NAME

XAddHost, XAddHosts, XListHosts, XRemoveHost, XRemoveHosts, XSetAccessControl, XEnableAccessControl, XDisableAccessControl, XHostAddress, XServerInterpretedAddress - control host access and host control structure

SYNTAX

int XAddHost(Display *_display_, XHostAddress *_host_);

int XAddHosts(Display *_display_, XHostAddress *_hosts_, int _num_hosts_);

XHostAddress *XListHosts(Display *_display_, int *_nhosts_return_, Bool *_state_return_);

int XRemoveHost(Display *_display_, XHostAddress *_host_);

int XRemoveHosts(Display *_display_, XHostAddress *_hosts_, int _num_hosts_);

int XSetAccessControl(Display *_display_, int _mode_);

int XEnableAccessControl(Display *_display_);

int XDisableAccessControl(Display *_display_);

ARGUMENTS

display Specifies the connection to the X server.

host Specifies the host that is to be added or removed.

hosts Specifies each host that is to be added or removed.

mode Specifies the mode. You can pass **EnableAccess** or **DisableAccess**.

nhosts_return Returns the number of hosts currently in the access control list.

num_hosts Specifies the number of hosts.

state_return Returns the state of the access control.

DESCRIPTION

The **XAddHost** function adds the specified host to the access control list for that display. The server must be on the same host as the client issuing the command, or a **BadAccess** error results.

XAddHost can generate **BadAccess** and **BadValue** errors.

The **XAddHosts** function adds each specified host to the access control list for that display. The server must be on the same host as the client issuing the command, or a **BadAccess** error results.

XAddHosts can generate **BadAccess** and **BadValue** errors.

The **XListHosts** function returns the current access control list as well as whether the use of the list at connection setup was enabled or disabled. **XListHosts** allows a program to find out what machines can make connections. It also returns a pointer to a list of host structures that were allocated by the function. When no longer needed, this memory should be freed by calling **XFree**.

The **XRemoveHost** function removes the specified host from the access control list for that display. The server must be on the same host as the client process, or a **BadAccess** error results. If you remove your machine from the access list, you can no longer connect to that server, and this operation cannot be reversed unless you reset the server.

XRemoveHost can generate **BadAccess** and **BadValue** errors.

The **XRemoveHosts** function removes each specified host from the access control list for that display. The X server must be on the same host as the client process, or a **BadAccess** error results. If you remove your machine from the access list, you can no longer connect to that server, and this operation cannot be reversed unless you reset the server.

XRemoveHosts can generate **BadAccess** and **BadValue** errors.

The **XSetAccessControl** function either enables or disables the use of the access control list at each connection setup.

XSetAccessControl can generate **BadAccess** and **BadValue** errors.

The **XEnableAccessControl** function enables the use of the access control list at each connection setup.

XEnableAccessControl can generate a **BadAccess** error.

The **XDisableAccessControl** function disables the use of the access control list at each connection setup.

XDisableAccessControl can generate a **BadAccess** error.

STRUCTURES

The **XHostAddress** structure contains:

```
typedef struct {
    int family;     /* for example FamilyInternet */
    int length;     /* length of address, in bytes */
    char *address;  /* pointer to where to find the address */
} XHostAddress;
```

The family member specifies which protocol address family to use (for example, TCP/IP or DECnet) and can be **FamilyInternet**, **FamilyInternet6**, **FamilyServerInterpreted**, **FamilyDECnet**, or **FamilyChaos**. The length member specifies the length of the address in bytes. The address member specifies a pointer to the address.

For the ServerInterpreted family, the length is ignored and the address member is a pointer to a **XServerInterpretedAddress** structure which contains:

```
typedef struct {
    int typelength;       /* length of type string, in bytes */
    int valuelength;      /* length of value string, in bytes */
    char *type;           /* pointer to where to find the type string */
    char *value;          /* pointer to where to find the address */
} XServerInterpretedAddress;
```

The type and value members point to strings representing the type and value of the server interpreted entry. These strings may not be NULL-terminated so care should be used when accessing them. The typelength and valuelength members specify the length in byte of the type and value strings.

DIAGNOSTICS

BadAccess A client attempted to modify the access control list from other than the local (or otherwise authorized) host.

BadValue Some numeric value falls outside the range of values accepted by the request. Unless a specific range is specified for an argument, the full range defined by the argument's type is accepted. Any argument defined as a set of alternatives can generate this error.

SEE ALSO

XFree(3)
Xlib - C Language X Interface