

**NAME**

**ng\_UI** - UI netgraph node type

**SYNOPSIS**

```
#include <netgraph/ng_UI.h>
```

**DESCRIPTION**

The **UI** node type has two hooks, upstream and downstream. Packets received on downstream must have 0x03 (indicating unnumbered information) as their first byte; if not the packet is dropped. This byte is then stripped and the remainder of the packet sent out on upstream.

Conversely, packets received on upstream will have a 0x03 byte prepended to them before being forwarded out on the downstream hook.

**HOOKS**

This node type supports the following hooks:

*downstream* Downstream connection. Packets on this side of the node have a 0x03 as their first byte.

*upstream* Upstream connection. Packets on this side of the node have the initial 0x03 byte stripped off.

**CONTROL MESSAGES**

This node type supports only the generic control messages.

**SHUTDOWN**

This node shuts down upon receipt of a **NGM\_SHUTDOWN** control message, or when both hooks have been disconnected.

**SEE ALSO**

netgraph(4), ngctl(8)

**HISTORY**

The **ng\_UI** node type was implemented in FreeBSD 4.0.

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