

NAME

bytehash - iovect hash table

SYNOPSIS

```
#include <bytehash.h>
```

```
struct iovect_hash * bytes_hash_table_new(int maxkeybytes, int flags)
```

Flags can include CHAIN, NOCHAIN, FREE, NOFREE. The default is CHAIN|NOFREE.

```
int bytes_hash_table_incrementv(struct iovect_hash * ht, struct iovect *, int count)
```

```
int bytes_hash_table_setv(struct iovect_hash * ht, struct iovect *, int count, gpointer value)
```

```
gpointer bytes_hash_table_setv(struct iovect_hash * ht, struct iovect * keys, int count, gpointer value)
```

```
gpointer bytes_hash_table_lookupv(struct iovect_hash * ht, struct iovect *, int)
```

```
int bytes_hash_table_removev(struct iovect_hash * ht, struct iovect *, int)
```

```
void bytes_hash_table_destroy(struct iovect_hash * ht)
```

```
gint bytes_hash_table_getv(struct iovect_hash * ht, struct iovect * key, int keys, gpointer *oldkey,  
gpointer *current)
```

```
void bytes_init_hash(guint32** randoms, int num, unsigned long prime)
```

```
guint32 bytes_hashv(struct iovect *, int nvecs)
```

```
void bytes_hash_table_foreach(struct iovect_hash * ht, GHFunc func, gpointer user_data)
```

```
void bytes_hash_table_foreach_remove(struct iovect_hash * ht, GHRFunc func, gpointer user_data)
```

SEE ALSO

smacq(1), dts(3)