

NAME

dmmp_mpath_array_get – Query all existing multipath devices.

SYNOPSIS

```
int dmmp_mpath_array_get (struct dmmp_context *ctx, struct dmmp_mpath ***dmmp_mps,
uint32_t *dmmp_mp_count);
```

ARGUMENTS

ctx Pointer of 'struct dmmp_context'. If this pointer is NULL, your program will be terminated by assert.

dmmp_mps Output pointer array of 'struct dmmp_mpath'. If this pointer is NULL, your program will be terminated by assert.

dmmp_mp_count Output pointer of uint32_t. Hold the size of 'dmmp_mps' pointer array. If this pointer is NULL, your program will be terminated by assert.

DESCRIPTION

Query all existing multipath devices and store them into a pointer array. The memory of 'dmmp_mps' should be freed via **dmmp_mpath_array_free**.

RETURN

int. Valid error codes are:

* DMMP_OK

* DMMP_ERR_BUG

* DMMP_ERR_NO_MEMORY

* DMMP_ERR_NO_DAEMON

* DMMP_ERR_INCONSISTENT_DATA

Error number could be converted to string by **dmmp_strerror**.