#### **TINE Release 4.0 News**

(May 7, 2010: That was the month that was!)

"What a long, strange trip it's been ...."

From last time ...

# New Features: Security

- Network Address Access Restriction
  - via File (in [FEC\_HOME]/<EQM>)
    - ipnets.csv
    - property>-ipnets.csv
      - property-default-ipnets.csv
    - <device>-ipnets.csv
      - device-default-ipnets.csv
  - via API
    - AppendRegisteredNetsList(eqm, iplist, listsize)
    - AssignPropertyNetsList(eqm, prp, ipnets, nipnets)
    - AssignDeviceNetsList(eqm, prp, ipnets, nipnets)

Equivalent methods in java (TEquipmentModule) ...

#### Address Lists ...

```
Traditional:
SUBNET
                      All addresses on subnet .9.
131.169.9.255
                      The local host via SHM
0.0.0.0
131.169.120.47
                      The specific host @ 131.169.120.47
  And now:
                   CIDR (Class Inter Domain Routing) notation
SUBNET
131.169.150.255
                       131.169.9.64 -> 131.169.9.127
131.169.9.64/26
0.0.0.0
                   → 131.169.119.0 -> 131.169.119.63
131.169.119.0/26
131.169.120.0/24
                 ---- 131.169.120.0 -> 131.169.120.255
                       (equivalent to 131.169.120.255)
```

# IPv4 versus IPv6 It just won't go away ...

http://apple.slashdot.org/story/10/05/04/2029255/Mac-OS-X-Problem-Puts-Up-a-Block-To-IPv6



Stories

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#### Apple: Mac OS X Problem Puts Up a Block To IPv6

Posted by kdawson on Tuesday May 04, @05:50PM from the twenty-five-or-six-to-four dept.

An anonymous reader lets us know of an experiment conducted in Norway to determine real-world problems in using IPv6 today (Google translation; Norwegian original).

"According to a Norwegian article in digi.no, Redpill Linpro did an experiment with regard to IPv6 on one of the largest online newspapers there (www.vq.no). They added a hidden iframe that pointed to an IPv6-enabled domain to test real-life problems about the reported IPv6 holes. The result was that mainly Mac OS X, older versions of Opera, and a few Linux distributions exhibited problems. For Mac OS X it took 75 seconds to time out before failing back to IPv4."

#### From the consultant's report:

"Mac OS X has a problem in that it will prefer 6to4-based IPv6 over IPv4-based connectivity, at least if its local IPv4 address is an RFC 1918-based private address as commonly found in NAT-ed home network environments. This is unfortunate, as 6to4 has shown itself to be much less reliable than IPv4 "



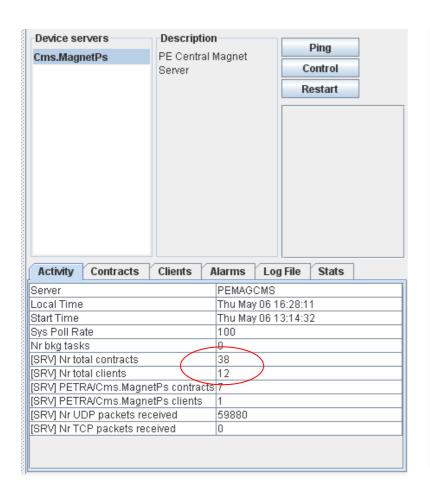
#### IPv4 versus IPv6 (work-around)

```
public TPacket(int port,int rcvBufferSize,int timeToLive)
  int clnport = initializer.getClnPort();
                                                       MAC OS needs this
  boolean useNextPort = false;
  boolean socketBound = false:
                                                       Linux gets confused by it
  InetAddress grp;
  for (int i=0; !socketBound && i<1000; i++)</pre>
                                                       Windows doesn't care
    try
      if (port == 0)
      { // general client side port
        useNextPort = true:
        InetAddress iaddr = InetAddress.getLocalHost();
        if (os != null && os.contains("Linux")) iaddr = null;
        InetSocketAddress addr = new InetSocketAddress(iaddr,clnport+i);
        sck = new MulticastSocket(null);
        sck.setReuseAddress(false);
        sck.bind(addr);
        sck.setSoTimeout(0);
        sck.setReceiveBufferSize(rcvBufferSize);
        sck.setTimeToLive(timeToLive);
        socketBound = true:
        this.port = clnport + i;
      else if (port == initializer.getGCastPort())
      { // globals listening port
        grp = InetAddress.getByName(initializer.getGCastAddress());
```

# And Now ...

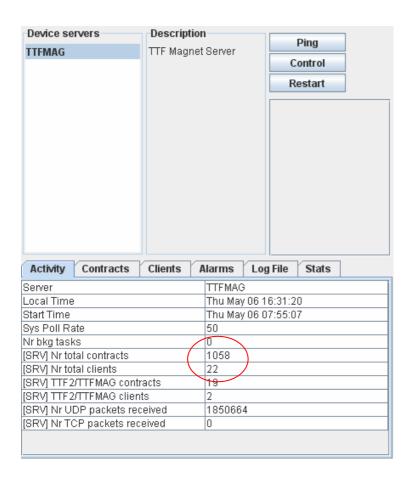
A Tale of Two Servers ...

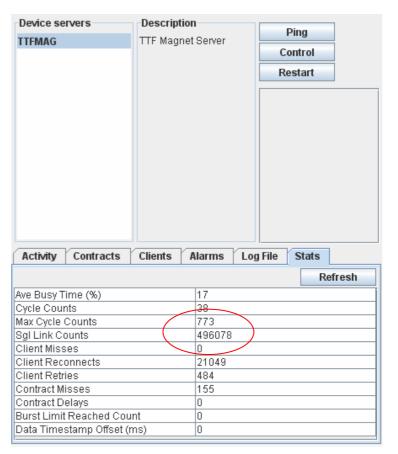
# Magnet Server : PETRA



Device servers	Description		Die	201
Cms.MagnetPs PE Central		Magnet	Control  Restart	
	Server			
Activity Contracts	Clients	Alarms Log	g File	Stats
				Refresh
Ave Busy Time (%)		0		
Cycle Counts		150		
Max Cycle Counts		823		
Sgl Link Counts		4378		
Client Misses		8		
Client Reconnects		2		
Client Retries		1		
Contract Misses		0		
Contract Delays		0		
Burst Limit Reached Count		0		
Data Timestamp Offset (r	0			

# Magnet Server : FLASH





# Servers under Attack ...

- Recent Features to improve performance.
  - Prevent redundant 'contract list' scans!
    - Get/SetSchedulerInterval()
      - Default = 0 (as often as necessary)
      - Non-zero value -> minimum interval (but introduces latency!)
    - Get/SetSystemCycleDeadband()
      - Default ~ 10 msec (most OSes)
      - Gives time to wait for a server request
      - Blocks the scheduler until a request comes in (no latency problem!)
    - Distinguish between contract 'renewal' or 'cancel' AND 'new request'.'
      - o 'deadband' wait broken by any of these, but pass thru scheduler blocked if nothing 'new'!

# Servers under Attack ...

- How to coerce 'single-device' panel or MatLab applications into efficient data access?
  - Avoid synchronous polling!
    - The server could 'enforce' this (but that's rather harsh).
    - Make MatLab, etc. use asynchronous 'listeners' (i.e. synchronous calls from a local buffer).
  - Enforce Multi-Channel Array (MCA) access
    - Need to register properties as such!
      - OO issues (Karol is working on this)
    - DOOCS enquires as to data type/size need to 'see' a 'single value' as the data size
      - DDD panels don't know how to deal with a MCA as is!
      - CF\_DEFAULT will report a size of '1' if property is a registered MCA -> single-element link logic is already in place!
      - If 'rpc\_test' sees a MCA property then show the user a '1' as the data size!
  - If Necessary: enforce NETWORK (i.e. multicast) access

# Feature-of-the-Month AWARD

# MCS-1

- (Room 520) For dealing with this!

Plus: a bronze star as well:





# doocs2tine News

- Current deployed version contains the necessary client-logic to 'react' to a 'CF\_DEFAULT' request to a MCA property properly.
  - Next TINE server release will now fix CF\_DEFAULT requests for MCA properties to use a size of '1' (the DOOCS preference).

### Multi-Channel Arrays (a short review)

See http://adweb.desy.de/mcs/tine/tinearraytype.html

- If you register a property as Multi-Channel Array then it should behave like one! (this is a 'covenant')
  - If property "P" is registered MCA then:
    - "P" will provide an array of length N (same EGU and settings)
    - Each element of "P" corresponds to a device channel
    - The order of the device channels in the array can be obtained by calling "P.NAM"
      - Various ways to achieve this
        - explicit property registration
        - Device assignment via API or file
        - Default to the registered DEVICES list
    - The Device specified in the call to "P" gives the desired 'offset' in the MCA.
    - The Array Length specified in the call gives the number of elements desired (usually '1' or 'N').
    - The behavior of the call when (requested length) > (N offset) is left unspecified, but the server should NOT return an error.
      - One possibility: Wrap the array
      - Another possibility: Truncate the call

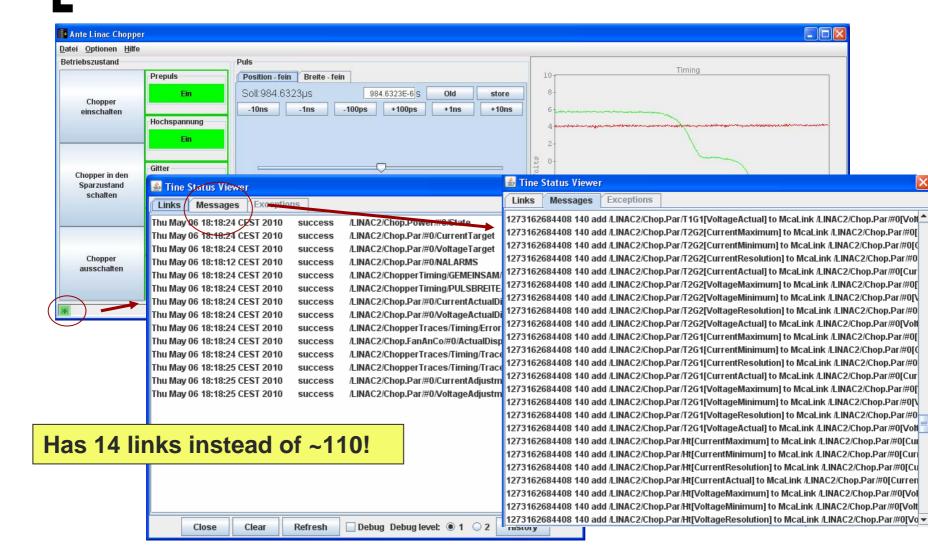
## Multi-Channel Arrays (a short review)

- Single-element access of MCA property "P" flows thru internal handshaking
  - returns the entire array to the caller
  - informs him which element is desired!
- Application asking for all (or many) channels individually
  - collapses to a single contract
  - single interrupt at the server
- Major efficiency advantage
- Numerous use case 'bugs' fixed over past several months.
  - Most recent:
    - Single-element call with a non-existent device
    - Single-element call with an expired synchronous contract still in link table.
  - Other 'cute' use cases:
    - Multiple identical, single-element links using CF\_DEFAULT and landing on a redirected property ...

### Multi-Channel Arrays (a short review)

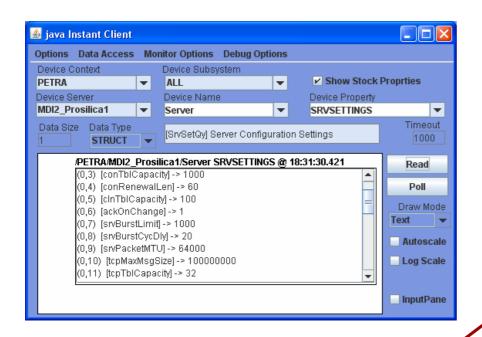
- You can turn the 'handshaking' OFF (if desired):
  - SetEnforceMultiChannelAccess(TRUE or FALSE) (Default = TRUE)
- Advantages
  - Much more efficient
    - 1 dispatch interrupt instead of many
    - Less network traffic
      - Overhead of single contract instead of many
  - Atomic data access
    - Some 'collections' need to be atomic!
  - Archiving is much, much easier
    - Easier to configure
    - Easier to retrieve
    - 'Snapshots' of MCA at a given time
- This is a 'property' oriented view
  - Similar but NOT equivalent to wildcard '\*' calls
    - With an MCA you know a priori what will come back
    - With a wildcard call you don't!

### A working example:



### **New Stock Properties**

"SRVSETTINGS"



Same information as at command line:

```
🖲 acclxpefacil01 - default - SSH Secure Shell
  File Edit View Window Help
    Quick Connect Profiles
get settings
>Server Settings
>Server Work Area
                    : 1048576 bytes
>System Cycle interval: 10 msec
>Min Polling interval : 20 msec
>Contract thl capacity: 1000 items
>Contract renewal len : 60 items
>Client tbl capacity : 100 items
>Req ack. on change : yes
>Retard cont. removal : no
>Server Burst Limit : 1000 packets
>Burst Cycle Delay : 20 msec
>Server Packet MTU : 1472 bytes
>TCP maximum msg size : 100000000 bytes
>TCP tbl capacity : 32 items
>Server Send Buffers : 16384 bytes
>Server Recv Buffers : 8192 bytes
>Server Scheduling : eager
>Scheduler interval : 0 msec
>Server tasks
                     : not re-entrant
>Server cycle thread : common
>transport thread
>Allow remote exit
>Allow remote init.
>Allow remote reset
>Client Settings
>Client Work Area
                     : 65536 bytes
>Connect. tbl capacity: 1000 items
>Client Burst Limit : 1000 packets
>Client Send Buffers : 16384 bytes
>Client Recv Buffers : 8192 bytes
>Client Recv Queue : 10 items
>use loopback addr
>use watchdog links : ves
>allow common links
>retry on timeout
Connected to acclxpefacil01
                                 SSH2 - blowfish-cbc - hmac-md5 - none 79x37
```

### New Stock Property Behavior

- "SRVINIT"
  - No changes
  - o calls an equipment module's registered init routine
- "SRVEXIT"
  - No changes
  - Takes exit level as input
  - Causes a 'clean' exit of the server
- "SRVRESET"
  - New behavior!

#### Not yet available in java!

- De-registers all equipment modules (calls their exit routines)
- Returns all allocated (tine) memory to the heap
- Calls 'PostSystemInit()' (IF registered)
- Can be used to effectively 'warm' restart the server!

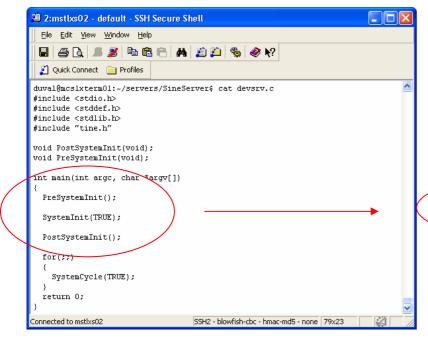
Note: Remote Management MUST be enabled!

SetAllowRemoteManagement(TRUE)

### New Registration Routines

- C-Lib only:
  - SetPreSystemInitFunction(), SetPostSystemInitFunction()

If "SRVRESET" is supposed to actually work properly!



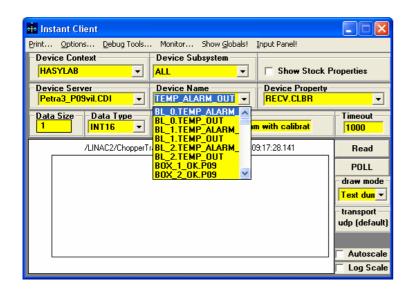
```
🎒 2:mstbxs02 - default - SSH Secure Shell
  File Edit View Window Help
 Quick Connect  Profiles
#include <stdio.h>
#include <stddef.h>
#include <stdlib.h>
#include "tine.h"
void PostSystemInit(void);
void PreSystemInit(void):
int main(int argc, char *argv[])
  SetPreSystemInitFunction(PreSystemInit);
  SetPostSystemInitFunction(PostSystemInit);
  SystemInit(TRUE);
  for(;;)
    SystemCycle(TRUE);
  return 0:
Connected to mstlxs02
                                 SSH2 - blowfish-cbc - hmac-md5 - none 79x20
```

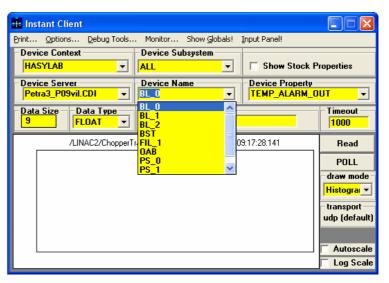
# Notable Bug Fix

- In the buffered 'listener'
  - Note: this is a utility add-on (tbufsrv.dll/.so)
    - Used in LabView, MatLab
    - And tine2tango (soon)!
  - Links with 'adjustable length data types' not working properly!
    - CF\_STRING (free string)
    - CF\_AIMAGE (adjustable image)
    - CF\_ASPECTRUM (adjustable spectrum)

#### **CDI News**

- Note: CDI devices with 'decorated' names
  - e.g. "BL\_0.TEMP\_ALARM\_OUT"
  - Available as is via the "bus action" properties
    - "RECV", "SEND", "RECV.CLBR", etc.
  - Also 'parsed' and offered as 'extended' (multi-channel array) properties
    - Property "TEMP\_ALARM\_OUT" with an associated device list:





# CDI News

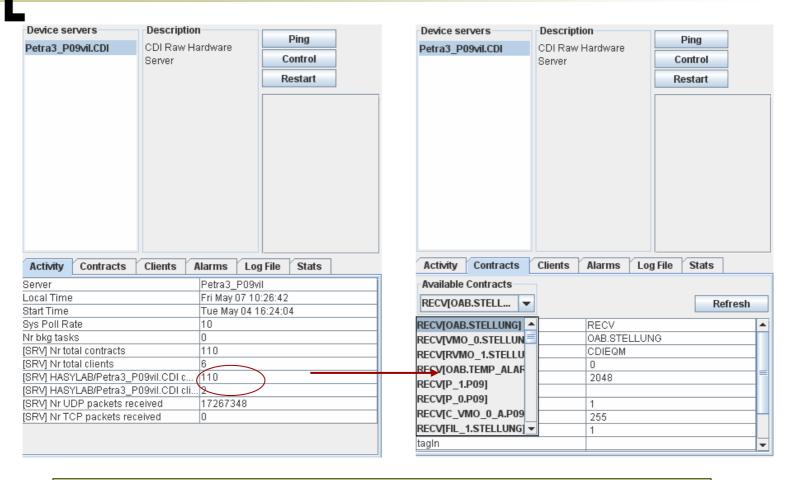
- But, by default, CDI servers call:
  - SetEnforceMultiChannelAccess(FALSE)
  - i.e. assume that the device server programmer knows best how to read out his hardware efficiently!
- However, some CDI servers are used directly as device servers!

#### **CDI News**

#### **Something New!**

- Can override the CDI default setting by
  - API: cdiSetEnforceMcaAccess(TRUE)
- Or (Ruediger's favorite)
  - set CDI\_FORCE\_MCA\_ACCESS=TRUE
- If 'TRUE' then the single-element 'handshaking' is active!
  - But direct access from client applications should use the 'extended' properties

### CDI News (example)



This is NOT a moot point: each contract results in an ADS access over EtherCat!

# Video System News

Lots of news, but have to wait until next time!