NAME

libgvpr – library for graph filtering

SYNOPSIS

```
#include <graphviz/gvpr.h>


 /* If set, gvpr calls exit() on errors */
#define GV_USE_EXIT 1
 /* If set, gvpr stores output graphs in gvpropts */
#define GV_USE_OUTGRAPH 2

typedef ssize_t (*gvprwr) (void*, const char *buf, size_t nbyte, void*);

typedef struct {
   Agraph_t** ingraphs;     /* NULL-terminated array of input graphs */
   int n_outgraphs;         /* if GV_USE_OUTGRAPH set, output graphs */
   Agraph_t** outgraphs;
   gvprwr out;              /* write function for stdout */
   gvprwr err;              /* write function for stderr */
   int flags;
} gvpropts;

extern int gvpr (int argc, char *argv[], gvpropts* opts);
```

DESCRIPTION

The **gvpr** library allows an application to perform general-purpose graph manipulation and filtering based on an awk-like language. (For a more complete description of this language, see gvpr(1).)

The library has a single entry point: the *gvpr()* function. This provides a standard *argc/argv* interface, along with a structure to support in-core graphs, application print functions, along with additional options.

When called, *gvpr()* processes any flags provided in the *argv* array, and compiles the **gvpr** program to be run (provided either via the *−f* flag or as an item in *argv*). It then runs the program on each input graph. If *opts−>ingraphs* is non-NULL, this is taken as a NULL-terminated array of in-core graphs to be used as input. Otherwise, the unprocessed elements of *argv* are taken to be the names of files containing graphs to be processed. (If none remain, **gvpr** will read from stdin.)

Normally, **gvpr** writes any output graph to stdout. However, if the flag *GV_USE_OUTGRAPH* is set in *opts−>flags*, the output graphs will be stored in an array pointed to be *opts−>outgraphs* and the count will be stored in *opts−>n_outgraphs*. In this case, the application must call *agclose()* on each output graph when it is done with it.

The application can override the default write functions for stdout and stderr using the *out* and *err* fields in *opts*. When called by **gvpr**, the second argument will point to a buffer of characters to be written, while the third argument provides the number of characters. The function should return the number of bytes actually written.

RETURN VALUES

Normally, **gvpr** returns 0 on success and non-zero if an error occurs. Any relevant error message will have been written to stderr or the application's *opts−>err* function will have been called. If, however, *GV_USE_EXIT* is set in *opts−>flags*, **gvpr** will call exit(3) in case of an error.

SEE ALSO

gvpr(1), **awk**(1), **cgraph**(3)

AUTHORS

Emden Gansner (erg@research.att.com).