# EDXL Debug Tool
# User Guide

## Contents

## Starting the EDXL Debug Tool

Navigate to the directory that contains the EDXL Debug Tool.
Double-click on the file "EDXLTestApp.exe"

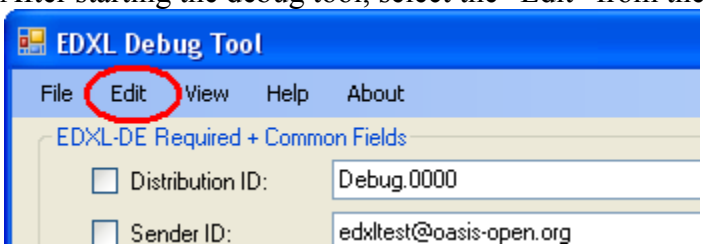
## Quick Start

1) Start the EDXL Debug Tool
2) Click the "Generate" button to generate a minimal EDXL message.
3) Click the "Send" button to send the generated EDXL message. This will send the message to the target specified (defaults to localhost)
4) Received messages will generate messages in the status box at the bottom of the window. (If the default settings were used the message sent in step 3 will be received and a message will be displayed the status box)

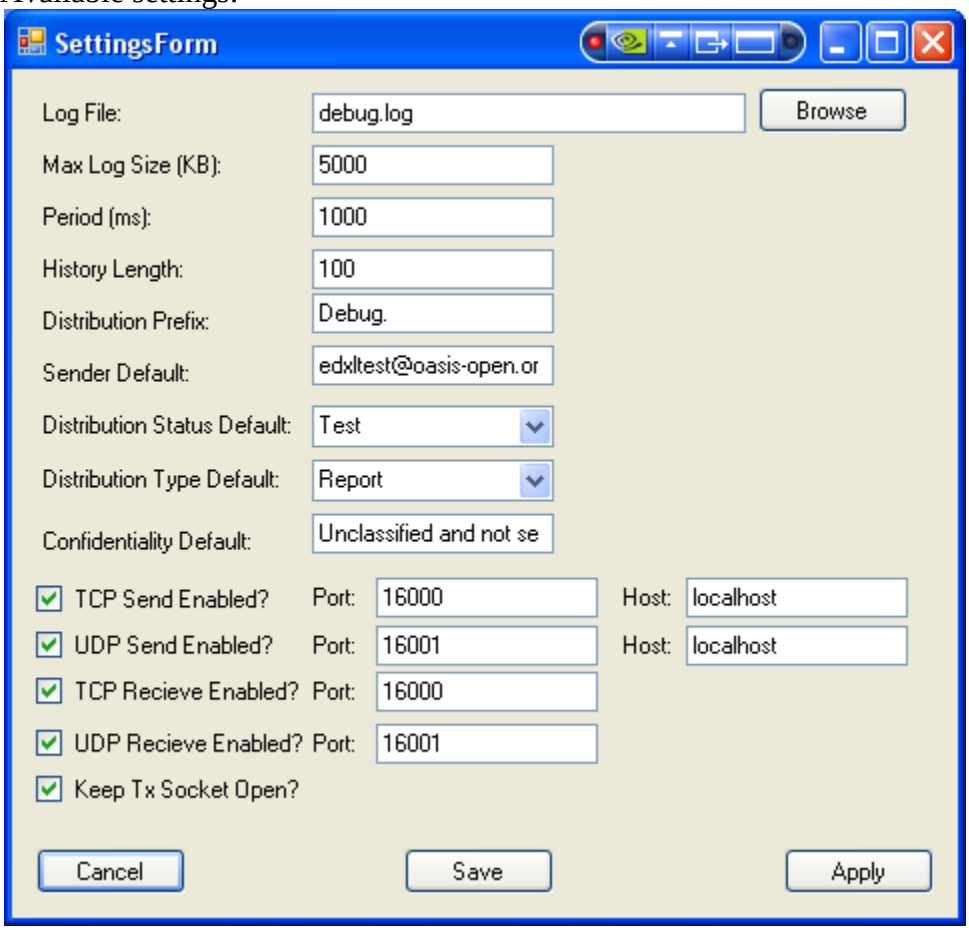
## Debug Tool Settings

The Settings menu item allows the user to set, apply, and save numerous items used by the EDXL-DE Debug Tools. The available settings include default values, timing, and send/receive connection information.

1) After starting the debug tool, select the "Edit" from the menu bar.



2) Available settings:



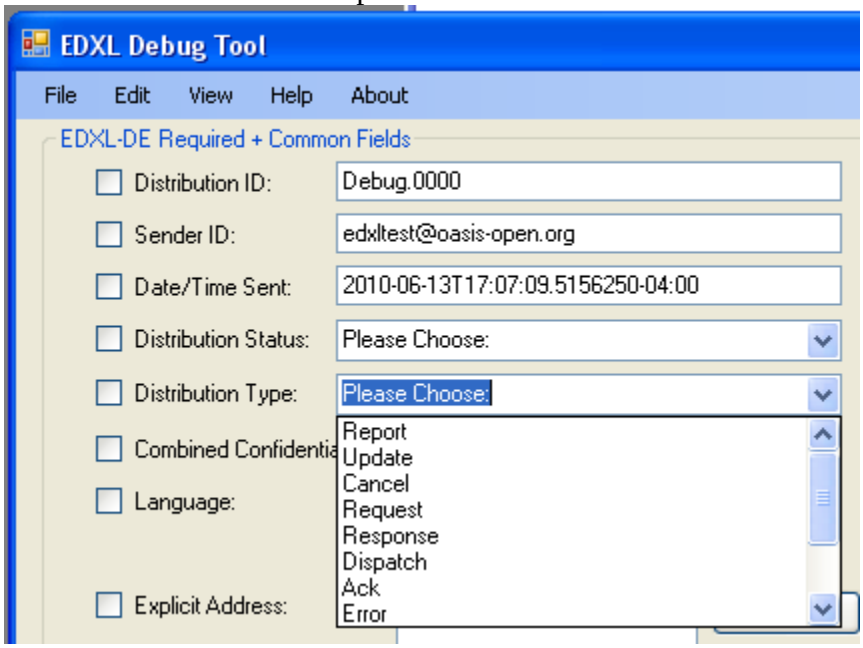

- Log File – specifies local file to record events to (non-functional)
- Max Log Size – maximum allowable size of the log file
- Period (ms) – Duration between sent messages in milliseconds. This is the delay between messages. There is no delay between sending protocols, only between messages.
- History Length – Number of messages to keep in the viewable history (non-functional)
- Distribution Prefix – Prefix for the tool to prepend to the sequential number of the Distribution ID, unless the specifying the Distribution ID manually.
- Sender Default – Default email address to use as the Sender ID.
- Distribution Status Default – Default value to be used as the Distribution Status.
- Distribution Type Default – Default value to be used as the Distribution Type.
- Confidentiality Default – Default value to be used as the Combined Confidentiality.
- TCP Send Enabled?
    i. If checked, send message using the TCP setting
    ii. Port: port number to send the TCP message to.
    iii. Host: URL to send the TCP message to.
- UDP Send Enabled?
    i. If checked, send message using the UDP settings

    ii. Port: port number to send the UDP message to.
    iii. Host: URL to send the UDP message to.
- TCP Received Enabled?
    i. If checked, listen and record messages received via TCP on specified port.
    ii. Port: TCP port number to list for TCP messages on
- UDP Received Enabled?
    i. If checked, listen and record messages received via UDP on specified port.
    ii. Port: UDP port number to list for UDP messages on
- Keep Tx Socket Open – If checked, the network sockets will be held open. This makes message sending more responsive, but locks resources from other resources running on the host machine.
- 'Cancel' Button – closes windows and no changes are applied
- 'Save' Button – saves the settings to a file and applies the changes to the running application and closes the settings window.
    i. Save file is 'Settings.xml'
    ii. Save file location is the directory where EDXL Debug Tool is running.
    iii. Save will automatically overwrite 'Settings.xml'
    iv. If 'Settings.xml' is present when EDXL Debug Tool is started, the saved settings will be loaded.
- 'Apply' Button – applies the settings to the currently running application without saving the settings to file, and closes the settings window.

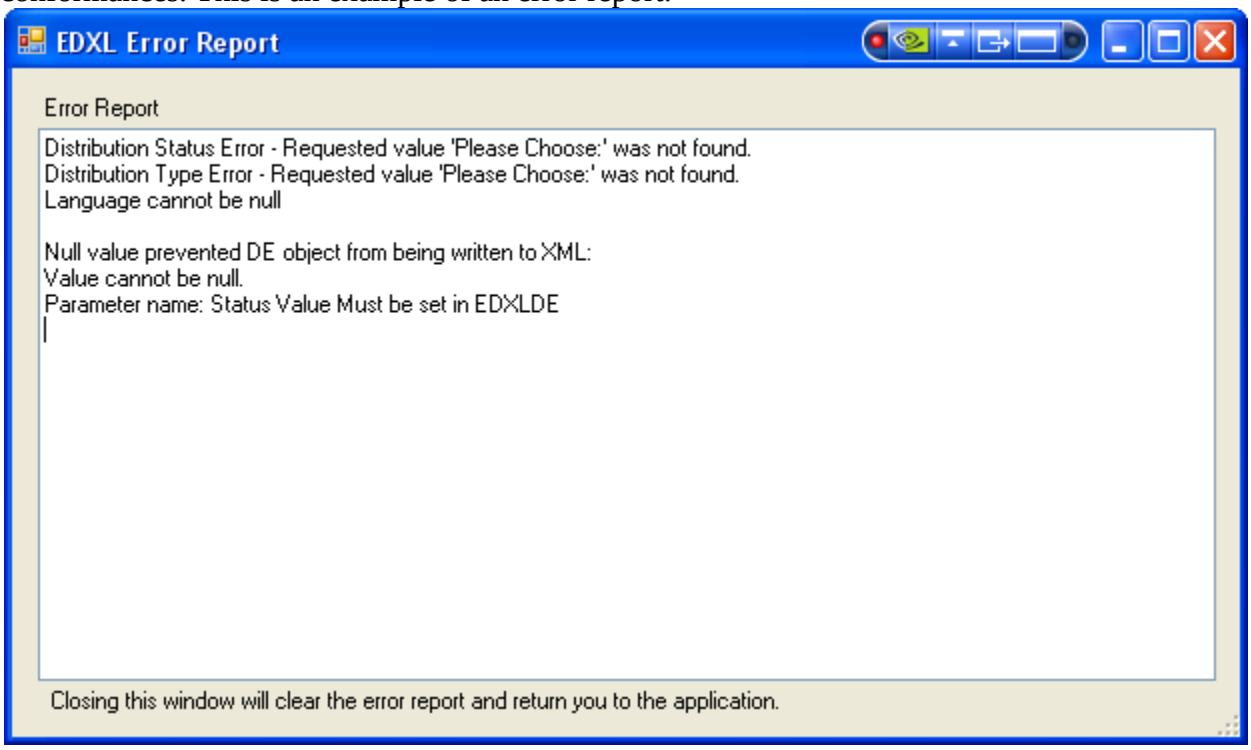
## Message Contents and Valid Values

The EDXL Debug Tool implements EDXL-DE Schema v1.0. See the EDXL-DE Schema v1.0 for required fields, field definitions, and expected values.

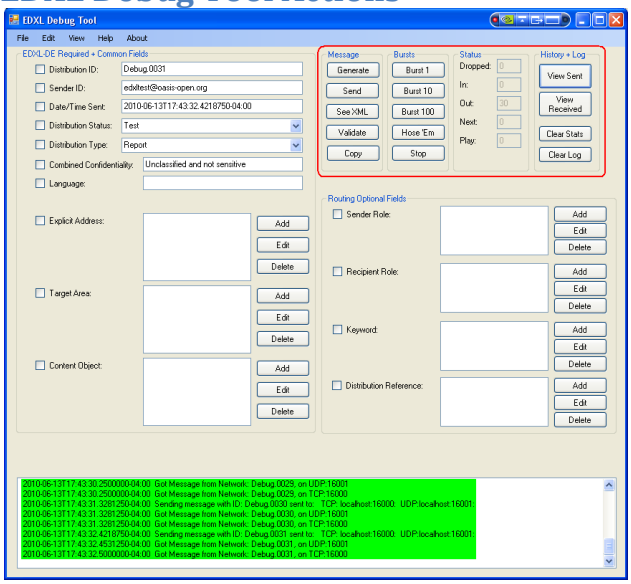
For fields the use predefined values, the EDXL Debug Tool will provide the list of values to the users as shown in this example:




The EDXL Debug Tool will only allow the user to send messages that conform to the EDXL-DE Schema. If the user attempts to send a non-conformant message, the EDXL Debug Tool will generate and display a message error report that attempts to guide the user in correcting the non-conformances. This is an example of an error report:

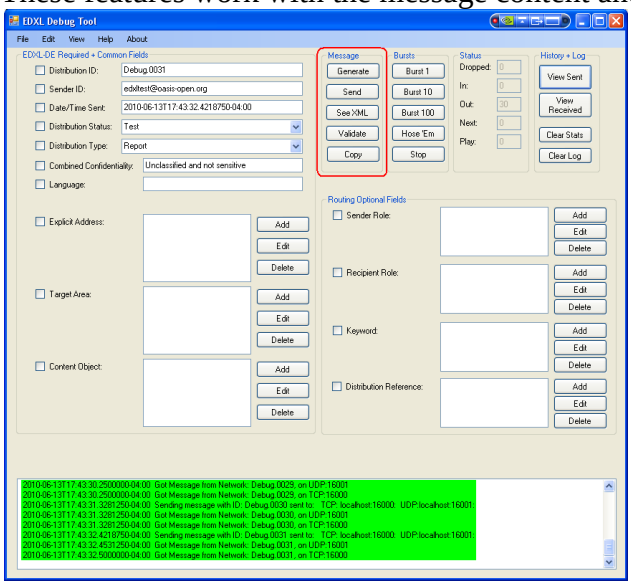


## EDXL Debug Tool Actions




## Message Features

These features work with the message content and provide some useful tools.



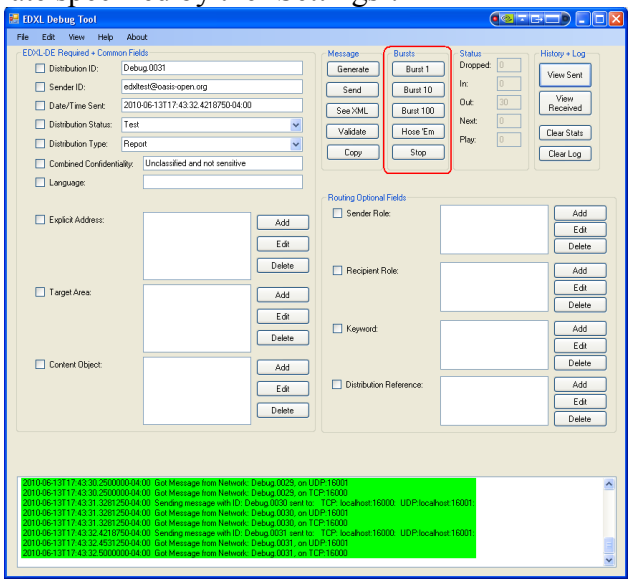

- 'Generate' – Creates a minimally conformant EDXL-DE message. The generated message can be sent using 'Send' or 'Bursts', but the message is not very useful in regards to conveying data.
- 'Send' – Attempt to send the current EDXL-DE message 1 time. If the current EDXL-DE message is conformant it will be sent through the send queue, if not the user will receive an error report.
- 'See XML' – If the current EDXL-DE message is conformant, this will open a window showing the XML for the current EDXL-DE message. If the current EDXL-DE message is not conformant the user will receive an error report.
- 'Validate' – Checks the conformance of the current EDXL-DE message. If the current EDXL-DE message is conformant the user will see a green 'Message was valid' comment in the log window. If the current EDXL-DE message is not conformant the user

will receive an error report and will get a red ‘Message was not valid’ comment in the log window.

- ‘Copy’ – If the current EDXL-DE message is conformant, this will copy the XML for the current EDXL-DE message to the clip board. If the current EDXL-DE message is not conformant the user will receive an error report.

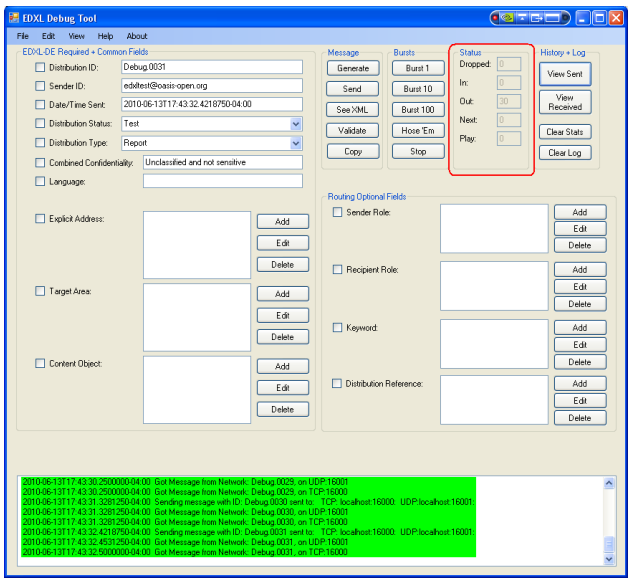
## Bursts Features

Bursts are features that send a series of messages using sequential ‘Distribution ID’s at the send rate specified by the ‘Settings’.




- ‘Burst 1’ – sends 1 message through the send queue.
- ‘Burst 10’ – sends 10 sequential messages through the send queue.
- ‘Burst 100’ – sends 100 sequential messages through the send queue.
- ‘Hose’Em’ – sends sequential message through the send queue until the ‘Stop’ button is pressed or the EDXL Debug Tool is terminated.
- ‘Stop’ – Stops the sending of messages and clears the send queue.

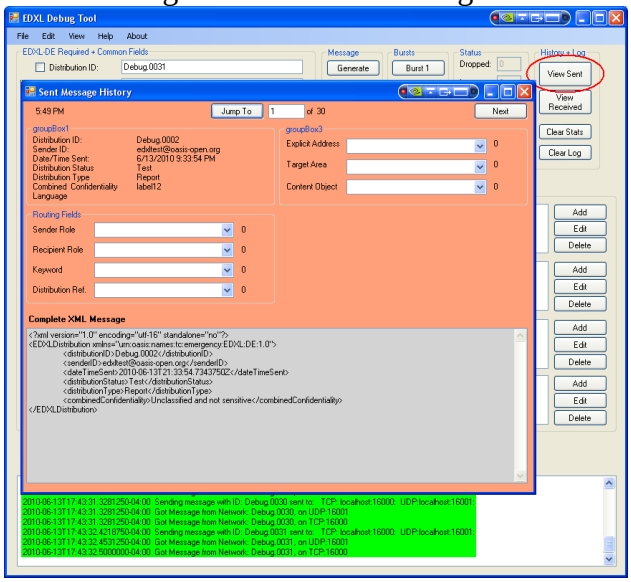
## Status Features



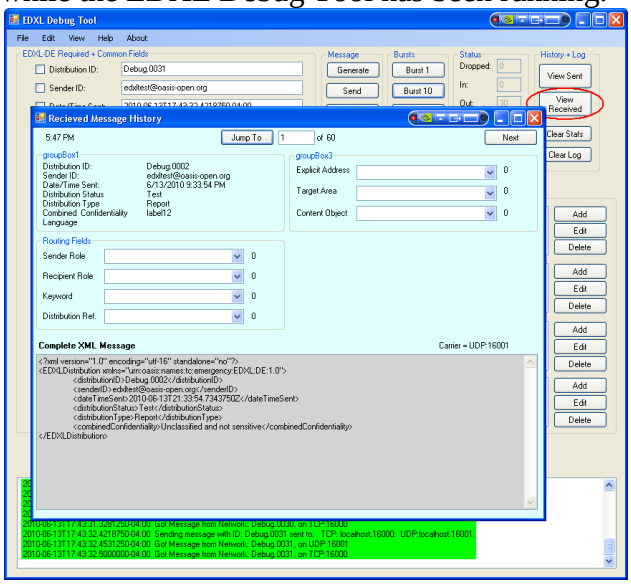

- 'Dropped' – number of messages dropped from the receive queue. Messages should only be dropped if the message was non-conformant to the EDXL-DE Schema, or if the receive queue became flooded
- 'In' – number of messages received
- 'Out' – number of message sent
- 'Next' – Time remaining before the next message in the send queue is sent. Time given in seconds.
- 'Play' – Number of messages remaining in the send queue.

## History + Log Features

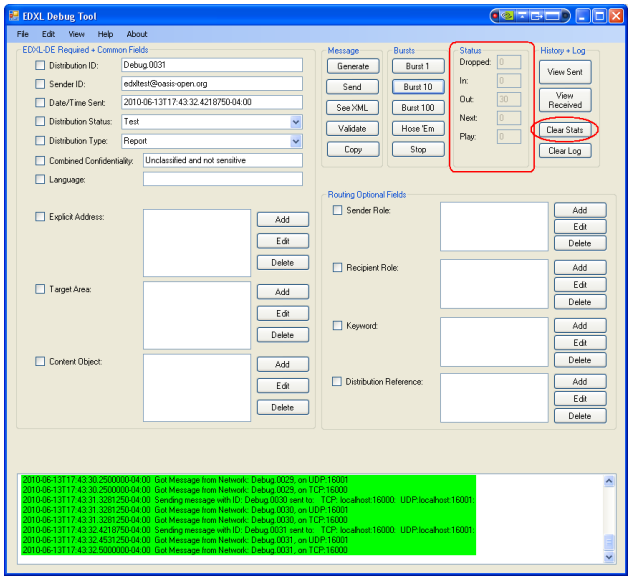
- 'View Sent' Button – opens a window to view the messages that have been sent while the EDXL Debug Tool has been running.



- ‘View Received’ Button – opens a window to view the messages that have been received while the EDXL Debug Tool has been running.




- ‘Clear Stats’ button – resets the values in the ‘Status’ box.



- ‘Clear Log’ button – clears the message log window at the bottom of the EDXL Debug Tool window.