

# API compatibility report for the **libadios2\_core.so** object between **0** and **1** versions on **x86\_64**

Binary Compatibility	Source Compatibility
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## Test Info

Module Name	NAME
Version #1	0
Version #2	1
Arch	x86_64
Subject	Source Compatibility

## Test Results

Total Header Files	<a href="#">109</a>
Total Source Files	<a href="#">102</a>
Total Objects	<a href="#">1</a>
Total Symbols / Types	2560 / 393
Compatibility	100%

## Problem Summary

	Severity	Count
Added Symbols	-	<a href="#">15</a>
Removed Symbols	High	0
Problems with Data Types	High	0
	Medium	0
	Low	0
Problems with Symbols	High	0
	Medium	0
	Low	0
Problems with Constants	Low	0

## Added Symbols 15

### CompressPNG.h

namespace **adios2::core::compress**

**CompressPNG::CompressPNG** [C1] ( adios2::Params const& *parameters* )

**CompressPNG::CompressPNG** [C2] ( adios2::Params const& *parameters* )

**CompressPNG::InverseOperate** ( char const\* *bufferIn*, std::size\_t const *sizeIn*, char\* *dataOut* )  
**CompressPNG::IsDataTypeValid** ( enum adios2::DataType const *type* ) **const**  
**CompressPNG::m\_BitDepths** [data]  
**CompressPNG::m\_ColorTypes** [data]  
**CompressPNG::Operate** ( char const\* *dataIn*, adios2::Dims const& *blockStart*,  
 adios2::Dims const& *blockCount*, enum adios2::DataType const *type*, char\* *bufferOut* )  
**CompressPNG::~CompressPNG** [D0] ( )

### Info.h

**adios2\_available\_engines** ( size\_t\* *nentries*, char const\*const\*\* *list* )  
**adios2\_available\_features** ( size\_t\* *nentries*, char const\*const\*\* *list* )  
**adios2\_available\_operators** ( size\_t\* *nentries*, char const\*const\*\* *list* )  
**adios2\_version\_major** [data]  
**adios2\_version\_minor** [data]  
**adios2\_version\_patch** [data]  
**adios2\_version\_str** [data]

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## Header Files 109

ADIOS.h  
 adiosComm.h  
 adiosComm.inl  
 adiosCommDummy.h  
 adiosDynamicBinder.h  
 adiosLog.h  
 adiosMath.h  
 adiosMath.inl  
 adiosMemory.h  
 adiosMemory.inl  
 adiosPluginManager.h  
 adiosRangeFilter.h  
 adiosString.h  
 adiosSystem.h  
 adiosType.h  
 adiosType.inl  
 ADIOSTypes.h  
 ADIOSTypes.inl  
 adiosXML.h  
 adiosXMLUtil.h  
 adiosYAML.h  
 Attribute.h  
 AttributeBase.h  
 BlockIndex.h  
 BP3Base.h  
 BP3Deserializer.h  
 BP3Reader.h  
 BP3Serializer.h  
 BP3Writer.h  
 BP4Base.h  
 BP4Deserializer.h  
 BP4Reader.h  
 BP4Serializer.h

BP4Writer.h  
BP5Base.h  
BP5Deserializer.h  
BP5Engine.h  
BP5Reader.h  
BP5Serializer.h  
BP5Writer.h  
BPBackCompatBlosc.h  
BPBackCompatOperation.h  
BPBase.h  
BPSerializer.h  
BPSerializer.inl  
Buffer.h  
BufferFFS.h  
BufferSTL.h  
BufferSystemV.h  
BufferV.h  
ChunkV.h  
CompressBZIP2.h  
CompressNull.h  
CompressSirius.h  
CoreTypes.h  
cp\_internal.h  
Engine.h  
ffs\_marshall.h  
FileDrainer.h  
FileDrainerSingleThread.h  
FileFStream.h  
FilePOSIX.h  
FileStdio.h  
Group.h  
InlineReader.h  
InlineWriter.h  
IO.h  
IOChrono.h  
MallocV.h  
MhsReader.h  
MhsWriter.h  
MPIAggregator.h  
MPIChain.h  
MPIShmChain.h  
NullReader.h  
NullTransport.h  
NullWriter.h  
Operator.h  
OperatorFactory.h  
PluginEngine.h  
PluginEngineInterface.h  
PluginOperator.h  
PluginOperatorInterface.h  
Query.h  
SerializeProcesses.h  
ShmSystemV.h  
Signature1.h  
Signature2.h

SkeletonReader.h  
SkeletonWriter.h  
Span.h  
Spinlock.h  
sst.h  
sst\_comm.h  
sst\_comm\_fwd.h  
sst\_data.h  
SstParamParser.h  
SstReader.h  
SstWriter.h  
Stream.h  
Timer.h  
TokenChain.h  
Transport.h  
TransportMan.h  
Util.h  
Variable.h  
VariableBase.h  
VariableStruct.h  
Worker.h

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## Source Files 102

ADIOS.cpp  
adiosComm.cpp  
adiosCommDummy.cpp  
adiosDynamicBinder.cpp  
adiosLog.cpp  
adiosMath.cpp  
adiosMemory.cpp  
adiosPluginManager.cpp  
adiosRangeFilter.cpp  
adiosString.cpp  
adiosSystem.cpp  
adiosType.cpp  
ADIOSTypes.cpp  
adiosXML.cpp  
adiosXMLUtil.cpp  
adiosYAML.cpp  
Attribute.cpp  
AttributeBase.cpp  
BP3Base.cpp  
BP3Deserializer.cpp  
BP3Reader.cpp  
BP3Serializer.cpp  
BP3Writer.cpp  
BP4Base.cpp  
BP4Deserializer.cpp  
BP4Reader.cpp  
BP4Serializer.cpp  
BP4Writer.cpp  
BP5Base.cpp

BP5Deserializer.cpp  
BP5Engine.cpp  
BP5Reader.cpp  
BP5Serializer.cpp  
BP5Writer.cpp  
BP5Writer\_EveryoneWrites\_Async.cpp  
BP5Writer\_TwoLevelShm.cpp  
BP5Writer\_TwoLevelShm\_Async.cpp  
BPBackCompatBlosc.cpp  
BPBase.cpp  
BPSerializer.cpp  
Buffer.cpp  
BufferFFS.cpp  
BufferSTL.cpp  
BufferSystemV.cpp  
BufferV.cpp  
ChunkV.cpp  
CompressBZIP2.cpp  
CompressNull.cpp  
CompressSirius.cpp  
cp\_common.c  
cp\_reader.c  
cp\_writer.c  
emit.cpp  
Engine.cpp  
ffs\_marshall.c  
FileDrainer.cpp  
FileDrainerSingleThread.cpp  
FileFStream.cpp  
FilePOSIX.cpp  
FileStdio.cpp  
Group.cpp  
InlineReader.cpp  
InlineWriter.cpp  
IO.cpp  
IOChrono.cpp  
MallocV.cpp  
MhsReader.cpp  
MhsWriter.cpp  
MPIAggregator.cpp  
MPIChain.cpp  
MPIShmChain.cpp  
NullReader.cpp  
NullTransport.cpp  
NullWriter.cpp  
Operator.cpp  
OperatorFactory.cpp  
PluginEngine.cpp  
PluginEngineInterface.cpp  
PluginOperator.cpp  
PluginOperatorInterface.cpp  
pugixml.cpp  
Query.cpp  
SerializeProcesses.cpp  
ShmSystemV.cpp

Signature1.cpp  
Signature2.cpp  
SkeletonReader.cpp  
SkeletonWriter.cpp  
Spinlock.cpp  
sst\_comm.cpp  
SstParamParser.cpp  
SstReader.cpp  
SstWriter.cpp  
Stream.cpp  
Timer.cpp  
Transport.cpp  
TransportMan.cpp  
Variable.cpp  
VariableBase.cpp  
VariableStruct.cpp  
Worker.cpp  
XmlWorker.cpp

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## Objects 1

libadios2\_core.so.2.9.0

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