

NAME

`slurm_free_ctl_conf`, `slurm_load_ctl_conf`, `slurm_print_ctl_conf` – Slurm information reporting functions

SYNTAX

```
#include <stdio.h>
#include <slurm/slurm.h>

long slurm_api_version ();

void slurm_free_ctl_conf (
    slurm_ctl_conf_t *conf_info_msg_ptr
);

int slurm_load_ctl_conf (
    time_t update_time,
    slurm_ctl_conf_t **conf_info_msg_pptr
);

void slurm_print_ctl_conf (
    FILE *out_file,
    slurm_ctl_conf_t *conf_info_msg_ptr
);
```

ARGUMENTS

conf_info_msg_pptr

Specifies the double pointer to the structure to be created and filled with the time of the last configuration update and detailed configuration information. Configuration information includes control machine names, file names, timer values, etc. See `slurm.h` for full details on the data structure's contents.

conf_info_msg_ptr

Specifies the pointer to the structure created by **`slurm_load_ctl_conf`**.

out_file Specifies the file to print data to.

update_time

For all of the following informational calls, if `update_time` is equal to or greater than the last time changes were made to that information, new information is not returned. Otherwise all the configuration, job, node, or partition records are returned.

DESCRIPTION

`slurm_api_version` Return the Slurm API version number.

`slurm_free_ctl_conf` Release the storage generated by the **`slurm_load_ctl_conf`** function.

`slurm_load_ctl_conf` Returns a `slurm_ctl_conf_t` that contains Slurm configuration records.

`slurm_print_ctl_conf` Prints the contents of the data structure loaded by the **`slurm_load_ctl_conf`** function.

RETURN VALUE

For **`slurm_api_version`** the Slurm API version number is returned. All other functions return zero on success and `-1` on error with the Slurm error code set appropriately.

ERRORS

`SLURM_NO_CHANGE_IN_DATA` Data has not changed since **`update_time`**.

`SLURM_PROTOCOL_VERSION_ERROR` Protocol version has changed, re-link your code.

`SLURM_PROTOCOL_SOCKET_IMPL_TIMEOUT` Timeout in communicating with Slurm controller.

EXAMPLE

```
#include <stdio.h>
#include <stdlib.h>
#include <slurm/slurm.h>
#include <slurm/slurm_errno.h>
```



```

int main (int argc, char *argv[])
{
    slurm_ctl_conf_t * conf_info_msg_ptr = NULL;
    long version = slurm_api_version();

    /* We can use the Slurm version number to determine how
     * API should be used */
    printf("slurm_api_version: %ld, %ld.%ld.%ld\n", version,
           SLURM_VERSION_MAJOR(version),
           SLURM_VERSION_MINOR(version),
           SLURM_VERSION_MICRO(version));

    /* get and print some configuration information */
    if ( slurm_load_ctl_conf ((time_t) NULL,
                             &conf_info_msg_ptr ) ) {
        slurm_perror ("slurm_load_ctl_conf error");
        exit (1);
    }
    /* The easy way to print */
    slurm_print_ctl_conf (stdout,
                          conf_info_msg_ptr);

    /* The hard way */
    printf ("control_machine = %s\n",
            conf_info_msg_ptr->control_machine[0]);
    printf ("first_job_id = %u\n",
            conf_info_msg_ptr->first_job_id);

    slurm_free_ctl_conf (conf_info_msg_ptr);
    exit (0);
}

```

NOTE

These functions are included in the libslurm library, which must be linked to your process for use (e.g. "cc -lslurm myprog.c").

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SEE ALSO

scontrol(1), slurm_get_errno(3), slurm_perror(3), slurm_strerror(3)

