

NAME

`auparse_add_callback` – add a callback handler for notifications

SYNOPSIS

```
#include <auparse.h>
```

```
void auparse_add_callback(auparse_state_t *au, auparse_callback_ptr callback, void *user_data, user_destroy user_de
```

DESCRIPTION

`auparse_add_callback` adds a callback function to the parse state which is invoked to notify the application of parsing events. This is part of the event feed API.

The signature of the callback is:

```
void  
auparse_callback(auparse_state_t *au, auparse_cb_event_t cb_event_type,  
                 void *user_data);
```

When the callback is invoked it is passed:

au
a pointer to the parse_state

cb_event_type
enumerated value indicating the reason why the callback was invoked

user_data
pointer to user supplied private data. May be NULL.

user_destroy_func
pointer to function called when user_data is destroyed. May be NULL. The signature is:

```
void destroy(void *user_data);
```

The `destroy()` function should be prepared to accept `user_data` possibly being NULL.

The *cb_event_type* argument indicates why the callback was invoked. It's possible values are:

AUPARSE_CB_EVENT_READY

A complete event has been parsed and is ready to be examined. This is logically equivalent to the parse state immediately following `auparse_next_event()`

See `auparse_feed(3)` for a complete code example.

RETURN VALUE

None.

SEE ALSO

`auparse_feed(3)`, `auparse_flush_feed(3)`.

AUTHOR

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