

## gawk-redis

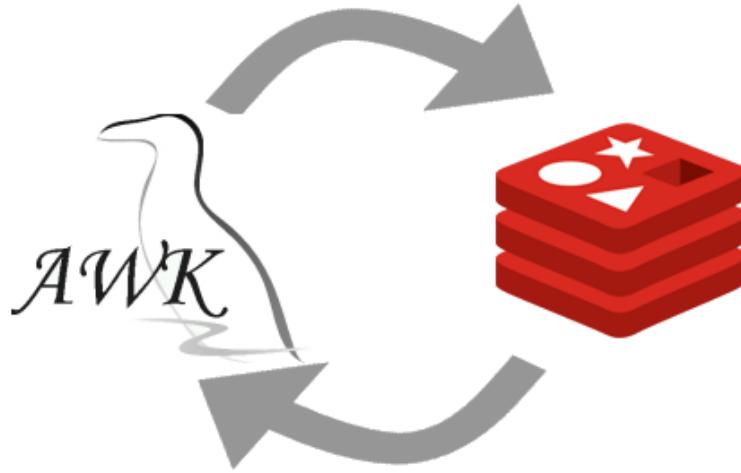


Figure 1: gawk-redis from gawkextlib project

A GAWK (the GNU implementation of the AWK Programming Language) client library for Redis.

The gawk-redis is an extension library that enables GAWK , to process data from a Redis server, then provides an API for communicating with the Redis key-value store, using hiredis, a C client for Redis.

The prefix “redis\_” must be at the beginning of each function name, as shown in the code examples, although the explanations are omitted for clarity.

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## Installing/Configuring

Everything you should need to install gawk-redis on your system.

### Installation

- Install hiredis, library C client for Redis.
- The README file will explain how to build the Redis extensions for gawk.
- Interested in release candidates or unstable versions? check the repository

You can try running the following gawk script, *myscript.awk*, which uses the extension:

```
@load "redis"
BEGIN{
    c=redis_connect() # the connection with the server: 127.0.0.1:6379
    if(c== -1) {
        print ERRNO # always you can to use the ERRNO variable for checking
    }
    ret=redis_select(c,4) # the select redis command; it is assumed that it contains data
    print "select returns "ret
    pong=redis_ping(c) # the ping redis command
    print "The server says: "pong
    print redis_echo(c,"foobared") # the echo redis command
    redis_close(c)
}
```

which must run with:

```
/path-to-gawk/gawk -f myscript.awk /dev/null
```

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## Functions

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### Connection

1. connect - Connect to a Redis server
  2. auth - Authenticate to the server
  3. select - Change the selected database for the current connection
  4. close, disconnect - Close the connection
  5. ping - Ping the server
  6. echo - Echo the given string
-

## connect

**Description:** Connects to a Redis instance.

### Parameters

*host*: string, optional

*port*: number, optional

### Return value

*connection handle*: number, -1 on error.

## Example

```
c=redis_connect('127.0.0.1', 6379);
c=redis_connect('127.0.0.1'); // port 6379 by default
c=redis_connect(); // host address 127.0.0.1 and port 6379 by default
```

## auth

**Description:** Authenticate the connection using a password.

### Parameters

*number*: connection

*string*: password

### Return value

1 if the connection is authenticated, null string (empty string) otherwise.

## Example

```
ret=redis_auth(c, "fooXX");
if(ret) {
    # authenticated
}
else {
    # not authenticated
}
```

## select

**Description:** Change the selected database for the current connection.

### Parameters

*number*: dbindex, the database number to switch to

### ***Return value***

1 in case of success, -1 in case of failure.

### ***Example***

```
redis_select(c,5)
```

**close, disconnect**

**Description:** Disconnects from the Redis instance.

### ***Parameters***

*number*: connection handle

### ***Return value***

1 on success, -1 on error.

### ***Example***

```
ret=redis_close(c)
if(ret==−1) {
    print ERRNO
}
```

**ping**

**Description:** Check the current connection status

### ***Parameters***

*number*: connection handle

### ***Return value***

*string*: PONG on success.

**echo**

**Description:** Sends a string to Redis, which replies with the same string

### ***Parameters***

*number*: connection *string*: The message to send.

### ***Return value***

*string*: the same message.

## Keys and Strings

### Strings

- append - Append a value to a key
- bitcount - Count set bits in a string
- bitpos - Return the position of the first bit in a string.
- bitop - Perform bitwise operations between strings
- decr, decrby - Decrement the value of a key
- get - Get the value of a key
- getbit - Returns the bit value at offset in the string value stored at key
- getrange - Get a substring of the string stored at a key
- getset - Set the string value of a key and return its old value
- incr, incrby - Increment the value of a key
- incrbyfloat - Increment the float value of a key by the given amount
- mget - Get the values of all the given keys
- mset - Set multiple keys to multiple values
- set - Set the string value of a key
- setbit - Sets or clears the bit at offset in the string value stored at key
- setrange - Overwrite part of a string at key starting at the specified offset
- strlen - Get the length of the value stored in a key

### Keys

- del - Delete a key
- dump - Return a serialized version of the value stored at the specified key.
- exists - Determine if a key exists
- expire, pexpire - Set a key's time to live in seconds
- keys - Find all keys matching the given pattern
- move - Move a key to another database
- object - Allows to inspect the internals of Redis Objects
- persist - Remove the expiration from a key
- randomkey - Return a random key from the keyspace
- rename - Rename a key
- renamenx - Rename a key, only if the new key does not exist
- sort - Sort the elements in a list, set or sorted set
- sortLimit - Sort the elements in a list, set or sorted set, using the LIMIT modifier
- sortLimitStore - Sort the elements in a list, set or sorted set, using the LIMIT and STORE modifiers
- sortStore - Sort the elements in a list, set or sorted set, using the STORE modifier
- scan - iterates the set of keys in the currently selected Redis db
- type - Determine the type stored at key
- ttl, pttl - Get the time to live for a key
- restore - Create a key using the provided serialized value, previously obtained with dump.

---

### get

**Description:** Get the value related to the specified key

#### Parameters

*number*: connection  
*string*: the key

#### ***Return value***

*string*: key value or null string (empty string) if key didn't exist.

#### ***Examples***

```
value=redis_get(c, "key1")
```

## **set**

**Description:** Set the string value in argument as value of the key. If you're using Redis  $\geq 2.6.12$ , you can pass extended options as explained below

#### ***Parameters***

*number*: connection

*string*: key

*string*: value

and optionally: “EX”,timeout,“NX” or “EX”,timeout,“XX” or “PX” instead of “EX”

#### ***Return value***

1 if the command is successful *string* null if no success, or -1 on error.

#### ***Examples***

```
# Simple key -> value set
redis_set(c, "key", "value");

# Will redirect, and actually make an SETEX call
redis_set(c, "mykey1", "myvalue1", "EX", 10)

# Will set the key, if it doesn't exist, with a ttl of 10 seconds
redis_set(c, "mykey1", "myvalue1", "EX", 10, "NX")

# Will set a key, if it does exist, with a ttl of 10000 miliseconds
redis_set(c, "mykey1", "myvalue1", "PX", 10000, "XX")
```

## **del**

**Description:** Remove specified keys.

#### ***Parameters***

*string or array of string*: key name or array name containing the names of the keys

#### ***Return value***

*number*: Number of keys deleted.

### **Examples**

```
redis_set(c, "keyX", "valX")
redis_set(c, "keyY", "valY")
redis_set(c, "keyZ", "valZ")
redis_set(c, "keyU", "valU")
AR[1] = "keyY"
AR[2] = "keyZ"
AR[3] = "keyU"
redis_del(c, "keyX") # return 1
redis_del(c, AR) # return 3
```

exists

**Description:** Verify if the specified key exists.

### **Parameters**

*number*: connection

*string*: key name

### **Return value**

1 If the key exists, 0 if the key no exists.

### **Examples**

```
redis_set(c, "key", "value");
redis_exists(c, "key"); # return 1
redis_exists(c, "NonExistingKey") # return 0
```

incr, incrby

**Description:** Increment the number stored at key by one. If the second argument is filled, it will be used as the integer value of the increment.

### **Parameters**

*number*: connection

*string*: key name

*number*: value that will be added to key (only for incrby)

### **Return value**

*number*: the new value

### **Examples**

```
redis_incr(c, "key1") # key1 didn't exists, set to 0 before the increment
                      # and now has the value 1
redis_incr(c, "key1") # value 2
redis_incr(c, "key1") # value 3
```

```
redis_incr(c, "key1") # value 4
redis_incrby(c, "key1", 10) # value 14
```

## incrbyfloat

**Description:** Increment the key with floating point precision.

### Parameters

*number*: connection

*string*: key name

*value*: (float) value that will be added to the key

### Return value

*number*: the new value

## Examples

```
redis_incrbyfloat(c, "key1", 1.5) # key1 didn't exist, so it will now be 1.5
redis_incrbyfloat(c, "key1", 1.5) # 3
redis_incrbyfloat(c, "key1", -1.5) # 1.5
redis_incrbyfloat(c, "key1", 2.5) # 4
```

## decr, decrby

**Description:** Decrement the number stored at key by one. If the second argument is filled, it will be used as the integer value of the decrement.

### Parameters

*number*: connection

*string*: key name

*number*: value that will be subtracted to key (only for decrby)

### Return value

*number*: the new value

## Examples

```
redis_decr(c, "keyXY") # keyXY didn't exists, set to 0 before the increment
# and now has the value -1
redis_decr(c, "keyXY") # -2
redis_decr(c, "keyXY") # -3
redis_decrby(c, "keyXY", 10) # -13
```

## mget

**Description:** Get the values of all the specified keys. If one or more keys dont exist, the array will contain null string at the position of the key.

### **Parameters**

*number*: connection

*Array*: Array containing the list of the keys

*Array*: Array of results, containing the values related to keys in argument

### **Return value**

1 success -1 on error

### **Examples**

```
@load "redis"
BEGIN{
    null="\"\\\""
    c=redis_connect()
    redis_set(c, "keyA", "val1")
    redis_set(c, "keyB", "val2")
    redis_set(c, "keyC", "val3")
    redis_set(c, "keyD", "val4")
    redis_set(c, "keyE", "")
    AR[1]="keyA"
    AR[2]="keyB"
    AR[3]="keyZ" # this key no exists
    AR[4]="keyC"
    AR[5]="keyD"
    AR[6]="keyE"
    ret=redis_mget(c,AR,K) # K is the array with results
    for(i=1; i<=length(K); i++){
        if(!K[i]) {
            if(redis_exists(c,AR[i])){ # function exists was described previously
                print i": "AR[i]" ----> "null
            }
            else {
                print i": "AR[i]" ----> not exists"
            }
        }
        else {
            print i": "AR[i]" ----> ""\\""K[i]"\\"
        }
    }
    redis_close(c)
}

getset
```

*Description*: Sets a value and returns the previous entry at that key.

### **Parameters**

*number*: connection

*string*: key name

*string*: key value

### ***Return value***

A string, the previous value located at this key

### ***Example***

```
redis_set(c, "x", "42")
exValue=redis_getset(c, "x", "lol") # return "42", now the value of x is "lol"
newValue = redis_get(c, "x") # return "lol"
```

## **randomKey**

**Description:** Returns a random key.

### ***Parameters***

*number*: connection

### ***Return value***

*string*: a random key from the currently selected database

### ***Example***

```
print redis_randomkey(c)
```

## **move**

**Description:** Moves a key to a different database. The key will move only if not exists in destination database.

### ***Parameters***

*number*: connection

*string*: key, the key to move

*number*: dbindex, the database number to move the key to

### ***Return value***

1 if key was moved, 0 if key was not moved.

### ***Example***

```
redis_select(c,0)    # switch to DB 0
redis_set(c, "x", "42") # write 42 to x
redis_move(c, "x", 1) # move to DB 1
redis_select(c,1)    # switch to DB 1
redis_get(c, "x");   # will return 42
```

## object

**Description:** allows to inspect the internals of Redis Objects associated with keys. It is useful for debugging or to understand if your keys are using the specially encoded data types to save space. Supports the sub commands: refcount, encoding and idletime. You can read more about the `object` command

### Parameters

`number`: connection

`string`: sub command `string`: key

### Return value

`number integers` for subcommands refcount and idletime.

`string` for subcommand encoding.

`null string` if the object to inspect is missing. `-1` when the subcommand is non-existent.

### Example

```
@load "redis"
BEGIN {
    c=redis_connect()
    # print "type key students:433:",
        # redis_type(c,"students:433")
    # print "type key foo:",
        # redis_type(c,"foo")
    print "students:433 idletime:",
        redis_object(c,"idletime","students:433")
    print "foo idletime:",
        redis_object(c,"idletime","foo")
    # cob:11 can not exist
    if((value=redis_object(c,"idletime","cob:11"))=="")
        print "Key cob:11 non-existent"
    else
        print value
    if((value=redis_object(c,"refcount","cob:11"))=="")
        print "Key cob:11 non-existent"
    else
        print value
    print "foo refcount:",
        redis_object(c,"refcount","foo")
    print "foo encoding:",
        redis_object(c,"encoding","foo")
    print "students:433 refcount:",
        redis_object(c,"refcount","students:433")
    print "students:433 encoding:",
        redis_object(c,"encoding","students:433")
    # "command" is not one of the three sub commands
    ret=redis_object(c,"command","students:433")
    if(ret== -1)
        print ERRNO
    redis_close(c)
}
```

Output:

```
students:433 idletime: 263
foo idletime: 263
Key cob:11 non-existent
Key cob:11 non-existent
foo refcount: 1
foo encoding: embstr
students:433 refcount: 1
students:433 encoding: ziplist
object need a valid command refcount|encoding|idletime
```

## rename

**Description:** Renames a key. If newkey already exists it is overwritten.

### Parameters

*number*: connection

*string*: srckeyp, the key to rename.

*string*: dstkey, the new name for the key.

### Return value

1 in case of success, -1 in case of error.

### Example

```
redis_set(c, "x", "valx");
redis_rename(c, "x", "y");
redis_get(c, "y")  # return "valx"
redis_get(c, "x")  # return null string, because x no longer exists
```

## renamenx

**Description:** Same as rename, but will not replace a key if the destination already exists. This is the same behaviour as set and option nx.

### Return value

1 in case of success, 0 in case not success.

## expire, pexpire

**Description:** Sets an expiration date (a timeout) on an item. pexpire requires a TTL in milliseconds.

### Parameters

*number*: connection

*string*: key name. The key that will disappear.

*number*: ttl. The key's remaining Time To Live, in seconds.

### **Return value**

1 in case of success, 0 if key does not exist or the timeout could not be set

### **Example**

```
ret=redis_set(c,"x", "42")  # ret value 1; x value "42"  
redis_expire(c,"x", 3)      # x will disappear in 3 seconds.  
system("sleep 5")          # wait 5 seconds  
redis_get(c,"x")           # will return null string, as x has expired.
```

## keys

**Description:** Returns the keys that match a certain pattern. Check supported glob-style patterns

### **Parameters**

*number*: connection

*string*: pattern

*array of strings*: the results, the keys that match a certain pattern.

### **Return value**

1 in case of success, -1 on error

### **Example**

```
redis_keys(c,"*",AR)      # all keys will match this.  
# show AR contains  
delete AR  
redis_keys(c,"user*",AR)  # for matching all keys begining with "user"  
for(i in AR) {  
    print i": "AR[i]  
}
```

## type

**Description:** Returns the type of data pointed by a given key.

### **Parameters**

*number*: connection

*string*: key name

### **Return value**

*string*: the type of the data (string, list, set, zset and hash) or **none** when the key does not exist.

### *Example*

```
redis_set(c, "keyZ", "valZ")
ret=redis_type(c, "keyZ") # ret contains "string"
# showing the "type" all keys of DB 4
redis_select(c,4)
redis_keys(c, "*",KEYS)
for(i in KEYS){
    print i": "KEYS[i] ---> "redis_type(c,KEYS[i])
}
```

append

**Description:** Append specified string to the string stored in specified key.

### **Parameters**

*number*: connection

*string*: key name

*string*: value

### **Return value**

*number*: Size of the value after the append

### *Example*

```
redis_set(c, "key", "value1")
redis_append(c, "key", "value2") # 12
redis_get(c, "key") # "value1value2"
```

getrange

**Description:** Return a substring of a larger string

### **Parameters**

*number*: connection

*string*: key name

*number*: start

*number*: end

### **Return value**

*string*: the substring

### *Example*

```
redis_set(c, "key", "string value");
print redis_getrange(c, "key", 0, 5) # "string"
print redis_getrange(c, "key", -5, -1) # "value"
```

## **setrange**

**Description:** Changes a substring of a larger string.

### **Parameters**

*number*: connection  
*string*: key name  
*number*: offset  
*string*: value

### **Return value**

*string*: the length of the string after it was modified.

## **Example**

```
redis_set(c, "key1", "Hello world")
ret=redis_setrange(c, "key1", 6, "redis") # ret value 11
redis_get(c, "key1") # "Hello redis"
```

## **strlen**

**Description:** Get the length of a string value.

### **Parameters**

*number*: connection  
*string*: key name

### **Return value**

*number*

## **Example**

```
redis_set(c, "key", "value")
redis_strlen(c, "key") # 5
```

## **getbit**

**Description:** Return a single bit out of a larger string

### **Parameters**

*number*: connection  
*string*: key name  
*number*: offset

### **Return value**

*number*: the bit value (0 or 1)

### **Example**

```
redis_set(c, "key", "\x7f"); // this is 0111 1111
redis_getbit(c, "key", 0) # 0
redis_getbit(c, "key", 1) # 1
redis_set(c, "key", "s"); // this is 0111 0011
print redis_getbit(c, "key", 5) # 0
print redis_getbit(c, "key", 6) # 1
print redis_getbit(c, "key", 7) # 1
```

## **setbit**

**Description:** Changes a single bit of a string.

### **Parameters**

*number*: connection

*string*: key name

*number*: offset

*number*: value (1 or 0)

### **Return value**

*number*: 0 or 1, the value of the bit before it was set.

### **Example**

```
@load "redis"
BEGIN{
    c=redis_connect()
    redis_set(c, "key", "*") # ord("*") = 42 = "0010 1010"
    redis_setbit(c, "key", 5, 1) # returns 0
    redis_setbit(c, "key", 7, 1) # returns 0
    print redis_get(c, "key") # "/" = "0010 1111"
    redis_set(c, "key1", "?") # 00111111
    print redis_get(c, "key1")
    print "key1: changing bit 7, it returns "setbit(c, "key1", 7, 0) # returns 1
    print "key1: value actual is 00111110"
    print redis_get(c, "key1") # retorna ">"
    redis_close(c)
}
```

## **bitpos**

**Description:** Return the position of the first bit set to 1 or 0 in a string. By default, all the bytes contained in the string are examined. It is possible to look for bits only in a specified interval passing the additional arguments start and end.

### **Parameters**

*number*: connection

*string*: key name

*number*: 1 or 0

*optional number*: position byte of start  
*optional number*: position byte of end

#### **Return value**

*number*: the position of the first bit set to 1 or 0 according to the request. -1 if the string is empty or there are no one bit how the requested in that range.

#### **Example**

```
redis_set(c, "mykey", "\xff\xf0\x00")
print redis_bitpos(c, "mykey", 0) # return 12
redis_set(c, "mykey", "\x00\x00\x00")
print redis_bitpos(c, "mykey", 1) # returns -1
```

### **bitop**

**Description:** Bitwise operation on multiple keys.

#### **Parameters**

*number*: connection

*operator*: either “AND”, “OR”, “NOT”, “XOR”

*ret\_key*: result key

*array or string*: array containing the keys or only one string (in case of using the NOT operator).

#### **Return value**

*number*: The size of the string stored in the destination key.

#### **Example**

```
redis_set(c, "k1", "foobar")
redis_set(c, "k2", "abcdef")
AR[1]="k1"; AR[2]="k2"
redis_bitop(c, "AND", dest1, AR)
```

### **bitcount**

**Description:** Count bits in a string.

#### **Parameters**

*number*: connection

*string*: key name

#### **Return value**

*number*: The number of bits set to 1 in the value behind the input key.

## sort

**Description:** Sort the elements in a list, set or sorted set.

### Parameters

*number*: connection

*string*: key name

*array*: the array with the result

*optional string*: options “desc|asc alpha”

### Return value

1 or -1 on error

### Example

```
c=redis_connect()
redis_del(c, "thelist1");
print redis_type(c, "thelist1") # none
redis_lpush(c, "thelist1", "bed")
redis_lpush(c, "thelist1", "pet")
redis_lpush(c, "thelist1", "key")
redis_lpush(c, "thelist1", "art")
redis_lrange(c, "thelist1", AR, 0, -1)
for(i in AR){
    print i") "AR[i]
}
delete AR
# sort desc "thelist1"
ret=redis_sort(c, "thelist1", AR, "alpha desc")
print "----"
for(i in AR){
    print i") "AR[i]
}
print "----"
```

## sortLimit

**Description:** Sort the elements in a list, set or sorted set, using the LIMIT modifier with the sense of limit the number of returned elements.

### Parameters

*number*: connection

*string*: key name

*array*: the array with the result *number*: offset *number*: count *optional string*: options “desc|asc alpha”

### Return value

1 or -1 on error

### **Example**

```
# will return 5 elements of the sorted version of list2, starting at element 0
c=redis_connect()
ret=redis_sortLimit(c,"list2",AR,0,5) # assume "list2" with numerical content
# or using a sixth argument
# ret=redis_sortLimit(c,"list2",AR,0,5,"desc") for Alphanumeric content should use "alpha"
if(ret== -1) {
    print ERRNO
}
for(i in AR){
    print i") "AR[i]
}
redis_close(c)
```

## **sortLimitStore**

**Description:** Sort the elements in a list, set or sorted set, using the LIMIT and STORE modifiers with the sense of limit the number of returned elements and ensure that the result is stored as in a new key instead of be returned.

### **Parameters**

*number*: connection

*string*: key name

*string*: the name of the new key *number*: offset *number*: count *optional string*: options “desc|asc alpha”

### **Return value**

1 or -1 on error

### **Example**

```
# will store 5 elements, of the sorted version of list2,
# in the list "listb"
c=redis_connect()
ret=redis_sortLimitStore(c,"list2","listb",0,5) # assume "list2" with numerical content
# or using a sixth argument
# ret=redis_sortLimitStore(c,"list2","listb",0,5,"desc")
```

## **sortStore**

**Description:** Sort the elements in a list, set or sorted set, using the STORE modifier for that the result to be stored in a new key

### **Parameters**

*number*: connection

*string*: key name

*string*: the name of the new key *optional string*: options “desc|asc alpha”

### ***Return value***

1 or -1 on error

### ***Example***

```
c=redis_connect()
redis_del(c,"list2")
redis_lpush(c,"list2","John")
redis_lpush(c,"list2","Sylvia")
redis_lpush(c,"list2","Tom")
redis_lpush(c,"list2","Brenda")
redis_lpush(c,"list2","Charles")
redis_lpush(c,"list2","Liza")
ret=redis_sortStore(c,"list2","listb")
# or using a fourth argument
# ret=redis_sortStore(c,"list2","listb","desc alpha")
```

## **scan**

**Description:** iterates the set of keys. Please read how it works from Redis scan command

### ***Parameters***

*number*: connection

*number*: the cursor

*array*: for to hold the results

*string (optional)*: for to match a given glob-style pattern, similarly to the behavior of the **keys** function that takes a pattern as only argument

### ***Return value***

1 on success, or 0 on the last iteration (when the returned cursor is equal 0). Returns -1 on error.

### ***Example***

```
@load "redis"
BEGIN{
    c=redis_connect()
    num=0
    while(1){
        ret=redis_scan(c,num,AR,"s*") # the last parameter (the pattern "s*"), is optional
        if(ret==1){
            print ERRNO
            redis_close(c)
            exit
        }
        if(ret==0){
            break
        }
        n=length(AR)
        for(i=2;i<=n;i++) {
            print AR[i]
```

```

    }
    num=AR[1]  # AR[1] contains the cursor
    delete(AR)
}
for(i=2;i<=length(AR);i++) {
    print AR[i]
}
redis_close(c)
}

```

## ttl, pttl

**Description:** Returns the time to live left for a given key in seconds (ttl), or milliseconds (pttl).

### Parameters

*number*: connection  
*string*: key name

### Return value

*number*: The time to live in seconds. If the key has no ttl, -1 will be returned, and -2 if the key doesn't exist.

## Example

```
redis_ttl(c, "key")
```

## persist

**Description:** Remove the expiration timer from a key.

### Parameters

*number*: connection  
*string*: key name

### Return value

1 if a timeout was removed, 0 if key does not exist or does not have an associated timeout

## Example

```
redis_exists(c, "key")      # return 1
redis_ttl(c, "key")        # returns -1 if has no associated expire
redis_expire(c, "key", 100) # returns 1
redis_persist(c, "key")    # returns 1
redis_persist(c, "key")    # returns 0
```

## mset, msetnx

**Description:** Sets multiple key-value pairs in one atomic command. msetnx only returns 1 if all the keys were set (see set and option nx).

### **Parameters**

*number*: connection

*array*: keys and their respective values

### **Return value**

1 in case of success, -1 on error. while msetnx returns 0 if no key was set (at least one key already existed).

### **Example**

```
@load "redis"
BEGIN {
    AR[1]="q1"
    AR[2]="vq1"
    AR[3]="q2"
    AR[4]="vq2"
    AR[5]="q3"
    AR[6]="vq3"
    AR[7]="q4"
    AR[8]="vq4"
    c=redis_connect()
    ret=redis_mset(c,AR)
    print ret" returned by mset"
    redis_keys(c, "q*",R)
    for(i in R){
        print i") "R[i]
    }
    redis_close(c)
}
```

Output:

```
1 returned by mset
1) q2
2) q3
3) q4
4) q1
```

### **dump**

**Description:** Dump a key out of a redis database, the value of which can later be passed into redis using the RESTORE command. The data that comes out of DUMP is a binary representation of the key as Redis stores it.

### **Parameters**

*number*: connection

*string*: key name

### **Return value**

The Redis encoded value of the key, or `string null` if the key doesn't exist

### **Examples**

```
redis_set(c, "foo", "bar")
val=redis_dump(c, "foo")  # val will be the Redis encoded key value
```

## **restore**

**Description:** Restore a key from the result of a DUMP operation.

### **Parameters**

*number*: connection

*string*: key name.

*number*: ttl number. How long the key should live (if zero, no expire will be set on the key).

*string*: value string (binary). The Redis encoded key value (from DUMP).

### **Return value**

1 on sucess, -1 on error

### **Examples**

```
redis_set(c, "foo", "bar")
val=redis_dump(c, "foo")
redis_restore(c, "bar", 0, val)  # The key "bar", will now be equal to the key "foo"
```

---

## **Hashes**

- hdel - Deletes one or more hash fields
  - hexists - Determines if a hash field exists
  - hget - Gets the value of a hash field
  - hgetAll - Gets all the fields and values in a hash
  - hincrby - Increments the integer value of a hash field by the given number
  - hincrbyfloat - Increments the float value of a hash field by the given amount
  - hkeys - Gets all the fields in a hash
  - hlen - Gets the number of fields in a hash
  - hmget - Gets the values of all the given hash fields
  - hmset - Sets multiple hash fields to multiple values
  - hset - Sets the string value of a hash field
  - hsetnx - Sets the value of a hash field, only if the field does not exist
  - hscan - Iterates elements of Hash types
  - hvalls - Gets all the values in a hash
  - hstrlen - Get the length of the value of a hash field
- 

## **hset**

**Description:** Adds a value to the hash stored at key. If this value is already in the hash, FALSE is returned.

### **Parameters**

*number*: connection  
*string*: key name.  
*string*: hash Key  
*string*: value

### **Return value**

1 if value didn't exist and was added successfully, 0 if the value was already present and was replaced, -1 if there was an error.

### **Example**

```
@load "redis"
BEGIN{
    c=redis_connect()
    redis_del(c, "thehash")
    redis_hset(c, "thehash", "key1", "hello") # returns 1
    redis_hget(c, "thehash", "key1") # returns "hello"
    redis_hset(c, "thehash", "key1", "plop") # returns 0, value was replaced
    redis_hget(c, "thehash", "key1") # returns "plop"
    redis_close(c)
}
```

## **hsetnx**

**Description:** Adds a value to the hash stored at key only if this field isn't already in the hash.

### **Return value**

1 if the field was set, 0 if it was already present.

### **Example**

```
redis_del(c, "thehash")
redis_hsetnx(c, "thehash", "key1", "hello") # returns 1
redis_hget(c, "thehash", "key1") # returns "hello"
redis_hsetnx(c, "thehash", "key1", "plop") # returns 0. No change, value wasn't replaced
redis_hget(c, "thehash", "key1") # returns "hello"
```

## **hget**

**Description:** Gets a value associated with a field from the hash stored it key.

### **Parameters**

*number*: connection  
*string*: key name  
*string*: hash field

### ***Return value***

*string*: the value associated with field, or `string null` when field is not present in the hash or the key does not exist.

### **hlen**

**Description:** Returns the length of a hash, in number of items

#### **Parameters**

*number*: connection

*string*: key name

### ***Return value***

*number*: the number of fields in the hash, or 0 when key does not exist. -1 on error (by example if key exist and isn't a hash).

### ***Example***

```
redis_hsetnx(c,"thehash","key1","hello1") # returns 1
redis_hsetnx(c,"thehash","key2","hello2") # returns 1
redis_hsetnx(c,"thehash","key3","hello3") # returns 1
redis_hlen(c,"thehash") # returns 3
```

### **hdel**

**Description:** Removes the specified fields from the hash stored at key.

#### **Parameters**

*number*: connection

*string*: key name

*string or array*: field name, or array name containing the field names

### ***Return value***

*number*: the number of fields that were removed from the hash, not including specified but non existing fields.

### **hkeys**

**Description:** Obtains the keys in a hash.

#### **Parameters**

*number*: connection

*Key*: key name

*array*: containing field names results

### ***Return value***

1 on success, 0 if the hash is empty or no exists

### ***Example***

```
@load "redis"
BEGIN{
    c=redis_connect()
    redis_hkeys(c,"thehash",A) # returns 1
    for(i in A){
        print i": "A[i]
    }
    redis_close(c)
}
```

The order is random and corresponds to redis own internal representation of the structure.

### **hvals**

***Description:*** Obtains the values in a hash.

#### ***Parameters***

*number*: connection

*Key*: key name

*array*: contains the result with values

### ***Return value***

1 on success, 0 if the hash is empty or no exists

### ***Example***

```
@load "redis"
BEGIN{
    c=redis_connect()
    redis_hvals(c,"thehash",A) # returns 1
    for(i in A){
        print i": "A[i]
    }
    redis_close(c)
}
```

The order is random and corresponds to redis own internal representation of the structure.

### **hstrlen**

***Description:*** Returns the string length of the value associated with field in the hash stored at key.

### **Parameters**

*number*: connection

*Key*: key name

*string*: field name

### **Return value**

*number*: the string length of the value associated with field, or zero when field is not present in the hash or key does not exist at all. -1 on error (by example if key exist and isn't a hash).

### **Example**

```
@load "redis"
BEGIN{
    c=redis_connect()
    redis_hset(c, "hashPerson", "name", "silvia")
    print redis_hstrlen(c, "hashPerson", "name")
    redis_close(c)
}
```

## **hgetall**

**Description:** Returns the whole hash.

### **Parameters**

*number*: connection

*Key*: key name

*array*: for the result, contains the entire sequence of field/value

### **Return value**

1 on success, 0 if the hash is empty or no exists

### **Example**

```
@load "redis"
BEGIN{
    c=redis_connect()
    redis_hgetall(c, "thehash", A) # returns 1
    n=length(A)
    for(i=1;i<=n;i+=2){
        print i": "A[i]" ---> "A[i+1]
    }
    redis_close(c)
}
```

The order is random and corresponds to redis' own internal representation of the structure.

## **hscan**

**Description:** iterates elements of Hash types. Please read how it works from Redis hscan command.

### Parameters

*number*: connection  
*string*: key name  
*number*: the cursor  
*array*: for to hold the results  
*string (optional)*: for to match a given glob-style pattern, similarly to the behavior of the `keys` function that takes a pattern as only argument

### Return value

1 on success, or 0 on the last iteration (when the returned cursor is equal 0). Returns -1 on error (by example a WRONGTYPE Operation).

### Example

```
@load "redis"
BEGIN{
    c=redis_connect()
    num=0
    while(1){
        ret=redis_hscan(c,"myhash",num,AR)
        if(ret== -1){
            print ERRNO
            redis_close(c)
            exit
        }
        if(ret== 0){
            break
        }
        n=length(AR)
        for(i=2;i<=n;i++) {
            print AR[i]
        }
        num=AR[1] # AR[1] contains the cursor
        delete(AR)
    }
    for(i=2;i<=length(AR);i++) {
        print AR[i]
    }
    redis_close(c)
}
```

### hexists

**Description:** Verify if the specified member exists in a hash.

### Parameters

*number*: connection  
*string*: key name  
*string*: field or member

### ***Return value***

1 If the member exists in the hash, otherwise return 0.

### ***Examples***

```
@load "redis"
BEGIN {
    c=redis_connect()
    if(redis_hexists(c,"hashb","cl1")==1) {
        print "Key cl1 exists in the hash hashb"
    }
    if(redis_hexists(c,"hashb","cl1")==0) {
        print "Key cl1 does not exist in the hash hashb"
    }
    if(redis_hexists(c,"hashb","cl1")==-1) {
        print ERRNO
    }
    redis_close(c)
}
```

## **hincrby**

**Description:** Increments the value of a member from a hash by a given amount.

### ***Parameters***

*number*: connection

*string*: key name

*string*: member or field

*number*: (integer) value that will be added to the member's value

### ***Return value***

*number*: the new value

### ***Examples***

```
print redis_hset(c,"hashb","field", 5) # returns 1
print redis_hincrby(c,"hashb","field", 1) # returns 6
print redis_hincrby(c,"hashb","field", -1) # returns 5
print redis_hincrby(c,"hashb","field", -10) # returns -5
```

## **hincrbyfloat**

**Description:** Increments the value of a hash member by the provided float value

### ***Parameters***

*number*: connection

*string*: key name

*string*: field name

*number*: (float) value that will be added to the member's value

### **Return value**

*number*: the new value

### **Examples**

```
redis_del(c, "h");
redis_hincrbyfloat(c, "h", "x", 1.5);  # returns 1.5: field x = 1.5 now
redis_hincrbyfloat(c, "h", "x", 1.5)   # returns 3.0: field x = 3.0 now
redis_hincrbyfloat(c, "h", "x", -3.0)  # returns 0.0: field x = 0.0 now
```

## **hmset**

**Description:** Fills in a whole hash. Overwriting any existing fields in the hash. If key does not exist, a new key holding a hash is created.

### **Parameters**

*number* connection

*string*: key name

*array*: contains field names and their respective values

### **Return value**

1 on success, -1 on error

### **Examples**

```
c=redis_connect()
AR[1]="a0"
AR[2]="value of a0"
AR[3]="a1"
AR[4]="value of a1"
ret=redis_hmset(c, "hash1", AR1)
```

## **hmget**

**Description:** Retrieve the values associated to the specified fields in the hash.

### **Parameters**

*number*: connection

*string*: key name

*array or string*: an array contains field names, or only one string that containing the name of field

*array*: contains results, a sequence of values associated with the given fields, in the same order as they are requested. For every field that does not exist in the hash, a null string (empty string) is associated.

### **Return value**

1 on success, -1 on error

### Examples

```
load "redis"
BEGIN{
    c=redis_connect()
    J[1]="c2"
    J[2]="k3"
    J[3]="cl1"
    J[4]="c1"
    J[5]="c6"
    ret=redis_hmget(c,"thash",J,T)
    if(ret==1) {
        print errno
    }
    print "hmget: Results and requests"
    for (i in T) {
        print i": ",T[i], " .... ",J[i]
    }
    ret=redis_hgetall(c,"thash",AR)
    print "hgetall from the hash thash"
    for (i in AR) {
        print i": ",AR[i]
    }
    # other use allowed for hmget
    ret=redis_hmget(c,"thash","cl1",OTH)
    print "is cl1 a field?"
    for(i in OTH){
        print i": ",OTH[i]
    }
    redis_close(c);
}
```

Output:

```
hmget: Results and requests
1: ..... c2
2: vk3 ..... k3
3: vcl1 ..... cl1
4: ..... c1
5: ..... c6
hgetall from the hash thash
1: k1
2: vk1
3: k3
4: vk3
5: cl1
6: vcl1
7: cl2
8: vcl2
is cl1 a field?
1: vcl1
```

---

## Lists

- lindex - Returns the element at index index in the list.
  - linsertBefore - Inserts value in a list key before the reference value pivot.
  - linsertAfter - Inserts value in a list key after the reference value pivot.
  - llen - Gets the length/size of a list
  - lpop - Remove and get the first element in a list
  - lpush - Insert all the specified values at the head of a list
  - lpushx - Inserts a value at the head of the list, only if the key already exists and holds a list.
  - lrange - Get a range of elements from a list
  - lrem - Remove elements from a list
  - lset - Set the value of an element in a list by its index
  - ltrim - Trim a list to the specified range
  - rpop - Remove and get the last element in a list
  - rpoplpush - Returns and removes the last element (tail) of a list, and pushes the element at the first element (head) of other list.
  - rpush - Insert all the specified values at the tail of a list
  - rpushx - Inserts a value at the tail of the list, only if the key already exists and holds a list.
  - blpop - Is a blocking list pop primitive. Pops elements from the head of a list.
  - brpop - Is a blocking list pop primitive. Pops elements from the tail of a list.
  - brpoplpush - Is the blocking variant of RPOPLPUSH.
- 

### lindex

**Description:** Returns the element at index index in the list.

#### Parameters

*number*: connection

*string*: key name

*number*: the index

#### Return value

*string*: the requested element, or null string when index is out of range. -1 on error

#### Example

```
@load "redis"
BEGIN{
    c=redis_connect()
    redis_del(c, "mylist99")
    redis_lpush(c, "mylist99", "s1")
    redis_lpush(c, "mylist99", "s0")
    # gets element index 0
    print redis_lindex(c, "mylist99", 0)
    # gets the last element
    print redis_lindex(c, "mylist99", -1)
    # gets null string
    print redis_lindex(c, "mylist99", 3)
    redis_close(c)
}
```

## **linsertBefore**

**Description:** Inserts value in a list key before the reference value pivot.

### **Parameters**

*number*: connection

*string*: key name

*string*: pivot *string*: value

### **Return value**

*number*: the length of the list after the insert, or -1 when the value pivot was not found.

### **Example**

```
redis_del(c, "mylist")
print redis_rpush(c, "mylist", "Hello")
print redis_rpush(c, "mylist", "World")
print redis_linsertBefore(c, "mylist", "Hello", "Hi")
print redis_linsertBefore(c, "mylist", "OH", "Mmm")
# to use 'redis_lrange' for to show the list
```

Output:

```
1
2
3
-1
```

## **linsertAfter**

**Description:** Inserts value in a list key after the reference value pivot

### **Parameters**

*number*: connection

*string*: key name

*string*: pivot

*string*: value

### **Return value**

*number*: the length of the list after the insert, or -1 when the value pivot was not found.

### **Example**

```
redis_del(c, "mylist")
print redis_rpush(c, "mylist", "Hello")
print redis_rpush(c, "mylist", "World")
redis_linsertAfter(c, "mylist", "Hello", "--") # Returns 3
redis_linsertAfter(c, "mylist", "World", "OK") # Returns 4
# to use 'redis_lrange' for to show the list
```

## rpop

**Description:** Return and remove the last element of the list.

### Parameters

*number*: connection  
*string*: key name

### Return value

*string*: the value, **null string** in case of empty list or no exists

### Example

```
@load "redis"
BEGIN{
    c=redis_connect()
    redis_del(c, "mylist")
    C[1]="push1";C[2]="push2";C[3]="push3"
    C[4]="push4";C[5]="push5";C[6]="pushs6"
    print redis_rpush(c, "mylist", C)
    redis_lrange(c, "mylist", AR, 0, -1)
    for(i in AR) {
        print i") "AR[i]
    }
    print "RPOP to empty the list 'mylist'"
    while(redis_exists(c, "mylist")) {
        print redis_rpop(c, "mylist")
    }
    redis_close(c)
}
```

Output: 6 1) push1 2) push2 3) push3 4) push4 5) push5 6) pushs6 RPOP to empty the list 'mylist' pushs6  
push5 push4 push3 push2 push1

## rpoplpush

**Description:** Atomically returns and removes the last element (tail) of a source list, and pushes the element at the first element (head) of a destination list.

### Parameters

*number*: connection  
*string*: the source list name  
*string*: the destination list name

### Return value

*string*: the element being popped and pushed. If source key does not exist, **null string** is returned and no operation is performed. **-1** on error (if any of the key names exist and is not a list).

### Example

```
@load "redis"
BEGIN{
    c=redis_connect()
    redis_del(c, "mylist")
    C[1]="a";C[2]="b";C[3]="c";C[4]="d"
    print redis_rpush(c, "mylist", C)
    # mylist before rpoplpush is executed
    redis_lrange(c, "mylist", AR, 0, -1)
    for(i in AR) {
        print i") "AR[i]
    }
    redis_del(c, "mylist0")
    print redis_rpoplpush(c, "mylist", "mylist0")
    delete AR
    # mylist after rpoplpush is executed
    redis_lrange(c, "mylist", AR, 0, -1)
    for(i in AR) {
        print i") "AR[i]
    }
    print "Elements in 'mylist0':"
    delete AR
    redis_lrange(c, "mylist0", AR, 0, -1)
    for(i in AR) {
        print i") "AR[i]
    }
    redis_close(c)
}
```

Output: 4 1) a 2) b 3) c 4) d d 1) a 2) b 3) c Elements in 'mylist0': 1) d

### brpoplpush

**Description:** Is the blocking variant of RPOPLPUSH. When the source list contains elements, this function behaves exactly like RPOPLPUSH, if the source list is empty, Redis will block the connection until another client pushes to it or until timeout is reached.

### Parameters

*number*: connection  
*string*: the source list name  
*string*: the destination list name  
*number*: timeout

### Return value

*string*: the element being popped and pushed. If timeout is reached, a null string is returned. -1 on error (if any of the key names exist and is not a list).

### Example

```
print redis_brpoplpush(c, "mylist", "mylist0", 10)
```

## lpop

**Description:** Return and remove the first element of the list.

### Parameters

*number*: connection  
*string* key name

### Return value

*string*: the value, `null` string in case of empty list or no exists

### Example

```
@load "redis"
BEGIN{
    c=redis_connect()
    ret=redis_del(c,"list1")
    print "return del="ret
    ret=redis_lpush(c,"list1","AA")
    print "return lpush="ret
    ret=redis_lpush(c,"list1","BB")
    print "return lpush="ret
    ret=redis_lpush(c,"list1","CC")
    print "return lpush="ret
    ret=redis_lrange(c,"list1",AR,0,-1)
    print "return lrange="ret
    for(i in AR) {
        print i": "AR[i]
    }
    ret=redis_lpop(c,"list1")
    print "return lpop="ret
    delete AR
    ret=redis_lrange(c,"list1",AR,0,-1)
    print "return lrange="ret
    for(i in AR) {
        print i": "AR[i]
    }
    redis_close(c)
}
```

Output:

```
return del=1
return lpush=1
return lpush=2
return lpush=3
return lrange=1
1: CC
2: BB
3: AA
return lpop=CC
return lrange=1
1: BB
```

2: AA

## lpush

**Description:** Adds all the specified values to the head (left) of the list. Creates the list if the key didn't exist.

### Parameters

*number*: connection

*key*: key name

*string or array*: the string value to push in key, or if is an array, it's containing all values.

### Return value

*number*: The new length of the list in case of success, -1 on error (if the key exists and is not a list).

## Example

```
redis_lpush(c,"list1","dd")
redis_lpush(c,"list1",A) # being the array 'A' that containing the values
# to see example code of rpush function
```

## lpushx

**Description:** Inserts a value at the head of the list, only if the key already exists and holds a list, no operation will be performed when key does not yet exist.

### Parameters

*number*: connection

*string*: key name

*string*: the value to push in key

### Return value

*number*: The new length of the list in case of success. 0 when no operation is executed. -1 on error (if the key exists and is not a list).

## Example

```
@load "redis"
BEGIN{
    c=redis_connect()
    redis_del(c,"mylist99")
    redis_lpush(c,"mylist99","s1")
    redis_lpushx(c,"mylist99","s2") # returns 2
    redis_del(c,"mylist99")
    redis_lpushx(c,"mylist99","a") # returns 0. The list not exist
    redis_lpush(c,"mylist99","a") # returns 1
    redis_close(c)
}
```

## rpushx

**Description:** Inserts a value at the tail of the list, only if the key already exists and holds a list, no operation will be performed when key does not yet exist.

### Parameters

*number*: connection

*string*: key name

*string*: the value to push in key

### Return value

*number*: The new length of the list in case of success. 0 when no operation is executed. -1 on error (if the key exists and is not a list).

## Examples

```
redis_del(c, "mylist99")
redis_rpushx(c, "mylist99", "ppp") # It returns 0 because 'mylist99' not exist
redis_rpush(c, "mylist99", "s0")
redis_lpush(c, "mylist99", "s1")
redis_rpushx(c, "mylist99", "s2") # returns 3
```

## rpush

**Description:** Adds all the specified values to the tail (right) of the list. Creates the list if the key didn't exist.

### Parameters

*number*: connection

*string*: key name

*string or array*: the string value to push in key, or if is an array, it's containing all values.

### Return value

*number*: The new length of the list in case of success, -1 on error (if the key exists and is not a list).

## Examples

Example 1:

```
@load "redis"
BEGIN{
    c=redis_connect()
    redis_del(c, "mylist")
    C[1]="Hello";C[2]="World"
    print redis_rpush(c, "mylist",C)
    redis_lrange(c, "mylist", AR, 0, -1)
    for(i in AR) {
        print i") "AR[i]
    }
}
```

```

C[1]="push1";C[2]="push2"
print redis_lpush(c,"mylist",C)
delete AR
redis_lrange(c,"mylist",AR,0,-1)
for(i in AR) {
    print i") "AR[i]
}
redis_close(c)
}

```

Output:

```

2
1) Hello
2) World
4
1) push2
2) push1
3) Hello
4) World

```

Example 2:

```

@load "redis"
BEGIN{
    c=redis_connect()
    redis_del(c,"mylist")
    r=redis_rpush(c,"mylist","Hello")
    print r
    r=redis_rpush(c,"mylist","World")
    print r
    redis_lrange(c,"mylist",AR,0,-1)
    for(i in AR) {
        print i") "AR[i]
    }
    redis_close(c)
}

```

Output:

```

1
2
1) Hello
2) World

```

## lrange

**Description:** Returns the specified elements of the list stored at the specified key in the range [start, end]. start and stop are interpreted as indices: 0 the first element, 1 the second ... -1 the last element, -2 the penultimate ...

### Parameters

*number*: connection

*string*: key name

*array*: for the result. It will contain the values in specified range

*number:* start  
*number:* end

#### ***Return value***

1 on success, 0 in case of empty list or no exists

#### ***Example***

```
redis_lrange(c,"list1",AR,0,-1) # it range includes all values.
```

### **lrem**

**Description:** Removes the first count occurrences of the value element from the list. If count is zero, all the matching elements are removed. If count is negative, elements are removed from tail to head.

#### ***Parameters***

*number:* connection  
*string:* key name  
*number:* count  
*string:* value

#### ***Return value***

*number:* the number of removed elements, -1 on error

#### ***Example***

```
@load "redis"
BEGIN{
    c=redis_connect()
    redis_del(c,"list1")
    redis_lpush(c,"list1","AA")
    redis_lpush(c,"list1","BB")
    redis_lpush(c,"list1","CC")
    redis_lpush(c,"list1","BB")
    redis_lrange(c,"list1",AR,0,-1)
    for(i in AR) {
        print i": "AR[i]
    }
    ret=redis_lrem(c,"list1",4,"BB") # count is 4 but removes only two (existing values)
    print "return redis_lrem="ret
    if(ret== -1) print ERRNO
    delete AR
    ret=redis_lrange(c,"list1",AR,0,-1)
    for(i in AR) {
        print i": "AR[i]
    }
    redis_close(c)
}
```

## **lset**

**Description:** Set the list at index with the new value.

### **Parameters**

*number*: connection  
*string*: key name  
*number*: index  
*string*: value

### **Return value**

1 if the new value is setted. -1 on error (if the index is out of range, or data type identified by key is not a list).

### **Example**

```
@load "redis"
BEGIN{
    c=redis_connect()
    ret=redis_lset(c,"list2",7,"28") # set "28" in list2 with index 7
    print "lset returns "ret
    redis_close(c)
}
```

## **ltrim**

**Description:** Trims an existing list so that it will contain only a specified range of elements. It is recommended that you consult on possibles uses of this function in the main page of Redis project.

### **Parameters**

*number*: connection  
*string*: key name  
*number*: start  
*number*: stop

### **Return value**

1 on success, -1 on error (by example a WRONGTYPE Operation). Out of range indexes will not produce an error.

### **Example**

```
@load "redis"
BEGIN{
    c=redis_connect()
    ret=redis_lrange(c,"list2",AR,0,-1)
    if(ret==1) {
        print "---->Values in list2<---"
        for(i in AR) {
```

```

        print i": "AR[i]
    }
    ret=redis_ltrim(c,"list2",2,5)
    if(ret==1) {
        delete AR
        redis_lrange(c,"list2",AR,0,-1)
        print "--->Values in list2 after applying 'ltrim'<---"
        for(i in AR) {
            print i": "AR[i]
        }
    }
    redis_close(c)
}

```

Output:

```

--->Values in list2<---
1: 96
2: 5
3: 63
4: 60
5: 12
6: 69
7: 162
--->Values in list2 after applying 'ltrim'<---
1: 63
2: 60
3: 12
4: 69

```

## brpop

**Description:** Is a blocking list pop primitive. Pops elements from the tail of a list. To see Redis site for a more detailed explanation

### Parameters

*number*: connection

*string or array*: key name (the list name), or an array containing the list names

*array*: for the results. If an element be popped then, this array is two-element where the first element is the name of the key where it value was popped and the second element is the value of the popped element

*number*: timeout

### Return value

1, if popped a element. A `string null` when no element could be popped and the timeout expired.

### Example

```

@load "redis"
BEGIN {
    c=redis_connect()
    redis_del(c,"listb")
}

```

```

redis_lpush(c,"listb","hello")
redis_lpush(c,"listb","Sussan")
redis_lpush(c,"listb","nice")
LIST[1]="listbbb"; LIST[2]="listbb"; LIST[3]="listb"
# knowing that "listbbb" and "listbb" does not exist
# brpop will get a element from 'listb'
redis_brpop(c,LIST,AR,10) # return is 1
for(i in AR) {
    print i": "AR[i]
}
redis_close(c)
}

```

Output:

```

1: listb
2: hello

```

## blpop

**Description:** Is a blocking list pop primitive. Pops elements from the head of a list. To see Redis site for a more detailed explanation

### Parameters

*number*: connection

*string or array*: key name (the list name), or an array containing the list names

*array*: for the results. If a element be popped then, this array is two-element where the first element is the name of the key where it value was popped and the second element is the value of the popped element.

*number*: timeout

### Return value

1, if popped a element. A **string null** when no element could be popped and the timeout expired.

### Example

```

# the same example code in brpop
#
# ...
redis_bpop(c,LIST,AR,10) # returns is 1

```

Output:

```

1: listb
2: nice

```

## llen

**Description:** Returns the size of a list identified by Key.

If the list didn't exist or is empty, the command returns 0. If the data type identified by Key is not a list, the command returns -1.

### **Parameters**

*number*: connection  
*string*: key name

### **Return value**

*number*: the size of the list identified by key, 0 if the key no exist or is empty, -1 on error (if the data type identified by key is not list)

### **Example**

```
print "Length of 'mylist': "redis_llen(c,"mylist")
```

---

## Sets

- `sadd` - Adds one or more members to a set
  - `scard` - Gets the number of members in a set
  - `sdiff` - Subtracts multiple sets
  - `sdiffstore` - Subtracts multiple sets and store the resulting set in a key
  - `sinter` - Intersects multiple sets
  - `sinterstore` - Intersects multiple sets and store the resulting set in a key
  - `sismember` - Determines if a given value is a member of a set
  - `smembers` - Gets all the members in a set
  - `smove` - Moves a member from one set to another
  - `spop` - Removes and returns one or more random members from a set
  - `sscan` - Iterates elements of Sets types
  - `srandmember` - Gets one or multiple random members from a set
  - `srem` - Removes one or more members from a set
  - `sunion` - Adds multiple sets
  - `sunionstore` - Adds multiple sets and store the resulting set in a key
- 

### **srandmember**

**Description:** Get one or multiple random members from a set, (not remove it). See Redis site for the use of additional parameters.

### **Parameters**

*number*: connection  
*string*: key name

(optional) *number*: `count` distinct elements if count is positive. If count is negative, the number of elements is the absolute value of the specified count and can obtain the same element multiple times in the result

(optional) `array`: containing results, when count parameter is used.

### **Return value**

*string*: the randomly selected element, or `null string` if key not exist. If count is used, returns 1 and the array parameter, will contain the results.

### *Example*

```
@load "redis"
BEGIN {
    c=redis_connect()
    redis_del(c,"myset")
    A[1]="55"; A[2]="c16"; A[3]="89"; A[4]="c15"
    redis_sadd(c,"myset",A)
    r=redis_smembers(c,"myset",MEMB)
    if(r!=-1) {
        print "Members in set 'myset'"
        for( i in MEMB) {
            print MEMB[i]
        }
    }
    print "srandmember gets: "redis_srandmember(c,"myset")
    print "Members in set 'myset', after applying 'srandmember' function"
    delete MEMB
    r=redis_smembers(c,"myset",MEMB)
    print "smembers returns: "r
    for( i in MEMB) {
        print MEMB[i]
    }
    r=redis_srandmember(c,"myset",3,B)
    # Members obtained using srandmember with the additional count argument
    for( i in B) {
        print "          "B[i]
    }
    redis_close(c)
}
```

Output:

```
Members in set 'myset'
55
c15
89
c16
srandmember gets: c16
Members in set 'myset', after applying 'srandmember' function
smembers returns: 1
55
c15
89
c16
      55
      c16
      c15
```

**spop**

**Description:** Removes and returns one or more random members from a set.

### *Parameters*

*number*: connection  
*string*: key name  
*(optional) number*: count argument  
*(optional) array*: when an argument count exists. This array contains the result.

### **Return value**

*string*: the removed element, if *count* argument is not present, or *null string* if key not exist or empty set. With *count* the return value is 1 or 0 if empty set or key is nonexistent.

### **Example**

```
BEGIN {
    c=redis_connect()
    redis_del(c, "myset")
    A[1] = "55"; A[2] = "c16"; A[3] = "89"; A[4] = "c15"; A[5] = 59; A[6] = "c72"
    redis_sadd(c, "myset", A)
    r=redis_smembers(c, "myset", MEMB)
    if(r!=-1) {
        print "Members in set 'myset'"
        for( i in MEMB) {
            print MEMB[i]
        }
    }
    print "spop gets one member: "redis_spop(c, "myset")
    # spop gets 3 members
    redis_spop(c, "myset", 3, AR) # returns 1
    print "The result of spop with count 3:"
    for (i in AR) {
        print i": "AR[i]
    }
    print "Members in set 'myset', after applying 'spop' function"
    delete MEMB
    redis_smembers(c, "myset", MEMB) # returns 1
    for( i in MEMB) {
        print MEMB[i]
    }
    redis_close(c)
}
```

Output:

```
Members in set 'myset'
55
c15
c16
59
c72
89
spop gets one member: 59
The result of spop with count 3:
1: c72
2: 55
3: c16
Members in set 'myset', after applying 'spop' function
```

c15  
89

## sdiff

**Description:** Subtract multiple sets

### Parameters

*number*: connection

*array*: containing set names

*array*: containing the members (strings) of the result

### Return value

*number*: 1 on sucess, -1 on error.

### Example

```
redis_del(c, "myset1")
A[1]="55"; A[2]="c16"; A[3]="89"; A[4]="c15"
redis_sadd(c, "myset1",A)
redis_del(c, "myset2")
delete A
A[1]="89"
redis_sadd(c, "myset2",A)
redis_del(c, "myset3")
delete A
A[1]="9"; A[2]="c16"; A[3]="89"
redis_sadd(c, "myset3",A)
delete A
A[1]="myset1"; A[2]="myset2"; A[3]="myset3"
redis_sdiff(c,A,RE)  # members expeced in array RE: 55, c15
```

## sinter

**Description:** Obtains the intersection of the given sets.

### Parameters

*number*: connection

*array*: containing set names

*array*: containing the members (strings) of the result

### Return value

*number*: 1 on sucess, -1 on error.

### *Example*

```
redis_del(c, "myset1")
A[1]="55"; A[2]="c16"; A[3]="89"; A[4]="c15"
redis_sadd(c, "myset1",A)
redis_del(c, "myset2")
delete A
A[1]="89"
redis_sadd(c, "myset2",A)
redis_del(c, "myset3")
delete A
A[1]="9"; A[2]="c16"; A[3]="89"
redis_sadd(c, "myset3",A)
delete A
A[1]="myset1"; A[2]="myset2"; A[3]="myset3"
redis_sinter(c,A,RE)  # members expeced in array RE: 89
```

## **sunion**

**Description:** Obtains the union of the given sets.

### *Parameters*

*number*: connection

*array*: containing set names

*array*: containing the members (strings) of the result

### *Return value*

*number*: 1 on sucess, -1 on error.

### *Example*

```
redis_del(c, "myset1")
A[1]="55"; A[2]="c16"; A[3]="89"; A[4]="c15"
redis_sadd(c, "myset1",A)
redis_del(c, "myset2")
delete A
A[1]="89"
redis_sadd(c, "myset2",A)
redis_del(c, "myset3")
delete A
A[1]="9"; A[2]="c16"; A[3]="89"
redis_sadd(c, "myset3",A)
delete A
A[1]="myset1"; A[2]="myset2"; A[3]="myset3"
redis_sunion(c,A,RE)  # members expeced in array RE: 55, c15, c16, 89, 9
```

## **sunionstore**

**Description:** Adds multiple sets and store the resulting set in a key.

### **Parameters**

*number*: connection  
*string*: new key name (a new set), where is stored the result.  
*array*: containing set names

### **Return value**

*number*: the number of elements in the resulting set, or -1 on error.

### **Example**

```
redis_del(c, "myset1")
A[1]="55"; A[2]="c16"; A[3]="89"; A[4]="c15"
redis_sadd(c, "myset1",A)
redis_del(c, "myset2")
delete A
A[1]="89"
redis_sadd(c, "myset2",A)
redis_del(c, "myset3")
delete A
A[1]="9"; A[2]="c16"; A[3]="89"
redis_sadd(c, "myset3",A)
delete A
A[1]="myset1"; A[2]="myset2"; A[3]="myset3"
redis_sunionstore(c, "mysetUnion",A) # members expeced in set mysetUnion: 55, c15, c16, 89, 9
```

## **sdiffstore**

**Description:** Substracts multiple sets and store the resulting set in a key.

### **Parameters**

*number*: connection  
*string*: new key name (a new set), where is stored the result.  
*array*: containing set names

### **Return value**

*number*: the number of elements in the resulting set, or -1 on error.

### **Example**

```
@load "redis"
BEGIN{
    c=redis_connect()
    print ERRNO
    redis_del(c, "myset1")
    A[1]="55"; A[2]="c16"; A[3]="89"; A[4]="c15"
    redis_sadd(c, "myset1",A)
    redis_del(c, "myset2")
    delete A
    A[1]="89"
```

```

redis_sadd(c, "myset2", A)
redis_del(c, "myset3")
delete A
A[1] = "9"; A[2] = "c16"; A[3] = "89"
redis_sadd(c, "myset3", A)
delete A
A[1] = "myset1"; A[2] = "myset2"; A[3] = "myset3"
# the next sdiffstore should returns 2
redis_sdiffstore(c, "mysetDiff", A) # members expeced in set mysetDiff: 55,c15
# for to show the results
ret=redis_smembers(c, "mysetDiff", MEMB) # 'ret' contains the return of 'smembers' of the resulting
# now, the array MEMB contains the results
for(i in MEMB) {
    print MEMB[i]
}
redis_close(c)
}

```

## sinterstore

**Description:** Intersects multiple sets and store the resulting set in a key.

### Parameters

*number*: connection

*string*: new key name (a new set), where is stored the result.

*array*: containing set names

### Return value

*number*: the number of elements in the resulting set, or -1 on error.

### Example

```

redis_del(c, "myset1")
A[1] = "55"; A[2] = "c16"; A[3] = "89"; A[4] = "c15"
redis_sadd(c, "myset1", A)
redis_del(c, "myset2")
delete A
A[1] = "89"
redis_sadd(c, "myset2", A)
redis_del(c, "myset3")
delete A
A[1] = "9"; A[2] = "c16"; A[3] = "89"
redis_sadd(c, "myset3", A)
delete A
A[1] = "myset1"; A[2] = "myset2"; A[3] = "myset3"
redis_sinterstore(c, "mysetInter", A) # members expeced in set mysetInter: 89

```

## sscan

**Description:** iterates elements of Sets types. Please read how it works from Redis sscan command.

### **Parameters**

*number*: connection  
*string*: key name  
*number*: the cursor  
*array*: for to hold the results  
(optional) *string*: for to match a given glob-style pattern, similarly to the behavior of the **keys** function that takes a pattern as only argument

### **Return value**

1 on success or 0 on the last iteration (when the returned cursor is equal 0). Returns -1 on error (by example a WRONGTYPE Operation).

### **Example**

```
@load "redis"
BEGIN{
    c=redis_connect()
    num=0
    while(1){
        ret=redis_sscan(c,"myset",num,AR)
        if(ret==1){
            print ERRNO
            redis_close(c)
            exit
        }
        if(ret==0){
            break
        }
        n=length(AR)
        for(i=2;i<=n;i++) {
            print AR[i]
        }
        num=AR[1]  # AR[1] contains the cursor
        delete(AR)
    }
    for(i=2;i<=length(AR);i++) {
        print AR[i]
    }
    redis_close(c)
}
```

**sadd**

**Description:** Add one or more members to a set.

### **Parameters**

*number*: connection  
*string*: key name  
*string or array*: containing the value, and if it is an array containing the set of values

### ***Return value***

the number of members added to the set in this operation. Returns -1 on error (by example a WRONGTYPE Operation).

### ***Example***

```
@load "redis"
BEGIN {
    c=redis_connect()
    redis_del(c, "myset")
    r=redis_sadd(c, "myset", "c15")
    print r
    A[1]="55"; A[2]="c16"; A[3]="89"
    print redis_sadd(c, "myset", A)
    r=redis_smembers(c, "myset", MEMB)
    if(r!=-1) {
        print "Members in set 'myset'"
        for( i in MEMB) {
            print MEMB[i]
        }
    }
    redis_close(c)
}
```

Output:

```
1
3
Members in set 'myset'
89
c16
55
c15
```

### **srem**

**Description:** Remove one or more members from a set.

#### **Parameters**

*number*: connection

*string*: key name

*string or array*: containing the member (a string), and if it is an array containing the set of members (one or more strings)

### ***Return value***

*number*: the number of members that were removed from the set. Returns -1 on error.

### ***Example***

```
redis_del(c, "myset")
A[1]="55"; A[2]="c16"; A[3]="89"; A[4]="c26"; A[5]="12"
```

```

redis_sadd(c, "myset",A)
r1=redis_srem(c,"myset","89")
B[1]=55; B[2]="c16"; B[3]="12"
r2=redis_srem(c,"myset",B)
print "r1=%d" - r2=%d
redis_smembers(c,"myset",MEMB) # member expected in 'myset': c26

```

## sismember

**Description:** Determines if a given value is a member of a set.

### Parameters

*number*: connection

*string*: key name, (the set)

*string*: member

### Return value

*number*: 1 if the element is a member of the set. 0 if the element is not a member of the set, or if key does not exist.

## Example

```

redis_del(c, "myset")
A[1]="55"; A[2]="c16"; A[3]="89"; A[4]="c26"; A[5]="12"
redis_sadd(c, "myset",A)
redis_sismember(c,"myset","c26") # return value expected: 1
redis_sismember(c,"myset","66") # return value expected: 0

```

## smove

**Description:** Move a member from one set to another.

### Parameters

*number*: connection

*string*: key name, the source set

*string*: key name, the destination set

*string*: member

### Return value

1 if the element is moved, 0 if the element is not a member of source and no operation was performed.  
Returns -1 on error.

## Example

```

redis_del(c, "myset")
A[1]="55"; A[2]="c16"; A[3]="89"; A[4]="c26"; A[5]="12"
redis_sadd(c, "myset",A)
# execute "smove" and display its return

```

```
print "Member 'c26' from 'myset' to 'newset': "redis_smove(c,"myset","newset","c26")
# now, the expected return value is 0
print "Member 'ccc' from 'myset' to 'newset': "redis_smove(c,"myset","newset","ccc")
```

## scard

**Description:** Gets the cardinality (number of elements) of the set.

### Parameters

*number*: connection

*string*: key name

### Return value

the cardinality or 0 if key does not exist. -1 on error.

## Example

```
print "Cardinality of 'myset': "redis_scard(c,"myset")
```

## smembers

**Description:** Gets all the members in a set.

### Parameters

*number*: connection

*string*: key name

*array*: will contain the results, a set of strings.

### Return value

1 on success, -1 on error, 0 if empty set.

## Example

To see example `sadd function`

---

## Sorted Sets

- zadd - Adds one or more members to a sorted set or updates its score if it already exists
- zcard - Gets the number of members in a sorted set
- zcount - Counts the members in a sorted set with scores between the given values
- zincrby - Increments the score of a member in a sorted set
- zinterstore - Intersects multiple sorted sets and store the resulting sorted set in a new key
- zlexcount - Returns the number of elements with a value in a specified range, forcing lexicographical ordering

- zrange - Returns a range of members in a sorted set. The elements are sorted from the lowest to the highest score
  - zrangebylex - Returns all the elements with a value in a specified range, forcing a lexicographical ordering
  - zrangebyscore - Returns all the elements with a score between min and max specified
  - zrangeWithScores - Return a range of members in a sorted set, by score
  - zrank - Determines the index of a member in a sorted set
  - zrem - Removes one or more members from a sorted set
  - zremrangebylex - Removes all elements in the sorted set between the lexicographical range specified by min and max
  - zremrangebyrank - Removes all elements in the sorted set with rank into a specified range
  - zremrangebyscore - Removes all elements in the sorted set with a score into a specified range
  - zrevrange - Returns a specified range of elements in the sorted set. The elements are sorted from highest to lowest score
  - zrevrangebyscore - Returns all the elements in the sorted set with a score between max and min.
  - zrevrangeWhithScores - Executes zrevrange with the option ‘withscores’, gettings the scores together with the elements
  - zrevrank - Returns the rank of a member in the sorted set, with the scores ordered from high to low
  - zscan - Iterates elements of Sorted Set types
  - zscore - Gets the score associated with the given member in a sorted set
  - zunionstore - Adds multiple sorted sets and stores the resulting sorted set in a new key
- 

## **zcard**

**Description:** Gets the number of members in a sorted set.

### **Parameters**

*number*: connection  
*string*: key name

### **Return value**

*number*: the cardinality or number de elements, 0 if key does not exist. -1 on error.

### **Example**

```
print "Cardinality of 'zmyset': "redis_zcard(c,"zmyset")
```

## **zrevrank**

**Description:** Returns the rank of a member in the sorted set, with the scores ordered from high to low. The rank (or index) is 0-based, which means that the member with the highest score has rank 0.

### **Parameters**

*number*: connection  
*string*: key name  
*string*: member name

### **Return value**

*number*: the rank of member, if member exists in the sorted set. Returns `null string` if member does not exist in the sorted set or key does not exist. `-1` on error.

### **Example**

```
@load "redis"
BEGIN{
    c=redis_connect()
    redis_del(c, "myzset")
    A[1]="1"; A[2]="one"; A[3]="2"; A[4]="two"
    A[5]="3"; A[6]="three"; A[7]="4"; A[8]="four"
    redis_zadd(c, "myzset", A)
    redis_zrevrank(c, "myzset", "four") # returns 0
    redis_zrevrank(c, "myzset", "seven") # returns null string
    redis_zrevrank(c, "myzset", "two") # returns 2
    redis_close(c)
}
```

## **zcount**

**Description:** Count the members in a sorted set with a score between min and max (two values given as arguments).

### **Parameters**

*number*: connection

*string*: key name

*number*: min value *number*: max value

### **Return value**

*number*: the number of elements in the specified score range, 0 if key does not exist. `-1` on error (by example a WRONGTYPE Operation).

### **Example**

```
redis_del(c, "zmyset")
r1=redis_zadd(c, "zmyset", 1, "one")
r2=redis_zadd(c, "zmyset", 1, "uno")
AR[1]="2"; AR[2]="two"; AR[3]="3"; AR[4]="three"
r3=redis_zadd(c, "zmyset", AR)
print r1, r2, r3
print "Zcount with score between 1 and 2: "redis_zcount(c, "zmyset", 1,2) # returns 3
```

## **zinterstore**

**Description:** Intersects multiple sorted sets and store the resulting sorted set in a new key. To see Redis site for to know how use additional parameters “weights” and “aggregate”

### **Parameters**

*number*: connection  
*string*: new key name (a new sorted set), where is stored the result.  
*array*: containing the sorted sets names  
and optionally... *array*: containing the weights *string*: containing “aggregate sum|min|max”

### **Return value**

*number*: the number of elements in the resulting sorted set at destination, or -1 on error

### **Example**

```
redis_del(c, "zmyset1")
A[1] = "1"; A[2] = "one"; A[3] = "3"; A[4] = "three"; A[5] = "5"; A[6] = "five"
redis_zadd(c, "zmyset1", A)
redis_del(c, "zmyset2")
delete A
A[1] = "3"; A[2] = "three"; A[3] = "4"; A[4] = "four"
redis_zadd(c, "zmyset2", A)
redis_del(c, "zmyset3")
delete A
A[1] = "3"; A[2] = "three"; A[3] = "4"; A[4] = "four"; A[5] = "5"; A[6] = "five"
redis_zadd(c, "zmyset3", A)
redis_zinterstore(c, "zmysetInter", A) # members expected in sorte set zmysetInter: 'three' with score 27
W[1] = 2; W[2] = 3; W[3] = 4
redis_zinterstore(c, "zmysetInterWeights", A, W, "aggregate sum") # 'three' with score 27
redis_zinterstore(c, "zmysetInterWeights", A, W, "aggregate min") # 'three' with score 6
```

## **zunionstore**

**Description:** Adds multiple sorted sets and store the resulting sorted set in a new key. To see Redis site for to know how use additionals parameters “weights” and “aggregate”

### **Parameters**

*number*: connection  
*string*: new key name (a new sorted set), where is stored the result.  
*array*: containing the sorted sets names  
and optionally:  
*array*: containing the weights *string*: containing “aggregate sum|min|max”

### **Return value**

*number*: the number of elements in the resulting sorted set at destination, or -1 on error

### **Example**

```
redis_del(c, "zmyset1")
A[1] = "1"; A[2] = "one"; A[3] = "3"; A[4] = "three"; A[5] = "5"; A[6] = "five"
redis_zadd(c, "zmyset1", A)
```

```

redis_del(c, "zmyset2")
delete A
A[1]="3"; A[2]="three"; A[3]="4"; A[4]="four"
redis_zadd(c, "zmyset2",A)
redis_del(c, "zmyset3")
delete A
A[1]="3"; A[2]="three"; A[3]="4"; A[4]="four"; A[5]="5"; A[6]="five"
redis_zadd(c, "zmyset3",A)
delete A
A[1]="zmyset1"; A[2]="zmyset2"; A[3]="zmyset3"
W[1]=2; W[2]=3; W[3]=4
redis_zunionstore(c, "zmysetUW",A,W,"aggregate sum") # one,2 three,27 four,28 five,30
redis_zunionstore(c, "zmysetUW",A,W,"aggregate min") # one,2 three,6 four,12 five,10

```

## **zrange**

**Description:** Returns a range of members in a sorted set. The members are considered to be ordered from the lowest to the highest score.

### **Parameters**

*number*: connection  
*string*: key name  
*array*: array name for the results  
*number*: start of range  
*number*: stop of range

### **Return value**

1 on success, 0 if the result is empty, -1 on error (by example a WRONGTYPE Operation)

### **Example**

```

redis_del(c, "zmyset")
AR[1]="2"; AR[2]="two"; AR[3]="3"; AR[4]="three";
AR[5]="1"; AR[6]="one"; AR[7]="1"; AR[8]="uno"
redis_zadd(c, "zmyset",AR)
redis_zrange(c, "zmyset",RET,6,-1) # returns 0, and array RET is empty
redis_zrange(c, "zmyset",RET,1,2) # returns 1, and array RET contains members
# shows the results
for( i in RET ) {
    print RET[i]
}

```

## **zrevrange**

**Description:** Returns the specified range of elements in the sorted set. The elements are considered to be ordered from the highest to the lowest score

### **Parameters**

*number*: connection  
*string*: key name  
*array*: array name for the results  
*number*: start of range  
*number*: stop of range

### **Return value**

1 on success, 0 if the result is empty, or the key not exists. -1 on error (by example a WRONGTYPE Operation)

### **Example**

```
@load "redis"
BEGIN{
    c=redis_connect()
    redis_del(c, "myzset")
    redis_zadd(c, "myzset", "1", "t7")
    redis_zadd(c, "myzset", "2", "t0")
    redis_zadd(c, "myzset", "5", "t1")
    redis_zadd(c, "myzset", "4", "t9")
    # zrevrange(c, "myzset",RES,6,-1) # returns 0
    print redis_zrevrange(c,"myzset",RES,0,-1) # returns 1
    for (i in RES) {
        print i": "RES[i]
    }
    redis_close(c)
}
```

Output: 1 1: t1 2: t9 3: t0 4: t7

## **zrevrangeWithScores**

**Description:** Returns the specified range of elements in the sorted set. The elements are considered to be ordered from the highest to the lowest score. Returns the scores of the elements together with the elements.

### **Parameters**

*number*: connection  
*string*: key name  
*array*: array name for the results. It will contain value1,score1,..., valueN,scoreN instead value1,... valueN  
*number*: start of range  
*number*: stop of range

### **Return value**

1 on success, 0 if the result is empty, or the key not exists. -1 on error (by example a WRONGTYPE Operation)

### *Example*

```
@load "redis"
BEGIN{
    c=redis_connect()
    redis_del(c,"myzset")
    redis_zadd(c,"myzset","1","t7")
    redis_zadd(c,"myzset","2","t0")
    redis_zadd(c,"myzset","5","t1")
    redis_zadd(c,"myzset","4","t9")
    redis_zrevrangeWithScores(c,"myzset",RES,1,-1)  # returns 1
    for (i in RES) {
        print i": "RES[i]
    }
    redis_close(c)
}
```

Output: 1: t9 2: 4 3: t0 4: 2 5: t7 6: 1

### **zlexcount**

**Description:** When all the elements in a sorted set are inserted with the same score, returns the number of elements with a value between min and max specified, forcing lexicographical ordering. To see the Redis command to know how to specify intervals and others details.

#### *Parameters*

*number*: connection  
*string*: key name  
*string*: min  
*string*: max

#### *Return value*

*number*: the number of elements in the specified score range. -1 on error

### *Example*

```
@load "redis"
BEGIN{
    c=redis_connect()
    redis_del(c,"zset")
    A[1]="0"; A[2]="a"; A[3]="0"; A[4]="b"; A[5]="0"
    A[6]="c"; A[7]="0"; A[8]="d"; A[9]="0"; A[10]="e"
    A[11]="0"; A[12]="f"; A[13]="0"; A[14]="g"
    redis_zadd(c,"zset",A)
    redis_zlexcount(c,"zset","-","+")  # return 7
    redis_zlexcount(c,"zset","[b","(d")  # returns 2
    redis_close(c)
}
```

## **zremrangebylex**

**Description:** When all the elements in a sorted set are inserted with the same score, removes all elements in the sorted set between the lexicographical range specified by min and max To see the Redis command to know how to specify intervals and others details.

### **Parameters**

*number*: connection

*string*: key name

*string*: min

*string*: max

### **Return value**

*number*: the number of elements removed. -1 on error

### **Example**

```
@load "redis"
BEGIN{
    c=redis_connect()
    redis_del(c, "myzset")
    redis_zadd(c, "myzset", "2", "one")
    redis_zadd(c, "myzset", "2", "two")
    redis_zadd(c, "myzset", "2", "three")
    redis_zremrangebylex(c, "myzset", "[g", "(tkz") # returns 2
    redis_zrange(c, "myzset", RES, 0, -1) # returns 1
    for (i in RES) {
        print i": "RES[i]
    }
}
```

## **zremrangebyscore**

**Description:** Removes all elements in the sorted set with a score into a specified range with a min and a maxm (inclusive). To see the Redis command to know how to specify intervals and others details.

### **Parameters**

*number*: connection

*string*: key name

*string*: min

*string*: max

### **Return value**

*number*: the number of elements removed. -1 on error

### *Example*

```
@load "redis"
BEGIN{
    c=redis_connect()
    redis_del(c, "myzset")
    redis_zadd(c, "myzset", "1", "t7")
    redis_zadd(c, "myzset", "2", "t0")
    redis_zadd(c, "myzset", "5", "t1")
    redis_zadd(c, "myzset", "4", "t9")
        # redis_zremrangebyscore(c, "myzset", "-inf", "(5") # returns 3
        # redis_zremrangebyscore(c, "myzset", 1, 3) # returns 2
    redis_zremrangebyscore(c, "myzset", "(2", "4") # returns 1
    redis_zrangeWithScores(c, "myzset", RES, 0, -1) # returns 1, and the results in array RES
    for (i in RES) {
        print i": "RES[i]
    }
    redis_close(c)
}
```

Output: 1: t7 2: 1 3: t0 4: 2 5: t1 6: 5

### **zremrangebyrank**

**Description:** Removes all elements in the sorted set with rank between start and stop. Both start and stop are 0 -based indexes with 0 being the element with the lowest score.

#### *Parameters*

*number*: connection  
*string*: key name  
*string*: min  
*string*: max

#### *Return value*

*number*: the number of elements removed. -1 on error

### *Example*

```
@load "redis"
BEGIN{
    c=redis_connect()
    redis_del(c, "myzset")
    redis_zadd(c, "myzset", "1", "t7")
    redis_zadd(c, "myzset", "2", "t0")
    redis_zadd(c, "myzset", "5", "t1")
    redis_zadd(c, "myzset", "4", "t9")
    redis_zremrangebyrank(c, "myzset", 0, 1) # returns 2
    redis_zrangeWithScores(c, "myzset", RES, 0, -1) # returns 1
    for (i in RES) {
        print i": "RES[i]
    }
}
```

```
    redis_close(c)
}
```

Output: 1: t9 2: 4 3: t1 4: 5

## zrangebylex

**Description:** When all the elements in a sorted set are inserted with the same score, returns all the elements with a value between min and max specified, forcing a lexicographical ordering. To see the Redis command to know how to specify intervals and others details.

### Parameters

*number*: connection

*string*: key name

*array*: for the results, will be a list of elements with value in the specified range. *string*: min

*string*: max

### Return value

1 when obtains results, 0 when list empty (no elements in the score range) or the key name no exists, 1 on error (by example a WRONGTYPE Operation)

### Example

```
c=redis_connect()
redis_del(c, "zset")
A[1]="0"; A[2]="a"; A[3]="0"; A[4]="b"; A[5]="0"
A[6]="c"; A[7]="0"; A[8]="d"; A[9]="0"; A[10]="e"
A[11]="0"; A[12]="f"; A[13]="0"; A[14]="g"
redis_zadd(c, "zset", A) # returns 7
redis_zrangebylex(c, "zset", AR, "[aaa", "(g") # returns 1
# AR contains b,c,d,e,f
# to show the result contained in array AR
for(i in AR){
    print i": "AR[i]
}
# the next return is 0
redis_zrangebylex(c, "zset", AR, "[pau", "(ra") # the array has not content
```

## zrangebyscore

**Description:** Returns all the elements with a score between min and max specified. The elements are considered to be ordered from low to high scores. To see the Redis command to know how to specify intervals and others details.

### Parameters

*number*: connection

*string*: key name

*array*: for the results, will be a list of elements in the specified score range. *string*: min

*string*: max

### ***Return value***

1 when obtains results,0 when list empty (no elements in the score range) or the key name no exists, 1 on error (by example a WRONGTYPE Operation)

### ***Example***

```
@load "redis"
BEGIN{
    c=redis_connect()
    redis_del(c, "myzset")
    redis_zadd(c, "myzset", "1", "one")
    redis_zadd(c, "myzset", "2", "two")
    redis_zadd(c, "myzset", "3", "three")
    redis_zrangebyscore(c, "myzset", RES, "-inf", "+inf") # returns 1
    for (i in RES) {
        print i": "RES[i]
    }
    delete RES
    redis_zrangebyscore(c, "myzset", RES, 1, 2) # returns 1
    for (i in RES) {
        print i": "RES[i]
    }
    redis_zrangebyscore(c, "myzset", RES, "(1", "(2") # returns 0
    redis_close(c)
}
```

## **zrevrangebyscore**

**Description:** Returns all the elements in the sorted set with a score between max and min (including elements with score equal to max or min). The elements are sorted from highest to lowest score. To see the Redis command to know how to specify intervals and others details.

### ***Parameters***

*number*: connection

*string*: key name

*array*: for the results, will be a list of elements in the specified score range. *string*: max

*string*: min

### ***Return value***

1 when obtains results,0 when list empty (no elements in the score range) or the key name no exists, 1 on error (by example a WRONGTYPE Operation)

### ***Example***

```
@load "redis"
BEGIN{
    c=redis_connect()
    redis_del(c, "myzset")
    redis_zadd(c, "myzset", "1", "one")
    redis_zadd(c, "myzset", "2", "two")
```

```

redis_zadd(c, "myzset", "3", "three")
redis_zrevrangebyscore(c, "myzset", RES, "+inf", "-inf") # returns 1
for (i in RES) {
    print i": "RES[i]
}
delete RES
redis_zrevrangebyscore(c, "myzset", RES, "2", "1") # returns 1
print
for (i in RES) {
    print i": "RES[i]
}
redis_close(c)
}

```

Output: 1: three 2: two 3: one

```

1: two
2: one

```

## **zrangeWithScores**

**Description:** Returns the scores of the elements together with the elements in a range, in a sorted set.

### **Parameters**

*number*: connection  
*string*: key name  
*string*: array name for the results. It will contain value1,score1,..., valueN,scoreN instead value1,...valueN  
*number*: start of range  
*number*: stop of range

### **Return value**

*number*: 1 on success, 0 if the result is empty, -1 on error (by example a WRONGTYPE Operation)

### **Example**

```

redis_del(c, "zmyset")
AR[1]="2"; AR[2]="two"; AR[3]="3"; AR[4]="three";
AR[5]="1"; AR[6]="one"; AR[7]="1"; AR[8]="uno"
redis_zadd(c, "zmyset", AR)
redis_zrange(c, "zmyset", RET, 0, -1) # gets only elements
    # use RET ... and then remove
delete RET
redis_zrangeWithScores(c, "zmyset", RET, 0, -1) # gets all elements with their respectives scores
    # shows the results
for( i in RET ) {
    print RET[i]
}

```

## **zrem**

**Description:** Removes one or more members from a sorted set.

### **Parameters**

*number*: connection

*string*: key name

*string or array*: the member (a string) or the set of members that containing the array

### **Return value**

*number*: The number of members removed from the sorted set, -1on error.

### **Example**

```
redis_del(c, "zmyset")
AR[1]="2"; AR[2]="two"; AR[3]="3"; AR[4]="three"; AR[5]="1"; AR[6]="one"
redis_zadd(c, "zmyset", AR)
redis_zrem(c, "zmyset", "three") # returns 1
R[1]="uno"; R[2]="two"; R[3]="five"
redis_zrem(c, "zmyset", R) # returns 2
```

## **zrank**

**Description:** Determines the index or rank of a member in a sorted set.

### **Parameters**

*number*: connection

*string*: key name

*string*: the member

### **Return value**

the rank of member, if the member exists in the key. string null, if the member does not exist in the key or the key does not exist, -1on error.

### **Example**

```
redis_del(c, "zmyset")
redis_zadd(c, "zmyset", 1, "uno")
AR[1]="2"; AR[2]="two"; AR[3]="3"; AR[4]="three"; AR[5]="1"; AR[6]="one"
redis_zadd(c, "zmyset", AR)
redis_zrank(c, "zmyset", "three") # returns 3
redis_zrank(c, "zmyset", "one") # returns 0
```

## **zscore**

**Description:** Gets the score associated with the given member in a sorted set.

### **Parameters**

*number*: connection

*string*: key name

*string*: the member

### **Return value**

the score of member represented as string, if the member exists in the key. string null, if the member does not exist in the key or the key does not exist. -1 on error.

### **Example**

```
redis_del(c, "zmyset")
redis_zadd(c, "zmyset", 1, "uno")
AR[1]="2"; AR[2]="two"; AR[3]="3"; AR[4]="three"; AR[5]="1"; AR[6]="one"
redis_zadd(c, "zmyset", AR)
redis_zscore(c, "zmyset", "three") # returns 3
redis_zscore(c, "zmyset", "one") # returns 1
```

## **zincrby**

**Description:** Increments the score of a member in a sorted set.

### **Parameters**

*number*: connection

*string*: key name

*number*: the increment

*string*: the member

### **Return value**

*number*: the new score of member.

### **Example**

```
redis_del(c, "zmyset")
redis_zadd(c, "zmyset", 1, "uno")
AR[1]="2"; AR[2]="two"; AR[3]="3"; AR[4]="three"; AR[5]="1"; AR[6]="one"
redis_zadd(c, "zmyset", AR)
# redis_zincrby increments '3' the score of the member 'one' of key 'zmyset'
redis_zincrby(c, "zmyset", 3, "one") # returns 4
```

## **zadd**

**Description:** Adds one or more members to a sorted set or updates its score if it already exists.

### **Parameters**

*number*: connection

*string*: key name

*number*: score *string or array*: containing the member, and if it is an array containing the set of score and members

### **Return value**

the number of elements added to the sorted set, not including elements already existing. Returns -1 on error (by example a WRONGTYPE Operation).

### Example

```
@load "redis"
BEGIN {
    c=redis_connect()
    redis_del(c, "zmyset")
    r1=redis_zadd(c, "zmyset", 1, "one")
    r2=redis_zadd(c, "zmyset", 1, "uno")
    AR[1]="2"; AR[2]="two"; AR[3]="3"; AR[4]="three"
    r3=redis_zadd(c, "zmyset", AR)
    print r1, r2, r3
    redis_close(c)
}
```

Output:

```
1 1 2
```

### zscan

**Description:** iterates elements of Sets types. Please read how it works from Redis zscan command.

#### Parameters

*number*: connection  
*string*: key name  
*number*: the cursor  
*array*: for to hold the results  
*string (optional)*: for to match a given glob-style pattern, similarly to the behavior of the **keys** function that takes a pattern as only argument

#### Return value

1 on success or 0 on the last iteration (when the returned cursor is equal 0). Returns -1 on error (by example a WRONGTYPE Operation).

### Example

```
@load "redis"
BEGIN{
    c=redis_connect()
    num=0
    while(1){
        ret=redis_zscan(c, "myzset1", num, AR)
        if(ret==1){
            print ERRNO
            redis_close(c)
            exit
        }
        if(ret==0){
            break
        }
        n=length(AR)
        for(i=2;i<=n;i++) {
```

```

        print AR[i]
    }
    num=AR[1] # AR[1] contains the cursor
    delete(AR)
}
for(i=2;i<=length(AR);i++) {
    print AR[i]
}
redis_close(c)

```

---

## Pub/sub

Recommended reading about the paradigm Pub/Sub and the implemetation

- publish - Post a message to the given channel
  - subscribe - Subscribes the client to the specified channels.
  - psubscribe - Subscribes the client to the given patterns. Supported glob-style patterns.
  - pubsub - Introspection into the pub/sub subsystem.
  - unsubscribe - Unsubscribes the client from the given channels, or from all of them if none is given.
  - punsubscribe - Unsubscribes the client from the given patterns, or from all of them if none is given.
  - getMessage - Way in which a subscriber consumes a message
- 

### **publish**

**Description:** Publish messages to channels.

#### **Parameters**

*number*: connection

*string*: a channel to publish to

*string*: a string messsage

#### **Return value**

*number*: the number of clients that received the message

### **Example**

```
redis_publish(c,"chan-1", "hello, world!") # send message.
```

### **subscribe**

**Description:** Subscribe to channels.

### **Parameters**

*number*: connection

*string or array*: the channel name or the array containing the names of channels

*array(three elements)*: contains the strings returned: “message”, the **channel name** and “1”

### **Return value**

1 on success, -1 on error

### **Example**

```
redis_subscribe(c,"chan-2",RET)  # returns 1, subscribes to chan-2
                                # array RET will contain "message", "chan-2", "1"
CH[1]="chan-1"
CH[2]="chan-2"
CH[3]="chan-3"
#
redis_subscribe(c,CH,RET)  # returns 1, subscribes to chan-1, chan-2 and chan-3
```

## **pubsub**

**Description:** Allows to get information on the Redis pub/sub system. See pubsub subcommands.  
**pubsub channels**, lists the currently active channels.

**pubsub channels pattern**, lists only channels matching the specified glob-style pattern.

**pubsub numsub**, lists the number of subscribers for the specified channels by parameter.

**pubsub numpat**, gets the number of subscriptions to patterns that are performed using the **psubscribe** command.

### **Parameters**

*number*: connection

*string*: one of the three subcommands **channels**, **numpat** or **numsub**.

*string (optional with channels subcommand)*: the pattern matching.

*array (only with channels and numsub subcommands)*: it contains the results, in the **channels** case, the number of subscribers. While if the subcommand is **numsub**, contains the channels name to getting the count of suscribers.

*array (only with numsub subcommand)*: it contains the results.

### **Return value**

**numpat**: returns the number of subscriptions to patterns.

**channels and numsub**: returns 1 if the command has saved the results in the array passed as argument. Whereas returns 0, if there are no results to save into the array.

Returns -1 on error.

### **Example**

```
# suppose that from another script client the "subscribe" command
# is executed as shown here:
#
# CH[1] ="vv1"
# CH[2] ="vv2"
```

```

# CH[3]="vv3"
# CH[4]="berro"
# delete(RET)
# redis_subscribe(c,CH,RET)
c=redis_connect()
delete(A)
print redis_pubsub(c,"channels","vv*",A)
for(i in A){
    print i") "A[i]
}
delete(A)
print redis_pubsub(c,"channels",A)
for(i in A){
    print i") "A[i]
}
AA[1]="vv1"; AA[2]="ppv2"; AA[3]="vv3"; AA[4]="www"
delete(BB)
redis_pubsub(c,"numsub",AA,BB)
for(i in BB){
    print "("i") "BB[i]
}
print redis_pubsub(c,"numpat")
redis_close(c)

```

Output: 1) vv1 2) vv2 3) vv3 1 1) berro 2) vv1 3) vv2 4) vv3 (www) 0 (vv1) 1 (vv3) 1 (ppv2) 0 0

## unsubscribe

**Description:** Unsubscribes the client from the given channels, or from all of them if none is given.

### Parameters

*number*: connection

*string or array* (*This parameter could not be*): the channel name or the array containing the names of channels

### Return value

1 on success, -1 on error

## Example

```

redis_unsubscribe(c,"chan-2") # returns 1, unsubscribes to chan-2
CH[1]="chan-1"; CH[2]="chan-2"; CH[3]="chan-3"
# unsubscribes to chan-1, chan-2 and chan-3
redis_unsubscribe(c,CH) # returns 1
# unsubscribing from all the previously subscribed channels
redis_unsubscribe(c) # returns 1

```

## punsubscribe

**Description:** Unsubscribes the client from the given patterns, or from all of them if none is given.

### **Parameters**

*number*: connection

*string or array* (*This parameter could not be*): the pattern or the array containing the patterns.

### **Return value**

1 on success, -1 on error

### **Example**

```
@load "redis"
BEGIN {
    c=redis_connect()
    redis_psubscribe(c,"ib*")
    redis_subscribe(c,"channel1")
    while(ret=redis_getMessage(c,A)) {
        for(i in A) {
            print i": "A[i]
        }
        if(A[4]=="exit" && A[3]=="ibi") {
            redis_punsubscribe(c,"ib*")
        }
        if(A[3]=="exit" && A[2]=="channel1") {
            break
        }
        delete A
    }
    redis_unsubscribe(c)
    redis_close(c)
}
```

## **psubscribe**

**Description:** Subscribes the client to the given patterns. Supported glob-style patterns.

### **Parameters**

*number*: connection

*string or array*: the pattern, or the array containing the patterns. *array(three elements)*: contains the strings returned: “pmmessage”, the `channel name` and “1”

### **Return value**

1 on success, -1 on error

### **Example**

```
# subscribes to channels that match the pattern 'ib' to the begin of the name
redis_psubscribe(c,"ib*")  # returns 1
CH[1]="chan[ae]-1"
CH[2]="chan[ae]-2"
```

```
# subscribes to chana-1, chane-1, chana-2, chane-2
redis_psubscribe(c,CH) # returns 1,
```

## getMessage

**Description:** Gets a message from any of the subscribed channels, (based at hiredis API redisGetReply for to consume messages).

### Parameters

*number*: connection

*array(three or four elements)*: containing the messages received. When the subscription is by `subscribe` the strings are “message”, `channel name` and `message`. While with subscription realized by `psubscribe` the strings are “pmassage”, the `pattern channel name`, the `channel name` and `message`.

### Return value

1 on success, -1 on error

### Example

```
A[1] = "c1"
A[2] = "c2"
ret=redis_subscribe(c,A)
while(ret=redis_getMessage(c,B)) {
    for(i in B){
        print i") "B[i]
    }
    delete B
}
```

---

## Pipelining

Recommended reading for to know as this is supported: Redis pipelining and hiredis pipelining, who works in a more low layer.

- `pipeline` - To create a pipeline, allowing buffered commands
  - `getReply` - To get or receive the result of each command buffered
  - `getReplyInfo` - To get the result when the `info` command is the command buffered
  - `getReplyMass` - To perform a massive insertion data
- 

## pipeline

**Description:** To create a pipeline, allowing buffered commands.

### Parameters

*number*: connection

### **Return value**

*number:* pipe handle on success, -1 on error

### **Example**

```
@load "redis"
BEGIN{
    c=redis_connect()
    p=redis_pipeline(c)  # 'p' is a new pipeline
        # The following SET commands are buffered
    redis_select(p,4) # changing db, using the command select
    redis_set(p,"newKey","newValue") # set command
    redis_type(p,"newKey") # type command
    redis_setrange(p,"newKey",6,"123") # setrange command
    redis_dump(p,"newKey") # dump command
    redis_keys(p,"n*",AR) # keys command
        # To execute all commands buffered, and store the return values
    for( ; ERRNO=="" ; RET[++i]=redis_getReply(p,REPLY) ) ;
    ERRNO=""
        # To use the value returned by 'redis_dump'
    redis_restore(c,"newKey1","0",RET[5])
        # Actually the array REPLY stores the result the last command buffered
        # Then, for know the result of 'redis_keys':
    for( j in REPLY ) {
        print j": "REPLY[j]
    }
    redis_close(c)
}
```

### **getReply**

**Description:** To receive the replies, the first time sends all buffered commands to the server, then subsequent calls get replies for each command.

### **Parameters**

*number:* pipeline handle

*array:* for results. Will be used or no, according to command in question

### **Return value**

*string or number:* the return value of the following command in the buffer, -1 on error (if not exist results buffered)

### **Example**

```
c=redis_connect()
p=redis_pipeline(c)
redis_hset(p,"thehash","field1","25")
redis_hset(p,"thehash","field2","26")
    # To execute all and obtain the return of the first
r1=redis_getReply(p,REPLY)
```

```

# To get the reply of second 'hset'
r2=redis_getReply(p,REPLY)
print r1,r2
# Now there are no results in the buffer, and
# using 'the pipeline handle' can be reused,
# no need to close the pipeline once completed their use

```

## getReplyInfo

**Description:** This function is exactly like `getReply` with the only difference that has been designed for replies of the `info` command.

### Parameters

`number`: pipeline handle

`array`: for results of the `info` command

### Return value

`string or number`: allways 1 or -1 on error (if not exist results buffered)

## Example

```

@load "redis"
BEGIN{
    c=redis_connect()
    p=redis_pipeline(c)
    print redis_info(p,AR,"clients")
    print redis_getReplyInfo(p,AR)
    for(i in AR) {
        print i" ==> "AR[i]
    }
    redis_close(c)
}

```

## getReplyMass

**Description:** This function was designed in order to perform mass insertion

### Parameters

`number`: pipeline handle

### Return value

`number`: the replies received from server or -1 on error (if not exist results buffered)

### *Example*

```
BEGIN {
    FS = ","
    c=redis_connect()
    p=redis_pipeline(c)
}
{
    redis_set(p,$1,$2)
}
END {
    r=redis_getReplyMass(p) # "r" contains how many data was transferred
}

# one-liner script
# gawk -lredis -F, 'BEGIN{c=redis_connect();p=redis_pipeline(c)}{redis_set(p,$1,$2)}END{redis_getRe
```

---

## Server

- dbsize - Returns the number of keys in the currently-selected database
  - flushdb - Delete all the keys of the currently selected DB.
  - flushall - Delete all the keys of all the existing databases, not just the currently selected one.
  - info - Returns information and statistics about the server.
  - bgsave - Save the dataset to disk in background.
  - lastsave - Get the timestamp of the last disk save.
  - slowlog - Access the Redis slowlog entries.
  - configGet - Get the Redis server configuration parameters.
  - configSet - Set the Redis server configuration parameters.
  - configResetStat - Resets the stats returned by INFO
- 

### dbsize

*Description:* Returns the number of keys in the currently-selected database

#### *Parameters*

*number:* connection handle

#### *Return value*

*number:* the number of keys in the DB

### *Example*

```
@load "redis"
BEGIN{
    c=redis_connect()
    redis_select(c,5) # DB 5 selected
    print "DBSIZE: "redis_dbsize(c) # number of keys into DB 5
    print "FLUSHDB: "redis_flushdb(c) # delete all the keys of DB 5
```

```

    print redis_keys(c, "*", AR)
    print "DBSIZE: "redis_dbsize(c)
    redis_close(c)
}

```

Output: DBSIZE: 3 FLUSHDB: 1 0 DBSIZE: 0

## **flushdb**

**Description:** Delete all the keys of the currently selected DB

### **Parameters**

*number*: connection handle

### **Return value**

1 on success

### **Example**

```

c=redis_connect()
redis_flushdb(c) # deletes all the keys of the currently DB

```

## **flushall**

**Description:** Delete all the keys of all the existing databases, not just the currently selected one

### **Parameters**

*number*: connection handle

### **Return value**

1 on success

### **Example**

```

c=redis_connect()
redis_flushall(c) # deletes all the keys of all existing databases.

```

## **info**

**Description:** Returns information and statistics about the server. If is executed as pipelined command, the return is an string; this string is an collection of text lines. Lines can contain a section name (starting with a # character) or a property. All the properties are in the form of field:value terminated by \r\n

### **Parameters**

*number*: connection handle

*array*: is an associative array and stores the results

*string*: is optional, and admits a name of section to filter out the scope of this section

### ***Return value***

1 on success, -1 on error

### ***Example***

```
@load "redis"
BEGIN{
    c=redis_connect()
    r=redis_info(c,AR)
    for(i in AR) {
        print i" ==> "AR[i]
    }
    redis_close(c)
}
```

With pipelining

```
@load "redis"
BEGIN {
    c=redis_connect()
    p=redis_pipeline(c)
    redis_info(p,AR,"replication") # asks a section
    # here others commands to pipeline
    #
    string_result=redis_getReply(p,ARRAY)
    # string_result contains the result as an string multiline
    n=split(string_result,ARRAY,"\r\n")
    for(i in ARRAY) {
        n=split(ARRAY[i],INFO,:)
        if(n==2) {
            print INFO[1]" ==> "INFO[2]
        }
    }
    redis_close(c)
}
```

## **bgsave**

**Description:** Save the dataset to disk in background

### ***Parameters***

*number*: connection handle

### ***Return value***

1 on success, -1 on error

### ***Example***

```
c=redis_connect()
print redis_bgsave(c)
```

## slowlog

**Description:** Is used in order to read and reset the Redis slow queries log. For detailed information about Redis slowlog command

### Parameters

*number*: connection handle

*string*: this can be either `get`, `len`, or `reset`

*optional string or number*: optional length, when `get` has been used

*array*: to store the results, this array contain subarrays. Only needed with `get` as subcommand (the second argument).

To see Redis slowlog get example

### Return value

*number*: 1 on success, -1 on error; the length of the slowlog when `get` lengthhas been used. 0 when `get` returns empty list

## Example

```
c=redis_connect()  
print "R: "redis_slowlog(c,"get",3,R)  
print "R1: "redis_slowlog(c,"get",R1)  
print "len: "redis_slowlog(c,"len")  
print "reset: "redis_slowlog(c,"reset")  
# R and R1 are arrays
```

## lastsave

**Description:** Get the timestamp of the last disk save

### Parameters

*number*: connection handle

### Return value

*number*: 1 on success, -1 on error

## Example

```
c=redis_connect()  
print redis_lastsave(c)
```

## configSet

**Description:** Is used in order to reconfigure the server at run time without the need to restart Redis

### **Parameters**

*number*: connection handle  
*string*: a configuration parameter  
*string*: a value

### **Return value**

*number*: 1 on success, -1 on error

### **Example**

```
c=redis_connect()  
print redis_configSet(c,"dir","/var/dataset/redis")
```

## **configGet**

**Description:** Is used to read the configuration parameters of a running Redis server.

### **Parameters**

*number*: connection handle  
*string*: a configuration parameter  
*array*: stores the results

### **Return value**

*number*: 1 on success, -1 on error

### **Example**

```
c=redis_connect()  
print redis_configGet(c,"*entries*",R2)  
# array R2 stores the result
```

## **configResetStat**

**Description:** Resets the statistics reported by Redis using the INFO command

### **Parameters**

*number*: connection handle

### **Return value**

*number*: 1 on success, -1 on error

### **Example**

```
c=redis_connect()  
redis_configResetStat(c)
```

## Scripting

Recommended reading Redis Lua scripting

- evalRedis - Executes a Lua script server side
  - evalsha - Executes a Lua script server side. The script had must been cached previously
  - script exists - Checks existence of scripts in the scripts cache
  - script flush - Removes all the scripts from the scripts cache
  - script kill - Kills the script currently in execution
  - script load - Loads the specified Lua script into the scripts cache
  - clientList - Get a list of clients
- 
- clientGetName - Get the name of the current connection
  - clientSetName - Set the name of the current connection
  - clientPause - Suspend all the Redis clients a certain time
  - clientKillId - Kill the process by ID
  - clientKillAddr - Kill the process at ip:port
  - clientKillType - Kill the process by type
- 

### evalRedis

**Description:** Evaluates scripts using the Lua interpreter built into Redis.

#### Parameters

*number*: connection

*string*: the Lua script

*number*: the number of arguments, that represent Redis key names

*array*: containing the arguments

*array*: to store the results, but it not be always will contain results (read the example). Also this array may contain subarrays

#### Return value

*number* or *string*: 1 when it puts the results in the arrray. -1 on error: NOSCIPT No matching script.

#### Example

```
@load "redis"
BEGIN{
    c=redis_connect()
    ARG[1] = "hset"
    ARG[2] = "thehash"
    ARG[3] = "field3"
    ARG[4] = "value3"
    ret=redis_evalRedis(c,"return redis.call(KEYS[1],ARGV[1],ARGV[2],ARGV[3])",1,ARG,R)
    print "Function 'evalRedis' returns: "ret
    print "Elements in array of results: "length(R)
    print redis_hget(c,"thehash","field3")
    redis_close(c)
}
```

Output: Function 'evalRedis' returns: 1 Elements in array of results: 0 value3

## **script exists**

**Description:** Returns information about the existence of the scripts in the script cache. Accepts one or more SHA1 digests. For detailed information about Redis Lua scripting

### **Parameters**

*number*: connection handle

*string*: “exists” array: containing the SHA1 digests

*array*: an array of integers that correspond to the specified SHA1 digest. It stores 1 for a script that actually exists in the script cache, otherwise 0 is stored.

### **Return value**

*number*: 1 on success, 0 if array of SHA1 digests (third argument) is empty. -1 on error.

### **Example**

```
@load "redis"
BEGIN{
    c=redis_connect()
    # 'script load' returns SHA1 digest if success
    A[1]=redis_script(c,"load","return {1,2,{7,'Hello World!',89}}")
    A[2]=redis_script(c,"load","return redis.call('set','foo','bar')")
    A[3]=redis_script(c,"load","return redis.call(KEYS[1],ARGV[1])")
    ret=redis_script(c,"exists",A,R)
    print "Obtain information of existence for these three scripts whose keys are:"
    for(i in A) {
        print A[i]
    }
    print "script exists returns: "ret
    print "The results of command are:"
    for(i in R) {
        print i") "R[i]
    }
    redis_close(c)
}
```

The Output: Obtain information of existence for these three scripts whose keys are: 4647a689ee8af8debe9fd50a6fb9fee93ef92e43  
2fa2b029f72572e803ff55a09b1282699aecae6a 24598a5b88e25cb396a4de4afbd1f5509c537396 script exists returns:

1 The results of command are: 1) 1 2) 1 3) 1

## **script load**

**Description:** Loads a script into the scripts cache, without executing it. For detailed information about Redis Lua scripting

### **Parameters**

*number*: connection handle

*string*: “load”

*string*: the Lua script

### ***Return value***

*string*: returns the SHA1 digest of the script added into the script cache

### ***Example***

```
c=redis_connect()  
k1=redis_script(c,"load","return redis.call('set','foo','bar')")  
# 'k1' stores the SHA1 digest
```

## **script kill**

**Description:** Kills the currently executing Lua script For detailed information about Redis Lua scripting

### ***Parameters***

*number*: connection handle

*string*: “kill”

### ***Return value***

*number*: 1 on sucess, -1 on error, by example: NOTBUSY No scripts in execution right now.

### ***Example***

```
c=redis_connect()  
redis_script(c,"kill")
```

## **script flush**

**Description:** Flush the Lua scripts cache For detailed information about Redis Lua scripting

### ***Parameters***

*number*: connection handle

*string*: “flush”

### ***Return value***

*number*: 1 on success

### ***Example***

```
c=redis_connect()  
redis_script(c,"flush")
```

## **evalsha**

**Description:** evalsha works exactly like evalRedis, but instead of having a script as the first argument it has the SHA1 digest of a script.

### **Parameters**

*number*: connection  
*string*: the SHA1 digest of a script  
*number*: the number of arguments, that represent Redis key names  
*array*: containing the arguments  
*array*: to store the results, but it not be always will contain results (read the example). Also this array may contain subarrays

### **Return value**

*number* or *string*: 1 when it puts the results in the arrray. -1 on error: NOSCIPT No matching script.

### **Example**

```
@load "redis"
BEGIN{
    c=redis_connect()
    # loading into the scripts cache
    cmd1=redis_script(c,"load","return {1,2,{7,'Hello World!',89}}")
    cmd2=redis_script(c,"load","return redis.call('set','foo','bar')")
    cmd3=redis_script(c,"load","return redis.call(KEYS[1],ARGV[1])")
    # executing the scripts
    print "Returns cmd1: "redis_evalsha(c,cmd1,0,ARG,R)
    print "Elements in array R (the results): "length(R)
    # Elements in R are R[1], R[2], R[3][1], R[3][2], R[3][3]
    delete R
    print "Returns cmd2: "redis_evalsha(c,cmd2,0,ARG,R)
    print "Elements in array R (the results): "length(R)
    # the arguments for the next
    ARG[1]="hvals"
    ARG[2]="thehash"
    print "Returns cmd3: "redis_evalsha(c,cmd3,1,ARG,R)
    print "Elements in array R (the results): "length(R)
    # Compare the return value of the next command
    ARG[1]="type"
    delete R
    print "Now cmd3 returns a string: "redis_evalsha(c,cmd3,1,ARG,R)
    print "Elements in array R (the results): "length(R)
    redis_close(c)
}
```

Output: Returns cmd1: 1 Elements in array R (the results): 3 Returns cmd2: 1 Elements in array R (the results): 0 Returns cmd3: 1 Elements in array R (the results): 30 Now cmd3 returns a string: hash Elements in array R (the results): 0

### **clientList**

**Description:** Get a list of clients  
For detailed information about Redis Client List

### **Parameters**

*number*: connection handle

*array*: an array associative, where one key is an ID and the value contains all the fields about that connection

#### ***Return value***

*number*: 1 on sucess, -1 on error.

#### ***Example***

```
c=redis_connect()
delete T
ret=redis_clientList(c,T)
for(i in T) {
    print i": "T[i]
}
```

### **clientGetName**

**Description:** Get the name of the current connection

#### ***Parameters***

*number*: connection handle

#### ***Return value***

*string*: the `connection name`, or `string null` if no name is set

#### ***Example***

```
c=redis_connect()
print redis_clientGetName(c)
```

### **clientSetName**

**Description:** Set the name of the current connection

#### ***Parameters***

*number*: connection handle

*string*: the connection name

#### ***Return value***

*number*: 1 on sucess, -1 on error.

#### ***Example***

```
c=redis_connect()
ret=redis_clientSetName(c, "XvbT")
```

## **clientPause**

**Description:** Suspend all the Redis clients a certain time

### **Parameters**

*number*: connection handle  
*number*: amount of time in milliseconds

### **Return value**

*number*: 1 on sucess, -1 on error.

### **Example**

```
c=redis_connect()  
ret=redis_clientPause(c,10000)
```

## **clientKillId**

**Description:** Kill the process by ID

### **Parameters**

*number*: connection handle  
*string or number*: the connection id

### **Return value**

*number*: 1 on sucess, -1 on error.

### **Example**

```
c=redis_connect()  
ret=redis_clientKillId(c,id)
```

## **clientKillAddr**

**Description:** Kill the process at ip:port

### **Parameters**

*number*: connection handle  
*string*: the ip:port

### **Return value**

*number*: 1 on sucess, -1 on error.

### **Example**

```
c=redis_connect()  
ret=redis_clientKillAddr(c, "192.168.115.23:6379")
```

## **clientKillType**

**Description:** Kill the process by type

### **Parameters**

*number*: connection handle

*string*: type, where type is one of `normal`, `master`, `slave` and `pubsub`

### **Return value**

*number*: 1 on sucess, -1 on error.

### **Example**

```
c=redis_connect()  
ret=redis_clientKillType(c, "master")
```

---

## **Transactions**

Recommended reading Redis Transactions topic

- `exec` - Executes all previously queued commands in a transaction and restores the connection state to normal.
  - `multi` - Marks the start of a transaction block
  - `watch` - Marks the given keys to be watched for conditional execution of a transaction
  - `discard` - Flushes all previously queued commands in a transaction
  - `unwatch` - Flushes all the previously watched keys for a transaction
- 

### **multi**

**Description:** Marks the start of a transaction block

### **Parameters**

*number*: connection

### **Return value**

*number*: 1 always.

### *Example*

```
@load "redis"
BEGIN{
    c=redis_connect()
    redis_multi(c)
    print redis_set(c,"SK1","valSK1")
    print redis_lrange(c,"list1",0,-1)
    print redis llen(c,"list2")
    redis_exec(c,R)
    # do somthing with array R
    redis_close(c)
}
```

Output: QUEUED QUEUED QUEUED

### **exec**

**Description:** Executes all previously queued commands in a transaction and restores the connection state to normal.

#### *Parameters*

*number*: connection

*array*: for the results. Each element being the reply to each of the commands in the atomic transaction

#### **Return value**

*number*: 1 on success, 0 if the execution was aborted (when using WATCH).

### *Example*

```
redis_exec(c,R)
```

### **watch**

**Description:** Marks the given keys to be watched for conditional execution of a transaction.

#### *Parameters*

*number*: connection

*string or array*: a key name or an array containing the key names

#### **Return value**

*number*: always 1

### *Example*

```
@load "redis"
BEGIN{
    c=redis_connect()
    AR[1]="list1"
    AR[2]="list2"
    redis_del(c,"list1")
    redis_del(c,"list2")
    LVAL[1]="one";
    LVAL[2]="two";
    LVAL[3]="three";
    redis_lpush(c,"list1",LVAL)
    redis_watch(c,AR)
    redis_multi(c)
    redis_set(c,"SK1","valSK1")
    redis_lrange(c,"list1",B,0,-1)
    redis llen(c,"list2")
    redis_exec(c,R)
    print R[1]
    print R[2][1] " "R[2][2] " "R[2][3]
    print R[3]
    redis_close(c)
}
```

The Output: 1 three two one 0

### **unwatch**

**Description:** Flushes all the previously watched keys for a transaction. No need to use when was used EXEC or DISCARD

#### *Parameters*

*number*: connection

#### *Return value*

*number*: always 1

### *Example*

```
redis_unwatch(c)
```

### **discard**

**Description:** Flushes all previously queued commands in a transaction and restores the connection state to normal. Unwatches all keys, if WATCH was used.

#### *Parameters*

*number*: connection

### ***Return value***

*number:* always 1

### ***Example***

```
redis_discard(c)
```

---

## **HyperLogLog**

Recommended reading Redis HyperLogLog

- pfadd - Adds elements to the HyperLogLog data structure.
  - pfcount - Returns the approximated cardinality computed by the HyperLogLog data structure stored at the specified key.
  - pfmerge - Merge multiple HyperLogLog keys into an unique key.
- 

### **pfadd**

**Description:** Adds elements to the HyperLogLog data structure stored at the key specified.

### ***Parameters***

*number:* connection *string*: key name *string or array*: a element or an array containing the elements

### ***Return value***

*number:* 1 if at least 1 HyperLogLog internal register was altered. 0 otherwise.

### ***Example***

```
@load "redis"
BEGIN {
    c=redis_connect()
    AR[1]="a"; AR[2]="b"; AR[3]="c"
    AR[4]="d"; AR[5]="e"; AR[6]="f"
    redis_pfadd(c,"hll",AR) # returns 1
    redis_pfcount(c,"hll") # returns 6
    redis_close(c)
}
```

### **pfcount**

**Description:** Returns the approximated cardinality computed by the HyperLogLog data structure stored at the specified key.

### ***Parameters***

*number:* connection *string or array*: a key name or an array containing the key names

### ***Return value***

*number*: The approximated number of unique elements observed via PFADD. 0 if the key does not exist.

### ***Example***

```
@load "redis"
BEGIN {
    c=redis_connect()
    AR[1]="foo"
    AR[2]="bar"
    AR[3]="zap"
    redis_pfadd(c,"hll",AR) # returns 1
    AR[1]=AR[2]="zap"
    redis_pfadd(c,"hll",AR) # returns 0
    BR[1]="foo"
    BR[2]="bar"
    redis_pfadd(c,"hll",BR) # returns 0
    print redis_pfcount(c,"hll")
    #
    CR[1]=1; CR[2]=2; CR[3]=3
    redis_pfadd(c,"other-hll",CR) # returns 1
    K[1]="hll"
    K[2]="other-hll"
    print redis_pfcount(c,K)
    redis_close(c)
}
```

Output:

```
3
6
```

### **pfmerge**

**Description:** Merge multiple HyperLogLog keys into an unique key that will approximate the cardinality of the union of the observed Sets of the source HyperLogLog structures.

### ***Parameters***

*number*: connection *string*: a destination key name *string or array*: a source key name or an array containing the source key names

### ***Return value***

*number*: returns 1.

### ***Example***

```
@load "redis"
BEGIN {
    c=redis_connect()
    AR[1]="foo"; AR[2]="bar"; AR[3]="zap"; AR[4]="a"
    redis_pfadd(c,"hll1",AR) # returns 1
```

```

BR[1] = "a"; BR[2] = "b"; BR[3] = "c"; BR[4] = "foo"
redis_pfadd(c, "hll2", BR) # returns 1
K[1] = "hll1"; K[2] = "hll2"
redis_pfmerge(c, "hll3", K) # returns 1
redis_pfcount(c, "hll3") # returns 6
redis_close(c)
}

```

---

## Geolocation

Recommended reading Redis Geolocation.

Geospatial data (latitude, longitude, name) are stored into a key as a sorted set, in a way that makes it possible to later retrieve items using a query by radius or member.

- **geoadd** - Adds the specified geospatial items to one specified key.
  - **geodist** - Obtains the distance between two members with information geospatial.
  - **georadius** - Obtains the members with geospatial information which are within the borders of the area specified with the center and the maximum distance from the center.
  - **georadiusWD** - This is like **georadius**, adding **distance** to the results.
  - **georadiusWC** - This is like **georadius**, adding coordinates (longitude and latitude) to the results.
  - **georadiusWDWC** - This is like **georadius**, adding distance and coordinates to the results.
  - **geohash** - Returns members of a geospatial index as standard geohash strings.
  - **geopos** - Returns longitude and latitude of members of a geospatial index.
  - **georadiusbymember** - This is like **georadius** with the same results. It takes the name of a member existing in a geospatial index
  - **georadiusbymemberWD** - This is like **georadiusbymember**, adding **distance** to the results.
  - **georadiusbymemberWC** - This is like **georadiusbymember**, adding coordinates (longitude and latitude) to the results.
  - **georadiusbymemberWDWC** - This is like **georadiusbymember**, adding distance and coordinates to the results.
- 

### **geoadd**

**Description:** Adds the specified geospatial items (latitude, longitude, name) to the specified key.

#### **Parameters**

*number*: connection

*string*: key name

*array*: it contains three elements (longitude, latitude, name) per item

#### **Return value**

*number*: the number of elements added to the sorted set, not including elements already existing for which the score was updated.

#### **Example**

```

@load "redis"
BEGIN {
    c=redis_connect()
    A[1]="-118.2436800"
    A[2]="34.0522300"
    A[3]="la"
    A[4]="-74.0059700"
    A[5]="40.7142700"
    A[6]="nyc"
    redis_geoadd(c,"US",A) # returns 2, are two items added to a zset
    print "la-nyc kms: "redis_geodist(c,"US","la","nyc","km")
    print "la-nyc miles: "redis_geodist(c,"US","la","nyc","mi")
    redis_close(c)
}

```

Output:

```

la-nyc kms: 3936.8457102104558
la-nyc miles: 2446.248592721523

```

## geodist

**Description:** Returns the distance between two members in the geospatial index represented by the sorted set.

### Parameters

*number*: connection

*string*: key name

*string*: name member

*string*: name member

*optional string*: the unit, must be one of the following values, m, km, mi, ft. Defaults to meters.

### Return value

*number*: represented as a string in the specified unit, or null string if one or both the members are missing

## Example

```

@load "redis"
BEGIN {
    c=redis_connect()
    print redis_geodist(c,"US","la","nyc","m")
    redis_close(c)
}

```

Output:

```

3936845.7102104556

```

## georadius

**Description:** Returns the members of a sorted set populated with geospatial information using `geoadd`, which are within the borders of the area specified with the center location and the maximum distance from the center (the radius).

### **Parameters**

*number*: connection  
*string*: key name  
*array*: will contain the results, a set of strings.  
*number*: longitud  
*number*: latitud  
*number*: radius  
*string*: with a value between m|km|ft|mi *optional string*: the order with values desc or asc  
*optional number*: to limit the results to the first N matching items. N is passed to count option of the command.

### **Return value**

1 if is at least one result. 0 if there is no result. -1 on error.

### **Example**

```
@load "redis"
BEGIN {
    A[1]="13.361389"
    A[2]="38.115556"
    A[3]="Palermo"
    A[4]="15.087269"
    A[5]="37.502669"
    A[6]="Catania"
    A[7]="12.5372"
    A[8]="38.0176"
    A[9]="Trapani"
    c=redis_connect()
    redis_geoadd(c,"sicilia",A)
    print redis_geodist(c,"sicilia","Catania","Trapani","km")
    redis_georadius(c,"sicilia",AR,15,37,200,"km")
        # georadius using optionals arguments
        # redis_georadius(c,"sicilia",AR,15,37,200,"km",1) # using count
        # redis_georadius(c,"sicilia",AR,15,37,200,"km","desc", 1) # order and count
        # redis_georadius(c,"sicilia",AR,15,37,200,"km","desc") # only order
    dumparray(AR,"NN") # function defined in the geopos example
    redis_close(c)
}
```

Output:

```
231.42622077769485
1) Palermo
2) Catania
```

### **geohash**

**Description:** Returns members of a geospatial index as standard geohash strings.

### **Parameters**

*number*: connection  
*string*: key name

*array*: it contains the names of members

*array*: will contain the results. Each element is the Geohash corresponding to each member name passed as argument

#### ***Return value***

1 on success. 0 if not exists the key. -1 on error.

#### ***Example***

```
@load "redis"
BEGIN {
    A[1]="Trapani"
    A[2]="Catania"
    c=redis_connect()
    redis_geohash(c, "sicilia", A, RESP)
    for(i=1; i<=2; i++) {
        print i") "RESP[i]
    }
    redis_close(c)
}
```

Output:

- 1) sqbbm2ck9f0
- 2) sqdtr74hyu0

## **geopos**

**Description:** Returns longitude and latitude of members of a geospatial index.

#### ***Parameters***

*number*: connection

*string*: key name

*array*: it contains the names of members

*array*: will contain the results where each element is a two elements array representing longitude and latitude (x,y) of each member name passed as argument. Non existing elements are reported as NULL elements of the array.

#### ***Return value***

1 on success. 0 if not exists the key. -1 on error.

#### ***Example***

```
@load "redis"
BEGIN {
    c=redis_connect()
    B[1]="Trapani"; B[2]="Catanzaro"; B[3]="Catania"
    redis_geopos(c, "sicilia", B, AR) # returns 1
    redis_close(c)
    if(length(AR)>0) {
        dumparray(AR, "NN")
```

```

        }

    function dumparray(array,e, i) {
        for (i in array){
            if (isarray(array[i])){
                dumparray(array[i],e "[\""+ i +"\"]")
            }
            else {
                printf("%s[\"%s\"] = %s\n",e,i, array[i])
            }
        }
    }
}

```

Output:

```

NN["1"]["1"] = 12.537200152873993
NN["1"]["2"] = 38.017599561572482
NN["3"]["1"] = 15.087267458438873
NN["3"]["2"] = 37.502668423331613

```

## georadiusWD

**Description:** This is like georadius, adding `distance` to the results.

### Parameters

`number`: connection

`string`: key name

`array`: will contain the results, a set of strings.

`number`: longitud

`number`: latitud

`number`: radius

`string`: with a value between m|km|ft|mi *optional*

`string`: order *optional*

`number`: count *optional*

### Return value

1 if is at least one result. 0 if there is no result. -1 on error.

### Example

```

@load "redis"
BEGIN {
    c=redis_connect()
    redis_zrange(c,"sisu",RET,0,-1) # returns 1
    print "zset sisu contains index geospatial for"
    for(i in RET) {
        print i": "RET[i]
    }
    redis_georadius(c,"sisu",AR,"14",37.9,150,"km",1)
    for(i in AR) {
        print i") "AR[i]
    }
    print "georadiusWD radius 2500 output in km desc order "
}

```

```

    delete(AR)
    redis_georadiusWD(c,"sisu",AR,"14",37.9,2500,"km","desc") # returns 1
    dumparray(AR,"NN") # function defined in the geopos example
    redis_close(c)
}

```

## georadiusWC

**Description:** This is like `georadius`, adding `coordinates` to the results.

### Parameters

*number*: connection  
*string*: key name  
*array*: will contain the results, a set of strings.  
*number*: longitud  
*number*: latitud  
*number*: radius  
*string*: with a value between m|km|ft|mi *optional string*: order *optional number*: count

### Return value

1 if is at least one result. 0 if there is no result. -1 on error.

### Example

```

@load "redis"
BEGIN {
    c=redis_connect()
    print "georadiusWC radius 2500 output in km desc order "
    delete(AR)
    redis_georadiusWC(c,"sisu",AR,"14",37.9,2500,"km","desc") # returns 1
    dumparray(AR,"NN") # function defined in the geopos example
    redis_close(c)
}

```

## georadiusWDWC

**Description:** This is like `georadius`, adding `distance` and `coordinates` to the results.

### Parameters

*number*: connection  
*string*: key name  
*array*: will contain the results, a set of strings.  
*number*: longitud  
*number*: latitud  
*number*: radius  
*string*: with a value between m|km|ft|mi  
*optional string*: order *optional number*: count

### ***Return value***

1 if is at least one result. 0 if there is no result. -1 on error.

### ***Example***

```
@load "redis"
BEGIN {
    c=redis_connect()
    print "georadiusWDWC radius 2500 output in km desc order "
    delete(AR)
    redis_georadiusWDWC(c,"sisu",AR,"14",37.9,2500,"km","desc") # returns 1
    dumparray(AR,"NN")  # function defined in the geopos example
    redis_close(c)
}
```

## **georadiusbymember**

**Description:** This command is exactly like **georadius**. The difference is that instead of to take a longitude and latitude as the center of the area, it takes the name of a member already existing inside the geospatial index.

### ***Parameters***

*number*: connection

*string*: key name

*array*: will contain the results, a set of strings.

*string*: name member

*number*: radius

*string*: with a value between m|km|ft|mi

### ***Return value***

1 if is at least one result. 0 if there is no result. -1 on error.

### ***Example***

```
@load "redis"
BEGIN {
    c=redis_connect()
    redis_zrangeWithScores(c,"sisu",RES,0,-1) # returns 1
    for(i in RES){
        print i") "RES[i]
    }
    print ""
    redis_georadiusbymember(c,"sisu",AR,"Ecija",350,"km") # returns 1
    dumparray(AR,"NN")
    delete AR
    print ""
    redis_georadiusbymember(c,"sisu",AR,"Ecija",2800,"km") # returns 1
    redis_close(c)
    dumparray(AR,"NN")
}
```

Output:

```
1) Sevilla
2) 1966655518805908
3) Ecija
4) 1968142286694693
5) Palermo
6) 3479099956230698
7) Catania
8) 3479447370796909
```

```
NN["1"] = Sevilla
NN["2"] = Ecija
```

```
NN["1"] = Sevilla
NN["2"] = Ecija
NN["3"] = Palermo
NN["4"] = Catania
```

### georadiusbymemberWD

**Description:** Returns the members of a sorted set populated with geospatial information using `geoadd`, adding `distance` to the results.

#### Parameters

*number*: connection

*string*: key name

*array*: will contain the results, a set of strings.

*string*: name member

*number*: radius

*string*: with a value between m|km|ft|mi

#### Return value

1 if is at least one result. 0 if there is no result. -1 on error.

#### Example

```
@load "redis"
BEGIN {
    c=redis_connect()
    redis_georadiusbymemberWD(c, "sisu", AR, "Ecija", 2800, "km")
    redis_close(c)
    dumparray(AR, "NN")
}
```

Output:

```
NN["1"]["1"] = Sevilla
NN["1"]["2"] = 81.3977
NN["2"]["1"] = Ecija
NN["2"]["2"] = 0.0000
NN["3"]["1"] = Palermo
```

```
NN["3"]["2"] = 1618.9443
NN["4"]["1"] = Catania
NN["4"]["2"] = 1775.8787
```

## georadiusbymemberWC

**Description:** Returns the members of a sorted set populated with geospatial information using `geoadd`, adding coordinates to the results.

### Parameters

*number*: connection  
*string*: key name  
*array*: will contain the results, a set of strings.  
*string*: name member  
*number*: radius  
*string*: with a value between m|km|ft|mi

### Return value

1 if is at least one result. 0 if there is no result. -1 on error.

### Example

```
@load "redis"
BEGIN {
    c=redis_connect()
    redis_georadiusbymemberWC(c, "sisu", AR, "Ecija", 2800, "km")
    redis_close(c)
    dumparray(AR, "NN")
}
```

Output:

```
NN["1"]["1"] = Sevilla
NN["1"]["2"]["1"] = -5.9844991564750671
NN["1"]["2"]["2"] = 37.389100241787432
NN["2"]["1"] = Ecija
NN["2"]["2"]["1"] = -5.0826975703239441
NN["2"]["2"]["2"] = 37.541500351492687
NN["3"]["1"] = Palermo
NN["3"]["2"]["1"] = 13.361389338970184
NN["3"]["2"]["2"] = 38.115556395496299
NN["4"]["1"] = Catania
NN["4"]["2"]["1"] = 15.087267458438873
NN["4"]["2"]["2"] = 37.502668423331613
```

## georadiusbymemberWDWC

**Description:** Returns the members of a sorted set populated with geospatial information using `geoadd`, adding distances and coordinates to the results.

### **Parameters**

*number*: connection  
*string*: key name  
*array*: will contain the results, a set of strings.  
*string*: name member  
*number*: radius  
*string*: with a value between m|km|ft|mi

### **Return value**

1 if is at least one result. 0 if there is no result. -1 on error.

### **Example**

```
@load "redis"
BEGIN {
    c=redis_connect()
    redis_georadiusbymemberWDWC(c, "sisu", AR, "Ecija", 2800, "km")
    redis_close(c)
    dumparray(AR, "NN")
}
```

Output:

```
NN[\"1\"] [\"1\"] = Sevilla
NN[\"1\"] [\"2\"] = 81.3977
NN[\"1\"] [\"3\"] [\"1\"] = -5.9844991564750671
NN[\"1\"] [\"3\"] [\"2\"] = 37.389100241787432
NN[\"2\"] [\"1\"] = Ecija
NN[\"2\"] [\"2\"] = 0.0000
NN[\"2\"] [\"3\"] [\"1\"] = -5.0826975703239441
NN[\"2\"] [\"3\"] [\"2\"] = 37.541500351492687
NN[\"3\"] [\"1\"] = Palermo
NN[\"3\"] [\"2\"] = 1618.9443
NN[\"3\"] [\"3\"] [\"1\"] = 13.361389338970184
NN[\"3\"] [\"3\"] [\"2\"] = 38.115556395496299
NN[\"4\"] [\"1\"] = Catania
NN[\"4\"] [\"2\"] = 1775.8787
NN[\"4\"] [\"3\"] [\"1\"] = 15.087267458438873
NN[\"4\"] [\"3\"] [\"2\"] = 37.502668423331613
```