UDP adapters for Ensemble

Installation Guide

# Preface

The Ensemble standard UDP adapters (in- and outbound) are leaning on two external executables in our <install>/bin directory. However those are not distributed, thus any attempt to use our UDP adapters is going to fail.

On the other hand we have the %Net.UDP class which is perfectly works without the external dependency. Furthermore our HealthShare implementation has it’s own UDP adapter – based on %Net.UDP – used by ATNA logger.

# Implementation

In couples of lines the UDP2 adapters has been developed. The OutboundAdapter is able to send single string message to a specific host or do broadcast. The InbounAdapter is able to receive UDP messages. On calling the BusinessService’s OnProcessInput method, the input has the EnsLib.UDP2.Request structure type. It holds the IP address and port number of the sending application besides the message string. The adapters are limiting the maximum size of the messages. The theoretical size is ~64K. Since UDP is an unreliable messaging protocol, people limit in size. It is controlled by the MAXPACKETSIZE static parameter. The default now is ~16K. This is for Ensemble using %Net.UDP class. So what? Why not to use HealthShare adapters?

1. Because not every project is a HealthShare project
2. The HealthShare implementation has number of ATNA related specifics.

# Installation

You can find the implementation in Studio export format at…

# Settings

As usual, except the Host Address within the OutboundAdapter could be a broadcast address. The broadcast address calculator for a given subnet can be found for example [here](http://ipcalc.nmonitoring.com/) .

Happy broadcasting via UDP…