

Mirroring RBNB Servers:

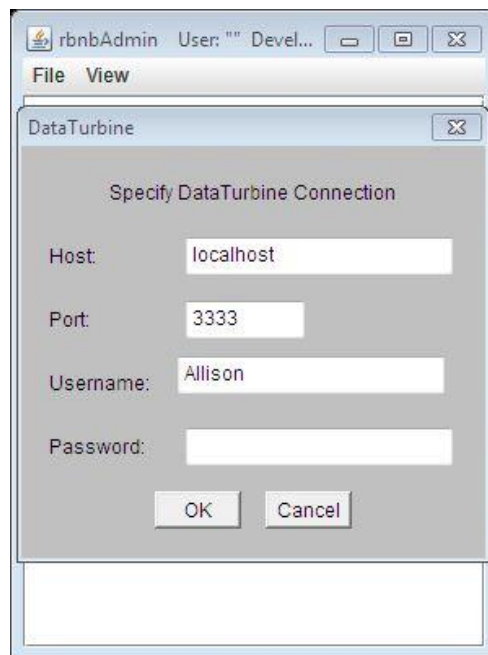
Mirroring RBNB servers is a method of streaming data from one RBNB server to another. It allows the user to add a source to her local RBNB server from a global RBNB server or send a source from her local server to a global target RBNB server.

This allows users to aggregate data streams from disparate servers, increasing the ease of live data comparison and processing. It is also useful for communicating streams of real time data without losing functionality, since a mirrored data source may be used in any way that a local data source may be used.

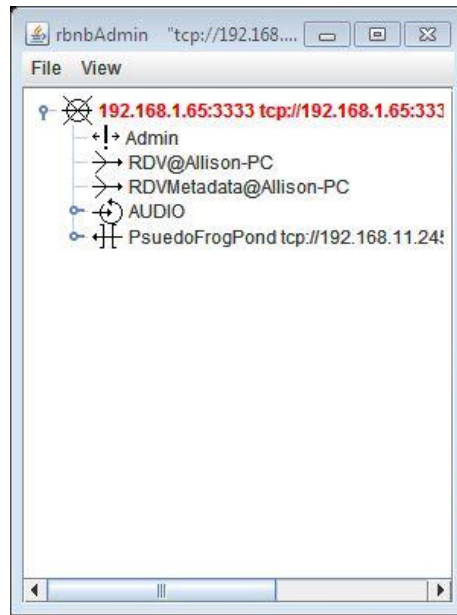
How to Mirror From RBNB Servers:

Mirroring *from* an RBNB server means taking a data source from a global RBNB server and putting it into a local RBNB server. This is also called *pull* based mirroring. In the following instructions, the local RBNB server is the server that will be receiving the desired data source.

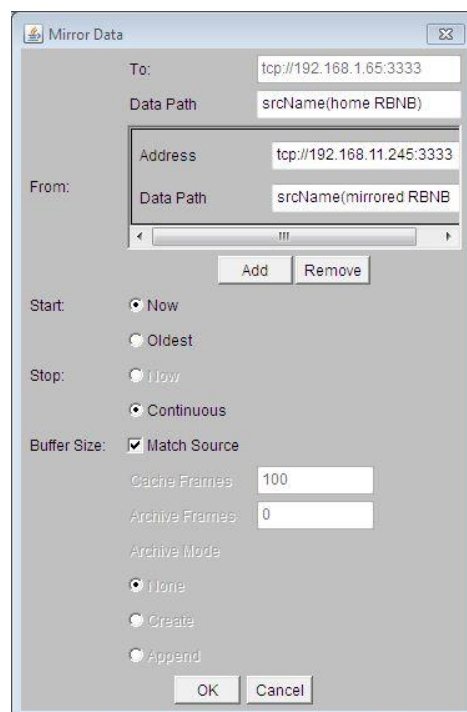
1. Execute admin.jar, found in the bin directory of the RBNB home directory.
2. Go to File => Open
3. The menu "Specify DataTurbine Connection" will pop up.
 - a. Enter the host and port of the local RBNB server.
 - b. The username field must contain at least one character. Unless the local server is password protected, the username is arbitrary.



4. After about a few moments, the connection you specified should show up in red text.



5. Right click on the red text and choose “Mirror From.”
6. In the “Mirror Data” menu, “To:” is your local RBNB server address. “Data Path” will be the *source name* of the channels you are mirroring in your local server. The “From: Address” field refers to the address of the RBNB server containing the desired channel. It is in the form tcp://server’s IP:port. “From: Data Path” is the name of the source you wish to mirror. Note that you chose the source and then all the channels within that source are mirrored.

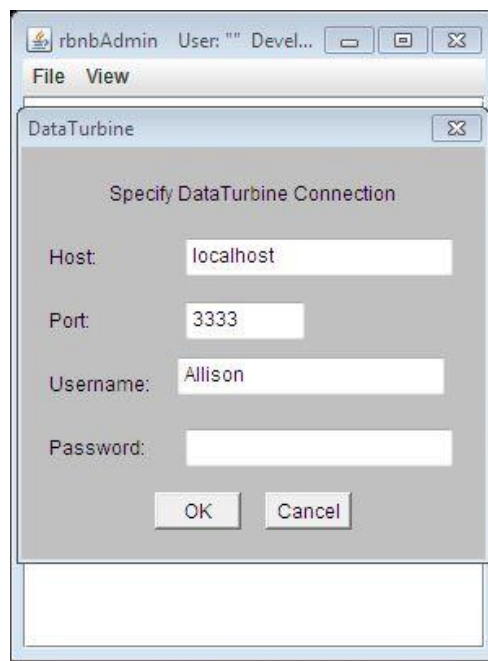


7. If the mirror is successful, you should see the To: Data Path you specified in the RBNB Admin screen.
8. Troubleshooting:
 - a. If the desired data source is on an RBNB server outside of the local network, make sure to use the public IP address of the RBNB server.
 - b. The "From: Data Path" must be identical to the name of the desired data *source*, not the channel name! Remember: in RBNB terms sources are folders of channels.
 - c. Be patient! Sometimes it takes a few minutes to find the mirrored channel's sources.

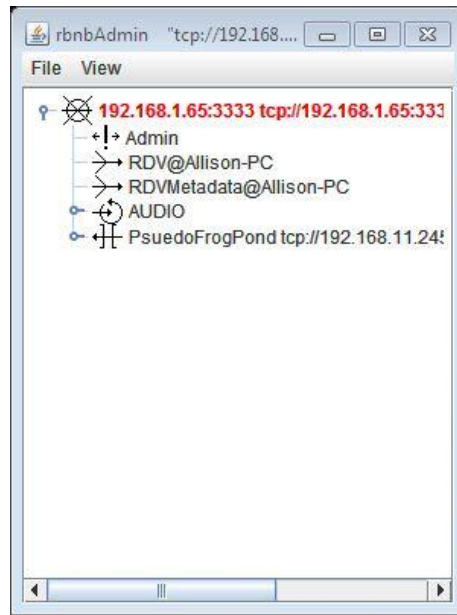
How to Mirror To RBNB Servers:

Mirroring to an RBNB server means sending a data source from a local RBNB server to a target RBNB server. It is an example of *push* based architecture.

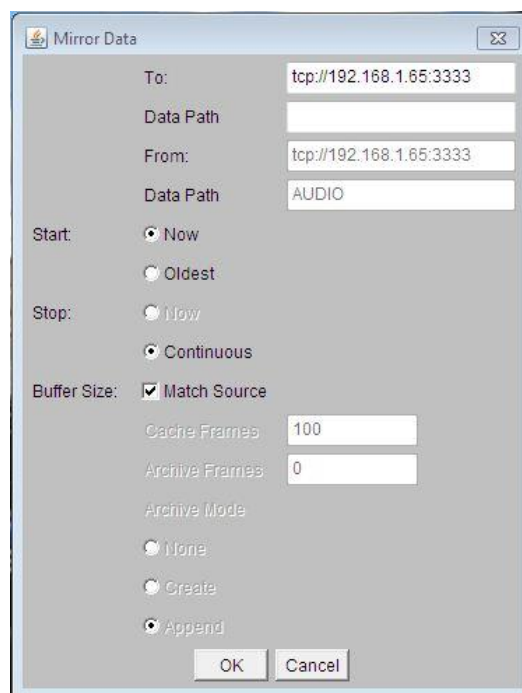
1. Start the admin.jar file in the bin file of the RBNB home directory.
2. Go to File > Open
3. The menu "Specify DataTurbine Connection" should pop up.
 - a. Username must be specified- if you don't have one anything will do so long as the server is not password protected.



4. After about a minute, the connection you specified should show up in red text.



5. Right click on the channel you would like to send to the non-local RBNB server and choose the "Mirror To" option.
6. In the "Mirror Data" menu, "To:" is the address of the target RBNB server. "Data Path" is the name of the source when it gets to the target server. "From:" is the address of the local RBNB server. It should already be filled in. The second "Data Path" is the name of the source that is sent to the target server. It should also already be filled in.



7. The connection is successful if "_Mirror.TargetDataPath TargetServerIP" appears in the Admin Screen. This may take a few minutes or require refreshing.