

**NAME**

**ng\_hole** - netgraph discard node type

**SYNOPSIS**

```
#include <sys/types.h>
#include <netgraph/ng_hole.h>
```

**DESCRIPTION**

The **hole** node type silently discards all data and control messages it receives. This type is used for testing and debugging.

**HOOKS**

A **ng\_hole** node accepts any request to connect, regardless of the hook name, as long as the name is unique.

**CONTROL MESSAGES**

This node type supports the generic control messages, plus the following:

**NGM\_HOLE\_GET\_STATS** (**getstats**)

This command takes an ASCII string argument, the hook name, and returns the statistics associated with the hook as a *struct ng\_hole\_hookstat*.

**NGM\_HOLE\_CLR\_STATS** (**clrstats**)

This command takes an ASCII string argument, the hook name, and clears the statistics associated with the hook.

**NGM\_HOLE\_GETCLR\_STATS** (**getclrstats**)

This command is identical to **NGM\_HOLE\_GET\_STATS**, except that the statistics are also atomically cleared.

**SHUTDOWN**

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

**SEE ALSO**

netgraph(4), ng\_echo(4), ngctl(8)

**HISTORY**

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

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