

**NAME**

**sysdecode\_kevent**, **sysdecode\_kevent\_fflags**, **sysdecode\_kevent\_filter**, **sysdecode\_kevent\_flags** - output description of kevent structure fields

**LIBRARY**

System Argument Decoding Library (libsysdecode, -lsysdecode)

**SYNOPSIS**

```
#include <sysdecode.h>
```

*void*

```
sysdecode_kevent_fflags(FILE *fp, short filter, int fflags, int base);
```

*bool*

```
sysdecode_kevent_flags(FILE *fp, int flags, int *rem);
```

*const char \**

```
sysdecode_kevent_filter(int filter);
```

**DESCRIPTION**

These functions provide text descriptions of *struct kevent* fields.

The **sysdecode\_kevent\_fflags()** function outputs a text description of the *fflags* member of a *struct kevent* to the stream *fp*. For the `EVFILT_READ`, `EVFILT_WRITE`, `EVFILT_VNODE`, `EVFILT_PROC`, `EVFILT_PROCDDESC`, `EVFILT_TIMER`, and `EVFILT_USER` filters, **sysdecode\_kevent\_fflags()** outputs a bitmask of filter-specific `NOTE_*` flags as documented in `kevent(2)`. For other values of *filter*, the value of *fflags* is output in the indicated *base* (one of 8, 10, or 16).

The **sysdecode\_kevent\_filter()** function returns a text description of the *filter* member of a *struct kevent*. `NULL` is returned if the *filter* value is unknown.

The **sysdecode\_kevent\_flags()** function outputs a text description of the *flags* member of a *struct kevent* to the stream *fp*. This function uses the same calling convention and formatting as the other functions described in `sysdecode_mask(3)`.

**RETURN VALUES**

The **sysdecode\_kevent\_filter** function returns the name of a filter or `NULL` if the filter value is unknown.

The **sysdecode\_kevent\_flags** function returns true if any flags in the *flags* field were decoded and false if no flags were decoded.

**SEE ALSO**

sysdecode(3), sysdecode\_enum(3), sysdecode\_mask(3)