



# ***TRDP***

## **Train Real Time Data Protocol**

### **TCNOpen TRDP Users Manual**

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Author :

A-H. Weiss/B. Löhner

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# 1. Introduction

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## 1.1. Purpose

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The *Train Realtime Data Protocol (TRDP)* product consists of different modules.

This document describes briefly the architecture and how to use the different modules.

The document covers the function of TRDP from following perspectives:

- Applications written in C
- Applications written in C++
- TRDP configuration
- TRDP statistics
- TRDP simulation

## 1.2. Intended Audience

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This user manual is intended for software programmers, writing programs in C or C++ language, for different operating systems e.g. Linux, Integrity, VxWorks and Windows.

## 1.3. References / Related Documents

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Reference	Number	Title
[Wire]	IEC51375-3-2	TRDP Protocol (Annex A)

Table 1: References

## 1.4. Abbreviations and Definitions

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Abbreviation.	Definition
API	Application Programming Interface
CCU	Central Computing Unit
DHCP	Dynamic Host Configuration Protocol
DNS	Domain Name System
ED	End Device
ETBN	Ethernet Train Backbone Node
FRG	Functional Redundancy Group
HMI	Human Machine Interface
ID	Identifier
IGMP	Internet Group Management Protocol
IP	Internet Protocol
MCG	Mobile Communication Gateway
MD	Message Data
NRTOS	Non-RealTime Operating System
PD	Process Data



Abbreviation.	Definition
QoS	Quality of Service
RTOS	Real Time Operating System
SDT	Safe Data Transmission
SNMP	Simple Network Management Protocol
TCN	Train Communication Network
TOS	Type Of Service
UDP	User Datagram Protocol
UIC	Union Internationale de Chemins de Fer (railway standardisation body)
URI	Universal Resource Identifier
XML	eXtensible Markup Language

**Table 2: Abbreviations and Definitions**

## 2. TRDP Architecture

The TRDP component comprises PDCoM, MDCoM, TRDP Light, VOS (Virtual OS) and Utilities. PDCoM handles Process Data and MDCoM handles Message Data communication on TCN. TRDP coexists with other users of the network, e.g. streaming communication (like TCP/IP) and communication based on best effort (like UDP/IP).

TRDP consists out of two levels – the TRDP Light and the full TRDP. Both levels are supported by different optional utilities e.g. for marshalling/unmarshalling, reading a TRDP XML configuration, converting IP/URI addresses, safe data transmission support, train topology information access. So TRDP is providing scalability for low end devices using only TRDP Light to high end devices using the full TRDP interface.

Process Data is data that is cyclically distributed among many applications. Payload size is limited to 1436 bytes (without SDT).

Message Data is data that is sent event driven from one application to one or more other applications. Payload using UDP or TCP can be up to 65388 bytes.

TRDP handles all aspects of network communication, e.g. buffering, send/receive, optional marshalling, optional traffic shaping and data integrity.

Applications using TRDP can communicate with each other in a transparent way, within or outside an end device, consist or train.

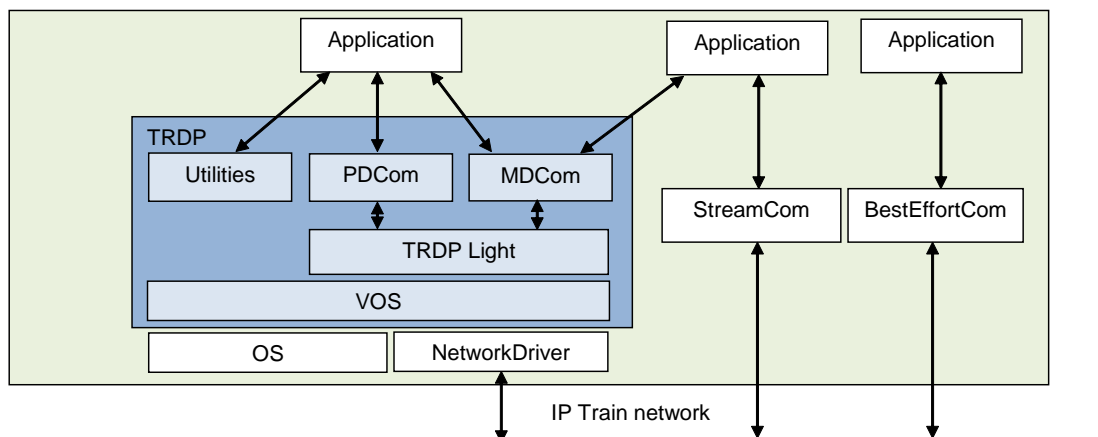


Figure 1 TRDP Architecture – High End Devices

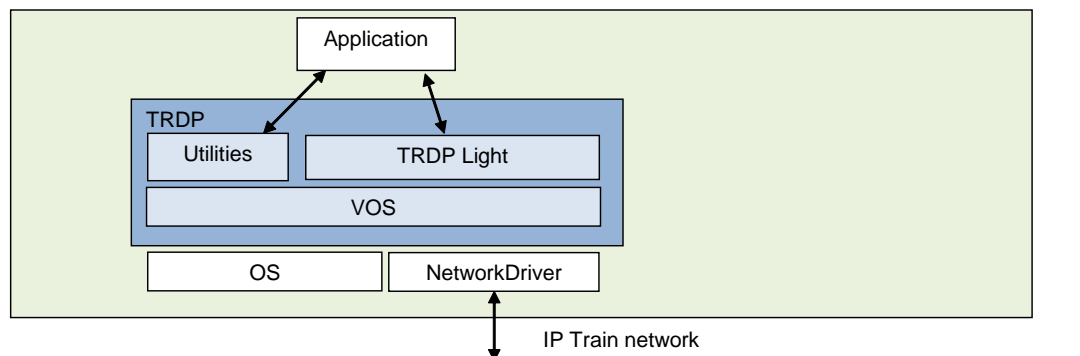


Figure 2 TRDP Architecture – Low End Devices

## 3. TRDP Interfaces

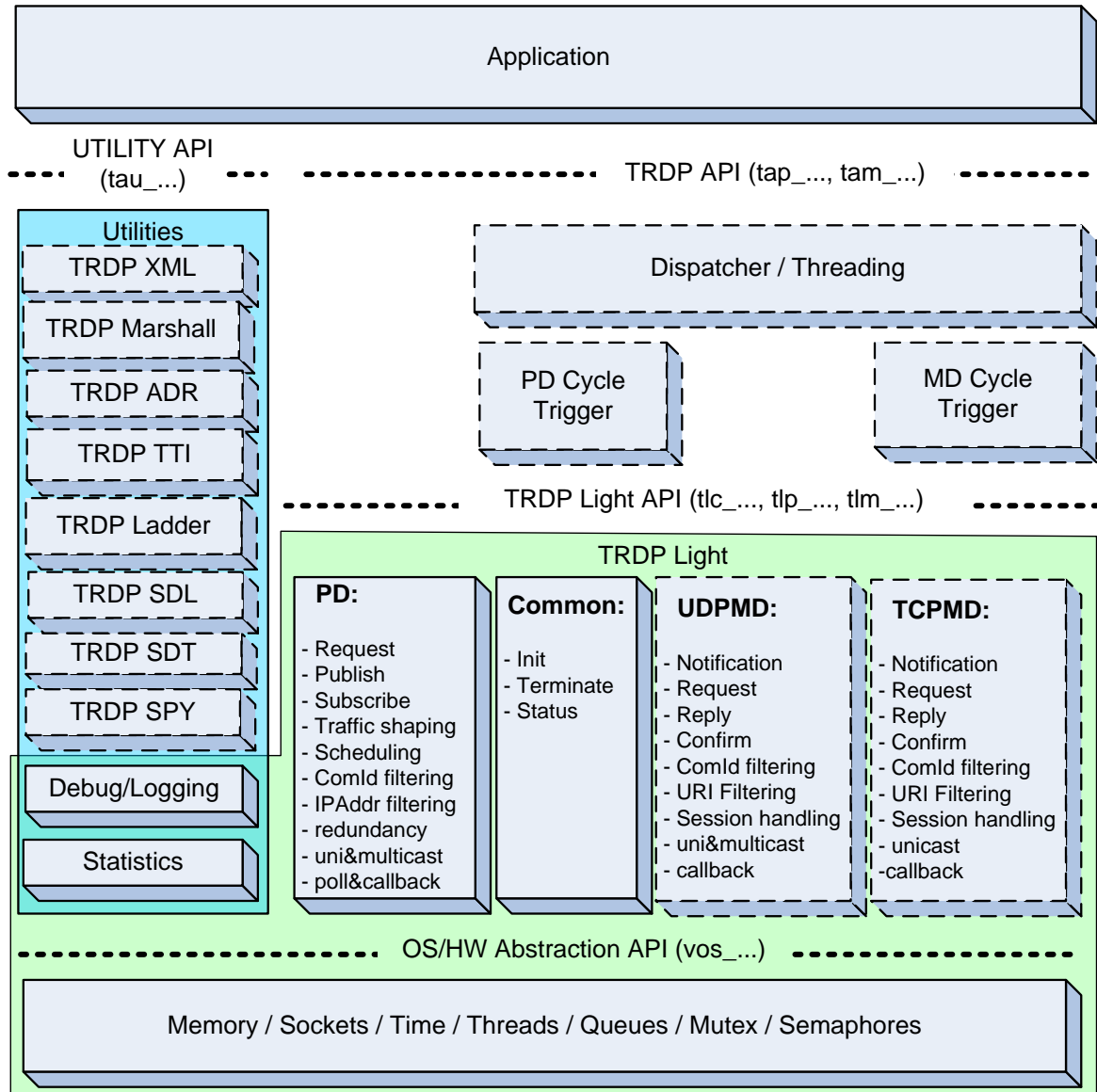


Figure 3 TRDP Interfaces

TRDP API, *application programming interface* is designed as a C interface and as a C++ interface. Both interfaces are functionally equal.

Information about how datasets shall be transmitted, marshalled etc, can be stored in a *Configuration Database*. This is populated by use of configuration file(s), created by an off-line tool, which is analyzed by an *XML parser* or by use of configuration API functions.

TRDP statistic and information data, e.g number of transmitted/ received packets, configuration data etc. can be retrieved via TRDP PD and MD directly from the ED. A MIB browser can be used to retrieve these information via the ETBN.

TRDP offers different API's:

1. The high level application interface (TRDP API) for access to advanced process data communication (tap\_...) and message data communication (tam\_...)
2. The low level application interface (TRDPLight API) for access to common functionality (tlc\_...), process data communication (tlp\_...) and the optional UDP/TCP message data communication (tlm\_...).
3. The API towards different optional application utility components (tau\_...) that can be used as extensions to the communication layer. The following TRDP utilities/services can be used:
  - TRDP SPY – wireshark plugin to interpret the TRDP telegrams
  - TRDP SDT – safe data transmission support according to [wire]
  - TRDP SDL – software download support
  - TRDP TTI – train topology information access
  - TRDP ADR – URI-IP address translation
  - TRDP Marshall – marshalling/unmarshalling for TRDP user data
  - TRDP XML – reading TRDP XML configuration files
4. The OS and hardware abstraction layer (virtual OS) which provides a standard interface for the OS functions (vos\_...) which are used by the TRDP functions internally as well as by the application. This interface ensures that TRDP can be adapted for different OS like Linux, Integrity, VxWorks, Windows without changing the generic TRDP functionality itself. All differences between the OS are completely hidden in the virtual OS.

**Note:**

The two interface levels for message data and process data communication (TRDP API and TRDPLight API) must not be mixed within the application!

## 4. Network Data Exchange

### 4.1. Overview

Exchange of data over an IP Network is done according to information stored in a configuration database. The information is pre-configured by an off-line tool and distributed to all end devices.

The primary key for the configuration data is the *communication identity*, ComID.

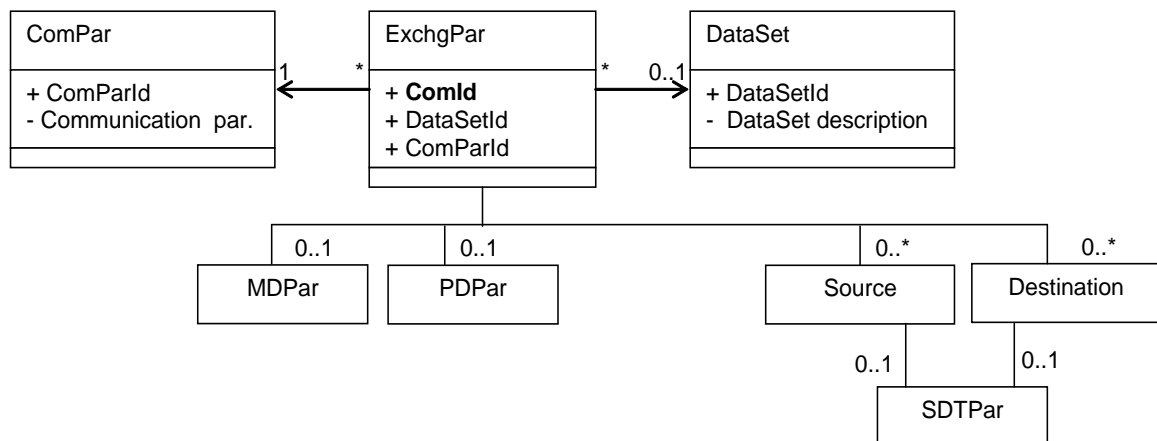


Figure 4 Exchange Parameter Definition

The ComID identifies the *exchange parameters* to be used. This in turn points to which *communication parameters* to use (if not override by parameters in the call of API functions), and how the transfer data is structured, the *DataSet*.

## 4.2. Basic Data Types

To make the TRDP source code compatible, independent on operating system and hardware representation, TRDP uses generic data types:

Type name	Type #	Description
BOOLEAN8	1	=UINT8, 1 bit relevant (equal to zero → false, not equal to zero → true)
CHAR8	2	char, can be used also as UTF-8
UTF16	3	Unicode UTF-16 character
INT8	4	Signed integer, 8 bit
INT16	5	Signed integer, 16 bit
INT32	6	Signed integer, 32 bit
INT64	7	Signed integer, 64 bit
UINT8	8	Unsigned integer, 8 bit
UINT16	9	Unsigned integer, 16 bit
UINT32	10	Unsigned integer, 32 bit
UINT64	11	Unsigned integer, 64 bit
REAL32	12	Floating point real, 32 bit
REAL64	13	Floating point real, 64 bit
TIMEDATE32	14	32 bit UNIX time
TIMEDATE48	15	48 bit TCN time (32 bit seconds and 16 bit ticks)
TIMEDATE64	16	32 bit seconds and 32 bit microseconds

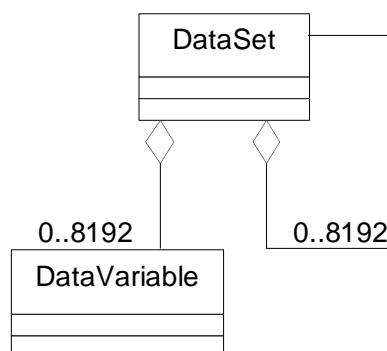
**Table 3 Basic Data Types**

**Note:** Strings of CHAR8 and UTF16 can be defined via data sets of variable or fixed size. The strings shall contain the terminating zero. See also chapter 10.5.

**Note:** For systems using the data types INT64, UINT64, TIMEDATE48 or TIMEDATE64, see chapter 16.3.

## 4.3. DataSet

Data transferred over the TCN must be structured in such a way that it is possible to describe and handle by the marshalling software in a generic way. All data should be packaged into *DataSets*. Exception from this is described in chapter 9.2.10.



**Figure 5 Dataset Definition**

Type	Name	Description
TRDP_DATA_TYPE_T	type	Data type (INT8, INT16 ..., see Table 3) or dataset identifier (>1000)
UINT32	size	Number of items or TDRP_VAR_SIZE (0)

**Table 4 Structure TRDP\_DATASET\_ELEMENT\_T – Dataset element definition**

Type	Name	Description
UINT32	id	dataset identifier (>1000), <b>Note:</b> values up to 1000 are reserved
UINT16	reserved1	Must be zero
UINT16	numElement	Number of elements in the following list of elements
TRDP_DATASET_ELEMENT_T	*pElement	Pointer to a dataset element, used as array

**Table 5 Structure TRDP\_DATASET\_T – Dataset definition**

A DataSet is a container of data items, like a *structure* in C language. A DataSet can contain up to 8192 DataVariables or other DataSets.

A DataVariable is data of one of the basic data types (UINT8, REAL32 etc.)

Each DataVariable or DataSet can be single or multiple instances. Multiple instances (arrays) can be of fix or variable size.

**Note:** Process data communication should use only fixed size arrays.

By this data model it is possible to effectively transmit high-speed small, fixed size datasets but also large, dynamically sized datasets.

For more details on DataSets see chapter 10.5.

## 4.4. Marshalling

All devices connected to the TCN use a standardized set of data types to exchange data over the network.

All end devices do not handle data types internally equally, e.g. Big/Little Endian, and alignment. To handle these differences all devices convert data before transmission so it complies with the standard on the TCN. This is called *marshalling*.

When an end device receives data from the network it converts data from the network data format to its own internal representation. This is called *unmarshalling*.

To use the bandwidth on the network effectively only relevant data is transmitted. This is implemented by *packing* data. E.g. if a flag is represented as a byte in the application programs it can still be packed into one single bit on the network, together with other bits/flags. Packing/unpacking is done by the use of the TRDP utility during marshalling/unmarshalling.

**Note:** A safe data channel can only start after marshalling and ends before unmarshalling, due to the necessary CRC calculations.

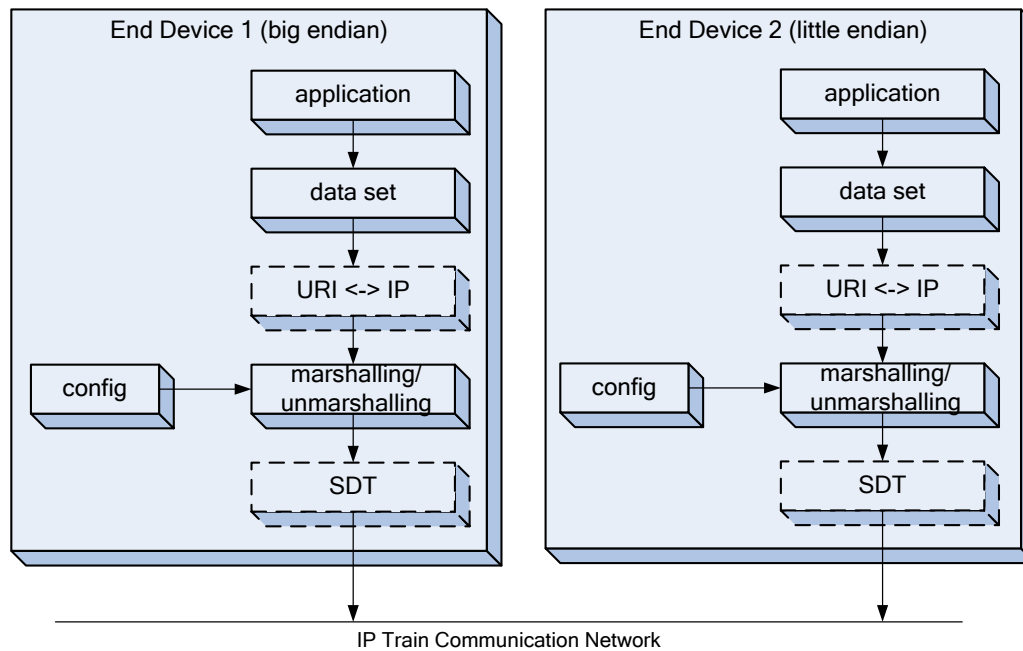


Figure 6 Network Data Exchange

Data that are transmitted on the network are contained in a *dataset*. Datasets are predefined and descriptions are stored in a configuration database created off-line by a tool.

By use of the dataset descriptions the application can use the TRDP utility to perform marshalling and unmarshalling in a generic way.

For more details on marshalling see chapter 11.



## *5. URI Strings*

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A URI string consists of a user and a host part (user@host). The host part is a substitute for an IP address and the user part is used for application addressing. Application addressing can only be used for message data. For a detailed description of URI strings and IP addresses see [AddrCon].

### *5.1. Device Addressing*

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TRDP use transmits only the user part of URI's since the host part can be retrieved out of the transmitted IP addresses. The destination IP address is used for sending message to one (unicast) device or to several (multicast) devices. The destination IP address is also used in the receiving end to join multicast addresses.

The destination URI as well as the destination IP address can be configured for the ComId to be send or can be given in the call of the API functions.

The source IP address is generated automatically in the TRDP.

### *5.2. Process Data*

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Each message includes a ComId, see [Wire]

For process data the sending application publishes the ComId and the receiving application subscribes the ComId.

The receiving application can use source filtering to only receive messages from selected devices. The application uses source filter URI strings and IP addresses as filter. The source filter URI strings and IP addresses can be configured for each ComId or can be given in the call of the subscribe method.

### *5.3. Message Data*

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Each message includes a ComId, a destination URI string and a source URI string, see [Wire]

The sending application uses one of the MDCOM API put methods to send a message. The receiving application adds listener(s) for the ComId(s) and/or for the user part(s) given in the destination URI.

The source URI is not used by TRDP it is only transported to the receiving application.

The user parts given in destination URI and source URI can be configured for each ComId or can be given in the call of the API functions.

## 6. TRDP Class Diagram

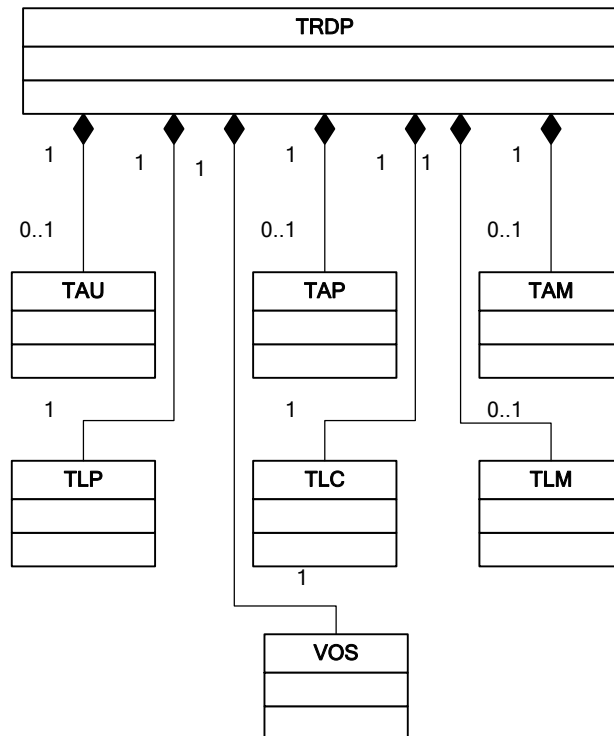


Figure 7 TRDP Class Diagram - Composition

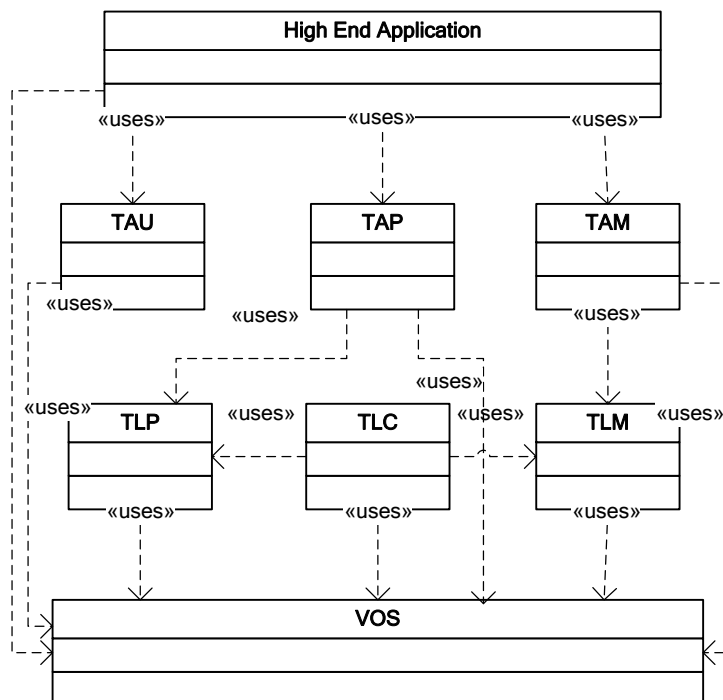


Figure 8 TRDP Class Diagram – High end application relations

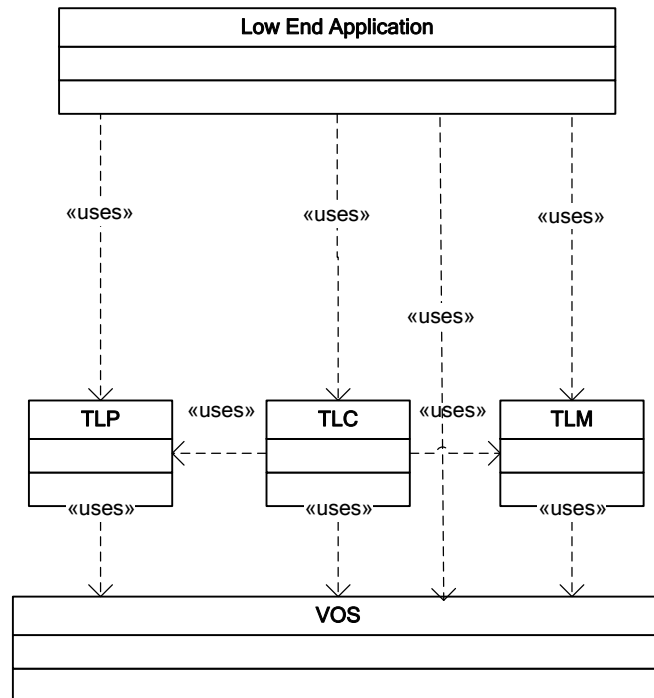


Figure 9 TRDP Class Diagram –Low end application relations

## 7. How to use TRDP

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### 7.1. Introduction

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TRDP provides both a C and a C++ interface. The TRDP C++ component is a container object that comprises the components for process and message data communication as well as the OS/HW abstraction layer and different utilities.

A number of configurations can be done for TRDP either with XML file(s) and/or with API functions, see chapter 10.

There are a number of statistics and information data that can be read from the application via API function or viewed via a MIB browser on a tool PC, see chapter 15.

The TRDP simulator can be used for test purpose to simulate several devices from one PC, see chapter **Fehler! Verweisquelle konnte nicht gefunden werden..**

Redundancy is supported with additional functionality for PD communication. The redundancy handling is described further in each sub chapter, see chapter 8.7 for PD and chapter 9.2.4 for MD.

### 7.2. Operating System Environment

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TRDP can be used on different platforms like e.g Linux, Integrity, VxWorks and Windows. Installation depends on the environment. For more details see chapter 16.

Small systems can use the single process version of TRDP and use only the TRDP Light interface for MD and PD communication.

For more complex systems the TRDP Interface provides the possibility to access the different functions from different processes via shared memory interface.

**Note:** To use TRDP in a multi process environment there is the limitation to use for PD communication each ComID only in one process or to use different virtual IP addresses for the different processes.

### 7.3. Start-up of TRDP

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#### 7.3.1. Start-up on a single process environment using the TRDP Light interface

The lower layer API allows different modes of using the TRDP stack. The selected mode depends on the architecture and size of the target system and the architecture of the host application. Basically these options can be used:

1. use callbacks or getters
2. use select or polling

For further explanation and examples with PD communication please see chapter 8.9.

#### 7.3.2. Start-up on a multi process environment using the TRDP interface – to be added

## 7.4. TRDP Start-up - Application Programmers Interface

### 7.4.1. Common data types

Name	Type	Description
tv_sec	UINT32	seconds
tv_usec	UINT32	microseconds

**Table 6** Structure `TIMEDATE64` - time with microsecond resolution, acc. Posix definition

Name	Type	Description
qos	UINT8	Quality of service (default should be 5 for PD and 3 for MD)
ttl	UINT8	Time to live (default should be 64)
retries	UINT8	Maximum number of retries for UDP MD if one reply is expected (default should be 2)

**Table 7** Structure `TRDP_SEND_PARAM_T` – send parameters

Value	Name	Description
0	TRDP_FLAGS_DEFAULT	Invalid, use default value
1	TRDP_FLAGS_NONE	No flags set
2	TRDP_FLAGS_MARSHALL	Use internal marshalling/unmarshalling
4	TRDP_FLAGS_CALLBACK	Use the call back function
8	TRDP_FLAGS_TCP	Use TCP instead of UDP – only for MD

**Table 8** Enumeration `TRDP_FLAGS_T` – options for receiving and sending telegrams

Value	Name	Description
0	TRDP_TO_DEFAULT	Invalid, use default value
1	TRDP_TO_SET_TO_ZERO	Set data to zero if invalid
2	TRDP_TO_KEEP_LAST_VALUE	Keep the last value if invalid

**Table 9** Enumeration `TRDP_TO_BEHAVIOUR_T` - indicates the timeout behaviour of the data

Value	Name	Description
0	TRDP_RED_UNKNOWN	Redundancy state unknown
1	TRDP_RED_FOLLOWER	Redundancy follower - redundant PD will be not sent out
2	TRDP_RED_LEADER	Redundancy leader - redundant PD will be sent out

**Table 10** Enumeration `TRDP_RED_STATE_T` - indicates the redundancy group state

Value	Name	Description
0	TRDP_MSG_INV	Invalid
0x5064	TRDP_MSG_PD	Process data
0x5072	TRDP_MSG_PR	Process data request
0x5070	TRDP_MSG_PP	Process data reply
0x5065	TRDP_MSG_PE	Process data error
0x4D6E	TRDP_MSG_MN	Message data notification
0x4D72	TRDP_MSG_MR	Message data request
0x4D70	TRDP_MSG_MP	Message data reply without confirmation request
0x4D71	TRDP_MSG_MQ	Message data reply with confirmation request
0x4D63	TRDP_MSG_MC	Message data confirmation
0x4D65	TRDP_MSG_ME	Message data error

**Table 11** Enumeration `TRDP_MSG_T` - indicates the type of the message

Value	Name	Description
0	TRDP_REPLY_OK	OK
-1	TRDP_REPLY_APPL_TIMEOUT	Waiting for application response timed out
-2	TRDP_REPLY_SESSION_ABORT	Session abort
-3	TRDP_REPLY_NO_REPLIER	No Listener / Destination unknown
-4	TRDP_REPLY_NO_MEM_REPLIER	Buffer/memory not available at replier side
-5	TRDP_REPLY_NO_MEM_LOCAL	Buffer/memory not available at caller side
-6	TRDP_REPLY_NO_REPLY	No reply received
-7	TRDP_REPLY_NOT_ALL_REPLIES	Not all expected replies received
-8	TRDP_REPLY_NO_CONFIRM	No confirm received
-9	TRDP_REPLY_WRONG_TOPO_COUNT	Wrong topo count
-10	TRDP_REPLY_SENDING_FAILED	Sending failed
-99	TRDP_REPLY_UNSPECIFIED_ERROR	Unspecified error

**Table 12 Enumeration TRDP\_REPLY\_STATUS\_T - indicates the result of the transmission**

Value	Name	Description
0	TRDP_LOG_ERROR	This is a critical error
1	TRDP_LOG_WARNING	This is a warning
2	TRDP_LOG_INFO	This is a information

**Table 13 Enumeration TRDP\_LOG\_T - indicates the log type of an error message**

Type	Name	Description
void *	TRDP_APP_T	Handle for a TRDP application session

**Table 14 Type TRDP\_APP\_T – application session handle**

### 7.4.2. TRDP PD Message Information

The TRDP PD message information structure is defined as data type TRDP\_PD\_INFO\_T. It contains following information about the received PD message.

Type	Name	Description
TRDP_IP_ADDR_T	srcIpAddr	Source IP address <b>For MsgType = Error:</b> The value is the destination IP address of the sent message for which the result is reported. <b>else:</b> The value is the source IP address of the sender device.
TRDP_IP_ADDR_T	destIpAddr	Destination IP address <b>For MsgType = Error:</b> The value is the destination IP address of the sent message for which the result is reported. <b>else:</b> The value is the source IP address of the sender device.
UINT32	seqCount	The sequence counter for sending process datagrams is managed per ComId/MsgType at each requester/publisher. The sequence counter for received process datagrams is managed(stored) per SourceIPAddr/ComId/MsgType at each publisher/subscriber.

		<p>Counter is incremented with each sending of the process datagram. Datagrams sent in parallel via different subnets are sent with the same sequence counter to detect duplication at receiver side.</p> <p>So the sequence counter can be used for the surveillance if the communication layer is still sending the PD.</p> <p>A surveillance if the application is still updating the PD can be done via the safe data transmission protocol or needs to be implemented by the application (e.g. life sign).</p>
UINT16	protVersion	<p>The protocol version of the protocol.</p> <p>Higher significant octet: Version</p> <p>Lower significant octet: Release</p> <p>The version will be incremented for incompatible changes, the release for compatible changes</p> <p>EXAMPLE – 0x0102 = protocol version 1.2</p>
TRDP_MSG_T	msgType	Message type, see chapter 7.4.1
UINT32	comId	<p>Communication identifier</p> <p><b>For MsgType = Request or Reply:</b></p> <p>Identifier of the user data set for the received message.</p> <p><b>For MsgType = Error:</b></p> <p>The value is ComId of the sent message for which the result is reported.</p>
UINT32	topoCount	<p>Topo counter value.</p> <p><b>For MsgType = Request or Reply:</b></p> <p>Topo counter value of a received message.</p> <p><b>For MsgType = Error:</b></p> <p>The value is set to zero.</p>
UINT32	replyComId	<p><b>For MsgType = PD Request:</b></p> <p>The requested ComId, if set to 0, ComId is used for the reply.</p> <p><b>For MsgType = PD Reply or Error:</b></p> <p>The value is set to zero</p>
TRDP_IP_ADDR_T	replyIpAddr	<p><b>For MsgType = Request:</b></p> <p>The requested reply address, if set to 0, source IP address is used for the reply.</p> <p><b>For MsgType = Reply or Error:</b></p> <p>The value is set to zero</p>
void	*pUserRef	Reference value given with the local subscription.
TRDP_ERR_T	resultCode	<p>Result code</p> <p><b>For MsgType = Request or Reply:</b></p> <p>The value is set to OK</p> <p><b>For MsgType = Error:</b></p> <p>See chapter 7.4.1</p>

Table 15 Structure TRDP\_PD\_INFO\_T – received PD telefram information

### 7.4.3. TRDP MD Message Information

The TRDP MD message information structure is defined as data type `TRDP_MD_INFO_T`. It contains following information about the received MD message.

Type	Name	Description
TRDP_IP_ADDR_T	srcIpAddr	Source IP address <b>For MsgType = Error:</b> The value is the destination IP address of the sent message for which the result is reported. <b>Else:</b> The value is the source IP address of the sender device.
TRDP_IP_ADDR_T	destIpAddr	Destination IP address <b>For MsgType = Error:</b> The value is the destination IP address of the sent message for which the result is reported. <b>Else:</b> The value is the source IP address of the sender device.
UINT32	seqCount	Counter incremented with each repetition of the request message. The counter value shall be returned with the reply message. Start value: 0
UINT16	protVersion	The protocol version of the protocol. Higher significant octet: Version Lower significant octet: Release The version will be incremented for incompatible changes, the release for compatible changes EXAMPLE – 0x0102 = protocol version 1.2
TRDP_MSG_T	msgType	Message type, see chapter 7.4.1
UINT32	comId	Communication identifier <b>For MsgType = Request or Reply:</b> Identifier of the user data set for the received message. <b>For MsgType = Error:</b> The value is ComId of the sent message for which the result is reported.
UINT32	topoCount	Topo counter value. <b>For MsgType = Request or Reply:</b> Topo counter value of a received message. <b>For MsgType = Error:</b> The value is set to zero.
UINT8	numRetries	Actual number of retries.
UINT8	numRetriesMax	Maximum number of retries
BOOL	disableReplyRx	disable reply reception, for multicast use
UINT32	numRepliesQuery	number of ReplyQuery received, used to count number of expected Confirm sent
UINT32	numConfirmSent	number of Confirm sent
UINT32	numConfirmTimeout	number of Confirm Timeouts (incremented by listeners)



UINT16	userStatus	<b>For MsgType = MD Reply or Confirm:</b> The header offers the possibility to transfer an application defined error code. 0 shall be used for normal operation.
TRDP_REPLY_STATUS_T	replyStatus	<b>For MsgType = MD Reply, Confirm or Error:</b> <b>Reply status in case of errors in TRDP layer</b>
TRDP_UUID_T	sessionId	16 byte Session identification. Used by MDCom to connect reply messages with request message. <b>For MsgType = Request:</b> The value of the received message. The application shall use the value received in the request message when sending the reply message. <b>For MsgType = MD Notification, Reply or Confirm:</b> The value of the received message. <b>For MsgType = Error:</b> The value is set to the value used by TRDP
UINT32	replyTimeout	The reply timeout in $\mu$ s value used in a request / reply session.
TRDP_UR,I_USER_T	destURI	User part of destination URI sent in MD header
TRDP_URI_USER_T	srcURI	User part of source URI sent in MD header
UINT32	numExpReplies	Number of expected replies for the request
UINT32	numReplies	Number of received replies for the request
void	*pUserRef	<b>For MsgType = MD Notification or Request:</b> At the receiving side the value is the same as the application used when adding a listener. This value can be used by the application to associate a received message with the corresponding listener added before. <b>For MsgType = MD Reply or Error:</b> At receiving side the value is the same as the application used when sending the MD..This value can be used by the application to associate a response or a communication result with the corresponding MD send.
TRDP_ERR_T	resultCode	Result code <b>For MsgType = MD Notification, Request or Confirm:</b> The value is set to OK <b>For MsgType = MD Reply:</b> See chapter 7.4.1 <b>For MsgType = Error:</b> See chapter 7.4.1

**Table 16** Structure TRDP\_MD\_INFO\_T - received MD telegram information

#### 7.4.4. Callback Functions

Callback functions can be used by the application to get responses and communication results and in the receiving end to get the received message.

The callback function should have the following syntax.

**Note:** Use the callback function with care. The function shall be non-blocking and shall return as fast as possible as it is called from the TRDP receiver and sender threads, i.e. no further message can be treated until the callback function returns.

**Note:** Even if configured, the data given to the callback functions are NOT unmarshalled to prevent additional copying. Thus using callback mechanism, unmarshalling needs to be done in the application.

Name	TRDP_PD_CALLBACK_T	
Synopsis C	<pre>typedef void (*TRDP_PD_CALLBACK_T) (     void                *pRefCon,     TRDP_APP_SESSION_T  appHandle,     const TRDP_PD_INFO_T *pPdInfo,     const char          *pData,     UINT32              dataLength);</pre>	
Synopsis C++		
Abstract	<p>Application function used to get received message and/or communication result for a sending.</p> <p>The callback function can be used to:</p> <ul style="list-style-type: none"> <li>• Get received PD messages</li> <li>• Get communication result for a message</li> </ul>	
Parameters	pRefCon	Context reference given at initialization time
	appHandle	Application handle returned by tlc_openSession. To be used for subsequent TRDP function calls in the callback routine.
	pPdInfo	Pointer to PD message Information. See sec 7.4.2
	pData	<p>Pointer to data buffer with received data.</p> <p><b>Note:</b> The data in the buffer will not be available after function return, i.e. data has to be used within the function or has to be copied.</p>
	dataLength	Length of data in the data buffer.
Returns	-	

Name	TRDP_MD_CALLBACK_T	
Synopsis C	<pre>typedef void (*TRDP_MD_CALLBACK_T) (     void                *pRefCon,     TRDP_APP_SESSION_T  appHandle,     const TRDP_MD_INFO_T *pPdInfo,     const char           *pData,     UINT32               dataLength);</pre>	
Synopsis C++		
Abstract	<p>Application function used to get received message and/or communication result for a sending.</p> <p>The callback function can be used to:</p> <ul style="list-style-type: none"><li>• Get received messages for added listeners</li><li>• Get received response messages and/or communication result for a sent request message</li><li>• Get communication result for a sent data or response message</li></ul>	
Parameters	pRefCon	Context reference given at initialization time
	appHandle	Application handle returned by tlc_openSession. To be used for subsequent TRDP function calls in the callback routine.
	pMdInfo	Pointer to MD message Information. See sec 7.4.2
	pData	Pointer to data buffer with received data. <b>Note:</b> The data in the buffer will not be available after function return, i.e. data has to be used within the function or has to be copied.
	dataLength	Length of data in the data buffer.
Returns	-	

Name	TRDP_MARSHALL_T	
Synopsis C	<pre>typedef void (*TRDP_MARSHALL_T) (     void                *pRefCon,     UINT32              comId     const UINT8         *pSrc,     UINT8               *pDst,     UINT32              *pDstSize);</pre>	
Synopsis C++		
Abstract	Type for marshallng callback function used in the initialization of TRDP.	
Parameters	pRefCon	Context reference given at initialization time
	comId	ComId of the telegram
	pSrc	Pointer to message to be marshaled
	pDst	Pointer to data buffer with marshalled message
	pDstSize	Pointer to length of marshalled data
Returns	-	

Name	TRDP_UNMARSHALL_T	
Synopsis C	<pre>typedef void (*TRDP_UNMARSHALL_T) (     void          *pRefCon,     UINT32        comId     const UINT8   *pSrc,     UINT8         *pDst,     UINT32        *pDstSize);</pre>	
Synopsis C++	<pre>typedef void (*TRDP_UNMARSHALL_T) (     void          *pRefCon,     UINT32        comId     const UINT8   *pSrc,     UINT8         *pDst,     UINT32        *pDstSize);</pre>	
Abstract	Type for unmarshalling callback function used in the initialization of TRDP.	
Parameters	pRefCon	Context reference given at initialization time
	comId	ComId of the telegram
	pSrc	Pointer to message to be unmarshalled
	pDst	Pointer to data buffer with unmarshalled message
	pDstSize	Pointer to length of unmarshalled data
Returns	-	

#### 7.4.5. *tlc\_freeBuf*

Name	tlc_freeBuf	
Synopsis C	<pre>TRDP_ERR_T tlc_freeBuf(     TRDP_APP_T      appHandle,     char            *pBuf);</pre>	
Synopsis C++	<pre>TRDP_ERR_T tlc::freeBuf(     char            *pBuf);</pre>	
Abstract	De-allocate buffer memory. This method is used when the application is using a buffer, for received message or communication result, allocated by the TRDP.	
Parameters	appHandle	(C) Handle returned by tlc_openSession()
	pBuf	Pointer to data buffer.
Returns C/C++	0 if OK. !=0 if error, see chapter 12.1. (No C++ exception is thrown.)	

#### 7.4.6. *tlc\_init*

<i>Name</i>	<i>tlc_init</i>	
Synopsis C	<pre>TRDP_ERR_T tlc_init(     TRDP_PRINT_DBG_T          pPrintDebugString,     const TRDP_MEM_CONFIG_T    *pMemConfig);</pre>	
Synopsis C++	<pre>TRDP_ERR_T tlc::init(     TRDP_PRINT_DBG_T          pPrintDebugString,     const TRDP_MEM_CONFIG_T    *pMemConfig);</pre>	
Abstract	Initializes TRDP base and VOS.	
	pPrintDebugString	Pointer to function to print debug strings. The function type reuses VOS_PRINT_DBG_T (see chapter 13.1.2).
	pMemConfig	Pointer to memory configuration
Returns C	0 if OK, !=0 if error, see chapter 12.1. TRDP_NO_ERR                      no error TRDP_PARAM_ERR                  initialization error	
Returns C++	"TRDPException" according to chapter 12.1.	

7.4.7. *tlc\_openSession*

Name	<i>tlc_openSession</i>	
Synopsis C	<pre> TRDP_ERR_T tlc_openSession(     TRDP_APP_T                *pAppHandle,     TRDP_IP_ADDR_T            ownIpAddr,     TRDP_IP_ADDR_T            leaderIpAddr,     const TRDP_MARSHALL_CONFIG_T *pMarshall,     const TRDP_PD_CONFIG_T     *pPdDefault,     const TRDP_MD_CONFIG_T     *pMdDefault,     const TRDP_PROCESS_CONFIG  *pProcessConfig); </pre>	
Synopsis C++	<pre> TRDP_ERR_T tlc::openSession(     TRDP_IP_ADDR_T            ownIpAddr,     TRDP_IP_ADDR_T            leaderIpAddr,     const TRDP_MARSHALL_CONFIG_T *pMarshall,     const TRDP_PD_CONFIG_T     *pPdDefault,     const TRDP_MD_CONFIG_T     *pMdDefault,     const TRDP_PROCESS_CONFIG  *pProcessConfig); </pre>	
Abstract	Opens and initializes a TRDP session.	
Parameters	pAppHandle	(C) A handle for further calls to the trdp stack necessary for multiprocessing systems
	ownIpAddr	Own IP address, can be different for each process in multiprocessing systems
	leaderIpAddr	IP address of redundancy leader (depending on redundancy concept)
	pMarshall	Pointer to marshall configuration
	pPdDefault	Pointer to default PD send parameters
	pMdDefault	Pointer to default MD send parameters
	pProcessConfig	Pointer to process configuration only option parameter is used here to define session behavior, all other parameters are only used to feed statistics
Returns C	0 if OK, !=0 if error, see chapter 12.1. TRDP_NO_ERR                      no error TRDP_PARAM_ERR                  initialization error TRDP SOCK_ERR                   socket error	
Returns C++	"TRDPException" according to chapter 12.1.	

Type	Name	Description
TRDP_MARSHALL_T	pfCbMarshall	Pointer to marshall callback function
TRDP_UNMARSHALL_T	pfCbUnmarshall	Pointer to unmarshall callback function
void	pRefCon	Pointer to user context for call back

Table 17 Structure TRDP\_MARSHALL\_CONFIG\_T - marshall/unmarshalling configuration

Type	Name	Description
TRDP_PD_CALLBACK_T	pfCbFunction	Pointer to PD callback function
void	pRefCon	Pointer to user context for call back
TRDP_SEND_PARAM_T	pSendParam	Pointer to default send parameters
TRDP_FLAGS_T	flags	Default flags for PD packets
UINT32	timeout	Default timeout in $\mu$ s
TRDP_TO_BEHAVIOR_T	toBehavior	Default timeout behavior
UINT32	port	Port to be used for PD communication.

**Table 18 Structure TRDP\_PD\_CONFIG\_T - default PD configuration**

Type	Name	Description
TRDP_MD_CALLBACK_T	pfCbFunction	Pointer to MD callback function
void	pRefCon	Pointer to user context for call back
TRDP_SEND_PARAM_T	pSendParam	Pointer to default send parameters
TRDP_FLAGS_T	flags	Default flags for MD packets
UINT32	replyTimeout	Default reply timeout in $\mu$ s
UINT32	confirmTimeout	Default confirmation timeout in $\mu$ s
UINT32	connectTimeout	TCP connection timeout in $\mu$ s. If the connection is not used for the specified time, it shall be closed.
UINT32	udpPort	Port to be used for UDP MD communication.
UINT32	tcpPort	Port to be used for TCP MD communication.
UINT32	maxNumSessions	Maximum number of replier sessions to prevent DoS attacks

**Table 19 Structure TRDP\_MD\_CONFIG\_T - default MD configuration**

Type	Name	Description
CHAR8	*p	Pointer to memory block
UINT32	size	Size of memory block given with p
UINT32	prealloc[VOS_MEM_NBLOKSIZES]	Configuration of memory block, reuse of enumeration type see chapter 13.2.1

**Table 20 Structure TRDP\_MEM\_CONFIG\_T – indicates the memory configuration**

Value	Name	Description
0x00	TRDP_OPTION_NONE	Invalid, use default value
0x01	TRDP_OPTION_NON_BLOCK	Use non blocking I/O calls, polling necessary
0x02	TRDP_OPTION_TRAFFIC_SHAPING	Do traffic shaping

**Table 21 Structure TRDP\_OPTION\_T – main options for the TRDP process**

*7.4.8. tlc\_reinitSession*

Name	tlc_reinitSession	
Synopsis C	TRDP_ERR_T tlc_reinitSession( TRDP_APP_T appHandle);	
Synopsis C++	TRDP_ERR_T tlc::reinitSession(void);	
Abstract	Reinitializes a TRDPL session. Shall be called by the application when a link-down/link-up event has occurred during normal operation to re-join the multicast groups.	
Parameters	appHandle	(C) handle returned by tlc_openSession()
Returns C	0 if OK, !=0 if error, see chapter 12.1. TRDP_NO_ERR no error TRDP_NOINIT_ERR handle invalid	
Returns C++	0 if OK, if error exception thrown according to chapter 12.1.	

*7.4.9. tlc\_closeSession*

Name	tlc_closeSession	
Synopsis C	TRDP_ERR_T tlc_closeSession( TRDP_APP_T appHandle);	
Synopsis C++	TRDP_ERR_T tlc::closeSession(void);	
Abstract	Closes a TRDPL session.	
Parameters	Handle	(C) handle returned by tlc_openSession()
Returns C	0 if OK, !=0 if error, see chapter 12.1. TRDP_NO_ERR no error TRDP_NOINIT_ERR handle invalid	
Returns C++	0 if OK, if error exception thrown according to chapter 12.1.	

*7.4.10. tlc\_terminate*

Name	tlc_terminate	
Synopsis C	TDRP_ERR_T tlc_terminate(void);	
Synopsis C++	TDRP_ERR_T tlc::terminate(void);	
Abstract	Close all sessions and clean up. Mainly used for debugging/test runs	
Parameters	none	
Returns	0 if OK, !=0 if error, see chapter 12.1. TRDP_NO_ERR no error	
Returns C++	0 if OK, if error exception thrown according to chapter 12.1.	



### 7.4.11. *tlc\_getInterval*

Name	<b>tlc_getInterval</b>	
Synopsis C	<pre>TDRP_ERR_T_tlc_getInterval(     TRDP_APP_T      appHandle,     TRDP_TIME_T     *pInterval,     TRDP_FDS_T      *pFileDesc,     INT32            *pNoDesc);</pre>	
Synopsis C++	<pre>TDRP_ERR_T_tlc::getInterval (     TRDP_TIME_T      *pInterval,     TRDP_FDS_T       *pFileDesc,     INT32            *pNoDesc );</pre>	
Abstract	Get the lowest time interval for PDs. Return the maximum time interval suitable for 'select()' so that we can send due PD packets in time. If the PD send queue is empty, return zero time.	
Parameters	appHandle	(C) handle returned by <code>tlc_openSession()</code>
	pInterval	the maximum time interval suitable for 'select()' so that we can send due PD packets in time. If the PD send queue is empty, return NULL
	pFileDesc	Pointer to file descriptor set
	pNoDesc	Pointer to put number of used descriptors (for select())
Returns	0 if OK, !=0 if error, see chapter 12.1. TRDP_NO_ERR                      no error TRDP_NOINIT_ERR                handle invalid	
Returns C++	0 if OK, if error exception thrown according to chapter 12.1.	

### 7.4.12. *tlc\_setTopoCount*

Name	<b>tlc_setTopoCount</b>	
Synopsis C	<pre>void_tlc_setTopoCount(UINT32_topoCount);</pre>	
Synopsis C++	<pre>void_tlc::setTopoCount(UINT32_topoCount);</pre>	
Abstract	The given topo count value is used for validating outgoing and incoming packets	
Parameters	topoCount	New topo count value.
Returns C / C++	-	

*7.4.13. tlc\_process*

Name	tlc_process	
Synopsis C	<pre>TDRP_ERR_T tlc_process(     TRDP_APP_T      appHandle,     TRDP_FDS_T      *pRfds,     INT32            *pCount);</pre>	
Synopsis C++	<pre>TDRP_ERR_T tlc::process(     TRDP_FDS_T      *pRfds,     INT32            *pCount);</pre>	
Abstract	Work loop of the TRDP handler. Search the queue for pending PDs to send. Search the receive queue for pending PDs (time out)	
Parameters	appHandle	(C) handle returned by tlc_openSession()
	pRfds	Pointer to set of ready descriptors
	pCount	Pointer to number of ready descriptors
Returns C	0 if OK, !=0 if error, see chapter 12.1. TRDP_NO_ERR                      no error TRDP_NOINIT_ERR                handle invalid	
Returns C++	0 if OK, if error exception thrown according to chapter 12.1.	

Type	Name	Description
UINT32	fd_count	Numver of file descriptors
INT32	fds_bits[MAX_SOCKET_CNT]	File descriptors

Table 22 Structure TRDP\_FDS\_T - file descriptor se compatible with fd\_set / select()

## 8. Process Data Communication

### 8.1. Publish and Subscribe mechanism

Exchange of data is done by use of *publish* and *subscribe* mechanisms.

Applications that want to receive a ComId calls TRDP to be registered as a subscriber. There can be many subscribers for a ComId. One application can subscribe for several comId's.

An application that is the source of a ComId calls TRDP to be registered as publisher of that ComId.

If there is more than one publisher in different devices of the same ComId addressed to the same device the subscription has to be done with source filtering.

### 8.2. Communication patterns

Process data communication supports the pull and the push pattern.

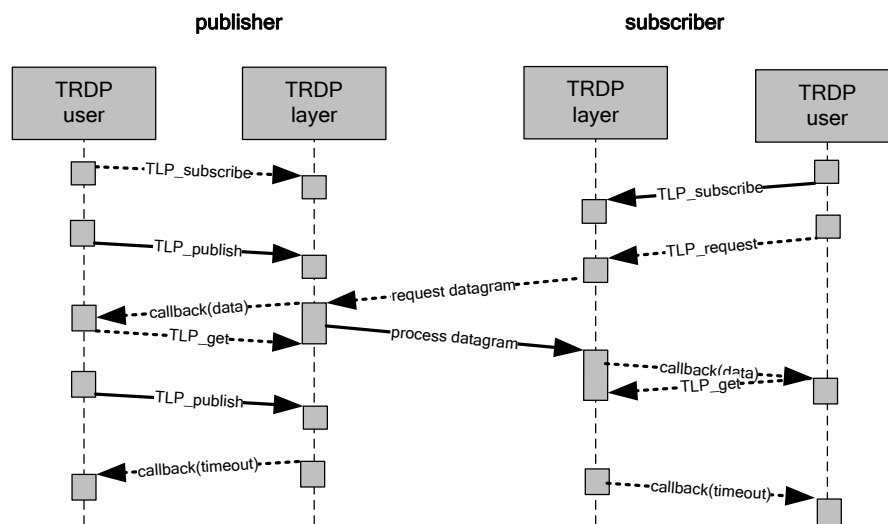


Figure 10 PD Pull Pattern

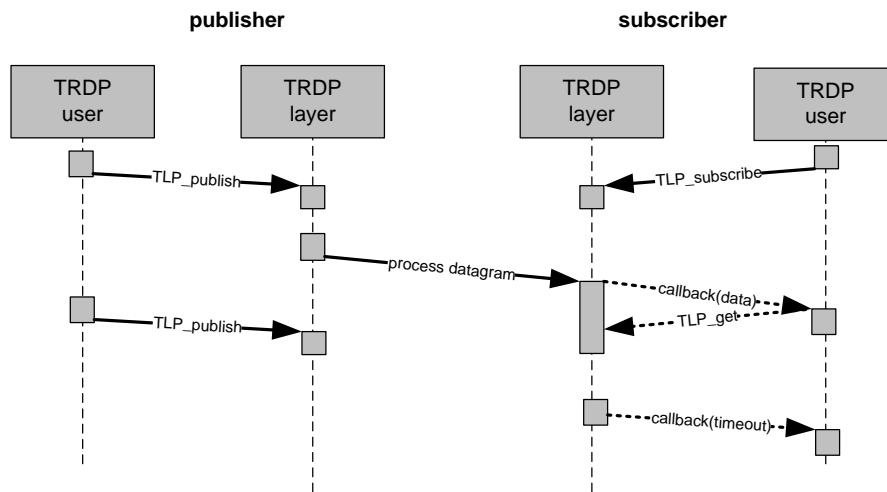


Figure 11 PD Push Pattern

In the push pattern the PD are published in fixed cycle to a given destination address (range). Any application using this address or within this address range can receive the data after a successful subscription

In the pull pattern PD are only sent after receiving a request telegram. The request telegram itself contains the requested ComId and can contain also a destination address (range). It can also contain data. The data can be received if a subscription matching to the telegram was done. If no destination address (range) is given, the source IP address of the received request telegram will be taken as destination address.

### 8.3. Schedule Group Identity (not in the low layer)

It is crucial that all applications running in a schedule group accesses the same local copy of data. When calling API functions the applications must identify themselves by a *schedule group identity*.

This identity can be any unsigned integer number, but it must be unique for each group within the device. The same number can be used for both subscription and publishing.

**Note:** A schedule group shall only be used by one thread otherwise data integrity can't be guaranteed.

**Tip:** To avoid collisions let programs use `vos_getUniqueNumber` to get an integer that is unique within the device.

It is recommended that all IP-PD within the same thread/task, is using the same schedule group identity.

### 8.4. Marshalling and Unmarshalling

With publish and subscribe can be chosen the optional marshalling/unmarshalling function given in the initialization of the TRDP stack. Choosing this option the PD sent out will be marshaled automatically as well as the received PD will be unmarshalled automatically.

**Note:** Since a safe data channel can only start after marshalling and ends before unmarshalling, due to the necessary CRC calculations, this option can be used only for unsafe channels (see also chapter 4.4).

**Note:** Data given to the callback functions are NOT unmarshalled to prevent additional copying. Thus, a required unmarshalling needs to be done in the application.

## 8.5. Callback functionality

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For synchronization purposes it might be useful to get one or more PD via call back function. This can be choosen in the related subscription. When receiving matching PD or related timeouts, the in `tlc_openSession()` given process data call back function will be called.

**Note:** Data given to the callback functions are NOT unmarshalled to prevent additional copiing. Thus, a required unmarshalling needs to be done in the application.

## 8.6. Validity

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When data is copied from the net buffer to the schedule group buffer, by use of the `sink` method, a check is made of the timestamp. If it is older than a specified time it is considered *invalid*. Only data for ComId's that are configured with a `time_out` time is checked.

Depending on configuration, invalid data are handled in following way:

- replaced by zeroes
- kept as is

## 8.7. Redundancy

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In a redundant system two or more devices can perform the same task. At one single moment one device can take the role as *leader*, and the other ones as *follower*. If the leader becomes defect one follower can take over the role and become the leader. This can also be used for master/slave functionality.

In the configuration data it is possible to specify that a ComId for process data should be handled as redundant data by setting the value greater than zero for the “redundant” attribute of the ComId “pd-parameter” tag. The redundant ComId's are divided into redundancy function groups controlled by the value of the “redundant” attribute.

A ComId marked as redundant will be updated and distributed if the corresponding redundancy function group is leader, but not if it is follower.

To change redundant role there is two methods `tlp_setRedundant` and `tlp_getRedundant` which may be called by any application.

The method `tlp_setRedundant` changes the role (leader/follower) for the specified redundancy function group(s). The method `tlp_getRedundant` reads back the status of the given redundancy groups.

Subscribers of a redundant ComId receive data independent of which device is the leader if no source filter is used. If source filter is used all redundant devices have to be included in the “source-uri” used to resolve the source filter IP address, see chapter 8.10.9 and 10.2.5. Up to two devices can be defined for the “source-uri”.

## 8.8. *Train inauguration*

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After a train inauguration the IP addresses for ETB traffic will be changed, e.g. all IP addresses including the topo counter value. For further details see [AddrCon].

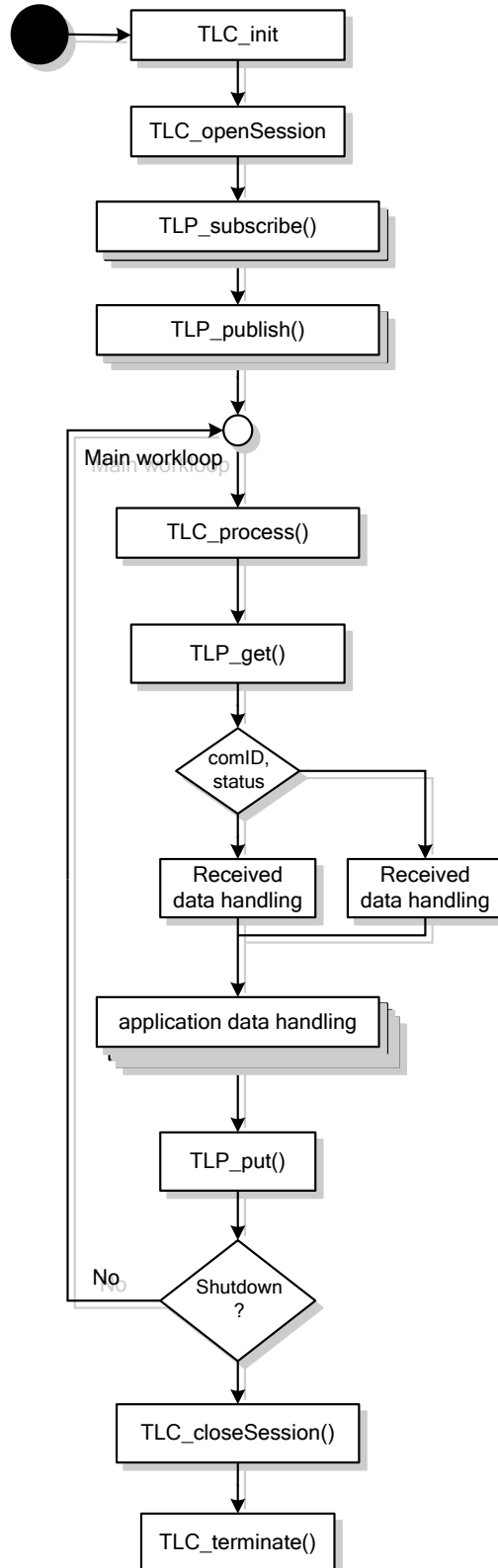
If the IP address used for sending PD message is changed after an inauguration the publishing has to be renewed. The renewing of publishing of a ComId can be done by unpublish and then publish the ComId.

If the the IP address used for filtering received messages or for joining a multicast address is changed after an inauguration the subscription has to be renewed. The renewing of subscription of a ComId can be done by unsubscribe and then subscribe the ComId.

**Note:** The communicating devices may be changed when a renewing of publishing and subscription is done with the same URI strings before and after an inauguration.

## 8.9. Use Cases

The use case in the figure below is an example where two applications are using the TLP API as interface to their communication component.



**Figure 12 Single Tread PD Polling Workflow**

Figure 12 shows a sample sequence of a polling application. After initializing the library including memory management and debug messages (`tlc_init`) a trdp session related to a defined IP address will be opened. For single thread polling mechanism the session is opened (`tlc_openSession()`) with the option `TRDP_OPTION_NON_BLOCK` and not providing callback functions. The application registers telegrams by subscribing and publishing its comIds. These functions return a handle to reference to these elements on successive calls, i. e. `get/put` or `unpublish/unsubscribe`.

Within the application's main loop, `tlc_process()` must be called. `tlc_process()` will check for any process data pending to be sent and to be received. It will set error states in case packets are overdue (timed out) and will handle basic protocol issues.

Because of the selected polling mode, the application must check for incoming packets itself by calling `tlp_get` with a pointer to a local data buffer. Depending on the returned values and possible error (Time Out), the application may branch appropriately.

A sample echoing application using polling without callbacks is shown in chapter 17.



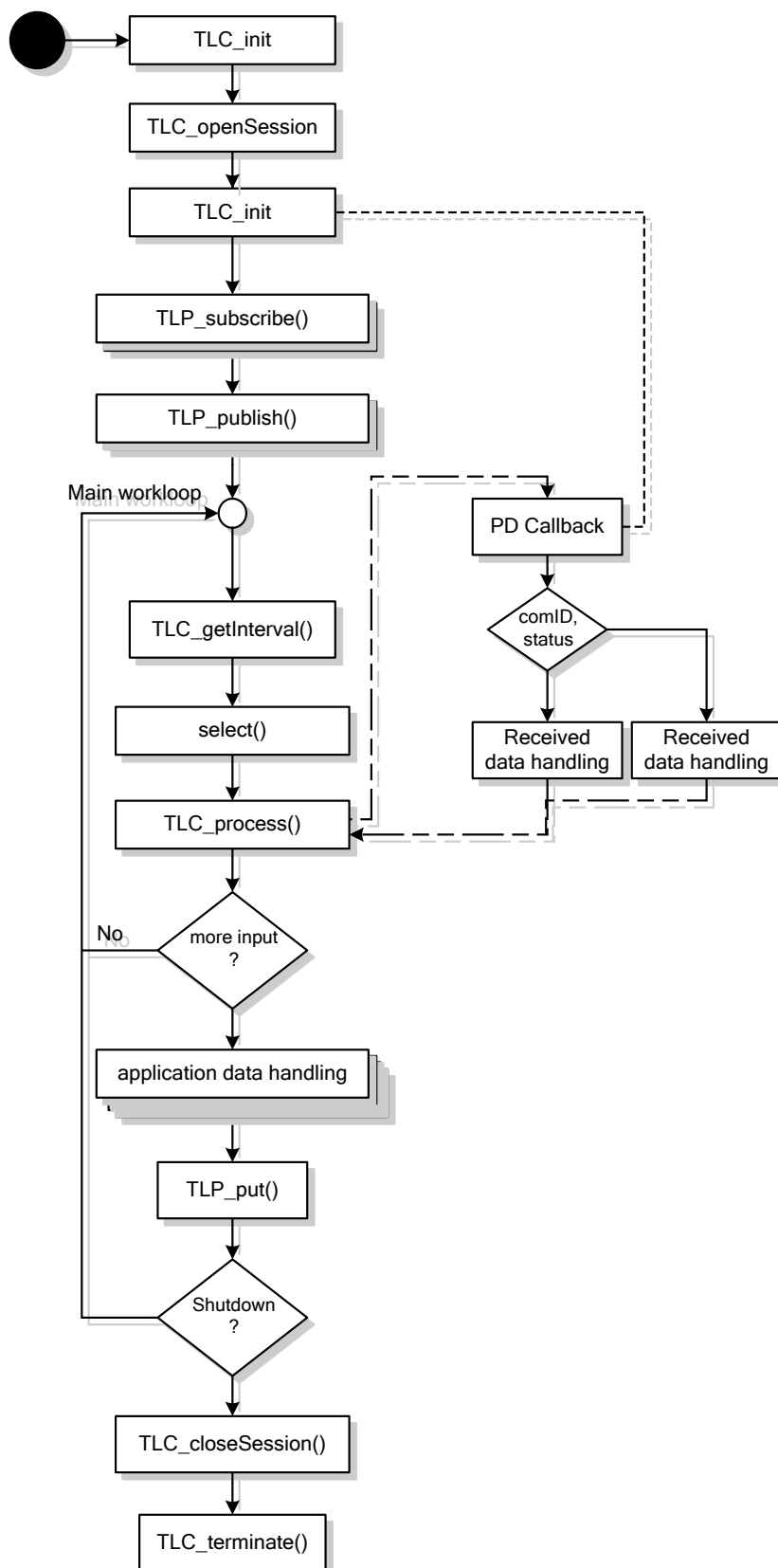


Figure 13 Single Thread PD Callback Workflow

Figure 13 shows a sample sequence of an application using the Posix select() function. After initializing the library including memory management and debug messages (tlc\_init) a trdp session related to a defined IP address will be opened (tlc\_openSession()). For single thread callback mechanism the session is opened in blocking mode providing callback function pointers. The application registers telegrams by subscribing and publishing its comId's. These functions return a reference handle to be used on successive calls, i. e. get/put or unpublish/unsubscribe.

Within the application main loop, at first tlc\_getInterval() is called. It modifies a supplied file descriptor set and a timeout value suitable for use with select() and the standard time macros and functions.

The returned file descriptor set will include the descriptors used by subscribed comId's.

The returned timeout value is the maximum delay time until the next PD must be sent or is due to be received. The application may modify this value before it is handed over to the select() function to allow shorter loop-times.

Select() returns if one of the descriptors are ready for reading (data received) or the timeout was reached.

In any case, tlc\_process() must be called then.

tlc\_process() will check for any process data pending to be sent or to be received. It will set error states in case packets are overdue (timed out) and will handle basic protocol issues.

It will call the appropriate callbacks if packets have been received or have timed out. The callbacks can be called several times, if several events needed to be handled.

The application may check for incoming packets itself by calling tlp\_get with a pointer to a local data buffer. Always the last received telegram will be returned.

Because of the single threaded handling, there are only few restrictions to the calling sequence. If tlp\_subscribe() or tlp\_publish() is called from within a callback routine, the callback Could be repeated.

tlc\_process() must not be called from inside a callback routine!

A sample echoing application using select with callbacks is shown in chapter 17.

## 8.10. Process Data API - Low Level

### 8.10.1. Specific types

Definition of the process data call back function see chapter 7.4.4

Type	Name	Description
void *	TRDP_PUB_T	Publish handle

**Table 23** Type TRDP\_PUB\_T – publisher handle

Type	Name	Description
void *	TRDP_SUB_T	Subscribe handle

**Table 24** Type TRDP\_SUB\_T – subscriber handle

### 8.10.2. *tlp\_publish*

This function is a low level function of TRDP.

Name	<b>tlp_publish</b>
Synopsis C	<pre>TRDP_ERR_T tlp_publish (     TRDP_APP_T          appHandle,     TRDP_PUB_T          *pPubHandle,     UINT32              comID,     UINT32              topoCount,     TRDP_IP_ADDR_T      srcIpAddr,     TRDP_IP_ADDR_T      destIpAddr,     UINT32              interval,     UINT32              redId,     TRDP_FLAGS_T        pktFlags,     const TRDP_SEND_PARAM_T *pSendParam,     const UINT8          *pData,     UINT32              dataSize);</pre>
Synopsis C++	<pre>static TRDP_ERR_T tlp::publish (     TRDP_PUB_T          *pPubHandle,     UINT32              comID,     UINT32              topoCount,     TRDP_IP_ADDR_T      srcIpAddr,     TRDP_IP_ADDR_T      destIpAddr,     UINT32              interval,     UINT32              redId ,     TRDP_FLAGS_T        pktFlags,     const TRDP_SEND_PARAM_T *pSendParam,     const UINT8          *pData,     UINT32              dataSize);</pre>
Abstract	Queue a PD message, it will be send when tlc_process has been called.

Parameters	appHandle	(C) handle returned by tlc_openSession()
	pHandle	Pointer to publish handle, handle will be returned
	comId	ComId
	topoCount	Valid topo count, 0 for local consist communication
	srcIpAddr	Source IP address. If 0 the IP address given with tlc_openSession() is taken. Only available in the low layer API.
	destIpAddr	Destination IP address.
	interval	frequency of PD packet ( $\geq 10$ ms) in microseconds, 0 – only published ones (answer on a request)
	redId	Redundancy group identifier, set to 0 if not redundant
	pktFlags	OPTIONS: TRDP_FLAGS_MARSHALL, TRDP_FLAGS_CALLBACK
	pSendParam	Optional setting of QoS and TTL. NULL if default settings shall be used
	pData	Data packet
	dataSize	size of data packet
Returns C	0 if ok, !=0 if error, see chapter 12.1. TRDP_NO_ERR           no error TRDP_PARAM_ERR       parameter error TRDP_MEM_ERR         could not insert (out of memory) TRDP_QUEUE_ERR       not in queue TRDP_NOINIT_ERR      handle invalid	
Returns C++	0 if ok, if error exception thrown, see chapter 12.1.	

**Destinaion IP address:**

The destination IP address used can either be, in priority order:

1. If the parameter DestId is used. The destination IP configured for a destination Id of the ComId.
2. The destination IP address given in the call.
3. The PD destination IP configured for the ComId.

### 8.10.3. *tlp\_unpublish*

This function is a low level function of TRDP.

Name	tlp_unpublish	
Synopsis C	<pre>TRDP_ERR_T tlp_unpublish(     TRDP_APP_T  appHandle,     TRDP_PUB_T  pubHandle);</pre>	
Synopsis C++	<pre>static TRDP_ERR_T tlp::unpublish(     TRDP_PUB_T  pubHandle);</pre>	
Abstract	Stop sending PD.	
Parameters	appHandle	(C) Handle returned by tlc_openSession()
	pubHandle	Handle returned by tlp_publish
Returns C	0 if ok, !=0 if error, see chapter 12.1. TRDP_NO_ERR           no error TRDP_PARAM_ERR       parameter error TRDP_MEM_ERR          could not insert (out of memory) TRDP_QUEUE_ERR       not in queue TRDP_NOINIT_ERR       handle invalid	
Returns C++	0 if ok, if error exception thrown, see chapter 12.1.	

#### 8.10.4. *tlp\_put*

This function is a low level function of TRDP.

Name	tlp_put	
Synopsis C	<pre>TRDP_ERR_T tlp_put(     TRDP_APP_T    appHandle,     TRDP_PUB_T    pubHandle     const UINT8   *pData,     UINT32        dataSize);</pre>	
Synopsis C++	<pre>static TRDP_ERR_T tlp::put(     TRDP_PUB_T    pubHandle     const UINT8   *pData,     UINT32        dataSize);</pre>	
Abstract	Update the data of a publish.	
Parameters	appHandle	(C) Handle returned by tlc_openSession()
	pubHandle	Handle returned by tlp_publish
	pData	Data packet
	dataSize	size of data packet
Returns C	0 if ok, !=0 if error, see chapter 12.1. TRDP_NO_ERR           no error TRDP_PARAM_ERR      parameter error TRDP_MEM_ERR        could not insert (out of memory) TRDP_QUEUE_ERR      not in queue TRDP_NOINIT_ERR     handle invalid	
Returns C++	0 if ok, if error exception thrown, see chapter 12.1.	

## 8.10.5. tlp\_request

This function is a low level function of TRDP.

Name		tlp_request
Synopsis C	<pre>TRDP_ERR_T tlp_requestPD(     TRDP_APP_T          appHandle,     TRDP_SUB_T          subHandle,     UINT32              comId,     UINT32              topoCount,     TRDP_IP_ADDR_T      srcIpAddr,     TRDP_IP_ADDR_T      destIpAddr,     UINT32              interval,     UINT32              redId,     TRDP_FLAGS          pktFlags,     const TRDP_SEND_PARAM_T *pSendParam,     const UINT8         *pData,     UINT32              dataSize,     UINT32              replyComId,     UINT32              replyIpAddr);</pre>	
Synopsis C++	<pre>static TRDP_ERR_T tlp::request(     TRDP_SUB_T          subHandle,     UINT32              comId,     UINT32              topoCount,     TRDP_IP_ADDR_T      srcIpAddr,     TRDP_IP_ADDR_T      destIpAddr,     UINT32              interval,     UINT32              redId,     TRDP_FLAGS          pktFlags,     const TRDP_SEND_PARAM_T *pSendParam,     const UINT8         *pData,     UINT32              dataSize,     UINT32              replyComId,     UINT32              replyIpAddr);</pre>	
Abstract	Send a PD request message, it will be send when tlc_process has been called.	
Parameters	appHandle	(C) Handle returned by tlc_openSession()
	subHandle	Returned handle by tlp_subscribe for the subscription to replyComId
	comId	ComId of the packet to be sent
	topoCount	Valid topo count.
	srcIpAddr	Source IP address. If 0 inserted by the TRDP stack. Only available in the low layer API.
	destIpaddr	Destination IP address.
	interval	frequency of PD packet (>= 10ms) in microseconds, 0 – only published ones (answer on a request)
	redId	Redundancy group identifier, set to 0 if not redundant
	pSendParam	Optional setting of QoS and TTL. NULL if default settings shall be used
	pktFlags	OPTIONS: TRDP_FLAGS_MARSHALL, TRDP_FLAGS_CALLBACK
	pData	Data packet

	dataSize	size of data packet
	replyComId	Requested ComId
	replyIpAddr	Requested reply IP address
Returns C	0 if ok, !=0 if error, see chapter 12.1.	
Returns C++	0 if ok, if error exception thrown, see chapter 12.1.	



## 8.10.6. tlp\_subscribe

This function is a low level function of TRDP.

Name	tlp_subscribe	
Synopsis C	<pre>TRDP_ERR_T tlp_subscribe(     TRDP_APP_T      appHandle,     TRDP_SUB_T      *pSubHandle,     void            *pUserRef,     UINT32          comId,     UINT32          topoCount,     TRDP_IP_ADDR_T  srcIpAddr1,     TRDP_IP_ADDR_T  srcIpAddr2,     TRDP_IP_ADDR_T  destIpAddr,     TRDP_FLAGS_T    pktFlags,     UINT32          timeout,     TRDP_TO_BEHAVIOR_T toBehavior,     UINT32          maxDataSize);</pre>	
Synopsis C++	<pre>static TRDP_ERR_T tlp::subscribe(     TRDP_SUB_T      *pSubHandle,     void            *pUserRef,     UINT32          comId,     UINT32          topoCount,     TRDP_IP_ADDR_T  srcIpAddr1,     TRDP_IP_ADDR_T  srcIpAddr2,     TRDP_IP_ADDR_T  destIpAddr,     TRDP_FLAGS_T    pktFlags,     UINT32          timeout,     TRDP_TO_BEHAVIOR_T toBehavior,     UINT32          maxDataSize);</pre>	
Abstract	Prepare for receiving PD messages. Subscribe to a specific PD ComID and source IP address.	
Parameters	appHandle	(C) Handle returned by tlc_openSession()
	pSubHandle	Returns a unique handle for this subscription
	pUserRef	User reference value returned in the info structure.
	comId	ComId
	topoCount	Topology counter
	srcIpAddr1	Source IP address for source filtering, set to zero if not used
	srcIpAddr2	Second source IP address for source filtering, set to zero if not used. Used e.g. for source filtering of redundant devices.
	destIpAddr	Destination IP address.
	pktFlags	OPTIONS: TRDP_FLAGS_MARSHALL, TRDP_FLAGS_CALLBACK
	timeout	Timeout in microseconds
	toBehavior	Timeout behavior (set to zero or keep the last value)
	maxDataSize	Maximum size of data packet
Returns C	0 if ok, !=0 if error, see chapter 12.1. TRDP_NO_ERR           no error	

	TRDP_PARAM_ERR      parameter error TRDP_QUEUE_ERR      not in queue TRDP_NOINIT_ERR      handle invalid
Returns C++	0 if ok, if error exception thrown, see chapter 12.1.

### 8.10.7. *tlp\_unsubscribe*

This function is a low level function of TRDP.

Name	tlp_unsubscribe	
Synopsis C	<pre>TRDP_ERR_T tlp_unsubscribe (     TRDP_APP_T  appHandle,     TRDP_SUB_T  subHandle);</pre>	
Synopsis C++	<pre>static TRDP_ERR_T tlp::unsubscribe (     TRDP_SUB_T  subHandle);</pre>	
Abstract	Stop the referenced subscription	
Parameters	appHandle	(C) Handle returned by tlc_openSession()
	subHandle	Handle returned by tlp_subscribe
Returns C	0 if ok, !=0 if error, see chapter 12.1. TRDP_NO_ERR          no error TRDP_PARAM_ERR      parameter error TRDP_QUEUE_ERR      not in queue TRDP_NOINIT_ERR      handle invalid	
Returns C++	0 if ok, if error exception thrown, see chapter 12.1.	

### 8.10.8. *tlp\_get*

Name		tlp_get
Synopsis C	<pre>TRDP_ERR_T tlp_get(     TRDP_APP_T      appHandle,     TRDP_SUB_T      subHandle,     TRDP_PD_INFO    *pPdInfo,     UINT8           *pData,     UINT32          *pDataSize);</pre>	
Synopsis C++	<pre>static TRDP_ERR_T tlp::get(     TRDP_SUB_T      subHandle,     TRDP_PD_INFO    *pPdInfo,     UINT8           *pData,     UINT32          *pDataSize);</pre>	
Abstract	Get the last valid PD message. This allows polling of PDs instead of event driven handling by callback.	
Parameters	appHandle	(C) Handle returned by tlc_openSession()
	subHandle	Handle returned by tlp_subscribe
	pPdInfo	Pointer to the info structure
	pData	Pointer to application buffer
	pDataSize	In: size of buffer, Out: data size
Returns C	0 if ok, !=0 if error, see chapter 12.1. TRDP_NO_ERR          no error TRDP_PARAM_ERR      parameter error TRDP_QUEUE_ERR      not in queue TRDP_NOINIT_ERR     handle invalid	
Returns C++	0 if ok, if error exception thrown, see chapter 12.1.	

### 8.10.9. *tlp\_setRedundant*

Name	<i>tlp_setRedundant</i>	
Synopsis C	<pre>TRDP_ERR_T tlp_setRedundant(     TRDP_APP_T appHandle,     UINT32      redId ,     BOOL        leader);</pre>	
Synopsis C++	<pre>static TRDP_ERR_T tlp::setRedundant(     UINT32      redId,     BOOL        leader);</pre>	
Abstract	Change the redundant mode for all ComId's configured as redundant with a redundant group id value equal to the parameter <i>redId</i> . In leader mode the data will be sent and in follower mode the data will not be sent for published ComId's. The parameter <i>redId</i> == 0 means all as redundant defined PD ComId's.	
Parameters	<i>appHandle</i>	(C) Handle returned by <i>tlc_openSession()</i>
	<i>redId</i>	Redundant ID of the comid's to be controlled
	<i>leader</i>	TRUE(1) = leader, FALSE (0) = follower
Returns C	0 if ok, !=0 if error, see chapter 12.1.	
Returns C++	0 if ok, if error exception thrown, see chapter 12.1.	

### 8.10.10. *tlp\_getRedundant*

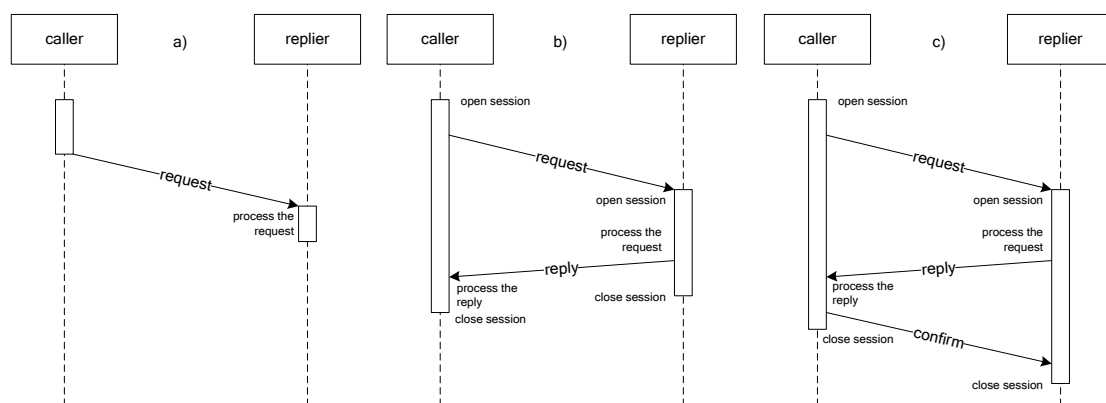
Name	<i>PDComAPI_getRedundant</i>	
Synopsis C	<pre>TRDP_ERR_T tlp_getRedundant(     TRDP_APP_T appHandle,     UINT32      redId,     BOOL        *pLeader);</pre>	
Synopsis C++	<pre>static TRDP_ERR_T PDComAPI::setRedundant(     UINT32      redId,     BOOL        *pLeader);</pre>	
Abstract	Checks the redundant mode for all ComId's configured as redundant with a redundant id value equal to the parameter <i>redId</i> . The parameter <i>redId</i> == 0 means all as redundant defined PD ComId's.	
Parameters	<i>appHandle</i>	Handle returned by <i>tlc_openSession()</i>
	<i>redId</i>	Redundant ID of the comid's to be controlled.
	<i>pLeader</i>	TRUE(1) = active (leader), FALSE (0) = passive (follower)
Returns C	0 if ok, !=0 if error, see chapter 12.1	
Returns C++	0 if ok, if error exception thrown, see chapter 12.1.	

## 9. Message Data Communication

### 9.1. Overview – to be updated

### 9.2. Communication Patterns

Communication between applications can be done in several ways.



**Figure 14 MD communication patterns**

The following push patterns are supported

- point to point , sporadic with acknowledge (reply), source knows the sink
- point to point , sporadic without acknowledge (reply), source knows the sink
- point to multipoint, sporadic with acknowledge (reply), source knows the sink
- point to multipoint, sporadic without acknowledge (reply), source knows the sink
- point to multipoint, sporadic with acknowledge (reply), source does not know the sink
- point to multipoint, sporadic without acknowledge (reply), source does not know the sink

The following pull patterns are supported:

- point to point , sporadic with acknowledge (confirm), sink knows the source
- point to point , sporadic without acknowledge (confirm), sink knows the source
- point to multipoint, sporadic with acknowledge (confirm), sink knows the source
- point to multipoint, sporadic without acknowledge (confirm), sink knows the source
- point to multipoint, sporadic on first acknowledge (confirm), sink does not know the source
- point to multipoint, sporadic without acknowledge (confirm), sink does not know the source

### 9.2.1. Supported Protocols

Message data communication is provided based on two protocols

1. via UDP – for realtime message data limited to 65388 byte length
2. via TCP – for large data up to 65388 byte length

The base protocol can be chosen only one for a MD session.

### 9.2.2. Unicast Communication

Unicast messages are sent to one device and they are acknowledged. The sending application can be notified about the communication result, i.e. if the sending was ok or if any error has occurred.

The transport layer sends the message to a single receiver device transport layer.

### 9.2.3. Multicast Communication

Multicast messages are sent to several devices. The sending application can only be notified about the communication result when a reply is requested.

The transport layer sends the message to several receiving devices transport layer.

### 9.2.4. FRG Multicast Communication

FRG multicast messages are sent to several devices including redundant functions and they are typically only replied by the device with the redundant function activated as leader. The sending application can only be notified about the communication result when a reply is requested..

The transport layer sends the message to several receiving devices transport layer. This is used to send messages to redundant devices. Only one device shall be activated as leader. From the sending application it works as a unicast communication.

### 9.2.5. Notification Message – Request without Reply

This type of message is sent to one or more receiver(s) and no response is expected from the receiver application(s). The application sends a notification message ('Mn'). Both multicast and unicast messages can be sent.

In the unicast and the FRG multicast case the sending application can receive a communication result either via a queue (not available in the low layer) message or via a call of a callback.

### 9.2.6. Request Message – Request with expected Reply

This type of message can be sent to one or more receiver(s). Each receiver application should return a response message if a request message ('Mr') has been received. Both multicast and unicast request messages can be sent.

The sending application is retrieving the received response(s) and sometimes the communication result by reading from the queue (not available in the low layer) or via a call of the callback function. The number of expected responses can be specified in the call, or left unspecified.

If the number of expected responses is specified and there are no or too few responses received after the time-out time expires a communication result will be transmitted to the application.

If the number of expected responses is unspecified a communication result will always be transmitted to the application after the response time-out time expires.

In both cases any received response message will be transmitted to the application before the communication result.

A repetition of an already received request (in case the reply was not received) will be detected during the time the session is open at receiver side and the reply will be repeated without notifying the receiver side application again.

### *9.2.7. Reply Message without requested Confirmation*

This type of message is send to the sender of a previous received request. The application sends a reply message ('Mp'). A reply message is always sent as unicast containing the URI host part of the replier in the source URI of the reply.

The sending application can receive a communication result either via a queue message by adding a queue identity in the call (not available in the low layer) or via a call of a callback function given in the send reply call.

### *9.2.8. Reply Message with requested Confirmation*

This type of message is send to the sender of a previous received request. The application sends a reply message ('Mq'). A reply message is always send as unicast containing the URI host part of the replier in the source URI of the reply.

The sending application can receive a communication result either via a queue message (not available in the low layer) or via a call of a callback function.

### *9.2.9. Confirm message*

This type of message is sent to the sender of a previous received reply with confirmation request. The application sends a confirm message ('Mc'). A confirm message is always sent as unicast containing the with the reply received source URI of the replier in the destination URI of the confirm.

The sending application can receive a communication result either via a queue message (not available in the low layer) or via a call of a callback function.

### *9.2.10. Specified and Unspecified ComID*

For each *specified* ComID there is an entry in the configuration database configuring destination, dataset, etc, but not all parameters need to be specified in the configuration database.

Applications may send and listen for ComID's with *unspecified* dataset. Due to lack of information it is not possible for MDCom to perform any marshalling on a message with unspecified dataset. Therefore the message is forwarded to the application as is, without any actions.

For ComID's with *unspecified* destination the application has to provide the destination URI in the method when sending a message.

### *9.2.11. Echo Server*

End devices with MDCom contain echo functions. A system that wants to test communication with an end device sends an echo request (ERQ) to the end device by using the MD request method. The end device activates an echo function that creates an echo response (ERP), copies data from the ERQ to the ERP and then returns it to the sender.

The Message Data Echo is implemented in TRDP.

When message data arrive with the echo ComID (see Table 60) an echo message is created and returned to the source. The data of the returned message is a copy of the received message.

## *9.3. Adding Listeners*

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There are a set of listeners that can be used by an application to receive specific message data. There are listeners for ComID's and for user URI's. An application can add listeners for both cases at the same time. A received message will be forwarded to the application if it fulfills the ComID or the URI criteria.

**Note:** If the listeners are added with different caller references they are considered as separate subscriptions and a received message will be forwarded once for each listener.

## 9.4. Marshalling and Unmarshalling

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With adding a listener or sending MD the optional marshalling/unmarshalling function given in the initialization of the TRDP stack can be chosen. Using this option the MD sent out will be marshalled automatically as well as the received MD will be unmarshalled automatically.

**Note:** Since a safe data channel can only start after marshalling and ends before unmarshalling, due to the necessary CRC calculations, this option can be used only for unsafe channels (see also chapter 4.4).

**Note:** Data given to the callback functions are NOT unmarshalled to prevent additional copying. Thus, a required unmarshalling needs to be done in the application.

## 9.5. Callback functionality

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It might be useful to get MD and related error messages via call back function. This can be chosen in the related calls for adding a listener or sending MD. In this case the in `tlc_openSession` given call back function will be called.

**Note:** Data given to the callback functions are NOT unmarshalled to prevent additional copying. Thus, a required unmarshalling needs to be done in the application.

## 9.6. Time-out

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There are two types of time-outs used for MD communication, response time-out and confirmation time-out, see chapter 10.2.5. The configured response time-out may be override by the application calling the API function for sending a request.

Confirmation time-out is used when waiting for a confirmation in the case the reply type sent out was requesting a confirmation.

Response time-out is used when waiting for response message(s) for a sent request message.

For request messages the response time-out supervision is started after the message is sent.

For reply messages requesting a confirm the time-out supervision is started after the reply message is sent. e.g. the maximum time-out time is equal to the confirm time-out time.

## 9.7. Redundancy

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TRDP supports redundant applications and provides the means to communicate via IP-MD by using multicast addressing for the distribution.

### 9.7.1. Sending to a Redundant Application

Sending to redundant application normal listener shall be done as unicast or multicast messages. However if unicast is used it has to be send to all redundant devices.

### 9.7.2. Sending from a Redundant Application

It is the redundant application that is responsible to select when an IP-MD message should be sent or not. Sending a message is done as in the non-redundant case, by calling the TRDP API for sending.

Typically the follower application shall not send any IP-MD, but there might be application specific reasons for this, e.g. implementing a heartbeat function between the redundant pair of applications/devices.



There is thus no special TRDP support for the redundancy leader or the redundancy follower application when sending a message.

### *9.7.3. Receiving/Sending by a Redundant Application*

Depending on the chosen mechanism the redundant application needs to handle the redundancy regarding sending and receiving MD. Typically also the follower application should receive the messages but it should not send out a response.

## *9.8. Addressing Parameters*

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This chapter describes how the source and destination addressing parameters transmitted in the wire protocol are determined in the function calls for TRDP message data transfer.

### *9.8.1. Source IP Address*

The source IP address in the MD header is selected by TRDP in one of the following ways, listed in priority order. The source IP address can be used to calculate the host part of the source URI.

1. If the source IP address given by the parameter `srcIpAddr` is not zero, this address shall be used as source IP address.
2. If the parameter `srcIpAddr` is zero, the configured source IP address for the session shall be used as source IP address.

### *9.8.2. Destination IP Address*

The destination IP address in the MD header is selected by TRDP in one of the following ways, listed in priority order. The destination IP address can be used to calculate the host part of the destination URI.

3. If the destination IP address given by the parameter `destIpAddr` is not zero, this address shall be used as destination IP address.
4. If the parameter `destIpAddr` is zero, the configured destination IP address for the given `ComId` shall be used as destination IP address.

### *9.8.3. User Part of the Source URI*

The user part of the source URI sent in the MD protocol header is defined in one of the following ways, listed in priority order. If the user part of the source URI is used it shall be unique per IP address.

1. If a source URI user part is given by the parameter `srcURI` it shall be used.
2. If the parameter `srcURI` is NULL, the configured source URI user part for the given `ComId` shall be used for notifications, requests and confirmations.
3. If `srcURI` is NULL, an empty string shall be used as destination URI for notifications, requests and confirmations. For replies TRDP shall use the user reference as hexadecimal value in ASCII characters in a zero terminated string.

### *9.8.4. User Part of the Destination URI*

The user part of the destination URI sent in the MD protocol header is defined in one of the following ways, listed in priority order.

1. If the destination URI user part is given by the parameter `destURI` is not NULL it shall be used.
2. If the parameter `destURI` is NULL, the configured destination URI user part for the given `ComId` shall be used for notifications and requests.
3. If `destURI` is NULL, an empty string shall be used as destination URI user part for notifications and requests. For replies and confirmations the received source URI user part shall be used.



## 9.10. Message Data API – Low Level

To get received data, request or reply messages or to get a communication results for a sending there are two alternative usages for the application:

- reading a queue (not in low level interface)
- use callback function

In both cases the application will receive two or three items.

- Message Information structure
- The message length
- The message itself, not for communication result.

### 9.10.1. Specific Types

Definition of the message data call back function see chapter 7.4.4.

For session handling an identifier of 16 byte length is used. The sessionID is a UUID according to RFC 4122, time based version.

The UUID is used as identity of a “notification”, a “request-reply” or a “request-reply-confirm” session. At caller side it is used to relate a reply message to the original request message. At replier side it is used in combination with the SourceIPAddress to identify a retransmission of the request or confirm message in case the reply message was not received.

For notification messages the receiving application needs to handle duplicate messages (same SessionId, same SourceIPAddress).

Type	Name	Description
VOS_UUID_T	TRDP_UUID_T	Universal unique identifier. Reuse of the VOS definition (see 13.1.1).

**Table 25** Type `TRDP_UUID_T` – universally unique identifier

Type	Name	Description
void *	TRDP_LIS_T	Listener handle

**Table 26** Type `TRDP_LIS_T` – listener handle

### 9.10.2. *tlm\_notify*

This method is used to send message one way, i.e. when no response message is expected from the receiving end. The application can be notified about a communication failure via callback function.

**Note:** No additional communication failure will be delivered to the callback function if the call of `tlm_notify` already returns an error.

Name		<b>tlm_notify</b>
Synopsis C	<pre> TRDP_ERR_T tlm_notify(     TRDP_APP_T          appHandle,     void                *pUserRef,     UINT32              comId,     UINT32              topoCount,     TRDP_IP_ADDR_T      srcIpAddr,     TRDP_IP_ADDR_T      destIpAddr,     TRDP_FLAGS_T        pktFlags,     const TRDP_SEND_PARAM_T *pSendParam,     const UINT8          *pData,     UINT32              dataSize,     const TRDP_URI_USER_T srcURI,     const TRDP_URI_USER_T destURI); </pre>	
Synopsis C++	<pre> TRDP_ERR_T tlm::notify(     void                *pUserRef,     UINT32              comId,     UINT32              topoCount,     TRDP_IP_ADDR_T      srcIpAddr,     TRDP_IP_ADDR_T      destIpAddr,     TRDP_FLAGS_T        pktFlags,     const TRDP_SEND_PARAM_T *pSendParam,     const UINT8          *pData,     UINT32              dataSize,     const TRDP_URI_USER_T srcURI,     const TRDP_URI_USER_T dstURI); </pre>	
Abstract	Send a MD notify message.	
Parameters	appHandle	(C) Handle returned by <code>tlc_openSession()</code>
	pUserRef	Caller reference value. Can be used by the application to connect the report of the communication result with the call. The same value will be reported back by the TRDP when the result is reported back to the application.
	comId	ComId of the data set
	topoCount	Valid topo count
	srcIpAddr	Source IP address. Typically set by TRDP stack.
	dstIpAddr	Destination IP Address. Used to override any configured destination IP address for the ComId. Set 0 if not used.
	pktFlags	OPTIONS: TRDP_FLAGS_DEFAULT, TRDP_FLAGS_MARSHALL, TRDP_FLAGS_TCP Note: using TRDP_FLAGS_DEFAULT the flags specified in the default MD configuration are used Note: using TRDP_FLAGS_TCP instead of a UDP notification a TCP notification will be sent out
	pSendParam	Pointer to optional send parameters QoS and TTL. Set NULL to use default parameters.

	pData	Pointer to data to be sent
	dataSize	Number of data bytes to send
	srcURI	Pointer to the source IP address unique user part of the source URI string. It will override any configured source URI for the ComId. The user part of the source URI string is sent in the MD protocol header. Set to NULL if not used. <b>Note:</b> The host part can be created at destination side out of the <code>srcIpAddr</code> Syntax of a complete URI string: [user][@host].
	destURI	Pointer to the user part of the destination URI string Used to define the destination URI string used to override any configured destination URI for the ComId. The user part of the destination URI string is sent in the MD protocol header. Set to NULL if not used. <b>Note:</b> The host part can be created at destination side out of the <code>destIpAddr</code> Syntax of a complete URI string: [user][@host].
Returns C	0 if ok, !=0 if error, see chapter 12.1	
Returns C++	0 if ok, if error exception thrown, see chapter 12.1	

### 9.10.3. tlm\_request

This method is used to send message when response is expected from the receiving end application.

The application receives the response(s) and/or the result information, via a callback function. The result information is used, after time-out, when there is any response missing or to report the number of received responses when expected number of responses is unknown.

**Note:** TRDP will always send response(s) and/or one result information.

Name	tlm_request
Synopsis C	<pre> TRDP_ERR_T tlm_notify(     TRDP_APP_T          appHandle,     void                *pUserRef,     TRDP_UUID_T         *pSessionId     UINT32              comId,     UINT32              topoCount,     TRDP_IP_ADDR_T      srcIpAddr,     TRDP_IP_ADDR_T      dstIpAddr,     TRDP_FLAGS_T        pktFlags,     UINT32              noOfReplies,     UINT32              replyTimeout,     const TRDP_SEND_PARAM_T *pSendParam,     const UINT8          *pData,     UINT32              dataSize,     const TRDP_URI_USER_T srcURI,     const TRDP_URI_USER_T destURI); </pre>
Synopsis C++	<pre> TRDP_ERR_T tlm::notify (     void                *pUserRef,     TRDP_UUID_T         *pSessionId     UINT32              comId,     UINT32              topoCount,     TRDP_IP_ADDR_T      srcIpAddr, </pre>

	<pre> TRDP_IP_ADDR_T      destIpAddr, TRDP_FLAGS_T        pktFlags, UINT32              noOfReplies, UINT32              replyTimeout, const TRDP_SEND_PARAM_T *pSendParam, const UINT8         *pData, UINT32              dataSize, const TRDP_URI_USER_T srcURI, const TRDP_URI_USER_T destURI); </pre>	
Abstract	Send a MD request message.	
Parameters	appHandle	(C) Handle returned by tlc_openSession()
	pUserRef	User reference value. Can be used by the application to connect the report of the communication result with the call. The same value will be reported back by the TRDP when the result is reported back to the application.
	pSessionId	Pointer to the session ID given back by this call
	ComId	ComId of the data set
	topoCount	Valid topo count
	srcIpAddr	Source IP address. Typically set by TRDP stack.
	dstIpAddr	Destination IP Address. Used to override any configured destination IP address for the ComId. Set 0 if not used.
	pktFlags	OPTIONS: TRDP_FLAGS_DEFAULT, TRDP_FLAGS_MARSHALL, TRDP_FLAGS_TCP Note: using TRDP_FLAGS_DEFAULT the flags specified in the default MD configuration are used Note: using TRDP_FLAGS_TCP instead of a UDP request a TCP request will be sent out
	noOfReplies	number of expected repliers, 0 if unknown
	replyTimeout	timeout for reply in microseconds
	pSendParam	Pointer to optional send parameters QoS and TTL. Set NULL to use default parameters.
	pData	Pointer to data to be sent
	dataSize	Number of data bytes to send
	srcURI	Pointer to the source IP address unique user part of the source URI string. It will override any configured source URI for the ComId. The user part of the source URI string is sent in the MD protocol header. Set to NULL if not used. <b>Note:</b> The host part can be created at destination side out of the <code>srcIpAddr</code> Syntax of a complete URI string: [user]@[host].
	destURI	Pointer to the user part of the destination URI string Used to define the destination URI string used to override any configured destination URI for the ComId. The user part of the destination URI string is sent in the MD protocol header. Set to NULL if not used. <b>Note:</b> The host part can be created at destination side out of the <code>destIpAddr</code> Syntax of a complete URI string: [user]@[host].
Returns C	0 if ok, !=0 if error, see chapter 12.1	
Returns C++	0 if ok, if error exception thrown, see chapter 12.1.	

## 9.10.4. tlm\_reply

This method is used by the application to send a response message on an earlier received request message without requesting a confirmation.

Name		tlm_reply
Synopsis C	<pre> TRDP_ERR_T tlm_reply(     TRDP_APP_T          appHandle,     const void          *pUserRef,     TRDP_UUID_T         *pSessionId     UINT32              comId,     UINT32              topoCount,     TRDP_IP_ADDR_T      srcIpAddr,     TRDP_IP_ADDR_T      destIpAddr,     TRDP_FLAGS_T        pktFlags,     UINT32              userStatus,     const TRDP_SEND_PARAM_T *pSendParam,     const UINT8         *pData,     UINT32              dataSize,     const TRDP_URI_USER_T srcURI,     const TRDP_URI_USER_T destURI); </pre>	
Synopsis C++	<pre> TRDP_ERR_T tlm::reply(     const void          *pUserRef,     TRDP_UUID_T         *pSessionId     UINT32              comId,     UINT32              topoCount,     TRDP_IP_ADDR_T      srcIpAddr,     TRDP_IP_ADDR_T      destIpAddr,     TRDP_FLAGS_T        pktFlags,     UINT32              userStatus,     const TRDP_SEND_PARAM_T *pSendParam,     const UINT8         *pData,     UINT32              dataSize,     const TRDP_URI_USER_T srcURI,     const TRDP_URI_USER_T destURI); </pre>	
Abstract	Send a MD reply message without requesting a confirmation.	
Parameters	appHandle	(C) Handle returned by tlc_openSession()
	pUserRef	User reference value. Can be used by the application to connect the report of the communication result with the call. The same value will be reported back by the TRDP when the result is reported back to the application.
	sessionId	Session ID of the related request
	topoCount	Valid topo count
	comId	ComId of the telegram
	srcIpAddr	Source IP address. Typically set by TRDP stack.
	destIpAddr	Destination IP Address. Used to override any configured destination IP address for the ComId. Set 0 if not used.
	pktFlags	OPTIONS: TRDP_FLAGS_DEFAULT, TRDP_FLAGS_MARSHALL Note: using TRDP_FLAGS_DEFAULT the flags specified in the default MD condiguration are used
	userStatus	Info for requester about application errors

	pSendParam	Pointer to optional send parameters QoS and TTL. Set NULL to use default parameters.
	pData	Pointer to data to be sent
	dataSize	Number of data bytes to send
	srcURI	<p>Pointer to the source IP address unique user part of the source URI string of the replier. It will override any configured source URI for the ComId.</p> <p>The user part of the source URI string is sent in the MD protocol header.</p> <p>Set to NULL if not used.</p> <p><b>Note:</b> The host part can be created at destination side out of the <code>srcIpAddr</code> Syntax of a complete URI string: [user][@host].</p>
	destURI	<p>Pointer to the user part of the destination URI string received in the request. Used to override any configured destination URI for the ComId.</p> <p>The user part of the destination URI string is sent in the MD protocol header.</p> <p>Set to NULL if not used.</p> <p><b>Note:</b> The host part can be created at destination side out of the <code>destIpAddr</code> Syntax of a complete URI string: [user][@host].</p>
Returns C	0 if ok, !=0 if error, see chapter 12.1	
Returns C++	0 if ok, if error exception thrown, see chapter 12.1.	

### 9.10.5. *tlm\_replyQuery*

This method is used by the application to send a response message on an earlier received request message requesting a confirmation.

Name	tlm_replyQuery
Synopsis C	<pre> TRDP_ERR_T tlm_replyQuery(     TRDP_APP_T          appHandle,     const void          *pUserRef,     TRDP_UUID_T         *pSessionId     UINT32              comId,     UINT32              topoCount,     TRDP_IP_ADDR_T      srcIpAddr,     TRDP_IP_ADDR_T      destIpAddr,     TRDP_FLAGS_T        pktFlags,     UINT32              userStatus,     UINT32              confirmTimeout,     const TRDP_SEND_PARAM_T *pSendParam,     const UINT8          *pData,     UINT32              dataSize,     const TRDP_URI_USER_T srcURI,     const TRDP_URI_USER_T destURI); </pre>
Synopsis C++	<pre> TRDP_ERR_T tlm::replyQuery(     const void          *pUserRef,     TRDP_UUID_T         *pSessionId     UINT32              comId,     UINT32              topoCount,     TRDP_IP_ADDR_T      srcIpAddr, </pre>



	<pre> TRDP_IP_ADDR_T      destIpAddr, TRDP_FLAGS_T        pktFlags, UINT32              userStatus, UINT32              confirmTimeout, const TRDP_SEND_PARAM_T *pSendParam, const UINT8         *pData, UINT32              dataSize, const TRDP_URI_USER_T srcURI, const TRDP_URI_USER_T destURI); </pre>	
Abstract	Send a MD reply message requesting a confirmation.	
Parameters	appHandle	(C) Handle returned by tlc_openSession()
	pUserRef	User reference value. Can be used by the application to connect the report of the communication result with the call. The same value will be reported back by the TRDP when the result is reported back to the application.
	sessionId	Session ID of the related request
	topoCount	Valid topo count
	comId	ComId of the telegram
	srcIpAddr	Source IP address. Typically set by TRDP stack.
	destIpAddr	Destination IP Address. Used to override any configured destination IP address for the ComId. Set 0 if not used.
	pktFlags	OPTIONS: TRDP_FLAGS_DEFAULT, TRDP_FLAGS_MARSHALL Note: using TRDP_FLAGS_DEFAULT the flags specified in the default MD configuration are used
	userStatus	Info for requester about application errors
	confirmTimeout	timeout for confirmation in microseconds
	pSendParam	Pointer to optional send parameters QoS and TTL. Set NULL to use default parameters.
	pData	Pointer to data to be sent
	dataSize	Number of data bytes to send
	srcURI	Pointer to the source IP address unique user part of the source URI string of the replier. It will override any configured source URI for the ComId. The user part of the source URI string is sent in the MD protocol header. Set to NULL if not used. <b>Note:</b> The host part can be created at destination side out of the <code>srcIpAddr</code> Syntax of a complete URI string: [user][@host].
	destURI	Pointer to the user part of the destination URI string received in the request. Used to override any configured destination URI for the ComId. The user part of the destination URI string is sent in the MD protocol header. Set to NULL if not used. <b>Note:</b> The host part can be created at destination side out of the <code>destIpAddr</code> Syntax of a complete URI string: [user][@host].
Returns C	0 if ok, !=0 if error, see chapter 12.1	
Returns C++	0 if ok, if error exception thrown, see chapter 12.1.	

### 9.10.6. *tlm\_replyErr*

This method is used to send an error message on an earlier received request message. The call is typically used from the TRDP layers itself.

Name		tlm_replyErr
Synopsis C	<pre> TRDP_ERR_T tlm_replyErr(     TRDP_APP_T          appHandle,     TRDP_UUID_T         *pSessionId     UINT32              comId,     UINT32              topoCount,     TRDP_IP_ADDR_T      srcIpAddr,     TRDP_IP_ADDR_T      destIpAddr,     TRDP_REPLY_STATUS_T replyStatus,     const TRDP_SEND_PARAM_T *pSendParam,     const TRDP_URI_USER_T srcURI,     const TRDP_URI_USER_T destURI); </pre>	
Synopsis C++	<pre> TRDP_ERR_T tlm::replyErr(     TRDP_APP_T          appHandle,     TRDP_UUID_T         *pSessionId     UINT32              comId,     UINT32              topoCount,     TRDP_IP_ADDR_T      srcIpAddr,     TRDP_IP_ADDR_T      destIpAddr,     TRDP_REPLY_STATUS_T replyStatus,     const TRDP_SEND_PARAM_T *pSendParam,     const TRDP_URI_USER_T srcURI,     const TRDP_URI_USER_T destURI); </pre>	
Abstract	Send a MD error reply message. The call is typically used from the TRDP layers itself.	
Parameters	appHandle	(C) Handle returned by <code>tlc_openSession()</code>
	sessionId	Session ID of the related request
	topoCount	Valid topo count
	comId	ComId of the telegram
	srcIpAddr	Source IP address. Typically set by TRDP stack.
	destIpAddr	Destination IP Address. Used to override any configured destination IP address for the ComId. Set 0 if not used.
	replyStatus	Info for requester about stack errors
	pSendParam	Pointer to optional send parameters QoS and TTL. Set NULL to use default parameters.
	srcURI	Pointer to the source IP address unique user part of the source URI string of the replier. It will override any configured source URI for the ComId. The user part of the source URI string is sent in the MD protocol header. Set to NULL if not used. <b>Note:</b> The host part can be created at destination side out of the <code>srcIpAddr</code> Syntax of a complete URI string: <code>[user]@[host]</code> .

	destURI	<p>Pointer to the user part of the destination URI string received in the request. Used to override any configured destination URI for the ComId.</p> <p>The user part of the destination URI string is sent in the MD protocol header.</p> <p>Set to NULL if not used.</p> <p><b>Note:</b> The host part can be created at destination side out of the destIpAddr Syntax of acomplete URI string: [user][@host].</p>
Returns C	0 if ok, !=0 if error, see chapter 12.1	
Returns C++	0 if ok, if error exception thrown, see chapter 12.1.	

## 9.10.7. tlm\_confirm

This method is used by the application to send a confirm message on an earlier received reply message requesting a confirmation.

Name	tlm_confirm	
Synopsis C	<pre>TRDP_ERR_T tlm_confirm(     TRDP_APP_T          appHandle,     void                *pUserRef,     TRDP_UUID_T         *pSessionId     UINT32              comId,     UINT32              topoCount,     TRDP_IP_ADDR_T      srcIpAddr,     TRDP_IP_ADDR_T      destIpAddr,     TRDP_FLAGS_T        pktFlags,     const TRDP_SEND_PARAM_T *pSendParam,     const TRDP_URI_USER_T  srcURI,     const TRDP_URI_USER_T  destURI);</pre>	
Synopsis C++	<pre>TRDP_ERR_T tlm::confirm(     void                *pUserRef,     TRDP_UUID_T         *pSessionId     UINT32              comId,     UINT32              topoCount,     TRDP_IP_ADDR_T      srcIpAddr,     TRDP_IP_ADDR_T      destIpAddr,     TRDP_FLAGS_T        pktFlags,     const TRDP_SEND_PARAM_T *pSendParam,     const TRDP_URI_USER_T  srcURI,     const TRDP_URI_USER_T  destURI);</pre>	
Abstract	Send a MD confirm message.	
Parameters	appHandle	(C) Handle returned by tlc_openSession()
	pUserRef	User reference value. Can be used by the application to connect the report of the communication result with the call. The same value will be reported back by the TRDP when the result is reported back to the application.
	pSessionId	Pointer to the session ID given back by the received reply
	ComId	ComId of the data set
	topoCount	Valid topo count
	srcIpAddr	Source IP address. Typically set by TRDP stack.

	destIpAddr	Destination IP Address. Used to override any configured destination IP address for the ComId. Set 0 if not used.
	pktFlags	OPTIONS: TRDP_FLAGS_DEFAULT Note: using TRDP_FLAGS_DEFAULT the flags specified in the default MD configuration are used
	pSendParam	Pointer to optional send parameters QoS and TTL. Set NULL to use default parameters.
	srcURI	Pointer to the device unique user part of the source URI string. It will override any configured source URI for the ComId. The user part of the source URI string is sent in the MD protocol header. Set to NULL if not used. <b>Note:</b> The host part can be created at destination side out of the <code>srcIpAddr</code> Syntax of a complete URI string: [user]@[host].
	destURI	Pointer to the user part of the destination URI string received in the reply. Used to override any configured destination URI for the ComId. The user part of the destination URI string is sent in the MD protocol header. Set to NULL if not used. <b>Note:</b> The host part can be created at destination side out of the <code>destIpAddr</code> Syntax of a complete URI string: [user]@[host].
Returns C	0 if ok, !=0 if error, see chapter 12.1	
Returns C++	0 if ok, if error exception thrown, see chapter 12.1.	

### 9.10.8. *tlm\_addListener*

Name		<b>tlm_addListener</b>
Synopsis C	<pre>TRDP_ERR_T tlm_addListener(     TRDP_APP_T          appHandle,     TRDP_LIS_T          *pListenHandle,     const void          *pUserRef,     const UINT32         comId,     const UINT32         topoCount,     TRDP_IP_ADDR_T      destIpAddr,     TRDP_FLAGS_T         *pktFlags,     const TRDP_URI_USER_T destURI);</pre>	
Synopsis C++	<pre>TRDP_ERR_T tlm::addListener(     TRDP_LIS_T          *pListenHandle,     const UINT32         comId,     const void          *pUserRef,     const UINT32         topoCount,     TRDP_IP_ADDR_T      destIpAddr,     TRDP_FLAGS_T         *pktFlags,     const TRDP_URI_USER_T destURI);</pre>	
Abstract	<p>Add a listener for message data with the given ComId and/or given destination (defined by IP address and URI user part).</p> <p>TRDP will put received messages on the common callback function.</p> <p>Join multicast IP address for given multicast destinations.</p> <p>When a listener is added for both ComId's and destination URI strings using the same caller reference a received message matching both ComId and destination URI string will only be put on the queue once and the callback function will only be called once.</p>	
Parameters	appHandle	(C) Handle returned by tlc_openSession()
	pListenHandle	Pointer to listener handle to be given back by this call.
	pUserRef	User reference value. Can be used by the application to connect a received message with an added listener. The same value will be reported back by the TRDP when a message is received via the queue and/or when the callback function is called.
	comId	ComId to listen to. In case of URI listener set 0..
	topoCount	Pointer to callback function to be added to the listener list Set to NULL if not used.
	destIpAddr	Destination IP Address. Used to join multicast IP addresses. Set 0 if not used.
	pktFlags	OPTIONS: TRDP_FLAGS_DEFAULT, TRDP_FLAGS_MARSHALL, TRDP_FLAGS_TCP Note: using TRDP_FLAGS_DEFAULT the flags specified in the default MD configuration are used Note: using TRDP_FLAGS_TCP instead of a UDP listener a TCP listener will be created
	destURI	Pointer to destination URI string user part. The user part of the URI will be used to match received message, see the following table. Set 0 in case of a ComId listener. Syntax of a complete URI string: user[@[host]].
Returns C	0 if ok, !=0 if error, see chapter 12.1	
Returns C++	0 if ok, if error exception thrown, see chapter 12.1.	

Received destination URI string, user part	Given destination URI string, user part			
	"instX.funcN"	"aInst.funcN" " or "funcN"	"instX.aFunc"	"aInst.aFunc" " or "aFunc"
"instX.funcN"	Yes	Yes	Yes	Yes
"instY.funcN"	No	Yes	No	Yes
"instX.funcM"	No	No	Yes	Yes
"instY.funcM"	No	No	No	Yes
"aInst.funcN" or "funcN"	Yes	Yes	Yes	Yes
"aInst.funcM" or "funcM"	No	No	Yes	Yes
"instX.aFunc"	Yes	Yes	Yes	Yes
"instY.aFunc"	No	Yes	No	Yes
"aInst.aFunc" or "aFunc"	Yes	Yes	Yes	Yes
"	No	No	No	No

Table 27 Matching of received destination URI strings and URI strings given by the parameter pDestURI.

**Joining multicast IP address:**

For MD sent as multicast messages the multicast address has to be joined by TRDP.

TRDP will use the destination IP address to check if a multicast address has to be joined.

*9.10.9. tlm\_delListener*

Name	tlm_delListener	
Synopsis C	<pre>TRDP_ERR_T tlm_delListener(     TRDP_APP_T  appHandle,     TRDP_LIS_T  handle) ;</pre>	
Synopsis C++	<pre>TRDP_ERR_T tlm::delListener(     TRDP_LIS_T  handle) ;</pre>	
Abstract	Remove the specified listener(s) using the given queue	
Parameters	appHandle	(C) Handle returned by tlc_openSession()
	handle	Listener reference
Returns C	0 if ok, !=0 if error, see chapter 12.1	
Returns C++	0 if ok, if error exception thrown, see chapter 12.1	

*9.10.10. tlm\_abort Session*

Name	tlm_abortSession	
Synopsis C	<pre>TRDP_ERR_T tlm_abortSession(     TRDP_APP_T    appHandle,     UINT32        *pSessionId) ;</pre>	
Synopsis C++	<pre>TRDP_ERR_T tlm::abortSession (     UINT32    *pSessionId);</pre>	
Abstract	Cancel the referenced session, drop pending messages and set the session id to zero	
Parameters	appHandle	(C) Handle returned by tlc_openSession()
	pSessionId	Pointer to session id
Returns C	0 if ok, !=0 if error, see chapter 12.1	
Returns C++	0 if ok, if error exception thrown, see chapter 12.1.	

## 10. Configuration Data

---

In order to exchange data over TCN, TRDP needs to be configured, e.g information on how to handle the data, where to send data etc. This information is stored in a *Configuration Database*.

The database can be populated from configuration file(s) in XML-format or with API functions. The database is usually read at start up from a configuration file in XML-format. The file(s) is created by an off-line tool and downloaded as a DLU (Downloadable Unit).

The structure of this XML file is described in a XML Schema Definition (.XSD). The file can be found in the TRDP API directory. By use of XML schema definition it is possible to validate a configuration file. The XSD only describes the formal structure of the configuration and should be used to validate the configurations by TRDP.

The optional utility functions for reading the XML configuration file(s) are described in chapter 14.1.

The definition files can be common for different communication concepts. In the chapters below only features relevant to TRDP are described. The TRDP configuration includes:

- Device Configuration Parameters
- Bus Interface Parameters including related Telegram Parameters (Exchange Parameters)
- Mapped device parameters
- Communication Parameters
- Dataset Parameters
- Debug Parameters

**Note:** The column “Optional/Required” in the tables below is used for what is optional and required for TRDP and not what is optional and required for the XML file or for other use of the XML file, e.g. tools.



```
<device attributes>
  <device-configuration attributes>
    :
  </device-configuration>
  <bus-interface-list>
    <bus-interface attributes>
      <telegram attributes >
        :
      </telegram>
      :
    </bus-interface>
    :
  </bus-interface-list>
  <mapped-device-list>
    <mapped-device attributes>
      <mapped-bus-interface attributes>
        <mapped-telegram attributes/>
        :
      </mapped-bus-interface>
      :
    </mapped-device>
    :
  </mapped-device-list>
  <com-parameter-list>
    <com-parameter attributes/>
    :
  </com-parameter-list>
  <data-set-list>
    <data-set attributes >
      :
    </data-set>
    :
  </data-set-list>
  <debug attributes/>
</device>
```

Name	Data Type	Optional/ Required	Description
host-name	STRING	Required	Device host name
leader-name	STRING	Optional	Leader host name, depending on redundancy concept
type	STRING	Optional	Device type, for information only

Table 28 Attributes for device tag

## 10.1. Device Configuration Parameters

The parameters given with the device configuration are needed `tlc_init()` call (see chapter 7.4.6).

Device configuration parameters may be provided for:

- Memory configuration

```

<device >
  <device-configuration attributes>
    <mem-block-list>
      <mem-block attributes/>
      <mem-block attributes/>
      :
    </mem-block-list>
  </device-configuration>
</device>

```

The tag “device-configuration” is optional.

All attributes that can be specified for the tags are described in the following table.

Name	Data Type	Optional/ Required	Description
memory-size	UINT32	Optional	Size of TRDP total memory

**Table 29** Attributes for device-configuration tag

### 10.1.1. Memory configuration

The TRDP uses a dynamic memory allocation, see chapter 13.2.

Configuration of memory size and/or configuration of memory blocks may be specified in the XML configuration file. If values is not specified TRDP default values will be used.

```

<device >
  <device-configuration attributes>
    <mem-block-list>
      <mem-block attributes>
        :
      </mem-block-list>
    :
  </device-configuration>
</device>

```

The tag “mem-block” is optional.

All attributes that can be specified for the tags are described the following table.

Name	Data Type	Optional/ Required	Description
size	UINT32	Required	Size of memory block
preallocate	UINT32	Optional	Number of preallocated memory block with the defined size

**Table 30** Attributes for mem-block tag

Default memory size: 4 Mbytes

Block size	No of preallocated blocks
32	0
64	0
128	0
256	0
512	0
1024	0
2048	0
4096	0
8192	0
16384	1
32768	1
65536	1
131072	4
262144	0
524288	0

**Table 31** Default values for memory blocks

## 10.2. Bus Interface List

The Bus interface list contains the configuration parameter needed for the specific interfaces.

```
<device>
  <bus-interface-list>
    <bus-interface attributes>
      <trdp-process attributes/>
      <pd-com-parameter attributes/>
      <pd-com-parameter attributes/>
      <telegram attributes >
      :
    </telegram>
    :
  </bus-interface>
  :
</bus-interface-list>
</device>
```

### 10.2.1. Bus Interface Configuration

The parameters given with the bus interface configuration are needed for the interface specific `tcl_openSession()` call (see chapter 7.4.7).

For each bus interfaces parameters may be provided for:

- Interface configuration
- Thread/task configuration
- Default PD Communication
- Default MD Communication
- Telegram configuration

```

<device>
  <bus-interface-list>
    <bus-interface attributes>
      <trdp-process attributes/>
      <pd-com-parameter attributes/>
      <pd-com-parameter attributes/>
      <telegram attributes >
      :
    </telegram>
    :
  </bus-interface>
  :
</bus-interface-list>
</device>

```

All attributes that can be specified for the tag “bus-interface” are described in the following table.

Name	Data Type	Optional/ Required	Description
network-id	UINT8	Required	Ip interface (1..4) on the device
name	STRING	Required	Interface name
host-ip	UINT32	Optional	Host ip address in case of redundancy
leader-ip	UINT32	Optional	Leader ip address in case of redundancy

**Table 32** Attributes for bus-interface tag

### 10.2.2. Process Configuration

At start up the TRDP main process is spawned for sending and receiving MD and PD. The thread/task priority and for cyclic thread/task the cycle time may be specified in the XML configuration file. If not specified TRDP default values will be used.

```

<device>
  <bus-interface-list>
    <bus-interface attributes>
      <trdp-process attributes/>
      <pd-com-parameter attributes/>
      <pd-com-parameter attributes/>
      <telegram attributes >
      :
    </telegram>
    :
  </bus-interface>
  :
</bus-interface-list>
</device>

```

The tag “trdp-process” is optional.

All attributes that can be specified are described in the following table.

Name	Data Type	Optional/ Required	Description
cycle-time	UINT32	Optional	Cycle time—in $\mu$ s. Only for cyclic threads/tasks
blocking	STRING	Optional	NO – non - blocking, YES – blocking
traffic-shaping	STRING	Optional	OFF – no traffic shaping, ON – traffic shaping
priority	UINT32	Optional	Priority for trdp process task. Values:1-255, 1 = highest, 0 = default

**Table 33** Attributes for trdp-process tag

Name	Value
cycle-time	10000
blocking	NO
traffic-shaping	ON
priority	64

**Table 34** Default values for thread/task

### 10.2.3. PD Communication Parameters

There are a number of parameters that may be configured for the PD communication in the XML configuration file. If not specified TRDP hard coded default values will be used.

```
<device>
  <bus-interface-list>
    <bus-interface attributes>
      <trdp-process attributes/>
      <pd-com-parameter attributes/>
      <md-com-parameter attributes/>
      <telegram attributes >
        :
      </telegram>
      :
    </bus-interface>
    :
  </bus-interface-list>
</device>
```

The tag “pd-com-parameter” is optional.

All attributes that can be specified for the tag “pd-com-parameter” are described in the following table.

Name	Data Type	Optional/ Required	Description
timeout-value	UINT32	Optional	Timeout value in $\mu$ s, before considering received process data as invalid. Disabled if 0 or not specified.
validity-behaviour	STRING	Optional	Behaviour when received process data is invalid. ZERO = zero values KeEP = keep last value
ttl	UINT32	Optional	Default time To live for PD.
qos	UINT32	Optional	Default quality of service for PD.
marshall	STRING	Optional	ON/OFF = enable/disable internal marshalling/unmarshalling
callback	STRING	Optional	ON/OFF = enable/disable call back
port	UINT32	Optional	Port to be used for PD communication

Table 35 Attributes for pd-com-parameter tag

Name	Value
timeout-value	100000
validity-behaviour	ZERO
ttl	64
qos	5
marshall	OFF
callback	OFF
port	20548

Table 36 Default values for pd-com-parameter

#### 10.2.4. MD Communication Parameters

There are a number of parameters that may be configured for the MD communication in the XML configuration file. If not specified TRDP hard coded default values will be used.

The here configured default values are used if nothing else is configured for the ComId, see 0

The default time-out time for waiting for a confirm message is used when no confirm time-out value is specified for a ComId.

The default time-out time for waiting for a reply message(s) is used when no reply time-out value is specified for a ComId.

TRDP stores received sequence numbers per source IP address, to detect resend messages that already have been received. More details are described in reference document [Wire]. The maximum number of stored sequence numbers per IP address may be configured.

```
<device>
  <bus-interface-list>
    <bus-interface attributes>
      <trdp-process attributes/>
      <pd-com-parameter attributes/>
      <md-com-parameter attributes/>
      <telegram attributes >
        :
      </telegram>
      :
    </bus-interface>
    :
  </bus-interface-list>
</device>
```

The tag “md-com-parameter” is optional.

All attributes that can be specified for the tag “md-com-parameter” are described in the following table..

Name	Data Type	Optional/ Required	Description
confirm-timeout	UINT32	Optional	Default time-out time in $\mu$ s for receiving a confirm message
reply-timeout	UINT32	Optional	Default time-out time in $\mu$ s for receiving response message(s)
connect-timeout	UINT32	Optional	Default time-out time in $\mu$ s to close a not used TCP connection
ttl	UINT32	Optional	Default time to live for MD.
qos	UINT32	Optional	Default quality of service for MD.
retries	UINT32	Optional	Default number of retries for MD request
protocol	STRING	Optional	TCP/UDP = default protocol
marshall	STRING	Optional	ON/OFF = enable/disable internal marshallung/unmarshallung
callback	STRING	Optional	ON/OFF = enable/disable call back
udp-port	UINT32	Optional	Port to be used for UDP MD communication
tcp-port	UINT32	Optional	Port to be used for TCP MD communication
num-sessions	UINT32	Optional	Maximal number of replier sessions to prevent DoS attacks

**Table 37** Attributes for md-com-parameter tag

Name	Value
confirm-timeout	1 000 000 µs
reply-timeout	5 000 000 µs
connect-timeout	60 000 000 µs
ttl	64
qos	3
retries	2
protocol	UDP
marshall	OFF
callback	ON
udp-port	20550
tcp-port	20550
num-sessions	1000

**Table 38** Default values for md-com-parameter



## 10.2.5. Telegram Configuration (ExchgPar)

The Telegram configuration contains the central elements for data exchange – the exchange parameters. It is identified by the central key *ComId*.

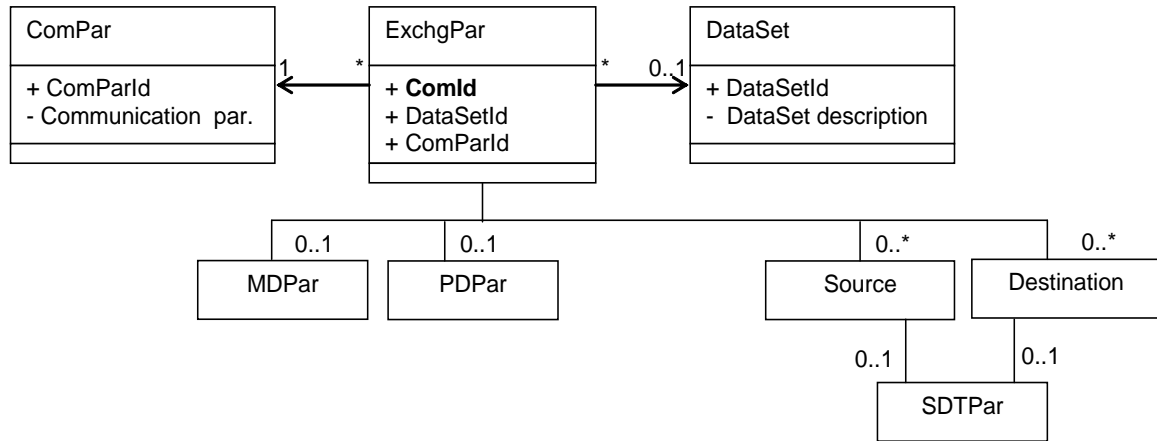


Figure 16 Exchange Parameters with the central key ComId

Each Exchange Parameter references one or no DataSet and one Communication Parameter. (Many Exchange Parameters can reference the same DataSet and Communication Parameter.) The Exchange Parameter also describes how to handle any Process and/or Message Data.

An Exchange Parameter is described in the XML file as a “telegram” tag.

Structure:

```
<device>
  <bus-interface-list>
    <bus-interface attributes>
      <trdp-process attributes/>
      <pd-com-parameter attributes/>
      <md-com-parameter attributes/>
      <telegram attributes >
        <md-parameter attributes />
        <pd-parameter attributes />
        <source attributes />
        <destination attributes />
      </telegram>
    :
  </bus-interface>
  :
</bus-interface-list>
</device>
```

The tags “sdt-parameter”, “md-parameter”, “pd-parameter”, “source” and “destination” are optional.

The tags “sdt-parameter”, “md-parameter” and “pd-parameter” can only be used one time for each ComId.

For each ComId the tags “source” and “destination” may be used several times with different values.

For some attributes there are default values.

All attributes that can be specified for the telegram tag are described in the following table.

Name	Data Type	Optional/ Required	Description
name	STRING	Optional	Required for tooling and debugging
com-id	UINT32	Required	ID for exchange parameter <b>Note:</b> Only the first found configuration of a ComId will be considered.
data-set-id	UINT32	Required for PD Optional for MD	ID for dataset to be exchanged.
com-parameter-id	UINT32	Optional	ID for communication parameter to be used, if not given the default parameters for MD/PD communication will be used

**Table 39** Attributes for telegram tag

**Note:** ComId's 1-1000 are reserved for special purpose (see Table 60).

### 10.2.5.1. MD Parameters

```

<device>
  <bus-interface-list>
    <bus-interface attributes>
      :
      <telegram attributes >
        :
        <md-parameter attributes/>
        :
      </telegram>
      :
    </bus-interface>
  </bus-interface-list>
</device>

```

Name	Data Type	Optional/ Required	Description
confirm-timeout	UINT32	Optional	Confirm time-out time in $\mu$ s Default value will be used at absence of the tag, see Table 38.
reply-timeout	UINT32	Optional	Response time-out time in $\mu$ s Default value will be used at absence of the tag, see Table 38.
marshall	STRING	Optional	ON/OFF = enable/disable internal marshall/unmarshall
callback	STRING	Optional	ON/OFF = enable/disable callback
protocol	STRING	Optional	UDP/TCP

**Table 40** Attributes for md-parameter tag

## 10.2.5.2. PD Parameters

```
<device>
  <bus-interface-list>
    <bus-interface attributes>
      :
      <telegram attributes >
        :
        <pd-parameter attributes/>
        :
      </telegram>
      :
    </bus-interface>
    :
  </bus-interface-list>
</device>
```

Name	Data Type	Optional/ Required	Description
timeout	UINT32	Optional	Timeout value in $\mu$ s, before considering received process data as invalid. Disabled if 0 or no specified value. Default value will be used at absence of the tag, see Table 36.
validity-behaviour	STRING	Optional	Behaviour when received process data is invalid. ZERO = zero values KEEP = keep the last value Default value will be used at absence of the tag, see .
cycle	UINT32	Required	Cycle time in $\mu$ s, describing how often a process data should be transmitted. TRDP will round this value to a multiple of the cycle time of the TRDP process thread. Default value will be used at absence of the tag, seeTable 36.
redundant	UINT32	Optional	>0 if process data is redundant, i.e. it should be transmitted in leader mode, and not in follower mode in a redundant system. See also chapter 8.10.9. Default value = 0 (no redundancy);
marshall	UINT32	Optional	ON/OFF - enable/disable internal marshalling/unmarshalling Default value will be used at absence of the tag, see Table 36.
callback	STRING	Optional	ON/OFF = enable/disable callback
offset-address	UINT16	Optional	Offset-address for PD in traffic store for ladder topology

Table 41 Attributes for pd-parameter tag

### 10.2.5.3. Source Parameters

```

<device>
  <bus-interface-list>
    <bus-interface attributes>
      :
      <telegram attributes >
        :
        <source attributes>
          <sdt-parameter attributes />
        </source>
      :
    </telegram>
    :
  </bus-interface>
  :
</bus-interface-list>
</device>

```

Name	Data Type	Optional/ Required	Description
id	UINT32	Required	Source identifier.
uri1	STRING	Required	Source URI for process and message data. Used for PD filtering at receiver side to only receive data from a specific end device(s) or for MD as information provided to the receiving side. Syntax : [[user@]host] <b>Note:</b> If not specified here or overridden in the subscribe call, then no filtering for PD used. If not specified here or overridden in any MD send call, the URI (host part) of the own device is used. <b>Note:</b> Only URI strings that are resolved as unicast IP addresses can be used.
uri2	STRING	Optional	For process data a second source URI string can be given for source filtering, e.g. for redundant devices. Syntax : [host] <b>Note:</b> If not specified here or overridden in the subscribe call, then no filtering for PD used. If not specified here or overridden in any MD send call, the URI (host part) of the own device is used. <b>Note:</b> Only URI strings that are resolved as unicast IP addresses can be used.
name	STRING	Optional	Optional name for the connection

Table 42 Attributes for source tag

#### 10.2.5.4. Destination Parameters

```
<device>
  </bus-interface-list>
  <bus-interface attributes>
    :
    <telegram attributes >
      :
      <destination attributes
        <sdt-parameter attributes />
      </destination>
      :
    </telegram>
    :
  </bus-interface>
  :
</bus-interface-list>
</device>
```

Name	Data Type	Optional/ Required	Description
id	UINT32	Required	Destination identifier.
uri	STRING	Required	Destination URI for process and message data. Syntax: [user@]host If not specified here it has to be set/overridden in any send/publish call. The URI user part is used in the MD header frame to address a URI listener. The URI host part is used to resolve the destination IP address used for sending and at receiver side to check if the IP address is a multicast address that has to be joined.
name	STRING	Optional	Optional name for the connection

Table 43 Attributes for destination tag

### 10.2.5.5. SDT Parameters

```

<device>
  <bus-interface-list>
    <bus-interface attributes>
      :
      <telegram attributes >
        :
        <source attributes
          <sdt-parameter attributes />
        </source>
        :
        <destination attributes
          <sdt-parameter attributes />
        </destination>
        :
      </telegram>
      :
    </bus-interface>
  </bus-interface-list>
</device>

```

The tag “sdt-parameter” is optional.

Name	Data Type	Optional/ Required	Description
smi1	UINT32	Required	Safe message identifier – unique for this message at consist level
smi2	UINT32	Optional	Safe message identifier for a redundant device – unique for this message at consist level
udv	UINT16	Required	User data version
rx-period	UINT16	Required	Sink cycle time
tx-period	UINT16	Required	Source cycle time
n-rxsafe	UINT8	Optional	Timeout cycles
n-guard	UINT16	Optional	Initial timeout cycles
cm-thr	UINT32	Optional	Channel monitoring threshold

**Table 44** Attributes for sdt-parameter tag

Name	Value
smi2	0
n-rxsafe	3
n-guard	100
cm-thr	10

**Table 45** Default values for sdt-parameter tag

### 10.3. Mapped Device Parameters

There might be the requirement to have for several identical devices the same configuration structure (e.g. the different door controllers of the consist). This is supported by the mapped device tag, containing the differences for the specific mapped devices.

```
<device>
  <device-configuration>
    :
  </device-configuration>
  <mapped-device-list>
    <mapped-device attributes>
      <mapped-bus-interface attributes>
        <mapped-telegram attributes>
          :
        </mapped-telegram attributes>
        :
      </mapped-bus-interface>
      :
    </mapped-device>
    :
  </mapped-device-list>
  :
</device>
```

The tags “mapped-device-list” and “mapped-device” are optional.

**All attributes that can be specified for the tag “mapped-device” are described in the following table.**

Name	Data Type	Optional/ Required	Description
host-name	STRING	Required	Device name
leader-name	STRING	Optional	Leader name, optional for redundant devices

**Table 46 Attributes for mapped-device tag**

### 10.3.1. Mapped Bus Interface Parameters

For each bus interface of a mapped device the different attributes regarding the process data, sources, destinations and related SDT parameters of the telegrams can be specified.

```
<device>
  <device-configuration>
  :
</device-configuration>
<mapped-device list>
  <mapped-device attributes>
    <mapped-bus-interface attributes>
      <mapped-telegram attributes>
        <mapped-pd-parameter attributes>
        <mapped-source attributes>
          <mapped-sdt-parameter attributes>
        </mapped-source>
        :
        <mapped-destination attributes>
          <mapped-sdt-parameter attributes>
        </mapped-destination>
        :
      </mapped-telegram>
    :
  </mapped-bus-interface>
  :
</mapped device>
</mapped-device-list>
</device>
```

The tag “mapped-bus-interface” is optional.

All attributes that can be specified for the tag “mapped-telegram” are described in the following table.

Name	Data Type	Optional/ Required	Description
name	STRING	Required	Name for this interface
host-ip	UINT32	Optional	IP address for this interface
leader-ip	UINT32	Optional	Leader IP address in case of redundancy

Table 47 Attributes for mapped-bus-interface tag

The tag “mapped-telegram” is optional.

All attributes that can be specified for the tag “mapped-telegram” are described in the following table.

Name	Data Type	Optional/ Required	Description
com-id	UINT32	Required	ComId of the mapped telegram
name	STRING	Optional	Optional different name for the telegram

Table 48 Attributes for mapped-telegram tag

The tag “mapped-pd-parameter” is optional.

Name	Data Type	Optional/ Required	Description
offset-address	UINT16	Optional	Offset-address for PD in traffic store for ladder topology

Table 49 Attributes for mapped-pd-parameter tag



The tag “mapped-source” is optional.

All attributes that can be specified for the tag “mapped-source” are described in the following table.

Name	Data Type	Optional/ Required	Description
Id	UINT32	Required	Identifier of the source of the telegram
uri1	STRING	Required	Source URI for process and message data. Used for PD filtering at receiver side to only receive data from a specific end device(s) or for MD as information provided to the receiving side. For process data the source URI string can include up to two comma separated URI strings, e.g. redundant devices. Syntax: [[user@]host[, host]] <b>Note:</b> If not specified here or overridden in the subscribe call, then no filtering for PD used. If not specified here or overridden in any MD send call, the URI (host part) of the own device is used. <b>Note:</b> Only URI strings that are resolved as unicast IP addresses can be used.
uri2	STRING	Optional	For process data a second source URI string can be given for source filtering, e.g. for redundant devices. Syntax : [host] <b>Note:</b> If not specified here or overridden in the subscribe call, then no filtering for PD used. If not specified here or overridden in any MD send call, the URI (host part) of the own device is used. <b>Note:</b> Only URI strings that are resolved as unicast IP addresses can be used.
name	STRING	Optional	Optional different name for the connection

**Table 50 Attributes for mapped-source tag**

The tag “mapped-destination” is optional.

All attributes that can be specified for the tag “mapped-destination” are described in the following table.

Name	Data Type	Optional/ Required	Description
Id	UINT32	Required	Identifier of the destination of the telegram
uri	STRING	Required	Destination URI for process and message data. Syntax: [user@]host If not specified here it has to be set/overridden in any send/publish call. The URI user part is used in the MD header frame to address a URI listener. The URI host part is used to resolve the destination IP address used for sending and at receiver side to check if the IP address is a multicast address that has to be joined.
name	STRING	Optional	Optional different name for the connection

**Table 51 Attributes for mapped-destination tag**

The tag “mapped-sdt-parameter” is optional.

All attributes that can be specified for the tag “mapped-sdt parameters” are described in the following table.

Name	Data Type	Optional/ Required	Description
smi1	UINT32	Required	Required for SDT telegrams.
smi2	UINT32	Optional	Required for redundant SDT telegrams.

Table 52 Attributes for mapped-sdt-parameter tag

## 10.4. Communication Parameters (ComPar)

The Communication Parameter information describes in which way the communication should take place. In most cases one set of parameters is sufficient but it is possible to specify specific communication parameters for special situations.

A Communication Parameter is described in the XML file as a “com-parameter” tag.

Structure:

```
<device>
  <com-parameter-list>
    <com-parameter attributes/>
    :
  </com-parameter-list>
</device>
```

All attributes that can be specified for the tag are described in Table 53.

Name	Data Type	Optional/ Required	Description
id	UINT32	Required	ID for communication parameter <b>Note:</b> Only the first configuration of a com-parameter-id will be considered.
qos	UINT32	Required	Quality of Service, what priority level data should be sent with, 0..7
ttl	UINT32	Optional	Time To Live, how many jumps a message should live, 0..255, default = 64.
retries	UINT32	Optional	Number of retries used for MD request

Table 53 Attributes for com-parameter tag

### 10.4.1. Default Communication Parameters

Most communication can be done with a small set of communication parameters. To simplify for the TRDP user there are always two sets of default communication parameters available.

Com-parameter-id	qos	time-to-live	retries	Description
1	5	64	0	Suitable for PD communication
2	3	64	3	Suitable for MD communication

Table 54 Default communication parameters

## 10.5. DataSet Parameters

Data communication over the IP Train is done with *DataSets*.

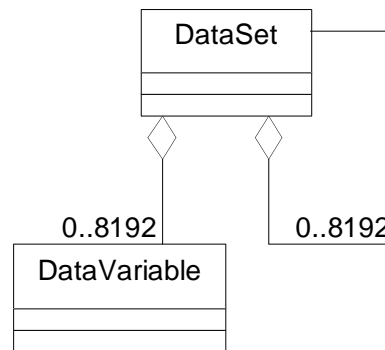


Figure 17 DataSet structure

A DataSet is a container of data items, like a *structure* in C language. A DataSet can contain up to 8192 DataVariables or other DataSets. A *DataVariable* is data of one of the basic data types (UINT8, REAL32 etc.), see chapter 4.2 Each DataVariable or DataSet can be single or multiple instances. Multiple instances (arrays) can be of fix or variable size.

The maximum depth of a dataset within a dataset is 5.

The DataSet configuration information describes all datasets to be used in data exchange. Many Exchange Parameters can use one single DataSet.

The DataSet describes the structure of the data, i.e. which data variables and other datasets it contain. By use of this information TRDP can send and receive data in such a way that it complies with the data formats required on the TCN. Applications do not have to do any further adjustment to be able to use the data.

A DataSet is described in the XML file as a “data-set” tag. Inside this there are “element” tags.

Structure:

```

<device>
  <data-set-list>
    <data-set attributes >
      <element attributes />
      :
    </data-set>
    :
  </data-set-list>
</device>
  
```

All attributes that can be specified for the tags are described in Table 55.

Name	Data Type	Optional/ Required	Description
name	STRING	Optional	Required for tooling and debugging
id	UINT32	Required	ID for dataset <b>Note:</b> Only the first found configuration of a data-set-id will be considered.

Table 55 Attributes for data-set tag

### 10.5.1. DataSet Element

To be able to perform marshalling of datasets, all end devices must have information about structure and content of the datasets. This information is stored in a Dataset Formatting Table in the configuration database. This table describes for each data item of the DataSet its *type* and *array size*. For visualization purposes each element can have the additional attributes unit, scale and offset.

Each element of a DataSet can be either a DataVariable or DataSet. Up to 8192 elements are possible.

```
<device>
  <data-set-list>
    <data-set attributes >
      <element attributes />
      :
    </data-set>
    :
  </data-set-list>
</device>
```

Name	Data Type	Optional/ Required	Description
name	STRING	Optional	Required for tooling and debugging
type	INT32	Required	Data type of data variable (INT8, INT16 ..., see Table 3) or dataset identifier (1..)
array-size	UINT32	Optional	0 = Array with dynamic size 1 = Single >1 Number of instances in array Default = 1
unit	STRING	Optional	Unit text for visualisation purposes.
scale	FLOAT	Optional	Factor for visualisation purposes (val = scale*x+offset).
offset	INT32	Optional	Offset for visualisation purposes (val = scale*x+offset).

**Table 56** Attributes for element tag

#### 10.5.1.1. DataSet Element Type

If the type is another DataSet the *Type* is the ID of the dataset (positive integer, 1..).

For a DataVariable the *Type* tells the marshalling software the size of the data but also how to treat it. A 4-byte string should not be treated the same way as 4-byte integer or real. The Datatype constants currently available are described in Table 3 on page 22.

The table describes all data types that can be used on the TCN. For IEC-61131 software only a sub-set of types with fixed size can be used.

**Note:** The C++ type “bool” is often not resolved into a UINT8 variable by the compiler.

#### 10.5.1.2. DataSet Element array-size

The *array-size* describes the number of instances for the data item.

Array-size	Instances
1	Single
2..n	Array, fixed size 2..n
0	Array, dynamic size

**Table 57** Use of element array size

A dynamic sized array must be preceded by a UINT8, UNIT16 or UINT32, containing current size of the array, i.e. number of items in the array (not number of bytes). See also example in chapter 10.5.2.4.

Dynamic sized arrays can only be used for message data and not for process data.

## 10.5.2. Examples of DataSets

The examples below show different types of datasets with example of included DataVariables and DataSets, single and multiple instances, fixed or variable.

### 10.5.2.1. DataSet with DataVariables

This dataset contains single instances of basic data types.

C Declaration	Dataset Formatting Table		
	Type	Number	Comment
struct DS57 { UINT32 a; UINT8 b; INT16 c; REAL32 d; };			
	UINT32	1	Single
	UINT8	1	Single
	INT16	1	Single
	REAL32	1	Single

XML configuration example:

```
<device>  
  <data-set-list>  
    <data-set id="57" >  
      <element type="UINT32" array-size="1" name="a" />  
      <element type="UINT8" array-size="1" name="b" />  
      <element type="INT16" array-size="1" name="c" />  
      <element type="REAL32" array-size="1" name="d" />  
    </data-set>  
    :  
  </data-set-list>  
</device>
```

### 10.5.2.2. DataSet with other DataSet

In this example a dataset DS3 contains another dataset DS2.

To specify that a dataset contain another dataset, the column for Type is set to the ID of that dataset. The marshalling software will recognize this by the positive value. Codes for basic data types are negative.

C Declaration	Dataset Formatting Table		
	Type	Number	Comment
struct DS2 { UINT32 a1; INT32 b1; INT32 c1; };			
	UINT32	1	Single
	INT32	1	Single
	INT32	1	Single
struct DS3 { UINT32 a; INT32 b; struct DS2 c; };			
	UINT32	1	Single
	INT32	1	Single
	ID of DS2	1	Single

XML configuration example:

```
<device>
  <data-set-list>
    <data-set id="2" >
      <element type="UINT32" array-size="1" name="a1" />
      <element type="INT32" array-size="1" name="b1" />
      <element type="INT32" array-size="1" name="c1" />
    </data-set>
    <data-set id="3" >
      <element type="UINT32" array-size="1" name="a" />
      <element type="INT32" array-size="1" name="b" />
      <element type="2" array-size="1" name="c" />
    </data-set>
    :
  </data-set-list>
</device>
```

### 10.5.2.3. DataSet with Fixed Sized Arrays

In this example a dataset contains multiple instances of DataVariables and DataSets, i.e. arrays of data.

C Declaration	Dataset Formatting Table		
	Type	Number	Comment
<pre>struct DS4 {   INT32 a[17];   struct DS2 b[3]; };</pre>			
	INT32	17	Array of integers
	ID of DS2	3	Array of datasets

The first data item is an array of 17 instances of INT32;

The second data item is an array of 3 instances of dataset DS2.

XML configuration example:

```
<device>
  <data-set-list>
    <data-set id="2" >
      <element type="UINT32" array-size="1" name="a1" />
      <element type="INT32" array-size="1" name="b1" />
      <element type="INT32" array-size="1" name="c1" />
    </data-set>
    <data-set id="4" >
      <element type="INT32" array-size="17" name="a" />
      <element type="2" array-size="3" name="b" />
    </data-set>
    :
  </data-set-list>
</device>
```

### 10.5.2.4. DataSet with Dynamic sized arrays

In this example a dataset contains instances of arrays, but the size of the arrays is not predefined in the configuration database but dynamically specified at runtime.

A dynamically sized array must be preceded with a size of type UINT8, UINT16 or UINT32 that contains the current size of the array. These must be loaded with current size at run-time. Size should be set to number of items in the array.

Dynamic size of arrays means that there is no information in the configuration database about the size of the array.

**Note:** Dynamic sized datasets can only be used in MD communication, not in PD communication.

Declaration	Dataset Formatting Table		
	Type	Number	Comment
struct DS5 { UINT32 aSize; INT32 b[5]; };			
	UINT32	1	Size of array b (=5)
	INT32	0	

Declaration	Dataset Formatting Table		
	Type	Number	Comment
struct DS6 { UINT32 aSize; INT32 b[5]; UINT16 cSize; struct DS2 d[9]; };			
	UINT32	1	Size of array b (=5)
	INT32	0	
	UINT16	1	Size of array d (=9)
	ID of DS2	0	

#### XML configuration example:

```
<device>
  <data-set-list>
    <data-set id="2" >
      <element type="UINT32" array-size="1" name="a1" />
      <element type="INT32" array-size="1" name="b1" />
      <element type="INT32" array-size="1" name="c1" />
    </data-set>
    <data-set id="5" >
      <element type="UINT32" array-size="1" name="a" />
      <element type="IN32" array-size="0" name="b" />
    </data-set>
    <data-set id="6" >
      <element type="UINT32" array-size="1" name="a" />
      <element type="INT32" array-size="0" name="b" />
      <element type="UIN32" array-size="1" name="c" />
      <element type="2" array-size="0" name="d" />
    </data-set>
    :
  </data-set-list>
</device>
```

The example of structure for data set 6 in the figure above is not very useful unless there are several similar structure used for sending with the same dataset ID. When this type of structure is used where a dynamic array is followed by any other variable type the size variables has to be set to exactly the size of the corresponding array. See the code example below for a more useful way to use this type of dynamic dataset. Another possibility, as for data set 5, is to only use one dynamic array in the end of the dataset then the size varaibel can be set to the current used size of the array. Code example for dataset 6:

```

char buf[2000];
UINT16 *p;
UINT32 len;

p = (UINT16 *) buf;          /* Set pointer to start of buffer */
*p++ = currASize;           /* Store current size of array a */
memcpy(p, aBuffer, currASize * sizeof(INT32));
p = (char *) p + currASize * sizeof(INT32); /* Move pointer */

*p++ = currBSize;           /* Store current size of array b */
memcpy(p, bBuffer, currBSize * sizeof(struct DS2));
p = (char *) p + currBSize * sizeof(struct DS2);

len = (char *) p - buf;      /* length of buffer, no. of bytes */

```

#### 10.5.2.5. DataSet for Transparent Communication

In some cases applications want to exchange data without any interference of marshalling software, e.g for uploading of recorded binary data. This can be achieved by sending a dataset that contains only one data item: a dynamic sized array of bytes, unsigned 8 bit integers or for by sending a comId without any specified dataset. As mentioned before dynamic data set can only be send as message data.

Declaration	Dataset Formatting Table		
	Type	Number	Comment
<pre> struct DS5 {     UINT32 bufSize;     UINT8 buf[n]; }; </pre>			
	UINT32	1	Size of array buf (=n)
	UINT8	0	Array of bytes

The sending buffer `buf` must be preceded with the size of the buffer to send, loaded with the number of items in `buf`, i.e. 'n'.

## 10.6. Controlling Trace Output

To control the trace output there is a "debug" tag with four attributes "level-trdp", "info-trdp" "file-size" and "file-name" in the configuration XML file. Since the implementation of the logging functionality itself is up to the application, this part of the XML-File is an optional service for the application which can be used or not.

```

<device>
  <debug attributes />
</device>

```

The tag "debug" is optional. All attributes that can be specified for the tag "debug" are described in the following table.



Name	Data Type	Optional/ Required	Description
level	STRING	Optional	Debug output level: Blank, "" OR " " - turned off E OR e - errors I OR i - information W OR w - warnings
info	STRING	optional	Debug info: Blank, "" or " " - Show only error/warning text D,T,d OR t - Show date and time F OR f - Show source file name and line C OR c - Show category
file-size	UINT32	Optional	The maximum file size for storing trace outputs before overwriting old values.
file-name	STRING	Optional	"" OR " " means only standard IO output except for TRDP daemon, otherwise filename and path needs to be given.

Table 58 Attributes for debug tag

Name	Value
Level	"E"
Info	""
file-size	65536
file-name	"" (stdio)

Table 59 Default values for debug-parameter

Example:

```
<debug file-name="c:/temp/debug.txt" file-size="16000" level="w" info="LFD"/>
```

## 10.7. Populating Configuration Database

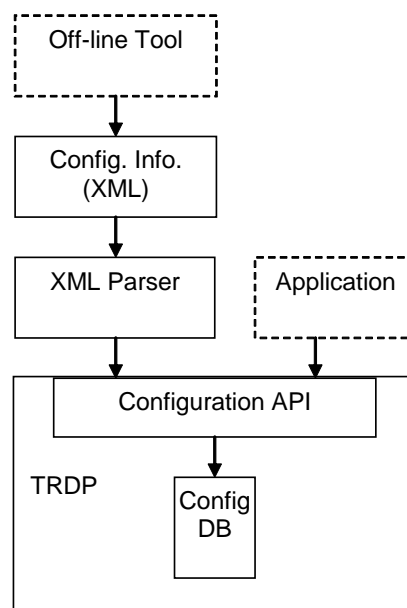


Figure 18 Configuration data tool chain

To be able to function correctly TRDP needs configuration data in its configuration database. This can be populated in two ways: with configuration file(s) at start up or by application via an API during run-time.

### *10.7.1. XML Configuration File*

An off-line configuration tool can generate the TRDP XML configuration file(s). The file(s) can be downloaded to the end device and stored in its file system.

More than one configuration file may be used. The XML configuration file(s) is parsed by the *XML Parser* at call of the related methods described in chapter 14.1. The retrieved data can be used in the call of `tlc_openSession (C)` or `tlc::openSession (C++)`.

### *10.7.2. Example XML Configuration File*

Examples of XML configuration file are provided in the archive file `trdp-example.zip`.

## 10.8. Reserved ComId's

The ComId's 1-1000 are reserved for system level. The usage is listed in the following table. For application use only ComId's >1000 shall be used.

ComId	Use
10	Echo
31	Request to retrieve TRDP statistics information
35	Reply of TRDP global statistics (see Table 101)
37	Reply of PD subscription statistics (see Table 102)
39	Reply of PD publish statistics (see Table 103)
41	Reply of Redundancy statistics (see Table 105)
43	Reply of Join
45	Statistics reply of UDP MD listener statistics (see Table 104)
46	Statistics reply of TCP MD listener statistics (see Table 104)
100	PD push Inauguration state and topo count telegram
101	PD pull request telegram to retrieve dynamic train configuration information
102	PD pull reply telegram with dynamic train configuration information
103	MD request telegram to retrieve static consist and car information
104	MD reply telegram with static consist and car information
105	MD request telegram to retrieve device information for a given consist/car/device
106	MD reply telegram with device information for a given consist/car/device
107	MD request telegram to retrieve consist and car properties for a given consist/car
108	MD reply telegram with consist and car properties for a given consist/car
109	MD request telegram to retrieve device properties for a given consist/car/device
110	MD reply telegram with device properties for a given consist/car/device
111	MD request telegram for manual insertion of a given consist/car
112	MD reply telegram for manual insertion of a given consist/car
120..129	IPTSwitch Control&Monitoring Interface
125	MD Data (Version) Request Telegram
126	MD Counter Telegram
127	MD Dynamic Configuration Telegram
128	MD Dynamic Configuration Telegram Response
129	PD Dynamic Configuration Telegram (redundant TS to TS IPC)
400..415	SDTv2 validation test
1000	Test telegram with data

**Table 60** Reserved ComId's

## 10.9. Reserved Dataset Id's

The dataset id's 1-1000 are reserved for system level. The usage is listed in the following table. For application use only dataset id's >1000 shall be used.

Dataset Id	Use
1..30	Basic data types of Table 3
31	Request to retrieve TRDP statistics information
32	Memory statistics (see Table 98)
33	PD global statistics (see Table 99)
34	MD global statistics (see Table 100)
35	TRDP global statistics (see Table 101)
36	PD subscription statistics (see Table 102)
37	PD subscription statistics array
38	PD publish statistics (see Table 103)
39	PD publish statistics array
40	Redundancy statistics (see Table 105)
41	Redundancy statistics array
42	Join statistics MD
43	Join statistics MD array
44	Listener statistics (see Table 104)
45	Listener statistics array
100	PD push Inauguration state and topo count telegram
101	PD pull request telegram to retrieve dynamic train configuration information
102	PD pull reply telegram with dynamic train configuration information
103	MD request telegram to retrieve static consist and car information
104	MD reply telegram with static consist and car information
105	MD request telegram to retrieve device information for a given consist/car/device
106	MD reply telegram with device information for a given consist/car/device
107	MD request telegram to retrieve consist and car properties for a given consist/car
108	MD reply telegram with consist and car properties for a given consist/car
109	MD request telegram to retrieve device properties for a given consist/car/device
110	MD reply telegram with device properties for a given consist/car/device
111	MD request telegram for manual insertion of a given consist/car
112	MD reply telegram for manual insertion of a given consist/car
120..129	IPSwitch Control&Monitoring Interface
125	MD Data (Version) Request Telegram
126	MD Counter Telegram
127	MD Dynamic Configuration Telegram
128	MD Dynamic Configuration Telegram Response
129	PD Dynamic Configuration Telegram (redundant TS to TS IPC)
400..415	SDTv2 validation test
1000	Test dataset

**Table 61 Reserved Dataset Id's**

## *11. Marshalling*

---

### *11.1. Marshalling Rules*

---

The *marshalling rules* describe how data types should be converted from the internal representation to the representation on the TCN.

**Note:** In case marshalling is disabled then there is no conversion done and the data is sent on the wire as it is stored in the memory of the host.

#### *11.1.1. Data Representation*

All data on the TCN are Big Endian.

REAL32 is transmitted as IEEE 32 bit float format.

STRING is transmitted as zero-terminated 8 bit ASCII characters.

UNICODE16 string is transmitted as array of UINT16 (with marshalling). If a UINT16 zero is found it is considered end of string. BOM (Byte Order Marker) is supported.

#### *11.1.2. Packing*

Packing is performed with the following rules:

1. Only relevant data bytes are transmitted, padding bytes added by the compiler are suppressed.
2. For strings of type STRING or UNICODE16 only characters up to and including the zero-termination are transmitted.
3. Resulting datagram is padded with trailing bytes to give a total size of a multiple of 32 bits. These bytes are set zero.

#### *11.1.3. Example*

A dataset is described in following way:

```
struct {  
    INT8  a;  
    INT16 b;  
    INT8  c, d;  
    INT32 e;  
    INT8  f;  
};
```

On a 32 bit, little-endian processor (e.g. Intel PC) this is probably stored in memory as:

Address	0	+1	+2	+3
0	a		b (LSB)	b (MSB)
4	c	d		
8	e (LSB, byte 0)	e (byte 1)	e (byte 2)	e (MSB, byte 3)
12	f			

(blank cells = padded bytes, unknown state)

When sending a dataset with TRDP the marshalled datagram will be like this:

MSB			LSB
IP Header			
UDP Header			
RTP Header			
PD Header			
a	b (MSB)	b (LSB)	c
d	e (MSB, byte 0)	e (byte 1)	e (byte 2)
e (LSB, byte 3)	f	P	P
FCS (for DataSet)			

P = padding, set to 0.

**Note:** On the wire, the MSB is numbered as byte 0 and is sent first in a stream. The most significant bit in a byte is numbered as bit 0. See also [Wire].

Actual byte stream sent:

<all header bytes>
a
b (MSB)
b (LSB)
C
D
e (MSB, byte 0)
e (byte 1)
e (byte 2)
e (LSB, byte 3)
F
P
P
FCS (MSB, byte 0)
FCS (byte 1)
FCS (byte 2)
FCS (LSB, byte 3)

## 11.2. Marshalling Software

The marshalling software must convert data from the internal representation to the standard representation on the TCN. To its use it has the information in the configuration database, which describes the content and structure of the datasets. This is not completely sufficient. The software must also know how data is handled in the present environment. This can be depending on hardware, compiler and operating system.

The TRDP software can never be 100 % portable but the current implementation automatically takes care of most problems of a port to a new platform. At start up TRDP checks that alignment conditions are as expected. Below is described how TRDP handles different items.

### 11.2.1. Order of Bytes

In multi-byte data, e.g. INT32, the order in which data is stored could differ. Computers that store Least Significant Part on Least Significant Address are said to be "Little Endian". Computers that store Most Significant Part on Least Significant Address are said to be "Big Endian". All data on the TCN shall be Big Endian.

TRDP marshalling automatically handles reordering of Little Endian data.

### *11.2.2. Alignment*

Compilers assign memory for variables and structures to get fast execution speed. This means that subsequent variables not necessarily are positioned on subsequent bytes. Intermediate bytes may be skipped, *padded*. This is called *alignment*.

TRDP marshalling automatically handles alignment, if the environment is using *natural* alignment, which most compilers do.

Natural alignment means that a variable is aligned depending on the size of the variable. A 1-byte variable is aligned to any address, a 2-byte variable is aligned to an even address, and a 4-byte variable is aligned to an address that is a multiple of 4. Datatypes with sizes larger than 4 bytes are aligned according the return value of the *alignof()* operator.

A structure is aligned depending on the largest alignment of any of its components.

### *11.2.3. Data Representation*

Some data types can be represented differently. One example is *floats*, where there are alternative methods of storing decimal values.

TRDP marshalling currently does not perform any change in data representation.

## 12. Error Handling

TRDP can in some situations not fulfil its task, e.g. because of lack of memory, illegal buffer sizes. In such cases TRDP has two ways of indicating this to the calling application:

- Method return code (C / C++ methods)
- Raising exception (C++ methods)

### 12.1. Return / Error Codes

Return codes are used in the C / C++ interface. TRDP methods return a code as an integer with values according to following table. As well as exceptions are used in the C++ interface, and are raised if according to following table. The return codes -1 .. -29 are mirrored over from VOS level.

Value	Name	Description
0	TRDP_NO_ERR	No error
-1	TRDP_PARAM_ERR	Parameter missing or out of range
-2	TRDP_INIT_ERR	Call without valid initialisation
-3	TRDP_NOINIT_ERR	Call with invalid handle
-4	TRDP_TIMEOUT_ERR	Timeout
-5	TRDP_NODATA_ERR	Non blocking mode: no data received
-6	TRDP SOCK_ERR	Socket error / option not supported
-7	TRDP_IO_ERR	Socket IO error, data can't be received/sent
-8	TRDP_MEM_ERR	No more/not enough memory available
-9	TRDP_SEMA_ERR	Semaphore not available
-10	TRDP_QUEUE_ERR	Queue empty
-11	TRDP_QUEUE_FULL_ERR	Queue full
-12	TRDP_MUTEX_ERR	Mutex not available
-13	TRDP_THREAD_ERR	Thread not available
-14..-29	Reserved	
-30	TRDP_NO_SESSION_ERR	No valid SessionId
-31	TRDP_SESSION_ABORT_ERR	Session aborted
-32	TRDP_NOSUB_ERR	No subscriber
-33	TRDP_NOPUB_ERR	No publisher
-34	TRDP_NOLIST_ERR	No listener
-35	TRDP_CRC_ERR	CRC check error
-36	TRDP_WIRE_ERR	
-37	TRDP_TOPO_ERR	Topo counter not valid
-38	TRDP_COMID_ERR	No valid ComId
-39	TRDP_STATE_ERR	Call in wrong state
-40	TRDP_APP_TIMEOUT_ERR	Application timeout
-41	TRDP_APP_REPLYTO_ERR	Application reply sent timeout
-42	TRDP_APP_CONFIRMTO_ERR	Application confirm sent timeout
-43	TRDP_REPLYTO_ERR	Reply timeout
-44	TRDP_CONFIRMTO_ERR	Confirm timeout
-45	TRDP_REQCONFIRMTO_ERR	Request confirm timeout
-46	TRDP_PACKET_ERR	Incomplete MD packet
-99	TRDP_UNKNOWN_ERR	Unspecified error

Table 62 Enumeration TRDP\_ERR\_T – Error code definitions for TRDP



The TLC methods may throw an exception of the class “tlc\_exception”. The TLP methods may throw an exception of the class “tlp\_exception”. The TLM methods may throw an exception of the class “tlm\_Exception”.

Example of C++ code:

```
try
{
    :
    tlp::subscribe(...);
    :
}
catch (tlp_exception ev)
{
    cout << ev.getErrorString();
}
```

## 13. TRDP Virtual OS

To be able to handle various operating systems there is an abstraction layer inside TRDP called Vos. This tackles differences for e.g. following features:

- Memory allocation
- Queue handling
- Socket handling
- Mutex handling
- Thread handling
- Debug support
- CRC calculation

Some of the methods in Vos are made public for use by related applications. This includes methods for semaphores, thread start and timers.

Memory allocation is also included. This memory is taken from same memory pool as the rest of TRDP. This should be considered when dimensioning the size of the memory pool.

### 13.1. VOS Types, Initialisation and Support Functions

#### 13.1.1. Definitions

Value	Name	Description
0	VOS_NO_ERR	No error
-1	VOS_PARAM_ERR	Necessary parameter missing or out of range.
-2	VOS_INIT_ERR	Call without valid initialization.
-3	VOS_NOINIT_ERR	The supplied handle/reference is not valid.
-4	VOS_TIMEOUT_ERR	Timeout
-5	VOS_NODATA_ERR	Non blocking mode: no data received.
-6	VOS SOCK_ERR	Socket ption not supported
-7	VOS_IO_ERR	Socket IO error, data can't be received/sent
-8	VOS_MEM_ERR	No more memory available
-9	VOS_SEMA_ERR	Semaphore not available
-10	VOS_QUEUE_ERR	Queue empty
-11	VOS_QUEUE_FULL_ERR	Queue full
-12	VOS_MUTEX_ERR	Mutex not available
-13	VOS_THREAD_ERR	Thread creation error
-99	VOS_UNKNOWN_ERR	Unknown error

Table 63 Enumeration VOS\_ERR\_T – Error code definitions for VOS

Value	Name	Description
0	VOS_LOG_ERR	This is a critical error
1	VOS_LOG_WARNING	This is a warning.
2	VOS_LOG_INFO	This is an information.
3	VOS_LOG_DBG	This is an additional debug information.

Table 64 Enumeration VOS\_LOG\_T – Log type definitions

Type	Name	Description
UINT8	VOS_UUID_T[16]	universal unique identifier according to RFC 4122, time based version

**Table 65** Type `VOS_UUID_T` - universal unique identifier according to RFC 4122, time based version

### 13.1.2. *VOS\_PRINT\_DBG\_T*

Name	<b>VOS_PRINT_DBG_T</b>	
Synopsis C	<pre>typedef void (*VOS_PRINT_DBG_T) (     void          *pRefCon,     VOS_LOG_T      category,     const CHAR8    *pTime,     const CHAR8    *pFile,     UINT16         lineNumber,     const CHAR8    *pMsgStr);</pre>	
Synopsis C++	<pre>typedef void (*VOS_PRINT_DBG_T) (     void          *pRefCon,     VOS_LOG_T      category,     const CHAR8    *pTime,     const CHAR8    *p pFile,     UINT16         lineNumber,     const CHAR8    *pMsgStr);</pre>	
Abstract	<p>Function definition for error/debug output.</p> <p>The function will be called for logging and error message output. The user can decide, what kind of info will be logged by filtering the category. Get URI from an IP address and topo counter value. The topo counter value can be checked against the current value, see below.</p>	
Parameters	<code>pRefCon</code>	<i>Pointer to user context.</i>
	<code>Category</code>	<i>Log category acc. Table 64</i>
	<code>pTime</code>	<i>Pointer to NULL-terminated string of time stamp</i>
	<code>pFile</code>	<i>Pointer to NULL-terminated string of source module name</i>
	<code>lineNumber</code>	<i>Line number in source module</i>
	<code>pMsgStr</code>	<i>Pointer to NULL-terminated message string</i>
Returns C/C++	None	

*13.1.3. vos\_snprintf*

Name	vos_snprintf	
Synopsis C	<pre>EXT_DECL UINT32 vos_snprintf (     CHAR8          *str,     UINT32         size,     CHAR8          *format,     . . . );</pre>	
Synopsis C++	<pre>EXT_DECL VOS_ERR_T vos::snprintf (     CHAR8          *str,     UINT32         size,     CHAR8          *format,     . . . );</pre>	
Abstract	Safe sprintf function.	
Parameters	str	<i>Destination string</i>
	size	<i>Destination string size</i>
	formatStr	<i>Format string acc. printf() definition</i>
	. . .	<i>Arguments acc. printf() definition</i>
Returns C/C++	Number of characters written in the string str.	

*13.1.4. vos\_printf*

Name	vos_printf	
Synopsis C	<pre>EXT_DECL void vos_printf (     CHAR8          *str,     UINT32         size,     CHAR8          *format,     . . . );</pre>	
Synopsis C++	<pre>EXT_DECL void vos::printf (     CHAR8          *str,     UINT32         size,     CHAR8          *format,     . . . );</pre>	
Abstract	Safe sprintf function for debug strings calling the debug output function given by the TRDP user .	
Parameters	level	<i>Debug level acc. Table 64</i>
	formatStr	<i>Format string acc. printf() definition</i>
	. . .	<i>Arguments acc. printf() definition</i>
Returns C/C++	None	

### 13.1.5. vos\_init

Name	vos_init	
Synopsis C	EXT_DECL VOS_ERR_T vos_init ( void                   *pRefCon, VOS_PRINT_DBG T   *pDebugOutput);	
Synopsis C++	EXT_DECL VOS_ERR_T vos::init ( void                   *pRefCon, VOS_PRINT_DBG T   *pDebugOutput);	
Abstract	Initialize the vos library. This is used to set the output function for all VOS error and debug output.	
Parameters	pDebugOutput	Pointer to debug output function.
	pRefCon	Pointer to user context
Returns	VOS_NO_ERR	no error
C/C++	VOS_INIT_ERR	not supported

### 13.1.6. vos\_crc32

Name	vos_crc32	
Synopsis C	EXT_DECL UINT32 vos_crc32 ( const CHAR8   *pBuf, const UINT32   bufSize);	
Synopsis C++	EXT_DECL UINT32 vos_crc32 ( const CHAR8   *pBuf, const UINT32   bufSize);	
Abstract	Calculate CRC for the given buffer and length. For TRDP FCS CRC calculation the CRC32 according to IEEE802.3 with start value 0xffffffff is used.	
Parameters	pBuf	Pointer to a buffer to calculate the CRC.
	bufSize	Size of the buffer.
Returns	Calculated CRC	
C/C++		

### 13.1.7. vos\_bsearch

Name	vos_bsearch	
Synopsis C	<pre>EXT_DECL void *vos_bsearch (     const void *pKey,     const void *pBuf,     UINT32      num,     UINT32      size,     int         (*compare) (         const void *,         const void *))</pre>	
Synopsis C++	<pre>EXT_DECL void *vos_bsearch (     const void *pKey,     const void *pBuf,     UINT32      num,     UINT32      size,     int         (*compare) (         const void *,         const void *))</pre>	
Abstract	Binary search in a sorted array. This is just a wrapper for the standard qsort function	
Parameters	pKey	<i>Pointer to a key to search for</i>
	pBuf	<i>Pointer to the array to sort</i>
	num	<i>number of elements</i>
	size	<i>size of one element</i>
	compare	<i>Pointer to the compare function, first argument contains is the pointer to the key the secont one the pointer to the array element</i>
Returns C/C++	Pointer to found element or NULL	

### 13.1.8. vos\_qsort

Synopsis C	<pre>EXT_DECL void vos_qsort (     void      *pBuf,     UINT32    num,     UINT32    size,     int       (*compare) (         const void *,         const void *) )</pre>	
Synopsis C++	<pre>EXT_DECL void vos_qsort (     void      *pBuf,     UINT32    num,     UINT32    size,     int       (*compare) (         const void *,         const void *) )</pre>	
Abstract	Sort an array using quick sort algorithm. This is just a wrapper for the standard qsort function.	
	pBuf	<i>Pointer to the array to sort</i>
	num	<i>number of elements</i>
	size	<i>size of one element</i>
	compare	<i>Pointer to the compare function to compare the arrays given in the two parameters. return -n if arg1 &lt; arg2, return 0 if arg1 == arg2, return +n if arg1 &gt; arg2 where n is an integer != 0</i>
Returns C/C++	Pointer to found element or NULL	

## 13.2. Memory Allocation and Queue Handling

In a real time system dynamic memory allocation must be handled with care. If not taken care of properly it could lead to non-deterministic behaviour during e.g. garbage collection. TRDP has its own memory allocation component. At start up a large memory area is allocated with a default size or with a size specified in the XML configuration file.

Whenever a program within TRDP needs a dynamic memory area it calls an allocation method, which allocates a fixed size memory block that is equal or greater in size. There is a fixed set of memory block sizes.

Allocation is done in the following steps:

- First try to allocate any returned memory blocks with the closest size equal or greater than requested size
- Then try to create a new block from the free, unblocked memory area with a fixed size from the set of memory block sizes that is equal or greater than requested size
- Then try to allocate any returned memory blocks with a greater size
- Then return error.

At start up there is a number of free memory blocks preallocated for some of the fixed set of memory block sizes. This is mainly used to ensure that there are at least a minimum number of blocks of the larger sizes.

If the program does not need the memory area any more it releases it calling the freeing method. This will add this memory block to a list of available memory blocks, which can be reused at later stage.

The memory size is configured via parameters specified in the XML configuration file or by default values.

### 13.2.1. Definitions

```
#define VOS_MEM_NBLOCKSIZES 15
```

Internally memory is allocated always by the 15 pre-configured block sizes.

```
#define VOS_MEM_PREALLOCATE {0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1, 4, 0, 0}
```

Default pre-allocation of free memory blocks. To avoid problems with too many small blocks and no large one, specify how many blocks of each size should be pre-allocated (and freed!) to pre-segment the memory area.

Block Index	Block Size	Description
0	48	tlc_init(), tlc_openSession()
1	72	tIm_addListener()
2	128	tlc_openSession(), tlp_publish(), tlp_subscribe(),
3	180	tIm_request(), tIm_notify()
4	256	Block size
5	512	tlc_openSession()
6	1024	tlc_openSession() without MD
7	1480	tlp_publish(), tlp_subscribe()
8	2048	Block size
9	4096	Block size
10	11520	tlc_openSession()
11	16384	Block size
12	32768	Block size
13	65536	Block size
14	1311072	Block size

**Table 66** Enumeration VOS\_MEM\_BLK\_T - indicates the memory block size

Type	Name	Description
void *	VOS_QUEUE_T	Hidden queue handle definition

**Table 67** Type VOS\_QUEUE\_T – queue handle

Type	Name	Description
void *	VOS_SHRD_T	Hidden shared memory handle definition

**Table 68** Type VOS\_SHRD\_T – shared memory handle



### 13.2.2. *vos\_memInit*

Name	vos_memInit	
Synopsis C	VOS_ERR_T vos_memInit( UINT8                  *pMemoryArea, UINT32                 size, const UINT32          fragMem[VOS MEM NBLOCKSIZES]);	
Synopsis C++	VOS_ERR_T vos::memInit ( UINT8                  *pMemoryArea, UINT32                 size, const UINT32          fragMem[VOS MEM NBLOCKSIZES]);	
Abstract	Initialise the provided memory block and prepare it for use with vos_alloc and vos_dealloc. The used block sizes can be supplied and will be preallocated.	
Parameters	pMemoryArea	Pointer to memory area to use
	size	size of the provided memory area
	fragMem	List of preallocate block sizes, used to fragment memory for large blocks
Returns C/C++	VOS_NO_ERR                  no error VOS_PARAM_ERR              parameter out of range/invalid VOS_MEM_ERR                 no memory available	

### 13.2.3. *vos\_memDelete*

Name	vos_memDelete	
Synopsis C	<pre>void vos_memDelete(     UINT8          *pMemoryArea);</pre>	
Synopsis C++	<pre>void vos::memDelete(     UINT8          *pMemoryArea);</pre>	
Abstract	This will eventually invalidate any previously allocated memory blocks! It should be called last before the application quits. No further access to the memory blocks is allowed after this call.	
Parameters	pMemoryArea	Pointer to memory area to use
Returns C/C++		

### 13.2.4. *vos\_memAlloc*

Name	vos_memAlloc	
Synopsis C	<pre>UINT8 *vos_memAlloc(     UINT32    size);</pre>	
Synopsis C++	<pre>UINT8 *vos::memAlloc(     UINT32    size);</pre>	
Abstract	Allocate memory of the requested size.	
Parameters	size	Size of the requested memory.
Returns C/C++	Pointer to memory area or NULL if no memory available	

### 13.2.5. vos\_memFree

Name	vos_memFree	
Synopsis C	void vos_memFree( void                   *pMemoryArea);	
Synopsis C++	void vos::memFree( void                   *pMemoryArea);	
Abstract	Free the memory area.	
Parameters	pMemoryArea	Pointer to memory area to use
Returns C/C++		

### 13.2.6. vos\_memCount

Name	vos_memCount	
Synopsis C	VOS_ERR_T vos_memCount( UINT32   *pAllocatedMemory, UINT32   *pFreeMemory, UINT32   *pFragMem[VOS_MEM_NBLOCKSIZES]);	
Synopsis C++	VOS_ERR_T vos::memCount ( UINT32   *pAllocatedMemory, UINT32   *pFreeMemory, UINT32   *pFragMem[VOS_MEM_NBLOCKSIZES]);	
Abstract	Return used and available memory (of memory area above)	
Parameters	pAllocatedMemory	Pointer to allocated memory size
	pFreeMemory	Pointer to free memory size
	pFragMem	Pointer to list of used memory blocks
Returns C/C++	VOS_NO_ERR           no error VOS_INIT_ERR        module not initialized VOS_PARAM_ERR       parameter out of range/invalid	

### 13.2.7. *vos\_sharedOpen*

Name	vos_sharedOpen									
Synopsis C	<pre>VOS_ERR_T vos_sharedOpen (     const CHAR8      *pKey,     VOS_SHRD_HNDL_T  *pHandle,     UINT8             **ppMemoryArea,     UINT32            *pSize);</pre>									
Synopsis C++	<pre>VOS_ERR_T vos::sharedOpen (     const CHAR8      *pKey,     VOS_SHRD_HNDL_T  *pHandle,     UINT8             **ppMemoryArea,     UINT32            *pSize);</pre>									
Abstract	<p>Create a shared memory area or attach to existing one.</p> <p>The first call with the a specified key will create a shared memory area with the supplied size and will return a handle and a pointer to that area. If the area already exists, the area will be attached. This function is not available in each target implementation.</p>									
Parameters	pKey	Unique identifier (file name)								
	pHandle	Pointer to the memory handle								
	ppMemoryArea	Pointer to pointer of the memory area								
	pSize	Pointer to the size of the memory to allocate, returns the actual attached size								
Returns C/C++	<table><tr><td>VOS_NO_ERR</td><td>no error</td></tr><tr><td>VOS_INIT_ERR</td><td>module not initialized</td></tr><tr><td>VOS_PARAM_ERR</td><td>parameter out of range/invalid</td></tr><tr><td>VOS_MEM_ERR</td><td>no memory available</td></tr></table>		VOS_NO_ERR	no error	VOS_INIT_ERR	module not initialized	VOS_PARAM_ERR	parameter out of range/invalid	VOS_MEM_ERR	no memory available
VOS_NO_ERR	no error									
VOS_INIT_ERR	module not initialized									
VOS_PARAM_ERR	parameter out of range/invalid									
VOS_MEM_ERR	no memory available									

### 13.2.8. *vos\_sharedClose*

Name	vos_ sharedClose	
Synopsis C	VOS_ERR_T vos_ sharedClose ( VOS_SHRD_T handle, UINT8 *pMemoryArea);	
Synopsis C++	VOS_ERR_T vos::sharedClose ( VOS_SHRD_T handle, UINT8 *pMemoryArea);	
Abstract	Close connection to the shared memory area. If the area was created by the calling process, the area will be closed (freed). If the area was attached, it will be detached. This function is not available in each target implementation.	
Parameters	handle	Memory handle
	pMemoryArea	Pointer to the memory area
Returns C/C++	VOS_NO_ERR no error VOS_INIT_ERR module not initialized VOS_NOINIT_ERR invalid handle VOS_PARAM_ERR pinvalid handle/parameter out of range/invalid	

*13.2.9. vos\_queueCreate*

Name	vos_queueCreate	
Synopsis C	<pre>VOS_ERR_T vos_queueCreate (     const CHAR8 *pKey,     VOS_QUEUE_T *pQueue,     UINT32      maxNoMsg,     UINT32      maxLength) ;</pre>	
Synopsis C++	<pre>VOS_ERR_T vos::queueCreate (     const CHAR8 *pKey,     VOS_QUEUE_T *pQueue,     UINT32      maxNoMsg,     UINT32      maxLength) ;</pre>	
Abstract	Initialize a message queue and return a handle for further calls	
Parameters	pKey	Unique identifier (file name)
	pQueue	Pointer to returned queue handle
	maxNoMsg	maximum number of messages
	maxLength	maximum size of messages
Returns C/C++	<pre>VOS_NO_ERR      no error VOS_INIT_ERR     module not initialized VOS_NOINIT_ERR   invalid handle VOS_PARAM_ERR    parameter out of range/invalid VOS_INIT_ERR     not supported VOS_QUEUE_ERR    error creating queue</pre>	

*13.2.10. vos\_queueDestroy*

Name	vos_queueDelete	
Synopsis C	<pre>VOS_ERR_T vos_queueDelete (     VOS_QUEUE_T queue);</pre>	
Synopsis C++	<pre>VOS_ERR_T vos::queueDelete (     VOS_QUEUE_T queue);</pre>	
Abstract	Delete a message queue and free all resources used by this queue	
Parameters	queue	Queue handle
Returns C/C++	<pre>VOS_NO_ERR      no error VOS_INIT_ERR     module not initialized VOS_NOINIT_ERR   invalid handle VOS_PARAM_ERR    parameter out of range/invalid</pre>	

### 13.2.11. vos\_queueSend

Name	vos_queueSend											
Synopsis C	<pre>VOS_ERR_T vos_queueSend (     VOS_QUEUE_T    queue,     const UINT8    *pMsg,     UINT32          size);</pre>											
Synopsis C++	<pre>VOS_ERR_T vos::queueSend (     VOS_QUEUE_T    queue,     const UINT8    *pMsg,     UINT32          size);</pre>											
Abstract	Put a message in the queue											
Parameters	queue	Queue handle										
	pMsg	Pointer to the message										
	size	Size of the mes										
Returns C/C++	<table><tr><td>VOS_NO_ERR</td><td>no error</td></tr><tr><td>VOS_INIT_ERR</td><td>module not initialized</td></tr><tr><td>VOS_NOINIT_ERR</td><td>invalid handle</td></tr><tr><td>VOS_PARAM_ERR</td><td>invalid handle/parameter out of range/invalid</td></tr><tr><td>VOS_QUEUE_FULL</td><td>queue is full</td></tr></table>		VOS_NO_ERR	no error	VOS_INIT_ERR	module not initialized	VOS_NOINIT_ERR	invalid handle	VOS_PARAM_ERR	invalid handle/parameter out of range/invalid	VOS_QUEUE_FULL	queue is full
VOS_NO_ERR	no error											
VOS_INIT_ERR	module not initialized											
VOS_NOINIT_ERR	invalid handle											
VOS_PARAM_ERR	invalid handle/parameter out of range/invalid											
VOS_QUEUE_FULL	queue is full											

### 13.2.12. vos\_queueReceive

Name	vos_queueReceive											
Synopsis C	<pre>VOS_ERR_T vos_queueReceive (     VOS_QUEUE_T    queue,     const UINT8    *pMsg,     UINT32          *pSize,     UINT32          *timeout);</pre>											
Synopsis C++	<pre>VOS_ERR_T vos::queueReceive (     VOS_QUEUE_T    queue,     const UINT8    *pMsg,     UINT32          *pSize,     UINT32          *timeout);</pre>											
Abstract	Get a message from the queue											
Parameters	queue	Queue handle										
	pMsg	Pointer to the message										
	pSize	Pointer to the size of the message										
	timeout	Maximum waiting time for a message in μsec										
Returns C/C++	<table><tr><td>VOS_NO_ERR</td><td>no error</td></tr><tr><td>VOS_INIT_ERR</td><td>module not initialized</td></tr><tr><td>VOS_NOINIT_ERR</td><td>invalid handle</td></tr><tr><td>VOS_PARAM_ERR</td><td>invalid handle/parameter out of range/invalid</td></tr><tr><td>VOS_QUEUE_ERR</td><td>queue is empty</td></tr></table>		VOS_NO_ERR	no error	VOS_INIT_ERR	module not initialized	VOS_NOINIT_ERR	invalid handle	VOS_PARAM_ERR	invalid handle/parameter out of range/invalid	VOS_QUEUE_ERR	queue is empty
VOS_NO_ERR	no error											
VOS_INIT_ERR	module not initialized											
VOS_NOINIT_ERR	invalid handle											
VOS_PARAM_ERR	invalid handle/parameter out of range/invalid											
VOS_QUEUE_ERR	queue is empty											

### 13.2.13. vos\_strnicmp

Name	vos_strnicmp	
Synopsis C	<pre>INT32 vos_strnicmp (     const CHAR8 *pStr1,     const CHAR8 *pStr2,     UINT32      count );</pre>	
Synopsis C++	<pre>INT32 vos::strnicmp (     const CHAR8 *pStr1,     const CHAR8 *pStr2,     UINT32      count );</pre>	
Abstract	Case insensitive string compare.	
Parameters	pStr1	Null terminated string to compare
	pStr2	Null terminated string to compare
	count	Maximum number of characters to compare
Returns C/C++	0 - equal <0 - string1 less than string 2 >0 - string 1 greater than string 2	

### 13.2.14. vos\_strncpy

Name	vos_strncpy	
Synopsis C	<pre>void _T vos_strncpy (     const CHAR8 *pStrDst,     const CHAR8 *pStrSrc,     UINT32      count );</pre>	
Synopsis C++	<pre>void vos::strncpy (     const CHAR8 *pStrDst,     const CHAR8 *pStrSrc,     UINT32      count );</pre>	
Abstract	Case insensitive string compare.	
Parameters	pStrDst	Destination string
	pStrSrc	Null terminated string to copy
	count	Maximum number of characters to copy
Returns C/C++	None	

## 13.3. Socket Handling

### 13.3.1. Definitions

Type	Name	Description
UINT8	qos	quality/type of service 0...7
UINT8	tTl	time to live for unicast (default 64)
UINT8	tTl_multicast	time to live for multicast (default 64)
BOOL	reuseAddrPort	allow reuse of address and port
BOOL	nonBlocking	use non blocking calls

Table 69 Structure VOS\_SOCKET\_OPT\_T – socket options

### 13.3.2. *vos\_sockInit*

Name	<b>vos_sockInit</b>	
Synopsis C	VOS_ERR_T vos_sockInit (void);	
Synopsis C++	VOS_ERR_T vos::sockInit (void);	
Abstract	Initialize the socket library. Must be called once before any other call of the socket library.	
Parameters		
Returns	VOS_NO_ERR	no error
C/C++	VOS_SOCKET_ERR	sockets not supported

### 13.3.3. *vos\_dottedIP*

Name	<b>vos_dottedIP</b>	
Synopsis C	UINT32 vos_dottedIP(const CHAR8 *pDottedIP);	
Synopsis C++	UINT32 vos::dottedIP(const CHAR8 *pDottedIP);	
Abstract	Convert dotted IP address to UINT32	
Parameters	pDottedIP	Pointer to dotted IP address
Returns	IP address in host endianness	
C/C++		

### 13.3.4. *vos\_ipDotted*

Name	<b>vos_ipDotted</b>	
Synopsis C	const CHAR8 *vos_ipDotted(UINT32 ipAddress);	
Synopsis C++	const CHAR8 *vos::ipDotted(UINT32 ipAddress);	
Abstract	Convert UINT32 to dotted IP address	
Parameters	ipAddress	IP address in host endianness
Returns	Dotted IP address	
C/C++		

### 13.3.5. *vos\_isMulticast*

Name	<b>vos_isMulticast</b>	
Synopsis C	BOOL vos_isMulticast(UINT32 ipAddress);	
Synopsis C++	BOOL vos::isMulticast(UINT32 ipAddress);	
Abstract	Check if given IP address is a multicast address	
Parameters	ipAddress	IP address
Returns	TRUE address is multicast address	
C/C++	FALSE address is not a multicast address	

*13.3.6. vos\_getInterfaces*

Name	vos_getInterfaces	
Synopsis C	<pre>VOS_ERR_T vos_getInterfaces(     UINT32      *pAddrCnt,     VOS_IF_REC_T ifAddrs[]);</pre>	
Synopsis C++	<pre>VOS_ERR_T vos::getInterfaces(     UINT32      *pAddrCnt,     VOS_IF_REC_T ifAddrs[]);</pre>	
Abstract	Get interface addresses..	
Parameters	pAddrCnt	IN: Pointer to number of elements in array of interface records OUT: Pointer to number of interface records read
	ifAddrs	Array of interface records
Returns	VOS_NO_ERR                  no error	
C/C++	VOS_INIT_ERR               sockets not initialized	

Type	Name	Description
CHAR8	name[VOS_MAX_IF_NAME_SIZE]	Interface adapter name
VOS_IP4_ADDR_T	ipAddr	IP address
VOS_IP4_ADDR_T	netMask	Subnet mask
UINT8	mac[VOS_MAC_SIZE]	Interface adapter MAC address

Table 70 Type VOS\_IF\_REC\_T – shared memory handle

*13.3.7. vos\_sockGetMac*

Name	vos_sockGetMac	
Synopsis C	<pre>VOS_ERR_T vos_sockGetMac(UINT8 pMAC[VOS_MAC_SIZE]);</pre>	
Synopsis C++	<pre>VOS_ERR_T vos::sockGetMac(UINT8 pMAC[VOS_MAC_SIZE]);</pre>	
Abstract	Get MAC address of the default interface..	
Parameters	pMAC	Pointer to MAC address
Returns	VOS_NO_ERR                  no error	
C/C++	VOS_INIT_ERR               sockets not initialized	



### 13.3.8. *vos\_sockOpenUDP*

Name	<b>vos_sockOpenUDP</b>	
Synopsis C	VOS_ERR_T vos_sockOpenUDP ( INT32                                   *pSock, const VOS_SOCKET_OPT_T   *pOptions);	
Synopsis C++	VOS_ERR_T vos::sockOpenUDP ( INT32                                   *pSock, const VOS_SOCKET_OPT_T   *pOptions);	
Abstract	Create an UDP socket. Return a socket descriptor for further calls. The socket options are optional and can be applied later. <b>Note:</b> Some target systems might not support every option.	
Parameters	pSock	Pointer to socket descriptor returned
	pOptions	Pointer to socket options (optional)
Returns C/C++	VOS_NO_ERR               no error VOS_INIT_ERR            module not initialized VOS_NOINIT_ERR          invalid handle VOS_PARAM_ERR           parameter out of range/invalid, pSock == NULL VOS_SOCKET_ERR          socket not available or option not supported	

### 13.3.9. *vos\_sockOpenTCP*

Name	<b>vos_sockOpenTCP</b>	
Synopsis C	VOS_ERR_T vos_sockOpenTCP ( INT32                                   *pSock, const VOS_SOCKET_OPT_T   *pOptions);	
Synopsis C++	VOS_ERR_T vos::sockOpenTCP ( INT32                                   *pSock, const VOS_SOCKET_OPT_T   *pOptions);	
Abstract	Create a TCP socket. Return a socket descriptor for further calls. The socket options are optional and can be applied later. <b>Note:</b> Some target systems might not support each option.	
Parameters	pSock	Pointer to socket descriptor returned
	pOptions	Pointer to socket options (optional)
Returns C/C++	VOS_NO_ERR               no error VOS_INIT_ERR            module not initialized VOS_NOINIT_ERR          invalid handle VOS_PARAM_ERR           parameter out of range/invalid, pSock == NULL VOS_SOCKET_ERR          socket not available or option not supported	

*13.3.10. vos\_sockClose*

Name	vos_sockClose	
Synopsis C	VOS_ERR_T vos_sockClose ( INT32 sock);	
Synopsis C++	VOS_ERR_T vos::sockClose ( INT32 sock);	
Abstract	Close a socket. Release any resource initialized by this socket.	
Parameters	sock	Socket descriptor
Returns C/C++	VOS_NO_ERR           no error VOS_INIT_ERR        module not initialized VOS_NOINIT_ERR     invalid handle VOS_PARAM_ERR      parameter out of range/invalid	

*13.3.11. vos\_sockSetOptions*

Name	vos_sockSetOptions	
Synopsis C	VOS_ERR_T vos_sockSetOptions ( INT32 sock, const VOS_SOCKET_OPT_T *pOptions);	
Synopsis C++	VOS_ERR_T vos::sockSetOptions ( INT32 sock, const VOS_SOCKET_OPT_T *pOptions);	
Abstract	Set socket options. <b>Note:</b> Some target systems might not support each option.	
Parameters	sock	Socket descriptor
	pOptions	Pointer to socket options (optional)
Returns C/C++	VOS_NO_ERR           no error VOS_INIT_ERR        module not initialized VOS_NOINIT_ERR     invalid handle VOS_PARAM_ERR      parameter out of range/invalid VOS_SOCKET_ERR     socket not available or option not supported	

### 13.3.12. *vos\_sockJoinMC*

Name	<b>vos_sockJoinMC</b>	
Synopsis C	VOS_ERR_T vos_sockJoinMC ( INT32    sock, UINT32  mcAddress, UINT32  ipAddress);	
Synopsis C++	VOS_ERR_T vos::sockJoinMC ( INT32    sock, UINT32  mcAddress, UINT32  ipAddress);	
Abstract	Join a multicast group. <b>Note:</b> Some target systems might not support this option.	
Parameters	sock	Socket descriptor
	mcAddress	Multicast address to join
	ipAddress	Depicts interface on which to join, default 0 for any
Returns C/C++	VOS_NO_ERR        no error VOS_INIT_ERR      module not initialized VOS_NOINIT_ERR    invalid handle VOS_PARAM_ERR     parameter out of range/invalid VOS_SOCK_ERR      socket not available or option not supported	

### 13.3.13. *vos\_sockLeaveMC*

Name	<b>vos_sockLeaveMC</b>	
Synopsis C	VOS_ERR_T vos_sockLeaveMC ( INT32    sock, UINT32  mcAddress, UINT32  ipAddress);	
Synopsis C++	VOS_ERR_T vos::sockLeaveMC ( INT32    sock, UINT32  mcAddress, UINT32  ipAddress);	
Abstract	Leave a multicast group. <b>Note:</b> Some target systems might not support this option.	
Parameters	sock	Socket descriptor
	mcAddress	Multicast address to leave
	ipAddress	Depicts interface on which to leave, default 0 for any
Returns C/C++	VOS_NO_ERR        no error VOS_INIT_ERR      module not initialized VOS_NOINIT_ERR    invalid handle VOS_PARAM_ERR     parameter out of range/invalid VOS_SOCK_ERR      socket not available or option not supported	

*13.3.14. vos\_sockSendUDP*

Name	vos_sockSendUDP	
Synopsis C	<pre>VOS_ERR_T vos_sockSendUDP (     INT32      sock,     const UINT8 *pBuffer,     UINT32     *pSize,     UINT32     ipAddress,     UINT16     port);</pre>	
Synopsis C++	<pre>VOS_ERR_T vos::sockSendUDP (     INT32      sock,     const UINT8 *pBuffer,     UINT32     *pSize,     UINT32     ipAddress,     UINT16     port);</pre>	
Abstract	Send UDP data to the given address and port.	
Parameters	sock	Socket descriptor
	pBuffer	Pointer to the data to send
	pSize	Pointer to the size of the data buffer. Returns the size of the data sent
	ipAddress	Destination IP address
	port	Destination port
Returns C/C++	<pre>VOS_NO_ERR      no error VOS_PARAM_ERR   parameter out of range/invalid VOS_IO_ERR      data could not be sent VOS_BLOCK_ERR   call would have blocked blocking mode</pre>	

### 13.3.15. vos\_sockReceiveUDP

Name	vos_sockReceiveUDP	
Synopsis C	<pre>VOS_ERR_T vos_sockReceiveUDP (     INT32      sock,     UINT8      *pBuffer,     UINT32     *pSize,     UINT32     *pSrcIpAddress,     UINT16     *pSrcIpPort,     UINT32     *pDstIpAddr);</pre>	
Synopsis C++	<pre>VOS_ERR_T vos::sockReceiveUDP (     INT32      sock,     UINT8      *pBuffer,     UINT32     *pSize,     UINT32     *pSrcIpAddress,     UINT16     *pSrcIpPort,     UINT32     *pDstIpAddr);</pre>	
Abstract	<p>The caller must provide a sufficient sized buffer. If the supplied buffer is smaller than the bytes received, *pSize will reflect the number of copied bytes and the call should be repeated until *pSize is 0 (zero). If the socket was created in blocking-mode (default), then this call will block and will only return if data has been received or the socket was closed or an error occurred. If called in non-blocking mode, and no data is available, VOS_NODATA_ERR will be returned.</p>	
Parameters	sock	Socket descriptor
	pBuffer	Pointer to the application data buffer
	pSize	Pointer to the size of the data buffer. Returns the size of the received data.
	pSrcIpAddress	Pointer to source IP address
	pSrcIpPort	Pointer to source IP port
	pDstIpAddress	Pointer to destination IP address
Returns C/C++	<pre>VOS_NO_ERR      no error VOS_PARAM_ERR   parameter out of range/invalid VOS_IO_ERR      data could not be read VOS_MEM_ERR     resource error VOS_NODATA_ERR  no data VOS_BLOCK_ERR   call would have blocked blocking mode</pre>	

*13.3.16. vos\_sockBind*

Name	vos_sockBind	
Synopsis C	<pre>VOS_ERR_T vos_sockBind(     INT32      sock,     UINT32     ipAddress,     UINT16     port);</pre>	
Synopsis C++	<pre>VOS_ERR_T vos::sockBind (     INT32      sock,     UINT32     ipAddress,     UINT16     port);</pre>	
Abstract	Bind a socket to an address and port.	
Parameters	sock	Socket descriptor
	ipAddress	Source IP address to receive from, 0 for any
	Port	Source port to receive from
Returns C/C++	<pre>VOS_NO_ERR      no error VOS_PARAM_ERR   parameter out of range/invalid VOS_SOCK_ERR    binding failed</pre>	

*13.3.17. vos\_sockListen*

Name	vos_sockListen	
Synopsis C	<pre>VOS_ERR_T vos_sockListen(     INT32      sock,     UINT32     backlog);</pre>	
Synopsis C++	<pre>VOS_ERR_T vos::sockListen (     INT32      sock,     UINT32     backlog);</pre>	
Abstract	Listen for incoming TCP connection.	
Parameters	sock	Socket descriptor
	backlog	Maximum connection attempts if system is busy
Returns C/C++	<pre>VOS_NO_ERR      no error VOS_PARAM_ERR   parameter out of range/invalid VOS_SOCK_ERR    receiving not possible</pre>	

*13.3.18. vos\_sockAccept*

Name	vos_sockAccept	
Synopsis C	VOS_ERR_T vos_sockAccept ( INT32        sock, INT32        pSock, UINT32      *pIpAddress, UINT16      *pPort);	
Synopsis C++	VOS_ERR_T vos::sockAccept ( INT32        sock, INT32        pSock, UINT32      *pIpAddress, UINT16      *pPort);	
Abstract	Accept an incoming TCP connection.	
Parameters	sock	Socket descriptor
	pSock	Pointer to new socket descriptor to be returned
	pIpAddress	Source IP address to receive on, 0 for any
	pPort	Source port to receive on
Returns C/C++	VOS_NO_ERR        no error VOS_PARAM_ERR    parameter out of range/invalid	

*13.3.19. vos\_sockConnect*

Name	vos_sockConnect	
Synopsis C	VOS_ERR_T vos_sockConnect ( INT32        sock, UINT32      ipAddress, UINT16      port);	
Synopsis C++	VOS_ERR_T vos::sockConnect ( INT32        sock, UINT32      ipAddress, UINT16      port);	
Abstract	Open a TCP connection.	
Parameters	sock	Socket descriptor
	ipAddress	Destination IP address
	port	Destination port
Returns C/C++	VOS_NO_ERR        no error VOS_PARAM_ERR    parameter out of range/invalid VOS_IO_ERR       Input/output error	

*13.3.20. vos\_sockSendTCP*

Name	<b>vos_sockSendTCP</b>	
Synopsis C	<pre>VOS_ERR_T vos_sockSendTCP (     INT32      sock,     const UINT8 *pBuffer,     UINT32      size);</pre>	
Synopsis C++	<pre>VOS_ERR_T vos::sockSendTCP (     INT32      sock,     const UINT8 *pBuffer,     UINT32      size);</pre>	
Abstract	Send TCP data to the given socket.	
Parameters	sock	Socket descriptor
	pBuffer	Pointer to the data to send
	size	size of the data to send
Returns C/C++	<pre>VOS_NO_ERR      no error VOS_PARAM_ERR   parameter out of range/invalid VOS_IO_ERR      data could not be sent VOS_BLOCK_ERR   call would have blocked in blocking mode</pre>	

*13.3.21. vos\_sockReceiveTCP*

Name	<b>vos_sockReceiveTCP</b>	
Synopsis C	<pre>VOS_ERR_T vos_sockReceiveTCP (     INT32      sock,     const UINT8 *pBuffer,     UINT32      *pSize);</pre>	
Synopsis C++	<pre>VOS_ERR_T vos::sockReceiveTCP (     INT32      sock,     const UINT8 *pBuffer,     UINT32      *pSize);</pre>	
Abstract	<p>Receive TCP data. The caller must provide a sufficient sized buffer. If the supplied buffer is smaller than the bytes received, *pSize will reflect the number of copied bytes and the call should be repeated until *pSize is 0 (zero). If the socket was created in blocking-mode (default), then this call will block and will only return if data has been received or the socket was closed or an error occurred.</p> <p>If called in non-blocking mode, and no data is available, VOS_NODATA_ERR will be returned.</p>	
Parameters	sock	Socket descriptor
	pBuffer	Pointer to the applications data buffer
	pSize	Pointer to the received data size
Returns C/C++	<pre>VOS_NO_ERR      no error VOS_PARAM_ERR   parameter out of range/invalid VOS_BLOCK_ERR   call would have blocked in blocking mode VOS_IO_ERR      data could not be read VOS_MEM_ERR     resource error VOS_NODATA_ERR  no data in non-blocking</pre>	



### 13.3.22. *vos\_sockSetMulticastIf*

Name	<b>vos_sockSetMulticastIf</b>	
Synopsis C	<pre>VOS_ERR_T vos_sockSetMulticastIf (     INT32      sock,     UINT32     usingMulticastIfAddress );</pre>	
Synopsis C++	<pre>VOS_ERR_T vos::sockSetMulticastIf (     INT32      sock,     UINT32     usingMulticastIfAddress );</pre>	
Abstract	Set the interface to be used for multicast	
Parameters	sock	Socket descriptor
	usingMulticastIfAddress	IP address of interface to be used
Returns	VOS_NO_ERR            no error	
C/C++	VOS_PARAM_ERR        parameter out of range/invalid	

## 13.4. Thread and Mutex Handling

### 13.4.1. Definitions

Name	Description
VOS_THREAD_POLICY_OTHER	Default for the target system
VOS_THREAD_POLICY_FIFO	First come, first serve
VOS_THREAD_POLICY_RR	Round robin

**Table 71 Enumeration VOS\_THREAD\_POLICY\_T - thread policy matching pthread/Posix**

Value	Name	Description
0	VOS_SEMA_EMPTY	Semaphore empty
1	VOS_SEMA_FULL	Semaphore full

**Table 72 Enumeration VOS\_SEMA\_STATE\_T - initial state of a semaphore**

Type	Name	Description
UINT32	tv_sec	full seconds
UINT32	tv_usec	micro seconds (max. value 999999)

**Table 73 Structure VOS\_TIME\_T - select/timeval compatible time definition**

Type	Name	Description
UINT8	VOS_THREAD_PRIORITY_T	Thread priority range from 1 (highest) to 255 (lowest), 0 default of the target system.

**Table 74 Type VOS\_THREAD\_PRIORITY\_T - thread priority**

Type	Name	Description
void *	VOS_THREAD_T	Hidden thread handle definition

**Table 75 Type VOS\_THREAD\_T - thread handle**

Type	Name	Description
void *	VOS_MUTEX_T	Hidden mutex handle definition

**Table 76 Type VOS\_MUTEX\_T - mutex handle**

Type	Name	Description
void *	VOS_SEMA_T	Hidden semaphore handle definition

Table 77 Type `VOS_SEMA_T` – semaphore handle

### 13.4.2. `VOS_THREAD_FUNC_T`

Name	<code>VOS_THREAD_FUNC_T</code>	
Synopsis C	<pre>typedef void(__cdecl *VOS_THREAD_FUNC_T) (     void *pArg);</pre>	
Abstract	Thread function prototype.	
Parameters	<code>pArg</code>	<i>arguments.</i>
Returns C	void	

### 13.4.3. `vos_threadInit`

Name	<code>vos_threadInit</code>	
Synopsis C	<code>VOS_ERR_T vos_threadInit (vo id);</code>	
Synopsis C++	<code>VOS_ERR_T vos::threadInit (vo id);</code>	
Abstract	Initialize the thread library. Must be called once before any other call of this library.	
Parameters		
Returns	<code>VOS_NO_ERR</code> no error	
C/C++	<code>VOS_INIT_ERR</code> threading not supported	

#### 13.4.4. *vos\_threadCreate*

Name	vos_threadCreate	
Synopsis C	<pre>VOS_ERR_T vos_threadCreate (     VOS_THREAD_T      *pThread,     const CHAR8       *pName,     VOS_THREAD_POLICY_T policy,     VOS_THREAD_PRIORITY_T priority,     UINT32             interval,     UINT32             stackSize,     VOS_THREAD_FUNC_T  pFunction,     void               *pArguments);</pre>	
Synopsis C++	<pre>VOS_ERR_T vos::threadCreate (     VOS_THREAD_T      *pThread,     const CHAR8       *pName,     VOS_THREAD_POLICY_T policy,     VOS_THREAD_PRIORITY_T priority,     UINT32             interval,     UINT32             stackSize,     VOS_THREAD_FUNC_T  pFunction,     void               *pArguments);</pre>	
Abstract	Create a thread and return a thread handle for further requests. Not each parameter may be supported by all target systems!	
Parameters	pThread	Pointer to returned thread handle
	pName	Pointer to name of the thread (optional)
	policy	Scheduling policy (FIFO, Round Robin or other)
	priority	Scheduling priority (1...255 (highest), default 0)
	interval	Interval for cyclic threads in µs (optional)
	stackSize	Minimum stacksize, default 0: 16kB
	pFunction	Pointer to the thread function parameters
	pArguments	Pointer to the received data size
Returns C/C++	<pre>VOS_NO_ERR      no error VOS_INIT_ERR    module not initialized/no threads available VOS_PARAM_ERR   parameter out of range/invalid</pre>	

#### 13.4.5. *vos\_threadTerminate*

Name	vos_threadTerminate	
Synopsis C	<pre>VOS_ERR_T vos_threadTerminate (     VOS_THREAD_T  thread);</pre>	
Synopsis C++	<pre>VOS_ERR_T vos::threadTerminate (     VOS_THREAD_T  thread);</pre>	
Abstract	This call will terminate the thread with the supplied initialId and release all resources. Depending on the underlying architectures, it may just block until the thread ran out.	
Parameters	thread	Thread handle
Returns C/C++		

*13.4.6. vos\_threadIsActive*

Name	vos_threadIsActive	
Synopsis C	VOS_ERR_T vos_threadIsActive ( VOS_THREAD_T thread);	
Synopsis C++	VOS_ERR_T vos::threadIsActive ( VOS_THREAD_T thread);	
Abstract	This call will return VOS_NO_ERR if the thread is still active, VOS_PARAM_ERR in case it ran out.	
Parameters	thread	Thread handle
Returns C/C++	VOS_NO_ERR no error VOS_INIT_ERR module not initialized VOS_NOINIT_ERR invalid handle	

*13.4.7. vos\_threadDelay*

Name	vos_threadDelay	
Synopsis C	VOS_ERR_T vos_threadDelay ( UINT32 delay);	
Synopsis C++	VOS_ERR_T vos::threadDelay ( UINT32 delay);	
Abstract	Delay the execution of the current thread by the given delay in µs	
Parameters	delay	Delay in µs
Returns C/C++	VOS_NO_ERR no error VOS_INIT_ERR module not initialized VOS_PARAM_ERR parameter out of range/invalid	

*13.4.8. vos\_getTime*

Name	vos_getTime	
Synopsis C	void vos_getTime ( VOS_TIME_T *pTime);	
Synopsis C++	void vos::getTime ( VOS_TIME_T *pTime);	
Abstract	Return the current time in sec and µs	
Parameters	pTime	Pointer to time value
Returns C/C++		

*13.4.9. vos\_clearTime*

Name	vos_clearTime	
Synopsis C	void vos_clearTime ( VOS_TIME_T *pTime);	
Synopsis C++	void vos::clearTime ( VOS_TIME_T *pTime);	
Abstract	Clear the time stamp	
Parameters	pTime	Pointer to time value
Returns C/C++		

*13.4.10. vos\_addTime*

Name	vos_addTime	
Synopsis C	<pre>void vos_addTime (     VOS_TIME_T      *pTime,     const VOS_TIME_T *pAdd);</pre>	
Synopsis C++	<pre>void vos::addTime (     VOS_TIME_T      *pTime,     const VOS_TIME_T *pAdd);</pre>	
Abstract	Add the time	
Parameters	pTime	Pointer to time value
	pAdd	Pointer to time value to add
Returns C/C++		

*13.4.11. vos\_subTime*

Name	vos_subTime	
Synopsis C	<pre>void vos_subTime (     VOS_TIME_T      *pTime,     const VOS_TIME_T *pSub);</pre>	
Synopsis C++	<pre>void vos::subTime (     VOS_TIME_T      *pTime,     const VOS_TIME_T *pSub);</pre>	
Abstract	Subtract the time	
Parameters	pTime	Pointer to time value
	pSub	Pointer to time value to subtract
Returns C/C++		

*13.4.12. vos\_mulTime*

Name	vos_mulTime	
Synopsis C	<pre>void vos_mulTime (     VOS_TIME_T      *pTime,     const VOS_TIME_T *pMul);</pre>	
Synopsis C++	<pre>void vos::mulTime (     VOS_TIME_T      *pTime,     const VOS_TIME_T *pMul);</pre>	
Abstract	Multiply the time	
Parameters	pTime	Pointer to time value
	pMul	Pointer to time value to multiply
Returns C/C++		

*13.4.13. vos\_divTime*

Name	vos_divTime	
Synopsis C	<pre>void vos_divTime (     VOS_TIME_T *pTime,     UINT32      divisor);</pre>	
Synopsis C++	<pre>void vos::divTime (     VOS_TIME_T *pTime,     UINT32      divisor);</pre>	
Abstract	Divide the time	
Parameters	pTime	Pointer to time value
	divisor	Divisor
Returns C/C++		

*13.4.14. vos\_cmpTime*

Name	vos_cmpTime	
Synopsis C	<pre>INT32 vos_divTime (     const VOS_TIME_T *pTime,     const VOS_TIME_T *pCmp);</pre>	
Synopsis C++	<pre>INT32 vos::divTime (     const VOS_TIME_T *pTime,     const VOS_TIME_T *pCmp);</pre>	
Abstract	Compare the time	
Parameters	pTime	Pointer to time value
	pCmp	Pointer to time value to compare
Returns C/C++	<pre>0   pTime == pCmp -1  pTime &lt; pCmp 1   pTime &gt; pCmp</pre>	

*13.4.15. vos\_getTimeStamp*

Name	vos_getTimeStamp	
Synopsis C	<pre>CHAR8 *vos_getTimeStamp (void);</pre>	
Synopsis C++	<pre>CHAR8 * vos::getTimeStamp (void);</pre>	
Abstract	Return the current time in readable format as yyyyymmdd-hh:mm:ss.ms. Depending on the used OS / hardware the time might not be a real-time stamp but relative from start of system.	
Parameters	none	
Returns C/C++	<pre>VOS_NO_ERR      no error VOS_INIT_ERR    module not initialized VOS_PARAM_ERR   parameter out of range/invalid</pre>	

### 13.4.16. vos\_getUuid

Name	vos_getUuid	
Synopsis C	void vos_getUuid ( VOS_UUID_T     pUuid);	
Synopsis C++	void vos::getUuid ( VOS_UUID_T     pUuid);	
Abstract	Get a unique identifier	
Parameters	delay	Delay in µs
Returns C/C++		

### 13.4.17. vos\_mutexCreate

Name	vos_mutexCreate	
Synopsis C	VOS_ERR_T vos_mutexCreate ( VOS_MUTEX_T *pMutex);	
Synopsis C++	VOS_ERR_T vos::mutexCreate ( VOS_MUTEX_T *pMutex);	
Abstract	Create a mutex. Return a mutex handle. The mutex will be available at creation.	
Parameters	pMutex	Pointer to mutex handle
Returns C/C++	VOS_NO_ERR           no error VOS_INIT_ERR        module n   initialized VOS_PARAM_ERR       pMutex == NULL VOS_MUTEX_ERR       no mutex available	

### 13.4.18. vos\_mutexDelete

Name	vos_mutexDelete	
Synopsis C	void vos_mutexDelete ( VOS_MUTEX_T mutex);	
Synopsis C++	void vos::mutexDelete ( VOS_MUTEX_T mutex);	
Abstract	Delete a mutex.	
Parameters	mutex	Mutex handle
Returns C/C++		

### 13.4.19. vos\_mutexLock

Name	vos_mutexLock	
Synopsis C	VOS_ERR_T vos_mutexLock ( VOS_MUTEX_T mutex);	
Synopsis C++	VOS_ERR_T vos::mutexLock ( VOS_MUTEX_T mutex);	
Abstract	Take a mutex. Wait for the mutex to become available (lock).	
Parameters	mutex	Mutex handle
Returns C/C++	VOS_NO_ERR           no error VOS_INIT_ERR        module not initialized VOS_NOINIT_ERR      invalid handle	

*13.4.20. vos\_mutexTryTake*

Name	vos_mutexTryLock	
Synopsis C	VOS_ERR_T vos_mutexTryLock ( VOS_MUTEX_T mutex);	
Synopsis C++	VOS_ERR_T vos::mutexTryLock ( VOS_MUTEX_T mutex);	
Abstract	Try to take a mutex. If mutex is can't be taken VOS_MUTEX_ERR is returned.	
Parameters	mutex	Mutex handle
Returns C/C++	VOS_NO_ERR           no error VOS_INIT_ERR        module not initialized VOS_NOINIT_ERR     invalid handle VOS_MUTEX_ERR       no mutex available	

*13.4.21. vos\_mutexUnlock*

Name	vos_mutexUnlock	
Synopsis C	void vos_mutexUnlock ( VOS_MUTEX_T mutex);	
Synopsis C++	void vos::mutexUnlock ( VOS_MUTEX_T mutex);	
Abstract	Release a mutex.	
Parameters	mutex	Mutex handle
Returns C/C++		

*13.4.22. vos\_semaCreate*

Name	vos_semaCreate	
Synopsis C	VOS_ERR_T vos_semaCreate ( VOS_SEMA_T           *pSema, VOS_SEMA_STATE_T    initialState);	
Synopsis C++	VOS_ERR_T vos::semaCreate ( VOS_SEMA_T           *pSema, VOS_SEMA_STATE_T    initialState);	
Abstract	Create a semaphore. Return a semaphore handle. Depending on the initial state the semaphore will be available or not on creation.	
Parameters	pSema	Pointer to sema handle
	initialState	The initial state of the semaphore
Returns C/C++	VOS_NO_ERR           no error VOS_INIT_ERR        module not initialized VOS_PARAM_ERR       parameter out of range/invalid VOS_SEMA_ERR        no semaphore available	



*13.4.23. vos\_semaDelete*

Name	vos_semaDelete	
Synopsis C	void vos_semaDelete ( VOS_SEMA_T           sema);	
Synopsis C++	void vos::semaDelete ( VOS_SEMA_T           sema);	
Abstract	Delete a semaphore. This will eventually release any processes waiting for the semaphore.	
Parameters	sema	Sema handle
Returns C/C++		

*13.4.24. vos\_semaTake*

Name	vos_semaTake	
Synopsis C	VOS_ERR_T vos_semaTake ( VOS_SEMA_T       sema, UINT32            timeout);	
Synopsis C++	VOS_ERR_T vos::semaTake ( VOS_SEMA_T       sema, UINT32            timeout);	
Abstract	Take a semaphore. Try to get (decrease) a semaphore.	
Parameters	sema	Sema handle
	timeout	Timeout in µs
Returns C/C++	VOS_NO_ERR       no error VOS_INIT_ERR     module not initialized VOS_NOINIT_ERR   invalid handle VOS_PARAM_ERR    parameter out of range/invalid VOS_SEMA_ERR     no semaphore available	

*13.4.25. vos\_semaGive*

Name	vos_semaGive	
Synopsis C	void_T vos_semaGive ( VOS_SEMA_T           sema);	
Synopsis C++	void vos::semaGive ( VOS_SEMA_T           sema);	
Abstract	Give a semaphore back. Try to release (increase) a semaphore.	
Parameters	sema	Sema handle
Returns C/C++		

## 14. Utilities

### 14.1. TRDP Read XML Configuration API

TRDP support configuration via an XML file like it is described in chapter 10. To minimize the overhead for reading the XML configuration file(s), the `tau_prepareXmlDoc()` and `tau_freeXmlDoc()` methods are provided to access a configuration file.

#### 14.1.1. `tau_prepareXmlDoc`

Name	<b>tau_prepareXmlDoc</b>	
Synopsis C	<pre>TRDP_ERR_T tau_prepareXmlDoc(     const CHAR8          *pFileName,     TRDP_XML_DOC_HANDLE_T *pDocHnd );</pre>	
Synopsis C++	<pre>TRDP_ERR_T tau::prepareXmlDoc(     const CHAR8          *pFileName,     TRDP_XML_DOC_HANDLE_T *pDocHnd );</pre>	
Abstract	Load XML file into DOM tree, prepare XPath context.	
Parameters	<code>pFileName</code>	Path and filename of the xml configuration file
	<code>pDocHnd</code>	Handle of the parsed XML file
Returns	0 if OK, !=0 if error	

Type	Name	Description
void	<code>pXmlDocument</code>	Pointer to parsed XML document
void	<code>pRootElement</code>	Pointer to the document root element
void	<code>pXPathContext</code>	Pointer to prepared XPath context

**Table 78** Structure `TRDP_XML_DOC_HANDLE_T` – TRDP process configuration parameters

#### 14.1.2. `tau_freeXmlDoc`

Name	<b>tau_freeXmlDoc</b>	
Synopsis C	<pre>TRDP_ERR_T tau_freeXmlDoc(     TRDP_XML_DOC_HANDLE_T *pDocHnd );</pre>	
Synopsis C++	<pre>TRDP_ERR_T tau::freeXmlDoc(     TRDP_XML_DOC_HANDLE_T *pDocHnd );</pre>	
Abstract	Free all the memory allocated by <code>tau_prepareXmlDoc</code> .	
Parameters	<code>pDocHnd</code>	Handle of the parsed XML file
Returns	0 if OK, !=0 if error	

## 14.1.3. tau\_readXmlConfig

Name	tau_readXmlDeviceConfig	
Synopsis C	<pre>TRDP_ERR_T tau_readXmlDeviceConfig(     const TRDP_XML_DOC_HANDLE_T *pDocHnd,     TRDP_MEM_CONFIG_T           *pMemConfig,     TRDP_DBG_CONFIG_T           *pDbgConfig,     UINT32                       numComPar,     TRDP_COM_PAR_T               **ppComPar,     UINT32                       *pNumIf,     TRDP_IF_CONFIG_T             **ppIfConfig );</pre>	
Synopsis C++	<pre>TRDP_ERR_T tau::readXmlDeviceConfig(     const TRDP_XML_DOC_HANDLE_T *pDocHnd,     TRDP_MEM_CONFIG_T           *pMemConfig,     TRDP_DBG_CONFIG_T           *pDbgConfig,     UINT32                       numComPar,     TRDP_COM_PAR_T               **ppComPar,     UINT32                       *pNumIf,     TRDP_IF_CONFIG_T             **ppIfConfig );</pre>	
Abstract	Read the communication relevant parameters (except data set configuration) out of the configuration file	
Parameters	pDocHnd	Handle of the parsed XML file
	pMemConfig	Memory configuration
	pDbgConfig	Pointer to debug printout configuration for application use
	pNumComPar	Number of configured com parameters
	ppComPar	Pointer to an array of com parameters
	pNumIfConfig	Number of configured interfaces
	ppIfConfig	Pointer to an array of interface parameter sets
Returns	0 if OK, !=0 if error	

Value	Name	Description
0	TRDP_DBG_DEFAULT	Printout default
0x01	TRDP_DBG_OFF	Printout off
0x02	TRDP_DBG_ERR	Printout only error messages
0x04	TRDP_DBG_WARN	Printout only warning and error messages
0x08	TRDP_DBG_INFO	Printout only info, warning and error messages
0x10	TRDP_DBG_TIME	Printout time stamp
0x20	TRDP_DBG_LOC	Printout file name and line
0x40	TRDP_DBG_CAT	Printout category (INFO, WARN, ERR)

Table 79 Enumeration TRDP\_DBG\_OPTION\_T – Debug printout options

Type	Name	Description
TRDP_DEBUG_OPTION_T	option	Debug printout options for application use
UINT32	maxFileSize	Maximal file size
TRDP_FILE_NAME_T	fileName	Debug file name and path

Table 80 Structure TRDP\_DBG\_CONFIG\_T – Debug printout configuration

Type	Name	Description
UINT32	Id	Com parameter identifier
TRDP_SEND_PARAM_T	sendParam	Send parameter (TTL, QoS, retries)

**Table 81 Structure TRDP\_COM\_PAR\_T – Common communication parameter**

Type	Name	Description
TRDP_LABEL_T	ifName	Interface name
UINT8	networkId	Used network on the device (1...4)
TRDP_IP_ADDR	hostIp	Host IP address
TRDP_IP_ADDR	leaderIp	Leader IP address dependant on redundancy concept

**Table 82 Structure TRDP\_IF\_CONFIG\_T – TRDP interface configuration parameters**

#### 14.1.4. tau\_readXmlInterfaceConfig

Name	tau_readXmlInterfaceConfig	
Synopsis C	<pre>TRDP_ERR_T tau_readXmlInterfaceConfig(     const TRDP_XML_DOC_HANDLE_T *pDocHnd,     const CHAR8                  *pIfName,     TRDP_PROCESS_CONFIG_T        *pProcessConfig,     TRDP_PD_CONFIG_T             *pPdConfig,     TRDP_MD_CONFIG_T             *pMdConfig,     UINT32                       numExchgPar,     TRDP_EXCHG_PAR_T             **ppExchgPar );</pre>	
Synopsis C++	<pre>TRDP_ERR_T tau::readXmlInterfaceConfig(     const TRDP_XML_DOC_HANDLE_T *pDocHnd,     const CHAR8                  *pIfName,     TRDP_PROCESS_CONFIG_T        *pProcessConfig,     TRDP_PD_CONFIG_T             *pPdConfig,     TRDP_MD_CONFIG_T             *pMdConfig,     UINT32                       numExchgPar,     TRDP_EXCHG_PAR_T             **ppExchgPar );</pre>	
Abstract	Read the interface relevant telegram parameters (except data set configuration) out of the configuration file.	
Parameters	pDocHnd	Handle of the parsed XML file
	pIfName	Interface name
	pProcessConfig	TRDP main process configuration
	pPdConfig	PD default configuration
	pMdConfig	MD default configuration
	pNumExchgPar	Number of configured telegrams
	ppExchgPar	Pointer to an array of telegram configurations
Returns	0 if OK, !=0 if error	

Type	Name	Description
TRDP_LABEL_T	hostName	Host name
TRDP_LABEL_T	leaderName	Leader name dependant on redundancy concept
UINT32	cycleTime	TRDP main process cycle time in $\mu$ s
UINT32	priority	TRDP main process cycle time (0-255, 0=default, 255=highest)
TRDP_OPTION_T	options	TRDP options

**Table 83 Structure TRDP\_PROCESS\_CONFIG\_T – TRDP process configuration parameters**

Type	Name	Description
UINT32	comId	ComId <b>Note:</b> ComId's 1-1000 are reserved for special purpose (see Table 60).
UINT32	datasetId	Dataset ID
UINT32	comParId	Communication parameter ID
TRDP_MD_PAR_T	mdPar	Structure with the MD send parameters see Table 86.
TRDP_PD_PAR_T	pdPar	Structure with the PD receive parameters see Table 86.
UINT32	destCnt	Number of destination URI's
TRDP_DEST_T	*pDest	Pointer to a destination handled as a list
UINT32	srcCnt	Number of source URI's
TRDPC_T	*pSrc	Pointer to a source handled as a list

**Table 84 Structure TRDP\_EXCHG\_PAR\_T – communication exchange parameters**

Type	Name	Description
UINT32	smi1	Safe message identifier – unique for this message at consist level
UINT32	smi2	Safe message identifier for a redundant device – unique for this message at consist level
UINT32	cmThr	Channel monitoring threshold
UINT16	udv	User data version
UINT16	rxPeriod	Sink cycle time
UINT16	txPeriod	Source cycle time
UINT16	nGuard	Initial timeout cycles
UINT8	nRxSafe	Timeout cycles
UINT8	reserved1	Reserved for future use
UINT16	Reserved2	Reserved for future use

**Table 85 Structure TRDP\_SDT\_PAR\_T – SDT communication parameter**

Type	Name	Description
UINT32	confirmTimeout	Acknowledge time-out in $\mu$ s
UINT32	replyTimeout	Response time-out in $\mu$ s
TRDP_FLAGS_T	flags	TRDP_FLAGS_MARSHALL, TRDP_FLAGS_TCP

**Table 86 Structure TRDP\_MD\_PAR\_T – MD communication parameter**

Type	Name	Description
UINT32	cycle	PD cycle time
UINT32	redundant	0 = not redundant, >0 redundancy group
UINT32	timeout	Timeout value in $\mu$ s, before considering received process data invalid
TRDP_TO_BEHAVIOR	toBehav	Behaviour when received process data is invalid/timed out.
TRDP_FLAGS_T	flags	TRDP_FLAGS_MARSHALL, TRDP_FLAGS_CALLBACK

**Table 87 Structure TRDP\_PD\_PAR\_T – PD communication parameter**

Type	Name	Description
UINT32	id	Destination identifier
TRDP_SDT_PAR_T	*pSdtPar	Parameter for safe data transmission see Table 85
TRDP_URI_USER_T	*pUriUser	Pointer to URI user part
TRDP_URI_HOST_T	*pUriHost	Pointer to URI host part or IP

**Table 88 Structure TRDP\_DEST\_T – Destination addresses**

Type	Name	Description
UINT32	id	Source filter identifier
TRDP_SDT_PAR_T	*pSdtPar	Parameter for safe data transmission see Table 85
TRDP_URI_USER_T	*pUriUser	Pointer to URI user part
TRDP_URI_HOST_T	*pUriHost	Pointer to URI host part or IP
TRDP_URI_HOST_T	*pRedUriHost	Pointer to URI host part or IP of redundant source

**Table 89 Structure TRDP\_SRC\_T – Source addresses**

#### 14.1.5. *tau\_readXmlDatasetConfig*

Name	<b>tau_readXmlDatasetConfig</b>	
Synopsis C	<pre>TRDP_ERR_T tau_readXmlDatasetConfig(     const TRDP_XML_DOC_HANDLE_T *pDocHnd,     UINT32                        *pNumComId     TRDP_COMID_DSID_MAP_T        **ppComIdDsIdMap,     UINT32                        *pNumDataset,     TRDP_DATASET_T               **ppDataset);</pre>	
Synopsis C++	<pre>TRDP_ERR_T tau::readXmlDatasetConfig(     const TRDP_XML_DOC_HANDLE_T *pDocHnd,     UINT32                        *pNumComId     TRDP_COMID_DSID_MAP_T        **ppComIdDsIdMap,     UINT32                        *pNumDataset,     TRDP_DATASET_T               ***ppDataset);</pre>	
Abstract	Reads all dataset configurations out of the given XML file. Allocated memory for the returned lists needs to be freed with <code>vos_memFree()</code> .	
Parameters	<code>pDocHnd</code>	Handle of the parsed XML file
	<code>pNumComId</code>	Number of entries in the ComId DatasetId mapping list.
	<code>ppComIdDsIdMap</code>	Pointer to the ComId DatasetId mapping list.
	<code>pNumDataset</code>	Pointer to number of datasets read
	<code>papDataset</code>	Pointer to an array of structures of type <code>TRDP_DATASET_T</code> , see Table 5.
Returns C/C++	0 if OK, !=0 if error, see chapter 12.1	

Type	Name	Description
UINT32	<code>comId</code>	Communication parameter id.
UINT32	<code>dsId</code>	Dataset id.

**Table 90** Structure `TRDP_COMID_DSID_MAP_T`

## 14.2. TRDP Train Configuration Information API

---

TRDP contains some general utilities functions to access the train configuration information.

The train configuration information will be delivered within different telegrams from the ETBN:

1. PD push telegram with safe topo count and ETB-state (pushed at least in 1000ms cycle)
2. PD pull telegram with dynamic train information (pulled after train inauguration by ETBN itself as a multicast to all devices in the consist)
3. MD telegram (call/reply pattern) to retrieve static consist and car information
4. MD telegram (call/reply pattern) to retrieve device information for one or all devices in a given car in a consist
5. MD telegram (call reply pattern) to retrieve consist and car properties
6. MD telegram (call reply pattern) to retrieve device properties for one or all devices in a given car in a consist
7. MD telegram for manual insertion of consists

The train configuration info can be retrieved with the following algorithm adding input and return value checks:

```

void getTrainConfig(
    TRDP_DEV_INFO_T    *pTrnInfo,
    UINT32              *topoCnt)
{
    UINT16 dev;
    UINT16 car;
    UINT16 cst;

    TRDP_DEV_INFO_T *pDevInfo
    TRDP_CAR_INFO_T *pCarInfo
    TRDP_CST_INFO_T *pCstInfo

    /* free memory of old configuration */
    for (cst=0, cst< pTrnInfo->cstCnt, cst++)
    {
        pCstInfo= &(pTrnInfo->pCstInfo[cst]);

        for (car=0, car<pCstInfo->carCnt, car++)
        {
            pCarInfo=&(pTrnInfo->pCstInfo[cst].pCarInfo[car]);

            for (dev=0, dev < pCarInfo->devCnt, dev++)
            {
                /* free detailed device info, if needed */
                vos_memFree(pCarInfo->pDevInfo[dev].pProp);
                vos_memFree(pCarInfo->pDevInfo[dev].pFctNo);
            }
            vos_memFree(pCarInfo->pProp);
            vos_memFree(pCarInfo->pDevInfo);
        }
        vos_memFree(pCstInfo->pProp);
        vos_memFree(pCstInfo->pCarInfo);
    }
}

```



```
        vos_memFree(pCstInfo->pFct);
    }
    vos_memFree(pTrnInfo->pCstInfo);

    /* retrieve new train configuration info */
    tau_getTrnInfo(pTrnInfo, pTopoCnt);

    /* provide memory for basic consist info */
    pTrnInfo->pCstInfo = vos_memAlloc(pTrnInfo.cstCnt * sizeof(TRDPCST_INFO_T));

    tau_getCstBasicInfo(pTrnInfo->pCstInfo, pTopoCnt, "acst", trnInfo.cstCnt);

    for (cst=0, cst< pTrnInfo->cstCnt, cst++)
    {
        pCstInfo= &(amp;pTrnInfo->pCstInfo[cst]);

        /* provide memory for basic car info */
        pCstInfo->pCarInfo=vos_memAlloc(pCstInfo->carCnt*sizeof(TRDP_CAR_INFO_T));

        /* provide memory, if consist properties needed */
        pCstInfo->pProp=vos_memAlloc(pCstInfo->propLen*sizeof(UINT8));

        /* provide memory, if function information needed */
        pCstInfo->pFct=vos_memAlloc(pCstInfo->fctCnt*sizeof(TRDP_FCT_INFO_T));
    }
    tau_getCstDetailInfo(pTrnInfo->pCstInfo, pTopoCnt, NULL, pTrnInfo->cstCnt);

    /* get more detailed car information, which is typically not necessary */
    for (cst=0, cst< pTrnInfo->cstCnt, cst++)
    {
        pCstInfo= &(amp;pTrnInfo->pCstInfo[cst]);

        for (car=0, car<pCstInfo->carCnt, car++)
        {
            pCarInfo=&(pCstInfo->pCarInfo[car]);

            /* provide memory, if car properties needed */
            pCarInfo->pProp=vos_memAlloc(pCarInfo->propLen*sizeof(UINT8));

            /* provide memory, if device information needed */
            pCarInfo->pDevInfo=vos_memAlloc(pCarInfo->devCnt*sizeof(TRDP_DEV_INFO_T));

            tau_getCarDetailInfo(
                pCarInfo,
                pTopoCnt,
                pCstInfo->id,
                NULL,
                "grpAll",
                pCstInfo->carCnt);

            /* retrieve detailed device info, if needed */
            for (dev=0, dev < pCarInfo->devCnt, dev++)
```

```

{
    pDevInfo = &(pCarInfo->pDevInfo[dev]);

    /* provide memory, if device information needed */
    pDevInfo->pProp=vos_memAlloc(pDevInfo->propLen*sizeof(UINT8));

    /* provide memory, if function information needed */
    pDevInfo->pFctNo=vos_memAlloc(pDevInfo->fctCnt*sizeof(UINT32));

    tau_getDevDetailInfo(
        pDevInfo,
        pTopoCnt,
        pCstInfo->id,
        pCarInfo->id,
        NULL,
        pCstInfo->devCnt);
}
}
}
}
}

```

#### 14.2.1. Definitions

Value	Name	Description
0	TRDP_INAUG_INVALID	Ongoing inauguration, DNS not yet available, no address transformation possible
1	TRDP_INAUG_FAULT	Error in train inauguration, DNS not available, trainwide communication not possible
2	TRDP_INAUG_NOLEAD_UNCONF	inauguration done, no leading vehicle set, inauguration unconfirmed
3	TRDP_INAUG_LEAD_UNCONF	inauguration done, leading vehicle set, inauguration unconfirmed
4	TRDP_INAUG_LEAD_CONF	inauguration done, leading vehicle set, inauguration confirmed

Table 91 Enumeration TRDP\_INAUG\_STATE\_T – ETB inauguration states

Value	Name	Description
0	TRDP_FCT_INVALID	Invalid type
1	TRDP_FCT_LOCAL	Device local function
2	TRDP_FCT_CAR	Car control function
3	TRDP_FCT_CST	Consist control function
4	TRDP_FCT_TRAIN	Train control function

Table 92 Enumeration TRDP\_FCT\_T – function type

Type	Name	Description
TRDP_LABEL_T	id	function identifier (name)
TRDP_FCT_T	type	function type
UINT32	no	unique function number in consist, should be the list index number
TRDP_IP_ADDR	Addr	Device IP address / multicast address
UINT8	ecnId	Ethernet consist network id.
UINT8	etbId	Ethernet train backbone id.

**Table 93 Structure TRDP\_FCT\_INFO\_T – function configuration information**

Type	Name	Description
TRDP_IP_ADDR	addr1	First device IP address
TRDP_IP_ADDR	addr2	Second device IP address
TRDP_LABEL_T	id	device id / host name
TRDP_LABEL_T	type	device type (reserved key words ETBN, ETBR, FCT)
UINT8	orient	device orientation 0=opposite, 1=same related to car
TRDP_LABEL_T	redId	redundant device Id if available
UINT8	ecnId1	First Ethernet consist network id. 0 means no connection.
UINT8	ecnId2	Second Ethernet consist network id. 0 means no connection.
UINT8	etbId1	First Ethernet train backbone id. 0 means no connection.
UINT8	etbId2	Second Ethernet train backbone id. 0 means no connection.
UINT16	fctCnt	Number of public functions on the device
UINT32	*pFctNo	Pointer to device function number list for application use and convenience
UINT16	propVer	Properties version
UINT16	propLen	Length of device properties
UINT8	*pProp	Pointer to device properties for application use and convenience

**Table 94 Structure TRDP\_DEV\_INFO\_T – device configuration information**

Type	Name	Description
TRDP_LABEL_T	id	car id
TRDP_LABEL_T	type	car type
UINT8	orient	0 == opposite, 1 == same orientation rel. to consist
UINT8	lead	0 == car is not leading
UINT8	leadDir	0 == leading direction 1, 1 == leading direction 2
UINT8	no	Car number in consist
UINT8	iecNo	IEC car number in train
UINT8	reachable	0 == car not reachable, inserted manually
UINT16	devCnt	number of devices in the car
TRDP_DEVICE_INFO_T	*pDevInfo	Pointer to device info list for application use and convenience.
UINT16	propVer	Properties version
UINT16	propLen	Length of car properties
UINT8	*pProp	Pointer to car properties for application use and convenience

**Table 95 Structure TRDP\_CAR\_INFO\_T – car configuration information**

Type	Name	Description
TRDP_LABEL_T	id	Unique consist identifier (unique at least for the owner) / IEC identification number taken from 1 <sup>st</sup> car in consist
TRDP_LABEL_T	owner	consist owner, e.g. "trenitalia.it"
TRDP_UUID_T	uuid	consist UUID for inauguration purposes
UINT8	orient	0 == opposite, 1 == same orientation rel. to consist
UINT8	lead	0 == car is not leading
UINT8	leadDir	0 == leading direction 1, 1 == leading direction 2
UINT8	tcnNo	Consist number in train related to TCN reference direction
UINT8	iecNo	Consist number in train related to leading car depending IEC reference direction
UINT8	reachable	0 == consist not reachable, inserted manually
UINT8	ecnCnt	Number of ECN in consist
UINT8	etbCnt	Number of ETB in consist
UINT16	fctCnt	Number of public functions in the consist
TRDP_FCT_INFO_T	*pFct	Pointer to consist public function list. Memory needs to be provided by application before calling tau_getAddCstInfo
UINT16	carCnt	number of cars in consist
TRDP_CAR_INFO_T	*pCarInfo	Pointer to car info list. Memory needs to be provided by application before calling tau_getAddCstInfo
UINT16	propVer	Properties version
UINT16	propLen	Length of consist properties
UINT8	*pProp	Pointer to consist properties. Memory needs to be provided by application before calling tau_getAddCstInfo

Table 96 Structure TRDP\_CST\_INFO\_T – consist configuration information

Type	Name	Description
UINT32	version	Train info structure version
TRDP_LABEL_T	id	Train id, e.g. "ICE75", "IC346"
TRDP_LABEL_T	operator	Train operator, e.g. "trainitalia.it"
TRDP_INAUG_STATE_T	inaugState	Train inauguration status
UINT32	topoCnt	IEC (i.e. TCN) topography counter
UINT8	iecOrient	0 == IEC reference orientation is opposite to TCN reference direction
UINT16	carCnt	number of cars in the train
UINT16	cstCnt	number of consists in the train
TRDP_CST_INFO_T	*pCstInfo	Pointer to consist info list for application use and convenience.

Table 97 Structure TRDP\_TRAIN\_INFO\_T – train configuration information

### 14.2.2. *tau\_getEtbState*

Name	<b>tau_getEtbState</b>	
Synopsis C	TRDP_ERR_T tau_getEtbState ( TRDP_INAUG_STATE_T *pInaugState, UINT32 *pTopoCnt);	
Synopsis C++	TRDP_ERR_T tau::getEtbState ( TRDP_INAUG_STATE_T *pInaugState, UINT32 *pTopoCnt);	
Abstract	Function to retrieve the inauguration state and the topography counter.	
Parameters	pInaugState	Pointer to an inauguration state variable to be returned.
	pTopoCnt	Pointer to topo counter. Input: If a topo counter value != 0 is given in the call, the value will be checked against the current topo counter value. Output: The current value of the topo counter.
Returns C/C++	0 if OK, !=0 if error, see chapter 12.1	

### 14.2.3. *tau\_getTrnInfo*

Name	<b>tau_getTrnInfo</b>	
Synopsis C	TRDP_ERR_T tau_getTrnInfo ( TRDP_TRAIN_INFO_T *pTrnInfo, UINT32 *pTopoCnt);	
Synopsis C++	TRDP_ERR_T tau::getTrnInfo ( TRDP_TRAIN_INFO_T *pTrnInfo, UINT32 *pTopoCnt) ;	
Abstract	Function to retrieve the consist information of a train's consist.	
Parameters	pTrnInfo	Pointer to train infos to be returned. Memory needs to be provided by application.
	pTopoCnt	Pointer to topocounter. Input: If the topo counter value set at the call is different from 0, th value will be checked against the current topo counter value. Output: The current value of the topo counter.
Returns C/C++	0 if OK, !=0 if error, see chapter 12.1	

#### 14.2.4. tau\_getCstBasicInfo

Name	tau_getCstBasicInfo	
Synopsis C	<pre>TRDP_ERR_T tau_getCstBasicInfo (     TRDP_CST_INFO_T      *pCstInfo,     UINT32                *pTopoCnt,     const TRDP_LABEL_T    cstLabel,     UINT16                cstCnt);</pre>	
Synopsis C++	<pre>TRDP_ERR_T tau::getCstBasicInfo (     TRDP_CST_INFO_T      *pCstInfo,     UINT32                *pTopoCnt,     const TRDP_LABEL_T    cstLabel,     UINT16                cstCnt);</pre>	
Abstract	<p>Function to retrieve the consist basic information of train consist(s).</p> <p><b>Note:</b> Consist detail information like car information, consist properties and consist functions can be only retrieved in a second step providing the memory in the consist info structure by the application.</p>	
Parameters	pCstInfo	Pointer to consist infos to be returned. Memory needs to be provided by application.
	pTopoCnt	<p>Pointer to topo counter.</p> <p>Input: If a topo counter value != 0 is given in the call, the value will be checked against the current topo counter value.</p> <p>Output: The current value of the topo counter.</p>
	cstLabel	Pointer to a consist label. NULL means own consist.
	cstCnt	Number of consists fitting in the provided memory with pCstInfo.
Returns C/C++	0 if OK, !=0 if error, see chapter 12.1	

#### 14.2.5. tau\_getCstDetailInfo

Name	tau_getCstDetailInfo	
Synopsis C	<pre>TRDP_ERR_T tau_getCstDetailInfo (     TRDP_CST_INFO_T      *pCstInfo,     UINT32                *pTopoCnt,     const TRDP_LABEL_T    cstLabel,     UINT16                cstCnt);</pre>	
Synopsis C++	<pre>TRDP_ERR_T tau::getCstDetailInfo (     TRDP_CST_INFO_T      *pCstInfo,     UINT32                *pTopoCnt,     const TRDP_LABEL_T    cstLabel,     UINT16                cstCnt);</pre>	
Abstract	<p>Function to retrieve the consist additional information (consist properties, consist function table, car table) of consist(s).</p> <p><b>Note:</b> the memory needs to be provided by the application by putting valid pointers in the consist info structure(s). Null pointers will be skipped.</p>	
Parameters	pCstInfo	Pointer to consist infos to be returned. Memory needs to be provided by application.
	pTopoCnt	<p>Pointer to topo counter.</p> <p>Input: If a topo counter value != 0 is given in the call, the value will be checked against the current topo counter value.</p> <p>Output: The current value of the topo counter.</p>
	cstLabel	Pointer to a consist label. If NULL the label from the consist info structure is taken.
	cstCnt	Number of consists in the consist info list provided with pCstInfo.
Returns	0 if OK, !=0 if error, see chapter 12.1	

C/C++

#### 14.2.6. *tau\_getCarDetailInfo*

Name	<b>tau_getCarDetailInfo</b>	
Synopsis C	<pre>TRDP_ERR_T tau_getCarDetailInfo (     TRDP_CAR_INFO_T      *pCarInfo,     UINT32                *pTopoCnt,     const TRDP_LABEL_T    devLabel,     const TRDP_LABEL_T    carLabel,     const TRDP_LABEL_T    cstLabel,     UINT32                carCnt);</pre>	
Synopsis C++	<pre>TRDP_ERR_T tau::getCarDetailInfo (     TRDP_CAR_INFO_T      *pCarInfo,     UINT32                *pTopoCnt,     const TRDP_LABEL_T    devLabel,     const TRDP_LABEL_T    carLabel,     const TRDP_LABEL_T    cstLabel,     UINT32                carCnt);</pre>	
Abstract	Function to retrieve the car detail information (car properties, function table and device table) of a consist's car. <b>Note:</b> the memory needs to be provided by the application by putting valid pointers in the car info structure(s). Null pointers will be skipped.	
Parameters	pCarInfo	Pointer to car infos. Memory needs to be provided by application.
	pTopoCnt	Pointer to topo counter. Input: If a topo counter value != 0 is given in the call, the value will be checked against the current topo counter value. Output: The current value of the topo counter.
	devLabel	Pointer to a device label.
	carLabel	Pointer to a car label. If NULL the label from car info structure is taken.
	cstLabel	Pointer to a consist label.
	carCnt	Number of cars in the car info list provided with pCarInfo.
Returns C/C++	0 if OK, !=0 if error, see chapter 12.1	

*14.2.7. tau\_getDevDetailInfo*

Name	tau_getDevDetailInfo	
Synopsis C	<pre>TRDP_ERR_T tau_getDevDetailInfo (     TRDP_DEV_INFO_T      *pDevInfo,     UINT32                *pTopoCnt,     const TRDP_LABEL_T    devLabel,     const TRDP_LABEL_T    carLabel,     const TRDP_LABEL_T    cstLabel,     UINT16                devCnt);</pre>	
Synopsis C++	<pre>TRDP_ERR_T tau::getDevDetailInfo (     TRDP_DEV_INFO_T      *pDevInfo,     UINT32                *pTopoCnt,     const TRDP_LABEL_T    devLabel,     const TRDP_LABEL_T    carLabel,     const TRDP_LABEL_T    cstLabel,     UINT16                devCnt);</pre>	
Abstract	Function to retrieve the detailed device information like device function table and properties of car's device(s).	
Parameters	pDevInfo	Pointer to device infos to be returned. Memory needs to be provided by application.
	pTopoCnt	Pointer to topo counter. Input: If a topo counter value != 0 is given in the call, the value will be checked against the current topo counter value. Output: The current value of the topo counter.
	devLabel	Pointer to a device label. NULL means that the label from the dev info structure is taken.
	carLabel	Pointer to a car label.
	cstLabel	Pointer to a consist label.
	devCnt	Number of devices in the device list provided with pDevInfo.
Returns C/C++	0 if OK, !=0 if error, see chapter 12.1	

*14.2.8. tau\_insertCstInfo*

Name	tau_insertCstInfo	
Synopsis C	<pre>TRDP_ERR_T tau_insertCstInfo (     UINT32                *pTopoCnt,     const TRDP_CST_INFO_T *pCstInfo);</pre>	
Synopsis C++	<pre>TRDP_ERR_T tau::insertCstInfo (     UINT32                *pTopoCnt,     const TRDP_CST_INFO_T *pCstInfo);</pre>	
Abstract	Function to insert the consist information of a train's consist for correction of train inauguration result.	
	pTopoCnt	Pointer to topo counter. Input: If a topo counter value != 0 is given in the call, the value will be checked against the current topo counter value. Output: The current value of the topo counter.
	pCstInfo	Pointer to consist infos to be inserted. Memory needs to be provided by application and can be freed after the function call.
Returns C/C++	0 if OK, !=0 if error, see chapter 12.1	



### 14.2.9. *tau\_getTrnCarCnt*

Name	<b>tau_getTrnCarCnt</b>	
Synopsis C	TRDP_ERR_T tau_getTrnCarCnt ( UINT16     *pCarTrnCnt, UINT32     *pTopoCnt);	
Synopsis C++	TRDP_ERR_T tau::getTrnCarCnt ( UINT16     *pTrnCarCnt, UINT32     *pTopoCnt);	
Abstract	Function to retrieve the total number of cars in the train.	
Parameters	pTrnCarCnt	Pointer to the number of cars to be returned.
	pTopoCnt	Pointer to topo counter. Input: If a topo counter value != 0 is given in the call, the value will be checked against the current topo counter value. Output: The current value of the topo counter.
Returns C/C++	0 if OK, !=0 if error, see chapter 12.1	

### 14.2.10. *tau\_getCstCarCnt*

Name	<b>tau_getCstCarCnt</b>	
Synopsis C	TRDP_ERR_T tau_getCstCarCnt ( UINT16             *pCstCarCnt, UINT32             *pTopoCnt, const TRDP_LABEL_T   cstLabel);	
Synopsis C++	TRDP_ERR_T tau::getCstCarCnt ( UINT16             *pCstCarCnt, UINT32             *pTopoCnt, const TRDP_LABEL_T   cstLabel);	
Abstract	Function to retrieve the total number of cars in the given consist.	
Parameters	pCstCarCnt	Pointer to the number of cars to be returned.
	pTopoCnt	Pointer to topo counter. Input: If a topo counter value != 0 is given in the call, the value will be checked against the current topo counter value. Output: The current value of the topo counter.
	cstLabel	Pointer to a consist label. NULL means own consist.
Returns C/C++	0 if OK, !=0 if error, see chapter 12.1	

*14.2.11. tau\_getCstFctCnt*

Name	tau_getCstFctCnt	
Synopsis C	<pre>TRDP_ERR_T tau_getCstFctCnt (     UINT16          *pCstFctCnt,     UINT32          *pTopoCnt,     const TRDP_LABEL_T  cstLabel);</pre>	
Synopsis C++	<pre>TRDP_ERR_T tau::getCstFctCnt (     UINT16          *pCstFctCnt,     UINT32          *pTopoCnt,     const TRDP_LABEL_T  cstLabel);</pre>	
Abstract	Function to retrieve the total number of public functions in the given consist.	
Parameters	pCstFctCnt	Pointer to the number of functions to be returned.
	pTopoCnt	Pointer to topo counter. Input: If a topo counter value != 0 is given in the call, the value will be checked against the current topo counter value. Output: The current value of the topo counter.
	cstLabel	Pointer to a consist label. NULL means own consist.
Returns C/C++	0 if OK, !=0 if error, see chapter 12.1	

*14.2.12. tau\_getCarDevCnt*

Name	tau_getCarDevCnt	
Synopsis C	<pre>TRDP_ERR_T tau_getCarDevCnt (     UINT16          *pCarDevCnt,     UINT32          *pTopoCnt,     const TRDP_LABEL_T  carLabel,     const TRDP_LABEL_T  cstLabel);</pre>	
Synopsis C++	<pre>TRDP_ERR_T tau::getCarDevCnt (     UINT16          *pCarDevCnt,     UINT32          *pTopoCnt,     const TRDP_LABEL_T  carLabel,     const TRDP_LABEL_T  cstLabel);</pre>	
Abstract	Function to retrieve the total number of devices in a car.	
Parameters	pCarDevCnt	Pointer to the number of devices to be returned.
	pTopoCnt	Pointer to topo counter. Input: If a topo counter value != 0 is given in the call, the value will be checked against the current topo counter value. Output: The current value of the topo counter.
	carLabel	Pointer to a car label. NULL means own car if cstLabel == NULL.
	cstLabel	Pointer to a consist label. NULL means own consist.
Returns C/C++	0 if OK, !=0 if error, see chapter 12.1	

### 14.2.13. tau\_getOrient

Name		tau_getOrient
Synopsis C	<pre>TRDP_ERR_T tau_getOrient (     UINT8          *pDevOrient,     UINT8          *pCarOrient,     UINT8          *pCstOrient,     UINT8          *pIecOrient,     UINT32         *pTopoCnt,     TRDP_LABEL_T   devLabel,     TRDP_LABEL_T   carLabel,     TRDP_LABEL_T   cstLabel);</pre>	
Synopsis C++	<pre>TRDP_ERR_T tau::getOrient (     UINT8          *pDevOrient,     UINT8          *pCarOrient,     UINT8          *pCstOrient,     UINT8          *pIecOrient,     UINT32         *pTopoCnt,     TRDP_LABEL_T   devLabel,     TRDP_LABEL_T   carLabel,     TRDP_LABEL_T   cstLabel);</pre>	
Abstract	Function to retrieve the orientation of the given consist.	
Parameters	pDevOrient	Pointer to device orientation relatetd to car to be returned. 0 == opposite, 1 == same orientation rel. to car
	pCarOrient	Pointer to car orientation related to consist to be returned. 0 == opposite, 1 == same orientation rel. to consist
	pCstOrient	Pointer to consist orientation related to TCN reference direction to be returned. 0 == opposite, 1 == same orientation rel. to TCN reference direction
	pIecOrient	Pointer to IEC orientation relatetd to TCN orientation to be returned. 0 == opposite, 1 == same orientation rel. to TCN reference direction
	pTopoCnt	Pointer to topo counter. Input: If a topo counter value != 0 is given in the call, the value will be checked against the current topo counter value. Output: The current value of the topo counter.
	devLabel	devLabel == NULL means own device if own car, own consist is selected.
	carLabel	carLabel == NULL means own car if own consist is selected.
	cstLabel	cstLabel == NULL means own consist
Returns C/C++	0 if OK, !=0 if error, see chapter 12.1	

## 14.3. TRDP Address API

TRDP contains some general utilities functions for IP address and URI resolution.

### 14.3.1. Definitions

No specific definitions.

### 14.3.2. *tau\_getOwnIds*

Name	tau_getOwnIds	
Synopsis C	<pre>TRDP_ERR_T tau_getOwnIds (     TRDP_LABEL_T devId,     TRDP_LABEL_T carId,     TRDP_LABEL_T cstId);</pre>	
Synopsis C++	<pre>TRDP_ERR_T tau::getOwnIds (     TRDP_LABEL_T devId,     TRDP_LABEL_T carId,     TRDP_LABEL_T cstId);</pre>	
Abstract	Get URI from an IP address and topo counter value. The topo counter value can be checked against the current value, see below.	
Parameters	devId	Returns the device label (host name).
	carId	Returns the car label.
	cstId	Returns the consist label.
Returns C/C++	0 if OK, !=0 if error, see chapter 12.1	

### 14.3.3. *tau\_getOwnAddr*

Name	tau_getOwnAddr	
Synopsis C	<pre>UINT32 tau_getOwnAddr(void);</pre>	
Synopsis C++	<pre>UINT32 tau::getOwnAddr(void);</pre>	
Abstract	Get own IP address.	
Parameters	-	
Returns C/C++	IP address	

#### 14.3.4. *tau\_addr2Uri*

Name	tau_addr2Uri	
Synopsis C	<pre>TRDP_ERR_T tau_addr2Uri (     TRDP_URI_HOST_T uri,     UINT32          *pTopoCnt,     TRDP_IP_ADDR    addr);</pre>	
Synopsis C++	<pre>TRDP_ERR_T tau::addr2Uri (     TRDP_URI_HOST_T uri,     UINT32          *pTopoCnt,     TRDP_IP_ADDR    addr);</pre>	
Abstract	Get URI from an IP address and topo counter value. The topo counter value can be checked against the current value, see below.	
Parameters	uri	Pointer to resulting URI.
	pTopoCnt	Pointer to topo counter. Input: If a topo counter value != 0 is given in the call, the value will be checked against the current topo counter value. Output: The current value of the topo counter.
	addr	IP address, 0 == own address.
Returns C/C++	0 if OK, !=0 if error, see chapter 12.1	

#### 14.3.5. *tau\_uri2Addr*

Name	tau_uri2Addr	
Synopsis C	<pre>TRDP_ERR_T tau_uri2Addr (     TRDP_IP_ADDR    *pAddr,     UINT32          *pTopoCnt,     const TRDP_URI_T uri);</pre>	
Synopsis C++	<pre>TRDP_ERR_T tau::uri2Addr(     TRDP_IP_ADDR    *pAddr,     UINT32          *pTopoCnt,     const TRDP_URI_T uri);</pre>	
Abstract	Get IP address from an URI and topo counter value. The topo counter value can be checked against the current value, see below.	
Parameters	pAddr	Pointer to resulting IP address
	pTopoCnt	Pointer to topo counter. Input: If a topo counter value != 0 is given in the call, the value will be checked against the current topo counter value. Output: The current value of the topo counter.
	uri	Pointer to URI, NULL==own URI
Returns C/C++	0 if OK, !=0 if error, see chapter 12.1	

*14.3.6. tau\_label2CarId*

Name	tau_label2CarId	
Synopsis C	<pre>TRDP_ERR_T tau_label2CarId (     TRDP_LABEL_T      carId,     UINT32             *pTopoCnt,     const TRDP_LABEL_T carLabel,     const TRDP_LABEL_T cstLabel);</pre>	
Synopsis C++	<pre>TRDP_ERR_T tau::label2CarId (     TRDP_LABEL_T      carId,     UINT32             *pTopoCnt,     const TRDP_LABEL_T carLabel,     const TRDP_LABEL_T cstLabel);</pre>	
Abstract	Function to retrieve the carId of the car with label carLabel in the consist with cstLabel.	
Parameters	carId	Pointer to a label string to return the car id
	pTopoCnt	Pointer to topo counter. Input: If a topo counter value != 0 is given in the call, the value will be checked against the current topo counter value. Output: The current value of the topo counter.
	carLabel	Pointer to the car label. NULL means own car if cstLabel == NULL.
	cstLabel	Pointer to the consist label. NULL means own consist.
Returns C/C++	0 if OK, !=0 if error, see chapter 12.1	

*14.3.7. tau\_label2CarNo*

Name	tau_label2CarNo	
Synopsis C	<pre>TRDP_ERR_T tau_label2CarNo (     UINT8             *pCarNo,     UINT32             *pTopoCnt,     const TRDP_LABEL_T carLabel,     const TRDP_LABEL_T cstLabel);</pre>	
Synopsis C++	<pre>TRDP_ERR_T tau::label2CarNo (     UINT8             *pCarNo,     UINT32             *pTopoCnt,     const TRDP_LABEL_T carLabel,     const TRDP_LABEL_T cstLabel);</pre>	
Abstract	<p>The function delivers the car number to the given label.</p> <p>The first match of the table will be returned in case there is no unique label given.</p>	
Parameters	pCarNo	Pointer to the car number to be returned
	pTopoCnt	Pointer to topo counter. Input: If a topo counter value != 0 is given in the call, the value will be checked against the current topo counter value. Output: The current value of the topo counter.
	carLabel	Pointer to the car label. NULL means own car if cstLabel == NULL.
	cstLabel	Pointer to the consist label. NULL means own consist.
Returns	0 if OK, !=0 if error, see chapter 12.1	

C/C++

*14.3.8. tau\_label2IecCarNo*

Name	tau_label2IecCarNo	
Synopsis C	<pre>TRDP_ERR_T tau_label2IecCarNo (     UINT8                *pIecCarNo,     UINT32               *pTopoCnt,     const TRDP_LABEL_T   carLabel,     const TRDP_LABEL_T   cstLabel);</pre>	
Synopsis C++	<pre>TRDP_ERR_T tau::label2IecCarNo (     UINT8                *pIecCarNo,     UINT32               *pTopoCnt,     const TRDP_LABEL_T   carLabel,     const TRDP_LABEL_T   cstLabel);</pre>	
Abstract	<p>The function delivers the IEC car number to the given label. The first match of the table will be returned in case there is no unique label given.</p>	
Parameters	pIecCarNo	Pointer to the IEC car number to be returned
	pTopoCnt	Pointer to topo counter. Input: If a topo counter value != 0 is given in the call, the value will be checked against the current topo counter value. Output: The current value of the topo counter.
	carLabel	Pointer to the car label. NULL means own car if cstLabel == NULL.
	cstLabel	Pointer to the consist label. NULL means own consist.
Returns C/C++	0 if OK, !=0 if error, see chapter 12.1	

*14.3.9. tau\_carNo2Ids*

Name	tau_carNo2Ids	
Synopsis C	<pre> TRDP_ERR_T tau_carNo2Ids (     TRDP_LABEL_T    carId,     TRDP_LABEL_T    cstId,     UINT32          *pTopoCnt,     UINT8           carNo,     UINT8           trnCstNo); </pre>	
Synopsis C++	<pre> TRDP_ERR_T tau::carNo2Ids (     TRDP_LABEL_T    carId,     TRDP_LABEL_T    cstId,     UINT32          *pTopoCnt,     UINT8           carNo,     UINT8           trnCstNo); </pre>	
Abstract	Function to retrieve the car and consist id of the car given with carNo and trnCstNo.	
Parameters	carId	Pointer to the consist id to be returned
	cstId	Pointer to the consist id to be returned
	pTopoCnt	Pointer to topo counter. Input: If a topo counter value != 0 is given in the call, the value will be checked against the current topo counter value. Output: The current value of the topo counter.
	carNo	Car number in consist. 0 means own car when trnCstNo == 0.
	trnCstNo	Consist sequence number in train. 0 means own consist.
Returns C/C++	0 if OK, !=0 if error, see chapter 12.1	



### 14.3.10. *tau\_iecCarNo2Ids*

Name	<b>tau_iecCarNo2Ids</b>	
Synopsis C	TRDP_ERR_T tau_iecCarNo2Ids ( TRDP_LABEL_T           carId, TRDP_LABEL_T           cstId, UINT32                 *pTopoCnt, UINT8                  iecCarNo);	
Synopsis C++	TRDP_ERR_T tau::iecCarNo2Ids ( TRDP_LABEL_T           carId, TRDP_LABEL_T           cstId, UINT32                 *pTopoCnt, UINT8                  iecCarNo);	
Abstract	Function to retrieve the car and consist id from a given IEC car sequence number.	
Parameters	carId	Pointer to the consist id to be returned
	cstId	Pointer to the consist id to be returned
	pTopoCnt	Pointer to topo counter. Input: If a topo counter value != 0 is given in the call, the value will be checked against the current topo counter value. Output: The current value of the topo counter.
	iecCarNo	IEC car number in train. 0 means own car when trnCstNo == 0.
Returns C/C++	0 if OK, !=0 if error, see chapter 12.1	

### 14.3.11. *tau\_addr2CarId*

Name	<b>tau_addr2CarId</b>	
Synopsis C	TRDP_ERR_T tau_addr2CarId ( TRDP_LABEL_T           carId, UINT32                 *pTopoCnt, TRDP_IP_ADDR          ipAddr);	
Synopsis C++	TRDP_ERR_T tau:: addr2CarId ( TRDP_LABEL_T           carId, UINT32                 *pTopoCnt, TRDP_IP_ADDR          ipAddr);	
Abstract	Function to retrieve the carId of the car hosting a device with the IPAddress ipAddr.	
Parameters	carId	Pointer to the consist id to be returned
	pTopoCnt	Pointer to topo counter. Input: If a topo counter value != 0 is given in the call, the value will be checked against the current topo counter value. Output: The current value of the topo counter.
	ipAddr	IP address. 0 means own address, so the own car id is returned.
Returns C/C++	0 if OK, !=0 if error.	

*14.3.12. tau\_addr2CarNo*

Name	tau_addr2CarNo	
Synopsis C	<pre>TRDP_ERR_T tau_addr2CarNo (     UINT8          *pCarNo,     UINT32         *pTopoCnt,     TRDP_IP_ADDR   ipAddr);</pre>	
Synopsis C++	<pre>TRDP_ERR_T tau::addr2CarNo (     UINT8          *pCarNo,     UINT32         *pTopoCnt,     TRDP_IP_ADDR   ipAddr);</pre>	
Abstract	Function to retrieve the car number in consist of the car hosting the device with the IP address ipAddr.	
Parameters	pCarNo	Pointer to the car number in consist to be returned
	pTopoCnt	Pointer to topo counter. Input: If a topo counter value != 0 is given in the call, the value will be checked against the current topo counter value. Output: The current value of the topo counter.
	ipAddr	IP address. 0 means own address, so the own car id is returned.
Returns C/C++	0 if OK, !=0 if error, see chapter 12.1	

*14.3.13. tau\_addr2IecCarNo*

Name	tau_addr2IecCarNo	
Synopsis C	<pre>TRDP_ERR_T tau_addr2IecCarNo (     UINT8          *pIecCarNo,     UINT32         *pTopoCnt,     TRDP_IP_ADDR   ipAddr);</pre>	
Synopsis C++	<pre>TRDP_ERR_T tau::addr2IecCarNo (     UINT8          *pIecCarNo,     UINT32         *pTopoCnt,     TRDP_IP_ADDR   ipAddr);</pre>	
Abstract	Function to retrieve the IEC car number of the car hosting the device with the IP address ipAddr.	
Parameters	pIecCarNo	Pointer to the IEC car number in train to be returned
	pTopoCnt	Pointer to topo counter. Input: If a topo counter value != 0 is given in the call, the value will be checked against the current topo counter value. Output: The current value of the topo counter.
	ipAddr	IP address. 0 means own address, so the own car id is returned.
Returns C/C++	0 if OK, !=0 if error, see chapter 12.1	

*14.3.14. tau\_cstNo2CstId*

<b>Name</b>		<b>tau_cstNo2CstId</b>
Synopsis C	<pre>TRDP_ERR_T tau_cstNo2CstId (     TRDP_LABEL_T  cstId,     UINT32        *pTopoCnt,     UINT32        cstNo);</pre>	
Synopsis C++	<pre>TRDP_ERR_T tau::cstNo2CstId (     TRDP_LABEL_T  cstId,     UINT32        *pTopoCnt,     UINT32        cstNo);</pre>	
Abstract	Function to retrieve the consist identifier of the consist with train consist sequence number cstNo.	
Parameters	cstId	Pointer to the consist id to be returned
	pTopoCnt	Pointer to topo counter. Input: If a topo counter value != 0 is given in the call, the value will be checked against the current topo counter value. Output: The current value of the topo counter.
	cstNo	Consist sequence number based on IP reference direction. 0 means own consist.
Returns C/C++	0 if OK, !=0 if error, see chapter 12.1	

*14.3.15. tau\_iecCstNo2CstId*

<b>Name</b>		<b>tau_iecCstNo2CstId</b>
Synopsis C	<pre>TRDP_ERR_T tau_iecCstNo2CstId (     TRDP_LABEL_T  cstId,     UINT32        *pTopoCnt,     UINT32        iecCstNo);</pre>	
Synopsis C++	<pre>TRDP_ERR_T tau::iecCstNo2CstId (     TRDP_LABEL_T  cstId,     UINT32        *pTopoCnt,     UINT32        iecCstNo);</pre>	
Abstract	Function to retrieve the consist identifier of the consist with IEC consist number iecCstNo.	
Parameters	cstId	Pointer to the consist id to be returned
	pTopoCnt	Pointer to topo counter. Input: If a topo counter value != 0 is given in the call, the value will be checked against the current topo counter value. Output: The current value of the topo counter.
	iecCstNo	IEC consist number based on the leading car depending IEC reference direction. 0 means own consist.
Returns C/C++	0 if OK, !=0 if error, see chapter 12.1	

*14.3.16. tau\_label2CstId*

Name	tau_label2CstId	
Synopsis C	<pre>TRDP_ERR_T tau_label2CstId (     TRDP_LABEL_T      cstId,     UINT32             *pTopoCnt,     const TRDP_LABEL_T carLabel,     const TRDP_LABEL_T cstLabel);</pre>	
Synopsis C++	<pre>TRDP_ERR_T tau::label2CstId (     TRDP_LABEL_T      cstId,     UINT32             *pTopoCnt,     const TRDP_LABEL_T carLabel,     const TRDP_LABEL_T cstLabel);</pre>	
Abstract	Function to retrieve the consist identifier of the consist with IEC sequence consist number iecCstNo.	
Parameters	cstId	Pointer to the consist id to be returned
	pTopoCnt	Pointer to topo counter. Input: If a topo counter value != 0 is given in the call, the value will be checked against the current topo counter value. Output: The current value of the topo counter.
	carLabel	Pointer to a car label. NULL means any car if cstLabel is != NULL.
	cstLabel	Pointer to a consist label. NULL means any consist if carLabel != NULL.
Returns C/C++	0 if OK, !=0 if error, see chapter 12.1	

### 14.3.17. *tau\_label2CstNo*

Name	<b>tau_label2CstNo</b>	
Synopsis C	<pre>TRDP_ERR_T tau_label2CstNo (     UINT8          *pCstNo,     UINT32         *pTopoCnt,     const TRDP_LABEL_T  carLabel);</pre>	
Synopsis C++	<pre>TRDP_ERR_T tau::label2CstNo (     UINT8          *pCstNo,     UINT32         *pTopoCnt,     const TRDP_LABEL_T  carLabel);</pre>	
Abstract	Function to retrieve the consist sequence number of the consist hosting a car with label <b>carLabel</b> .	
Parameters	pCstNo	Pointer to the consist number to be returned
	pTopoCnt	Pointer to topo counter. Input: If a topo counter value != 0 is given in the call, the value will be checked against the current topo counter value. Output: The current value of the topo counter.
	carLabel	Pointer to a car label. NULL means own car.
Returns C/C++	0 if OK, !=0 if error, see chapter 12.1	

### 14.3.18. *tau\_label2IecCstNo*

Name	<b>tau_label2iecCstNo</b>	
Synopsis C	<pre>TRDP_ERR_T tau_label2iecCstNo (     UINT8          *pIecCstNo,     UINT32         *pTopoCnt,     const TRDP_LABEL_T  carLabel);</pre>	
Synopsis C++	<pre>TRDP_ERR_T tau::label2iecCstNo (     UINT8          *piecCstNo,     UINT32         *pTopoCnt,     const TRDP_LABEL_T  carLabel);</pre>	
Abstract	Function to retrieve the leading car depending IEC consist number of the consist hosting a car with label <b>carLabel</b> .	
Parameters	pIecCstNo	Pointer to the IEC consist number to be returned
	pTopoCnt	Pointer to topo counter. Input: If a topo counter value != 0 is given in the call, the value will be checked against the current topo counter value. Output: The current value of the topo counter.
	carLabel	Pointer to a car label. NULL means own car.
Returns C/C++	0 if OK, !=0 if error, see chapter 12.1	

*14.3.19. tau\_addr2CstId*

Name	tau_addr2CstId	
Synopsis C	<pre>TRDP_ERR_T tau_addr2CstId (     TRDP_LABEL_T    cstId,     UINT32          *pTopoCnt,     TRDP_IP_ADDR_T  addr);</pre>	
Synopsis C++	<pre>TRDP_ERR_T tau::addr2CstId (     TRDP_LABEL_T    cstId,     UINT32          *pTopoCnt,     TRDP_IP_ADDR_T  addr);</pre>	
Abstract	Function to retrieve the consist identifier of the consist hosting the device with the IP-Address addr.	
Parameters	cstId	Pointer to the consist id to be returned.
	pTopoCnt	Pointer to topo counter. Input: If a topo counter value != 0 is given in the call, the value will be checked against the current topo counter value. Output: The current value of the topo counter.
	addr	IP address. 0 means own device, so the own consist id is returned.
Returns C/C++	0 if OK, !=0 if error, see chapter 12.1	

*14.3.20. tau\_addr2CstNo*

Name	tau_addr2CstNo	
Synopsis C	<pre>TRDP_ERR_T tau_addr2CstNo (     UINT8          pCstNo,     UINT32          *pTopoCnt,     TRDP_IP_ADDR_T  addr);</pre>	
Synopsis C++	<pre>TRDP_ERR_T tau::addr2CstNo (     UINT8          pCstNo,     UINT32          *pTopoCnt,     TRDP_IP_ADDR_T  addr);</pre>	
Abstract	Function to retrieve the consist number of the consist hosting the device with the IP-Address addr.	
Parameters	pCstNo	Pointer to the consist number to be returned.
	pTopoCnt	Pointer to topo counter. Input: If a topo counter value != 0 is given in the call, the value will be checked against the current topo counter value. Output: The current value of the topo counter.
	addr	IP address. 0 means own device, so the own consist id is returned.
Returns C/C++	0 if OK, !=0 if error, see chapter 12.1	

### 14.3.21. *tau\_addr2IecCstNo*

Name		<b>tau_addr2IecCstNo</b>
Synopsis C	<pre>TRDP_ERR_T tau_addr2IecCstNo (     UINT8          pCstNo,     UINT32         *pTopoCnt,     TRDP_IP_ADDR_T  addr);</pre>	
Synopsis C++	<pre>TRDP_ERR_T tau::addr2IecCstNo (     UINT8          pCstNo,     UINT32         *pTopoCnt,     TRDP_IP_ADDR_T  addr);</pre>	
Abstract	Function to retrieve the leading car depending IEC consist number of the consist hosting the device with the IP-Address addr.	
Parameters	pCstNo	Pointer to the IEC consist number to be returned.
	pTopoCnt	Pointer to topo counter. Input: If a topo counter value != 0 is given in the call, the value will be checked against the current topo counter value. Output: The current value of the topo counter.
	addr	IP address. 0 means own device, so the own consist id is returned.
Returns C/C++	0 if OK, !=0 if error, see chapter 12.1	

## 14.4. TRDP Marshalling API

### 14.4.1. Defintions

No specific definitions.

### 14.4.2. tau\_initMarshall

Name	tau_initMarshall	
Synopsis C	<pre>TRDP_ERR_T tau_initMarshall(     void                **ppRefCon,     UINT32              numComId,     TRDP_COMID_DSID_MAP_T *pComIdDsIdMap,     UINT32              numDataset,     TRDP_DATASET_T      *pDataset[]);</pre>	
Synopsis C++	<pre>TRDP_ERR_T TAU::initMarshall(     void                **ppRefCon,     UINT32              numComId,     TRDP_COMID_DSID_MAP_T *pComIdDsIdMap,     UINT32              numDataset,     TRDP_DATASET_T      *pDataset[]);</pre>	
Abstract	Initialises marshalling with a given data set list that could be read out of an XML-file. The supplied array must be sorted by ComIds. The array must exist during the use of the marshalling functions (until tlc_terminate()).	
Parameters	ppRefCon	Returns a pointer to be used for the reference context of marshalling/unmarshalling
	numComId	Number of entries in the ComId DatasetId mapping list.
	pComIdDsIdMap	Pointer to the ComId DatasetId mapping list.
	numDataSet	Number of datasets in the array referenced with pDataset
	pDataset	Pointer to an array of pointers to structures of type TRDP_DATASET_T, see Table 5
Returns C/C++	TRDP_NO_ERR	no error
	TRDP_MEM_ERR	provided buffer to small
	TRDP_PARAM_ERR	Parameter error



### 14.4.3. tau\_marshall

Name	tau_marshall									
Synopsis C	<pre>TRDP_ERR_T tau_marshall(     void            *pRefCon,     UINT32          comId,     const UINT8     *pSrc,     UINT8           *pDest,     UINT32          *pDestSize,     TRDP_DATASET_T **ppDSPointer );</pre>									
Synopsis C++	<pre>TRDP_ERR_T TAU::marshall(     void            *pRefCon,     UINT32          comId,     const UINT8     *pSrc,     UINT8           *pDest,     UINT32          *pDestSize,     TRDP_DATASET_T **ppDSPointer );</pre>									
Abstract	Marshalls a data set referenced with comId and packs it into a send buffer.									
Parameters	pRefCon	Pointer to user context								
	comId	ComId for this data								
	pSrc	Pointer to source data								
	pDest	OUT: Pointer to destination buffer								
	pDestSize	IN: size of destination buffer OUT: number of bytes written								
	ppDSPointer	Pointer to pointer to cached dataset, used to skip dataset search for further calls with the same comId. Set NULL if not used. Set content to NULL if it can't be provided from previous call.								
Returns C/C++	<table><tr><td>TRDP_NO_ERR</td><td>no error</td></tr><tr><td>TRDP_MEM_ERR</td><td>provided buffer to small</td></tr><tr><td>TRDP_INIT_ERR</td><td>marshalling not initialized</td></tr><tr><td>TRDP_COMID_ERR</td><td>comid not existing</td></tr></table>		TRDP_NO_ERR	no error	TRDP_MEM_ERR	provided buffer to small	TRDP_INIT_ERR	marshalling not initialized	TRDP_COMID_ERR	comid not existing
TRDP_NO_ERR	no error									
TRDP_MEM_ERR	provided buffer to small									
TRDP_INIT_ERR	marshalling not initialized									
TRDP_COMID_ERR	comid not existing									

*14.4.4. tau\_marshallDs*

Name	tau_marshallDs	
Synopsis C	<pre> TRDP_ERR_T tau_marshallDs(     void                *pRefCon,     UINT32              datasetId,     const UINT8         *pSrc,     UINT8               *pDest,     UINT32              *pDestSize,     TRDP_DATASET_T     **ppDSPointer ); </pre>	
Synopsis C++	<pre> TRDP_ERR_T tau::marshallDs(     void                *pRefCon,     UINT32              datasetId,     const UINT8         *pSrc,     UINT8               *pDest,     UINT32              *pDestSize,     TRDP_DATASET_T     **ppDSPointer ); </pre>	
Abstract	Marshalls a data set and packs it into a send buffer.	
Parameters	pRefCon	Pointer to user context
	datasetId	Dataset Id for this data
	pSrc	Pointer to source data
	pDest	OUT: Pointer to destination buffer
	pDestSize	IN: size of destination buffer OUT: number of bytes written
	ppDSPointer	Pointer to pointer to cached dataset, used to skip dataset search for further calls with the same comId. Set NULL if not used. Set content to NULL if it can't be provided from previous call.
Returns C/C++	<pre> TRDP_NO_ERR      no error TRDP_MEM_ERR     provided buffer to small TRDP_INIT_ERR    marshalling not initialized TRDP_PARAM_ERR   Parameter error </pre>	

*14.4.5. tau\_unmarshall*

Name	tau_unmarshall									
Synopsis C	<pre>TRDP_ERR_T tau_unmarshall(     void          *pRefCon,     UINT32        comId,     UINT8         *pSrc,     UINT8         *pDest,     UINT32        *pDestSize,     TRDP_DATASET_T **ppDSPointer );</pre>									
Synopsis C++	<pre>TRDP_ERR_T TAU::unmarshall(     void          *pRefCon,     UINT32        comId,     UINT8         *pSrc,     UINT8         *pDest,     UINT32        *pDestSize,     TRDP_DATASET_T **ppDSPointer );</pre>									
Abstract	Unmarshalls the data set referencend with comId and unpacks it into a receiving buffer.									
Parameters	pRefCon	Pointer to user context								
	comId	ComId for this data								
	pSrc	Pointer to source data								
	pDest	OUT: Pointer to destination buffer								
	pDestSize	IN: size of destination buffer OUT: number of bytes written								
	ppDSPointer	Pointer to pointer to cached dataset, used to skip dataset search for further calls with the same comId. Set NULL if not used. Set content to NULL if it can't be provided from previous call.								
Returns C/C++	<table><tr><td>TRDP_NO_ERR</td><td>no error</td></tr><tr><td>TRDP_MEM_ERR</td><td>provided buffer to small</td></tr><tr><td>TRDP_INIT_ERR</td><td>marshalling not initialized</td></tr><tr><td>TRDP_COMID_ERR</td><td>comid not existing</td></tr></table>		TRDP_NO_ERR	no error	TRDP_MEM_ERR	provided buffer to small	TRDP_INIT_ERR	marshalling not initialized	TRDP_COMID_ERR	comid not existing
TRDP_NO_ERR	no error									
TRDP_MEM_ERR	provided buffer to small									
TRDP_INIT_ERR	marshalling not initialized									
TRDP_COMID_ERR	comid not existing									

*14.4.6. tau\_unmarshallDs*

Name	tau_unmarshallDs	
Synopsis C	<pre> TRDP_ERR_T tau_unmarshallDs(     void                *pRefCon,     UINT32              datasetId,     UINT8               *pSrc,     UINT8               *pDest,     UINT32              *pDestSize,     TRDP_DATASET_T     **ppDSPointer ); </pre>	
Synopsis C++	<pre> TRDP_ERR_T tau::unmarshallDs(     void                *pRefCon,     UINT32              datasetId,     UINT8               *pSrc,     UINT8               *pDest,     UINT32              *pDestSize,     TRDP_DATASET_T     **ppDSPointer ); </pre>	
Abstract	Unmarshalls a data set and unpacks it into a receiving buffer.	
Parameters	pRefCon	Pointer to user context
	datasetId	Dataset Id for this data
	pSrc	Pointer to source data
	pDest	OUT: Pointer to destinaion buffer
	pDestSize	IN: size of destination buffer OUT: number of bytes written
	ppDSPointer	Pointer to pointer to cached dataset, used to skip dataset search for further calls with the same comId. Set NULL if not used. Set content to NULL if it can't be provided from previous call.
Returns C/C++	<pre> TRDP_NO_ERR      no error TRDP_MEM_ERR     provided buffer to small TRDP_INIT_ERR    marshallng not initialized TRDP_PARAM_ERR   Parameter error </pre>	

#### 14.4.7. *tau\_calcDatasetSize*

Name		<b>tau_calcDatasetSize</b>
Synopsis C	<pre>TRDP_ERR_T tau_calcDatasetSize (     void          *pRefCon,     UINT32        dsId,     UINT8         *pSrc,     UINT32        *pDestSize,     TRDP_DATASET_T **ppDSPointer );</pre>	
Synopsis C++	<pre>TRDP_ERR_T tau::calcDatasetSize (     void          *pRefCon,     UINT32        dsId,     UINT8         *pSrc,     UINT32        *pDestSize,     TRDP_DATASET_T **ppDSPointer );</pre>	
Abstract	<p>Calculate size of a dataset. For fixed size datasets the size is based on calculated value stored in the TRDP database. For variable size datasets the size is calculated based on current data. <b>Note:</b> The source data is expected to be marshalled data, i.e. data from wire.</p>	
Parameters	pRefCon	Pointer to user context
	dsId	Dataset ID
	pSrc	Pointer to source data
	pDestSize	Pointer to the size of the dataset
	ppDSPointer	Pointer to pointer to cached dataset, used to skip dataset search for further calls with the same comId. Set NULL if not used. Set content to NULL if it can't be provided from previous call.
Returns C/C++	<pre>TRDP_NO_ERR      no error TRDP_INIT_ERR    marshalling not initialized TRDP_PARAM_ERR   Parameter error</pre>	

*14.4.8. tau\_calcDatasetSizeByComId*

Name	tau_calcDatasetSizeByComId	
Synopsis C	<pre> TRDP_ERR_T tau_calcDatasetSizeByComId (     void                *pRefCon,     UINT32              comId,     UINT8               *pSrc,     UINT32              *pDestSize,     TRDP_DATASET_T **ppDSPointer ); </pre>	
Synopsis C++	<pre> TRDP_ERR_T tau::calcDatasetSizeByComId (     void                *pRefCon,     UINT32              comId,     UINT8               *pSrc,     UINT32              *pDestSize,     TRDP_DATASET_T **ppDSPointer ); </pre>	
Abstract	<p>Calculate size of a dataset of the telegram given with comId.  For fixed size datasets the size is based on calculated value stored in the TRDP database.  For variable size datasets the size is calculated based on current data.  <b>Note:</b> The source data is expected to be marshalled data, i.e. data from wire.</p>	
Parameters	pRefCon	Pointer to user context
	comId	ComId of the telegram to calculate the size for
	pSrc	Pointer to source data
	pDestSize	Pointer to the size of the dataset in the telegram
	ppDSPointer	Pointer to pointer to cached dataset, used to skip dataset search for further calls with the same comId. Set NULL if not used. Set content to NULL if it can't be provided from previous call.
Returns C/C++	<pre> TRDP_NO_ERR      no error TRDP_INIT_ERR    marshalling not initialized TRDP_PARAM_ERR   Parameter error </pre>	

## 15. Statistics and Diagnostics

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TRDP is generating information, warning and error messages for debugging purposes additionally during execution TRDP automatically collects information that can be used for statistic or diagnostic analysis.

Example:

- Device information (uptime, IP address etc.)
- Number of sent and received PD and MD telegrams
- Number of messages with problems (FCS, no listeners, retransmissions etc.)
- Usage of common resources (memory, queues)

This information can be retrieved in two ways:

- Via an API from an application
- Via PD or MD

### 15.1. Debug Support

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To debug TRDP there are debug/trace outputs printed on a terminal and/or to a debug file. The outputs can be implemented and controlled as described below.

The outputs are given to the call back routine that was given as parameter of `tlc_init()` (see chapter 7.4.4 and 7.4.6). If a NULL pointer was given, there is no output at all. The call back routine itself gets all information back (timestamp, source file name and line number, category and debug message) and can, based on the parameters given in the XML file (see chapter 10.6), filter the output and redirect it to a file.

### 15.2. Statistic Data

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This chapter describes all statistic variables that can be accessed in a TRDP device. All variables are read-only if not specified otherwise.

#### 15.2.1. *tlc\_getVersion*

Name	<b>tlc_getVersion</b>	
Synopsis C	<code>const char* tlc_getVersion ((void);</code>	
Synopsis C++	<code>const char* tlc::getVersion (void);</code>	
Abstract	Read TRDP version in human readable format 'vv.rr.uu.ee' with vv-2 digits decimal version, rr-2 digits decimal release, uu-2 digits decimal update, ee-2 digits decimal evolution. Typically version is incremented only after incompatible changes, release after compatible enhancements, update after bugfixes, evolution in development process.	
Parameters	-	-
Returns C/C++	TRDP version in format 'vv.rr.uu.ee'	

*15.2.2. tlc\_resetStatistics*

Name	tlc_resetStatistics	
Synopsis C	TRDP_ERR_T tlc_resetStatistics ( TRDP_APP_T appHandle);	
Synopsis C++	TRDP_ERR_T tlc::resetStatistics (void);	
Abstract	Reset TRDP statistics.	
Parameters	appHandle	(C) handle returned by tlc_openSession()
	pStatistics	Pointer to the status and statistics information.
Returns C	0 if OK, !=0 if error, see chapter 12.1. TRDP_NO_ERR no error TRDP_NOINIT_ERR handle invalid	
Returns C++	"TRDPException" according to chapter 12.1.	

*15.2.3. tlc\_getStatistics*

Name	tlc_getStatistics	
Synopsis C	TRDP_ERR_T tlc_getStatistics ( TRDP_APP_T appHandle, TRDP_STATISTICS_T **ppStatistics);	
Synopsis C++	TRDP_ERR_T tlc::getStatistics ( TRDP_STATISTICS_T *pStatistics);	
Abstract	Read TRDP internal statistics. Memory for statistics information will be reserved by tlc layer and needs to be freed by the user.	
Parameters	appHandle	(C) handle returned by tlc_openSession()
	pStatistics	Pointer to the status and statistics information.
Returns C	0 if OK, !=0 if error, see chapter 12.1. TRDP_NO_ERR no error TRDP_NOINIT_ERR handle invalid TRDP_PARAM_ERR invalid parameter	
Returns C++	"TRDPException" according to chapter 12.1.	

Type	Name	Description
UINT32	Total	Total memory size
UINT32	Free	Free memory
UINT32	minFree	Minimal free memory in statistics interval
UINT32	allocBlocks	Number of allocated blocks
UINT32	allocErr	Number of allocation errors
UINT32	freeErr	Number of freeing errors
UINT32	blockSize[TRDP_MEM_BLK_T]	Memory block sizes
UINT32	usedBlockSize[TRDP_MEM_BLK_T]	Used memory blocks per block size

Table 98 Structure TRDP\_MEM\_STATISTICS\_T – memory statistics and configuration information



Type	Name	Description
UINT32	defQos	default QoS for PD
UINT32	defTtl	default TTL for PD
UINT32	defTimeout	Default timeout for PD
UINT32	numSubs	Number of subscribed ComId's
UINT32	numPub	Number of published ComId's
UINT32	numRcv	number of received PD packets
UINT32	numCrcErr	number of received PD packets with CRC err
UINT32	numProtErr	number of received PD packets with protocol err
UINT32	numTopoErr	number of received PD packets with wrong topo count
UINT32	numNoSubs	number of received PD push packets without subscription
UINT32	numNoPub	Number of received PD pull packets without publisher
UINT32	numTimeout	number of PD timeouts
UINT32	numSend	number of sent PD packets

**Table 99 Structure TRDP\_PD\_STATISTICS\_T – PD statistics and configuration information**

Type	Name	Description
UINT32	defQos	default QoS for MD
UINT32	defTtl	default TTL for MD
UINT32	defReplyTimeout	Default reply timeout for MD
UINT32	defConfirmTimeout	Default confirm timeout for MD
UINT32	numList	Number of Listeners
UINT32	numRcv	number of received MD packets
UINT32	numCrcErr	number of received MD packets with CRC err
UINT32	numProtErr	number of received MD packets with protocol err
UINT32	numTopoErr	number of received MD packets with wrong topo count
UINT32	numNoListener	number of received MD packets without listener
UINT32	numReplyTimeout	number of MD reply timeouts
UINT32	numConfirmTimeout	number of MD confirm timeouts
UINT32	numSend	number of sent MD packets

**Table 100 Structure TRDP\_MD\_STATISTICS\_T – MD statistics and configuration information**

Type	Name	Description
UINT32	version	TRDP version
TRDP_TIME_T	timestamp	actual time stamp
UINT32	uptime	time in sec since last initialization
UINT32	statisticTime	time in sec since last reset of statistics
TRDP_LABEL_T	hostname	Own host name
TRDP_LABEL_T	leaderName	Leader host name
TRDP_IP_ADDR_T	ownIpAddr	own IP address
TRDP_IP_ADDR_T	leaderIpAddr	Leader IP address
UINT32	processPrio	priority of TRDP process
UINT32	processCycle	cycle time of TRDP process in microseconds
UINT32	numJoin	Number of joins
UINT32	numRed	Number of redundancy groups
TRDP_MEM_STATISTICS_T	mem	Memory statistics
TRDP_PD_STATISTICS_T	Pd	PD statistics
TRDP_MD_STATISTICS_T	udpMd	MD statistics
TRDP_MD_STATISTICS_T	tcpMd	MD statistics

Table 101 Structure TRDP\_STATISTICS\_T – global statistics and configuration information

#### 15.2.4. tlc\_getSubsStatistics

Name	tlc_getSubsStatistics	
Synopsis C	<pre>TRDP_ERR_T tlc_getSubsStatistics (     TRDP_APP_T          appHandle,     UINT16              *pNumSubs,     TRDP_SUBS_STATISTICS_T *pStatistics);</pre>	
Synopsis C++	<pre>TRDP_ERR_T tlc::getSubsStatistics (     UINT16              *pNumSubs,     TRDP_SUBS_STATISTICS_T *pStatistics);</pre>	
Abstract	Read TRDP internal PD subscribe statistics. Memory for statistics information must be provided by the user. The reserved length is given via pNumSub implicitly.	
Parameters	AppHandle	(C) handle returned by tlc_openSession()
	PNumSubs	Pointer to the number of subscriptions
	pStatistics	Pointer to a list with the subscription status and statistics information.
Returns C	0 if OK, !=0 if error, see chapter 12.1. TRDP_NO_ERR                      no error TRDP_NOINIT_ERR                handle invalid TRDP_PARAM_ERR                invalid parameter TRDP_MEM_ERR                  there are more data than requested	
Returns C++	"TRDPException" according to chapter 12.1.	

Type	Name	Description
UINT32	comId	Subscribed ComId
TRDP_IP_ADDR_T	joinedAddr	Joined IP address
TRDP_IP_ADDR_T	filterAddr	Filter IP address, i.e IP address of the sender for this subscription, 0.0.0.0 in case all senders.
UINT32	callBack	Reference for call back function if used
UINT32	timeout	Time-out value in us. 0 = No time-out supervision
TRDP_ERR_T	status	Receive status information TRDP_NO_ERR, TRDP_TIMEOUT_ERR
TRDP_TO_BEHAVIOR_T	toBehav	Behaviour at time-out. Set data to zero / keep last value
UINT32	numRecv	Number of packets received for this subscription

**Table 102 Structure TRDP\_SUBS\_STATISTICS\_T – PD subscription statistics information**

### 15.2.5. *tlc\_getPubStatistics*

Name	<b>tlc_getPubStatistics</b>	
Synopsis C	TRDP_ERR_T tlc_getPubStatistics ( TRDP_APP_T                      appHandle, UINT16                          *pNumPub, TRDP_PUB_STATISTICS_T        *pStatistics);	
Synopsis C++	TRDP_ERR_T tlc::getPubStatistics ( UINT16                          *pNumPub, TRDP_PUB_STATISTICS_T        *pStatistics);	
Abstract	Read TRDP internal PD publish statistics. Memory for statistics information must be provided by the user. The reserved length is given via pNumPub implicitly.	
Parameters	appHandle	(C) handle returned by tlc_openSession()
	pNumPub	Pointer to the number of publishers
	pStatistics	Pointer to a list with the publish status and statistics information
Returns C	0 if OK, !=0 if error, see chapter 12.1. TRDP_NO_ERR                      no error TRDP_NOINIT_ERR                 handle invalid TRDP_PARAM_ERR                  invalid parameter TRDP_MEM_ERR                    there are more data than requested	
Returns C++	"TRDPException" according to chapter 12.1.	

Type	Name	Description
UINT32	comId	Subscribed ComId
TRDP_IP_ADDR_T	destAddr	IP address of destination for this publishing
UINT32	cycle	Publishing cycle in µs
UINT32	redId	Redundancy group id
UINT32	redState	Redundant state.!0=Leader or 0=Follower
UINT32	numPut	Number of packet updates
UINT32	numSend	Number of packets sent for this publish

**Table 103 Structure TRDP\_PUB\_STATISTICS\_T – PD publish statistics information**

*15.2.6. tlc\_getUdpListStatistics*

Name	tlc_getUdpListStatistics	
Synopsis C	<pre>TRDP_ERR_T tlc_getUdpListStatistics (     TRDP_APP_T          appHandle,     UINT16              *pNumList,     TRDP_LIST_STATISTICS_T *pStatistics);</pre>	
Synopsis C++	<pre>TRDP_ERR_T tlc::getUdpListStatistics (     UINT16              *pNumList,     TRDP_LIST_STATISTICS_T *pStatistics);</pre>	
Abstract	Read TRDP internal UDP MD listener statistics. Memory for statistics information must be provided by the user. The reserved length is given via pNumLis implicitly.	
Parameters	appHandle	(C) handle returned by tlc_openSession()
	pNumList	Pointer to the number of listeners
	pStatistics	Pointer to a list with the listener status and statistics information
Returns C	0 if OK, !=0 if error, see chapter 12.1. TRDP_NO_ERR                      no error TRDP_NOINIT_ERR                handle invalid TRDP_PARAM_ERR                invalid parameter TRDP_MEM_ERR                  there are more data than requested	
Returns C++	"TRDPException" according to chapter 12.1.	

Type	Name	Description
UINT32	comId	Subscribed ComId
TRDP_URI_USER_T	uri	URI to listen to (user part)
TRDP_IP_ADDR_T	joinedAddr	Joined IP address
UINT32	callback	Call back function reference if used
UINT32	queue	Queue reference if used
UINT32	userRef	User reference if used
UINT32	numRecv	Number of received packets

Table 104 Structure TRDP\_LIST\_STATISTICS\_T – MD listener statistics information

*15.2.7. tlc\_getTcpListStatistics*

Name	tlc_getTcpListStatistics	
Synopsis C	<pre>TRDP_ERR_T tlc_getTcpListStatistics (     TRDP_APP_T          appHandle,     UINT16              *pNumList,     TRDP_LIST_STATISTICS_T *pStatistics);</pre>	
Synopsis C++	<pre>TRDP_ERR_T tlc::getTcpListStatistics (     UINT16              *pNumList,     TRDP_LIST_STATISTICS_T *pStatistics);</pre>	
Abstract	Read TRDP internal TCP MD listener statistics. Memory for statistics information must be provided by the user. The reserved length is given via pNumLis implicitly.	
Parameters	appHandle	(C) handle returned by tlc_openSession()
	pNumList	Pointer to the number of listeners
	pStatistics	Pointer to a list with the listener status and statistics information
Returns C	0 if OK, !=0 if error, see chapter 12.1. TRDP_NO_ERR                      no error	

	TRDP_NOINIT_ERR	handle invalid
	TRDP_PARAM_ERR	invalid parameter
	TRDP_MEM_ERR	there are more data than requested
Returns C++	"TRDPException" according to chapter 12.1.	

### 15.2.8. *tlc\_getRedStatistics*

Name	tlc_getRedStatistics	
Synopsis C	TRDP_ERR_T tlc_getRedStatistics ( TRDP_APP_T                   appHandle, UINT16                       *pNumRed, TRDP_RED_STATISTICS_T *pStatistics);	
Synopsis C++	TRDP_ERR_T tlc::getRedStatistics ( UINT16                       *pNumRed, TRDP_RED_STATISTICS_T *pStatistics);	
Abstract	Read TRDP internal redundancy group statistics. Memory for statistics information must be provided by the user. The reserved length is given via pNumRed implicitly.	
Parameters	appHandle	(C) handle returned by tlc_openSession()
	pNumRed	Pointer to the number of redundancy groups
	pStatistics	Pointer to a list with the id and status information of the redundancy group
Returns C	0 if OK, !=0 if error, see chapter 12.1. TRDP_NO_ERR                   no error TRDP_NOINIT_ERR               handle invalid TRDP_PARAM_ERR               invalid parameter TRDP_MEM_ERR                  there are more data than requested	
Returns C++	"TRDPException" according to chapter 12.1.	

Type	Name	Description
UINT32	Id	Redundancy id
TRDP_RED_STATE_T	state	Leader/Follower

**Table 105 Structure TRDP\_RED\_STATISTICS\_T – redundancy statistics information**

*15.2.9. tlc\_getJoinStatistics*

Name	tlc_getJoinStatistics	
Synopsis C	<pre>TRDP_ERR_T tlc_getJoinStatistics (     TRDP_APP_T    appHandle,     UINT16        *pNumJoin,     UINT32        *pIpAddr);</pre>	
Synopsis C++	<pre>TRDP_ERR_T tlc::getRedStatistics (     UINT16        *pNumJoin,     UINT32        *pIpAddr);</pre>	
Abstract	Read TRDP internal join statistics. Memory for statistics information must be provided by the user. The reserved length is given via pNumJoin implicitly.	
Parameters	appHandle	(C) handle returned by tlc_openSession()
	pNumJoin	Pointer to the number of joined IP Adresses
	pStatistics	Pointer to a list with the joined IP addresses
Returns C	0 if OK, !=0 if error, see chapter 12.1. TRDP_NO_ERR                      no error TRDP_NOINIT_ERR                handle invalid TRDP_PARAM_ERR                invalid parameter TRDP_MEM_ERR                   there are more data than requested	
Returns C++	"TRDPException" according to chapter 12.1.	

## 16. Installation & Integration

### 16.1. Targets

TRDP is shipped as source code and supports the following set of primary targets.

Target	OS	CPU + HW	Description
WIN32		x86	WindowsXP 32 bit on x86
		x86	Windows732 bit on x86
POSIX	__APPLE__		Mac OS X on x86
	__linux__		Linux
	__QNXNTO__	Neutrino	QNX on Neutrino
VXWORKS		PowerPC	VxWorks on PowerPC

**Table 106** TRDP primary targets

### 16.2. TRDP Deliverables

The tables below show the directories for all supported targets. The files are described in the release notes.

#### 16.2.1. Target Independent Files

Directory	Use
..\tcnopen\trunk\trdp\src\api	TRDP API header files
..\tcnopen\trunk\trdp\src\common	TRDP source code files
..\tcnopen\trunk\trdp\src\example	TRDP example files
..\tcnopen\trunk\trdp\src\vos\api	VOS API header files
..\tcnopen\trunk\trdp\src\vos\common	VOS target independent source code files

**Table 107** TRDP output file formats

#### 16.2.2. Target Specific Files

Directory	Use
..\tcnopen\trunk\trdp\src\vos\posix	VOS POSIX depending source code files
..\tcnopen\trunk\trdp\src\vos\windows	VOS WIN32 depending source code files
..\tcnopen\trunk\trdp\src\vos\vxworks	VOS VXWORKS depending source code files

**Table 108** TRDP target specific files

#### 16.2.3. Spy Files

Directory	Use
..\tcnopen\trunk\trdp\spy\src	Wireshark plugin source code files
..\tcnopen\trunk\trdp\spy\doc	Wireshark plugin documentation
..\tcnopen\trunk\trdp\spy\linux32	Linux32 wireshark plugin (SO)

Directory	Use
..\tcnopen\trunk\trdp\spy\win32	Win32 wireshark plugin (DLL)

Table 109 TRDP spy files

#### 16.2.4. Configuration

Directory	Use
..\tcnopen\trunk\trdp\config	XML scheme and build settings

Table 110 TRDP configuration files

#### 16.2.5. Tests

Directory	Use
..\tcnopen\trunk\trdp\test\mdpatterns	Test of the TRDP MD patterns
..\tcnopen\trunk\trdp\test\pdpatterns	Test of the TRDP PD patterns
..\tcnopen\trunk\trdp\test\laddermdtest	Test of the TRDP ladder functionality
..\tcnopen\trunk\trdp\test\xml	Test of the TRDP XML configuration

Table 111 TRDP tests

#### 16.2.6. Resources

Directory	Use
..\tcnopen\trunk\trdp\resources\windows\getopt	getopt implementation for Windows. Used in TRDP test programs.
..\tcnopen\trunk\trdp\resources\windows\iconv-1.9.2	iconv implementation for Windows. Used for Wireshark plugin and tau_xml.
..\tcnopen\trunk\trdp\resources\windows\libxml	libxml implementation for Windows. Used for Wireshark plugin and tau_xml.
..\tcnopen\trunk\trdp\resources\windows\pthread	pthread implementation for Windows. Used in VOS functionality.
..\tcnopen\trunk\trdp\resources\windows\wireshark	Wireshark 1.8.3 for Windows.

Table 112 TRDP target specific files

#### 16.2.7. Build environment

Directory	Use
..\tcnopen\trunk\trdp	Makefile – to be configured by make %config
..\tcnopen\trunk\trdp\VisualC	VisualC 2010 configuration for TRDP library and related test examples
..\tcnopen\trunk\trdp\XCode	Xcode configuration for TRDP library

Table 113 TRDP target specific files



### *16.3. 64 bit Data Types*

---

Most compilers align data up to 4 bytes with natural alignment, i.e. data is aligned depending on its size. A 4 byte data is aligned to an address that is a multiple of 4.

Alignment of data with sizes larger than 4 bytes, e.g. 64 bit integers or real, is handled in different ways depending on operating systems. For an 8 byte data Windows by default aligns data within a structure to 8 byte alignment but the structure itself is aligned to 4 byte address. Linux for x86 aligns 8 byte data to 4 byte alignment everywhere.

**Note:** TRDP requires that the generating environment is set up to align 8 byte data to 4 byte aligned addresses.

### *16.4. MS Windows Patches*

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**Note:** Windows XP users must add a registry entry in order for the QoS settings to be set on the IP-packets, see <http://support.microsoft.com/kb/248611>.

**Note:** In some cases Windows XP does not correctly respond to IGMP V3 messages regarding multicast. In that case, please see <http://support.microsoft.com/kb/815752> and follow the instructions to add the registry key "IGMPVersion" with the value 3, which will force Windows XP to use IGMP V2.

## 17. TRDP Configuration

### 17.1. TRDP Configuration Rules

- The in the standard defined ports must be used if interoperability is required
- The TRDP provided memory should be calculated well to fit to the use case regarding size and blocks. For receiving PD and MD the following resources excl. transferred data (n) are used:
  - 12208 bytes per TRDP session  
The required size can be reduced by using less than the 80 sockets forseen (116 bytes per socket ). For (MD\_SUPPORT==0 only 4 sockets are used . So only 1712 bytes are needed per TRDP session.
  - 1608 bytes per PD subscriber
  - 1656 bytes per PD publisher
  - 284+n bytes per MD caller session (tlm\_request(), tlm\_notify())
  - 112+n bytes per MD reply (tlm\_reply())
  - 72 bytes per MD listener (md\_addListener())
  - 172+n bytes per MD replier session (receiving a request or a notification)
- Different processes on a device must use different TRDP sessions with different IP addresses.
- For TRDP error reporting and debug support the application should provide a print function in tlc\_init().

```

void dbgOut (
    void          *pRefCon,
    TRDP_LOG_T    category,
    const CHAR8   *pTime,
    const CHAR8   *pFile,
    UINT16        LineNumber,
    const CHAR8   *pMsgStr)
{
    const char *catStr[] = {"ERR :", "WARN:", "INFO:", "DGB :"};

    /* excluded categories */
    if (category != VOS_LOG_DBG)
    {
        if (pLogFile != NULL)
        {
            fprintf(pLogFile,
                "%s %s %s %s:%d ",
                pTime,
                catStr[category],
                pMsgStr,
                pFile,
                LineNumber,
            );
            fflush(plogfile);
        }
    }
}

```

- Marshalling/unmarshalling should use the provided stubs in tlc\_openSession() to prevent unnecessary copying of the data (received data are only copied ones in tlp\_get(), data to send are only copied ones in tlp\_publish(), tlp\_put(), tlp\_request(), tlm\_notify(), tlm\_request(), tlm\_reply(), tlm\_replyQuery(), tlm\_confirm()). Only these functions are using the provided stubs for marshalling,

unmarshalling. Within the callback routines for received PD and MD the wire data are provided and the application is responsible for further unmarshalling.

- Safe data transmission support for PD should use the provided stub in `tlc_openSession()` to prevent unnecessary copying of the data (received data are only copied ones in `tlp_get()`, data to send are only copied ones in `tlp_publish()`, `tlp_put()`, `tlp_request()`). Only these functions are using the provided stubs for safe data transmission support. Within the callback routines for received PD the wire data are provided and the application is responsible for safe data transmission support.

## 17.2. TRDP Compiler Switches

In this chapter all mandatory and optional defines to adapt TRDP are described.

The compiler switches in the following table shall be set to define the target.

Define	Default	Use
WIN32	undefined	Windows 32 bit target
POSIX	undefined	Posix target
VXWORKS	undefined	VxWorks target
__linux__	undefined	To be set additionally to POSIX to handle the correct target OS.
__APPLE__	undefined	To be set additionally to POSIX to handle the correct target OS.
__QNXNTO__	undefined	To be set additionally to POSIX to handle the correct target OS.

**Table 114 TRDP target compiler switches**

The defines in the following table can be set to modify the behaviour of the TRDP

Define	Default	Use
MD_SUPPORT	undefined	Compiler switch, if not defined, message data communication is excluded.
TRDP_PD_UDP_PORT	20548	PD UDP receive port
TRDP_MD_UDP_PORT	20550	Default MD UDP receive port
TRDP_MD_TCP_PORT	20550	Default MD TCP receive port
VOS_MAX_NUM_IF	4	Number of supported Ethernet interfaces
VOS_MAX_IF_NAME_SIZE	16	Ethernet interface name length
VOS_MAX_NUM_UNICAST	10	Number of supported host IP addresses
VOS_MAX_SOCKET_CNT	80 (4)	Maximum number of concurrent usable sockets per TRDP session. Whithout MD_SUPPORT already limited to 4.
VOS_MAX_MULTICAST_CNT	20 (10)	Maximum number of multicast groups a socket can join. Whithout MD_SUPPORT already limited to 10.
VOS_DEFAULT_IFACE	"eth0"	Interface to retrieve the MAC address from to calculate the UUID.

**Table 115 TRDP behaviour compiler switches and defines**

The defines in the following table can be set to modify the default values used by tau\_xml.c for SDT configuration.

Define	Default	Use
TRDP_SDT_DEFAULT_SMI2	0	Default SDT safe message identifier
TRDP_SDT_DEFAULT_NRXSAFE	3	TRDP_SDT_DEFAULT_NRXSAFE
TRDP_SDT_DEFAULT_NGUARD	100	Default SDT initial timeout cycles
TRDP_SDT_DEFAULT_CMTHR	10	Default SDT channel monitoring threshold

Table 116 SDT behaviour compiler defines

### *17.3. TRDP Configuration Example*

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Examples of source code using the PD and MD API is provided in the TRDP SDK release.

## *18. TRDP Test Environment*

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Intentionally left blank.

## *19. TRDP Adaptation*

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TRDP can be adapted easily to further targets due to its modular structure. All target depending functions and defines are in the `vos_` header and source files.

The following check list shall be used for the adaptation to other targets:

1. Define a new compiler switch "XXXX" for a complete new OS or "\_\_XXXX\_\_" for an OS using the Posix interface
2. Extend the includes and type defines in `vos_types.h` for the new target where necessary
3. Extend the includes in `vos_sock.h`, `vos_thread.h` and `vos_shared_mem.h` for the new target where necessary
4. If the new target supports POSIX interface extend the `vos`-files for Posix where necessary.
5. If a complete new OS shall be supported create a new directory below "src/vos" and provide the source and header files `vos_shared_mem.c`, `vos_sock.c`, `vos_thread.c`, `vos_private.h` for the new OS.

## 20. Performance – to be updated

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Tests have been performed to find out how fast TRDP can send PD data on different targets with smaller and larger datasets. **Fehler! Verweisquelle konnte nicht gefunden werden.** below gives an estimate of the maximum number of datasets that can be sent per time period, i.e.cycle time of PD process. Note that the measured maximum will give a heavy CPU and that the possible sending of PD data is a lot lower as there will also be a need for other task to be executed.

The measurements have been done on target computers with no other activity than the test programs. The numbers will of course decrease if the computer is heavily loaded.

One observation was that much of the CPU load for sending was generated from the Ethernet stack.

Target	VxWorks on VCU-C		Linux on VCU-C		Windows (x86)	
Cycle time	10 ms	1 s	10 ms	1 s	10 ms	1 s
10 bytes	41	4100	58	5800	383	38300
1000 bytes	34	3400	39	3900	75	7500

**Table 117 TRDP performance (Only sending PD with a very small application)**

From the measurements it can be seen that the frequency of sending is more important than the size of each message. From this some guidelines can be deduced:

**Avoid many small datasets which each are sent often.**

**It is better to join small datasets into larger ones.**

Receiving messages will also generate CPU load even for message without any MD listener or PD subscriber. Also messages sent as multicast will be received in the own device if the corresponding multicast IP address is joined. Use the statistics to check if there are many unwanted messages received.

**Avoid a system sending a lot of unnecessary traffic, e.g. by using “grpall” when the messages not are ment for all devices.**

**It is better to use unicast or other groups, than “grpall”, only joined by devices interested in the send messages.**

6. Contact Adresses

If you want to come into contact with us please write an email to

**info@tcnopen.org**

or visit our Web site at

**www. tcnopen.org**

**If you need any information about the product please contact the Hotline**

**Country:**

**Phone:**

**E-mail:**