReader.

## Parameters

*in* `SPACE_FooDataReader _this` - the SPACE\_FooDataReader object on which the operation is operated.

*inout* `DDS_sequence_Foo *data_values` - the returned sample data sequence. `data_values` is also used as an input to control the behaviour of this operation.

*inout* `DDS_SampleInfoSeq *info_seq` - the returned DDS\_SampleInfo structure sequence. `info_seq` is also used as an input to control the behaviour of this operation.

*in* `const DDS_long max_samples` - the maximum number of samples that is returned.

*in* `const DDS_InstanceHandle_t a_handle` - the single instance, the samples belong to.

*in* `const DDS_SampleStateMask sample_states` - a mask, which selects only those samples with the desired sample states.

*in* `const DDS_ViewStateMask view_states` - a mask, which selects only those samples with the desired view states.

*in* `const DDS_InstanceStateMask instance_states` - a mask, which selects only those samples with the desired instance states.

## Return Value

`DDS_ReturnCode_t` - Possible return codes of the operation are:  
`DDS_RETCODE_OK`, `DDS_RETCODE_ERROR`, `DDS_RETCODE_ILLEGAL_OPERATION`, `DDS_RETCODE_BAD_PARAMETER`, `DDS_RETCODE_`

```
ALREADY_DELETED, DDS_RETCODE_OUT_OF_RESOURCES, DDS_RETCODE_
NOT_ENABLED, DDS_RETCODE_PRECONDITION_NOT_MET or
DDS_RETCODE_NO_DATA.
```

### Detailed Description

This operation reads a sequence of `Foo` samples of a single instance from the `SPACE_FooDataReader`. The behaviour is identical to `SPACE_FooDataReader_read` except for that all samples returned belong to the single specified instance whose handle is `a_handle`. Upon successful return, the data collection will contain samples all belonging to the same instance. The data is returned by the parameters `data_values` and `info_seq`. The corresponding `DDS_SampleInfo.instance_handle` in `info_seq` will have the value of `a_handle`. The `DDS_DataReader` will check that each sample belongs to the specified instance (indicated by `a_handle`) otherwise it will not place the sample in the returned collection.

### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - a sequence of data values is available.
- `DDS_RETCODE_ERROR` - an internal error has occurred.
- `DDS_RETCODE_ILLEGAL_OPERATION` - the operation is invoked on an inappropriate object.
- `DDS_RETCODE_BAD_PARAMETER` - either or both of `data_values` or `info_seq` is an invalid pointer or `a_handle` is not a valid handle.
- `DDS_RETCODE_ALREADY_DELETED` - the `SPACE_FooDataReader` has already been deleted.
- `DDS_RETCODE_OUT_OF_RESOURCES` - the Data Distribution Service ran out of resources to complete this operation.
- `DDS_RETCODE_NOT_ENABLED` - the `SPACE_FooDataReader` is not enabled.
- `DDS_RETCODE_PRECONDITION_NOT_MET` - one of the following is true:
  - the `max_samples > _maximum` and `max_samples` is not `DDS_LENGTH_UNLIMITED`.
  - one or more values of `_length`, `_maximum`, and `_release` for the two sequences are not identical.
  - the `_maximum > 0` and the `_release == FALSE`.
- `DDS_RETCODE_NO_DATA` - no samples that meet the constraints are available.



### 3.5.2.63 SPACE\_FooDataReader\_read\_next\_instance

#### Synopsis

```
#include <Space.h>
DDS_ReturnCode_t
SPACE_FooDataReader_read_next_instance
(SPACE_FooDataReader _this,
 DDS_sequence_Foo *data_values,
 DDS_SampleInfoSeq *info_seq,
 const DDS_long max_samples,
 const DDS_InstanceHandle_t a_handle,
 const DDS_SampleStateMask sample_states,
 const DDS_ViewStateMask view_states,
 const DDS_InstanceStateMask instance_states);
```

#### Description

This operation reads a sequence of `Foo` samples of the next single instance from the `SPACE_FooDataReader`.

#### Parameters

*in* `SPACE_FooDataReader _this` - the `SPACE_FooDataReader` object on which the operation is operated.

*inout* `DDS_sequence_Foo *data_values` - the returned sample data sequence. `data_values` is also used as an input to control the behaviour of this operation.

*inout* `DDS_SampleInfoSeq *info_seq` - the returned `DDS_SampleInfo` structure sequence. `info_seq` is also used as an input to control the behaviour of this operation.

*in* `const DDS_long max_samples` - the maximum number of samples that is returned.

*in* `const DDS_InstanceHandle_t a_handle` - the current single instance, the returned samples belong to the next single instance.

*in* `const DDS_SampleStateMask sample_states` - a mask, which selects only those samples with the desired sample states.

*in* `const DDS_ViewStateMask view_states` - a mask, which selects only those samples with the desired view states.

*in* `const DDS_InstanceStateMask instance_states` - a mask, which selects only those samples with the desired instance states.

## Return Value

`DDS_ReturnCode_t` - Possible return codes of the operation are:  
`DDS_RETCODE_OK`, `DDS_RETCODE_ERROR`, `DDS_RETCODE_ILLEGAL_OPERATION`, `DDS_RETCODE_BAD_PARAMETER`, `DDS_RETCODE_ALREADY_DELETED`, `DDS_RETCODE_OUT_OF_RESOURCES`, `DDS_RETCODE_NOT_ENABLED`, `DDS_RETCODE_PRECONDITION_NOT_MET` or `DDS_RETCODE_NO_DATA`.

## Detailed Description

This operation reads a sequence of `Foo` samples of a single instance from the `SPACE_FooDataReader`. The behaviour is similar to `SPACE_FooDataReader_read_instance` (all samples returned belong to a single instance) except that the actual instance is not directly specified. Rather the samples will all belong to the ‘next’ instance with `instance_handle` ‘greater’ (according to some internal-defined order) than `a_handle`, that has available samples. The data is returned by the parameters `data_values` and `info_seq`. The corresponding `DDS_SampleInfo.instance_handle` in `info_seq` will have the value of the next instance with respect to `a_handle`.

### Instance Order

The internal-defined order is not important and is implementation specific. The important thing is that, according to the Data Distribution Service, all instances are ordered relative to each other. This ordering is between the instances, that is, it does not depend on the actual samples received. For the purposes of this explanation it is ‘as if’ each instance handle was represented as a unique integer.

The behaviour of `SPACE_FooDataReader_read_next_instance` is ‘as if’ the `DDS_DataReader` invoked `SPACE_FooDataReader_read_instance` passing the smallest `instance_handle` among all the ones that:

- are greater than `a_handle`
- have available samples (i.e. samples that meet the constraints imposed by the specified states).

The special value `DDS_HANDLE_NIL` is guaranteed to be ‘less than’ any valid `instance_handle`. So the use of the parameter value `a_handle==DDS_HANDLE_NIL` will return the samples for the instance which has the smallest `instance_handle` among all the instances that contains available samples.

### Typical use

The operation `SPACE_FooDataReader_read_next_instance` is intended to be used in an application-driven iteration where the application starts by passing `a_handle==DDS_HANDLE_NIL`, examines the samples returned, and then uses the `instance_handle` returned in the `DDS_SampleInfo` as the value of `a_handle` argument to the next call to `SPACE_FooDataReader_read_next_instance`. The iteration continues until `SPACE_FooDataReader_read_next_instance` returns the return value `DDS_RETCODE_NO_DATA`.

### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - a sequence of data values is available.
- `DDS_RETCODE_ERROR` - an internal error has occurred.
- `DDS_RETCODE_ILLEGAL_OPERATION` - the operation is invoked on an inappropriate object.
- `DDS_RETCODE_BAD_PARAMETER` - either or both of `data_values` or `info_seq` is an invalid pointer or `a_handle` is not a valid handle.
- `DDS_RETCODE_ALREADY_DELETED` - the `SPACE_FooDataReader` has already been deleted.
- `DDS_RETCODE_OUT_OF_RESOURCES` - the Data Distribution Service ran out of resources to complete this operation.
- `DDS_RETCODE_NOT_ENABLED` - the `SPACE_FooDataReader` is not enabled.
- `DDS_RETCODE_PRECONDITION_NOT_MET` - one of the following is true:
  - the `max_samples>_maximum` and `max_samples` is not `DDS_LENGTH_UNLIMITED`.
  - one or more values of `_length`, `_maximum`, and `_release` for the two sequences are not identical.
  - the `_maximum>0` and the `_release==FALSE`.
- `DDS_RETCODE_NO_DATA` - no samples that meet the constraints are available.

## 3.5.2.64 `SPACE_FooDataReader_read_next_instance_w_condition`

### Synopsis

```
#include <Space.h>
        DDS_ReturnCode_t
        SPACE_FooDataReader_read_next_instance_w_condition
        (SPACE_FooDataReader _this,
         DDS_sequence_Foo *data_values,
         DDS_SampleInfoSeq *info_seq,
```

```
const DDS_long max_samples,
const DDS_InstanceHandle_t a_handle,
const DDS_ReadCondition a_condition);
```

## Description

This operation reads a sequence of `Foo` samples of the next single instance from the `SPACE_FooDataReader`.

## Parameters

*in* `SPACE_FooDataReader _this` - the `SPACE_FooDataReader` object on which the operation is operated.

*inout* `DDS_sequence_Foo *data_values` - the returned sample data sequence. `data_values` is also used as an input to control the behaviour of this operation.

*inout* `DDS_SampleInfoSeq *info_seq` - the returned `DDS_SampleInfo` structure sequence. `info_seq` is also used as an input to control the behaviour of this operation.

*in* `const DDS_long max_samples` - the maximum number of samples that is returned.

*in* `const DDS_InstanceHandle_t a_handle` - the current single instance, the returned samples belong to the next single instance.

*in* `const DDS_ReadCondition a_condition` - a pointer to a `DDS_ReadCondition` or `DDS_QueryCondition` which filters the data before it is returned by the read operation.

## Return Value

`DDS_ReturnCode_t` - Possible return codes of the operation are:  
`DDS_RETCODE_OK`, `DDS_RETCODE_ERROR`, `DDS_RETCODE_ILLEGAL_OPERATION`, `DDS_RETCODE_BAD_PARAMETER`, `DDS_RETCODE_ALREADY_DELETED`, `DDS_RETCODE_OUT_OF_RESOURCES`, `DDS_RETCODE_NOT_ENABLED`, `DDS_RETCODE_PRECONDITION_NOT_MET` or `DDS_RETCODE_NO_DATA`.

## Detailed Description

This operation reads a sequence of `Foo` samples of a single instance from the `SPACE_FooDataReader`, filtered by a `DDS_ReadCondition` or `DDS_QueryCondition`. The behaviour is identical to `SPACE_FooDataReader_read_next_instance` except for that the samples are filtered by a `DDS_ReadCondition` or `DDS_QueryCondition`. When using a `DDS_ReadCondition`, the result is the same as the `SPACE_FooDataReader_read_next_instance` operation with the same state

parameters filled in as for the `DDS_create_readcondition`. In this way, the application can avoid repeating the same parameters, specified when creating the `DDS_ReadCondition`. When using a `DDS_QueryCondition`, a content based filtering can be done. When either using a `DDS_ReadCondition` or `DDS_QueryCondition`, the condition must be created by this `SPACE_FooDataReader`. Otherwise the operation will fail and returns `DDS_RETCODE_PRECONDITION_NOT_MET`.

### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - a sequence of data values is available.
- `DDS_RETCODE_ERROR` - an internal error has occurred.
- `DDS_RETCODE_ILLEGAL_OPERATION` - the operation is invoked on an inappropriate object.
- `DDS_RETCODE_BAD_PARAMETER` - one or more of the `data_values`, or `info_seq` and `a_condition` parameters is an invalid pointer or `a_handle` is not a valid handle.
- `DDS_RETCODE_ALREADY_DELETED` - the `SPACE_FooDataReader` has already been deleted.
- `DDS_RETCODE_OUT_OF_RESOURCES` - the Data Distribution Service ran out of resources to complete this operation.
- `DDS_RETCODE_NOT_ENABLED` - the `SPACE_FooDataReader` is not enabled.
- `DDS_RETCODE_PRECONDITION_NOT_MET` - one of the following is true:
  - the `DDS_ReadCondition` or `DDS_QueryCondition` is not attached to this `SPACE_FooDataReader`.
  - the `max_samples>_maximum` and `max_samples` is not `DDS_LENGTH_UNLIMITED`.
  - one or more values of `_length`, `_maximum`, and `_release` for the two sequences are not identical.
  - the `_maximum>0` and the `_release==FALSE`.
- `DDS_RETCODE_NO_DATA` - no samples that meet the constraints are available.

### 3.5.2.65 `SPACE_FooDataReader_read_next_sample`

#### Synopsis

```
#include <Space.h>
        DDS_ReturnCode_t
        SPACE_FooDataReader_read_next_sample
        (SPACE_FooDataReader _this,
```

```

    Foo *data_values,
    DDS_SampleInfo *sample_info);

```

**Note:** This operation is not yet implemented. It is scheduled for a future release.

### 3.5.2.66 SPACE\_FooDataReader\_read\_w\_condition

#### Synopsis

```

#include <Space.h>
    DDS_ReturnCode_t
    SPACE_FooDataReader_read_w_condition
    (SPACE_FooDataReader _this,
     DDS_sequence_Foo *data_values,
     DDS_SampleInfoSeq *info_seq,
     const DDS_long max_samples,
     const DDS_ReadCondition a_condition);

```

#### Description

This operation reads a sequence of Foo samples from the SPACE\_FooDataReader, filtered by a DDS\_ReadCondition or DDS\_QueryCondition.

#### Parameters

*in* SPACE\_FooDataReader \_this - the SPACE\_FooDataReader object on which the operation is operated.

*inout* DDS\_sequence\_Foo \*data\_values - the returned sample data sequence. data\_values is also used as an input to control the behaviour of this operation.

*inout* DDS\_SampleInfoSeq \*info\_seq - the returned DDS\_SampleInfo structure sequence. info\_seq is also used as an input to control the behaviour of this operation.

*in* const DDS\_long max\_samples - the maximum number of samples that is returned.

*in* const DDS\_ReadCondition a\_condition - a pointer to a DDS\_ReadCondition or DDS\_QueryCondition which filters the data before it is returned by the SPACE\_FooDataReader\_read operation.

#### Return Value

DDS\_ReturnCode\_t - Possible return codes of the operation are:  
 DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION, DDS\_RETCODE\_BAD\_PARAMETER, DDS\_RETCODE\_ALREADY\_DELETED, DDS\_RETCODE\_OUT\_OF\_RESOURCES, DDS\_RETCODE\_NOT\_ENABLED, DDS\_RETCODE\_PRECONDITION\_NOT\_MET or DDS\_RETCODE\_NO\_DATA.

## Detailed Description

This operation reads a sequence of `Foo` samples from the `SPACE_FooDataReader`, filtered by a `DDS_ReadCondition` or `DDS_QueryCondition`. The condition pointer from both `SPACE_FooDataReader_create_readcondition` or `SPACE_FooDataReader_create_querycondition` may be used. The behaviour is identical to `SPACE_FooDataReader_read` except for that the samples are filtered by a `DDS_ReadCondition` or `DDS_QueryCondition`. When using a `DDS_ReadCondition`, the result is the same as the `SPACE_FooDataReader_read` operation with the same state parameters filled in as for the `SPACE_FooDataReader_create_readcondition`. In this way, the application can avoid repeating the same parameters, specified when creating the `DDS_ReadCondition`. When using a `DDS_QueryCondition`, a content based filtering can be done. When either using a `DDS_ReadCondition` or `DDS_QueryCondition`, the condition must be created by this `SPACE_FooDataReader`. Otherwise the operation will fail and returns `DDS_RETCODE_PRECONDITION_NOT_MET`.

### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - a sequence of data values is available.
- `DDS_RETCODE_ERROR` - an internal error has occurred.
- `DDS_RETCODE_ILLEGAL_OPERATION` - the operation is invoked on an inappropriate object.
- `DDS_RETCODE_BAD_PARAMETER` - one or more of the `data_values`, or `info_seq` and `a_condition` parameters is an invalid pointer.
- `DDS_RETCODE_ALREADY_DELETED` - the `SPACE_FooDataReader` has already been deleted.
- `DDS_RETCODE_OUT_OF_RESOURCES` - the Data Distribution Service ran out of resources to complete this operation.
- `DDS_RETCODE_NOT_ENABLED` - the `SPACE_FooDataReader` is not enabled.
- `DDS_RETCODE_PRECONDITION_NOT_MET` - one of the following is true:
  - the `DDS_ReadCondition` or `DDS_QueryCondition` is not attached to this `SPACE_FooDataReader`.
  - the `max_samples>_maximum` and `max_samples` is not `DDS_LENGTH_UNLIMITED`.
  - one or more values of `_length`, `_maximum`, and `_release` for the two sequences are not identical.
  - the `_maximum>0` and the `_release==FALSE`.

- *DDS\_RETCODE\_NO\_DATA* - no samples that meet the constraints are available.

### 3.5.2.67 **SPACE\_FooDataReader\_return\_loan**

#### **Synopsis**

```
#include <Space.h>
        DDS_ReturnCode_t
        SPACE_FooDataReader_return_loan
        (SPACE_FooDataReader _this,
         DDS_sequence_Foo *data_values,
         DDS_SampleInfoSeq *info_seq);
```

#### **Description**

This operation indicates to the *DDS\_DataReader* that the application is done accessing the sequence of *data\_values* and *info\_seq*.

#### **Parameters**

*in* *SPACE\_FooDataReader \_this* - the *SPACE\_FooDataReader* object on which the operation is operated.

*inout* *DDS\_sequence\_Foo \*data\_values* - the sample data sequence which was loaned from the *DDS\_DataReader*.

*inout* *DDS\_SampleInfoSeq \*info\_seq* - the *DDS\_SampleInfo* structure sequence which was loaned from the *DDS\_DataReader*.

#### **Return Value**

*DDS\_ReturnCode\_t* - Possible return codes of the operation are:  
*DDS\_RETCODE\_OK*, *DDS\_RETCODE\_ERROR*, *DDS\_RETCODE\_ILLEGAL\_OPERATION*, *DDS\_RETCODE\_BAD\_PARAMETER*, *DDS\_RETCODE\_ALREADY\_DELETED*, *DDS\_RETCODE\_OUT\_OF\_RESOURCES*, *DDS\_RETCODE\_NOT\_ENABLED* or *DDS\_RETCODE\_PRECONDITION\_NOT\_MET*.

#### **Detailed Description**

This operation indicates to the *SPACE\_FooDataReader* that the application is done accessing the sequence of *data\_values* and *info\_seq* obtained by some earlier invocation of the operation *SPACE\_FooDataReader\_read* or *SPACE\_FooDataReader\_take* (or any of the similar operations) on the *SPACE\_FooDataReader*.

The *data\_values* and *info\_seq* must belong to a single related pair; that is, they should correspond to a pair returned from a single call to the operation *SPACE\_FooDataReader\_read* or *SPACE\_FooDataReader\_take*. The



`data_values` and `info_seq` must also have been obtained from the same `DDS_DataReader` to which they are returned. If either of these conditions is not met the operation will fail and returns `DDS_RETCODE_PRECONDITION_NOT_MET`.

### Buffer Loan

The operation `SPACE_FooDataReader_return_loan` allows implementations of the `SPACE_FooDataReader_read` and `SPACE_FooDataReader_take` operations to “loan” buffers from the Data Distribution Service to the application and in this manner provide “zero-copy” access to the data. During the loan, the Data Distribution Service will guarantee that the `data_values` and `info_seq` are not modified.

It is not necessary for an application to return the loans immediately after calling the operation `SPACE_FooDataReader_read` or `SPACE_FooDataReader_take`. However, as these buffers correspond to internal resources inside the `DDS_DataReader`, the application should not retain them indefinitely.

### Calling SPACE\_FooDataReader\_return\_loan

The use of the `SPACE_FooDataReader_return_loan` operation is only necessary if the call to the operation `SPACE_FooDataReader_read` or `SPACE_FooDataReader_take` “loaned” buffers to the application. This only occurs if the `data_values` and `info_seq` sequences had `_maximum=0` at the time the operation `SPACE_FooDataReader_read` or `SPACE_FooDataReader_take` was called. The application may also examine the ‘`_release`’ property of the collection to determine where there is an outstanding loan. However, calling the operation `SPACE_FooDataReader_return_loan` on a pair of sequences that does not have a loan is safe and has no side effects.

If the pair of sequences had a loan, upon return from the operation `SPACE_FooDataReader_return_loan` the pair of sequences has `_maximum=0`.

### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - the `DDS_DataReader` is informed that the sequences will not be used any more.
- `DDS_RETCODE_ERROR` - an internal error has occurred.
- `DDS_RETCODE_ILLEGAL_OPERATION` - the operation is invoked on an inappropriate object.
- `DDS_RETCODE_BAD_PARAMETER` - either or both of `data_values` or `info_seq` is an invalid pointer.
- `DDS_RETCODE_ALREADY_DELETED` - the `SPACE_FooDataReader` has already been deleted.

- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.
- *DDS\_RETCODE\_NOT\_ENABLED* - the *SPACE\_FooDataReader* is not enabled.
- *DDS\_RETCODE\_PRECONDITION\_NOT\_MET* - one of the following is true:
  - the *data\_values* and *info\_seq* do not belong to a single related pair.
  - the *data\_values* and *info\_seq* were not obtained from this *SPACE\_FooDataReader*.

### 3.5.2.68 *SPACE\_FooDataReader\_set\_listener* (inherited)

This operation is inherited and therefore not described here. See the class *DDS\_DataReader* for further explanation.

#### Synopsis

```
#include <Space.h>
DDS_ReturnCode_t
SPACE_FooDataReader_set_listener
(SPACE_FooDataReader _this,
 const struct DDS_DataReaderListener *a_listener,
 const DDS_StatusMask mask);
```

### 3.5.2.69 *SPACE\_FooDataReader\_set\_qos* (inherited)

This operation is inherited and therefore not described here. See the class *DDS\_DataReader* for further explanation.

#### Synopsis

```
#include <Space.h>
DDS_ReturnCode_t
SPACE_FooDataReader_set_qos
(SPACE_FooDataReader _this,
 const DDS_DataReaderQos *qos);
```

### 3.5.2.70 *SPACE\_FooDataReader\_take*

#### Synopsis

```
#include <Space.h>
DDS_ReturnCode_t
SPACE_FooDataReader_take
(SPACE_FooDataReader _this,
 DDS_sequence_Foo *data_values,
 DDS_SampleInfoSeq *info_seq,
 const DDS_long max_samples,
 const DDS_SampleStateMask sample_states,
 const DDS_ViewStateMask view_states,
 const DDS_InstanceStateMask instance_states);
```

## Description

This operation reads a sequence of `Foo` samples from the `SPACE_FooDataReader` and by doing so, removes the data from the `SPACE_FooDataReader`.

## Parameters

*in* `SPACE_FooDataReader _this` - the `SPACE_FooDataReader` object on which the operation is operated.

*inout* `DDS_sequence_Foo *data_values` - the returned sample data sequence. `data_values` is also used as an input to control the behaviour of this operation.

*inout* `DDS_SampleInfoSeq *info_seq` - the returned `DDS_SampleInfo` structure sequence. `info_seq` is also used as an input to control the behaviour of this operation.

*in* `const DDS_long max_samples` - the maximum number of samples that is returned.

*in* `const DDS_SampleStateMask sample_states` - a mask, which selects only those samples with the desired sample states.

*in* `const DDS_ViewStateMask view_states` - a mask, which selects only those samples with the desired view states.

*in* `const DDS_InstanceStateMask instance_states` - a mask, which selects only those samples with the desired instance states.

## Return Value

`DDS_ReturnCode_t` - Possible return codes of the operation are:  
`DDS_RETCODE_OK`, `DDS_RETCODE_ERROR`, `DDS_RETCODE_ILLEGAL_OPERATION`, `DDS_RETCODE_BAD_PARAMETER`, `DDS_RETCODE_ALREADY_DELETED`, `DDS_RETCODE_OUT_OF_RESOURCES`, `DDS_RETCODE_NOT_ENABLED`, `DDS_RETCODE_PRECONDITION_NOT_MET` or `DDS_RETCODE_NO_DATA`.

## Detailed Description

This operation reads a sequence of `Foo` samples from the `SPACE_FooDataReader` and by doing so, removes the data from the `SPACE_FooDataReader`, so it can not be read or taken again. The behaviour is identical to `SPACE_FooDataReader_read` except for that the samples are removed from the `SPACE_FooDataReader`.

### Return Code

When the operation returns:

- *DDS\_RETCODE\_OK* - a sequence of data values is available and removed from the *SPACE\_FooDataReader*.
- *DDS\_RETCODE\_ERROR* - an internal error has occurred.
- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.
- *DDS\_RETCODE\_BAD\_PARAMETER* - either or both of *data\_values* or *info\_seq* is an invalid pointer.
- *DDS\_RETCODE\_ALREADY\_DELETED* - the *SPACE\_FooDataReader* has already been deleted.
- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.
- *DDS\_RETCODE\_NOT\_ENABLED* - the *SPACE\_FooDataReader* is not enabled.
- *DDS\_RETCODE\_PRECONDITION\_NOT\_MET* - one of the following is true:
  - the *max\_samples* > *\_maximum* and *max\_samples* is not *DDS\_LENGTH\_UNLIMITED*.
  - one or more values of *\_length*, *\_maximum*, and *\_release* for the two sequences are not identical.
  - the *\_maximum* > 0 and the *\_release* == FALSE.
- *DDS\_RETCODE\_NO\_DATA* - no samples that meet the constraints are available.

### 3.5.2.71 *SPACE\_FooDataReader\_take\_instance*

#### Synopsis

```
#include <Space.h>
    DDS_ReturnCode_t
    SPACE_FooDataReader_take_instance
    (SPACE_FooDataReader _this,
     DDS_sequence_Foo *data_values,
     DDS_SampleInfoSeq *info_seq,
     const DDS_long max_samples,
     const DDS_InstanceHandle_t a_handle,
     const DDS_SampleStateMask sample_states,
     const DDS_ViewStateMask view_states,
     const DDS_InstanceStateMask instance_states);
```

#### Description

This operation reads a sequence of *Foo* samples of a single instance from the *SPACE\_FooDataReader* and by doing so, removes the data from the *SPACE\_FooDataReader*.

## Parameters

*in* `SPACE_FooDataReader _this` - the `SPACE_FooDataReader` object on which the operation is operated.

*inout* `DDS_sequence_Foo *data_values` - the returned sample data sequence. `data_values` is also used as an input to control the behaviour of this operation.

*inout* `DDS_SampleInfoSeq *info_seq` - the returned `DDS_SampleInfo` structure sequence. `info_seq` is also used as an input to control the behaviour of this operation.

*in* `const DDS_long max_samples` - the maximum number of samples that is returned.

*in* `const DDS_InstanceHandle_t a_handle` - the single instance, the samples belong to.

*in* `const DDS_SampleStateMask sample_states` - a mask, which selects only those samples with the desired sample states.

*in* `const DDS_ViewStateMask view_states` - a mask, which selects only those samples with the desired view states.

*in* `const DDS_InstanceStateMask instance_states` - a mask, which selects only those samples with the desired instance states.

## Return Value

`DDS_ReturnCode_t` - Possible return codes of the operation are:  
`DDS_RETCODE_OK`, `DDS_RETCODE_ERROR`, `DDS_RETCODE_ILLEGAL_OPERATION`, `DDS_RETCODE_BAD_PARAMETER`, `DDS_RETCODE_ALREADY_DELETED`, `DDS_RETCODE_OUT_OF_RESOURCES`, `DDS_RETCODE_NOT_ENABLED`, `DDS_RETCODE_PRECONDITION_NOT_MET` or `DDS_RETCODE_NO_DATA`.

## Detailed Description

This operation reads a sequence of `Foo` samples of a single instance from the `SPACE_FooDataReader` and by doing so, removes the data from the `SPACE_FooDataReader`, so it can not be read or taken again. The behaviour is identical to `SPACE_FooDataReader_read_instance` except for that the samples are removed from the `SPACE_FooDataReader`.

### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - a sequence of data values is available and removed from the `SPACE_FooDataReader`.

- *DDS\_RETCODE\_ERROR* - an internal error has occurred.
- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.
- *DDS\_RETCODE\_BAD\_PARAMETER* - either or both of *data\_values* or *info\_seq* is an invalid pointer or *a\_handle* is not a valid handle.
- *DDS\_RETCODE\_ALREADY\_DELETED* - the *SPACE\_FooDataReader* has already been deleted.
- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.
- *DDS\_RETCODE\_NOT\_ENABLED* - the *SPACE\_FooDataReader* is not enabled.
- *DDS\_RETCODE\_PRECONDITION\_NOT\_MET* - one of the following is true:
  - the *max\_samples > \_maximum* and *max\_samples* is not *DDS\_LENGTH\_UNLIMITED*.
  - one or more values of *\_length*, *\_maximum*, and *\_release* for the two sequences are not identical.
  - the *\_maximum > 0* and the *\_release == FALSE*.
- *DDS\_RETCODE\_NO\_DATA* - no samples that meet the constraints are available.

### 3.5.2.72 *SPACE\_FooDataReader\_take\_next\_instance*

#### Synopsis

```
#include <Space.h>
    DDS_ReturnCode_t
    SPACE_FooDataReader_take_next_instance
    (SPACE_FooDataReader _this,
     DDS_sequence_Foo *data_values,
     DDS_SampleInfoSeq *info_seq,
     const DDS_long max_samples,
     const DDS_InstanceHandle_t a_handle,
     const DDS_SampleStateMask sample_states,
     const DDS_ViewStateMask view_states,
     const DDS_InstanceStateMask instance_states);
```

#### Description

This operation reads a sequence of *Foo* samples of the next single instance from the *SPACE\_FooDataReader* and by doing so, removes the data from the *SPACE\_FooDataReader*.

#### Parameters

*in SPACE\_FooDataReader \_this* - the *SPACE\_FooDataReader* object on which the operation is operated.

*inout DDS\_sequence\_Foo \*data\_values* - the returned sample data sequence. *data\_values* is also used as an input to control the behaviour of this operation.

*inout DDS\_SampleInfoSeq \*info\_seq* - the returned DDS\_SampleInfo structure sequence. *info\_seq* is also used as an input to control the behaviour of this operation.

*in const DDS\_long max\_samples* - the maximum number of samples that is returned.

*in const DDS\_InstanceHandle\_t a\_handle* - the current single instance, the returned samples belong to the next single instance.

*in const DDS\_SampleStateMask sample\_states* - a mask, which selects only those samples with the desired sample states.

*in const DDS\_ViewStateMask view\_states* - a mask, which selects only those samples with the desired view states.

*in const DDS\_InstanceStateMask instance\_states* - a mask, which selects only those samples with the desired instance states.

## Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are:  
 DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION, DDS\_RETCODE\_BAD\_PARAMETER, DDS\_RETCODE\_ALREADY\_DELETED, DDS\_RETCODE\_OUT\_OF\_RESOURCES, DDS\_RETCODE\_NOT\_ENABLED, DDS\_RETCODE\_PRECONDITION\_NOT\_MET or DDS\_RETCODE\_NO\_DATA.

## Detailed Description

This operation reads a sequence of `Foo` samples of a single instance from the `SPACE_FooDataReader` and by doing so, removes the data from the `SPACE_FooDataReader`, so it can not be read or taken again. The behaviour is identical to `SPACE_FooDataReader_read_next_instance` except for that the samples are removed from the `SPACE_FooDataReader`.

### Return Code

When the operation returns:

- *DDS\_RETCODE\_OK* - a sequence of data values is available and removed from the `SPACE_FooDataReader`.
- *DDS\_RETCODE\_ERROR* - an internal error has occurred.
- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.

- *DDS\_RETCODE\_BAD\_PARAMETER* - either or both of *data\_values* or *info\_seq* is an invalid pointer or *a\_handle* is not a valid handle.
- *DDS\_RETCODE\_ALREADY\_DELETED* - the *SPACE\_FooDataReader* has already been deleted.
- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.
- *DDS\_RETCODE\_NOT\_ENABLED* - the *SPACE\_FooDataReader* is not enabled.
- *DDS\_RETCODE\_PRECONDITION\_NOT\_MET* - one of the following is true:
  - the *max\_samples* > *\_maximum* and *max\_samples* is not *DDS\_LENGTH\_UNLIMITED*.
  - one or more values of *\_length*, *\_maximum*, and *\_release* for the two sequences are not identical.
  - the *\_maximum* > 0 and the *\_release* == FALSE.
- *DDS\_RETCODE\_NO\_DATA* - no samples that meet the constraints are available.

### 3.5.2.73 *SPACE\_FooDataReader\_take\_next\_instance\_w\_condition*

#### Synopsis

```
#include <Space.h>
    DDS_ReturnCode_t
    SPACE_FooDataReader_take_next_instance_w_condition
    (SPACE_FooDataReader _this,
     DDS_sequence_Foo *data_values,
     DDS_SampleInfoSeq *info_seq,
     const DDS_long max_samples,
     const DDS_InstanceHandle_t a_handle,
     const DDS_ReadCondition a_condition);
```

#### Description

This operation reads a sequence of *Foo* samples of the next single instance from the *SPACE\_FooDataReader* and by doing so, removes the data from the *SPACE\_FooDataReader*.

#### Parameters

- in* *SPACE\_FooDataReader \_this* - the *SPACE\_FooDataReader* object on which the operation is operated.
- inout* *DDS\_sequence\_Foo \*data\_values* - the returned sample data sequence. *data\_values* is also used as an input to control the behaviour of this operation.



*inout DDS\_SampleInfoSeq \*info\_seq* - the returned DDS\_SampleInfo structure sequence. *info\_seq* is also used as an input to control the behaviour of this operation.

*in const DDS\_long max\_samples* - the maximum number of samples that is returned.

*in const DDS\_InstanceHandle\_t a\_handle* - the current single instance, the returned samples belong to the next single instance.

*in const DDS\_ReadCondition a\_condition* - a pointer to a DDS\_ReadCondition or DDS\_QueryCondition which filters the data before it is returned by the read operation.

## Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are:  
 DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION, DDS\_RETCODE\_BAD\_PARAMETER, DDS\_RETCODE\_ALREADY\_DELETED, DDS\_RETCODE\_OUT\_OF\_RESOURCES, DDS\_RETCODE\_NOT\_ENABLED, DDS\_RETCODE\_PRECONDITION\_NOT\_MET or DDS\_RETCODE\_NO\_DATA.

## Detailed Description

This operation reads a sequence of Foo samples of a single instance from the SPACE\_FooDataReader, filtered by a DDS\_ReadCondition or DDS\_QueryCondition and by doing so, removes the data from the SPACE\_FooDataReader, so it can not be read or taken again. The behaviour is identical to SPACE\_FooDataReader\_read\_next\_instance\_w\_condition except for that the samples are removed from the SPACE\_FooDataReader.

### Return Code

When the operation returns:

- *DDS\_RETCODE\_OK* - a sequence of data values is available and removed from the SPACE\_FooDataReader.
- *DDS\_RETCODE\_ERROR* - an internal error has occurred.
- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.
- *DDS\_RETCODE\_BAD\_PARAMETER* - one or more of the *data\_values*, *info\_seq* and *a\_condition* parameters is an invalid pointer or *a\_handle* is not a valid handle.
- *DDS\_RETCODE\_ALREADY\_DELETED* - the SPACE\_FooDataReader has already been deleted.

- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.
- *DDS\_RETCODE\_NOT\_ENABLED* - the *SPACE\_FooDataReader* is not enabled.
- *DDS\_RETCODE\_PRECONDITION\_NOT\_MET* - one of the following is true:
  - the *DDS\_ReadCondition* or *DDS\_QueryCondition* is not attached to this *SPACE\_FooDataReader*.
  - the `max_samples > _maximum` and `max_samples` is not *DDS\_LENGTH\_UNLIMITED*.
  - one or more values of `_length`, `_maximum`, and `_release` for the two sequences are not identical.
  - the `_maximum > 0` and the `_release == FALSE`.
- *DDS\_RETCODE\_NO\_DATA* - no samples that meet the constraints are available.

### 3.5.2.74 *SPACE\_FooDataReader\_take\_next\_sample*

#### Synopsis

```
#include <Space.h>
DDS_ReturnCode_t
SPACE_FooDataReader_take_next_sample
(SPACE_FooDataReader _this,
 Foo *data_values,
 DDS_SampleInfo *sample_info);
```

**Note:** This operation is not yet implemented. It is scheduled for a future release.

### 3.5.2.75 *SPACE\_FooDataReader\_take\_w\_condition*

#### Synopsis

```
#include <Space.h>
DDS_ReturnCode_t
SPACE_FooDataReader_take_w_condition
(SPACE_FooDataReader _this,
 DDS_sequence_Foo *data_values,
 DDS_SampleInfoSeq *info_seq,
 const DDS_long max_samples,
 const DDS_ReadCondition a_condition);
```

#### Description

This operation reads a sequence of *Foo* samples from the *SPACE\_FooDataReader*, filtered by a *DDS\_ReadCondition* or *DDS\_QueryCondition* and by doing so, removes the data from the *SPACE\_FooDataReader*.

## Parameters

*in* `SPACE_FooDataReader _this` - the `SPACE_FooDataReader` object on which the operation is operated.

*inout* `DDS_sequence_Foo *data_values` - the returned sample data sequence. `data_values` is also used as an input to control the behaviour of this operation.

*inout* `DDS_SampleInfoSeq *info_seq` - the returned `DDS_SampleInfo` structure sequence. `info_seq` is also used as an input to control the behaviour of this operation.

*in* `const DDS_long max_samples` - the maximum number of samples that is returned.

*in* `const DDS_ReadCondition a_condition` - a pointer to a `DDS_ReadCondition` or `DDS_QueryCondition` which filters the data before it is returned by the `SPACE_FooDataReader_read` operation.

## Return Value

`DDS_ReturnCode_t` - Possible return codes of the operation are:  
`DDS_RETCODE_OK`, `DDS_RETCODE_ERROR`, `DDS_RETCODE_ILLEGAL_OPERATION`, `DDS_RETCODE_BAD_PARAMETER`, `DDS_RETCODE_ALREADY_DELETED`, `DDS_RETCODE_OUT_OF_RESOURCES`, `DDS_RETCODE_NOT_ENABLED`, `DDS_RETCODE_PRECONDITION_NOT_MET` or `DDS_RETCODE_NO_DATA`.

## Detailed Description

This operation reads a sequence of `Foo` samples from the `SPACE_FooDataReader`, filtered by a `DDS_ReadCondition` or `DDS_QueryCondition` and by doing so, removes the data from the `SPACE_FooDataReader`, so it can not be read or taken again. The behaviour is identical to `SPACE_FooDataReader_read_w_condition` except for that the samples are removed from the `SPACE_FooDataReader`.

### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - a sequence of data values is available and removed from the `SPACE_FooDataReader`.
- `DDS_RETCODE_ERROR` - an internal error has occurred.
- `DDS_RETCODE_ILLEGAL_OPERATION` - the operation is invoked on an inappropriate object.

- *DDS\_RETCODE\_BAD\_PARAMETER* - one or more of the *data\_values*, or *info\_seq* and *a\_condition* parameters is an invalid pointer.
- *DDS\_RETCODE\_ALREADY\_DELETED* - the *SPACE\_FooDataReader* has already been deleted.
- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.
- *DDS\_RETCODE\_NOT\_ENABLED* - the *SPACE\_FooDataReader* is not enabled.
- *DDS\_RETCODE\_PRECONDITION\_NOT\_MET* - one of the following is true:
  - the *DDS\_ReadCondition* or *DDS\_QueryCondition* is not attached to this *SPACE\_FooDataReader*.
  - the *max\_samples* > *\_maximum* and *max\_samples* is not *DDS\_LENGTH\_UNLIMITED*.
  - one or more values of *\_length*, *\_maximum*, and *\_release* for the two sequences are not identical.
  - the *\_maximum* > 0 and the *\_release* == FALSE.
- *DDS\_RETCODE\_NO\_DATA* - no samples that meet the constraints are available.

### 3.5.2.76 *SPACE\_FooDataReader\_wait\_for\_historical\_data* (inherited)

This operation is inherited and therefore not described here. See the class *DDS\_DataReader* for further explanation.

#### Synopsis

```
#include <Space.h>
        DDS_ReturnCode_t
        SPACE_FooDataReader_wait_for_historical_data
        (SPACE_FooDataReader _this,
         const DDS_Duration_t *max_wait);
```

### 3.5.3 Class *DDS\_DataSample*

A *DDS\_DataSample* represents an atom of data information (i.e. one value for an instance) as returned by the *DDS\_DataReader*'s *DDS\_DataReader\_read*/*SPACE\_FooDataReader\_take* operations. It consists of two parts: A *DDS\_SampleInfo* and the Data itself. The Data part is the data as produced by a *DDS\_Publisher*. The *DDS\_SampleInfo* part contains additional information related to the data provided by the Data Distribution Service.

### 3.5.4 Struct *DDS\_SampleInfo*

The struct *DDS\_SampleInfo* represents the additional information that accompanies the data in each sample that is read or taken.

The interface description of this struct is as follows:

```

struct DDS_SampleInfo
{
    DDS_SampleStateKind sample_state;
    DDS_ViewStateKind view_state;
    DDS_InstanceStateKind instance_state;
    DDS_Time_t source_timestamp;
    DDS_InstanceHandle_t instance_handle;
    DDS_BuiltinTopicKey_t publication_handle;
    DDS_long disposed_generation_count;
    DDS_long no_writers_generation_count;
    DDS_long sample_rank;
    DDS_long generation_rank;
    DDS_long absolute_generation_rank;
    DDS_boolean valid_data;
};
/*
 * implemented API operations
 *     <no operations>
 */

```

The next paragraph describes the usage of the DDS\_SampleInfo struct.

### 3.5.4.1 DDS\_SampleInfo

#### Synopsis

```

#include <dds_dcps.h>
struct DDS_SampleInfo
{
    DDS_SampleStateKind sample_state;
    DDS_ViewStateKind view_state;
    DDS_InstanceStateKind instance_state;
    DDS_Time_t source_timestamp;
    DDS_InstanceHandle_t instance_handle;
    DDS_BuiltinTopicKey_t publication_handle;
    DDS_long disposed_generation_count;
    DDS_long no_writers_generation_count;
    DDS_long sample_rank;
    DDS_long generation_rank;
    DDS_long absolute_generation_rank;
    DDS_boolean valid_data;
};

```

#### Description

The struct DDS\_SampleInfo represents the additional information that accompanies the data in each sample that is read or taken.

## Attributes

*DDS\_SampleStateKind sample\_state* - whether or not the corresponding data sample has already been read.

*DDS\_ViewStateKind view\_state* - whether the DDS\_DataReader has already seen samples of the most-current generation of the related instance.

*DDS\_InstanceStateKind instance\_state* - whether the instance is alive, has no writers or is disposed of.

*DDS\_Time\_t source\_timestamp* - the time provided by the DDS\_DataWriter when the sample was written.

*DDS\_InstanceHandle\_t instance\_handle* - the handle that identifies locally the corresponding instance.

*InstanceHandle\_t publication\_handle* - the handle that identifies locally the DDS\_DataWriter that modified the instance. In fact it is the *instance\_handle* of the built-in DCPSPublication sample that describes this DDS\_DataWriter. It can be used as a parameter to the *DDS\_DataReader\_get\_matched\_publication\_data* operation to obtain this built-in DCPSPublication sample.

*DDS\_long disposed\_generation\_count* - the number of times the instance has become alive after it was disposed of explicitly by a DDS\_DataWriter.

*DDS\_long no\_writers\_generation\_count* - the number of times the instance has become alive after it was disposed of because there were no DDS\_DataWriter objects.

*DDS\_long sample\_rank* - the number of samples related to the same instance that are found in the collection returned by a *DDS\_DataReader\_read* or *DDS\_DataReader\_take* operation.

*DDS\_long generation\_rank* - the generation difference between the time the sample was received and the time the most recent sample in the collection was received.

*DDS\_long absolute\_generation\_rank* - the generation difference between the time the sample was received and the time the most recent sample was received.

*DDS\_boolean valid\_data* - whether the DataSample contains any meaningful data. If not, the sample is only used to communicate a change in the *instance\_state* of the instance.

## Detailed Description

The struct `DDS_SampleInfo` represents the additional information that accompanies the data in each sample that is read or taken.

Sample Information

The struct `DDS_SampleInfo` represents the additional information that accompanies the data in each sample that is read or taken.

Generations

A generation is defined as: ‘the number of times an instance has become alive (with `instance_state==DDS_ALIVE_INSTANCE_STATE`) at the time the sample was received’. Note that the generation counters are initialized to zero when a Reader first detects a never-seen-before instance.

Two types of generations are distinguished: `disposed_generation_count` and `no_writers_generation_count`.

After a `DDS_DataWriter` disposes an instance, the `disposed_generation_count` for all Readers that already knew that instance will be incremented the next time the instance is written again

If the `DDS_DataReader` detects that there are no live `DDS_DataWriter` entities, the `instance_state` of the `sample_info` will change from `DDS_ALIVE_INSTANCE_STATE` to `DDS_NOT_ALIVE_NO_WRITERS_INSTANCE_STATE`. The next time the instance is written, `no_writers_generation_count` will be incremented.

Sample Information

`DDS_SampleInfo` is the additional information that accompanies the data in each sample that is read or taken. It contains the following information:

- `sample_state` (`DDS_READ_SAMPLE_STATE` or `DDS_NOT_READ_SAMPLE_STATE`) indicates whether or not the corresponding data sample has already been read
- `view_state`, (`DDS_NEW_VIEW_STATE`, or `DDS_NOT_NEW_VIEW_STATE`) indicates whether the `DDS_DataReader` has already seen samples of the most-current generation of the related instance
- `instance_state` (`DDS_ALIVE_INSTANCE_STATE`, `DDS_NOT_ALIVE_DISPOSED_INSTANCE_STATE`, or `DDS_NOT_ALIVE_NO_WRITERS_INSTANCE_STATE`) indicates whether the instance is alive, has no writers or if it has been disposed of:
  - `DDS_ALIVE_INSTANCE_STATE` if this instance is currently in existence
  - `DDS_NOT_ALIVE_DISPOSED_INSTANCE_STATE` if this instance was disposed of by a `DDS_DataWriter`
  - `DDS_NOT_ALIVE_NO_WRITERS_INSTANCE_STATE` none of the `DDS_DataWriter` objects currently “alive” (according to the `DDS_LivelinessQosPolicy`) are writing the instance.

- `source_timestamp` indicates the time provided by the `DDS_DataWriter` when the sample was written
- `instance_handle` indicates locally the corresponding instance
- `publication_handle` indicates system wide the publisher of the sample, the local publication handle can be found with the `DDS_DataReader` operation `lookup_instance` for the `publication_handle`
- `disposed_generation_count` indicates the number of times the instance has become alive after it was disposed of explicitly by a `DDS_DataWriter`, at the time the sample was received
- `no_writers_generation_count` indicates the number of times the instance has become alive after its `instance_state` has been `DDS_NOT_ALIVE_NO_WRITERS_INSTANCE_STATE`, at the time the sample was received
- `sample_rank` indicates the number of samples related to the same instance that follow in the collection returned by a `DDS_DataReader_read` or `DDS_DataReader_take` operation
- `generation_rank` indicates the generation difference (number of times the instance was disposed of and become alive again) between the time the sample was received and the time the most recent sample in the collection (related to the same instance) was received
- `absolute_generation_rank` indicates the generation difference (number of times the instance was disposed of and become alive again) between the time the sample was received and the time the most recent sample (which may not be in the returned collection), related to the same instance, was received.
- `valid_data` indicates whether the corresponding data value contains any meaningful data. If not, the data value is just a 'dummy' sample for which only the keyfields have been assigned. It is used to accompany the `DDS_SampleInfo` that communicates a change in the `instance_state` of an instance for which there is no 'real' sample available.

### 3.5.5 DDS\_SubscriberListener Interface

Since a `DDS_Subscriber` is a kind of `DDS_Entity`, it has the ability to have a `Listener` associated with it. In this case, the associated `Listener` should be of type `DDS_SubscriberListener`. This interface must be implemented by the application. A user defined class must be provided by the application which must extend from the `DDS_SubscriberListener` class. **All** `DDS_SubscriberListener` operations **must** be implemented in the user defined class, it is up to the application whether an operation is empty or contains some functionality.






---

All operations for this interface must be implemented in the user defined class, it is up to the application whether an operation is empty or contains some functionality.

---

The `DDS_SubscriberListener` provides a generic mechanism (actually a callback function) for the Data Distribution Service to notify the application of relevant asynchronous status change events, such as a missed deadline, violation of a `QosPolicy` setting, etc. The `DDS_SubscriberListener` is related to changes in communication status.

The interface description of this class is as follows:

```

/*
 * interface DDS_SubscriberListener
 */
/*
 * inherited from class DDS_DataReaderListener
 */
/* void
 *   DDS_SubscriberListener_on_requested_deadline_missed
 *   (void *listener_data,
 *    DDS_DataReader reader,
 *    const DDS_RequestedDeadlineMissedStatus *status);
 */
/* void
 *   DDS_SubscriberListener_on_requested_incompatible_qos
 *   (void *listener_data,
 *    DDS_DataReader reader,
 *    const DDS_RequestedIncompatibleQosStatus *status);
 */

/* void
 *   DDS_SubscriberListener_on_sample_rejected
 *   (void *listener_data,
 *    DDS_DataReader reader,
 *    const DDS_SampleRejectedStatus *status);
 */

/* void
 *   DDS_SubscriberListener_on_liveliness_changed
 *   (void *listener_data,
 *    DDS_DataReader reader,
 *    const DDS_LivelinessChangedStatus *status);
 */

/* void
 *   DDS_SubscriberListener_on_data_available
 *   (void *listener_data,
 *    DDS_DataReader reader);
 */

```

```

/* void
 *     DDS_SubscriberListener_on_subscription_matched
 *     (void *listener_data,
 *      DDS_DataReader reader,
 *      const DDS_SubscriptionMatchedStatus *status);
 */

/* void
 *     DDS_SubscriberListener_on_sample_lost
 *     (void *listener_data,
 *      DDS_DataReader reader,
 *      const DDS_SampleLostStatus *status);
 */
/*
 * abstract external operations
 */
void
    DDS_SubscriberListener_on_data_on_readers
    (void *listener_data,
     DDS_Subscriber subs);
/*
 * implemented API operations
 */
DDS_SubscriberListener
DDS_SubscriberListener__alloc
(void);

```

The next paragraphs list all `DDS_SubscriberListener` operations. The inherited operations are listed but not fully described because they are not implemented in this class. The full description of these operations is given in the classes from which they are inherited. The abstract operation is fully described since it must be implemented by the application.

### 3.5.5.1 `DDS_SubscriberListener__alloc`

#### Synopsis

```

#include <dds_dcps.h>
DDS_SubscriberListener
DDS_SubscriberListener__alloc
(void);

```

#### Description

This operation creates a new `DDS_SubscriberListener`.

#### Parameters

<none>

## Return Value

*DDS\_SubscriberListener* - Return value is the handle to the newly created *DDS\_SubscriberListener*. In case of an error, a *DDS\_OBJECT\_NIL* pointer is returned.

## Detailed Description

This operation creates a new *DDS\_SubscriberListener*. The *DDS\_SubscriberListener* must be created using this operation. In other words, the application is not allowed to declare an object of type *DDS\_SubscriberListener*. When the application wants to release the *DDS\_SubscriberListener* it must be released using *DDS\_free*.

In case there are insufficient resources available to allocate the *DDS\_SubscriberListener*, a *DDS\_OBJECT\_NIL* pointer is returned instead.

### 3.5.5.2 *DDS\_SubscriberListener\_on\_data\_available* (inherited, abstract)

This operation is inherited and therefore not described here. See the class *DDS\_DataReaderListener* for further explanation.

## Synopsis

```
#include <dds_dcps.h>
void
    DDS_SubscriberListener_on_data_available
        (void *listener_data,
         DDS_DataReader reader);
```

### 3.5.5.3 *DDS\_SubscriberListener\_on\_data\_on\_readers* (abstract)

## Synopsis

```
#include <dds_dcps.h>
void
    DDS_SubscriberListener_on_data_on_readers
        (void *listener_data,
         DDS_Subscriber subs);
```

## Description

This operation must be implemented by the application and is called by the Data Distribution Service when new data is available.

## Parameters

*inout void \*listener\_data* - a pointer to a user defined object which may be used for identification of the *Listener*.

*in DDS\_Subscriber subs* - contain a pointer to the DDS\_Subscriber for which data is available (this is an input to the application provided by the Data Distribution Service).

## Return Value

<none>

## Detailed Description

This operation is the external operation (interface, which must be implemented by the application) that is called by the Data Distribution Service when new data is available for this DDS\_Subscriber. The implementation may be left empty when this functionality is not needed. This operation will only be called when the relevant DDS\_SubscriberListener is installed and enabled for the DDS\_DATA\_ON\_READERS\_STATUS.

The Data Distribution Service will provide a pointer to the DDS\_Subscriber in the parameter *subs* for use by the application.

The statuses DDS\_DATA\_ON\_READERS\_STATUS and DDS\_DATA\_AVAILABLE\_STATUS will occur together. In case these status changes occur, the Data Distribution Service will look for an attached and activated DDS\_SubscriberListener or DDS\_DomainParticipantListener (in that order) for the DDS\_DATA\_ON\_READERS\_STATUS. In case the DDS\_DATA\_ON\_READERS\_STATUS can not be handled, the Data Distribution Service will look for an attached and activated DDS\_DataReaderListener, DDS\_SubscriberListener or DDS\_DomainParticipantListener for the DDS\_DATA\_AVAILABLE\_STATUS (in that order).

Note that if DDS\_SubscriberListener\_on\_data\_on\_readers is called, then the Data Distribution Service will not try to call DDS\_SubscriberListener\_on\_data\_available, however, the application can force a call to the callback function on\_data\_available of DDS\_DataReaderListener objects that have data by means of the notify\_datareaders operation.

### 3.5.5.4 DDS\_SubscriberListener\_on\_liveliness\_changed (inherited, abstract)

This operation is inherited and therefore not described here. See the class DDS\_DataReaderListener for further explanation.

## Synopsis

```
#include <dds_dcps.h>
void
    DDS_SubscriberListener_on_liveliness_changed
        (void *listener_data,
         DDS_DataReader reader,
```

```
const DDS_LivelinessChangedStatus *status);
```

### 3.5.5.5 DDS\_SubscriberListener\_on\_requested\_deadline\_missed (inherited, abstract)

This operation is inherited and therefore not described here. See the class DDS\_DataReaderListener for further explanation.

#### Synopsis

```
#include <dds_dcps.h>
void
    DDS_SubscriberListener_on_requested_deadline_missed
        (void *listener_data,
         DDS_DataReader reader,
         const DDS_RequestedDeadlineMissedStatus *status);
```

### 3.5.5.6 DDS\_SubscriberListener\_on\_requested\_incompatible\_qos (inherited, abstract)

This operation is inherited and therefore not described here. See the class DDS\_DataReaderListener for further explanation.

#### Synopsis

```
#include <dds_dcps.h>
void
    DDS_SubscriberListener_on_requested_incompatible_qos
        (void *listener_data,
         DDS_DataReader reader,
         const DDS_RequestedIncompatibleQosStatus *status) =0;
```

### 3.5.5.7 DDS\_SubscriberListener\_on\_sample\_lost (inherited, abstract)

This operation is inherited and therefore not described here. See the class DDS\_DataReaderListener for further explanation.

#### Synopsis

```
#include <dds_dcps.h>
void
    DDS_SubscriberListener_on_sample_lost
        (void *listener_data,
         DDS_DataReader reader,
         const DDS_SampleLostStatus *status);
```

**Note:** This operation is not yet supported. It is scheduled for a future release.

### 3.5.5.8 DDS\_SubscriberListener\_on\_sample\_rejected (inherited, abstract)

This operation is inherited and therefore not described here. See the class DDS\_DataReaderListener for further explanation.

**Synopsis**

```
#include <dds_dcps.h>
void
    DDS_SubscriberListener_on_sample_rejected
        (void *listener_data,
         DDS_DataReader reader,
         const DDS_SampleRejectedStatus *status);
```

**3.5.5.9 DDS\_SubscriberListener\_on\_subscription\_matched (inherited, abstract)**

This operation is inherited and therefore not described here. See the class `DDS_DataReaderListener` for further explanation.

**Synopsis**

```
#include <dds_dcps.h>
void
    DDS_SubscriberListener_on_subscription_matched
        (void *listener_data,
         DDS_DataReader reader,
         const DDS_SubscriptionMatchedStatus *status);
```

This operation is not yet supported. It is scheduled for a future release.

**3.5.6 DDS\_DataReaderListener interface**

Since a `DDS_DataReader` is a kind of `DDS_Entity`, it has the ability to have a `Listener` associated with it. In this case, the associated `Listener` should be of type `DDS_DataReaderListener`. This interface must be implemented by the application. A user defined class must be provided by the application which must extend from the `DDS_DataReaderListener` class. **All** `DDS_DataReaderListener` operations **must** be implemented in the user defined class, it is up to the application whether an operation is empty or contains some functionality.




---

All operations for this interface must be implemented in the user defined class, it is up to the application whether an operation is empty or contains some functionality.

---

The `DDS_DataReaderListener` provides a generic mechanism (actually a callback function) for the Data Distribution Service to notify the application of relevant asynchronous status change events, such as a missed deadline, violation of a `QosPolicy` setting, etc. The `DDS_DataReaderListener` is related to changes in communication status.

The interface description of this class is as follows:

```
/*
 * interface DDS_DataReaderListener
```

```

    */
    /*
    * abstract external operations
    */
    void
        DDS_DataReaderListener_on_requested_deadline_missed
        (void *listener_data,
         DDS_DataReader reader,
         const DDS_RequestedDeadlineMissedStatus *status);
    void
        DDS_DataReaderListener_on_requested_incompatible_qos
        (void *listener_data,
         DDS_DataReader reader,
         const DDS_RequestedIncompatibleQosStatus *status);

    void
        DDS_DataReaderListener_on_sample_rejected
        (void *listener_data,
         DDS_DataReader reader,
         const DDS_SampleRejectedStatus *status);

    void
        DDS_DataReaderListener_on_liveliness_changed
        (void *listener_data,
         DDS_DataReader reader,
         const DDS_LivelinessChangedStatus *status);

    void
        DDS_DataReaderListener_on_data_available
        (void *listener_data,
         DDS_DataReader reader);

    void
        DDS_DataReaderListener_on_subscription_matched
        (void *listener_data,
         DDS_DataReader reader,
         const DDS_SubscriptionMatchedStatus *status);

    void
        DDS_DataReaderListener_on_sample_lost
        (void *listener_data,
         DDS_DataReader reader,
         const DDS_SampleLostStatus *status);
    /*
    * implemented API operations
    */
    DDS_DataReaderListener
        DDS_DataReaderListener__alloc
        (void);

```

The next paragraphs describe the usage of all `DDS_DataReaderListener` operations. These abstract operations are fully described because they must be implemented by the application.

### 3.5.6.1 `DDS_DataReaderListener__alloc`

#### Synopsis

```
#include <dds_dcps.h>
DDS_DataReaderListener
    DDS_DataReaderListener__alloc
        (void);
```

#### Description

This operation creates a new `DDS_DataReaderListener`.

#### Parameters

<none>

#### Return Value

*DDS\_DataReaderListener* - Return value is the handle to the newly created `DDS_DataReaderListener`. In case of an error, a `DDS_OBJECT_NIL` pointer is returned.

#### Detailed Description

This operation creates a new `DDS_DataReaderListener`. The `DDS_DataReaderListener` must be created using this operation. In other words, the application is not allowed to declare an object of type `DDS_DataReaderListener`. When the application wants to release the `DDS_DataReaderListener` it must be released using `DDS_free`.

In case there are insufficient resources available to allocate the `DDS_DataReaderListener`, a `DDS_OBJECT_NIL` pointer is returned instead.

### 3.5.6.2 `DDS_DataReaderListener_on_data_available` (abstract)

#### Synopsis

```
#include <dds_dcps.h>
void
    DDS_DataReaderListener_on_data_available
        (void *listener_data,
         DDS_DataReader reader);
```



## Description

This operation must be implemented by the application and is called by the Data Distribution Service when new data is available.

## Parameters

*inout void \*listener\_data* - a pointer to a user defined object which may be used for identification of the Listener.

*in DDS\_DataReader reader* - contain a pointer to the DDS\_DataReader for which data is available (this is an input to the application provided by the Data Distribution Service).

## Return Value

<none>

## Detailed Description

This operation is the external operation (interface, which must be implemented by the application) that is called by the Data Distribution Service when new data is available for this DDS\_DataReader. The implementation may be left empty when this functionality is not needed. This operation will only be called when the relevant DDS\_DataReaderListener is installed and enabled for the DDS\_DATA\_AVAILABLE\_STATUS.

The Data Distribution Service will provide a pointer to the DDS\_DataReader in the parameter reader for use by the application.

The statuses DDS\_DATA\_ON\_READERS\_STATUS and DDS\_DATA\_AVAILABLE\_STATUS will occur together. In case these status changes occur, the Data Distribution Service will look for an attached and activated DDS\_SubscriberListener or DDS\_DomainParticipantListener (in that order) for the DDS\_DATA\_ON\_READERS\_STATUS. In case the DDS\_DATA\_ON\_READERS\_STATUS can not be handled, the Data Distribution Service will look for an attached and activated DDS\_DataReaderListener, DDS\_SubscriberListener or DDS\_DomainParticipantListener for the DDS\_DATA\_AVAILABLE\_STATUS (in that order).

Note that if DDS\_SubscriberListener\_on\_data\_on\_readers is called, then the Data Distribution Service will not try to call DDS\_DataReaderListener\_on\_data\_available, however, the application can force a call to the DDS\_DataReader objects that have data by means of the DDS\_Subscriber\_notify\_datareaders operation.

### 3.5.6.3 DDS\_DataReaderListener\_on\_liveliness\_changed (abstract)

#### Synopsis

```
#include <dds_dcps.h>
void
    DDS_DataReaderListener_on_liveliness_changed
        (void *listener_data,
         DDS_DataReader reader,
         const DDS_LivelinessChangedStatus *status);
```

#### Description

This operation must be implemented by the application and is called by the Data Distribution Service when the liveliness of one or more DDS\_DataWriter objects that were writing instances read through this DDS\_DataReader has changed.

#### Parameters

*inout void \*listener\_data* - a pointer to a user defined object which may be used for identification of the Listener.

*in DDS\_DataReader reader* - contain a pointer to the DDS\_DataReader for which the liveliness of one or more DDS\_DataWriter objects has changed (this is an input to the application provided by the Data Distribution Service).

*in const DDS\_LivelinessChangedStatus \*status* - contain the DDS\_LivelinessChangedStatus struct (this is an input to the application provided by the Data Distribution Service).

#### Return Value

<none>

#### Detailed Description

This operation is the external operation (interface, which must be implemented by the application) that is called by the Data Distribution Service when the liveliness of one or more DDS\_DataWriter objects that were writing instances read through this DDS\_DataReader has changed. In other words, some DDS\_DataWriter have become “alive” or “not alive”. The implementation may be left empty when this functionality is not needed. This operation will only be called when the relevant DDS\_DataReaderListener is installed and enabled for the DDS\_LIVELINESS\_CHANGED\_STATUS.

The Data Distribution Service will provide a pointer to the DDS\_DataReader in the parameter reader and the DDS\_LivelinessChangedStatus struct for use by the application.

### 3.5.6.4 DDS\_DataReaderListener\_on\_requested\_deadline\_missed (abstract)

#### Synopsis

```
#include <dds_dcps.h>
void
    DDS_DataReaderListener_on_requested_deadline_missed
        (void *listener_data,
         DDS_DataReader reader,
         const DDS_RequestedDeadlineMissedStatus *status);
```

#### Description

This operation must be implemented by the application and is called by the Data Distribution Service when the deadline that the DDS\_DataReader was expecting through its DDS\_DeadlineQosPolicy was not respected.

#### Parameters

*inout void \*listener\_data* - a pointer to a user defined object which may be used for identification of the Listener.

*in DDS\_DataReader reader* - contain a pointer to the DDS\_DataReader for which the deadline was missed (this is an input to the application provided by the Data Distribution Service).

*in const DDS\_RequestedDeadlineMissedStatus \*status* - contain the DDS\_RequestedDeadlineMissedStatus struct (this is an input to the application provided by the Data Distribution Service).

#### Return Value

<none>

#### Detailed Description

This operation is the external operation (interface, which must be implemented by the application) that is called by the Data Distribution Service when the deadline that the DDS\_DataReader was expecting through its DDS\_DeadlineQosPolicy was not respected for a specific instance. The implementation may be left empty when this functionality is not needed. This operation will only be called when the relevant DDS\_DataReaderListener is installed and enabled for the DDS\_REQUESTED\_DEADLINE\_MISSED\_STATUS.

The Data Distribution Service will provide a pointer to the DDS\_DataReader in the parameter reader and the DDS\_RequestedDeadlineMissedStatus struct in the parameter status for use by the application.

### 3.5.6.5 DDS\_DataReaderListener\_on\_requested\_incompatible\_qos (abstract)

#### Synopsis

```
#include <dds_dcps.h>
void
    DDS_DataReaderListener_on_requested_incompatible_qos
        (void *listener_data,
         DDS_DataReader reader,
         const DDS_RequestedIncompatibleQosStatus *status);
```

#### Description

This operation must be implemented by the application and is called by the Data Distribution Service when the `DDS_REQUESTED_INCOMPATIBLE_QOS_STATUS` changes.

#### Parameters

*inout void \*listener\_data* - a pointer to a user defined object which may be used for identification of the Listener.

*in DDS\_DataReader reader* - a pointer to the `DDS_DataReader` provided by the Data Distribution Service.

*in const DDS\_RequestedIncompatibleQosStatus \*status* - the `DDS_REQUESTED_INCOMPATIBLE_QOS_STATUS` struct provided by the Data Distribution Service.

#### Return Value

<none>

#### Detailed Description

This operation is the external operation (interface, which must be implemented by the application) that is called by the Data Distribution Service when the `DDS_REQUESTED_INCOMPATIBLE_QOS_STATUS` changes. The implementation may be left empty when this functionality is not needed. This operation will only be called when the relevant `DDS_DataReaderListener` is installed and enabled for the `DDS_REQUESTED_INCOMPATIBLE_QOS_STATUS`.

The Data Distribution Service will provide a pointer to the `DDS_DataReader` in the parameter `reader` and the `DDS_REQUESTED_INCOMPATIBLE_QOS_STATUS` struct in the parameter `status`, for use by the application.

The application can use this operation as a callback function implementing a proper response to the status change. This operation is enabled by setting the `DDS_REQUESTED_INCOMPATIBLE_QOS_STATUS` in the mask in the call to `DDS_DataReader_set_listener`. When the `DDS_DataReaderListener` on

the `DDS_DataReader` is not enabled for the `DDS_REQUESTED_INCOMPATIBLE_QOS_STATUS`, the status change will propagate to the `DDS_SubscriberListener` of the `DDS_Subscriber` (if enabled) or to the `DDS_DomainParticipantListener` of the `DDS_DomainParticipant` (if enabled).

### 3.5.6.6 `DDS_DataReaderListener_on_sample_lost` (abstract)

#### Synopsis

```
#include <dds_dcps.h>
void
    DDS_DataReaderListener_on_sample_lost
        (void *listener_data,
         DDS_DataReader reader,
         const DDS_SampleLostStatus *status);
```

**Note:** This operation is not yet supported. It is scheduled for a future release.

### 3.5.6.7 `DDS_DataReaderListener_on_sample_rejected` (abstract)

#### Synopsis

```
#include <dds_dcps.h>
void
    DDS_DataReaderListener_on_sample_rejected
        (void *listener_data,
         DDS_DataReader reader,
         const DDS_SampleRejectedStatus *status);
```

#### Description

This operation must be implemented by the application and is called by the Data Distribution Service when a sample has been rejected.

#### Parameters

*inout* `void *listener_data` - a pointer to a user defined object which may be used for identification of the Listener.

*in* `DDS_DataReader reader` - contain a pointer to the `DDS_DataReader` for which a sample has been rejected (this is an input to the application provided by the Data Distribution Service).

*in* `const DDS_SampleRejectedStatus *status` - contain the `DDS_SampleRejectedStatus` struct (this is an input to the application provided by the Data Distribution Service).

#### Return Value

<none>

## Detailed Description

This operation is the external operation (interface, which must be implemented by the application) that is called by the Data Distribution Service when a (received) sample has been rejected. The implementation may be left empty when this functionality is not needed. This operation will only be called when the relevant `DDS_DataReaderListener` is installed and enabled for the `DDS_SAMPLE_REJECTED_STATUS`.

The Data Distribution Service will provide a pointer to the `DDS_DataReader` in the parameter `reader` and the `DDS_SampleRejectedStatus` struct in the parameter `status` for use by the application.

### 3.5.6.8 `DDS_DataReaderListener_on_subscription_matched` (abstract)

#### Synopsis

```
#include <dds_dcps.h>
void
    DDS_DataReaderListener_on_subscription_matched
        (void *listener_data,
         DDS_DataReader reader,
         const DDS_SubscriptionMatchedStatus *status);
```

This operation is not yet supported. It is scheduled for a future release.

### 3.5.7 Class `DDS_ReadCondition`

The `DDS_DataReader` objects can create a set of `DDS_ReadCondition` (and `DDS_StatusCondition`) objects which provide support (in conjunction with `DDS_WaitSet` objects) for an alternative communication style between the Data Distribution Service and the application (i.e., wait-based rather than notification-based).

`DDS_ReadCondition` objects allow an `DDS_DataReader` to specify the data samples it is interested in (by specifying the desired sample-states, view-states, and instance-states); see the parameter definitions for `DDS_DataReader`'s `DDS_DataReader_create_readcondition` operation. This allows the Data Distribution Service to trigger the condition only when suitable information is available. `DDS_ReadCondition` objects are to be used in conjunction with a `DDS_WaitSet`. More than one `DDS_ReadCondition` may be attached to the same `DDS_DataReader`.

The interface description of this class is as follows:

```
/*
 * interface DDS_ReadCondition
 */
/*
 * inherited from DDS_Condition
```

```

    */
    /* DDS_boolean
    *     DDS_ReadCondition_get_trigger_value
    *         (DDS_ReadCondition _this);
    */
    /*
    * implemented API operations
    */
    DDS_SampleStateMask
        DDS_ReadCondition_get_sample_state_mask
            (DDS_ReadCondition _this);

    DDS_ViewStateMask
        DDS_ReadCondition_get_view_state_mask
            (DDS_ReadCondition _this);

    DDS_InstanceStateMask
        DDS_ReadCondition_get_instance_state_mask
            (DDS_ReadCondition _this);

    DDS_DataReader
        DDS_ReadCondition_get_datareader
            (DDS_ReadCondition _this);

```

The next paragraphs describe the usage of all `DDS_ReadCondition` operations. The inherited operations are listed but not fully described because they are not implemented in this class. The full description of these operations is given in the classes from which they are inherited.

### 3.5.7.1 `DDS_ReadCondition_get_datareader`

#### Synopsis

```

#include <dds_dcps.h>
DDS_DataReader
    DDS_ReadCondition_get_datareader
        (DDS_ReadCondition _this);

```

#### Description

This operation returns the `DDS_DataReader` associated with the `DDS_ReadCondition`.

#### Parameters

*in* `DDS_ReadCondition _this` - the `DDS_ReadCondition` object on which the operation is operated.

#### Return Value

*DDS\_DataReader* - Result value is a pointer to the `DDS_DataReader`.

## Detailed Description

This operation returns the `DDS_DataReader` associated with the `DDS_ReadCondition`. Note that there is exactly one `DDS_DataReader` associated with each `DDS_ReadCondition` (i.e. the `DDS_DataReader` that created the `DDS_ReadCondition` object).

### 3.5.7.2 `DDS_ReadCondition_get_instance_state_mask`

#### Synopsis

```
#include <dds_dcps.h>
DDS_InstanceStateMask
    DDS_ReadCondition_get_instance_state_mask
        (DDS_ReadCondition _this);
```

#### Description

This operation returns the set of `instance_states` that are taken into account to determine the `trigger_value` of the `DDS_ReadCondition`.

#### Parameters

*in* `DDS_ReadCondition _this` - the `DDS_ReadCondition` object on which the operation is operated.

#### Return Value

`DDS_InstanceStateMask` - Result value are the `instance_states` specified when the `DDS_ReadCondition` was created.

## Detailed Description

This operation returns the set of `instance_states` that are taken into account to determine the `trigger_value` of the `DDS_ReadCondition`.

The `instance_states` returned are the `instance_states` specified when the `DDS_ReadCondition` was created. `instance_states` can be `DDS_ALIVE_INSTANCE_STATE`, `DDS_NOT_ALIVE_DISPOSED_INSTANCE_STATE`, `DDS_NOT_ALIVE_NO_WRITERS_INSTANCE_STATE` or a combination of these.

### 3.5.7.3 `DDS_ReadCondition_get_sample_state_mask`

#### Synopsis

```
#include <dds_dcps.h>
DDS_SampleStateMask
    DDS_ReadCondition_get_sample_state_mask
        (DDS_ReadCondition _this);
```



## Description

This operation returns the set of `sample_states` that are taken into account to determine the `trigger_value` of the `DDS_ReadCondition`.

## Parameters

*in* `DDS_ReadCondition _this` - the `DDS_ReadCondition` object on which the operation is operated.

## Return Value

`DDS_SampleStateMask` - Result value are the `sample_states` specified when the `DDS_ReadCondition` was created.

## Detailed Description

This operation returns the set of `sample_states` that are taken into account to determine the `trigger_value` of the `DDS_ReadCondition`.

The `sample_states` returned are the `sample_states` specified when the `DDS_ReadCondition` was created. `sample_states` can be `DDS_READ_SAMPLE_STATE`, `DDS_NOT_READ_SAMPLE_STATE` or both.

### 3.5.7.4 DDS\_ReadCondition\_get\_trigger\_value (inherited)

This operation is inherited and therefore not described here. See the class `DDS_Condition` for further explanation.

## Synopsis

```
#include <dds_dcps.h>
DDS_boolean
    DDS_ReadCondition_get_trigger_value
        (DDS_ReadCondition _this);
```

### 3.5.7.5 DDS\_ReadCondition\_get\_view\_state\_mask

## Synopsis

```
#include <dds_dcps.h>
DDS_ViewStateMask
    DDS_ReadCondition_get_view_state_mask
        (DDS_ReadCondition _this);
```

## Description

This operation returns the set of `view_states` that are taken into account to determine the `trigger_value` of the `DDS_ReadCondition`.

## Parameters

*in DDS\_ReadCondition \_this* - the DDS\_ReadCondition object on which the operation is operated.

## Return Value

*DDS\_ViewStateMask* - Result value are the view\_states specified when the DDS\_ReadCondition was created.

## Detailed Description

This operation returns the set of view\_states that are taken into account to determine the trigger\_value of the DDS\_ReadCondition.

The view\_states returned are the view\_states specified when the DDS\_ReadCondition was created. view\_states can be DDS\_NEW\_VIEW\_STATE, DDS\_NOT\_NEW\_VIEW\_STATE or both.

### 3.5.8 Class DDS\_QueryCondition

DDS\_QueryCondition objects are specialized DDS\_ReadCondition objects that allow the application to specify a filter on the locally available data. The DDS\_DataReader objects accept a set of DDS\_QueryCondition objects for the DDS\_DataReader and provide support (in conjunction with DDS\_WaitSet objects) for an alternative communication style between the Data Distribution Service and the application (i.e., wait-based rather than notification-based).

#### Query Function

DDS\_QueryCondition objects allow an application to specify the data samples it is interested in (by specifying the desired sample-states, view-states, instance-states and query expression); see the parameter definitions for DDS\_DataReader's DDS\_DataReader\_read/DDS\_DataReader\_take operations. This allows the Data Distribution Service to trigger the condition only when suitable information is available. DDS\_QueryCondition objects are to be used in conjunction with a DDS\_WaitSet. More than one DDS\_QueryCondition may be attached to the same DDS\_DataReader.

The query (query\_expression) is similar to an SQL WHERE clause and can be parameterized by arguments that are dynamically changeable with the DDS\_QueryCondition\_set\_query\_arguments operation.

The interface description of this class is as follows:

```
/*
 * interface DDS_QueryCondition
 */
/*
 * inherited from DDS_ReadCondition
```

```

    */
    /* DDS_SampleStateMask
    *     DDS_QueryCondition_get_sample_state_mask
    *         (DDS_QueryCondition _this);
    */
    /* DDS_ViewStateMask
    *     DDS_QueryCondition_get_view_state_mask
    *         (DDS_QueryCondition _this);
    */

    /* DDS_InstanceStateMask
    *     DDS_QueryCondition_get_instance_state_mask
    *         (DDS_QueryCondition _this);
    */

    /* DDS_DataReader
    *     DDS_QueryCondition_get_datareader
    *         (DDS_QueryCondition _this);
    */
    /* DDS_boolean
    *     DDS_QueryCondition_get_trigger_value
    *         (DDS_QueryCondition _this);
    */
    /*
    * implemented API operations
    */
    DDS_string
        DDS_QueryCondition_get_query_expression
            (DDS_QueryCondition _this);

    DDS_ReturnCode_t
        DDS_QueryCondition_get_query_parameters
            (DDS_QueryCondition _this,
             DDS_StringSeq *query_parameters);

    DDS_ReturnCode_t
        DDS_QueryCondition_set_query_parameters
            (DDS_QueryCondition _this,
             const DDS_StringSeq *query_parameters);

```

The next paragraphs describe the usage of all DDS\_QueryCondition operations. The inherited operations are listed but not fully described because they are not implemented in this class. The full description of these operations is given in the classes from which they are inherited.

### 3.5.8.1 DDS\_QueryCondition\_get\_datareader (inherited)

This operation is inherited and therefore not described here. See the class DDS\_ReadCondition for further explanation.

**Synopsis**

```
#include <dds_dcps.h>
DDS_DataReader
    DDS_QueryCondition_get_datareader
        (DDS_QueryCondition _this);
```

**3.5.8.2 DDS\_QueryCondition\_get\_instance\_state\_mask (inherited)**

This operation is inherited and therefore not described here. See the class DDS\_ReadCondition for further explanation.

**Synopsis**

```
#include <dds_dcps.h>
DDS_InstanceStateMask
    DDS_QueryCondition_get_instance_state_mask
        (DDS_QueryCondition _this);
```

**3.5.8.3 DDS\_QueryCondition\_get\_query\_parameters****Synopsis**

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_QueryCondition_get_query_parameters
        (DDS_QueryCondition _this,
         DDS_StringSeq *query_parameters);
```

**Description**

This operation returns the `query_parameters` associated with the DDS\_QueryCondition.

**Parameters**

*in* DDS\_QueryCondition \_this - the DDS\_QueryCondition object on which the operation is operated.

*inout* DDS\_StringSeq \*query\_parameters - a handle to a sequence of strings that will be used to store the parameters used in the SQL expression.

**Return Value**

DDS\_ReturnCode\_t - Possible return codes of the operation are: DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION, DDS\_RETCODE\_ALREADY\_DELETED or DDS\_RETCODE\_OUT\_OF\_RESOURCES.

## Detailed Description

This operation obtains the `query_parameters` associated with the `DDS_QueryCondition`. That is, the parameters specified on the last successful call to `DDS_QueryCondition_set_query_arguments` or, if `DDS_QueryCondition_set_query_arguments` was never called, the arguments specified when the `DDS_QueryCondition` were created. The resulting handle contains a sequence of strings with the parameters used in the SQL expression (i.e., the `%n` tokens in the expression). The number of parameters in the result sequence will exactly match the number of `%n` tokens in the query expression associated with the `DDS_QueryCondition`.

### Return Code

When the operation returns:

- `DDS_RETCODE_OK` - the existing set of query parameters applied to this `DDS_QueryCondition` has successfully been copied into the specified `query_parameters` parameter.
- `DDS_RETCODE_ERROR` - an internal error has occurred.
- `DDS_RETCODE_ILLEGAL_OPERATION` - the operation is invoked on an inappropriate object.
- `DDS_RETCODE_ALREADY_DELETED` - the `DDS_QueryCondition` has already been deleted.
- `DDS_RETCODE_OUT_OF_RESOURCES` - the Data Distribution Service ran out of resources to complete this operation.

### 3.5.8.4 `DDS_QueryCondition_get_query_expression`

#### Synopsis

```
#include <dds_dcps.h>
DDS_string
    DDS_QueryCondition_get_query_expression
        (DDS_QueryCondition _this);
```

#### Description

This operation returns the query expression associated with the `DDS_QueryCondition`.

#### Parameters

*in* `DDS_QueryCondition _this` - the `DDS_QueryCondition` object on which the operation is operated.

**Return Value**

*DDS\_string* - Result value is a pointer to the query expression associated with the *DDS\_QueryCondition*.

**Detailed Description**

This operation returns the query expression associated with the *DDS\_QueryCondition*. That is, the expression specified when the *DDS\_QueryCondition* was created. The operation will return *DDS\_OBJECT\_NIL* when there was an internal error or when the *DDS\_QueryCondition* was already deleted. If there were no parameters, an empty sequence is returned.

It is the applications responsibility to free the allocated memory for the *DDS\_StringSeq*.

**3.5.8.5 DDS\_QueryCondition\_get\_sample\_state\_mask (inherited)**

This operation is inherited and therefore not described here. See the class *DDS\_ReadCondition* for further explanation.

**Synopsis**

```
#include <dds_dcps.h>
DDS_SampleStateMask
    DDS_QueryCondition_get_sample_state_mask
        (DDS_QueryCondition _this);
```

**3.5.8.6 DDS\_QueryCondition\_get\_trigger\_value (inherited)**

This operation is inherited and therefore not described here. See the class *DDS\_ReadCondition* for further explanation.

**Synopsis**

```
#include <dds_dcps.h>
DDS_boolean
    DDS_QueryCondition_get_trigger_value
        (DDS_QueryCondition _this);
```

**3.5.8.7 DDS\_QueryCondition\_get\_view\_state\_mask (inherited)**

This operation is inherited and therefore not described here. See the class *DDS\_ReadCondition* for further explanation.

**Synopsis**

```
#include <dds_dcps.h>
DDS_ViewStateMask
    DDS_QueryCondition_get_view_state_mask
        (DDS_QueryCondition _this);
```

### 3.5.8.8 DDS\_QueryCondition\_set\_query\_parameters

#### Synopsis

```
#include <dds_dcps.h>
DDS_ReturnCode_t
    DDS_QueryCondition_set_query_parameters
        (DDS_QueryCondition _this,
         const DDS_StringSeq *query_parameters);
```

#### Description

This operation changes the query parameters associated with the DDS\_QueryCondition.

#### Parameters

*in DDS\_QueryCondition \_this* - the DDS\_QueryCondition object on which the operation is operated.

*in const DDS\_StringSeq \*query\_parameters* - a sequence of strings which are the parameters used in the SQL query string (i.e., the “%n” tokens in the expression).

#### Return Value

*DDS\_ReturnCode\_t* - Possible return codes of the operation are:  
 DDS\_RETCODE\_OK, DDS\_RETCODE\_ERROR, DDS\_RETCODE\_ILLEGAL\_OPERATION, DDS\_RETCODE\_BAD\_PARAMETER, DDS\_RETCODE\_ALREADY\_DELETED or DDS\_RETCODE\_OUT\_OF\_RESOURCES.

#### Detailed Description

This operation changes the query parameters associated with the DDS\_QueryCondition. The parameter *query\_parameters* is a sequence of strings which are the parameters values used in the SQL query string (i.e., the “%n” tokens in the expression). The number of values in *query\_parameters* must be equal or greater than the highest referenced %n token in the *query\_expression* (e.g. if %1 and %8 are used as parameter in the *query\_expression*, the *query\_parameters* should at least contain  $n+1 = 9$  values).

#### Return Code

When the operation returns:

- *DDS\_RETCODE\_OK* - the query parameters associated with the DDS\_QueryCondition are changed.
- *DDS\_RETCODE\_ERROR* - an internal error has occurred.

- *DDS\_RETCODE\_ILLEGAL\_OPERATION* - the operation is invoked on an inappropriate object.
- *DDS\_RETCODE\_BAD\_PARAMETER* - the number of parameters in `query_parameters` does not match the number of “%n” tokens in the expression for this `DDS_QueryCondition` or one of the parameters is an illegal parameter.
- *DDS\_RETCODE\_ALREADY\_DELETED* - the `DDS_QueryCondition` has already been deleted.
- *DDS\_RETCODE\_OUT\_OF\_RESOURCES* - the Data Distribution Service ran out of resources to complete this operation.



A close-up, low-angle photograph of a computer keyboard, focusing on the central and lower-right keys. The keys are white with dark lettering. A white grid pattern is overlaid on the entire image, creating a sense of depth and perspective. The lighting is soft, highlighting the texture of the keys and the grid lines.

# APPENDICES



# A

## Quality Of Service

Each `DDS_Entity` is accompanied by an `<DDS_Entity>Qos` structure that implements the basic mechanism for an application to specify Quality of Service attributes. This structure consists of `DDS_Entity` specific `QosPolicy` attributes. `QosPolicy` attributes are structured types where each type specifies the information that controls an `DDS_Entity` related (configurable) attribute of the Data Distribution Service.

### Affected Entities

Each `DDS_Entity` can be configured with a set of `QosPolicy` settings. However, any `DDS_Entity` cannot support any `QosPolicy`. For instance, a `DDS_DomainParticipant` supports different `QosPolicy` settings than a `DDS_Topic` or a `DDS_Publisher`. The set of `QosPolicy` settings is implemented as a struct of `QosPolicy` structs, identified as `<DDS_Entity>Qos`. Each `<DDS_Entity>Qos` struct only contains those `QosPolicy` structs relevant to the specific `DDS_Entity`. The `<DDS_Entity>Qos` struct serves as the parameter to operations which require a `Qos`. `<DDS_Entity>Qos` struct is the API implementation of the QoS. Depending on the specific `<DDS_Entity>Qos`, it controls the behaviour of a `DDS_Topic`, `DDS_DataWriter`, `DDS_DataReader`, `DDS_Publisher`, `DDS_Subscriber`, `DDS_DomainParticipant` or `DDS_DomainParticipantFactory`<sup>1</sup>.

### Basic Usage

The basic way to modify or set the `<DDS_Entity>Qos` is by using an `DDS_<Entity>_get_qos` operation to get all `QosPolicy` settings from this `DDS_Entity` (that is the `<DDS_Entity>Qos`), modify several specific `QosPolicy` settings and put them back using an `DDS_<DDS_Entity>_set_qos` operation to set all `QosPolicy` settings on this `DDS_Entity` (that is the `<DDS_Entity>Qos`). An example of these operations for the `DDS_DataWriterQos` are

- 
1. Note that the `DDS_DomainParticipantFactory` is a special kind of entity: it does not inherit from `DDS_Entity`, nor does it have a `DDS_Listener` or `DDS_StatusCondition`, but its behaviour can be controlled by its own set of `QosPolicies`.

DDS\_Publisher\_get\_default\_datawriter\_qos and DDS\_Publisher\_set\_default\_datawriter\_qos, which take the DDS\_DataWriterQos as a parameter.

The interface description of this struct is as follows:

```

/*
 * struct <name>QosPolicy
 *     see appendix
 */
/*
 * struct <DDS_Entity>Qos
 */
struct DDS_DomainParticipantFactoryQos
{
    DDS_EntityFactoryQosPolicy    entity_factory;
};
struct DDS_DomainParticipantQos
{
    DDS_UserDataQosPolicy         user_data;
    DDS_EntityFactoryQosPolicy    entity_factory;
    DDS_SchedulingQosPolicy        watchdog_scheduling;
    DDS_SchedulingQosPolicy        listener_scheduling;
};
struct DDS_TopicQos
{
    DDS_TopicDataQosPolicy         topic_data;
    DDS_DurabilityQosPolicy         durability;
    DDS_DurabilityServiceQosPolicy  durability_service;
    DDS_DeadlineQosPolicy           deadline;
    DDS_LatencyBudgetQosPolicy       latency_budget;
    DDS_LivelinessQosPolicy          liveliness;
    DDS_ReliabilityQosPolicy         reliability;
    DDS_DestinationOrderQosPolicy    destination_order;
    DDS_HistoryQosPolicy             history;
    DDS_ResourceLimitsQosPolicy      resource_limits;
    DDS_TransportPriorityQosPolicy    transport_priority;
    DDS_LifespanQosPolicy            lifespan;
    DDS_OwnershipQosPolicy           ownership;
};
struct DDS_DataWriterQos
{
    DDS_DurabilityQosPolicy         durability;
    DDS_DeadlineQosPolicy           deadline;
    DDS_LatencyBudgetQosPolicy       latency_budget;
    DDS_LivelinessQosPolicy          liveliness;
    DDS_ReliabilityQosPolicy         reliability;
    DDS_DestinationOrderQosPolicy    destination_order;
    DDS_HistoryQosPolicy             history;
    DDS_ResourceLimitsQosPolicy      resource_limits;
    DDS_TransportPriorityQosPolicy    transport_priority;
    DDS_LifespanQosPolicy            lifespan;
    DDS_UserDataQosPolicy           user_data;
    DDS_OwnershipQosPolicy           ownership;
    DDS_OwnershipStrengthQosPolicy   ownership_strength;
    DDS_WriterDataLifecycleQosPolicy writer_data_lifecycle;
};
struct DDS_PublisherQos

```

```

        { DDS_PresentationQosPolicy      presentation;
          DDS_PartitionQosPolicy          partition;
          DDS_GroupDataQosPolicy          group_data;
          DDS_EntityFactoryQosPolicy      entity_factory; };
struct DDS_DataReaderQos
{
    DDS_DurabilityQosPolicy      durability;
    DDS_DeadlineQosPolicy        deadline;
    DDS_LatencyBudgetQosPolicy   latency_budget;
    DDS_LivelinessQosPolicy      liveliness;
    DDS_ReliabilityQosPolicy      reliability;
    DDS_DestinationOrderQosPolicy destination_order;
    DDS_HistoryQosPolicy          history;
    DDS_ResourceLimitsQosPolicy   resource_limits;
    DDS_UserDataQosPolicy         user_data;
    DDS_OwnershipQosPolicy        ownership;
    DDS_TimeBasedFilterQosPolicy   time_based_filter;
    DDS_ReaderDataLifecyleQosPolicy reader_data_lifecycle;};
struct DDS_SubscriberQos
{
    DDS_PresentationQosPolicy      presentation;
    DDS_PartitionQosPolicy          partition;
    DDS_GroupDataQosPolicy          group_data;
    DDS_EntityFactoryQosPolicy      entity_factory; };
/*
 * define <DDS_Entity>_QOS_DEFAULT
 */
#define DDS_PARTICIPANT_QOS_DEFAULT
#define DDS_TOPIC_QOS_DEFAULT
#define DDS_DATAWRITER_QOS_DEFAULT
#define DDS_PUBLISHER_QOS_DEFAULT
#define DDS_DATAREADER_QOS_DEFAULT
#define DDS_SUBSCRIBER_QOS_DEFAULT
#define DDS_DATAWRITER_QOS_USE_TOPIC_QOS
#define DDS_DATAREADER_QOS_USE_TOPIC_QOS
/*
 * implemented API operations
 *   <no operations>
 */

```

The next paragraphs describe the usage of each <DDS\_Entity>Qos struct.

## DDS\_DataReaderQos

### Synopsis

```

#include <dds_dcps.h>

struct DDS_DataReaderQos
{
    DDS_DurabilityQosPolicy      durability;
    DDS_DeadlineQosPolicy        deadline;
    DDS_LatencyBudgetQosPolicy   latency_budget;

```

```

DDS_LivelinessQosPolicy          liveliness;
DDS_ReliabilityQosPolicy         reliability;
DDS_DestinationOrderQosPolicy    destination_order;
DDS_HistoryQosPolicy             history;
DDS_ResourceLimitsQosPolicy      resource_limits;
DDS_UserDataQosPolicy            user_data;
DDS_OwnershipQosPolicy           ownership;
DDS_TimeBasedFilterQosPolicy     time_based_filter;
DDS_ReaderDataLifecycleQosPolicy reader_data_lifecycle;};

```

## Description

This struct provides the basic mechanism for an application to specify Quality of Service attributes for a DDS\_DataReader.

## Attributes

*DDS\_DurabilityQosPolicy durability* - whether the data should be stored for late joining readers.

*DDS\_DeadlineQosPolicy deadline* - the period within which a new sample is expected.

*DDS\_LatencyBudgetQosPolicy latency\_budget* - used by the Data Distribution Service for optimization.

*DDS\_LivelinessQosPolicy liveliness* - the way the liveliness of the DDS\_DataReader is asserted to the Data Distribution Service.

*DDS\_ReliabilityQosPolicy reliability* - the reliability of the data distribution.

*DDS\_DestinationOrderQosPolicy destination\_order* - the order in which the DDS\_DataReader timely orders the data.

*DDS\_HistoryQosPolicy history* - how samples should be stored.

*DDS\_ResourceLimitsQosPolicy resource\_limits* - the maximum amount of resources to be used.

*DDS\_UserDataQosPolicy user\_data* - used to attach additional information to the DDS\_DataReader.

*DDS\_OwnershipQosPolicy ownership* - whether a DataWriter exclusively owns an instance.

*DDS\_TimeBasedFilterQosPolicy time\_based\_filter* - the maximum data rate at which the DDS\_DataReader will receive changes.

*DDS\_ReaderDataLifecycleQosPolicy reader\_data\_lifecycle* - the minimum time after which a data instance is disposed of when the *instance\_state* has become *DDS\_NOT\_ALIVE\_NO\_WRITERS\_INSTANCE\_STATE* or *DDS\_NOT\_ALIVE\_DISPOSED\_INSTANCE\_STATE*.

## Detailed Description

A *QosPolicy* can be set when the *DDS\_DataReader* is created with the *DDS\_Subscriber\_create\_datareader* operation (or modified with the *DDS\_DataReader\_set\_qos* operation). Both operations take the *DDS\_DataReaderQos* struct as a parameter. There may be cases where several policies are in conflict. Consistency checking is performed each time the policies are modified when they are being created and, in case they are already enabled, via the *DDS\_DataReader\_set\_qos* operation.

Some *QosPolicy* have “immutable” semantics meaning that they can only be specified either at *DDS\_DataReader* creation time or prior to calling the *DDS\_DataReader\_enable* operation on the *DDS\_DataReader*.

See *Struct QosPolicy* on page 55 for a list of all <name>*QosPolicy* settings, their meaning, characteristics and possible values, as well as if it applies to a *DDS\_DataReader*.

The initial value of the default *DDS\_DataReaderQos* in the *DDS\_Subscriber* are given in the following table:

**Table 18 DDS\_DATAREADER\_QOS\_DEFAULT**

QosPolicy	Attribute	Value
durability	kind	DDS_VOLATILE_DURABILITY_QOS
deadline	period	DDS_DURATION_INFINITE
latency_budget	duration	0
liveliness	kind	DDS_AUTOMATIC_LIVELINESS_QOS
	lease_duration	DDS_DURATION_INFINITE
reliability	kind	DDS_BEST_EFFORT_RELIABILITY_QOS
	max_blocking_time	100 ms
	synchronous	FALSE
destination_order	kind	DDS_BY_RECEPTION_TIMESTAMP_DESTINATIONORDER_QOS
history	kind	DDS_KEEP_LAST_HISTORY_QOS
	depth	1

**Table 18 DDS\_DATAREADER\_QOS\_DEFAULT**

<b>QosPolicy</b>	<b>Attribute</b>	<b>Value</b>
resource_limits	max_samples	DDS_LENGTH_UNLIMITED
	max_instances	DDS_LENGTH_UNLIMITED
	max_samples_per_instance	DDS_LENGTH_UNLIMITED
user_data	value.length	0
ownership	kind	DDS_SHARED_OWNERSHIP_QOS
time_based_filter	minimum_separation	0
reader_data_lifecycle	autopurge_ nowriter_samples_delay	DDS_DURATION_INFINITE
	autopurge_ disposed_samples_delay	DDS_DURATION_INFINITE

## DDS\_DataWriterQos

### Synopsis

```
#include <dds_dcps.h>
struct DDS_DataWriterQos
{
    DDS_DurabilityQosPolicy      durability;
    DDS_DeadlineQosPolicy       deadline;
    DDS_LatencyBudgetQosPolicy   latency_budget;
    DDS_LivelinessQosPolicy      liveliness;
    DDS_ReliabilityQosPolicy     reliability;
    DDS_DestinationOrderQosPolicy destination_order;
    DDS_HistoryQosPolicy         history;
    DDS_ResourceLimitsQosPolicy   resource_limits;
    DDS_TransportPriorityQosPolicy transport_priority;
    DDS_LifespanQosPolicy        lifespan;
    DDS_UserDataQosPolicy        user_data;
    DDS_OwnershipQosPolicy       ownership;
    DDS_OwnershipStrengthQosPolicy ownership_strength;
    DDS_WriterDataLifecycleQosPolicy writer_data_lifecycle;
};
```

### Description

This struct provides the basic mechanism for an application to specify Quality of Service attributes for a DDS\_DataWriter.

### Attributes

*DDS\_DurabilityQosPolicy* *durability* - whether the data should be stored for late joining readers.

*DDS\_DeadlineQosPolicy* *deadline* - the period within which a new sample is written.



*DDS\_LatencyBudgetQosPolicy latency\_budget* - used by the Data Distribution Service for optimization.

*DDS\_LivelinessQosPolicy liveliness* - the way the liveliness of the DDS\_DataWriter is asserted to the Data Distribution Service.

*DDS\_ReliabilityQosPolicy reliability* - the reliability of the data distribution.

*DDS\_DestinationOrderQosPolicy destination\_order* - the order in which the DDS\_DataReader timely orders the data.

*DDS\_HistoryQosPolicy history* - how samples should be stored.

*DDS\_ResourceLimitsQosPolicy resource\_limits* - the maximum amount of resources to be used.

*DDS\_TransportPriorityQosPolicy transport\_priority* - a priority hint for the underlying transport layer.

*DDS\_LifespanQosPolicy lifespan* - the maximum duration of validity of the data written by the DDS\_DataWriter.

*DDS\_UserDataQosPolicy user\_data* - used to attach additional information to the DDS\_DataWriter.

*DDS\_OwnershipQosPolicy ownership* - whether a DataWriter exclusively owns an instance.

*DDS\_OwnershipStrengthQosPolicy ownership\_strength* - the strength to determine the ownership.

*DDS\_WriterDataLifecycleQosPolicy writer\_data\_lifecycle* - whether unregistered instances are disposed of automatically or not.

## Detailed Description

A *QosPolicy* can be set when the *DDS\_DataWriter* is created with the *DDS\_Publisher\_create\_datawriter* operation (or modified with the *DDS\_DataWriter\_set\_qos* operation). Both operations take the *DDS\_DataWriterQos* struct as a parameter. There may be cases where several policies are in conflict. Consistency checking is performed each time the policies are modified when they are being created and, in case they are already enabled, via the *DDS\_DataWriter\_set\_qos* operation.

Some *QosPolicy* have “immutable” semantics meaning that they can only be specified either at *DDS\_DataWriter* creation time or prior to calling the *DDS\_DataWriter\_enable* operation on the *DDS\_DataWriter*.

The *Struct QosPolicy* provides the list of all <name>*QosPolicy* settings, their meaning, characteristics and possible values, as well as if it applies to a *DDS\_DataWriter*.

The initial value of the default DDS\_DataWriterQos in the DDS\_Publisher are given in the following table:

**Table 19 DDS\_DATAWRITER\_QOS\_DEFAULT**

QosPolicy	Attribute	Value
durability	kind	DDS_VOLATILE_DURABILITY_QOS
deadline	period	DDS_DURATION_INFINITE
latency_budget	duration	0
liveliness	kind	DDS_AUTOMATIC_LIVELINESS_QOS
	lease_duration	DDS_DURATION_INFINITE
reliability	kind	DDS_BEST_EFFORT_RELIABILITY_QOS
	max_blocking_time	100 ms
	synchronous	FALSE
destination_order	kind	DDS_BY_RECEPTION_TIMESTAMP_DESTINATIONORDER_QOS
history	kind	DDS_KEEP_LAST_HISTORY_QOS
	depth	1
resource_limits	max_samples	DDS_LENGTH_UNLIMITED
	max_instances	DDS_LENGTH_UNLIMITED
	max_samples_per_instance	DDS_LENGTH_UNLIMITED
transport_priority	value	0
lifespan	duration	DDS_DURATION_INFINITE
user_data	value.length	0
ownership	kind	DDS_SHARED_OWNERSHIP_QOS
ownership_strength	value	0
writer_data_lifecycle	autodispose_unregistered_instances	TRUE

## DDS\_DomainParticipantFactoryQos

### Synopsis

```
#include <dds_dcps.h>
struct DDS_DomainParticipantFactoryQos
{ DDS_EntityFactoryQosPolicy entity_factory; };
```

### Description

This struct provides the basic mechanism for an application to specify Quality of Service attributes for a DDS\_DomainParticipantFactory.

## Attributes

*DDS\_EntityFactoryQosPolicy entity\_factory* - whether a just created DomainParticipant should be enabled.

## Detailed Description

The *QosPolicy* cannot be set at creation time, since the *DDS\_DomainParticipantFactory* is a pre-existing object that can only be obtained with the *DDS\_DomainParticipantFactory\_get\_instance* operation or its alias *DDS\_TheParticipantFactory*. Therefore its *QosPolicy* is initialized to a default value according to *Table 20*:

**Table 20 Default Values for DDS\_DomainParticipantFactoryQos**

QosPolicy	Attribute	Value
entity_factory	autoenable_created_entities	TRUE

After creation the *QosPolicy* can be modified with the *DDS\_DomainParticipantFactory\_set\_qos* operation, which takes the *DDS\_DomainParticipantFactoryQos* struct as a parameter.

## DDS\_DomainParticipantQos

### Synopsis

```
#include <dds_dcps.h>
struct DDS_DomainParticipantQos
{
    DDS_UserDataQosPolicy user_data;
    DDS_EntityFactoryQosPolicy entity_factory;
    DDS_SchedulingQosPolicy watchdog_scheduling;
    DDS_SchedulingQosPolicy listener_scheduling; };

```

### Description

This struct provides the basic mechanism for an application to specify Quality of Service attributes for a *DDS\_DomainParticipant*.

### Attributes

*DDS\_UserDataQosPolicy user\_data* - used to attach additional information to the *DDS\_DomainParticipant*.

*DDS\_EntityFactoryQosPolicy entity\_factory* - whether a just created *DDS\_Entity* should be enabled.

*DDS\_SchedulingQosPolicy watchdog\_scheduling* - the scheduling parameters used to create the watchdog thread.

*DDS\_SchedulingQosPolicy listener\_scheduling* - the scheduling parameters used to create the listener thread.

## Detailed Description

A `DDS_DomainParticipant` will spawn different threads for different purposes:

- A listener thread is spawned to perform the callbacks to all `DDS_Listener` objects attached to the various `DDS_Entities` contained in the `DDS_DomainParticipant`. The scheduling parameters for this thread can be specified in the `listener_scheduling` field of the `DDS_DomainParticipantQos`.
- A watchdog thread is spawned to report the the Liveliness of all `DDS_Entities` contained in the `DDS_DomainParticipant` whose `DDS_LivelinessQosPolicyKind` in their `DDS_LivelinessQosPolicy` is set to `DDS_AUTOMATIC_LIVELINESS_QOS`. The scheduling parameters for this thread can be specified in the `watchdog_scheduling` field of the `DDS_DomainParticipantQos`.

A `QosPolicy` can be set when the `DDS_DomainParticipant` is created with the `DDS_DomainParticipantFactory_create_participant` operation (or modified with the `DDS_DomainParticipant_set_qos` operation). Both operations take the `DDS_DomainParticipantQos` struct as a parameter. There may be cases where several policies are in conflict. Consistency checking is performed each time the policies are modified when they are being created and, in case they are already enabled, via the `DDS_DomainParticipant_set_qos` operation.

Some `QosPolicy` have “immutable” semantics meaning that they can only be specified either at `DDS_DomainParticipant` creation time or prior to calling the `DDS_DomainParticipant_enable` operation on the `DDS_DomainParticipant`.

The initial value of the default `DDS_DomainParticipantQos` in the `DDS_DomainParticipantFactory` are given in the following table:

**Table 21 DDS\_PARTICIPANT\_QOS\_DEFAULT**

QosPolicy	Attribute	Value
user_data	value.length	0
entity_factory	autoenable_created_entities	TRUE
watchdog_scheduling	scheduling_class.kind	SCHEDULE_DEFAULT
	scheduling_priority_kind.kind	PRIORITY_RELATIVE
	scheduling_priority	0

**Table 21 DDS\_PARTICIPANT\_QOS\_DEFAULT**

QosPolicy	Attribute	Value
listener_scheduling	scheduling_class.kind	SCHEDULE_DEFAULT
	scheduling_priority_kind.kind	PRIORITY_RELATIVE
	scheduling_priority	0

## DDS\_PublisherQos

### Synopsis

```
#include <dds_dcps.h>
struct DDS_PublisherQos
{
    DDS_PresentationQosPolicy    presentation;
    DDS_PartitionQosPolicy       partition;
    DDS_GroupDataQosPolicy       group_data;
    DDS_EntityFactoryQosPolicy   entity_factory; };
```

### Description

This struct provides the basic mechanism for an application to specify Quality of Service attributes for a DDS\_Publisher.

### Attributes

*DDS\_PresentationQosPolicy presentation* - the dependency of changes to data-instances.

*DDS\_PartitionQosPolicy partition* - the partitions in which the DDS\_Publisher is active.

*DDS\_GroupDataQosPolicy group\_data* - used to attach additional information to the DDS\_Publisher.

*DDS\_EntityFactoryQosPolicy entity\_factory* - whether a just created DDS\_DataWriter should be enabled.

### Detailed Description

A QosPolicy can be set when the DDS\_Publisher is created with the DDS\_DomainParticipant\_create\_publisher operation (or modified with the DDS\_Publisher\_set\_qos operation). Both operations take the DDS\_PublisherQos struct as a parameter. There may be cases where several policies are in conflict. Consistency checking is performed each time the policies are modified when they are being created and, in case they are already enabled, via the DDS\_Publisher\_set\_qos operation.

Some `QosPolicy` have “immutable” semantics meaning that they can only be specified either at `DDS_Publisher` creation time or prior to calling the `DDS_Publisher_enable` operation on the `DDS_Publisher`.

The initial value of the default `DDS_PublisherQos` in the `DDS_DomainParticipant` are given in the following table:

**Table 22 DDS\_PUBLISHER\_QOS\_DEFAULT**

QosPolicy	Attribute	Value
presentation	access_scope	DDS_INSTANCE_PRESENTATION_QOS
	coherent_access	FALSE
	ordered_access	FALSE
partition	name.length	0
group_data	value.length	0
entity_factory	autoenable_created_entities	TRUE

## DDS\_SubscriberQos

### Synopsis

```
#include <dds_dcps.h>
struct DDS_SubscriberQos
{
    DDS_PresentationQosPolicy    presentation;
    DDS_PartitionQosPolicy      partition;
    DDS_GroupDataQosPolicy      group_data;
    DDS_EntityFactoryQosPolicy  entity_factory;
};
```

### Description

This struct provides the basic mechanism for an application to specify Quality of Service attributes for a `DDS_Subscriber`.

### Attributes

*DDS\_PresentationQosPolicy presentation* - the dependency of changes to data-instances.

*DDS\_PartitionQosPolicy partition* - the partitions in which the `DDS_Subscriber` is active.

*DDS\_GroupDataQosPolicy group\_data* - used to attach additional information to the `DDS_Subscriber`.

*DDS\_EntityFactoryQosPolicy entity\_factory* - whether a just created `DDS_DataReader` should be enabled.

## Detailed Description

A `QosPolicy` can be set when the `DDS_Subscriber` is created with the `DDS_DomainParticipant_create_subscriber` operation (or modified with the `DDS_Subscriber_set_qos` operation). Both operations take the `DDS_SubscriberQos` struct as a parameter. There may be cases where several policies are in conflict. Consistency checking is performed each time the policies are modified when they are being created and, in case they are already enabled, via the `DDS_Subscriber_set_qos` operation.

Some `QosPolicy` have “immutable” semantics meaning that they can only be specified either at `DDS_Subscriber` creation time or prior to calling the `DDS_Subscriber_enable` operation on the `DDS_Subscriber`.

The initial value of the default `DDS_SubscriberQos` in the `DDS_DomainParticipant` are given in the following table:

**Table 23 DDS\_SUBSCRIBER\_QOS\_DEFAULT**

QosPolicy	Attribute	Value
presentation	access_scope	DDS_INSTANCE_PRESENTATION_QOS
	coherent_access	FALSE
	ordered_access	FALSE
partition	name.length	0
group_data	value.length	0
entity_factory	autoenable_ created_entities	TRUE

## DDS\_TopicQos

### Synopsis

```
#include <dds_dcps.h>
struct DDS_TopicQos
{
    DDS_TopicDataQosPolicy      topic_data;
    DDS_DurabilityQosPolicy     durability;
    DDS_DurabilityServiceQosPolicy durability_service;
    DDS_DeadlineQosPolicy       deadline;
    DDS_LatencyBudgetQosPolicy  latency_budget;
    DDS_LivelinessQosPolicy     liveliness;
    DDS_ReliabilityQosPolicy     reliability;
    DDS_DestinationOrderQosPolicy destination_order;
    DDS_HistoryQosPolicy        history;
    DDS_ResourceLimitsQosPolicy resource_limits;
    DDS_TransportPriorityQosPolicy transport_priority;
    DDS_LifespanQosPolicy       lifespan;
```

`DDS_OwnershipQosPolicy` `ownership; };`

## Description

This struct provides the basic mechanism for an application to specify Quality of Service attributes for a `DDS_Topic`.

## Attributes

`DDS_TopicDataQosPolicy topic_data` - used to attach additional information to the `DDS_Topic`.

`DDS_DurabilityQosPolicy durability` - whether the data should be stored for late joining readers.

`DDS_DurabilityServiceQosPolicy durability_service` - the behaviour of the “transient/persistent service” of the Data Distribution System regarding Transient and Persistent `DDS_Topic` instances.

`DDS_DeadlineQosPolicy deadline` - the period within which a new sample is expected or written.

`DDS_LatencyBudgetQosPolicy latency_budget` - used by the Data Distribution Service for optimization.

`DDS_LivelinessQosPolicy liveliness` - the way the liveliness of the `DDS_Topic` is asserted to the Data Distribution Service.

`DDS_ReliabilityQosPolicy reliability` - the reliability of the data distribution.

`DDS_DestinationOrderQosPolicy destination_order` - the order in which the `DDS_DataReader` timely orders the data.

`DDS_HistoryQosPolicy history` - how samples should be stored.

`DDS_ResourceLimitsQosPolicy resource_limits` - the maximum amount of resources to be used.

`DDS_TransportPriorityQosPolicy transport_priority` - a priority hint for the underlying transport layer.

`DDS_LifespanQosPolicy lifespan` - the maximum duration of validity of the data written by a `DDS_DataWriter`.

`DDS_OwnershipQosPolicy ownership` - whether a `DDS_DataWriter` exclusively owns an instance.

## Detailed Description

A `QosPolicy` can be set when the `DDS_Topic` is created with the `DDS_DomainParticipant_create_topic` operation (or modified with the `DDS_Topic_set_qos` operation). Both operations take the `DDS_TopicQos` struct



as a parameter. There may be cases where several policies are in conflict. Consistency checking is performed each time the policies are modified when they are being created and, in case they are already enabled, via the `DDS_Topic_set_qos` operation.

Some `QosPolicy` have “immutable” semantics meaning that they can only be specified either at `DDS_Topic` creation time or prior to calling the `DDS_Topic_enable` operation on the `DDS_Topic`.

The initial value of the default `DDS_TopicQos` in the `DDS_DomainParticipant` are given in the following table:

**Table 24 DDS\_TOPIC\_QOS\_DEFAULT**

QosPolicy	Attribute	Value
topic_data	value.length	0
durability	kind	DDS_VOLATILE_DURABILITY_QOS
durability_service	service_cleanup_delay	0
	history_kind	DDS_KEEP_LAST_HISTORY_QOS
	history_depth	1
	max_samples	DDS_LENGTH_UNLIMITED
	max_instances	DDS_LENGTH_UNLIMITED
	max_samples_per_instance	DDS_LENGTH_UNLIMITED
deadline	period	DDS_DURATION_INFINITE
latency_budget	duration	0
liveliness	kind	DDS_AUTOMATIC_LIVELINESS_QOS
	lease_duration	DDS_DURATION_INFINITE
reliability	kind	DDS_BEST_EFFORT_RELIABILITY_QOS
	max_blocking_time	100 ms
	synchronous	FALSE
destination_order	kind	DDS_BY_RECEPTION_TIMESTAMP_DESTINATIONORDER_QOS
history	kind	DDS_KEEP_LAST_HISTORY_QOS
	depth	1
resource_limits	max_samples	DDS_LENGTH_UNLIMITED
	max_instances	DDS_LENGTH_UNLIMITED
	max_samples_per_instance	DDS_LENGTH_UNLIMITED

Table 24 DDS\_TOPIC\_QOS\_DEFAULT (Continued)

QosPolicy	Attribute	Value
transport_priority	value	0
lifespan	duration	DDS_DURATION_INFINITE
ownership	kind	DDS_SHARED_OWNERSHIP_QOS

## Appendix

# B *API Constants and Types*

These constants and types are taken from the `dds_dcps.h` include file.

```
/* Duration and Time
*/
struct DDS_Duration_t
{
    DDS_long sec;
    DDS_unsigned_long nanosec;
};

#define DDS_DURATION_INFINITE_SEC          0x7fffffff
#define DDS_DURATION_INFINITE_NSEC        0x7fffffffU
#define DDS_DURATION_ZERO_SEC              0
#define DDS_DURATION_ZERO_NSEC             0U
#define DDS_DURATION_INFINITE              {
    DDS_DURATION_INFINITE_SEC,
    DDS_DURATION_INFINITE_NSEC }
#define DDS_DURATION_ZERO                  {
    DDS_DURATION_ZERO_SEC,
    DDS_DURATION_ZERO_NSEC }

struct DDS_Time_t
{
    DDS_long sec;
    DDS_unsigned_long nanosec;
};

/*
 * Pre-defined values
 */
#define DDS_HANDLE_NIL                     DDS_HANDLE_NIL_NATIVE
#define DDS_LENGTH_UNLIMITED               -1
#define DDS_TIMESTAMP_INVALID_SEC           -1
#define DDS_TIMESTAMP_INVALID_NSEC         4294967295U
#define DDS_TIMESTAMP_INVALID              {
    DDS_TIMESTAMP_INVALID_SEC,
    DDS_TIMESTAMP_INVALID_NSEC }

/* -----
 * Return codes
 * ----- */
#define DDS_RETCODE_OK                      0
```

```

#define DDS_RETCODE_ERROR 1
#define DDS_RETCODE_UNSUPPORTED 2
#define DDS_RETCODE_BAD_PARAMETER 3
#define DDS_RETCODE_PRECONDITION_NOT_MET 4
#define DDS_RETCODE_OUT_OF_RESOURCES 5
#define DDS_RETCODE_NOT_ENABLED 6
#define DDS_RETCODE_IMMUTABLE_POLICY 7
#define DDS_RETCODE_INCONSISTENT_POLICY 8
#define DDS_RETCODE_ALREADY_DELETED 9
#define DDS_RETCODE_TIMEOUT 10
#define DDS_RETCODE_NO_DATA 11
#define DDS_RETCODE_ILLEGAL_OPERATION 12

/* -----
 * DDS_Status to support listeners and conditions
 * ----- */
#define DDS_INCONSISTENT_TOPIC_STATUS 1U
#define DDS_OFFERED_DEADLINE_MISSED_STATUS 2U
#define DDS_REQUESTED_DEADLINE_MISSED_STATUS 4U
#define DDS_OFFERED_INCOMPATIBLE_QOS_STATUS 32U
#define DDS_REQUESTED_INCOMPATIBLE_QOS_STATUS 64U
#define DDS_SAMPLE_LOST_STATUS 128U
#define DDS_SAMPLE_REJECTED_STATUS 256U
#define DDS_DATA_ON_READERS_STATUS 512U
#define DDS_DATA_AVAILABLE_STATUS 1024U
#define DDS_LIVELINESS_LOST_STATUS 2048U
#define DDS_LIVELINESS_CHANGED_STATUS 4096U
#define DDS_PUBLICATION_MATCHED_STATUS 8192U
#define DDS_SUBSCRIPTION_MATCHED_STATUS 16384U

#define DDS_ANY_STATUS 0x7FE7
#define DDS_STATUS_MASK_ANY_V1_2 0x7FE7
#define DDS_STATUS_MASK_NONE 0x0

/*
 * States
 * */
/*
 * Sample states to support reads
 */
#define DDS_READ_SAMPLE_STATE 1U
#define DDS_NOT_READ_SAMPLE_STATE 2U
/*
 * This is a bit-mask DDS_SampleStateKind
 */
#define DDS_ANY_SAMPLE_STATE 65535U

/*

```

```

* View states to support reads
*/
#define DDS_NEW_VIEW_STATE 1U
#define DDS_NOT_NEW_VIEW_STATE 2U
/*
* This is a bit-mask DDS_ViewStateKind
*/
#define DDS_ANY_VIEW_STATE 65535U

/*
* Instance states to support reads
*/
#define DDS_ALIVE_INSTANCE_STATE 1U
#define DDS_NOT_ALIVE_DISPOSED_INSTANCE_STATE 2U
#define DDS_NOT_ALIVE_NO_WRITERS_INSTANCE_STATE 4U

/*
* This is a bit-mask DDS_InstanceStateKind
*/
#define DDS_ANY_INSTANCE_STATE 65535U
#define DDS_NOT_ALIVE_INSTANCE_STATE 6U

/*
* Participant Factory define
*/
#define TheParticipantFactory
(DDS_DomainParticipantFactory_get_instance())

/*
* Qos defines
* */
#define DDS_PARTICIPANT_QOS_DEFAULT NULL
#define DDS_TOPIC_QOS_DEFAULT NULL
#define DDS_PUBLISHER_QOS_DEFAULT NULL
#define DDS_SUBSCRIBER_QOS_DEFAULT NULL
#define DDS_DATAREADER_QOS_DEFAULT NULL
#define DDS_DATAWRITER_QOS_DEFAULT NULL
#define DDS_DATAWRITER_QOS_USE_TOPIC_QOS ((DDS_DataWriterQos *)-1)
#define DDS_DATAREADER_QOS_USE_TOPIC_QOS ((DDS_DataReaderQos *)-1)

/* QosPolicy
* /
#define DDS_USERDATA_QOS_POLICY_NAME "UserData"
#define DDS_DURABILITY_QOS_POLICY_NAME "Durability"
#define DDS_PRESENTATION_QOS_POLICY_NAME "Presentation"
#define DDS_DEADLINE_QOS_POLICY_NAME "Deadline"
#define DDS_LATENCYBUDGET_QOS_POLICY_NAME "LatencyBudget"
#define DDS_OWNERSHIP_QOS_POLICY_NAME "Ownership"
#define DDS_OWNERSHIPSTRENGTH_QOS_POLICY_NAME "OwnershipStrength"

```

```

#define DDS_LIVELINESS_QOS_POLICY_NAME          "Liveliness"
#define DDS_TIMEBASEDFILTER_QOS_POLICY_NAME      "TimeBasedFilter"
#define DDS_PARTITION_QOS_POLICY_NAME            "Partition"
#define DDS_RELIABILITY_QOS_POLICY_NAME          "Reliability"
#define DDS_DESTINATIONORDER_QOS_POLICY_NAME     "DestinationOrder"
#define DDS_HISTORY_QOS_POLICY_NAME              "History"
#define DDS_RESOURCELIMITS_QOS_POLICY_NAME       "ResourceLimits"
#define DDS_ENTITYFACTORY_QOS_POLICY_NAME        "EntityFactory"
#define DDS_WRITERDATALIFECYCLE_QOS_POLICY_NAME  "WriterDataLifecycle"
#define DDS_READERDATALIFECYCLE_QOS_POLICY_NAME  "ReaderDataLifecycle"
#define DDS_TOPICDATA_QOS_POLICY_NAME            "TopicData"
#define DDS_GROUPDATA_QOS_POLICY_NAME            "GroupData"
#define DDS_TRANSPORTPRIORITY_QOS_POLICY_NAME    "TransportPriority"
#define DDS_LIFESPAN_QOS_POLICY_NAME             "Lifespan"
#define DDS_DURABILITYSERVICE_QOS_POLICY_NAME   "DurabilityService"

#define DDS_INVALID_QOS_POLICY_ID                0
#define DDS_USERDATA_QOS_POLICY_ID              1
#define DDS_DURABILITY_QOS_POLICY_ID             2
#define DDS_PRESENTATION_QOS_POLICY_ID           3
#define DDS_DEADLINE_QOS_POLICY_ID              4
#define DDS_LATENCYBUDGET_QOS_POLICY_ID         5
#define DDS_OWNERSHIP_QOS_POLICY_ID             6
#define DDS_OWNERSHIPSTRENGTH_QOS_POLICY_ID      7
#define DDS_LIVELINESS_QOS_POLICY_ID            8
#define DDS_TIMEBASEDFILTER_QOS_POLICY_ID       9
#define DDS_PARTITION_QOS_POLICY_ID             10
#define DDS_RELIABILITY_QOS_POLICY_ID           11
#define DDS_DESTINATIONORDER_QOS_POLICY_ID      12
#define DDS_HISTORY_QOS_POLICY_ID               13
#define DDS_RESOURCELIMITS_QOS_POLICY_ID        14
#define DDS_ENTITYFACTORY_QOS_POLICY_ID         15
#define DDS_WRITERDATALIFECYCLE_QOS_POLICY_ID   16
#define DDS_READERDATALIFECYCLE_QOS_POLICY_ID   17
#define DDS_TOPICDATA_QOS_POLICY_ID            18
#define DDS_GROUPDATA_QOS_POLICY_ID            19
#define DDS_TRANSPORTPRIORITY_QOS_POLICY_ID     20
#define DDS_LIFESPAN_QOS_POLICY_ID              21
#define DDS_DURABILITYSERVICE_QOS_POLICY_ID    22

```



## Platform Specific IDL Interface

The IDL code in the next paragraphs are taken from the *OMG C Language Mapping Specification*.

### dds\_dcps.idl

```
#define DOMAINID_TYPE_NATIVE string
#define HANDLE_TYPE_NATIVE long long
#define HANDLE_NIL_NATIVE 0
#define BUILTIN_TOPIC_KEY_TYPE_NATIVE long long
#define TheParticipantFactory
#define PARTICIPANT_QOS_DEFAULT
#define TOPIC_QOS_DEFAULT
#define PUBLISHER_QOS_DEFAULT
#define SUBSCRIBER_QOS_DEFAULT
#define DATAWRITER_QOS_DEFAULT
#define DATAREADER_QOS_DEFAULT
#define DATAWRITER_QOS_USE_TOPIC_QOS
#define DATAREADER_QOS_USE_TOPIC_QOS
module DDS {
    typedef DOMAINID_TYPE_NATIVE DomainId_t;
    typedef HANDLE_TYPE_NATIVE InstanceHandle_t;
    typedef BUILTIN_TOPIC_KEY_TYPE_NATIVE BuiltinTopicKey_t[3];
    typedef sequence<InstanceHandle_t> InstanceHandleSeq;
    typedef long ReturnCode_t;
    typedef long QosPolicyId_t;
    typedef sequence<string> StringSeq;
    struct Duration_t {
        long sec;
        unsigned long nanosec;
    };
    struct Time_t {
        long sec;
        unsigned long nanosec;
    };
    //
    // Pre-defined values
    //
    const InstanceHandle_t HANDLE_NIL= HANDLE_NIL_NATIVE;
    const long LENGTH_UNLIMITED= -1;
    const long DURATION_INFINITE_SEC= 0x7fffffff;
    const unsigned long DURATION_INFINITE_NSEC= 0x7fffffff;
    const long DURATION_ZERO_SEC= 0;
```

```

const unsigned long DURATION_ZERO_NSEC= 0;
const long TIMESTAMP_INVALID_SEC= -1;
const unsigned long TIMESTAMP_INVALID_NSEC= 0xffffffff;
//
// Return codes
//
const ReturnCode_t RETCODE_OK = 0;
const ReturnCode_t RETCODE_ERROR = 1;
const ReturnCode_t RETCODE_UNSUPPORTED = 2;
const ReturnCode_t RETCODE_BAD_PARAMETER = 3;
const ReturnCode_t RETCODE_PRECONDITION_NOT_MET = 4;
const ReturnCode_t RETCODE_OUT_OF_RESOURCES = 5;
const ReturnCode_t RETCODE_NOT_ENABLED = 6;
const ReturnCode_t RETCODE_IMMUTABLE_POLICY = 7;
const ReturnCode_t RETCODE_INCONSISTENT_POLICY = 8;
const ReturnCode_t RETCODE_ALREADY_DELETED = 9;
const ReturnCode_t RETCODE_TIMEOUT = 10;
const ReturnCode_t RETCODE_NO_DATA = 11;
const ReturnCode_t RETCODE_ILLEGAL_OPERATION = 12;

//
// Status to support listeners and conditions
//
typedef unsigned long StatusKind;
typedef unsigned long StatusMask; // bit-mask StatusKind
const StatusKind INCONSISTENT_TOPIC_STATUS = 0x0001 << 0;
const StatusKind OFFERED_DEADLINE_MISSED_STATUS = 0x0001 << 1;
const StatusKind REQUESTED_DEADLINE_MISSED_STATUS = 0x0001 << 2;
const StatusKind OFFERED_INCOMPATIBLE_QOS_STATUS = 0x0001 << 5;
const StatusKind REQUESTED_INCOMPATIBLE_QOS_STATUS= 0x0001 << 6;
const StatusKind SAMPLE_LOST_STATUS = 0x0001 << 7;
const StatusKind SAMPLE_REJECTED_STATUS = 0x0001 << 8;
const StatusKind DATA_ON_READERS_STATUS = 0x0001 << 9;
const StatusKind DATA_AVAILABLE_STATUS = 0x0001 << 10;
const StatusKind LIVELINESS_LOST_STATUS = 0x0001 << 11;
const StatusKind LIVELINESS_CHANGED_STATUS = 0x0001 << 12;
const StatusKind PUBLICATION_MATCHED_STATUS = 0x0001 << 13;
const StatusKind SUBSCRIPTION_MATCHED_STATUS = 0x0001 << 14;
struct InconsistentTopicStatus {
    long total_count;
    long total_count_change;
};
struct SampleLostStatus {
    long total_count;
    long total_count_change;
};
enum SampleRejectedStatusKind {
    NOT_REJECTED,
    REJECTED_BY_INSTANCE_LIMIT,
    REJECTED_BY_SAMPLES_LIMIT,

```



```

    REJECTED_BY_SAMPLES_PER_INSTANCE_LIMIT
};
struct SampleRejectedStatus {
    long total_count;
    long total_count_change;
    SampleRejectedStatusKind last_reason;
    InstanceHandle_t last_instance_handle;
};
struct LivelinessLostStatus {
    long total_count;
    long total_count_change;
};
struct LivelinessChangedStatus {
    long alive_count;
    long not_alive_count;
    long alive_count_change;
    long not_alive_count_change;
    InstanceHandle_t last_publication_handle;
};
struct OfferedDeadlineMissedStatus {
    long total_count;
    long total_count_change;
    InstanceHandle_t last_instance_handle;
};
struct RequestedDeadlineMissedStatus {
    long total_count;
    long total_count_change;
    InstanceHandle_t last_instance_handle;
};
struct QosPolicyCount {
    QosPolicyId_t policy_id;
    long count;
};
typedef sequence<QosPolicyCount> QosPolicyCountSeq;
struct OfferedIncompatibleQosStatus {
    long total_count;
    long total_count_change;
    QosPolicyId_t last_policy_id;
    QosPolicyCountSeq policies;
};
struct RequestedIncompatibleQosStatus {
    long total_count;
    long total_count_change;
    QosPolicyId_t last_policy_id;
    QosPolicyCountSeq policies;
};
struct PublicationMatchedStatus {
    long total_count;
    long total_count_change;
    long current_count;
};

```

```

        long current_count_change;
        InstanceHandle_t last_subscription_handle;
};
struct SubscriptionMatchedStatus {
    long total_count;
    long total_count_change;
    long current_count;
    long current_count_change;
    InstanceHandle_t last_publication_handle;
};
//
// Listeners
//
interface Listener;
interface Entity;
interface TopicDescription;
interface Topic;
interface ContentFilteredTopic;
interface MultiTopic;
interface DataWriter;
interface DataReader;
interface Subscriber;
interface Publisher;
typedef sequence<Topic> TopicSeq;
typedef sequence<DataReader> DataReaderSeq;
interface Listener {
};
interface TopicListener : Listener {
void
    on_inconsistent_topic(
        in Topic the_topic,
        in InconsistentTopicStatus status);
};
interface DataWriterListener : Listener {
void
    on_offered_deadline_missed(
        in DataWriter writer,
        in OfferedDeadlineMissedStatus status);
void
    on_offered_incompatible_qos(
        in DataWriter writer,
        in OfferedIncompatibleQosStatus status);
void
    on_liveliness_lost(
        in DataWriter writer,
        in LivelinessLostStatus status);
void
    on_publication_matched(
        in DataWriter writer,
        in PublicationMatchedStatus status);

```

```

};
interface PublisherListener : DataWriterListener {
};
interface DataReaderListener : Listener {
void
    on_requested_deadline_missed(
        in DataReader reader,
        in RequestedDeadlineMissedStatus status);
void
    on_requested_incompatible_qos(
        in DataReader reader,
        in RequestedIncompatibleQosStatus status);
void
    on_sample_rejected(
        in DataReader reader,
        in SampleRejectedStatus status);
void
    on_liveliness_changed(
        in DataReader reader,
        in LivelinessChangedStatus status);
void
    on_data_available(
        in DataReader reader);
void
    on_subscription_matched(
        in DataReader reader,
        in SubscriptionMatchedStatus status);
void
    on_sample_lost(
        in DataReader reader,
        in SampleLostStatus status);
};
interface SubscriberListener : DataReaderListener {
void
    on_data_on_readers(
        in Subscriber subs);
};
interface DomainParticipantListener : TopicListener,
                                     PublisherListener,
                                     SubscriberListener {
};
//
// Conditions
//
interface Condition {
boolean
get_trigger_value();
};
typedef sequence<Condition> ConditionSeq;
interface WaitSet {

```

```

ReturnCode_t
wait(
    inout ConditionSeq active_conditions,
    in Duration_t timeout);
ReturnCode_t
attach_condition(
    in Condition cond);
ReturnCode_t
detach_condition(
    in Condition cond);
ReturnCode_t
get_conditions(
    inout ConditionSeq attached_conditions);
};
interface GuardCondition : Condition {
ReturnCode_t
set_trigger_value(
    in boolean value);
};
interface StatusCondition : Condition {
StatusMask
get_enabled_statuses();
ReturnCode_t
set_enabled_statuses(
    in StatusMask mask);
Entity
get_entity();
};
// Sample states to support reads
typedef unsigned long SampleStateKind;
typedef sequence<SampleStateKind> SampleStateSeq;
const SampleStateKind READ_SAMPLE_STATE = 0x0001 << 0;
const SampleStateKind NOT_READ_SAMPLE_STATE = 0x0001 << 1;
// This is a bit-mask SampleStateKind
typedef unsigned long SampleStateMask;
const SampleStateMask ANY_SAMPLE_STATE = 0xffff;
// View states to support reads
typedef unsigned long ViewStateKind;
typedef sequence<ViewStateKind> ViewStateSeq;
const ViewStateKind NEW_VIEW_STATE = 0x0001 << 0;
const ViewStateKind NOT_NEW_VIEW_STATE = 0x0001 << 1;
// This is a bit-mask ViewStateKind
typedef unsigned long ViewStateMask;
const ViewStateMask ANY_VIEW_STATE = 0xffff;
// Instance states to support reads
typedef unsigned long InstanceStateKind;
typedef sequence<InstanceStateKind> InstanceStateSeq;
const InstanceStateKind ALIVE_INSTANCE_STATE = 0x0001 << 0;
const InstanceStateKind NOT_ALIVE_DISPOSED_INSTANCE_STATE = 0x0001
    << 1;

```

```

const InstanceStateKind NOT_ALIVE_NO_WRITERS_INSTANCE_STATE =
    0x0001 << 2;
// This is a bit-mask InstanceStateKind
typedef unsigned long InstanceStateMask;
const InstanceStateMask ANY_INSTANCE_STATE = 0xffff;
const InstanceStateMask NOT_ALIVE_INSTANCE_STATE = 0x006;
interface ReadCondition : Condition {
SampleStateMask
get_sample_state_mask();
ViewStateMask
get_view_state_mask();
InstanceStateMask
get_instance_state_mask();
DataReader
get_datareader();
};
interface QueryCondition : ReadCondition {
string
get_query_expression();
ReturnCode_t
get_query_parameters(
    inout StringSeq query_parameters);
ReturnCode_t
set_query_parameters(
    in StringSeq query_parameters);
};
//
// Qos
//
const string USERDATA_QOS_POLICY_NAME          = "UserData";
const string DURABILITY_QOS_POLICY_NAME        = "Durability";
const string PRESENTATION_QOS_POLICY_NAME       = "Presentation";
const string DEADLINE_QOS_POLICY_NAME          = "Deadline";
const string LATENCYBUDGET_QOS_POLICY_NAME     = "LatencyBudget";
const string OWNERSHIP_QOS_POLICY_NAME         = "Ownership";
const string OWNERSHIPSTRENGTH_QOS_POLICY_NAME =
    "OwnershipStrength";
const string LIVELINESS_QOS_POLICY_NAME        = "Liveliness";
const string TIMEBASEDFILTER_QOS_POLICY_NAME   = "TimeBasedFilter";
const string PARTITION_QOS_POLICY_NAME         = "Partition";
const string RELIABILITY_QOS_POLICY_NAME       = "Reliability";
const string DESTINATIONORDER_QOS_POLICY_NAME =
    "DestinationOrder";
const string HISTORY_QOS_POLICY_NAME           = "History";
const string RESOURCELIMITS_QOS_POLICY_NAME   = "ResourceLimits";
const string ENTITYFACTORY_QOS_POLICY_NAME     = "EntityFactory";
const string WRITERDATALIFECYCLE_QOS_POLICY_NAME =
    "WriterDataLifecyle";
const string READERDATALIFECYCLE_QOS_POLICY_NAME =
    "ReaderDataLifecyle";

```

```

const string TOPICDATA_QOS_POLICY_NAME          = "TopicData";
const string GROUPDATA_QOS_POLICY_NAME          = "GroupData";
const string TRANSPORTPRIORITY_QOS_POLICY_NAME=
    "TransportPriority";
const string LIFESPAN_QOS_POLICY_NAME          = "Lifespan";
const string DURABILITYSERVICE_QOS_POLICY_NAME=
    "DurabilityService";
const QosPolicyId_t INVALID_QOS_POLICY_ID       = 0;
const QosPolicyId_t USERDATA_QOS_POLICY_ID     = 1;
const QosPolicyId_t DURABILITY_QOS_POLICY_ID    = 2;
const QosPolicyId_t PRESENTATION_QOS_POLICY_ID  = 3;
const QosPolicyId_t DEADLINE_QOS_POLICY_ID     = 4;
const QosPolicyId_t LATENCYBUDGET_QOS_POLICY_ID = 5;
const QosPolicyId_t OWNERSHIP_QOS_POLICY_ID     = 6;
const QosPolicyId_t OWNERSHIPSTRENGTH_QOS_POLICY_ID = 7;
const QosPolicyId_t LIVELINESS_QOS_POLICY_ID   = 8;
const QosPolicyId_t TIMEBASEDFILTER_QOS_POLICY_ID = 9;
const QosPolicyId_t PARTITION_QOS_POLICY_ID    = 10;
const QosPolicyId_t RELIABILITY_QOS_POLICY_ID   = 11;
const QosPolicyId_t DESTINATIONORDER_QOS_POLICY_ID = 12;
const QosPolicyId_t HISTORY_QOS_POLICY_ID      = 13;
const QosPolicyId_t RESOURCELIMITS_QOS_POLICY_ID = 14;
const QosPolicyId_t ENTITYFACTORY_QOS_POLICY_ID = 15;
const QosPolicyId_t WRITERDATALIFECYCLE_QOS_POLICY_ID= 16;
const QosPolicyId_t READERDATALIFECYCLE_QOS_POLICY_ID= 17;
const QosPolicyId_t TOPICDATA_QOS_POLICY_ID    = 18;
const QosPolicyId_t GROUPDATA_QOS_POLICY_ID    = 19;
const QosPolicyId_t TRANSPORTPRIORITY_QOS_POLICY_ID = 20;
const QosPolicyId_t LIFESPAN_QOS_POLICY_ID     = 21;
const QosPolicyId_t DURABILITYSERVICE_QOS_POLICY_ID = 22;
struct UserDataQosPolicy {
sequence<octet> value;
};
struct TopicDataQosPolicy {
sequence<octet> value;
};
struct GroupDataQosPolicy {
sequence<octet> value;
};
struct TransportPriorityQosPolicy {
long value;
};
struct LifespanQosPolicy {
Duration_t duration;
};
enum DurabilityQosPolicyKind {
VOLATILE_DURABILITY_QOS,
TRANSIENT_LOCAL_DURABILITY_QOS,
TRANSIENT_DURABILITY_QOS,
PERSISTENT_DURABILITY_QOS

```

```

};
struct DurabilityQosPolicy {
DurabilityQosPolicyKind kind;
};
enum PresentationQosPolicyAccessScopeKind {
INSTANCE_PRESENTATION_QOS,
TOPIC_PRESENTATION_QOS,
GROUP_PRESENTATION_QOS
};
struct PresentationQosPolicy {
    PresentationQosPolicyAccessScopeKind access_scope;
    boolean coherent_access;
    boolean ordered_access;
};
struct DeadlineQosPolicy {
    Duration_t period;
};
struct LatencyBudgetQosPolicy {
    Duration_t duration;
};
enum OwnershipQosPolicyKind {
    SHARED_OWNERSHIP_QOS,
    EXCLUSIVE_OWNERSHIP_QOS
};
struct OwnershipQosPolicy {
    OwnershipQosPolicyKind kind;
};
struct OwnershipStrengthQosPolicy {
    long value;
};
enum LivelinessQosPolicyKind {
    AUTOMATIC_LIVELINESS_QOS,
    MANUAL_BY_PARTICIPANT_LIVELINESS_QOS,
    MANUAL_BY_TOPIC_LIVELINESS_QOS
};
struct LivelinessQosPolicy {
    LivelinessQosPolicyKind kind;
    Duration_t lease_duration;
};
struct TimeBasedFilterQosPolicy {
    Duration_t minimum_separation;
};
struct PartitionQosPolicy {
    StringSeq name;
};
enum ReliabilityQosPolicyKind {
    BEST_EFFORT_RELIABILITY_QOS,
    RELIABLE_RELIABILITY_QOS
};
struct ReliabilityQosPolicy {

```

```

        ReliabilityQosPolicyKind kind;
        Duration_t max_blocking_time;
        boolean synchronous;
    };
    enum DestinationOrderQosPolicyKind {
        BY_RECEPTION_TIMESTAMP_DESTINATIONORDER_QOS,
        BY_SOURCE_TIMESTAMP_DESTINATIONORDER_QOS
    };
    struct DestinationOrderQosPolicy {
        DestinationOrderQosPolicyKind kind;
    };
    enum HistoryQosPolicyKind {
        KEEP_LAST_HISTORY_QOS,
        KEEP_ALL_HISTORY_QOS
    };
    struct HistoryQosPolicy {
        HistoryQosPolicyKind kind;
        long depth;
    };
    struct ResourceLimitsQosPolicy {
        long max_samples;
        long max_instances;
        long max_samples_per_instance;
    };
    struct EntityFactoryQosPolicy {
        boolean autoenable_created_entities;
    };
    struct WriterDataLifecycleQosPolicy {
        boolean autodispose_unregistered_instances;
    };
    struct ReaderDataLifecycleQosPolicy {
        Duration_t autopurge_nowriter_samples_delay;
        Duration_t autopurge_disposed_samples_delay;
    };
    struct DurabilityServiceQosPolicy {
        Duration_t service_cleanup_delay;
        HistoryQosPolicyKind history_kind;
        long history_depth;
        long max_samples;
        long max_instances;
        long max_samples_per_instance;
    };
    struct DomainParticipantFactoryQos {
        EntityFactoryQosPolicy entity_factory;
    };
    struct DomainParticipantQos {
        UserDataQosPolicy user_data;
        EntityFactoryQosPolicy entity_factory;
    };
    struct TopicQos {

```



```

    TopicDataQosPolicy topic_data;
    DurabilityQosPolicy durability;
    DurabilityServiceQosPolicy durability_service;
    DeadlineQosPolicy deadline;
    LatencyBudgetQosPolicy latency_budget;
    LivelinessQosPolicy liveliness;
    ReliabilityQosPolicy reliability;
    DestinationOrderQosPolicy destination_order;
    HistoryQosPolicy history;
    ResourceLimitsQosPolicy resource_limits;
    TransportPriorityQosPolicy transport_priority;
    LifespanQosPolicy lifespan;
    OwnershipQosPolicy ownership;
};

struct DataWriterQos {
    DurabilityQosPolicy durability;
    DeadlineQosPolicy deadline;
    LatencyBudgetQosPolicy latency_budget;
    LivelinessQosPolicy liveliness;
    ReliabilityQosPolicy reliability;
    DestinationOrderQosPolicy destination_order;
    HistoryQosPolicy history;
    ResourceLimitsQosPolicy resource_limits;
    TransportPriorityQosPolicy transport_priority;
    LifespanQosPolicy lifespan;
    UserDataQosPolicy user_data;
    DDS_OwnershipQosPolicy ownership;
    OwnershipStrengthQosPolicy ownership_strength;
    WriterDataLifecycleQosPolicy writer_data_lifecycle;
};

struct PublisherQos {
    PresentationQosPolicy presentation;
    PartitionQosPolicy partition;
    GroupDataQosPolicy group_data;
    EntityFactoryQosPolicy entity_factory;
};

struct DataReaderQos {
    DurabilityQosPolicy durability;
    DeadlineQosPolicy deadline;
    LatencyBudgetQosPolicy latency_budget;
    LivelinessQosPolicy liveliness;
    ReliabilityQosPolicy reliability;
    DestinationOrderQosPolicy destination_order;
    HistoryQosPolicy history;
    ResourceLimitsQosPolicy resource_limits;
    UserDataQosPolicy user_data;
    DDS_OwnershipQosPolicy ownership;
    TimeBasedFilterQosPolicy time_based_filter;
    ReaderDataLifecycleQosPolicy reader_data_lifecycle;
};

```

```

struct SubscriberQos {
    PresentationQosPolicy presentation;
    PartitionQosPolicy partition;
    GroupDataQosPolicy group_data;
    EntityFactoryQosPolicy entity_factory;
};
//
struct ParticipantBuiltinTopicData {
    BuiltinTopicKey_t key;
    UserDataQosPolicy user_data;
};
struct TopicBuiltinTopicData {
    BuiltinTopicKey_t key;
    string name;
    string type_name;
    DurabilityQosPolicy durability;
    DeadlineQosPolicy deadline;
    LatencyBudgetQosPolicy latency_budget;
    LivelinessQosPolicy liveliness;
    ReliabilityQosPolicy reliability;
    TransportPriorityQosPolicy transport_priority;
    LifespanQosPolicy lifespan;
    DestinationOrderQosPolicy destination_order;
    HistoryQosPolicy history;
    ResourceLimitsQosPolicy resource_limits;
    OwnershipQosPolicy ownership;
    TopicDataQosPolicy topic_data;
};
struct PublicationBuiltinTopicData {
    BuiltinTopicKey_t key;
    BuiltinTopicKey_t participant_key;
    string topic_name;
    string type_name;
    DurabilityQosPolicy durability;
    DeadlineQosPolicy deadline;
    LatencyBudgetQosPolicy latency_budget;
    LivelinessQosPolicy liveliness;
    ReliabilityQosPolicy reliability;
    LifespanQosPolicy lifespan;
    UserDataQosPolicy user_data;
    OwnershipStrengthQosPolicy ownership_strength;
    PresentationQosPolicy presentation;
    PartitionQosPolicy partition;
    TopicDataQosPolicy topic_data;
    GroupDataQosPolicy group_data;
};
struct SubscriptionBuiltinTopicData {
    BuiltinTopicKey_t key;
    BuiltinTopicKey_t participant_key;
    string topic_name;

```

```

        string type_name;
        DurabilityQosPolicy durability;
        DeadlineQosPolicy deadline;
        LatencyBudgetQosPolicy latency_budget;
        LivelinessQosPolicy liveliness;
        ReliabilityQosPolicy reliability;
        DestinationOrderQosPolicy destination_order;
        UserDataQosPolicy user_data;
        TimeBasedFilterQosPolicy time_based_filter;
        PresentationQosPolicy presentation;
        PartitionQosPolicy partition;
        TopicDataQosPolicy topic_data;
        GroupDataQosPolicy group_data;
};
//
interface Entity {
//   ReturnCode_t
//   set_qos(
//       in EntityQos qos);
//
//   ReturnCode_t
//   get_qos(
//       inout EntityQos qos);
//
//   ReturnCode_t
//   set_listener(
//       in Listener l,
//       in StatusMask mask);
//
//   Listener
//   get_listener();
ReturnCode_t
enable();
StatusCondition
get_statuscondition();
StatusMask
get_status_changes();
};
//
interface DomainParticipant : Entity {
    // Factory interfaces
    Publisher
    create_publisher(
        in PublisherQos qos,
        in PublisherListener a_listener,
        in StatusMask mask);
ReturnCode_t
delete_publisher(
    in Publisher p);
Subscriber

```

```

create_subscriber(
    in SubscriberQos qos,
    in SubscriberListener a_listener,
    in StatusMask mask);
ReturnCode_t
delete_subscriber(
    in Subscriber s);
Subscriber
get_builtin_subscriber();
Topic
create_topic(
    in string topic_name,
    in string type_name,
    in TopicQos qos,
    in TopicListener a_listener,
    in StatusMask mask);
ReturnCode_t
delete_topic(
    in Topic a_topic);
Topic
find_topic(
    in string topic_name,
    in Duration_t timeout);
TopicDescription
lookup_topicdescription(
    in string name);
ContentFilteredTopic
create_contentfilteredtopic(
    in string name,
    in Topic related_topic,
    in string filter_expression,
    in StringSeq expression_parameters);
ReturnCode_t
delete_contentfilteredtopic(
    in ContentFilteredTopic a_contentfilteredtopic);
MultiTopic
create_multitopic(
    in string name,
    in string type_name,
    in string subscription_expression,
    in StringSeq expression_parameters);
ReturnCode_t
delete_multitopic(
    in MultiTopic a_multitopic);
ReturnCode_t
delete_contained_entities();
ReturnCode_t
set_qos(
    in DomainParticipantQos qos);
ReturnCode_t

```

```

get_qos(
    inout DomainParticipantQos qos);
ReturnCode_t
set_listener(
    in DomainParticipantListener a_listener,
    in StatusMask mask);
DomainParticipantListener
get_listener();
ReturnCode_t
ignore_participant(
    in InstanceHandle_t handle);
ReturnCode_t
ignore_topic(
    in InstanceHandle_t handle);
ReturnCode_t
ignore_publication(
    in InstanceHandle_t handle);
ReturnCode_t
ignore_subscription(
    in InstanceHandle_t handle);
DomainId_t
get_domain_id();
ReturnCode_t
assert_liveliness();
ReturnCode_t
set_default_publisher_qos(
    in PublisherQos qos);
ReturnCode_t
get_default_publisher_qos(
    inout PublisherQos qos);
ReturnCode_t
set_default_subscriber_qos(
    in SubscriberQos qos);
ReturnCode_t
get_default_subscriber_qos(
    inout SubscriberQos qos);
ReturnCode_t
set_default_topic_qos(
    in TopicQos qos);
ReturnCode_t
get_default_topic_qos(
    inout TopicQos qos);
boolean
contains_entity(
    in InstanceHandle_t a_handle);
ReturnCode_t
get_current_time(
    inout Time_t current_time);
};
interface DomainParticipantFactory {

```

```

//
//  DomainParticipantFactory
//  get_instance();
//
DomainParticipant
create_participant(
    in DomainId_t domainId,
    in DomainParticipantQos qos,
    in DomainParticipantListener a_listener,
    in StatusMask mask);
ReturnCode_t
delete_participant(
    in DomainParticipant a_participant);
DomainParticipant
lookup_participant(
    in DomainId_t domainId);
ReturnCode_t
set_default_participant_qos(
    in DomainParticipantQos qos);
ReturnCode_t
get_default_participant_qos(
    inout DomainParticipantQos qos);

ReturnCode_t
set_qos(
    in DomainParticipantFactoryQos qos);
ReturnCode_t
get_qos(
    inout DomainParticipantFactoryQos qos);
ReturnCode_t
delete_domain
    (in Domain a_domain);
Domain
lookup_domain
    (in DomainId_t domainId);
ReturnCode_t
    create_persistent_snapshot(
        in string partition_expression,
        in string topic_expression,
        in string URI);
};
interface TypeSupport {
//  ReturnCode_t
//  register_type(
//      in DomainParticipant domain,
//      in string type_name);
//
//  string
//  get_type_name();
};

```

```
//
interface TopicDescription {
string
    get_type_name();
string
    get_name();
DomainParticipant
    get_participant();
};
interface Topic : Entity, TopicDescription {
ReturnCode_t
set_qos(
    in TopicQos qos);
ReturnCode_t
    get_qos(
        inout TopicQos qos);
ReturnCode_t
    set_listener(
        in TopicListener a_listener,
        in StatusMask mask);
TopicListener_ptr
get_listener();
// Access the status
ReturnCode_t
get_inconsistent_topic_status(
    inout InconsistentTopicStatus a_status);
};
interface ContentFilteredTopic : TopicDescription {
string
get_filter_expression();
ReturnCode_t
get_expression_parameters(
    inout StringSeq expression_parameters);
ReturnCode_t
set_expression_parameters(
    in StringSeq expression_parameters);
Topic
get_related_topic();
};
interface MultiTopic : TopicDescription {
string
get_subscription_expression();
ReturnCode_t
get_expression_parameters(
    inout StringSeq expression_parameters);
ReturnCode_t
set_expression_parameters(
    in StringSeq expression_parameters);
};
//
```

```

interface Publisher : Entity {
DataWriter
create_datawriter(
    in Topic a_topic,
    in DataWriterQos qos,
    in DataWriterListener a_listener,
    in StatusMask mask);
ReturnCode_t
delete_datawriter(
    in DataWriter a_datawriter);
DataWriter
lookup_datawriter(
    in string topic_name);
ReturnCode_t
delete_contained_entities();
ReturnCode_t
set_qos(
    in PublisherQos qos);
ReturnCode_t
get_qos(
    inout PublisherQos qos);
ReturnCode_t
set_listener(
    in PublisherListener a_listener,
    in StatusMask mask);
PublisherListener
get_listener();
ReturnCode_t
suspend_publications();
ReturnCode_t
resume_publications();
ReturnCode_t
begin_coherent_changes();
ReturnCode_t
end_coherent_changes();
ReturnCode_t
wait_for_acknowledgments(
    in Duration_t max_wait);
DomainParticipant
get_participant();
ReturnCode_t
set_default_datawriter_qos(
    in DataWriterQos qos);
ReturnCode_t
get_default_datawriter_qos(
    inout DataWriterQos qos);
ReturnCode_t
copy_from_topic_qos(
    inout DataWriterQos a_datawriter_qos,
    in TopicQos a_topic_qos);

```



```

};
interface DataWriter : Entity {
// InstanceHandle_t
// register_instance(
//     in Data instance_data);
//
// InstanceHandle_t
// register_instance_w_timestamp(
//     in Data instance_data,
//     in Time_t source_timestamp);
//
// ReturnCode_t
// unregister_instance(
//     in Data instance_data,
//     in InstanceHandle_t handle);
//
// ReturnCode_t
// unregister_instance_w_timestamp(
//     in Data instance_data,
//     in InstanceHandle_t handle,
//     in Time_t source_timestamp);
//
// ReturnCode_t
// write(
//     in Data instance_data,
//     in InstanceHandle_t handle);
//
// ReturnCode_t
// write_w_timestamp(
//     in Data instance_data,
//     in InstanceHandle_t handle,
//     in Time_t source_timestamp);
//
// ReturnCode_t
// dispose(
//     in Data instance_data,
//     in InstanceHandle_t instance_handle);
//
// ReturnCode_t
// dispose_w_timestamp(
//     in Data instance_data,
//     in InstanceHandle_t instance_handle,
//     in Time_t source_timestamp);
//
// ReturnCode_t
// get_key_value(
//     inout Data key_holder,
//     in InstanceHandle_t handle);
//
// InstanceHandle_t lookup_instance(

```

```

//      in Data instance_data);
ReturnCode_t
set_qos(
    in DataWriterQos qos);
ReturnCode_t
get_qos(
    inout DataWriterQos qos);
ReturnCode_t
set_listener(
    in DataWriterListener a_listener,
    in StatusMask mask);
DataWriterListener
get_listener();
Topic
get_topic();
Publisher
get_publisher();
ReturnCode_t
wait_for_acknowledgments(
    in Duration_t max_wait);
// Access the status
ReturnCode_t
get_liveliness_lost_status(
    inout LivelinessLostStatus status);
ReturnCode_t
get_offered_deadline_missed_status(
    inout OfferedDeadlineMissedStatus status);
ReturnCode_t
get_offered_incompatible_qos_status(
    inout OfferedIncompatibleQosStatus status);
ReturnCode_t
get_publication_matched_status(
    inout PublicationMatchedStatus status);
ReturnCode_t
assert_liveliness();
ReturnCode_t
get_matched_subscriptions(
    inout InstanceHandleSeq subscription_handles);
ReturnCode_t
get_matched_subscription_data(
    inout SubscriptionBuiltinTopicData subscription_data,
    in InstanceHandle_t subscription_handle);
};
//
interface Subscriber : Entity {
DataReader
create_datareader(
    in TopicDescription a_topic,
    in DataReaderQos qos,
    in DataReaderListener a_listener,

```

```

        in StatusMask mask);
ReturnCode_t
delete_datareader(
    in DataReader a_datareader);
ReturnCode_t
delete_contained_entities();
DataReader
lookup_datareader(
    in string topic_name);
ReturnCode_t
get_datareaders(
    inout DataReaderSeq readers,
    in SampleStateMask sample_states,
    in ViewStateMask view_states,
    in InstanceStateMask instance_states);
ReturnCode_t
notify_datareaders();
ReturnCode_t
set_qos(
    in SubscriberQos qos);
ReturnCode_t
get_qos(
    inout SubscriberQos qos);
ReturnCode_t
set_listener(
    in SubscriberListener a_listener,
    in StatusMask mask);
SubscriberListener
get_listener();
ReturnCode_t
begin_access();
ReturnCode_t
end_access();
DomainParticipant
get_participant();
ReturnCode_t
set_default_datareader_qos(
    in DataReaderQos qos);
ReturnCode_t
get_default_datareader_qos(
    inout DataReaderQos qos);
ReturnCode_t
copy_from_topic_qos(
    inout DataReaderQos a_datareader_qos,
    in TopicQos a_topic_qos);
};
interface DataReader : Entity {
// ReturnCode_t
// read(
//     inout DataSeq data_values,

```

```

//      inout SampleInfoSeq info_seq,
//      in long max_samples,
//      in SampleStateMask sample_states,
//      in ViewStateMask view_states,
//      in InstanceStateMask instance_states);
//
// ReturnCode_t
// take(
//      inout DataSeq data_values,
//      inout SampleInfoSeq info_seq,
//      in long max_samples,
//      in SampleStateMask sample_states,
//      in ViewStateMask view_states,
//      in InstanceStateMask instance_states);
//
// ReturnCode_t
// read_w_condition(
//      inout DataSeq data_values,
//      inout SampleInfoSeq info_seq,
//      in long max_samples,
//      in ReadCondition a_condition);
//
// ReturnCode_t
// take_w_condition(
//      inout DataSeq data_values,
//      inout SampleInfoSeq info_seq,
//      in long max_samples,
//      in ReadCondition a_condition);
//
// ReturnCode_t
// read_next_sample(
//      inout Data data_values,
//      inout SampleInfo sample_info);
//
// ReturnCode_t
// take_next_sample(
//      inout Data data_values,
//      inout SampleInfo sample_info);
//
// ReturnCode_t
// read_instance(
//      inout DataSeq data_values,
//      inout SampleInfoSeq info_seq,
//      in long max_samples,
//      in InstanceHandle_t a_handle,
//      in SampleStateMask sample_states,
//      in ViewStateMask view_states,
//      in InstanceStateMask instance_states);
//
// ReturnCode_t

```

```

// take_instance(
//     inout DataSeq data_values,
//     inout SampleInfoSeq info_seq,
//     in long max_samples,
//     in InstanceHandle_t a_handle,
//     in SampleStateMask sample_states,
//     in ViewStateMask view_states,
//     in InstanceStateMask instance_states);
//
// ReturnCode_t
// read_next_instance(
//     inout DataSeq data_values,
//     inout SampleInfoSeq info_seq,
//     in long max_samples,
//     in InstanceHandle_t a_handle,
//     in SampleStateMask sample_states,
//     in ViewStateMask view_states,
//     in InstanceStateMask instance_states);
//
// ReturnCode_t
// take_next_instance(
//     inout DataSeq data_values,
//     inout SampleInfoSeq info_seq,
//     in long max_samples,
//     in InstanceHandle_t a_handle,
//     in SampleStateMask sample_states,
//     in ViewStateMask view_states,
//     in InstanceStateMask instance_states);
//
// ReturnCode_t
// read_next_instance_w_condition(
//     inout DataSeq data_values,
//     inout SampleInfoSeq info_seq,
//     in long max_samples,
//     in InstanceHandle_t a_handle,
//     in ReadCondition a_condition);
//
// ReturnCode_t
// take_next_instance_w_condition(
//     inout DataSeq data_values,
//     inout SampleInfoSeq info_seq,
//     in long max_samples,
//     in InstanceHandle_t a_handle,
//     in ReadCondition a_condition);
//
// ReturnCode_t
// return_loan(
//     inout DataSeq data_values,
//     inout SampleInfoSeq info_seq);
//

```

```

// ReturnCode_t
// get_key_value(
//     inout Data key_holder,
//     in InstanceHandle_t handle);
//
// InstanceHandle_t
// lookup_instance(
//     in Data instance);
ReadCondition
create_readcondition(
    in SampleStateMask sample_states,
    in ViewStateMask view_states,
    in InstanceStateMask instance_states);
QueryCondition
create_querycondition(
    in SampleStateMask sample_states,
    in ViewStateMask view_states,
    in InstanceStateMask instance_states,
    in string query_expression,
    in StringSeq query_parameters);
ReturnCode_t
delete_readcondition(
    in ReadCondition a_condition);
ReturnCode_t
delete_contained_entities();
ReturnCode_t
set_qos(
    in DataReaderQos qos);
ReturnCode_t
get_qos(
    inout DataReaderQos qos);
ReturnCode_t
set_listener(
    in DataReaderListener a_listener,
    in StatusMask mask);
DataReaderListener
get_listener();
TopicDescription
get_topicdescription();
Subscriber
get_subscriber();
ReturnCode_t
get_sample_rejected_status(
    inout SampleRejectedStatus status);
ReturnCode_t
get_liveliness_changed_status(
    inout LivelinessChangedStatus status);
ReturnCode_t
get_requested_deadline_missed_status(
    inout RequestedDeadlineMissedStatus status);

```

```

    ReturnCode_t
    get_requested_incompatible_qos_status(
        inout RequestedIncompatibleQosStatus status);
    ReturnCode_t
    get_subscription_matched_status(
        inout SubscriptionMatchedStatus status);
    ReturnCode_t
    get_sample_lost_status(
        inout SampleLostStatus status);
    ReturnCode_t
    wait_for_historical_data(
        in Duration_t max_wait);
    ReturnCode_t
    get_matched_publications(
        inout InstanceHandleSeq publication_handles);
    ReturnCode_t
    get_matched_publication_data(
        inout PublicationBuiltinTopicData publication_data,
        in InstanceHandle_t publication_handle);
};
struct SampleInfo {
    SampleStateKind sample_state;
    ViewStateKind view_state;
    InstanceStateKind instance_state;
    Time_t source_timestamp;
    InstanceHandle_t instance_handle;
    BuiltinTopicKey_t publication_handle;
    long disposed_generation_count;
    long no_writers_generation_count;
    long sample_rank;
    long generation_rank;
    long absolute_generation_rank;
    boolean valid_data;
};
typedef sequence<SampleInfo> SampleInfoSeq;
};
Foo.idl
// Implied IDL for type "Foo"
// Example user defined structure
struct Foo {
    long dummy;
};
typedef sequence<Foo> FooSeq;
#include "dds_dcps.idl"
interface FooTypeSupport : DDS::TypeSupport {
    DDS::ReturnCode_t
    register_type(
        in DDS::DomainParticipant participant,
        in string type_name);
    string

```

```

get_type_name();
};
interface FooDataWriter : DDS::DataWriter {
DDS::InstanceHandle_t
register_instance(
    in Foo instance_data);
DDS::InstanceHandle_t
register_instance_w_timestamp(
    in Foo instance_data,
    in DDS::InstanceHandle_t handle,
    in DDS::Time_t source_timestamp);
DDS::ReturnCode_t
unregister_instance(
    in Foo instance_data,
    in DDS::InstanceHandle_t handle);
DDS::ReturnCode_t
unregister_instance_w_timestamp(
    in Foo instance_data,
    in DDS::InstanceHandle_t handle,
    in DDS::Time_t source_timestamp);
DDS::ReturnCode_t
write(
    in Foo instance_data,
    in DDS::InstanceHandle_t handle);
DDS::ReturnCode_t
write_w_timestamp(
    in Foo instance_data,
    in DDS::InstanceHandle_t handle,
    in DDS::Time_t source_timestamp);
DDS::ReturnCode_t
dispose(
    in Foo instance_data,
    in DDS::InstanceHandle_t instance_handle);
DDS::ReturnCode_t
dispose_w_timestamp(
    in Foo instance_data,
    in DDS::InstanceHandle_t instance_handle,
    in DDS::Time_t source_timestamp);
DDS::ReturnCode_t
get_key_value(
    inout Foo key_holder,
    in DDS::InstanceHandle_t handle);
DDS::InstanceHandle_t
lookup_instance(
    in Foo instance_data);
};
interface FooDataReader : DDS::DataReader {
DDS::ReturnCode_t
read(
    inout FooSeq data_values,

```



```

        inout DDS::SampleInfoSeq info_seq,
        in long max_samples,
        in DDS::SampleStateMask sample_states,
        in DDS::ViewStateMask view_states,
        in DDS::InstanceStateMask instance_states);
DDS::ReturnCode_t
take(
    inout FooSeq data_values,
    inout DDS::SampleInfoSeq info_seq,
    in long max_samples,
    in DDS::SampleStateMask sample_states,
    in DDS::ViewStateMask view_states,
    in DDS::InstanceStateMask instance_states);
DDS::ReturnCode_t
read_w_condition(
    inout FooSeq data_values,
    inout DDS::SampleInfoSeq info_seq,
    in long max_samples,
    in DDS::ReadCondition a_condition);
DDS::ReturnCode_t
take_w_condition(
    inout FooSeq data_values,
    inout DDS::SampleInfoSeq info_seq,
    in long max_samples,
    in DDS::ReadCondition a_condition);
DDS::ReturnCode_t
read_next_sample(
    inout Foo data_values,
    inout DDS::SampleInfo sample_info);
DDS::ReturnCode_t
take_next_sample(
    inout Foo data_values,
    inout DDS::SampleInfo sample_info);
DDS::ReturnCode_t
read_instance(
    inout FooSeq data_values,
    inout DDS::SampleInfoSeq info_seq,
    in long max_samples,
    in DDS::InstanceHandle_t a_handle,
    in DDS::SampleStateMask sample_states,
    in DDS::ViewStateMask view_states,
    in DDS::InstanceStateMask instance_states);
DDS::ReturnCode_t
take_instance(
    inout FooSeq data_values,
    inout DDS::SampleInfoSeq info_seq,
    in long max_samples,
    in DDS::InstanceHandle_t a_handle,
    in DDS::SampleStateMask sample_states,
    in DDS::ViewStateMask view_states,

```

```

        in DDS::InstanceStateMask instance_states);
DDS::ReturnCode_t
read_next_instance(
    inout FooSeq data_values,
    inout DDS::SampleInfoSeq info_seq,
    in long max_samples,
    in DDS::InstanceHandle_t a_handle,
    in DDS::SampleStateMask sample_states,
    in DDS::ViewStateMask view_states,
    in DDS::InstanceStateMask instance_states);
DDS::ReturnCode_t
take_next_instance(
    inout FooSeq data_values,
    inout DDS::SampleInfoSeq info_seq,
    in long max_samples,
    in DDS::InstanceHandle_t a_handle,
    in DDS::SampleStateMask sample_states,
    in DDS::ViewStateMask view_states,
    in DDS::InstanceStateMask instance_states);
DDS::ReturnCode_t
read_next_instance_w_condition(
    inout FooSeq data_values,
    inout DDS::SampleInfoSeq info_seq,
    in long max_samples,
    in DDS::InstanceHandle_t a_handle,
    in DDS::ReadCondition a_condition);
DDS::ReturnCode_t
take_next_instance_w_condition(
    inout FooSeq data_values,
    inout DDS::SampleInfoSeq info_seq,
    in long max_samples,
    in DDS::InstanceHandle_t a_handle,
    in DDS::ReadCondition a_condition);
DDS::ReturnCode_t
return_loan(
    inout FooSeq data_values,
    inout DDS::SampleInfoSeq info_seq);
DDS::ReturnCode_t
get_key_value(
    inout Foo key_holder,
    in DDS::InstanceHandle_t handle);
DDS::InstanceHandle_t
lookup_instance(
    in Foo instance);
};

```

# D *SampleStates, ViewStates and InstanceStates*

Data is made available to the application by the following operations on `DDS_DataReader` objects: `DDS_DataReader_read` and `DDS_DataReader_take` operations. The general semantics of the `DDS_DataReader_read` operations is that the application only gets access to the matching data; the data remain available in the Data Distribution Services and can be read again. The semantics of the `DDS_DataReader_take` operations is that the data is not available in the Data Distribution Service; that data will no longer be accessible to the `DDS_DataReader`. Consequently, it is possible for a `DDS_DataReader` to access the same sample multiple times but only if all previous accesses were `DDS_DataReader_read` operations.

Each of these operations returns an ordered collection of Data values and associated `DDS_SampleInfo` objects. Each data value represents an atom of data information (i.e., a value for one instance). This collection may contain samples related to the same or different instances (identified by the `key`). Multiple samples can refer to the same instance if the settings of the `DDS_HistoryQosPolicy` allow for it.

## SampleInfo Class

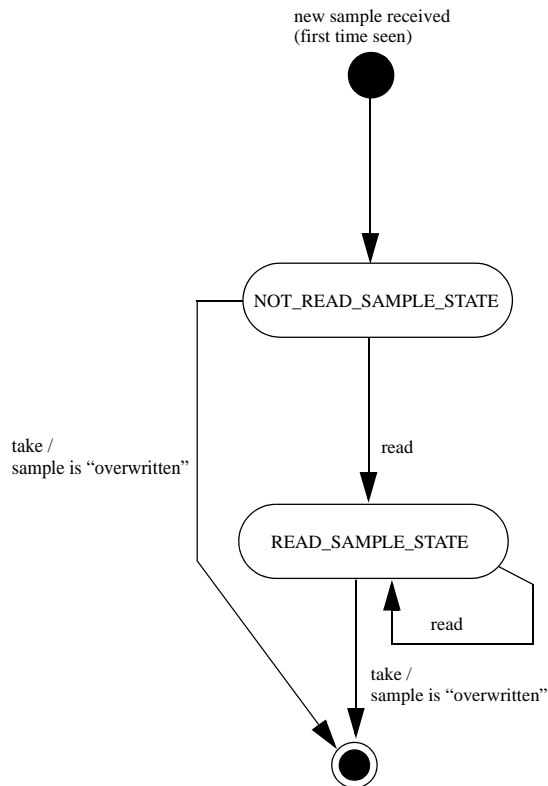
`DDS_SampleInfo` is the information that accompanies each sample that is ‘read’ or ‘taken’. It contains, among others, the following information:

- The `sample_state` (`DDS_READ_SAMPLE_STATE` or `DDS_NOT_READ_SAMPLE_STATE`);
- The `view_state`, (`DDS_NEW_VIEW_STATE` or `DDS_NOT_NEW_VIEW_STATE`);
- The `instance_state` (`DDS_ALIVE_INSTANCE_STATE`, `DDS_NOT_ALIVE_DISPOSED_INSTANCE_STATE` or `DDS_NOT_ALIVE_NO_WRITERS_INSTANCE_STATE`).

## sample\_state

For each sample, the Data Distribution Service internally maintains a `sample_state` specific to each `DDS_DataReader`. The `sample_state` can either be `DDS_READ_SAMPLE_STATE` or `DDS_NOT_READ_SAMPLE_STATE`.

- `DDS_READ_SAMPLE_STATE` indicates that the `DDS_DataReader` has already accessed that sample by means of `DDS_DataReader_read`. Had the sample been accessed by `DDS_DataReader_take` it would no longer be available to the `DDS_DataReader`;
- `DDS_NOT_READ_SAMPLE_STATE` indicates that the `DDS_DataReader` has not accessed that sample before.



**Figure 20: State Chart of the `sample_state` for a Single Sample**

## State per Sample

The `sample_state` available in the `DDS_SampleInfo` reflect the `sample_state` of each sample. The `sample_state` can be different for all samples in the returned collection that refer to the same instance.

## instance\_state

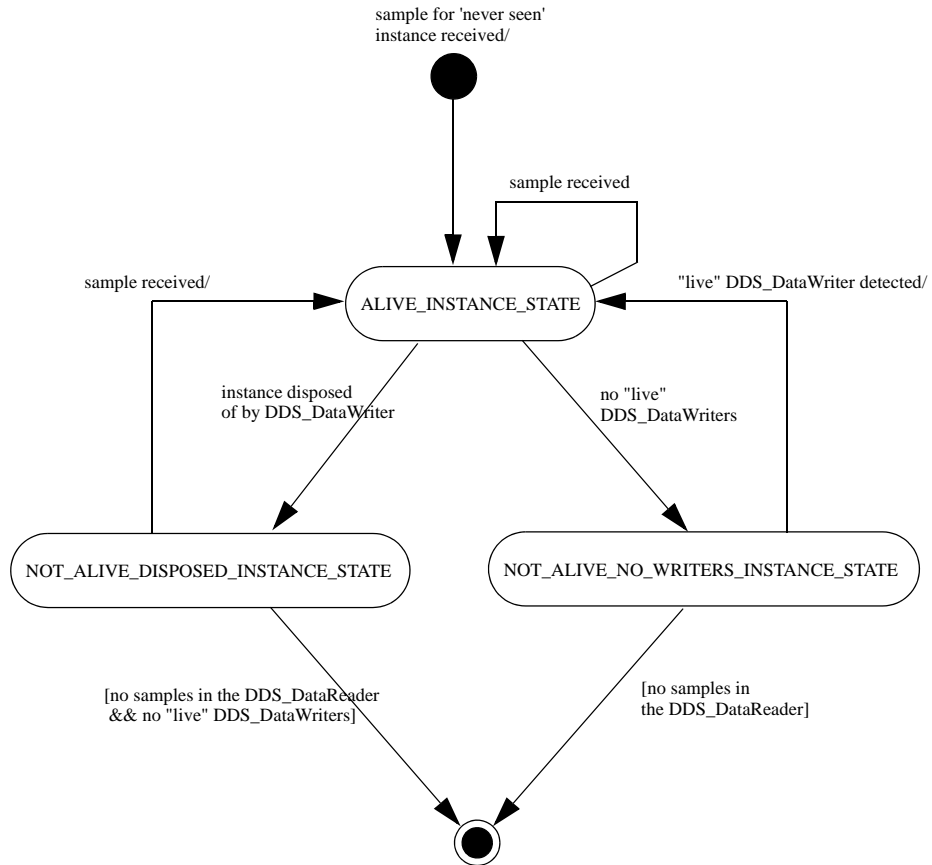
For each instance the Data Distribution Service internally maintains an `instance_state`. The `instance_state` can be:

- `DDS_ALIVE_INSTANCE_STATE` indicates that:
  - samples have been received for the instance
  - there are live `DDS_DataWriter` objects writing the instance
  - the instance has not been explicitly disposed of (or else samples have been received after it was disposed of)
- `DDS_NOT_ALIVE_DISPOSED_INSTANCE_STATE` indicates the instance was disposed of by a `DDS_DataWriter` either explicitly by means of the `DDS_DataWriter_dispose` operation or implicitly in case the `autodispose_unregistered_instances` field of the `WriterDataLifecycleQosPolicy` equals `TRUE` when the instance gets unregistered (see Section 3.1.3.23, *DDS\_WriterDataLifecycleQosPolicy*), and no new samples for that instance have been written afterwards.
- `DDS_NOT_ALIVE_NO_WRITERS_INSTANCE_STATE` indicates the instance has been declared as not-alive by the `DDS_DataReader` because it detected that there are no live `DDS_DataWriter` objects writing that instance.

## DDS\_OwnershipQosPolicy

The precise events that cause the `instance_state` to change depends on the setting of the `DDS_OwnershipQosPolicy`:

- If `DDS_OwnershipQosPolicy` is set to `DDS_EXCLUSIVE_OWNERSHIP_QOS`, then the `instance_state` becomes `DDS_NOT_ALIVE_DISPOSED_INSTANCE_STATE` only if the `DDS_DataWriter` that “owns” the instance explicitly disposes of it. The `instance_state` becomes `DDS_ALIVE_INSTANCE_STATE` again only if the `DDS_DataWriter` that owns the instance writes it;
- If `DDS_OwnershipQosPolicy` is set to `DDS_SHARED_OWNERSHIP_QOS`, then the `instance_state` becomes `DDS_NOT_ALIVE_DISPOSED_INSTANCE_STATE` if any `DDS_DataWriter` explicitly disposes of the instance. The `instance_state` becomes `DDS_ALIVE_INSTANCE_STATE` as soon as any `DDS_DataWriter` writes the instance again.



**Figure 21: State Chart of the instance\_state for a Single Instance**

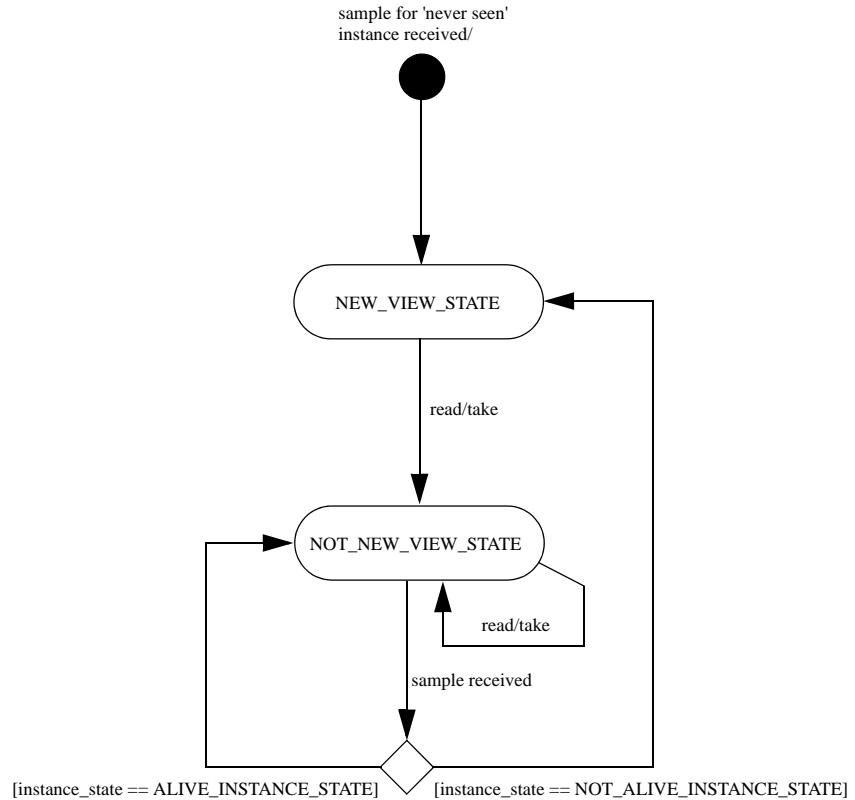
## Snapshot

The `instance_state` available in the `DDS_SampleInfo` is a snapshot of the `instance_state` of the instance at the time the collection was obtained (i.e. at the time `DDS_DataReader_read` or `DDS_DataReader_take` was called). The `instance_state` is therefore the same for all samples in the returned collection that refer to the same instance.

## view\_state

For each instance (identified by the `key`), the Data Distribution Service internally maintains a `view_state` relative to each `DDS_DataReader`. The `view_state` can either be `DDS_NEW_VIEW_STATE` or `DDS_NOT_NEW_VIEW_STATE`.

- `DDS_NEW_VIEW_STATE` indicates that either this is the first time that the `DDS_DataReader` has ever accessed samples of that instance, or else that the `DDS_DataReader` has accessed previous samples of the instance, but the instance has since been reborn (i.e. becomes not-alive and then alive again);
- `DDS_NOT_NEW_VIEW_STATE` indicates that the `DDS_DataReader` has already accessed samples of the same instance and that the instance has not been reborn since.



**Figure 22: State Chart of the `view_state` for a Single Instance**

## Snapshot

The `view_state` available in the `DDS_SampleInfo` is a snapshot of `view_state` of the instance relative to the `DDS_DataReader` used to access the samples at the time the collection was obtained (i.e. at the time `DDS_DataReader_read` or `DDS_DataReader_take` was called). The `view_state` is therefore the same for all samples in the returned collection that refer to the same instance.

## State Masks

### State Definitions

All states are available as a constant. These convenience constants can be used to create a bit-mask (e.g. to be used as operation parameters) by performing an AND or OR operation. They can also be used for testing whether a state is set.

The sample state definitions indicates whether or not the matching data sample has already been read:

- `DDS_READ_SAMPLE_STATE`: sample has already been read;
- `DDS_NOT_READ_SAMPLE_STATE`: sample has not been read.

The view state definitions indicates whether the `DDS_DataReader` has already seen samples for the most-current generation of the related instance:

- `DDS_NEW_VIEW_STATE`: all samples of this instance are new;
- `DDS_NOT_NEW_VIEW_STATE`: some or all samples of this instance are not new.

The instance state definitions indicates whether the instance is currently in existence or, if it has been disposed of, the reason why it was disposed of:

- `DDS_ALIVE_INSTANCE_STATE`: this instance is currently in existence;
- `DDS_NOT_ALIVE_DISPOSED_INSTANCE_STATE`: this instance was disposed of by a `DDS_DataWriter`;
- `DDS_NOT_ALIVE_NO_WRITERS_INSTANCE_STATE`: the instance has been disposed of by the `DDS_DataReader` because none of the `DDS_DataWriter` objects currently “alive” (according to the `DDS_LivelinessQosPolicy`) are writing the instance.

### Pre-defined Bit Mask Definitions

For convenience, some pre-defined bit-masks are available as a constant definition. These bit-mask constants can be used where a state bit-mask is required. They can also be used for testing whether certain bits are set.

The sample state bit-mask definition selects both sample states:

- `DDS_ANY_SAMPLE_STATE`: either the sample has already been read or not read;

The view state bit-mask definition selects both view states:

- `DDS_ANY_VIEW_STATE`: either the sample has already been seen or not seen;

The instance state bit-mask definitions selects a combination of instance states:

- `DDS_NOT_ALIVE_INSTANCE_STATE`: this instance was disposed of by a `DDS_DataWriter` or the `DDS_DataReader`;
- `DDS_ANY_INSTANCE_STATE`: this instance is either in existence or not in existence.



## Operations Concerning States

The application accesses data by means of the operations `DDS_DataReader_read` or `DDS_DataReader_take` on the `DDS_DataReader`. These operations return an ordered collection of `DDS_DataSamples` consisting of a `DDS_SampleInfo` part and a Data part. The way the Data Distribution Service builds this collection (i.e., the data-samples that are parts of the list as well as their order) depends on `QosPolicy` settings set on the `DDS_DataReader` and the `DDS_Subscriber`, as well as the source timestamp of the samples and the parameters passed to the `DDS_DataReader_read/DDS_DataReader_take` operations, namely:

- the desired sample states (i.e., `DDS_READ_SAMPLE_STATE`, `DDS_NOT_READ_SAMPLE_STATE`, or `DDS_ANY_SAMPLE_STATE`);
- the desired view states (i.e., `DDS_NEW_VIEW_STATE`, `DDS_NOT_NEW_VIEW_STATE`, or `DDS_ANY_VIEW_STATE`);
- the desired instance states (`DDS_ALIVE_INSTANCE_STATE`, `DDS_NOT_ALIVE_DISPOSED_INSTANCE_STATE`, `DDS_NOT_ALIVE_NO_WRITERS_INSTANCE_STATE`, `DDS_NOT_ALIVE_INSTANCE_STATE`, or `DDS_ANY_INSTANCE_STATE`).

The `DDS_DataReader_read` and `DDS_DataReader_take` operations are non-blocking and just deliver what is currently available that matches the specified states.

On output, the collection of Data values and the collection of `DDS_SampleInfo` structures are of the same length and are in a one-to-one correspondence. Each `DDS_SampleInfo` provides information, such as the `source_timestamp`, the `sample_state`, `view_state`, and `instance_state`, etc., about the matching sample.

Some elements in the returned collection may not have valid data. If the `instance_state` in the `DDS_SampleInfo` is `DDS_NOT_ALIVE_DISPOSED_INSTANCE_STATE` or `DDS_NOT_ALIVE_NO_WRITERS_INSTANCE_STATE`, then the last sample for that instance in the collection, that is, the one whose `DDS_SampleInfo` has `sample_rank==0` does not contain valid data. Samples that contain no data do not count towards the limits imposed by the `DDS_ResourceLimitsQosPolicy`.

### read

The act of reading a sample sets its `sample_state` to `DDS_READ_SAMPLE_STATE`. If the sample belongs to the most recent generation of the instance, it will also set the `view_state` of the instance to `DDS_NOT_NEW_VIEW_STATE`. It will not affect the `instance_state` of the instance.

**take**

The act of taking a sample removes it from the `DDS_DataReader` so it cannot be ‘read’ or ‘taken’ again. If the sample belongs to the most recent generation of the instance, it will also set the `view_state` of the instance to `DDS_NOT_NEW_VIEW_STATE`. It will not affect the `instance_state` of the instance.

**read\_w\_condition**

In case the `DDS_ReadCondition` is a ‘plain’ `DDS_ReadCondition` and not the specialized `DDS_QueryCondition`, the operation is equivalent to calling `DDS_DataReader_read` and passing as `sample_states`, `view_states` and `instance_states` the value of the corresponding attributes in the `DDS_ReadCondition`. Using this operation the application can avoid repeating the same parameters specified when creating the `DDS_ReadCondition`.

**take\_w\_condition**

The act of taking a sample removes it from the `DDS_DataReader` so it cannot be ‘read’ or ‘taken’ again. If the sample belongs to the most recent generation of the instance, it will also set the `view_state` of the instance to `DDS_NOT_NEW_VIEW_STATE`. It will not affect the `instance_state` of the instance.

In case the `DDS_ReadCondition` is a ‘plain’ `DDS_ReadCondition` and not the specialized `DDS_QueryCondition`, the operation is equivalent to calling `DDS_DataReader_take` and passing as `sample_states`, `view_states` and `instance_states` the value of the corresponding attributes in the `DDS_ReadCondition`. Using this operation the application can avoid repeating the same parameters specified when creating the `DDS_ReadCondition`.

**read\_next\_sample**

The `DDS_DataReader_read_next_sample` operation is semantically equivalent to the `DDS_DataReader_read` operation where the input Data sequence has `max_len=1`, the `sample_states=DDS_NOT_READ_SAMPLE_STATE`, the `view_states=DDS_ANY_VIEW_STATE`, and the `instance_states=DDS_ANY_INSTANCE_STATE`.

**take\_next\_sample**

The `DDS_DataReader_take_next_sample` operation is semantically equivalent to the `DDS_DataReader_take` operation where the input sequence has `max_len=1`, the `sample_states=DDS_NOT_READ_SAMPLE_STATE`, the `view_states=DDS_ANY_VIEW_STATE`, and the `instance_states=DDS_ANY_INSTANCE_STATE`.

## **read\_instance**

The act of reading a sample sets its `sample_state` to `DDS_READ_SAMPLE_STATE`. If the sample belongs to the most recent generation of the instance, it will also set the `view_state` of the instance to `DDS_NOT_NEW_VIEW_STATE`. It will not affect the `instance_state` of the instance.

## **take\_instance**

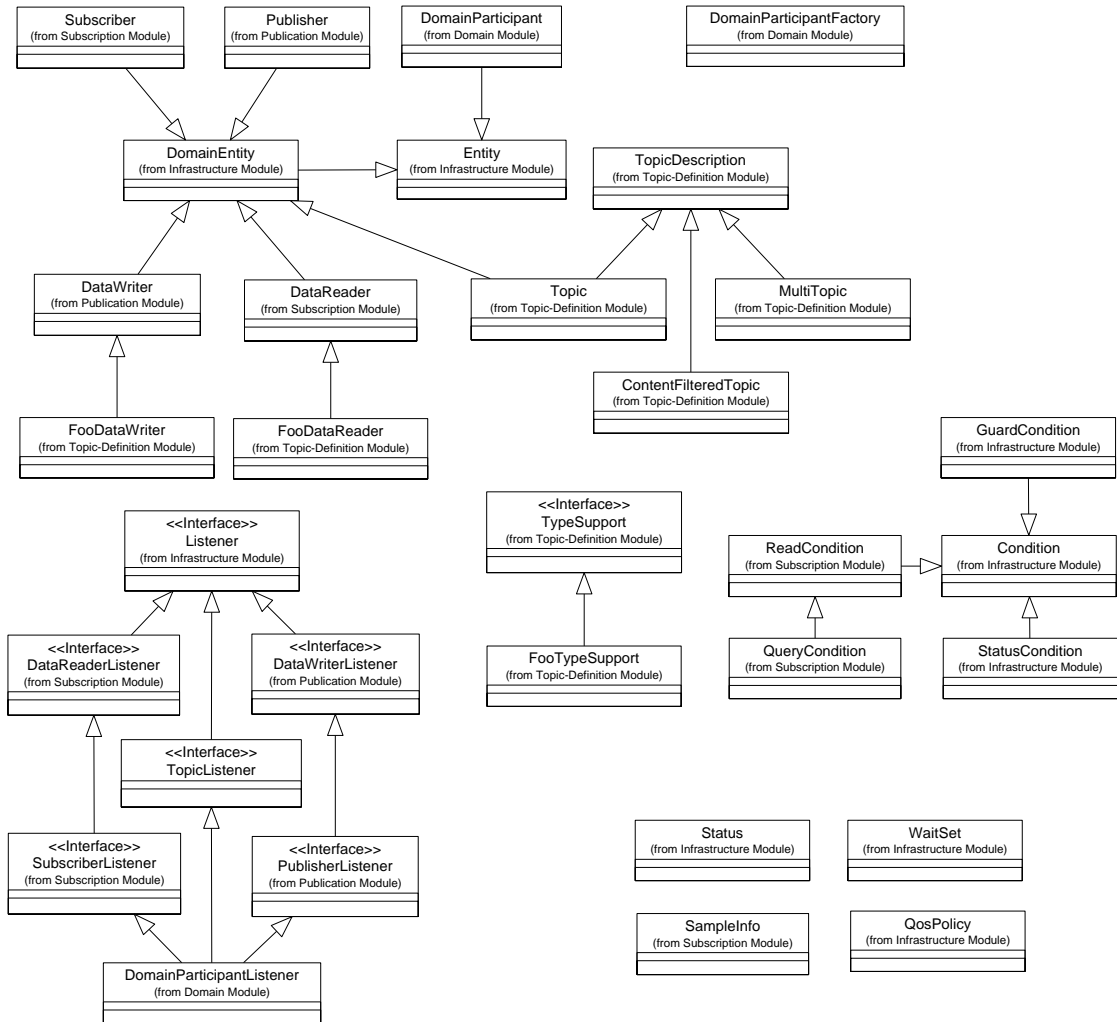
The act of taking a sample removes it from the `DDS_DataReader` so it cannot be ‘read’ or ‘taken’ again. If the sample belongs to the most recent generation of the instance, it will also set the `view_state` of the instance to `DDS_NOT_NEW_VIEW_STATE`. It will not affect the `instance_state` of the instance.



## Appendix

# E Class Inheritance

This appendix gives an overview of the inheritance relations of the DCPS classes.



**Figure 23 DCPS Inheritance**



# F

## *Listeners, Conditions and Waitsets*

Listeners and DDS\_Conditions (DDS\_Conditions in conjunction with DDS\_WaitSets) are two mechanisms that allow the application to be made aware of changes in the communication status. Listeners provide an event-based mechanism for the Data Distribution Service to asynchronously alert the application of the occurrence of relevant status changes. DDS\_Conditions in conjunction with DDS\_WaitSets provide a state-based mechanism for the Data Distribution Service to synchronously communicate the relevant status changes to the application.

Both mechanisms are based on the communication statuses associated with an DDS\_Entity object. Not all statuses are applicable to all DDS\_Entity objects. Which status is applicable to which DDS\_Entity object is listed in the next table:

**Table 25 Communication Status**

DDS_Entity	Status Name	Description
DDS_Topic	DDS_INCONSISTENT_TOPIC_STATUS	Another DDS_Topic exists with the same name but with different characteristics.
DDS_Subscriber	DDS_DATA_ON_READERS_STATUS	New information is available.

**Table 25 Communication Status (Continued)**

DDS_Entity	Status Name	Description
DDS_DataReader	DDS_SAMPLE_REJECTED_STATUS	A (received) sample has been rejected.
	DDS_LIVELINESS_CHANGED_STATUS	The liveliness of one or more DDS_DataWriter objects, that were writing instances read through the DDS_DataReader objects has changed. Some DDS_DataWriter object have become “alive” or “not alive”.
	DDS_REQUESTED_DEADLINE_MISSED_STATUS	The deadline that the DDS_DataReader was expecting through its DDS_DeadlineQosPolicy was not respected for a specific instance.
	DDS_REQUESTED_INCOMPATIBLE_QOS_STATUS	A QosPolicy setting was incompatible with what is offered.
	DDS_DATA_AVAILABLE_STATUS	New information is available.
	DDS_SAMPLE_LOST_STATUS	A sample has been lost (never received).
	DDS_SUBSCRIPTION_MATCHED_STATUS	The DDS_DataReader has found a DDS_DataWriter that matches the ZWDDS_Topic and has compatible QoS.
DDS_DataWriter	DDS_LIVELINESS_LOST_STATUS	The liveliness that the DDS_DataWriter has committed through its DDS_LivelinessQosPolicy was not respected; thus DDS_DataReader objects will consider the DDS_DataWriter as no longer “alive”.
	DDS_OFFERED_DEADLINE_MISSED_STATUS	The deadline that the DDS_DataWriter has committed through its DDS_DeadlineQosPolicy was not respected for a specific instance.
	DDS_OFFERED_INCOMPATIBLE_QOS_STATUS	A QosPolicy setting was incompatible with what was requested.
	DDS_PUBLICATION_MATCHED_STATUS	The DDS_DataWriter has found DDS_DataReader that matches the DDS_Topic and has compatible QoS.

The statuses may be classified in:

- *read communication statuses*: i.e., those that are related to arrival of data, namely DDS\_DATA\_ON\_READERS and DDS\_DATA\_AVAILABLE
- *plain communication statuses*: i.e., all the others.



For each plain communication status, there is a corresponding status struct. The information from this struct can be retrieved with the operations `get_<status_name>_status`. For example, to get the `DDS_INCONSISTENT_TOPIC` status (which information is stored in the `DDS_InconsistentTopicStatus` struct), the application must call the operation `DDS_Topic_get_inconsistent_topic_status`. A plain communication status can only be read from the `DDS_Entity` on which it is applicable. For the read communication statuses there is no struct available to the application.

## Communication Status Event

Conceptually associated with each `DDS_Entity` communication status is a logical `StatusChangedFlag`. This flag indicates whether that particular communication status has changed since the last time the status was ‘read’ by the application (there is no actual read-operation to read the `StatusChangedFlag`). The `StatusChangedFlag` is only conceptually needed to explain the behaviour of a `Listener`, therefore, it is not important whether this flag actually exists. A `Listener` will only be activated when the `StatusChangedFlag` changes from `FALSE` to `TRUE` (provided the `Listener` is attached and enabled for this particular status). The conditions which cause the `StatusChangedFlag` to change is slightly different for the plain communication status and the read communication status.

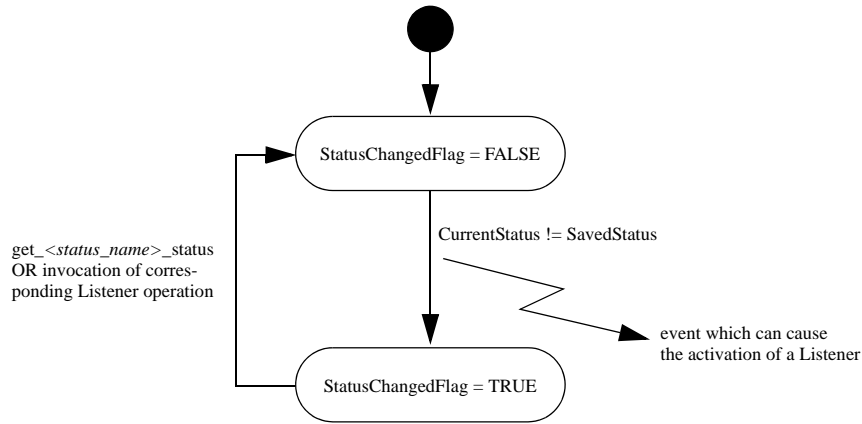
For the plain communication status, the `StatusChangedFlag` flag is initially set to `FALSE`. It becomes `TRUE` whenever the plain communication status changes and it is reset to `FALSE` each time the application accesses the plain communication status via the proper `get_<status_name>_status` operation on the `DDS_Entity`.

The communication status is also reset to `FALSE` whenever the associated `Listener` operation is called as the `Listener` implicitly accesses the status which is passed as a parameter to the operation. The fact that the status is reset prior to calling the listener means that if the application calls the `get_<status_name>_status` from inside the listener it will see the status already reset.

An exception to this rule is when the associated `Listener` is the ***nil*** listener, in other word, a listener with value `DDS_OBJECT_NIL`. Such a listener is treated as a NOOP<sup>1</sup> for all statuses activated in its bitmask and the act of calling this ‘nil’ listener does not reset the corresponding communication statuses.

---

1. Short for **No-Operation**, an instruction that performs nothing at all.



**Figure 24: Plain Communication Status State Chart**

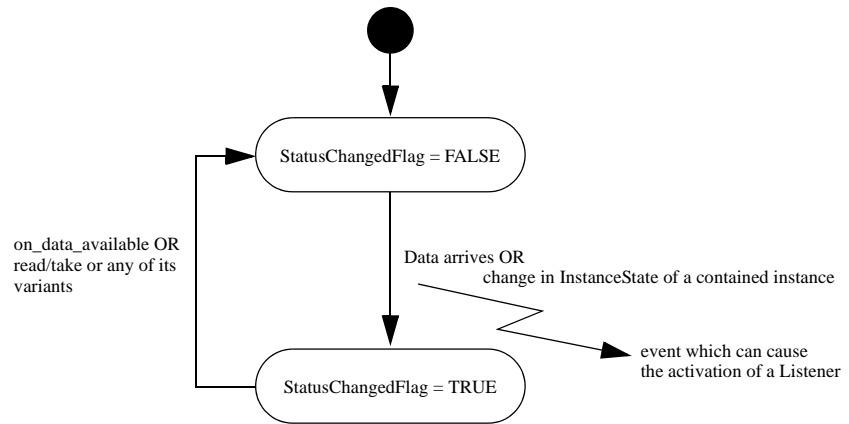
For example, the value of the `StatusChangedFlag` associated with the `DDS_RequestedDeadlineMissedStatus` will become `TRUE` each time a new deadline passes (which increases the `total_count` field within `DDS_RequestedDeadlineMissedStatus`). The value changes to `FALSE` when the application accesses the status via the corresponding `DDS_DataReader_get_requested_deadline_missed_status` operation on the proper `DDS_Entity`, or when the `on_requested_deadline_missed` operation on the `Listener` attached to this `DDS_Entity` or one its containing entities is invoked.

For the read communication status, the `StatusChangedFlag` flag is initially set to `FALSE`. It becomes `TRUE` when data arrives, or when the `InstanceState` of a contained instance changes. This can be caused by either:

- The arrival of the notification that an instance has been disposed by:
  - the `DDS_DataWriter` that owns it if its `OwnershipQosPolicyKind = DDS_EXCLUSIVE_OWNERSHIP_QOS`
  - or by any `DDS_DataWriter` if its `OwnershipQosPolicyKind = DDS_SHARED_OWNERSHIP_QOS`.
- The loss of liveness of the `DDS_DataWriter` of an instance for which there is no other `DDS_DataWriter`.
- The arrival of the notification that an instance has been unregistered by the only `DDS_DataWriter` that is known to be writing the instance.

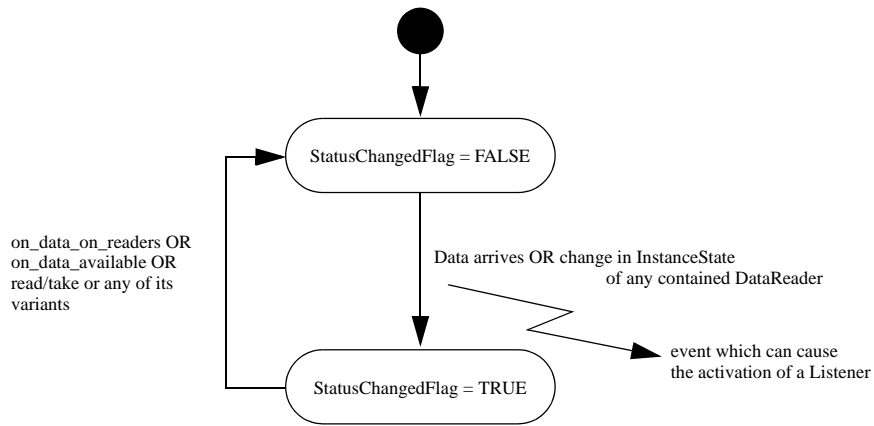
The read communication statuses are reset to `FALSE` again in the following circumstances:

- The status flag of the `DDS_DATA_AVAILABLE_STATUS` becomes `FALSE` when either the corresponding listener operation (`on_data_available`) is called, or the `read` or `take` operation (or any of its variants) is called on the associated `DDS_DataReader`.



**Figure 25: Read Communication Status `DDS_DataReader` Statecraft**

- The status flag of the `DDS_DATA_ON_READERS_STATUS` becomes `FALSE` when any of the following events occurs:
  - The corresponding listener operation (`on_data_on_readers`) is called on the corresponding `DDS_Subscriber`.
  - The `on_data_available` listener operation is called on any `DDS_DataReader` belonging to the `DDS_Subscriber`.
  - The `read` or `take` operation (or any of its variants) is called on any `DDS_DataReader` belonging to the `DDS_Subscriber`.



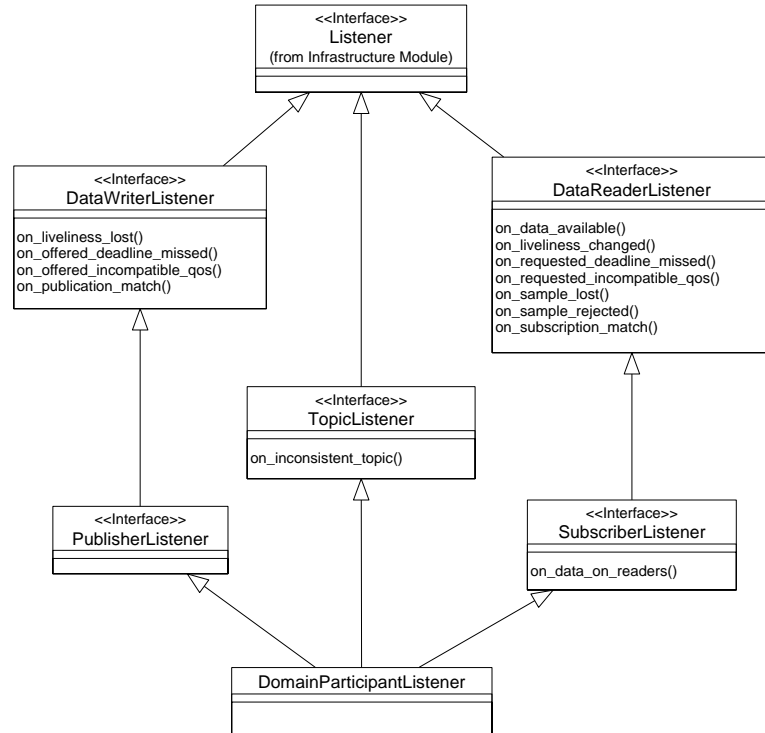
**Figure 26: DDS\_Subscriber Statecraft for a Read Communication Status**

## Listeners

The `Listeners` provide for an event-based mechanism to asynchronously inform the application of a status change event. `Listeners` are applicable for both the read communication statuses and the plain communication statuses. When one of these status change events occur, the associated `Listener` is activated, provided some pre-conditions are satisfied. When the `Listener` is activated, it will call the corresponding `on_<status_name>` operation of that `Listener`. Each `on_<status_name>` operation available in the `Listener` of an `DDS_Entity` is also available in the `Listener` of the factory of the `DDS_Entity`.

For both the read communication statuses and the plain communication statuses a `Listener` is only activated when a `Listener` is attached to this particular `DDS_Entity` and enabled for this particular status. Statuses are enabled according to the `DDS_StatusKindMask` parameter that was passed at creation time of the `DDS_Entity`, or that was passed to the `DDS_<DDS_Entity>_set_listener` operation .

When an event occurs for a particular `DDS_Entity` and for a particular status, but the applicable `Listener` is not activated for this status, the status is propagated up to the factory of this `DDS_Entity`. For this factory, the same propagation rules apply. When even the `DDS_DomainParticipantListener` is not attached or enabled for this status, the application will not be notified about this event. This means that a status change on a contained `DDS_Entity` only invokes the `Listener` of its factory if the `Listener` of the contained `DDS_Entity` itself does not handle the trigger event generated by the status change.



**Figure 27: DCPS Listeners**

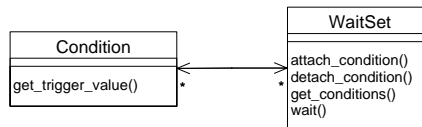
The event propagation is also applicable to the read communication statuses. However, since the event here is the arrival of data, both the DDS\_DATA\_ON\_READERS and DDS\_DATA\_AVAILABLE status are TRUE. The Data Distribution Service will first attempt to handle the DDS\_DATA\_ON\_READERS status and try to activate the DDS\_SubscriberListener. When this Listener is not activated for this status, the event will propagate to the DDS\_DomainParticipantListener. Only when the DDS\_DATA\_ON\_READERS status can not be handled, the Data Distribution Service will attempt to handle the DDS\_DATA\_AVAILABLE status and try to activate the DDS\_DataReaderListener. In case this Listener is not activated for this status, the event will follow the propagation rules as described above.

## Conditions and Waitsets

The DDS\_Conditions in conjunction with DDS\_WaitSets provide for a wait-based mechanism to synchronously inform the application of status changes. A DDS\_Condition can be either a DDS\_ReadCondition, DDS\_QueryCondition, DDS\_StatusCondition or DDS\_GuardCondition. To create a DDS\_Condition one of the following operations can be used:

- `DDS_ReadCondition` created by  
`DDS_DataReader_create_readcondition`
- `DDS_QueryCondition` created by  
`DDS_DataReader_create_querycondition`
- `DDS_StatusCondition` retrieved by  
`DDS_<Entity>_get_statuscondition` on an `DDS_<Entity>`
- `DDS_GuardCondition` created by the C operation  
`DDS_GuardCondition__alloc`

Note that the `DDS_QueryCondition` is a specialized `DDS_ReadCondition`. The `DDS_GuardCondition` is a different kind of `DDS_Condition` since it is not controlled by a status but directly by the application (when a `DDS_GuardCondition` is initially created, the `trigger_value` is `FALSE`). The `DDS_StatusCondition` is present by default with each `DDS_Entity`, therefore, it does not have to be created.



**Figure 28: DCPS DDS\_WaitSets**

A `DDS_WaitSet` may have one or several `DDS_Conditions` attached to it. An application thread may block execution (blocking may be limited by a timeout) by waiting on a `DDS_WaitSet` until the `trigger_value` of one or more of the `DDS_Conditions` become `TRUE`. When a `DDS_Condition`, whose `trigger_value` evaluates to `TRUE`, is attached to a `DDS_WaitSet` that is currently being waited on (using the `DDS_WaitSet_wait` operation), the `DDS_WaitSet` will unblock immediately.

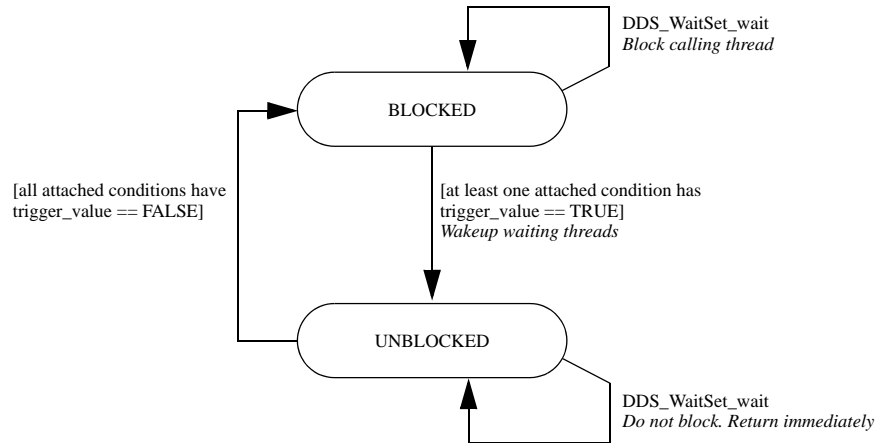
This (wait-based) mechanism is generally used as follows:

- The application creates a `DDS_WaitSet`
- The application indicates which relevant information it wants to be notified of, by creating or retrieving `DDS_Condition` objects (`DDS_StatusCondition`, `DDS_ReadCondition`, `DDS_QueryCondition` or `DDS_GuardCondition`) and attach them to a `DDS_WaitSet`
- It then waits on that `DDS_WaitSet` (using `DDS_WaitSet_wait`) until the `trigger_value` of one or several `DDS_Condition` objects (in the `DDS_WaitSet`) become `TRUE`

- When the thread is unblocked, the application uses the result of the `DDS_WaitSet_wait` (i.e., the list of `DDS_Condition` objects with `trigger_value==TRUE`) to actually get the information:
  - if the condition is a `DDS_StatusCondition` and the status changes refer to a plain communication status, by calling `get_status_changes` and then `get_<communication_status>` on the relevant `DDS_Entity`
  - if the condition is a `DDS_StatusCondition` and the status changes refer to the read communication status:
    - `DDS_DATA_ON_READERS`, by calling `get_status_changes` and then `DDS_Subscriber_get_datareaders` on the relevant `DDS_Subscriber` and then `DDS_DataReader_read/DDS_DataReader_take` on the returned `DDS_DataReader` objects
    - `DDS_DATA_AVAILABLE`, by calling `get_status_changes` and then `DDS_DataReader_read/DDS_DataReader_take` on the relevant `DDS_DataReader`.
  - if it is a `DDS_ReadCondition` or a `DDS_QueryCondition`, by calling directly `DDS_DataReader_read_w_condition` / `DDS_DataReader_take_w_condition` on the `DDS_DataReader` with the `DDS_Condition` as a parameter.







**Figure 30: Blocking Behaviour of a Waitset State Chart**

## DDS\_StatusCondition Trigger State

The `trigger_value` of a `DDS_StatusCondition` is the boolean OR of the `StatusChangedFlag` of all the communication statuses to which it is sensitive. That is, `trigger_value == FALSE` only if all the values of the `StatusChangedFlags` are `FALSE`.

The sensitivity of the `DDS_StatusCondition` to a particular communication status is controlled by the bit-mask of `enabled_statuses` set on the `DDS_Condition` by means of the `DDS_StatusCondition_set_enabled_statuses` operation.

## DDS\_ReadCondition and DDS\_QueryCondition Trigger State

Similar to the `DDS_StatusCondition`, a `DDS_ReadCondition` also has a `trigger_value` that determines whether the attached `DDS_WaitSet` is `BLOCKED` or `UNBLOCKED`. However, unlike the `DDS_StatusCondition`, the `trigger_value` of the `DDS_ReadCondition` is tied to the presence of at least one sample managed by the Data Distribution Service with `SampleState`, `ViewState`, and `InstanceState` matching those of the `DDS_ReadCondition`. Additionally, for the `DDS_QueryCondition`, the data associated with the sample, must be such that the `query_expression` evaluates to `TRUE`.

The fact that the `trigger_value` of a `DDS_ReadCondition` is dependent on the presence of samples on the associated `DDS_DataReader` implies that a single `DDS_DataReader_take` operation can potentially change the `trigger_value` of several `DDS_ReadCondition` or `DDS_QueryCondition` objects. For example, if all samples are taken, any `DDS_ReadCondition` or `DDS_QueryCondition`

objects associated with the `DDS_DataReader` that had their `trigger_value==TRUE` before will see the `trigger_value` change to `FALSE`. Note that this does not guarantee that `DDS_WaitSet` objects, that had those `DDS_Condition` objects separately attached to, will not be woken up. Once we have `trigger_value==TRUE` on a `DDS_Condition` it may wake up the `DDS_WaitSet` it was attached to, the condition transitions to `trigger_value==FALSE` does not 'un-wake up' the `DDS_WaitSet` as 'un-wakening' is not possible. The consequence is that an application blocked on a `DDS_WaitSet` may return from the wait with a list of `DDS_Condition` objects some of which are no longer “active”. This is unavoidable if multiple threads are concurrently waiting on separate `DDS_WaitSet` objects and taking data associated with the same `DDS_DataReader` `DDS_Entity`. In other words, a `DDS_WaitSet_wait` may return with a list of `DDS_Condition` objects which all have a `trigger_value==FALSE`. This only means that at some point one or more of the `DDS_Condition` objects have had a `trigger_value==TRUE` but no longer do.

## DDS\_GuardCondition Trigger State

The `trigger_value` of a `DDS_GuardCondition` is completely controlled by the application via the operation `DDS_GuardCondition_set_trigger_value`. This `DDS_Condition` can be used to implement an application defined wake-up of the blocked thread.

# G *DDS\_Topic Definitions*

The Data Distribution Service distributes its data in structured data types, called topics. The first step when using the Data Distribution Service consists of defining these topics. Since the Data Distribution Service supports using several programming languages, OMG IDL is used for this purpose. This appendix describes how to define the topics.

## DDS\_Topic Definition Example

All data distributed using the Data Distribution Service has to be defined as a topic. A topic is a structured data type, like a C-struct with several members. Whenever the application needs to read or write data, it will be reading or writing topics. The definition of each topic it will be using has to be written in (a subset of) OMG IDL. For example:

```
module SPACE {
    struct Foo {
        long      userID; // owner of message
        long long index;  // message index per owner
        string    content; // message body
    };
    #pragma keylist Foo
};
```

This is the definition of a topic called `Foo`, used for sending and receiving messages (as an example). Even though the topic is defined using IDL, the Data Distribution Service will be using an equivalent C-struct which is accessed by the application using the type specific operations. Generation of the typed classes is achieved by invoking the Data Distribution Service IDL pre-processor: `idlpp -l c -S <idl_filename>.idl`, a tool which translates the IDL topic definition into an equivalent C definition. The `-l c` option indicates that C-code has to be generated, the `-S` option indicates that this C code should be StandAlone C code, i.e. it must not have any dependency on external ORB libraries. In this example, the pre-processor will generate the classes `SPACE_FooTypeSupport`, `SPACE_FooDataWriter` and `SPACE_FooDataReader` which contain the type specific operations.

The prefix `SPACE_` is generated from the IDL-module-name. The types of the fields are prescribed by the IDL-to-C mapping. After the Data Distribution Service IDL-pre-processor is run, the application will use the generated code.

## Complex Topics

The `Foo` topic is relatively simple, but the Data Distribution Service is capable of distributing more complex topics as well. In fact, any definition following the OpenSplice IDL subset is allowed. For a reference of this subset, see the BNF-notation in Appendix , *Data Distribution Service IDL Subset in BNF Notation*. It is important to know that the pre-processor accepts all IDL constructs but only the subset is being processed.

Apart from the trivial data types, the Data Distribution Service is capable of handling fixed-length arrays, bounded and unbounded sequences, union types and enumerations. Types can be nested, e.g. a struct can contain a struct field or an array of structs, or a sequence of strings or an array of sequences containing structs. For more information regarding the IDL to C mapping.

## IDL Pre-processor

This section contains the specification of the subset of OMG IDL that can be used to define the topics.

### IDL to Host Language Mapping

The Data Distribution Service IDL pre-processor translates the IDL-definition of the topics into language specific code. This translation is executed according to the OMG IDL mappings. Since the Data Distribution Service uses data-structures only, not all IDL-features are implemented by the pre-processor. Usually, the IDL definition consists of a module defining several structs and typedefs.

### Data Distribution Service IDL Keywords

The identifiers listed in this appendix are reserved for use as keywords in IDL and may not be used otherwise, unless escaped with a leading underscore.

abstract	exception	inout	provides	truncatable
any	emits	interface	public	typedef
attribute	enum	local	publishes	typeid
boolean	eventtype	long	raises	typeprefix
case	factory	module	readonly	unsigned
char	FALSE	multiple	setraises	union
component	finder	native	sequence	uses
const	fixed	Object	short	ValueBase
consumes	float	octet	string	valuetype
context	getraises	oneway	struct	void

custom	home	out	supports	wchar
default	import	primarykey	switch	wstring
double	in	private	TRUE	

Keywords must be written exactly as shown in the above list. Identifiers that collide with keywords are illegal. For example, `boolean` is a valid keyword; `Boolean` and `BOOLEAN` are illegal identifiers.

## Data Distribution Service IDL Pragma Keylist

To define a topic, the content must either be a struct or a union. The pre-processor will only generate the type specific classes when topic definition is accompanied by a `<pragmakeylist>`. When the `<pragmakeylist>` has no `<field_id>`, the topic is available but no key is set. To define the keylist the definition, written in BNF-notation, is as follows:

```

<pragmakeylist> ::= "#pragma keylist" <type_id>
<field_id>*
<type_id> ::= <struct_type_identifier>
            | <union_type_identifier>
<field_id> ::= <member_declarator>
            | <element_spec_declarator>

```

In case of a struct, `<type_id>` is a `<struct_type_identifier>`. In case of a union, `<type_id>` is a `<union_type_identifier>`. The `<struct_type_identifier>` is the identifier used in the struct declaration. The `<union_type_identifier>` is the identifier used in the union declaration. The `<field_id>` is the identifier of a field in the struct or union identified by `<type_id>`. In case of a struct, `<field_id>` is a `<member_declarator>` which is one of the declarators used in the struct member. In case of a union, `<field_id>` is a `<element_spec_declarator>` which is one of the declarators used in the element specification in a case of the union.

For example, for the `Foo` example in Appendix , *DDS\_Topic Definition Example* the next pragma must be used to have the pre-processor generate the typed classes (`SPACE_FooTypeSupport`, `SPACE_FooDataWriter` and `SPACE_FooDataReader`).

```
#pragma keylist Foo userID index
```

Note that in this example the `userID` and the `index` are used as a key.

## Data Distribution Service IDL Subset in BNF Notation

Only a subset is used by the pre-processor. A description of the Data Distribution Service IDL subset, written in BNF-notation, is as follows:

```

<definition> ::= <type_dcl> ";"
              | <const_dcl> ";"

```

```

    | <module> ";"
<module> ::= "module" <identifier> "{" <definition>+ "}"
<scoped_name> ::= <identifier>
    | "::" <identifier>
    | <scoped_name> "::" <identifier>
<const_dcl> ::= "const" <const_type>
    <identifier> "=" <const_exp>
<const_type> ::= <integer_type>
    | <char_type>
    | <boolean_type>
    | <floating_pt_type>
    | <string_type>
    | <scoped_name>
    | <octet_type>
<const_exp> ::= <or_expr>
<or_expr> ::= <xor_expr>
    | <or_expr> "|" <xor_expr>
<xor_expr> ::= <and_expr>
    | <xor_expr> "^" <and_expr>
<and_expr> ::= <shift_expr>
    | <and_expr> "&" <shift_expr>
<shift_expr> ::= <add_expr>
    | <shift_expr> ">>" <add_expr>
    | <shift_expr> "<<" <add_expr>
<add_expr> ::= <mult_expr>
    | <add_expr> "+" <mult_expr>
    | <add_expr> "-" <mult_expr>
<mult_expr> ::= <unary_expr>
    | <mult_expr> "*" <unary_expr>
    | <mult_expr> "/" <unary_expr>
    | <mult_expr> "%" <unary_expr>
<unary_expr> ::= <unary_operator> <primary_expr>
    | <primary_expr>
<unary_operator> ::= "-"
    | "+"
    | "~"
<primary_expr> ::= <scoped_name>
    | <literal>
    | "(" <const_exp> ")"
<literal> ::= <integer_literal>
    | <string_literal>
    | <character_literal>
    | <floating_pt_literal>
    | <boolean_literal>
<boolean_literal> ::= "TRUE"
    | "FALSE"
<positive_int_const> ::= <const_exp>
<type_dcl> ::= "typedef" <type_declarator>
    | <struct_type>
    | <union_type>

```

```

    | <enum_type>
<type_declarator>::= <type_spec> <declarators>
<type_spec>::= <simple_type_spec>
    | <constr_type_spec>
<simple_type_spec>::= <base_type_spec>
    | <template_type_spec>
    | <scoped_name>
<base_type_spec>::= <floating_pt_type>
    | <integer_type>
    | <char_type>
    | <boolean_type>
    | <octet_type>
<template_type_spec>::= <sequence_type>
    | <string_type>
<constr_type_spec>::= <struct_type>
    | <union_type>
    | <enum_type>
<declarators>::= <declarator> { "," <declarator> }*
<declarator>::= <simple_declarator>
    | <complex_declarator>
<simple_declarator>::= <identifier>
<complex_declarator>::= <array_declarator>
<floating_pt_type>::= "float"
    | "double"
<integer_type>::= <signed_int>
    | <unsigned_int>
<signed_int>::= <signed_short_int>
    | <signed_long_int>
    | <signed_longlong_int>
<signed_short_int>::= "short"
<signed_long_int>::= "long"
<signed_longlong_int>::= "long" "long"
<unsigned_int>::= <unsigned_short_int>
    | <unsigned_long_int>
    | <unsigned_longlong_int>
<unsigned_short_int>::= "unsigned" "short"
<unsigned_long_int>::= "unsigned" "long"
<unsigned_longlong_int>::= "unsigned" "long" "long"
<char_type>::= "char"
<boolean_type>::= "boolean"
<octet_type>::= "octet"
<struct_type>::= "struct" <identifier> "{" <member_list> "}"
<member_list>::= <member>+
<member>::= <type_spec> <declarators> ";"
<union_type>::= "union" <identifier> "switch"
    "(" <switch_type_spec> ")"
    "{" <switch_body> "}"
<switch_type_spec>::= <integer_type>
    | <char_type>
    | <boolean_type>

```

```

        | <enum_type>
        | <scoped_name>
<switch_body> ::= <case>+
<case> ::= <case_label>+ <element_spec> ";"
<case_label> ::= "case" <const_exp> ":"
        | "default" ":"
<element_spec> ::= <type_spec> <declarator>
<enum_type> ::= "enum" <identifier>
        "{" <enumerator> { "," <enumerator> }* "}"
<enumerator> ::= <identifier>
<sequence_type> ::= "sequence" "<" <simple_type_spec> ">,"
        <positive_int_const> ">"
        | "sequence" "<" <simple_type_spec> ">"
<string_type> ::= "string" "<" <positive_int_const> ">"
        | "string"
<array_declarator> ::= <identifier> <fixed_array_size>+
<fixed_array_size> ::= "[" <positive_int_const> "]"

```



# H DCPS Queries and Filters

A subset of SQL syntax is used in several parts of OpenSplice:

- the `filter_expression` in the `DDS_ContentFilteredTopic`
- the `topic_expression` in the `DDS_MultiTopic`
- the `query_expression` in the `DDS_QueryReadCondition`.

Those expressions may use a subset of SQL, extended with the possibility to use program variables in the SQL expression. The allowed SQL expressions are defined with the BNF-grammar below. The following notational conventions are made:

- the NonTerminals are typeset in italics
- the 'Terminals' are quoted and typeset in a fixed width font
- the TOKENS are typeset in small caps
- the notation (*element* // ',') represents a non-empty comma-separated list of *elements*.

## SQL Grammar in BNF

```
Expression::= FilterExpression
               | TopicExpression
               | QueryExpression
FilterExpression::= Condition
TopicExpression::= SelectFrom {Where } ';'
QueryExpression::= {Condition}{'ORDER BY' (FIELDNAME // ',') }
SelectFrom::= 'SELECT' Aggregation 'FROM' Selection
Aggregation::= '*'
               | (SubjectFieldSpec // ',')
SubjectFieldSpec::= FIELDNAME
                   | FIELDNAME 'AS' FIELDNAME
                   | FIELDNAME FIELDNAME
Selection::= TOPICNAME
             | TOPICNAME NaturalJoin JoinItem
JoinItem::= TOPICNAME
           | TOPICNAME NaturalJoin JoinItem
           | '(' TOPICNAME NaturalJoin JoinItem ')'
NaturalJoin::= 'INNER NATURAL JOIN'
               | 'NATURAL JOIN'
               | 'NATURAL INNER JOIN'
Where::= 'WHERE' Condition
Condition::= Predicate
             | Condition 'AND' Condition
```

```

| Condition 'OR' Condition
| 'NOT' Condition
| '(' Condition ')'
Predicate ::= ComparisonPredicate
| BetweenPredicate
ComparisonPredicate ::= FIELDNAME RelOp Parameter
| Parameter RelOp FIELDNAME

BetweenPredicate ::= FIELDNAME 'BETWEEN' Range
| FIELDNAME 'NOT BETWEEN' Range
RelOp ::= '=' | '>' | '>=' | '<' | '<=' | '<>' | like
Range ::= Parameter 'AND' Parameter
Parameter ::= INTEGERVALUE
| FLOATVALUE
| STRING
| ENUMERATEDVALUE
| PARAMETER

```

**Note:** INNER NATURAL JOIN, NATURAL JOIN, and NATURAL INNER JOIN are all aliases, in the sense that they have the same semantics. The aliases are all supported because they all are part of the SQL standard.

## SQL Token Expression

The syntax and meaning of the tokens used in the SQL grammar is described as follows:

*FIELDNAME* - A fieldname is a reference to a field in the data-structure. The dot '.' is used to navigate through nested structures. The number of dots that may be used in a fieldname is unlimited. The field-name can refer to fields at any depth in the data structure. The names of the field are those specified in the IDL definition of the corresponding structure, which may or may not match the field names that appear on the C mapping of the structure

*TOPICNAME* - A topic name is an identifier for a topic, and is defined as any series of characters 'a', ..., 'z', 'A', ..., 'Z', '0', ..., '9', '-', '\_' but may not start with a digit

*INTEGERVALUE* - Any series of digits, optionally preceded by a plus or minus sign, representing a decimal integer value within the range of the system. A hexadecimal number is preceded by 0x and must be a valid hexadecimal expression

*FLOATVALUE* - Any series of digits, optionally preceded by a plus or minus sign and optionally including a floating point ('.'). A power-of-ten expression may be post-fixed, which has the syntax en, where n is a number, optionally preceded by a plus or minus sign

*STRING* - Any series of characters encapsulated in single quotes, except a new-line character or a right quote. A string starts with a left or right quote, but ends with a right quote

*ENUMERATEDVALUE* - An enumerated value is a reference to a value declared within an enumeration. The name of the value must correspond to the names specified in the IDL definition of the enumeration, and must be encapsulated in single quotes. An enum value starts with a left or right quote, but ends with a right quote.

*PARAMETER* - A parameter is of the form  $\%n$ , where  $n$  represents a natural number (zero included) smaller than 100. It refers to the  $n + 1^{\text{th}}$  argument in the given context.

**Note:** when RelOp is 'like', Unix filename wildcards must be used for strings instead of the normal SQL wildcards. This means any one character is '?', any zero or more characters is '\*'

## SQL Examples

Assuming Topic "Location" has as an associated type a structure with fields "flight\_name, x, y, z", and Topic "FlightPlan" has as fields "flight\_id, source, destination". The following are examples of using these expressions.

Example of a *topic\_expression*:

"SELECT flight\_name, x, y, z AS height FROM 'Location' NATURAL JOIN 'FlightPlan' WHERE height < 1000 AND x <23".

Example of a *query\_expression* or a *filter\_expression*:

"height < 1000 AND x <23".



A close-up, low-angle photograph of a computer keyboard, focusing on the central and right-hand keys. The keys are white with dark lettering. A white grid pattern is overlaid on the entire image, creating a sense of depth and perspective. The lighting is soft, highlighting the texture of the keys and the grid lines.

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A close-up, low-angle photograph of a computer keyboard, focusing on the central and right-hand keys. The keys are white with dark lettering. A white grid pattern is overlaid on the entire image, creating a sense of depth and perspective. The lighting is soft, highlighting the texture of the keys and the grid lines.

# GLOSSARY



# Glossary

## *Acronyms*

---

<i>Acronym</i>	<i>Meaning</i>
CORBA	Common Object Request Broker Architecture
DCPS	Data Centric Publish/Subscribe
DDS	Data Distribution Service
DLRL	Data Local Reconstruction Layer
IDL	Interface Definition Language
OMG	Object Management Group
ORB	Object Request Broker
QoS	Quality of Service
SPLICE	Subscription Paradigm for the Logical Interconnection of Concurrent Engines

---



A close-up, low-angle photograph of a computer keyboard, focusing on the central and lower-right keys. The keys are white with dark lettering. A white grid pattern is overlaid on the entire image, creating a sense of depth and perspective. The lighting is soft, highlighting the texture of the keys and the grid lines.

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