TCP Server Deux

Developer Documentation
v1.0.0b02

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Items in **Bold** were just added in the latest release of the TCP Server Deux component.
Items in *Italic* have not had their content filled in completely as of yet.
Items in Underline have had important updates since the last release of the TCP Server Deux component.

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Preface

The TCP Server Deux component is designed to work in conjunction with many other components. Specifically, the TCP Server Deux component requires that the TCP Deux component is already installed in your database structure file. Additionally, the TCP Deux component requires that BASh, available for free from DSTi, is also installed already in your database structure file.

Make certain that you view the compatibility matrix for components available to make certain you are using compatible versions of the different components required. There is a compatibility matrix available in this manual; the most recent compatibility matrix is available on the DSTi web site.

Other optional components which can be used with TCP Server Deux include HTTP Server Deux. Details and documentation for these components are provided separately.

Acknowledgements

The creation of the TCP Server Deux component is not directly attributable to any single person. Particular pieces of functionality within the TCP Server Deux component may be from the direct knowledge and experience of certain developers, but the overall concept and construction of the TCP Server Deux component has come from all of the developers at Deep Sky Technologies, Inc.

In particular, the tireless efforts of Robert T. McGoye have contributed the most to the TCP Server Deux component. His ability, and patience, to be able to tolerate the swings in the atmosphere at DSTi, have proven to be invaluable in the development of the TCP Server Deux component.

Later tweaks and additions to the TCP Server Deux component have resulted from the training of James A. Crate. Mr. Crate's experience in many different programming environments has provided refreshing insights into the overall structure and organization of the core routines at DSTi, the same core routines which are available in the BASh and TCP Server Deux components.

Finally, I, Steven G. Willis, might have had something to do with the creation of the TCP Server Deux component...

Features

TCP Server Deux is a 4th Dimension component which provides a solid foundation to build a server for any TCP/IP protocol (e.g. HTTP, FTP, DNS, etc.) in 4th Dimension. TCP Server Deux also requires that TCP Deux is used with Internet ToolKit v2.0.x or v2.5.x.

With the TCP Server Deux component, a 4th Dimension developer can build a server by just writing the code for the actions that need to be performed when a connection to the server is made. The developer will not have to worry about how to properly build and manage the server code.

A separate 4D component that implements an HTTP server is available from Deep Sky Technologies, Inc. HTTP Server Deux performs all the functions that are necessary in a web server; the developer will only need to write the code to actually build the HTML. Of course, we are always looking for suggestions about other TCP server protocols you need, so we can write the components to handle those as well!

System Requirements

The TCP Server Deux component is compatible with both Macintosh and Windows installations of 4th Dimension.

Since it is a component, it does require at least version 6.7 of 4th Dimension or above, including 4D Insider v6.7 or above for installation.

Other than the normal hardware and software requirements for your version of 4th Dimension, there are no other minimum requirements for proper use of this software.

Support

Support is provided for TCP Server Deux component free of charge for all currently licensed users. Included support services provided for all currently licensed users encompasses all of the online support services available through the DSTi web site (email, FAQ, messaging, etc.). Check the DSTi web site for current direct support options available; we are always working to offer more resources for your needs.

Contact information, including email address(es), phone number(s), and a Contact Us request form, for Deep Sky Technologies, Inc., can be found on the DSTi web site located at:

http://www.deepskytech.com/

If there are terms or conventions which you find difficult to understand in relation to the TCP Server Deux component or TCP protocols and servers in general, feel free to contact Deep Sky Technologies, Inc., support. We will be more than happy to help you in any way we reasonably can. And, only through your questions do we know what subjects to include in future versions of this manual.

Components

A component groups various 4D objects (tables, project methods, forms, menu bars, variables, etc.) representing one or more additional functions. Developing a 4D component providing electronic mail functionality is one such example. A component is autonomous and must be able to be installed in any 4D structure.

Components are defined, generated, and installed with the help of 4D Insider. The component definition is based on the cross-referencing analysis performed by 4D Insider (target objects and source objects).

Unlike libraries and groups, components embed the idea of security of objects that they compose. During the development phase of the component, each object is attributed an access type, “Public”, “Protected” or “Private”. This attribute determines whether each object will be visible or modifiable in 4th Dimension and in 4D Insider once the component is installed within a 4D database.

Installing and Updating TCP Server Deux

Installing TCP Server Deux or updating and existing version of TCP Server Deux within a 4D database is performed using 4D Insider. The activity primarily consists of installing the TCP Server Deux component in a database structure opened with 4D Insider (installing the TCP Server Deux component in a library is not supported at this time).

4D Insider will manage possible conflict issues within the installation and will inform you as they are detected. Though, with the naming conventions used within the TCP Deux component and the limited number of object names, conflicts should be very rare.

To install or update the TCP Server Deux component, follow these very simple steps:

Open the uncompiled structure that you wish to install TCP Server Deux into using 4D Insider.

Choose the "Install/Update..." command in the "Components" menu.

A standard open file dialog box will appear.

Select the TCP Server Deux component file and click on the "Open" button.

4D Insider parses the TCP Server Deux component and prepares to integrate it with your open database. 4D Insider will detect if the operation is an installation or an update of the TCP Server Deux component.

In the event of a new installation, all TCP Server Deux objects are installed.

In the event of an update, 4D Insider compares the version numbers of both the currently installing TCP Server Deux component and the already installed TCP Server Deux component. If the date of the "new" component is older than the already installed component,

a dialog box will alert you, allowing you to then "Continue" or "Cancel" the update.

4D Insider replaces old objects with newer objects within the TCP Server Deux component and adds new objects from the new TCP Server Deux component. 4D Insider takes into account "public" objects having been modified by you (e.g. "_ERROR" methods) and will prompt you to either save or replace them. If any other conflicts arise from the installation or update of the TCP Server Deux component, 4D Insider will prompt you with an appropriate dialog box.

Save the database in 4D Insider.

Call the method*INIT_TCPsd* early in the On Startup database method.

To initialize the TCP Server Deux component in your code, place a call to the method ***INIT_TCPsd*** early in your **On Startup** database method. However, this method must be **after** the calls to ***INIT_BASh*** and ***INIT_TCPd***

Details about the ***INIT_TCPsd*** method can be found in the method documentation section of this manual, below.

The TCP Server Deux component is now installed/updated in your database and is listed on the "Components" page of the 4D Explorer.

Managing Installation Conflicts

On very rare occasions, when the TCP Server Deux component is installed or updated in your 4D database, several questions and conflicts may arise. In the event of an update, 4D Insider will detect that you have modified one of more "Public" objects in TCP Server Deux after the initial installation. Or, one or more objects of the same type and of the same name may already exist in your database and in the TCP Server Deux component.

4D Insider detects and solves these conflicts during installation:

Modified public objects (updates only)

In this case, 4D Insider alerts you by a dialog box, allowing you to choose an update mode:

Replace the object

Replace all objects

Do not replace the object

Stop installation

Name conflicts

In this case, 4D Insider stops the TCP Server Deux installation process, alerts you through a dialog box and saves the list of objects in conflict. This list is stored as a text file in the 4D database folder.

Naming conflicts between logical objects, such as variables, are managed by 4D Insider, in a manner that allows database compilation and avoids conflicts between TCP Server Deux and other 4D components.

It may be necessary to rename certain objects in your database or in other components in order to be able to install the TCP Server Deux component.

If any naming conflicts do occur between TCP Server Deux and other 4D components, please notify Deep Sky Technologies, Inc., immediately.

Uninstalling TCP Server Deux

4D Insider allows you to uninstall the TCP Server Deux component from your 4D database.

To uninstall TCP Server Deux from your 4D database:

Using 4D Insider, open your database containing the copy of TCP Server Deux to be uninstalled.

In the "Main" listing window, select the TCP Server Deux component.

Consider again how great the TCP Server Deux component is and make certain that you will *really* no longer need it in your 4D database.

Select the "Uninstall..." command in the "Components" menu.

This command is only active when a component is installed in the database. A dialog box appears allowing you to confirm or cancel the operation. If you uncertain about the previous step then the cancel option is probably your best choice at this time.

Click "OK" to validate the operation.

Remove the call to the method *NIT_TCPsd* from your On Startup **database method.**

All objects from the TCP Server Deux component are deleted from your 4D database. Obviously, you are now very sad to no longer have the TCP Server Deux component in your 4D database. Crying is allowed...

TCP and TCP Server Deux Conventions

Throughout this manual, and all other documentation and supporting materials, included with the TCP Server Deux component package, there are different core knowledge which is essential to know and understand. With this knowledge, basically concerning the conventions used on TCP networks and conventions used within the TCP Server Deux component, you will be able to more easily and efficiently utilize the functionality available within this software package.

If there are other terms or conventions which you find difficult to understand in relation to the TCP Server Deux component or TCP networks in general, feel free to contact Deep Sky Technologies, Inc., support. We will be more than happy to help you in any way we reasonably can. And, only through your questions do we know what subjects to include in future versions of this manual.

TCPsd Services

TCP Server Deux uses a concept called **services**. A **service** is a set of TCP listening connections for a specific IP address and a specific port. For instance, you may want to accept HTTP requests on port 80, which is the standard HTTP port. You may also want to accept SSL layered http requests on port 443, which is the standard SSL port for web requests. And finally, you may want to accept HTTP requests on port 8888 for your secret administration interface. These are three different services, each with specific information for that service.

If that sounds easy enough, you are probably wondering how you work with these services once they are started. Well, that is pretty simple too. When a connection is received by the TCPsd Server, it runs through three phases: Before, During, and After. In each phase, it executes the method that you have specified when you created the service. After the connection is completed, the Post Processor Handler is also called.

The three phases are convenient, because in our example, we have three services all receiving HTTP requests. The process of getting and parsing the request is the same for all three services, as is the sending of data back to the web browser. The code for getting and parsing the request can be executed in the Before phase, and the code for sending the data back to the web browser can be executed in the After phase. Those methods will probably be used in the Before and After phase of each service. The During phase of each service could use a different method, one which is appropriate to handle those specific types of request.

The Post Processor Handler method is a little different than the other handler methods, though. The Post Processor Handler will be called *after* the TCP stream is already marked and in the process of closing. Within the Post Processor Handler, no TCP information can be retrieved from the current stream. The Post Processor is designed to handle common maintenance and logging routines which are not dependent upon the TCP stream being available.

Since TCP Server Deux uses TCP Deux, you will need to use TCP Deux methods to send and receive data in your handler methods. However, since you are using TCP Server Deux, you will be freed from the

connection and process management that is crucial to a high performance TCP server.

And, keep in mind, with the implementation of services within the TCP Server Deux component, it is a simple matter to implement a single 4D application that handles serving of multiple protocols; for instance, it is not unreasonable to write an integrated email and DNS server that has a web interface for administration.

TCPsd Services Stack

The TCPsd Services Stack is an internal mechanism within the TCP Server Deux component to efficiently keep track of the active servers. This allows you to set up multiple servers. For instance, you could set up both an HTTP server and an FTP server in your database, and TCP Server Deux can manage both of them at the same time.

The TCPsd Services Stack can only be changed when the TCP Server is not running. Methods are provided to start and stop TCP Server Deux, so you can change your server configuration without having to restart your entire database application.

The TCPsd Services Stack is basically just a listing of data about each TCP server implemented with the TCP Server Deux component. For each TCP server managed by the TCP Server Deux component, there is one row in the TCPsd Services Stack; uniqueness within the TCP Services Stack is determined by a combination of the IP address(es) the server is listening on and the local port. Each row in the TCPsd Services Stack contains a single field for each of the following pieces of information:

Field Name	Type
Service Name	String [32]
IP Address	Longint
Local Port	Longint
Listening Streams	Longint
Server Protocol	Longint
Before Handler Method Name	String [32]
During Handler Method Name	String [32]
After Handler Method Name	String [32]
Post Processor Handler Method Name	String [32]

The service name is a unique, non-empty name used to reference each TCP Server.

The IP Address specifies the local IP address to listen on. This allows you to set up multiple servers on different IP address. You can also listen on all addresses available on the local host or only the primary IP address on the local host.

The Local Port is the local port to be used for the TCP communications.

The Listening Streams is the number of listening streams to be used in this server.

The Server Protocol is the coded TCP Deux protocol value to be used on the TCP communications stream. See the section *TCPd_Protocols* in this manual for details about the different coded values, available as constants in the TCP Deux component, available for the protocols field.

The Handler method names specify which method will be executed during the phases of the connection. Typically, code to parse the request could be run in the Before handler. Code to process the request could be run in the During handler. Code to send the result could be run in the After handler. Of course, you may only want to use one or two of these handlers; there is no restrictions to passing empty values for any or all of the handler method names.

The Post Processor Handler method is a little different than the other handler methods, though. The Post Processor Handler will be called *after* the TCP stream is already marked and in the process of closing. Within the Post Processor Handler, no TCP information can be retrieved from the current stream. The Post Processor is designed to handle common maintenance and logging routines which are not dependent upon the TCP stream being available.

IP Addresses

Throughout the TCP Server Deux component package, IP addresses for local and remote hosts are handled in 4D as longint values. This provides a much more convenient and memory efficient means for managing IP addresses throughout the TCP Server Deux component package. When an IP address is required for a specific parameter in a TCP Server Deux routine, it is assumed that the longint encoding of the IP address is the valid value format.

The BASh component package contains routines to quickly and easily convert between IP addresses stored as longint values and IP addresses stored as string values (dotted IP addresses). The routines *CONV_IP_to_Longint* and *CONV_Longint_to_IP* allow for the conversion of a single value of one type to another.

The following is a listing of sample IP addresses and their corresponding longint values in 4th Dimension:

Dotted IP Address	**Longint IP Address**
0.0.0.0	0
0.0.0.1	1
0.0.0.2	2
0.0.1.0	256
0.0.1.1	257
1.1.1.1	16843009
127.255.255.255	2147483647
128.0.0.0	-2147483648
128.0.0.1	-2147483647
255.255.255.255	-1
63.175.177.37	1068478757

TCPd_Protocols

The TCPd_Protocols constants group, available within the TCP Deux component, contains different constants for each commonly used TCP protocol utilized. There are distinct constants for opening a TCP stream for sending or receiving (client or server, remote or host, session or listen, etc.).

The protocol to be used for a specific TCP stream is important to set correctly. To properly support SSL communications, for instance, when using Internet Toolkit v2.5.x, setting an improper protocol for a TCP stream may prevent the SSL encoding to work properly.

The following is a listing the constants, and their values, within the TCPd_Protocols constant group:

Constant	Value
TCPd_HTTP_Listen	1
TCPd_HTTP_Session	2
TCPd_SMTP_Listen	3
TCPd_SMTP_Session	4
TCPd_POP3_Listen	5
TCPd_POP3_Session	6
TCPd_FTP_Listen	7
TCPd_FTP_Session	8
TCPd_HTTPS_Listen	9
TCPd_HTTPS_Session	10
TCPd_other_Listen	601
TCPd_other_Session	602

If the specific protocol which is to used on a TCP communications stream is not listed in TCPd_Protocols constants group already, the “other“ constants are available.

The Time Log

The Time Log is functionality included within the TCP Server Deux component to help determine the request and response handling times of different steps within the TCP Server Deux component and within your code. In general, the Time Log is a dump of the amount of time taken in handling a TCP stream at different steps in the handling process.

The Time Log can be enabled and disabled at any time during the operation of a 4D application. Methods are available within the TCP Server Deux component for turning the Time Log on and off at any time during the running of your 4D application.

The Time Log dump is appending to a document created next to the current 4D structure document. This document contains a single line for each connection established through the TCP Server Deux component. As well, each time the Time Log is enabled or disabled, a new line noting the action taken and the current date and time is written to the Time Log document. Each time the Time Log is enabled, a new header line is written to the Time Log document, too.

Header lines and enabling and disabling lines that are written to the Time Log document always begin with an exclamation character "!". All other entries for handled connections are merely tab delimited values as outlined below.

A connection entry made to the Time Log document consists of the following tab delimited entries:

Value Title	Value Units
Connection Established	DTS
Before Before Method	Milliseconds
Before During Method	Milliseconds
Before After Method	Milliseconds
After After Method	Milliseconds
Close Issued	Milliseconds
Release Issued	Milliseconds

The first value in each Time Log entry is the full DTS (Date Time Stamp) of when the TCP connection was established. All subsequent values are the number of milliseconds between the current entry and the previous entry. This format allows for a simple visual scan to be

done on a Time Log document to identify average response times for different steps within the TCP Server Deux component and within your handler code.

The Time Log document, created in the same directory as the current 4D structure document, is entitled “TCPsd_TimeLog.txt”. If this document already exists when the Time Log is enabled, entries are appended to the existing document. If the Time Log document does not exist when the Time Log is enabled, the document will be automatically created.

Methods

All of the available methods within the TCP Server Deux component are documented here. Each parameter and return value is listed, including parameter types and descriptions. Full descriptions of the functionality of each method are also provided.

ENV_Get_TCPsd_HardName_Long

ENV_Get_TCPsd_HardName_Long *=> Long Hard Name*

ENV_Get_TCPsd_HardName_Long
=> Long Hard Name : Text

Parameter	Type	Description
Long Hard Name	Text	Full, hard coded name of TCP Server Deux component including versioning information

The method ***ENV_Get_TCPsd_HardName_Long*** returns the full, hard coded name of the TCP Server Deux component, including versioning information.

Long Hard Name is the full, hard coded name of the TCP Server Deux component. As of this release, this will always return the value "Affix_TCP_Server_Deux_v1.0.0b02".

ENV_Get_TCPsd_HardName_Short

ENV_Get_TCPsd_HardName_Short *=> Short Hard Name*

ENV_Get_TCPsd_HardName_Short
=> Short Hard Name : Text

Parameter	Type	Description

Short Hard Name	Text	Short, hard coded name of TCP Server Deux component including versioning information

The method ***ENV_Get_TCPsd_HardName_Short*** returns the short, hard coded name of the TCP Server Deux component, including versioning information.

Short Hard Name is the short, hard coded name of the TCP Server Deux component. As of this release, this will always return the value "Affix_TCP_Server_Deux".

INIT_TCPsd

INIT_TCPsd (*TCP Server Deux Serial*)

INIT_TCPsd

(

-> *TCP Server Deux Serial* : Text

)

Parameter	Type	Description
TCP Server Deux Serial	Text	TCP Server Deux serial

The method ***INIT_TCPsd*** initialises the TCP Server Deux component. A single call to this method should be made early in the On Startup database method in your 4D application. Make certain the call to this method follows the initialization calls to the BASh and TCP Deux components but before any other calls to the TCP Server Deux component package.

TCP Deux Server Serial is the TCP Server Deux serial which came with your purchase of the TCP Server Deux component package. A single TCP Server Deux serial provides for use of the TCP Server Deux component package on all platforms. If the TCP Server Deux package is being tested or being used in demonstration mode, use an empty serial number; this will allow 30 minutes of unlimited use.

TCPsd_Clear_Services_All_s

TCPsd_Clear_Services_All_s

TCPsd_Clear_Services_All_s

Parameter	Type	Description

The method ***TCPsd_Clear_Services_All_s*** will clear the all services from the TCPsd Services Stack. The TCPsd server can not be running when this method is called.

Note: The TCPsd server can not be running when this method is called. If the TCP Server is running, call the method ***TCPsd_Stop_Server*** to stop the TCPsd server before clearing services.

TCPsd_Clear_Service_s

TCPsd_Clear_Service_s (*Service Name*)

TCPsd_Clear_Service_s

(

-> *Service Name* : String [32]

)

Parameter	Type	Description
Service Name	String [32]	Name of Service to be cleared

The method ***TCPsd_Clear_Service_s*** will clear the specified service from the TCPsd Services Stack. The TCPsd server can not be running when this method is called.

Note: The TCPsd server can not be running when this method is called. If the TCP Server is running, call the

method ***TCPsd_Stop_Server*** to stop this server before clearing the service.

Service Name is the unique service name assigned when creating the service with ***TCPsd_Create_Service_s***.

TCPsd_Create_Service_s

TCPsd_Create_Service_s (*Service Name* ; *Local IP Address* ; *Local Port* ; *Remote Port* ; *Number of Listeners* ; *Send Timeout* ; *Protocol* ; *Remote IP Address* ; *Before Handler Method Name* ; *During Handler Method Name* ; *After Handler Method Name* ; *Post Processor Handler Method Name* ; *SSL Certificate Full Path* ; *SSL Private Key Full Path* ; *SSL Private Key Password*) => *qi Service Created*

TCPsd_Create_Service_s

(

-> *Service Name* : String [32]
-> *Local IP Address* : Longint
-> *Local Port* : Longint
-> *Remote Port* : Longint
-> *Number of Listeners* : Longint
-> *Send Timeout* : Longint
-> *Protocol* : Longint
-> *Remote IP Address* : Longint
-> *Before Handler Method Name* : String [32]
-> *During Handler Method Name* : String [32]
-> *After Handler Method Name* : String [32]
-> *Post Processor Handler Method Name* : String [32]
-> *SSL Private Key Full Path* : Text
-> *SSL Certificate Full Path* : Text
-> *SSL Private Key Password* : Text

)

=> *qi Service Created* : Longint

Parameter	Type	Description
Service Name	Longint	Unique name for new TCPsd Service
Local IP Address	Longint	IP address of local host to accept connections on
Local Port	Longint	Port of local host to accept connections on

Remote Port	Longint	Port of remote host to accept connections from
Number of Listeners	Longint	Number of TCP listeners to open for this service
Send Timeout	Longint	Send timeout to be used on all TCP listeners for this service
Protocol	Longint	TCPd Protocol to be used for this service's listeners
Remote IP Address	Longint	IP address of remote host to accept connections from
Before Handler Method Name	String [32]	Method to be executed in the Before phase of an established connection
During Handler Method Name	String [32]	Method to be executed in the During phase of an established connection
After Handler Method Name	String [32]	Method to be executed in the After phase of an established connection
Post Processor Handler Method Name	String [32]	Method to be executed after a close has been issued for an established connection
SSL Certificate Full Path	Text	Full path to SSL certificate file (ITK v2.5.x only)
SSL Private Key Full Path	Text	Full path to SSL private key file (ITK v2.5.x only)
SSL Private Key Password	Text	Password for SSL private key (ITK v2.5.x only)
qi Service Created	Longint	qi for Service successfully created in TCPsd Services Stack

The method ***TCPsd_Create_Service_s*** creates a new service in the TCPsd Services Stack. This does not actually start the server; you'll need to call the method ***TCPsd_Start_Server*** for your server to start responding to requests.

Service Name is the unique, non-empty service name used to identify this service in the TCPsd Services Stack. You will need to use this name to clear this service from the stack as well.

Local IP Address is the local IP address for this service to use. This is useful when the server is configured with multiple IP addresses. Setting this parameter to zero (0) will allow this service to listen on all of the IP addresses assigned to the server. Setting this parameter

to MAXLONG will allow this service to listen on only the primary IP address on the local machine.

Local Port is the local port for to listen on for this service. If ITK v2.5.x is the current TCP plugin and *Local Port* is set to 443, the standard port used for SSL encrypted HTTP communications, then SSL will be enabled by default on the new TCP listening streams being opened for this service.

Remote Port is the remote port to accept connections from. Set the value of this parameter to zero (0) to accept connections from any remote port.

Number of Listeners is the number of TCP listening streams to be opened for this service. These streams will be managed by TCP Server Deux.

Send Timeout is the default send timeout in seconds for all TCP sending on the TCP communications streams for this service. When *Send Timeout* seconds have elapsed in one of the TCP Deux send routines, the routine will return control immediately and the status of the TCP communications stream will remain the same.

Protocol is the protocol to be used with the new TCP communications stream. This value has no affect on the new TCP communications stream but is stored in the TCPd Streams Stack for later reference. Valid values for the *Protocol* parameter include all of the protocol values in the constants group *TCPd_Protocols* included with the TCP Deux component (documented separately in this manual).

Remote IP Address is the IP address of the remote host to allow connections from. Set the value of this parameter to zero (0) to accept connections from any remote host.

Before Handler Method Name is the name of the method to be executed in the Before phase of a connection. Typically, this method would get and parse the request

information. Passing an empty value for this parameter is allowed.

During Handler Method Name is the name of the method to be executed in the During phase of a connection. Typically, this method would process the request and build the information to be sent back to the requestor. Passing an empty value for this parameter is allowed.

After Handler Method Name is the name of the method to be executed in the After phase of a connection. Typically, this method would send the data built in the during phase back to the requestor. Passing an empty value for this parameter is allowed.

Post Processor Handler Method Name is the name of the method to be executed after the connection has been completely handled and is being closed. Typically, this method would be used for handling maintenance and logging functionality within a server. Passing an empty value for this parameter is allowed.

SSL Private Key Full Path (supported by ITK v2.5.x only) is the full document path on the local machine for the SSL private key document. This parameter is needed only when the new TCP communications stream for listening has SSL enabled. When using ITK v2.0.x, this parameter is ignored.

SSL Certificate Full Path (supported by ITK v2.5.x only) is the full document path on the local machine for the SSL certificate document. This parameter is needed only when the new TCP communications stream for listening has SSL enabled. When using ITK v2.0.x, this parameter is ignored.

SSL Private Key Password (supported by ITK v2.5.x only) is the password used to encrypt the SSL private key when the SSL key and certificate were originally created. This parameter is needed only when the new TCP communications stream for listening has SSL enabled. When using ITK v2.0.x, this parameter is ignored.

qi Service Created is the indicator for whether this service has been created in the TCPsd Services Stack. *qi Service Created* will be set to zero (0) if the service is not created and will be set to one (1) if the service is created successfully.

TCPsd_ERROR

TCPsd_ERROR (*TCPsd Error Number* ; *Special Error Text* ; *Calling Method Name*)

TCPsd_ERROR

(

-> *TCPsd Error Number*: Longint
-> *Special Error Text*: Text
-> *Calling Method Name*: Text

)

Parameter	Type	Description
TCPsd Error Number	Longint	Internal TCPsd error number
Special Error Text	Text	Special text to describe the exact error instance
Calling Method Name	Text	Name of the method that the error condition occurred in

The method ***TCPsd_ERROR*** acts as a callback method from within the TCP Server Deux component for errors that may occur. Any time an error condition is detected within TCP Server Deux, a call to the method ***TCPsd_ERROR*** is made.

The internal *TCPsd Error Number* is passed to this method as the first parameter. The *Special Error Text* parameter will contain any relevant error text which is specific to the error which occurred. It is not uncommon for the *Special Error Text* value to be empty. The *Calling Method Name* will always contain the name of the TCP Server Deux method which called the ***TCPsd_ERROR*** method.

The ***TCPsd_ERROR*** method has been implemented as a source for a consistent interface and/or error tracking mechanism to be available while using the TCP Deux component. This method can be modified to suit the needs of the database in which the TCP Deux component has been installed.

TCPsd_Get_TimeLog_FullPath

TCPsd_Get_TimeLog_FullPath *=> Full Path*

TCPsd_Get_TimeLog_FullPath
=> Full Path : Text

Parameter	Type	Description
Full Path	Text	Full path to time log document

The method ***TCPsd_Get_TimeLog_FullPath*** returns the full path to the Time Log document for the current application. The Time Log document does not necessarily exist nor does the Time Log functionality need to even be enabled. Rather, this method returns the full path of where the Time Log document *would* be located if the Time Log was enabled and the document already existed.

Full Path is the full path to the Time Log document for the current 4D structure.

Note: the method ***TCPsd_Get_TimeLog_FullPath*** was added to TCP Server Deux v1.0.0b02.

TCPsd_qi_Server_Running

TCPsd_qi_Server_Running *=> qi Server Running*

TCPsd_qi_Server_Running
=> qi Server Running: Longint

Parameter	Type	Description

qi Server Running	Longint	qi for whether the TCPsd Server is currently running

The method ***TCPsd_qi_Server_Running*** returns an indicator for whether the TCPsd Server is currently running. When the TCPsd Server is running, the services set up using ***TCPsd_Create_Service_s*** have listeners open waiting for connections.

qi Server Running is the indicator for whether the TCPsd Server is currently running. *qi Server Running* will be set to zero (0) if the server is not running and will be set to one (1) if the server is running.

TCPsd_qi_TimeLog_Running

TCPsd_qi_TimeLog_Running => *qi Time Log Running*

TCPsd_qi_ TimeLog _Running
=> *qi Time Log Running*: Longint

Parameter	Type	Description
qi Time Log Running	Longint	qi for whether the Time Log is currently enabled

The method ***TCPsd_qi_TimeLog_Running*** returns an indicator for whether the Time Log is currently enabled. When the Time Log is enabled, connections made to the TCP Server Deux services will generate Time Log entries to the Time Log document.

qi Time Log Running is the indicator for whether the Time Log is currently enabled. *qi Time Log Running* will be set to zero (0) if the Time Log is not enabled and will be set to one (1) if the Time Log is enabled.

Note: the method ***TCPsd_qi_TimeLog_Running*** was added to TCP Server Deux v1.0.0b02.

TCPsd_Set_PostProcessorMethod_s

TCPsd_Set_PostProcessorMethod_s (*Service Name* ; *Post Processor Method Name*) => *qi Handler Set*

TCPsd_Set_PostProcessorMethod_s

(

-> *Service Name* : String [32]

-> *Post Processor Method Name* : String [32]

)

=> *qi Handler Set* : Longint

Parameter	Type	Description
Service Name	String [32]	Full name of existing service to set the post processor handler method name for
Post Processor Method Name	String [32]	Post processor method name to be set
qi Handler Set	Longint	qi for whether method name was successfully set

The method ***TCPsd_Set_PostProcessorMethod_s*** will set the post processor method name for a specified TCPsd Service.

Note: The post processor method name can only be changed when the TCPsd Server is not running. To determine if the TCPsd Server is running, use the ***TCPsd_qi_Server_Running*** method. To start or stop the server, use the ***TCPsd_Start_Server*** or ***TCPsd_Stop_Server*** methods.

Service Name is the full name of the TCPsd Service which is going to have the post processor method name set. The TCPsd service named by *Service Name* must already exist in the TCPsd Services Stack.

Post Processor Method Name is the full method name to set as the post processor handler for the specified TCPsd Service.

qi Handler Set is the indicator for whether the TCPsd Service post processor handler was successfully set. *qi Handler Set* will be set to zero (0) if the handler was not

changed and will be set to one (1) if the handler was changed successfully.

Note: the method ***TCPsd_Set_PostProcessorMethod_s*** was added to TCP Server Deux v1.0.0b02.

TCPsd_Set_Server_Prefs

TCPsd_Set_Server_Prefs (*Minimum Handlers* ; *Server Throttle* ; *qi Local Handler Processes*) => *qi Preferences Set*

TCPsd_Set_Server_Prefs

(

-> *Minimum Handlers* : Longint

-> *Server Throttle* : Longint

-> *qi Local Handler Processes* : Longint

)

=> *qi Preferences Set*: Longint

Parameter	Type	Description
Minimum Handlers	Longint	Minimum number of handler processes to create when starting the server
Server Throttle	Longint	Throttle Setting for server processing
qi Local Handler Processes	Longint	qi for whether handler process are local processes
qi Preferences Set	Longint	qi for whether settings were changed successfully

The method ***TCPsd_Set_Server_Prefs*** will set preferences used by the TCPsd Server. These preferences are global, and affect the operation of the TCPsd Server. They are not specific to any individual service.

Note: The preferences can only be changed when the TCPsd Server is not running. To determine if the TCPsd Server is running, use the ***TCPsd_qi_Server_Running*** method. To start or stop the server, use the ***TCPsd_Start_Server*** or ***TCPsd_Stop_Server*** methods.

Minimum Handlers is the minimum number of handler processes to create when the TCPsd Server is started. These processes can be either local or global processes.

Server Throttle is the throttle setting for TCPsd Server. Valid values are 0 to 99, with higher values indicating less processing time being given to the TCPsd Server. Use –1 to maintain the current setting. When less processing time is being given to the TCPsd Server, the server will be slower to respond to requests.

Qi Local Handler Processes is qi for whether the handler process created by the TCPsd Server are local processes. Pass 1 for the handlers to be local processes, and pass 0 for the handlers to be global processes. Remember, local processes cannot access the database when running in client/server mode.

qi Preferences Set is the indicator for whether the TCPsd Server preferences were successfully changed. *qi Preferences Set* will be set to zero (0) if the preferences were not changed and will be set to one (1) if the preferences are changed successfully.

TCPsd_Start_Server

TCPsd_Start_Server

TCPsd_Start_Server

Parameter	Type	Description

The method ***TCPsd_Start_Server*** starts the TCPsd Server. The handler processes are spawned, and the TCP listeners specified by the services created with ***TCPsd_Create_Service_s*** are opened. To stop the TCPsd Server, call the method ***TCPsd_Stop_Server***. If there are currently no services in the TCPsd Services Stack then this method will spawn an error and the TCP server will not be started.

TCPsd_Start_TimeLog

TCPsd_Start_TimeLog

TCPsd_Start_TimeLog

Parameter	Type	Description

The method ***TCPsd_Start_TimeLog*** starts the TCPsd Time Log. See the section **The Time Log** above, for details on the TCPsd Time Log.

Note: the method ***TCPsd_Start_TimeLog*** was added to TCP Server Deux v1.0.0b02.

TCPsd_Stop_Server

TCPsd_Stop_Server

TCPsd_Stop_Server

Parameter	Type	Description

The method ***TCPsd_Stop_Server*** stops the TCPsd Server. All listeners managed by TCPsd Server are stopped, and the handler processes will finish and die. The TCPsd Server will no longer listen for or respond to TCP connections. To start the TCPsd Server, call the method ***TCPsd_Start_Server***.

TCPsd_Stop_TimeLog

TCPsd_Stop_TimeLog

TCPsd_Stop_TimeLog

Parameter	Type	Description

The method ***TCPsd_Stop_TimeLog*** stops the TCPsd Time Log. See the section **The Time Log** above, for details on the TCPsd Time Log.

Note: the method ***TCPsd_Stop_TimeLog*** was added to TCP Server Deux v1.0.0b02.

Version History

The following is a brief version history of the TCP Server Deux component. It details release notes, bug fixes, and changes for each version publicly available.

TCP Server Deux v1.0.0b02

released 20020105

Changes:

Added ability for an empty serial to be used as a demo serial; this allows for 30 minutes of unlimited use of TCP Server Deux.

Added serialization check before calling any callback methods within component.

Added post processor handler method name to TCP Services stack; implemented post processor handler method within connection handler controller.

Added post processor handler method name parameter to the method **TCPsd_Create_Service_s**

Updated both serial checking routines to pull data from ENV module, speeding these routines up significantly.

Fixed a bug in the checking of serial numbers when initializing the component.

Added protected methods:

TCPsd_Get_TimeLog_FullPath
TCPsd_qi_TimeLog_Running
TCPsd_Set_PostProcessorMethod_s
TCPsd_Start_TimeLog
TCPsd_Stop_TimeLog

TCP Server Deux v1.0.0b01

released 20011008

Changes:

First public beta release of the component.

TCP Server Deux Error Codes

asd

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