



TINE Release 4.0 News

(Nov 6, 2009: That was the month that was !)

“What a long, strange trip it’s been”

[TINE Release 4.1]

- **C Library:**

- *More threads !*
 - Globals thread
 - Server Multicast thread
 - Lazy-scheduling thread
 - TCP threads (send and recv)
 - Server cycle / client cycle on different threads
- *In addition to :*
 - Shm thread
 - CM_STREAM threads
 - Background task threads
 - Stock property thread (some stock properties)
 - Optional Eqm thread

[TINE Release 4.1]

■ Performance enhancements

- SetSystemSubscriptionRenewalLength()
 - **Default** = 60 (with automatic scaling based on polling interval)
 - **Normally**: ‘don’t touch this’!
 - **Special case**: video server scheduling **events** at 30 Hz.
- *New command*: get settings:

```
get settings
>Server Settings      :
>Server Work Area    : 1048576 bytes
>System Polling rate : 10 msec
>Contract renewal len: 60 items
>Req ack. on change  : yes
>Server Burst Limit  : 1000 packets
>Burst Cycle Delay   : 20 packets
>Server Packet MTU   : 1472 bytes
>Server Send Buffers : 16384 bytes
>Server Recv Buffers : 8192 bytes
>Server Scheduling   : eager
>Server cycle thread : common
>transport thread    : separate
>Client Settings     :
>Client Work Area    : 65536 bytes
>Client Burst Limit  : 1000 packets
>Client Send Buffers : 16384 bytes
>Client Recv Buffers : 8192 bytes
>Client Recv Queue   : 10 items
>use loopback addr   : no
>use watchdog links  : yes
>allow common links  : yes
>retry on timeout    : yes
>
```

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■ C Library:

○ Access lock offers *Exclusive Read*

■ Client-side:

- `SetAccessLock("PETRA","PiConditions",
LOCK_PERSISTENT|LOCK_XREAD,3600);`

■ Server-side:

- Properties registered with `CA_XREAD` access flag will return '`access_suspended`' if not the client with the access lock!

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- **C Library:**

- Force CM_RECEIVE for links to 'GLOBALS' server (à la java-lib)

- **C and java:**

- Resubmit *failed* CM_CANCEL requests
 - Applies to CloseLink() call which *apparently* got *lost*.

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■ Java:

- Servers can now respond to 'network address requests' (á la **C-lib**)
 - Request from ESRF (EMBL)
 - Allows clients and servers to find each other without an ENS!
 - No browsing possible, BUT:
 - Client knows who it wants to talk to -> finds the server address by multicast magic!
 - TEquipmentModuleFactory: (**server-side**)
 - setRespondToServiceRequests(**true**)
 - TLinkFactory: (**client-side**)
 - setAllowNetworkAddressResolution(**true**)

[TINE Release 4.1]

- Java lib

- TQuery:

- int **pingServer**(context,server,timeout)
 - returns '0' (success) or TINE error code
 - Overloaded method generates output on stdout.
- boolean **isValidServer**(context,server)
 - tests if the server *exists* in the context given.

[TINE Release 4.1]

- Java lib
 - acopTransport
 - String getConnectionInformation(deviceContext, deviceGroup, deviceName, deviceProperty)
 - String getConnectionInformation(int hLink)

```
getConnectionInformation("DESY2","ACCXPD2GRABBER",null,null)
```

```
Local Equipment Module : GRAEQM
Front End Computer      : ACCXPD2GRABBER
IP Address              : 131.169.154.175
Port Offset             : 11
Host Name               : AccXpD2Grabber1.desy.de
Location                : BLDG 20 (SER) Rack B2
OS                      : WIN32
Description             : Grabber server control of ACCXPD2GRABBER
```


[Central Services]

- Central Archive

- Recognized '*point of interest*' will generate a '*transition data point*' if necessary.
 - archived data filtered as we go along.
 - sudden jump from a 'constant' value could lead to a displayed 'ramp' if data points are connected with a poly-line.
 - Insert a 'best-guess' at 'now' – polling interval if necessary.

[Central Services]

- Motor Server now in download package
 - Common server
 - Load 'motor-specific' library with necessary dispatch routines.

[Other news]

- .NET servers undergoing beta testing
 - Mark Lomperski
- Perl Bindings now available
 - Andres Pazos
- Python Bindings complete (?)
 - Andres Pazos

[Camstudio demos]

- <http://adweb.desy.de/mcs/tine/TineDemos.html>