

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)