



eldap

Copyright © 2012-2017 Ericsson AB. All Rights Reserved.
eldap 1.0
December 15 2017

Copyright © 2012-2017 Ericsson AB. All Rights Reserved.

The contents of this file are subject to the Erlang Public License, Version 1.1, (the "License"); you may not use this file except in compliance with the License. You should have received a copy of the Erlang Public License along with this software. If not, it can be retrieved online at <http://www.erlang.org/>. Software distributed under the License is distributed on an "AS IS" basis, WITHOUT WARRANTY OF ANY KIND, either express or implied. See the License for the specific language governing rights and limitations under the License. Ericsson AB. All Rights Reserved..

December 15 2017



1 Eldap User's Guide

The *Eldap* application provides an api for accessing an LDAP server.

The original code was developed by Torbjörn Törnkvist.

2 Reference Manual

The *Eldap* application provides an api for accessing an LDAP server.

The original code was developed by Torbjörn Törnkvist.

eldap

Erlang module

This module provides a client api to the Lightweight Directory Access Protocol (LDAP).

References:

- RFC 4510 - RFC 4519

The above publications can be found at **IETF**.

Types

```
handle()      Connection handle
attribute()   {Type = string(), Values=[string()]}
modify_op()   See mod_add/2, mod_delete/2, mod_replace/2
scope()       See baseObject/0, singleLevel/0, wholeSubtree/0
dereference() See neverDerefAliases/0, derefInSearching/0, derefFindingBaseObj/0, derefAlways/0
filter()       See present/1, substrings/2,
               equalityMatch/2, greaterOrEqual/2, lessOrEqual/2,
               approxMatch/2,
               'and'/1, 'or'/1, 'not'/1.
```

Exports

open([Host]) -> {ok, Handle} | {error, Reason}

Types:

Handle = handle()

Setup a connection to an LDAP server, the HOST's are tried in order.

open([Host], [Option]) -> {ok, Handle} | {error, Reason}

Types:

Handle = handle()

Option = {port, integer()} | {log, function()} | {timeout, integer()} | {ssl, boolean()}

Setup a connection to an LDAP server, the HOST's are tried in order.

The log function takes three arguments, fun(Level, FormatString, [FormatArg]) end.

Timeout set the maximum time in milliseconds that each server request may take.

close(Handle) -> ok

Types:

Handle = handle()

Shutdown the connection.

simple_bind(Handle, Dn, Password) -> ok | {error, Reason}

Types:

```

Handle = handle()
Dn = string()
Password = string()

```

Authenticate the connection using simple authentication.

```
add(Handle, Dn, [Attribute]) -> ok | {error, Reason}
```

Types:

```

Handle = handle()
Dn = string()
Attribute = attribute()

```

Add an entry. The entry must not exist.

```

add(Handle,
    "cn=Bill Valentine, ou=people, o=Example Org, dc=example, dc=com",
    [{"objectclass", ["person"]},
     {"cn", ["Bill Valentine"]},
     {"sn", ["Valentine"]},
     {"telephoneNumber", ["545 555 00"]}])

```

```
delete(Handle, Dn) -> ok | {error, Reason}
```

Types:

```
Dn = string()
```

Delete an entry.

```
delete(Handle, "cn=Bill Valentine, ou=people, o=Example Org, dc=example, dc=com")
```

```
mod_add(Type, [Value]) -> modify_op()
```

Types:

```

Type = string()
Value = string()

```

Create an add modification operation.

```
mod_delete(Type, [Value]) -> modify_op()
```

Types:

```

Type = string()
Value = string()

```

Create a delete modification operation.

```
mod_replace(Type, [Value]) -> modify_op()
```

Types:

```
Type = string()
```

```
Value = string()
```

Create a replace modification operation.

```
modify(Handle, Dn, [ModifyOp]) -> ok | {error, Reason}
```

Types:

```
Dn = string()
```

```
ModifyOp = modify_op()
```

Modify an entry.

```
modify(Handle, "cn=Bill Valentine, ou=people, o=Example Org, dc=example, dc=com",
  [eldap:mod_replace("telephoneNumber", ["555 555 00"]),
  eldap:mod_add("description", ["LDAP Hacker"]) ])
```

```
modify_dn(Handle, Dn, NewRDN, DeleteOldRDN, NewSupDN) -> ok | {error, Reason}
```

Types:

```
Dn = string()
```

```
NewRDN = string()
```

```
DeleteOldRDN = boolean()
```

```
NewSupDN = string()
```

Modify the DN of an entry. DeleteOldRDN indicates whether the current RDN should be removed after operation. NewSupDN should be "" if the RDN should not be moved or the new parent which the RDN will be moved to.

```
modify_dn(Handle, "cn=Bill Valentine, ou=people, o=Example Org, dc=example, dc=com ",
  "cn=Bill Jr Valentine", true, "")
```

```
search(Handle, SearchOptions) -> {ok, #eldap_search_result{}} | {error, Reason}
```

Types:

```
SearchOptions = #eldap_search{} | [SearchOption]
```

```
SearchOption = {base, string()} | {filter, filter()} | {scope, scope()}
| {attributes, [string()]} | {deref, dereference()} | | {types_only,
boolean()} | {timeout, integer()}
```

Search the directory with the supplied the SearchOptions. The base and filter options must be supplied. Default values: scope is wholeSubtree(), deref is derefAlways(), types_only is false and timeout is 0 (meaning infinity).

```
Filter = eldap:substrings("cn", [{any,"V"}]),
search(Handle, [{base, "dc=example, dc=com"}, {filter, Filter}, {attributes, ["cn"]}]),
```

```
baseObject() -> scope()
```

Search baseobject only.

singleLevel() -> **scope()**

Search the specified level only, i.e. do not recurse.

wholeSubtree() -> **scope()**

Search the entire subtree.

neverDerefAliases() -> **dereference()**

Never dereference aliases, treat aliases as entries.

derefAlways() -> **dereference()**

Always dereference aliases.

derefInSearching() -> **dereference()**

Dereference aliases only when searching.

derefFindingBaseObj() -> **dereference()**

Dereference aliases only in finding the base.

present(Type) -> **filter()**

Types:

Type = **string()**

Create a filter which filters on attribute type presence.

substrings(Type, [SubString]) -> **filter()**

Types:

Type = **string()**

SubString = {**StringPart**, **string()**}

StringPart = **initial** | **any** | **final**

Create a filter which filters on substrings.

equalityMatch(Type, Value) -> **filter()**

Types:

Type = **string()**

Value = **string()**

Create an equality filter.

greaterOrEqual(Type, Value) -> **filter()**

Types:

Type = **string()**

Value = **string()**

Create a greater or equal filter.

lessOrEqual(Type, Value) -> filter()

Types:

Type = string()

Value = string()

Create a less or equal filter.

approxMatch(Type, Value) -> filter()

Types:

Type = string()

Value = string()

Create a approximation match filter.

'and'([Filter]) -> filter()

Types:

Filter = filter()

Creates a filter where all **Filter** must be true.

'or'([Filter]) -> filter()

Types:

Filter = filter()

Create a filter where at least one of the **Filter** must be true.

'not'(Filter) -> filter()

Types:

Filter = filter()

Negate a filter.