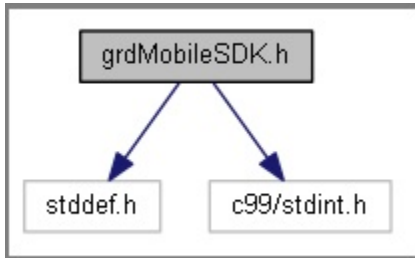


# grdMobileSDK.h File Reference

Guardant Mobile SDK.

```
#include <stddef.h>
#include "c99/stdint.h"
```

Include dependency graph for **grdMobileSDK.h**:



## Classes

- struct **GrdVendorInfo**
- *Description of fields that can be overwritten.* struct **GrdFindInfo**
- *Description of fields that can be use in the search dongle.* struct **GrdDongleInfo**

## Description of the expanded dongle information. Defines

```
#define GRD_API
```

```
#define GrdGetVendorInfo(findInfo) (((GrdVendorInfo*)&(((GrdFindInfo *)findInfo)->serialNumber))
```

## Typedefs

- typedef **GrdFindInfo** **GrdFindMode**
- typedef uint32\_t **GrdHandle**  
*Handle that may be obtained by grdOpen function.*
- typedef uint32\_t **GrdFindHandle**  
*Search handle that may be obtained by grdFindFirst function.*

## Functions

- **GrdHandle** **grdOpen** (uint32\_t publicCode, uint32\_t readCode, uint32\_t writeCode)
- **GrdHandle** **grdOpenByFindMode** (uint32\_t findFlags, const **GrdFindMode** \*findMode, size\_t findModeSize, uint32\_t readCode, uint32\_t writeCode)
- uint32\_t **grdCodeRun** (**GrdHandle** handle, uint16\_t algorithmName, uint32\_t p1, const void \*inBuffer, size\_t inBufferSize, void \*outBuffer, size\_t outBufferSize, uint32\_t \*codeRet)
- uint32\_t **grdCodeLoadFile** (**GrdHandle** handle, uint16\_t algorithmName, const char \*filePath)
- uint32\_t **grdCodeLoad** (**GrdHandle** handle, uint16\_t algorithmName, const void \*buffer, size\_t bufferSize)
- uint32\_t **grdGetDongleInfo** (**GrdHandle** handle, **GrdDongleInfo** \*dongleInfo, size\_t dongleInfoSize)
- uint32\_t **grdGetFindInfo** (**GrdHandle** handle, **GrdFindInfo** \*findInfo, size\_t findInfoSize)
- uint32\_t **grdUpdateVendorInfo** (**GrdHandle** handle, const **GrdVendorInfo** \*vendorInfo, size\_t vendorInfoSize)
- uint32\_t **grdClose** (**GrdHandle** handle)
- **GrdFindHandle** **grdFindFirst** (uint32\_t findFlags, const **GrdFindMode** \*findMode, size\_t findModeSize, **GrdFindInfo** \*findInfo, size\_t findInfoSize)
- uint32\_t **grdFindNext** (**GrdFindHandle** handle, **GrdFindInfo** \*findInfo, size\_t findInfoSize)
- uint32\_t **grdFindClose** (**GrdFindHandle** handle)
- uint32\_t **grdGetAPIVersionNumber** ()

## Variables

- static const uint32\_t **GrdFM\_NProg** = 0x00000001  
*In order to compare the field program number with the value in the dongle, as equal, this bit must be set.*
- static const uint32\_t **GrdFM\_ID** = 0x00000002  
*To search dongle with specified ID, this bit must be set.*

- static const uint32\_t **GrdFM\_SN** = 0x00000004  
*In order to compare the field serial number with the value in the dongle, as equal, this bit must be set.*
  - static const uint32\_t **GrdFM\_Ver** = 0x00000008  
*In order to compare the field program version with the value in the dongle, as less or equal, this bit must be set.*
  - static const uint32\_t **GrdFM\_Mask** = 0x00000010  
*In order to compare the field mask with the value in the dongle, as bit mask, this bit must be set.*
  - static const uint32\_t **GrdFM\_Type** = 0x00000020  
*To search for a specified feature this bit must be set.*
  - static const uint32\_t **GrdFM\_Model** = 0x80000000  
*To search for a model this bit must be set.*
  - static const uint16\_t **GrdDT\_RTC** = 0x00000040  
*To search dongles that support "Real Time Clock" feature.*
  - static const uint16\_t **GrdDT\_LoadableCode** = 0x00000400  
*To search dongles that support "Loadable Code" feature.*
  - static const uint32\_t **GrdFMM\_GC** = 0x00000100  
*To search for a Guardant Code model this bit must be set.*
  - static const uint32\_t **GrdFMM\_GSD** = 0x00000400  
*To search for a Guardant JavaCard model this bit must be set.*
  - static const uint32\_t **GrdInvalidHandle** = 0xFFFFFFFF  
*Invalid handle value.*
- 

## Detailed Description

Guardant Mobile SDK.

This module contains the function prototypes and constant, type and structure definitions for the Guardant Mobile SDK.