

NAME

ldns_dnssec_zone, ldns_dnssec_name, ldns_dnssec_rrs, ldns_dnssec_rrsets - data structures

SYNOPSIS

```
#include <stdint.h>
#include <stdbool.h>

#include <ldns/ldns.h>

ldns_dnssec_zone();
```

DESCRIPTION

ldns_dnssec_zone()

ldns_dnssec_name

Structure containing all resource records for a domain name

Including the derived NSEC3, if present

```
struct ldns_struct_dnssec_name
```

```
{
```

```
    /**
```

```
    * pointer to a dname containing the name.
```

```
    * Usually points to the owner name of the first RR of the first RRset
```

```
    */
```

```
    ldns_rdf *name;
```

```
    /**
```

```
    * Usually, the name is a pointer to the owner name of the first rr for
```

```
    * this name, but sometimes there is no actual data to point to,
```

```
    * for instance in
```

```
    * names representing empty nonterminals. If so, set name_allocated to true to
```

```
    * indicate that this data must also be freed when the name is freed
```

```
    */
```

```
    bool name_allocated;
```

```
    /**
```

```
    * The rrsets for this name
```

```
    */
```

```
    ldns_dnssec_rrsets *rrsets;
```

```
    /**
```

```
    * NSEC pointing to the next name (or NSEC3 pointing to the next NSEC3)
```

```
    */
```

```

    ldns_rr *nsec;
    /**
     * signatures for the NSEC record
     */
    ldns_dnssec_rrs *nsec_signatures;
    /**
     * Unlike what the name is_glue suggests, this field is set to true by
     * ldns_dnssec_zone_mark_glue() or ldns_dnssec_zone_mark_and_get_glue()
     * when the name, this dnssec_name struct represents, is occluded.
     * Names that contain other occluded rrsets and records with glue on
     * the delegation point will NOT have this bool set to true.
     * This field should NOT be read directly, but only via the
     * ldns_dnssec_name_is_glue() function!
     */
    bool is_glue;
    /**
     * pointer to store the hashed name (only used when in an NSEC3 zone
     */
    ldns_rdf *hashed_name;
};

typedef struct ldns_struct_dnssec_name ldns_dnssec_name;

```

ldns_dnssec_rrs

Singly linked list of rrs

```

struct ldns_struct_dnssec_rrs
{
    ldns_rr *rr;
    ldns_dnssec_rrs *next;
};

```

```

typedef struct ldns_struct_dnssec_rrs ldns_dnssec_rrs;

```

ldns_dnssec_rrsets

Singly linked list of RRsets

```

struct ldns_struct_dnssec_rrsets
{
    ldns_dnssec_rrs *rrs;
    ldns_rr_type type;
    ldns_dnssec_rrs *signatures;
};

```

```
        ldns_dnssec_rrsets *next;
};

typedef struct ldns_struct_dnssec_rrsets ldns_dnssec_rrsets;
```

AUTHOR

The ldns team at NLnet Labs.

REPORTING BUGS

Please report bugs to ldns-team@nlnetlabs.nl or in our bugzilla at <http://www.nlnetlabs.nl/bugs/index.html>

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SEE ALSO

ldns_dnssec_zone_new, *ldns_dnssec_name_new*, *ldns_dnssec_rrs_new*, *ldns_dnssec_rrsets_new*. And **perldoc Net::DNS**, **RFC1034**, **RFC1035**, **RFC4033**, **RFC4034** and **RFC4035**.

REMARKS

This manpage was automatically generated from the ldns source code.