NetX Duo Simple Network Time Protocol (SNTP) Client User Guide

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Contents

Chapter 1

Introduction to SNTP

The Simple Network Time Protocol (SNTP) is a protocol designed for synchronizing clocks over the Internet. SNTP Version 4 is a simplified protocol based on the Network Time Protocol (NTP). It utilizes User Datagram Protocol (UDP) services to perform time updates in a simple, stateless protocol. Though not as complex as NTP, SNTP is highly reliable and accurate. In most places of the Internet of today, SNTP provides accuracies of 1-50 milliseconds, depending on the characteristics of the synchronization source and network paths. SNTP has many options to provide reliability of receiving time updates. Ability to switch to alternative servers, applying back off polling algorithms and automatic time server discovery are just a few of the means for an SNTP client to handle a variable Internet time service environment. What it lacks in precision it makes up for in simplicity and ease of implementation. SNTP is intended primarily for providing comprehensive mechanisms to access national time and frequency dissemination (e.g. NTP server) services.

NetX Duo SNTP Client Requirements

The NetX Duo SNTP Client requires that an IP instance has already been created. In addition, UDP must be enabled on that same IP instance and should have access to the *well-known* port 123 for sending time data to an SNTP Server, although alternative ports will work as well. Broadcast clients should bind the UDP port their broadcast server is sending on, usually 123. The NetX Duo SNTP Client application must have one or more IP SNTP Server addresses.

NetX Duo SNTP Client Limitations

Precision in local time representation in NTP time updates handled by the SNTP Client API is limited to millisecond resolution.

The SNTP Client only holds a single SNTP Server address at any time. If that Server appears to be no longer valid, the application must stop the SNTP Client task, and reinitialize it with another SNTP server address, using either broadcast or unicast SNTP communication.

The SNTP Client does not support manycast.

NetX Duo SNTP Client does not support authentication mechanisms for verifying received packet data.

NetX Duo SNTP Client Operation

RFC 4330 recommends that SNTP clients should operate only at the highest stratum of their local network and preferably in configurations where no NTP or SNTP client is dependent them for synchronization. Stratum level reflects the host position in the NTP time hierarchy where stratum 1 is the highest level (a root time server) and 15 is the lowest allowed level (e.g. Client). The SNTP Client default minimum stratum is 2.

The NetX Duo SNTP Client can operate in one of two basic modes, unicast or broadcast, to obtain time over the Internet. In unicast mode, the Client polls its SNTP Server on regular intervals and waits to receive a reply from that Server. When one is received, the Client verifies that the reply contains a valid time update by applying a set of 'sanity checks' recommended by RFC 4330. The Client then applies the time difference, if any, with the Server clock to its local clock. In broadcast mode, the Client merely listens for time update broadcasts and maintains its local clock after applying a similar set of sanity checks to verify the update time data. Sanity checks are described in detail in the **SNTP Sanity Checks** section below.

Before the Client can run in either mode, it must establish its operating parameters. This is done by calling either *nx_sntp_client_initialize_unicast* or *nx_sntp_client_initialize_broadcast* for unicast or broadcast modes, respectively. These serves set the time outs for maximum time lapse without a valid update, the limit on consecutive invalid updates received, a polling interval for unicast mode, operation mode e.g. unicast vs. broadcast, and SNTP Server.

If the maximum time lapse or maximum invalid updates received is exceeded, the SNTP Client continues to run but sets the current SNTP Server status to invalid. The application can poll the SNTP Client using the *nx_sntp_client_receiving_updates* service to verify the SNTP Server is still sending valid updates. If not, it should stop the SNTP Client thread using the *nx_sntp_client_stop* service and call either of the two initialize services to set another SNTP Server address. To restart the SNTP Client, the application calls *nx_sntp_client_run_broadcast* or *nx_sntp_client_run_unicast*. Note that the application can change SNTP

Client operating mode in the initialize call to switch to unicast or broadcast as desired.

Local Clock Operation

The SNTP time based on the number of seconds on the master NTP clock, or number of seconds elapsed in the first NTP epoch e.g. from Jan 1 **1900 00:00:00 to** Jan 1 **1999 00:00:00**. The significance of 01-01-1999 was when the last leap second occurred. This value is defined as follows:

#define NTP_SECONDS_AT_01011999 0xBA368E80

Before the SNTP Client runs, the application can optionally initialize the SNTP Client local time for the Client to use as a baseline time. To do so, it must use the *nx_sntp_client_set_local_time* service. This takes the time in NTP format, seconds and fraction, where fraction is the milliseconds in the NTP condensed time. Ideally the application can obtain an SNTP time from an independent source. There is no API for converting year, month, date and time to an NTP time in the NetX Duo SNTP Client. For a description of NTP time format, refer to *RFC4330 "Simple Network Time Protocol (SNTP) Version 4 for IPv4, IPv6 and OSI".*

If no base local time is supplied when the SNTP Client starts up, the SNTP Client will accept the SNTP updates without comparing to its local time on the first update. Thereafter it will apply the maximum and minimum time update values to determine if it will modify its local time.

To obtain the SNTP Client local time, the application can use the *nx_sntp_client_get_local_time* service.

SNTP Sanity Checks

The Client examines the incoming packet for the following criteria:

- Source IP address must match the current server IP address.
- Sender source port must match with the current server source port.
- Packet length must be the minimum length to hold an SNTP time message.

Next, the time data is extracted from the packet buffer to which the Client then applies a set of specific ‘sanity checks’:

- The Leap Indicator set to 3 indicates the Server is not synchronized. The Client should attempt to find an alternative server.

- A stratum field set to zero is known as a Kiss of Death (KOD) packet. The SMTP Client KOD handler for this situation is a user defined callback. The small example demo file contains a simple KOD handler for this situation. The Reference ID field optionally contains a code indicating the reason for the KOD reply. At any rate, the KOD handler must indicate how to handle receiving a kiss of death from the SNTP Server. Typically it will want to reinitialize the SNTP Client with another SNTP Server.

- The Server SNTP version, stratum and mode of operation must be matched to the Client service.

- If the Client is configured with a server clock dispersion maximum, the Client checks the server clock dispersion on the first update received only, and if it exceeds the Client maximum, the Client rejects the Server.

- The Server time stamp fields must also pass specific checks. For the unicast Server, all time fields must be filled in and cannot be NULL. The Origination time stamp must equal the Transmit time stamp in the Client’s SNTP time message request. This protects the Client from malicious intruders and rogue Server behavior. The broadcast Server need only fill in the Transmit time stamp. Since it does not receive anything from the Client it has no Receive or Origination fields to fill in.

  A failed sanity check brands a time update as an invalid time update. The SNTP Client sanity check service tracks the number of consecutive invalid time updates received from the same Server.

If *nx_sntp_client_apply_sanity_check* returns a unsuccessful status to the SNTP Client, the SNTP Client increments the invalid time update count.

If the Server time update passes the sanity checks, the Client then attempts to process the time data to its local time. If the Client is configured for round trip calculation, e.g. the time from sending an

update request to the time one is received, the round trip time is calculated. This value is halved and then added to the Server's time.

Next, if this is the first update received from the current SNTP Server, the SNTP Client determines if it should ignore the difference between the Server and Client local time. Thereafter all updates from the SNTP Server are evaluated for the difference with the Client local time. The difference between Client and Server time is compared with NX_SNTP_CLIENT_MAX_TIME_ADJUSTMENT. If it exceeds this value, the data is thrown out. If the difference is less than the NX_SNTP_CLIENT_MIN_TIME_ADJUSTMENT the difference is considered too small to require adjustment.

Passing all these checks, the time update is then applied to the SNTP Client with some corrections for delays in internal SNTP Client processing.

SNTP Asynchronous Unicast Requests

The SNTP Client allows the host application to asynchronously send a unicast request for the current time from the NTP server.

```
UINT _nx_sntp_client_request_unicast_time(
            NX_SNTP_CLIENT *client_ptr,
            UINT wait_option)
```

The wait option is the expiration to wait for a response.

If the NTP Server responds, the packet is subjected to the same processing and sanity checks as described in the previous section before updating the SNTP Client local time.

If the call returns successful completion, the application can call *nx_sntp_client_utility_display_date_time* or *nx_sntp_client_get_local_time* for the updated local time.

These unicast requests do not interfere with the normal SNTP Client schedule for sending the next unicast request, or if in broadcast mode, when to expect the next NTP broadcast.

Multiple Network Interfaces

NetX Duo SNTP Client supports devices with multiple network interfaces.

SNTP and NTP RFCs

NetX Duo SNTP client is compliant with RFC4330 “Simple Network Time Protocol (SNTP) Version 4 for IPv4, IPv6 and OSI” and related RFCs.

Chapter 2

Installation and Use of NetX Duo SNTP Client

This chapter contains a description of various issues related to installation, setup, and usage of the NetX Duo SNTP Client.

Product Distribution

SNTP for NetX Duo is shipped on a single CD-ROM compatible disk. The package includes two source files and a PDF file that contains this document, as follows:

nxd_sntp_client.c	SNTP Client C source file
nxd_sntp_client.h	SNTP Client Header file
demo_netxduo_sntp_client.c	Demonstration SNTP Client application
nxd_sntp_client.pdf	NetX Duo SNTP Client User Guide

NetX Duo SNTP Client Installation

In order to use SNTP for NetX Duo, the entire distribution mentioned previously should be copied to the same directory where NetX Duo is installed. For example, if NetX Duo is installed in the directory "*threadx**arm7**green*" then the NetX Duo SNTP Client files *nxd_sntp_client.c* and *nxd_sntp_client.h* (*nx_sntp_client.c* and *nx_sntp_client.h* in NetX) should be copied into this directory.

Using NetX Duo SNTP Client

Using NetX Duo SNTP Client is easy. Basically, the application code must include *nxd_sntp_client.h* after it includes *tx_api.h, fx_api.h,* and *nx_api.h*, in order to use ThreadX and NetX Duo, respectively. Once *nxd_sntp_client.h* is included, the application code is then able to make the SNTP function calls specified later in this guide. The application must also include *nxd_sntp_client.c* in the build process. These files must be compiled in the same manner as other application files and its object form must be linked along with the files of the application. This is all that is required to use NetX Duo SNTP Client.

Note that since the NetX Duo SNTP Client utilizes NetX Duo UDP services, UDP must be enabled with the *nx_udp_enable* call prior to using SNTP services.

Small Example System

An example of how to use NetX Duo SNTP is shown below. In this example, the SNTP include file *nxd_sntp_client.h* is brought in at line 13. The SNTP Client is created in "*tx_application_define*" on line 155. Note that the kiss of death and leap second handler functions are optional when creating the SNTP Client.

This demo can be used with IPv6 or IPv4. To run the SNTP Client over IPv6, define USE_IPV6. IPv6 must be enabled in NetX Duo as well. In lines 205-243, the SNTP Client host is set up for IPv6 address validation and ICMPv6 and IPv6 services in NetX Duo. See the NetX Duo User Guide for more details on IPv6 support in NetX Duo.

Then the SNTP Client must be initialized for either unicast or broadcast mode.

SNTP Client initially writes Server time updates to its own internal data structure. This is not the same as the device local time. The device local time can be set as a baseline time in the SNTP Client before starting the SNTP Client thread. This is useful if the SNTP Client is configured (NX_SNTP_CLIENT_IGNORE_MAX_ADJUST_STARTUP set to NX_FALSE) to compare the first Server update to the NX_SNTP_CLIENT_MAX_ADJUSTMENT (default value 180 milliseconds). Otherwise the SNTP Client will set the initial local time directly when it gets the first update from the Server.

A baseline time is applied to the SNTP Client on line 297 using the *nx_sntp_client_set_local_time* service.

The SNTP Client is started on started at line 309 and 311 for unicast and broadcast mode respectively. The application then periodically checks for updates. The *nx_sntp_client_receiving _updates* service verifies that the SNTP Client is currently receiving valid updates. If so, it will retrieve the latest update time using the *nx_sntp_client_get_local_time* service on line 334.

The SNTP Client can be stopped at any time using the *nx_sntp_client_stop* service (line 355) if for example it detects the SNTP Client is no longer receiving valid updates.. To restart the Client, the application must call either the unicast or broadcast initialize service and

then call either unicast or broadcast run services. Note that the SNTP Client can switch SNTP servers and modes (unicast or broadcast) while stopped.

```
1       /*
2         This is a small demo of the NetX SNTP Client on the high-performance NetX TCP/IP stack.
3         This demo relies on Thread, NetX and NetX SNTP Client API to execute the Simple Network Time
4         Protocol in unicast and broadcast modes.
5
6        */
7
8
9       #include <stdio.h>
10      #include "nx_api.h"
11      #include "nx_ip.h"
12      #include "nx_ipv6.h"
13      #include "nxd_sntp_client.h"
14
15      /* Set up generic network driver for demo program. */
16      void    _nx_ram_network_driver(struct NX_IP_DRIVER_STRUCT *driver_req);
17
18      /* Application defined services of the NetX SNTP Client. */
19
20      UINT leap_second_handler(NX_SNTP_CLIENT *client_ptr, UINT leap_indicator);
21      UINT kiss_of_death_handler(NX_SNTP_CLIENT *client_ptr, UINT KOD_code);
22
23
24      /* Set up client thread and network resources. */
25
26      NX_PACKET_POOL      client_packet_pool;
27      NX_IP               client_ip;
28      TX_THREAD           demo_client_thread;
29      NX_SNTP_CLIENT      demo_client;
30
31      /* Configure the SNTP Client to use IPv6. If not enabled, the
32        Client will use IPv4.  Note: IPv6 must be enabled in NetX Duo
33        for the Client to communicate over IPv6.    */
34      #ifdef FEATURE_NX_IPV6
35      #define USE_IPV6
36      #endif /* FEATURE_NX_IPV6 */
37
38
39      /* Configure the SNTP Client to use unicast SNTP. */
40      #define USE_UNICAST
41
42
43      #define CLIENT_IP_ADDRESS       IP_ADDRESS(192,2,2,66)
44      #define SERVER_IP_ADDRESS       IP_ADDRESS(192,2,2,92)
45      #define SERVER_IP_ADDRESS_2     SERVER_IP_ADDRESS
46
47      /* Set up the SNTP network and address index; */
48      UINT     iface_index =0;
49      UINT     prefix = 64;
50      UINT     address_index;
51
```

```
52      /* Set up client thread entry point. */
53      void    demo_client_thread_entry(ULONG info);
54
55      /* Define main entry point.  */
56      int main()
57      {
58         /* Enter the ThreadX kernel.  */
59         tx_kernel_enter();
60         return 0;
61      }
62
63      /* Define what the initial system looks like.  */
64      void    tx_application_define(void *first_unused_memory)
65      {
66
67      UINT     status;
68      UCHAR    *free_memory_pointer;
69
70
71         free_memory_pointer = (UCHAR *)first_unused_memory;
72
73         /* Create client packet pool. */
74         status =  nx_packet_pool_create(&client_packet_pool, "SNTP Client Packet Pool",
75                                         NX_SNTP_CLIENT_PACKET_SIZE, free_memory_pointer,
76                                         NX_SNTP_CLIENT_PACKET_POOL_SIZE);
77
78         /* Check for errors. */
79         if (status != NX_SUCCESS)
80         {
81
82            return;
83         }
84
85         /* Initialize the NetX system. */
86         nx_system_initialize();
87
88         /* Update pointer to unallocated (free) memory. */
89         free_memory_pointer =  free_memory_pointer + NX_SNTP_CLIENT_PACKET_POOL_SIZE;
90
91         /* Create Client IP instances */
92         status = nx_ip_create(&client_ip, "SNTP IP Instance", CLIENT_IP_ADDRESS,
93                               0xFFFFFF00UL, &client_packet_pool, _nx_ram_network_driver,
94                               free_memory_pointer, 2048, 1);
95
96         /* Check for error. */
97         if (status != NX_SUCCESS)
98         {
99
100           return;
101        }
102
103        free_memory_pointer =  free_memory_pointer + 2048;
104
105        /* Enable ARP and supply ARP cache memory. */
106        status =  nx_arp_enable(&client_ip, (void **) free_memory_pointer, 2048);
107
```

```
108         /* Check for error. */
109         if (status != NX_SUCCESS)
110         {
111
112             return;
113         }
114
115         /* Update pointer to unallocated (free) memory. */
116         free_memory_pointer = free_memory_pointer + 2048;
117
118         /* Enable UDP for client. */
119         status =  nx_udp_enable(&client_ip);
120
121         /* Check for error. */
122         if (status != NX_SUCCESS)
123         {
124
125             return;
126         }
127
128         status = nx_icmp_enable(&client_ip);
129
130         /* Check for error. */
131         if (status != NX_SUCCESS)
132         {
133
134             return;
135         }
136         /* Create the client thread */
137         status = tx_thread_create(&demo_client_thread, "SNTP Client Thread", demo_client_thread_entry,
138                                   (ULONG)(&demo_client), free_memory_pointer, 2048,
139                                   4, 4, TX_NO_TIME_SLICE, TX_DONT_START);
140
141         /* Check for errors */
142         if (status != TX_SUCCESS)
143         {
144
145             return;
146         }
147
148         /* Update pointer to unallocated (free) memory. */
149         free_memory_pointer = free_memory_pointer + 2048;
150
151         /* set the SNTP network interface to the primary interface. */
152         iface_index = 0;
153
154         /* Create the SNTP Client to run in broadcast mode.. */
155         status =  nx_sntp_client_create(&demo_client, &client_ip, iface_index, &client_packet_pool,
156                                         leap_second_handler,
157                                         kiss_of_death_handler,
158                                         NULL /* no random_number_generator callback */);
159
160         /* Check for error. */
161         if (status != NX_SUCCESS)
162         {
163
```

```
164             /* Bail out!*/
165             return;
166         }
167
168         tx_thread_resume(&demo_client_thread);
169
170         return;
171     }
172
173     /* Define size of buffer to display client's local time. */
174     #define BUFSIZE 50
175
176     /* Define the client thread.  */
177     void    demo_client_thread_entry(ULONG info)
178     {
179
180     UINT   status;
181     UINT   spin;
182     UINT   server_status;
183     CHAR   buffer[BUFSIZE];
184     ULONG  base_seconds;
185     ULONG  base_fraction;
186     ULONG  seconds, milliseconds;
187     #ifdef USE_IPV6
188     NXD_ADDRESS sntp_server_address, sntp_server_address2;
189     NXD_ADDRESS client_ip_address;
190     #endif
191
192
193         /* Give other threads (IP instance) a chance to initialize. */
194         tx_thread_sleep(100);
195
196     #ifdef USE_IPV6
197         /* Set up IPv6 services. */
198         status = nxd_ipv6_enable(&client_ip);
199
200         status += nxd_icmp_enable(&client_ip);
201
202         if (status  != NX_SUCCESS)
203             return;
204
205         client_ip_address.nxd_ip_address.v6[0] = 0x20010db8;
206         client_ip_address.nxd_ip_address.v6[1] = 0x0000f101;
207         client_ip_address.nxd_ip_address.v6[2] = 0x0;
208         client_ip_address.nxd_ip_address.v6[3] = 0x101;
209         client_ip_address.nxd_ip_version = NX_IP_VERSION_V6;
210
211         /* Set the IPv6 server address. */
212         sntp_server_address.nxd_ip_address.v6[0] = 0x20010db8;
213         sntp_server_address.nxd_ip_address.v6[1] = 0x0000f101;
214         sntp_server_address.nxd_ip_address.v6[2] = 0x0;
215         sntp_server_address.nxd_ip_address.v6[3] = 0x00000106;
216         sntp_server_address.nxd_ip_version = NX_IP_VERSION_V6;
217
218         /* Set up our 'alternative' time server.  Actually we'll just copy over the server above
219            and present it as an alternative server when we restart the SNTP Client below. */
```

```
220         COPY_NXD_ADDRESS(&sntp_server_address, &sntp_server_address2);
221
222         /* Establish the link local address for the host. The RAM driver creates
223            a virtual MAC address. */
224         status = nxd_ipv6_address_set(&client_ip, iface_index, NX_NULL, 10, NULL);
225
226         /* Check for link local address set error.  */
227         if (status != NX_SUCCESS)
228         {
229             return;
230         }
231
232          /* Set the host global IP address. We are assuming a 64
233            bit prefix here but this can be any value (< 128). */
234         status = nxd_ipv6_address_set(&client_ip, iface_index, &client_ip_address, prefix, &address_index);
235
236         /* Check for global address set error.  */
237         if (status != NX_SUCCESS)
238         {
239             return;
240         }
241
242         /* Wait while NetX Duo validates the global and link local addresses. */
243         tx_thread_sleep(400);
244
245     #endif
246
247
248         /* Set up client time updates depending on mode. */
249     #ifdef USE_UNICAST
250
251         /* Initialize the Client for unicast mode to poll the SNTP server once an hour. */
252     #ifdef USE_IPV6
253         /* Use the duo service to set up the Client and set the IPv6 SNTP server. Note: this
254            can take either an IPv4 or IPv6 address. */
255         status = nxd_sntp_client_initialize_unicast(&demo_client, &sntp_server_address);
256     #else
257         /* Use the IPv4 service to set up the Client and set the IPv4 SNTP server. */
258         status = nx_sntp_client_initialize_unicast(&demo_client, SERVER_IP_ADDRESS);
259     #endif  /* USE_IPV6 */
260
261
262     #else   /* Broadcast mode */
263
264         /* Initialize the Client for broadcast mode, no roundtrip calculation required and a broadcast SNTP service.
*/
265     #ifdef USE_IPV6
266         /* Use the duo service to initialize the Client and set IPv6 SNTP all hosts multicast address.
267            (Note: This can take either an IPv4 or IPv6 address.)*/
268         status = nxd_sntp_client_initialize_broadcast(&demo_client, &sntp_server_address, NX_NULL);
269     #else
270
271         /* Use the IPv4 service to initialize the Client and set IPv4 SNTP broadcast address. */
272         status = nx_sntp_client_initialize_broadcast(&demo_client,  NX_NULL, SERVER_IP_ADDRESS);
273     #endif  /* USE_IPV6 */
274     #endif  /* USE_UNICAST */
```

```
275
276
277         /* Check for error. */
278         if (status != NX_SUCCESS)
279         {
280
281             return;
282         }
283
284         /* Set the base time which is approximately the number of seconds since the turn of the last century.
285            If this is not available in SNTP format, the nx_sntp_client_utility_add_msecs_to_ntp_time service
286            can convert milliseconds to fraction.  For how to compute NTP seconds from real time, read the
287            NetX SNTP User Guide.
288
289            Otherwise set the base time to zero and set NX_SNTP_CLIENT_IGNORE_MAX_ADJUST_STARTUP to
NX_TRUE for
290            the SNTP CLient to accept the first time update without applying a minimum or maximum adjustment
291            parameters (NX_SNTP_CLIENT_MIN_TIME_ADJUSTMENT and
NX_SNTP_CLIENT_MAX_TIME_ADJUSTMENT). */
292
293         base_seconds =  0xd2c96b90;  /* Jan 24, 2012 UTC */
294         base_fraction = 0xa132db1e;
295
296         /* Apply to the SNTP Client local time.  */
297         status = nx_sntp_client_set_local_time(&demo_client, base_seconds, base_fraction);
298
299         /* Check for error. */
300         if (status != NX_SUCCESS)
301         {
302
303             return;
304         }
305
306         /* Run whichever service the client is configured for. */
307      #ifdef USE_UNICAST
308
309         status = nx_sntp_client_run_unicast(&demo_client);
310      #else
311         status = nx_sntp_client_run_broadcast(&demo_client);
312      #endif  /* USE_UNICAST */
313
314         if (status != NX_SUCCESS)
315         {
316             return;
317         }
318
319         spin = NX_TRUE;
320
321         /* Now check periodically for time changes. */
322         while(spin)
323         {
324
325             /* First verify we have a valid SNTP service running. */
326             status = nx_sntp_client_receiving_updates(&demo_client, &server_status);
327
328             if ((status == NX_SUCCESS) && (server_status == NX_TRUE))
```

```
329         {
330
331             /* Server status is good. Now get the Client local time. */
332
333             /* Display the local time in years, months, date format.  */
334             status = nx_sntp_client_get_local_time(&demo_client, &seconds, &milliseconds, &buffer[0]);
335
336             if (status == NX_SUCCESS)
337             {
338                 printf("Date: %s\n", &buffer[0]);
339             }
340
341             /* Wait a while before the next update. */
342             tx_thread_sleep(300);
343
344             memset(&buffer[0], 0, BUFSIZE);
345         }
346         else
347         {
348
349             /* Wait a short bit to check again. */
350             tx_thread_sleep(100);
351         }
352     }
353
354     /* We can stop the SNTP service if for example we think the SNTP service has stopped. */
355     status = nx_sntp_client_stop(&demo_client);
356
357     if (status != NX_SUCCESS)
358     {
359         return;;
360     }
361
362     /* Set up another server and reinitialize the SNTP Client. */
363 #ifdef USE_UNICAST
364 #ifdef USE_IPV6
365
366     status = nxd_sntp_client_initialize_unicast(&demo_client, &sntp_server_address);
367
368 #else
369     /* Initialize the Client for unicast mode to poll the SNTP server once an hour. */
370     status = nx_sntp_client_initialize_unicast(&demo_client, SERVER_IP_ADDRESS_2);
371 #endif
372
373     /* Check for error. */
374     if (status != NX_SUCCESS)
375     {
376         return;
377     }
378
379     /* Now start the SNTP Client task back up. */
380     status = nx_sntp_client_run_unicast(&demo_client);
381
382     if (status != NX_SUCCESS)
383     {
384         return;
```

```
385
386         }
387     #else    /* Start Client in broadcast */
388
389     #ifdef USE_IPV6
390
391         /* Initialize the Client for broadcast mode (multicast in IPv6) and set up an alternative server. */
392         status = nxd_sntp_client_initialize_broadcast(&demo_client, &sntp_server_address2, NX_NULL);
393     #else
394
395         status = nx_sntp_client_initialize_broadcast(&demo_client, NX_NULL, SERVER_IP_ADDRESS_2);
396     #endif /* USE_IPV6*/
397
398         if (status != NX_SUCCESS)
399         {
400             return;
401         }
402
403         /* Now start the SNTP Client task back up. */
404         status = nx_sntp_client_run_broadcast(&demo_client);
405
406         /* Check for error. */
407         if (status != NX_SUCCESS)
408         {
409             return;
410         }
411     #endif
412
413         spin = NX_TRUE;
414
415         /* Now check periodically for time changes. */
416         while(spin)
417         {
418
419             /* First verify we have a valid SNTP service running. */
420             status = nx_sntp_client_receiving_updates(&demo_client, &server_status);
421
422             if ((status == NX_SUCCESS) && (server_status == NX_TRUE))
423             {
424
425                 /* Server status is good. Now retrieve the Client local time. */
426
427                 /* Display the local time in years, months, date format.  */
428                 status = nx_sntp_client_get_local_time(&demo_client, &seconds, &milliseconds, &buffer[0]);
429                 if (status == NX_SUCCESS)
430                 {
431                     printf("Date: %s\n", &buffer[0]);
432                 }
433
434                 /* It will be a bit longer till the next update. */
435                 tx_thread_sleep(200);
436
437                 memset(&buffer[0], 0, BUFSIZE);
438             }
439
440             /* Wait a short bit and try again. */
```

```
441             tx_thread_sleep(100);
442         }
443
444         /* To return resources to NetX and ThreadX stop the SNTP client and delete the client instance. */
445         status = nx_sntp_client_delete(&demo_client);
446
447         return;
448     }
449
450
451     /* This application defined handler for handling an impending leap second is not
452        required by the SNTP Client. The default handler below only logs the event for
453        every time stamp received with the leap indicator set.  */
454
455     UINT leap_second_handler(NX_SNTP_CLIENT *client_ptr, UINT leap_indicator)
456     {
457
458         /* Handle the leap second handler... */
459
460         return NX_SUCCESS;
461     }
462
463     /* This application defined handler for handling a Kiss of Death packet is not
464        required by the SNTP Client. A KOD handler should determine
465        if the Client task should continue vs. abort sending/receiving time data
466        from its current time server, and if aborting if it should remove
467        the server from its active server list.
468
469        Note that the KOD list of codes is subject to change. The list
470        below is current at the time of this software release. */
471
472     UINT kiss_of_death_handler(NX_SNTP_CLIENT *client_ptr, UINT KOD_code)
473     {
474
475     UINT    remove_server_from_list = NX_FALSE;
476     UINT    status = NX_SUCCESS;
477
478
479         /* Handle kiss of death by code group. */
480         switch (KOD_code)
481         {
482
483             case NX_SNTP_KOD_RATE:
484             case NX_SNTP_KOD_NOT_INIT:
485             case NX_SNTP_KOD_STEP:
486
487                 /* Find another server while this one is temporarily out of service.  */
488                 status =  NX_SNTP_KOD_SERVER_NOT_AVAILABLE;
489
490             break;
491
492             case NX_SNTP_KOD_AUTH_FAIL:
493             case NX_SNTP_KOD_NO_KEY:
494             case NX_SNTP_KOD_CRYP_FAIL:
495
496                 /* These indicate the server will not service client with time updates
```

```
497                 without successful authentication. */
498
499
500                 remove_server_from_list =  NX_TRUE;
501
502             break;
503
504
505             default:
506
507                 /* All other codes. Remove server before resuming time updates. */
508
509                 remove_server_from_list =  NX_TRUE;
510             break;
511         }
512
513         /* Removing the server from the active server list? */
514         if (remove_server_from_list)
515         {
516
517             /* Let the caller know it has to bail on this server before resuming service. */
518             status = NX_SNTP_KOD_REMOVE_SERVER;
519         }
520
521         return status;
522     }
```

Figure 1 Example of using SNTP Client with NetX Duo

Configuration Options

There are several configuration options for defining the NetX Duo SNTP Client. The following list describes each in detail:

Define	Meaning
NX_SNTP_CLIENT_THREAD_STACK_SIZE	This option sets the size of the Client thread stack. The default NetX Duo SNTP Client size is 2048.
NX_SNTP_CLIENT_THREAD_TIME_SLICE	This option sets the time slice of the scheduler allows for Client thread execution. The default NetX Duo SNTP Client size is TX_NO_TIME_SLICE.

NX_SNTP_CLIENT_ THREAD_PRIORITY This option sets the Client thread priority. The NetX Duo SNTP Client default value is 2.

NX_SNTP_CLIENT_PREEMPTION_THRESHOLD
This option sets the sets the level of priority at which the Client thread allows preemption. The default NetX Duo SNTP Client value is set to NX_SNTP_CLIENT_ THREAD_PRIORITY.

NX_SNTP_CLIENT_UDP_SOCKET_NAME
This option sets the UDP socket name. The NetX Duo SNTP Client UDP socket name default is “SNTP Client socket.”

NX_SNTP_CLIENT_UDP_PORT This sets the port which the Client socket is bound to. The default NetX Duo SNTP Client port is 123.

NX_SNTP_SERVER_UDP_PORT This is port which the Client sends SNTP messages to the SNTP Server on. The default NetX SNTP Server port is 123.

NX_SNTP_CLIENT_TIME_TO_LIVE Specifies the number of routers a Client packet can pass before it is discarded. The default NetX Duo SNTP Client is set to 0x80.

NX_SNTP_CLIENT_MAX_QUEUE_DEPTH
Maximum number of UDP packets (datagrams) that can be queued in the NetX Duo SNTP Client socket. Additional packets received mean the oldest packets are released. The default NetX Duo SNTP Client is set to 5.

NX_SNTP_CLIENT_PACKET_TIMEOUT Time out for NetX Duo packet allocation. The default NetX Duo SNTP Client packet timeout is 1 second.

NX_SNTP_CLIENT_NTP_VERSION SNTP version used by the Client The NetX Duo SNTP Client API was based on Version 4. The default value is 3.

NX_SNTP_CLIENT_MIN_NTP_VERSION Oldest SNTP version the Client will be able to work with. The NetX Duo SNTP Client default is Version 3.

NX_SNTP_CLIENT_MIN_SERVER_STRATUM
The lowest level (highest numeric stratum level) SNTP Server stratum the Client will accept. The NetX Duo SNTP Client default is 2.

NX_SNTP_CLIENT_MIN_TIME_ADJUSTMENT
The minimum time adjustment in milliseconds the Client will make to its local clock time. Time adjustments below this will be ignored. The NetX Duo SNTP Client default is 10.

NX_SNTP_CLIENT_MAX_TIME_ADJUSTMENT
The maximum time adjustment in milliseconds the Client will make to its local clock time. For time adjustments above this amount, the local clock adjustment is limited to the maximum time adjustment. The NetX Duo SNTP Client default is 180000 (3 minutes).

NX_SNTP_CLIENT_IGNORE_MAX_ADJUST_STARTUP
This enables the maximum time adjustment to be waived when the Client receives the first update from its time server. Thereafter, the maximum time adjustment is enforced. The intention is to get the Client in synch with the server clock as soon as possible. The NetX Duo SNTP Client default is NX_TRUE.

NX_SNTP_CLIENT_MAX_TIME_LAPSE Maximum allowable amount of time (seconds) elapsed without a valid time update received by the SNTP Client. The SNTP Client will continue in operation but the SNTP Server status is set to NX_FALSE. The default value is 7200.
.

NX_SNTP_UPDATE_TIMEOUT_INTERVAL
The interval (seconds) at which the SNTP Client timer updates the SNTP Client time remaining since the last valid update received, and the unicast Client updates the poll interval time remaining before sending the next SNTP update request. The default value is 1.

NX_SNTP_CLIENT_UNICAST_POLL_INTERVAL
The starting poll interval (seconds) on which the Client sends a unicast request to its SNTP server. The NetX Duo SNTP Client default is 3600.

NX_SNTP_CLIENT_EXP_BACKOFF_RATE
The factor by which the current Client unicast poll interval is increased. When the Client fails to receive a server time update, or receiving indications from the server that it is temporarily unavailable (e.g. not synchronized yet) for time update service, it will increase the current poll interval by this rate up to but not exceeding NX_SNTP_CLIENT_MAX_TIME_LAPSE. The default is 2.

NX_SNTP_CLIENT_RTT_REQUIRED This option if enabled requires that the SNTP Client calculate round trip time of SNTP messages when applying Server updates to the local clock. The default value is NX_FALSE (disabled).

NX_SNTP_CLIENT_MAX_ROOT_DISPERSION

The maximum server clock dispersion (microseconds), which is a measure of server clock precision, the Client will accept. To disable this requirement, set the maximum root dispersion to 0x0. The NetX Duo SNTP Client default is set to 50000.

NX_SNTP_CLIENT_INVALID_UPDATE_LIMIT

The limit on the number of consecutive invalid updates received from the Client server in either broadcast or unicast mode. When this limit is reached, the Client sets the current SNTP Server status to invalid (NX_FALSE) although it will continue to try to receive updates from the Server. The NetX Duo SNTP Client default is 3.

NX_SNTP_CLIENT_RANDOMIZE_ON_STARTUP

This determines if the SNTP Client in unicast mode should send its first SNTP request with the current SNTP server after a random wait interval. It is used in cases where significant numbers of SNTP Clients are starting up simultaneously to limit traffic congestion on the SNTP Server. The default value is NX_FALSE.

NX_SNTP_CLIENT_SLEEP_INTERVAL The time interval during which the SNTP Client task sleeps. This allows the application API calls to be executed by the SNTP Client. The default value is 1 timer tick.

NX_SNTP_CURRENT_YEAR

To display date in year/month/date format, set this value to equal or less than current year (need not be same year as in NTP time being

evaluated). The default value is 2015.

NTP_SECONDS_AT_01011999

This is the number of seconds into the first NTP Epoch on the master NTP clock. It is defined as 0xBA368E80. To disable display of NTP seconds into date and time, set to zero.

Chapter 3

Description of NetX Duo SNTP Client Services

This chapter contains a description of all NetX Duo SNTP Client services (listed below) in alphabetic order.

In the “Return Values” section in the following API descriptions, values in **BOLD** are not affected by the **NX_DISABLE_ERROR_CHECKING** define that is used to disable API error checking, while non-bold values are completely disabled.

nx_sntp_client_create
Create the SNTP Client

nx_sntp_client_delete
Delete the SNTP Client

nx_sntp_client_get_local_time
Get SNTP Client local time

nx_sntp_client_initialize_broadcast
Initialize Client for IPv4 broadcast operation

nxd_sntp_client_initialize_broadcast
Initialize Client for IPv6 or IPv4 broadcast operation

nx_sntp_client_initialize_unicast
Initialize Client for IPv4 unicast operation

nxd_sntp_client_initialize_unicast
Initialize Client for IPv4 or IPv6 unicast operation

nx_sntp_client_receiving_udpates
Client is currently receiving valid SNTP updates

nx_sntp_client_request_unicast_time
Send a request asynchronously to NTP server

nx_sntp_client_run_broadcast
Receive time updates from server

nx_sntp_client_run_unicast
Send requests and receive time updates from server

nx_sntp_client_set_local_time
Set SNTP Client initial local time

nx_sntp_client_stop
Stop the SNTP Client thread

nx_sntp_client_utility_display_date_and_time
Display NTP time in seconds

nx_sntp_client_utility_msecs_to_fraction
Convert milliseconds to NTP fraction component

nx_sntp_client_create

Create an SNTP Client

Prototype

```
UINT nx_sntp_client_create(NX_SNTP_CLIENT *client_ptr, NX_IP *ip_ptr,
      UINT iface_index, NX_PACKET_POOL *packet_pool_ptr,
      UINT (*leap_second_handler)(NX_SNTP_CLIENT *client_ptr, UINT
         indicator),
      UINT (*kiss_of_death_handler)(NX_SNTP_CLIENT *client_ptr,
         NX_SNTP_TIME_MESSAGE *server_time_msg),
      VOID (random_number_generator)(struct NX_SNTP_CLIENT_STRUCT
         *client_ptr, ULONG *rand));
```

Description

This service creates an SNTP Client instance.

Input Parameters

client_ptr	Pointer to SNTP Client control block
ip_ptr	Pointer to Client IP instance
iface_index	Index to SNTP network interface
packet_pool_ptr	Pointer to Client packet pool
leap_second_handler	Callback for application response to impending leap second
kiss_of_death_handler	Callback for application response to receiving Kiss of Death packet
random_number_generator	Callback to random number generator service

Return Values

NX_SUCCESS	(0x00) Successful Client creation
NX_SNTP_INSUFFICIENT_PACKET_PAYLOAD	(0xD2A)Invalid non pointer input
NX_PTR_ERROR	(0x07) Invalid pointer input
NX_INVALID_INTERFACE	(0x4C) Invalid network interface

Allowed From

Initialization, Threads

Example

```
/* Create the SNTP Client on the primary interface. */
UINT iface_index = 0;
status =  nx_sntp_client_create(&demo_client, iface_index, &client_ip,
                                &client_packet_pool, leap_second_handler,
                                kiss_of_death_handler,
                                NULL /* no random_number_generator callback */);

/* If status is NX_SUCCESS an SNTP Client instance was successfully
   created.  */
```

nx_sntp_client_delete

Delete an SNTP Client

Prototype

```
UINT nx_sntp_client_delete(NX_SNTP_CLIENT *client_ptr);
```

Description

This service deletes an SNTP Client instance.

Input Parameters

client_ptr	Pointer to SNTP Client control block

Return Values

NX_SUCCESS	(0x00) Successful Client creation
NX_PTR_ERROR	(0x07) Invalid pointer input
NX_CALLER_ERROR	(0x11) Invalid caller of service

Allowed From

Threads

Example

```
/* Delete the SNTP Client. */
status =  nx_sntp_client_delete(&demo_client);

/* If status is NX_SUCCESS an SNTP Client instance was successfully
   deleted.  */
```

nx_sntp_client_get_local_time

Get the SNTP Client local time

Prototype

```
UINT nx_sntp_client_get_local_time(NX_SNTP_CLIENT *client_ptr ,
                                   ULONG *seconds,
                                   ULONG *milliseconds,
                                   CHAR *buffer);
```

Description

This service gets the SNTP Client local time with an option buffer pointer input to receive the data in string message format.

Input Parameters

client_ptr	Pointer to SNTP Client control block
seconds	Pointer to local time seconds
milliseconds	Pointer to milliseconds component
buffer	Pointer to buffer to write time data

Return Values

NX_SUCCESS	(0x00) Successful Client creation
NX_PTR_ERROR	(0x07) Invalid pointer input
NX_CALLER_ERROR	(0x11) Invalid caller of service

Allowed From

Threads

Example

```
/* Get the SNTP Client local time without the string message option. */

ULONG base_seconds;
ULONG base_milliseconds;

status =  nx_sntp_client_get_local_time(&demo_client, &base_seconds,
                                        &base_milliseconds, NX_NULL);

/* If status is NX_SUCCESS an SNTP Client time was successfully
   retrieved.  */
```

nx_sntp_client_initialize_broadcast

Initialize the Client for broadcast operation

Prototype

```
UINT nx_sntp_client_initialize_broadcast(NX_SNTP_CLIENT *client_ptr,
                                         ULONG multicast_server_address,
                                         ULONG broadcast_time_servers);
```

Description

This service initializes the Client for broadcast operation by setting the the SNTP Server IP address and initializing SNTP startup parameters and timeouts. If both multicast and broadcast addresses are non-null, the multicast address is selected. If both addresses are null an error is returned. Note this supports IPv4 server addresses only.

Input Parameters

client_ptr	Pointer to SNTP Client control block
multicast_server_address	SNTP multicast address
broadcast_time_server	SNTP server broadcast address

Return Values

NX_SUCCESS	(0x00)	Successful Client Creation
NX_INVALID_PARAMETERS	(0x4D)	Invalid non pointer input
NX_PTR_ERROR	(0x07)	Invalid pointer input
NX_CALLER_ERROR	(0x11)	Invalid caller of service

Allowed From

Initialization, Threads

Example

```
/* Initialize the client for broadcast operation.  */
status =  nx_sntp_client_initialize_broadcast(client_ptr,0x0,
                                         NX_NULL, IP_ADDRESS(192,2,2,255);

/* If status is NX_SUCCESS the Client was successfully initialized.  */
```

nxd_sntp_client_initialize_broadcast

Initialize the Client for IPv4 or IPv6 broadcast operation

Prototype

```
UINT nxd_sntp_client_initialize_broadcast(NX_SNTP_CLIENT *client_ptr,
                                NXD_ADDRESS *multicast_server_address,
                                NXD_ADDRESS *broadcast_server_address);
```

Description

This service initializes the Client for broadcast operation by setting up the SNTP Server IP address and initializing SNTP startup parameters and timeouts. If both broadcast and multicast address pointers are non null, the multicast address is selected. If both address pointers are null, an error is returned. This supports both IPv4 and IPv6 address types. Note that IPv6 does not support broadcast, so the broadcast address pointer is set to IPv6, an error is returned.

Input Parameters

client_ptr	Pointer to SNTP Client control block
multicast_server_address	SNTP server multicast address
broadcast_server_address	SNTP server broadcast address

Return Values

NX_SUCCESS	(0x00)	Client successfully initialized
NX_SNTP_PARAM_ERROR	(0xD0D)	Invalid non pointer input
NX_PTR_ERROR	(0x07)	Invalid pointer input
NX_CALLER_ERROR	(0x11)	Invalid caller of service

Allowed From

Initialization, Threads

Example

```
/* Initialize the client for broadcast operation.  */
NXD_ADDRESS broadcast_server;

Broadcast_server.nxd_ip_address = NX_IP_VERSION_V6;
Broadcast_server.nxd_ip_address.v6[0] = 0x20010db1;
Broadcast_server.nxd_ip_address.v6[1] = 0x0f101;
Broadcast_server.nxd_ip_address.v6[2] = 0x0;
Broadcast_server.nxd_ip_address.v6[3] = 0x101;

status =  nxd_sntp_client_initialize_broadcast(client_ptr,0x0,
                                    NX_NULL, &broadcast_server)


/* If status is NX_SUCCESS the Client was successfully initialized.  */
```

nx_sntp_client_initialize_unicast

Set up the SNTP Client to run in unicast

Prototype

```
UINT nx_sntp_client_initialize_unicast(NX_SNTP_CLIENT * client_ptr,
                                       ULONG unicast_time_server);
```

Description

This service initializes the Client for unicast operation by setting the SNTP Server IP address and initializing SNTP startup parameters and timeouts. Note this supports IPv4 server addresses only.

Input Parameters

client_ptr	Pointer to SNTP Client control block
unicast_time_server	SNTP server IP address

Return Values

NX_SUCCESS	(0x00)	Client successfully initialized
NX_INVALID_PARAMETERS	(0x4D)	Invalid non pointer input
NX_PTR_ERROR	(0x07)	Invalid pointer input
NX_CALLER_ERROR	(0x11)	Invalid caller of service

Allowed From

Initialization, Threads

Example

```
/* Initialize the Client for unicast operation.  */
status =  nx_sntp_client_initialize_unicast(&client_ptr, IP_ADDRESS(192,2,2,1));

/* If status is NX_SUCCESS the Client is initialized for unicast operation.  */
```

nxd_sntp_client_initialize_unicast

Set up the SNTP Client to run in IPv4 or IPv6 unicast

Prototype

```
UINT nxd_sntp_client_initialize_unicast(NX_SNTP_CLIENT * client_ptr,
                                        NXD_ADDRESS *unicast_time_server);
```

Description

This service initializes the Client for unicast operation by setting up the SNTP Server IP address and initializing SNTP startup parameters and timeouts. This supports both IPv4 and IPv6 address types.

Input Parameters

client_ptr	Pointer to SNTP Client control block
unicast_time_server	SNTP server IP address

Return Values

NX_SUCCESS	(0x00)	Client successfully initialized
NX_INVALID_PARAMETERS	(0x4D)	Invalid non pointer input
NX_PTR_ERROR	(0x07)	Invalid pointer input
NX_CALLER_ERROR	(0x11)	Invalid caller of service

Allowed From

Initialization, Threads

Example

```
/* Initialize the Client for unicast operation.  */
NXD_ADDRESS unicast_server;

unicast _server.nxd_ip_address = NX_IP_VERSION_V6;
unicast _server.nxd_ip_address.v6[0] = 0x20010db1;
unicast _server.nxd_ip_address.v6[1] = 0x0f101;
unicast _server.nxd_ip_address.v6[2] = 0x0;
unicast _server.nxd_ip_address.v6[3] = 0x101;

status =  nxd_sntp_client_initialize_unicast(&client_ptr, *unicast_server);


/* If status is NX_SUCCESS the Client is initialized for unicast operation.  */
```

nx_sntp_client_receiving_updates

Indicate if Client is receiving valid updates

Prototype

```
UINT nx_sntp_client_receiving_updates(NX_SNTP_CLIENT *client_ptr,
                                      UINT *receive_status);
```

Description

This service indicates if the Client is receiving valid SNTP updates. If the maximum time lapse without a valid update or limit on consecutive invalid updates is exceeded, the receive status is returned as false. Note that the SNTP Client is still running and if the application wishes to restart the SNTP Client with another unicast or broadcast/multicast server it must stop the SNTP Client using the *nx_sntp_client_stop* service, reinitialize the Client using one of the initialize services with another server.

Input Parameters

client_ptr	Pointer to SNTP Client control block.
receive_status	Pointer to indicator if Client is receiving valid updates.

Return Values

NX_SUCCESS	(0x00) Client successfully received update status
NX_PTR_ERROR	(0x07) Invalid pointer input

Allowed From

Initialization, Threads

Example

```
/* Determine if the SNTP Client is receiving valid udpates.  */
UINT receive_status;

status =  nx_sntp_client_receiving_updates(client_ptr, &receive_status);

/* If status is NX_SUCCESS and receive_status is NX_TRUE, the client is
    currently receiving valid updates.  */
```

nx_sntp_client_request_unicast_time

Send a unicast request directly to the NTP Server

Prototype

```
UINT nx_sntp_client_request_unicast_time(NX_SNTP_CLIENT *client_ptr,
                                         UINT wait_option);
```

Description

This service allows the application to directly send a unicast request to the NTP server asynchronously from the SNTP Client thread task. The wait option specifies how long to wait for a response. If successful, the application can use other SNTP Client services to obtain the latest time. See section **SNTP Asynchronous Unicast Requests** for more details**.**

Input Parameters

client_ptr	Pointer to SNTP Client control block.
Wait_option	Wait option for NTP response in timer ticks.

Return Values

NX_SUCCESS	(0x00)	Client successfully sends and receives unicast update
NX_SNTP_CLIENT_NOT_STARTED	(0xD0B)	Client thread not started
NX_PTR_ERROR	(0x07)	Invalid pointer input
NX_CALLER_ERROR	(0x11)	Invalid caller of service

Allowed From

Threads

Example

```
/* Determine if the SNTP Client is receiving valid udpates.  */
UINT receive_status;

status =  nx_sntp_client_request_unicast_time(client_ptr, 400);

/* If status is NX_SUCCESS and receive_status is NX_TRUE, the client is received
    a valid response to the unicast request.  */
```

nx_sntp_client_run_broadcast

Run the Client in broadcast mode

Prototype

```
UINT nx_sntp_client_run_broadcast(NX_SNTP_CLIENT *client_ptr);
```

Description

This service starts the Client in broadcast mode where it will wait to receive broadcasts from the SNTP server. If a valid broadcast SNTP message is received, the SNTP client timeout for maximum lapse without an update and count of consecutive invalid messages received are reset. If the either of these limits are exceeded, the SNTP Client sets the server status to invalid although it will still wait to receive updates. The application can poll the SNTP Client task for server status, and if invalid stop the SNTP Client and reinitialize it with another SNTP broadcast address. It can also switch to a unicast SNTP server.

Input Parameters

client_ptr	Pointer to SNTP Client control block.

Return Values

status	--------	Actual completion status
NX_SNTP_CLIENT_ALREADY_STARTED	(0xD0C)	Client already started
NX_SNTP_CLIENT_NOT_INITIALIZED	(0xD01)	Client not initialized
NX_PTR_ERROR	(0x07)	Invalid pointer input
NX_CALLER_ERROR	(0x11)	Invalid caller of service

Allowed From

Threads

Example

```
/* Start Client running in broadcast mode.  */
status =  nx_sntp_client_run_broadcast(client_ptr);

/* If status is NX_SUCCESS, the client is successfully started.  */
```

nx_sntp_client_run_unicast

Run the Client in unicast mode

Prototype

```
UINT nx_sntp_client_run_unicast(NX_SNTP_CLIENT *client_ptr);
```

Description

This service starts the Client in unicast mode where it periodically sends a unicast request to its SNTP Server for a time update. If a valid SNTP message is received, the SNTP client timeout for maximum lapse without an update, initial polling interval and count of consecutive invalid messages received are reset. If the either of these limits are exceeded, the SNTP Client sets the Server status to invalid although it will still poll and wait to receive updates. The application can poll the SNTP Client task for server status, and if invalid stop the SNTP Client and reinitialize it with another SNTP unicast address. It can also switch to a broadcast SNTP server.
.

Input Parameters

client_ptr	Pointer to SNTP Client control block.

Return Values

NX_SUCCESS	(0x00)	Successfully started Client in unicast mode
NX_SNTP_CLIENT_ALREADY_STARTED	(0xD0C)	Client already started
NX_SNTP_CLIENT_NOT_INITIALIZED	(0xD01)	Client not initialized
NX_PTR_ERROR	(0x07)	Invalid pointer input
NX_CALLER_ERROR	(0x11)	Invalid caller of service

Allowed From

Threads

Example

```
/* Start the Client in unicast mode. */
status =  nx_sntp_client_run_unicast(client_ptr);

/* If status = NX_SUCCESS, the Client was successfully started.  */
```

nx_sntp_client_set_local_time

Set the SNTP Client local time

Prototype

```
UINT nx_sntp_client_set_local_time(NX_SNTP_CLIENT *client_ptr ,
                                   ULONG seconds, ULONG fraction);
```

Description

This service sets the SNTP Client local time with the input time, in SNTP format e.g. seconds and 'fraction' which is the format for putting fractions of a second in hexadecimal format. It is intended for use when starting up the SNTP Client to give it a base time upon which to compare received updates for valid time data. This is optional; the SNTP Client can run without a starting local time. Input time candidates can be obtained from existing SNTP time values (on the Internet) and are computed as the number of seconds since January 1, 1900 (until 2036 when a new 'epoch' will be started.

Input Parameters

client_ptr	Pointer to SNTP Client control block
seconds	Seconds component of the time input
fraction	Subseconds component in the SNTP fraction format

Return Values

NX_SUCCESS	(0x00) Successfully set local time
NX_PTR_ERROR	(0x07) Invalid pointer input

Allowed From

Initialization

Example

```
/* Set the SNTP Client local time. */
base_seconds =  0xd2c50b71;
base_fraction = 0xa132db1e;

status =  nx_sntp_client_set_local_time(&demo_client, base_seconds,
                                        base_fraction);

/* If status is NX_SUCCESS an SNTP Client time was successfully
   set.  */
```

nx_sntp_client_set_time_update_notify

Set the SNTP update callback

Prototype

```
UINT nx_sntp_client_set_time_update_notify(NX_SNTP_CLIENT *client_ptr,
           VOID (time_update_cb)(NX_SNTP_TIME_MESSAGE
                        *time_update_ptr, NX_SNTP_TIME *local_time)));
```

Description

This service sets callback to notify the application when the SNTP Client receives a valid time update. It supplies the actual SNTP message and the SNTP Client's local time (usually the same) in NTP format. The application can use the NTP data directly or call the *nx_sntp_client_utility_display_date_time service* to convert the time to human readable format.

Input Parameters

client_ptr	Pointer to SNTP Client control block
time_update_cb	Pointer to callback function

Return Values

NX_SUCCESS	(0x00) Successfully set callback
NX_PTR_ERROR	(0x07) Invalid pointer input

Allowed From

Initialization

Example

```
/* Set the SNTP Client time update callback. */
VOID client_time_update_notify(NX_SNTP_TIME_MESSAGE *time_update_ptr,
                               NX_SNTP_TIME *local time);

NX_SNTP_CLIENT demo_client;


status = nx_sntp_client_set_time_update_notify(&demo_client, time_update_cb);

/* If status is NX_SUCCESS an SNTP Client time update callback was successfully
   set.  */
```

nx_sntp_client_stop

Stop the SNTP Client thread

Prototype

```
UINT nx_sntp_client_stop(NX_SNTP_CLIENT *client_ptr);
```

Description

This service stops the SNTP Client thread. The SNTP Client thread tasks, which runs in an infinite loop, pauses on every iteration to release control of the SNTP Client state and allow applications to make API calls on the SNTP Client.

Input Parameters

client_ptr	Pointer to SNTP Client control block

Return Values

NX_SUCCESS	(0x00) Successful stopped Client thread
NX_SNTP_CLIENT_NOT_STARTED	(0xDB) SNTP Client thread not started
NX_PTR_ERROR	(0x07) Invalid pointer input

Allowed From

Initialization, Threads

Example

```
/* Stop the SNTP Client. */
status =  nx_sntp_client_stop(&demo_client);

/* If status is NX_SUCCESS an SNTP Client instance was successfully
   stopped.  */
```

nx_sntp_client_utility_display_date_time

Convert an NTP Time to Date and Time string

Prototype

```
UINT nx_sntp_client_utility_display_date_time (NX_SNTP_CLIENT
                                *client_ptr, CHAR *buffer, UINT length);
```

Description

This service converts the SNTP Client local time to a year month date format and returns the date in the supplied buffer. The NX_SNTP_CURRENT_YEAR need not be the same year as the current Client time but it must be defined.

Input Parameters

`client_ptr`	Pointer to SNTP Client
`buffer`	Pointer to buffer to store date
`length`	Size of input buffer

Return Values

NX_SUCCESS	(0x00)	Successful conversion
NX_SNTP_ERROR_CONVERTING_DATETIME	(0xD08)	NX_SNTP_CURRENT_YEAR not defined or no local client time established
NX_SNTP_INVALID_DATETIME_BUFFER	(0xD07)	Insufficient buffer length

Allowed From

Initialization, Threads

Example

```
/* Convert and display the Client's local time. */
status =  nx_sntp_client_utility_display_date_time(client_ptr , buffer,
                                                   sizeof(buffer));
/* If status is NX_SUCCESS, date was successfully written to buffer.  */
```

nx_sntp_client_utility_msecs_to_fraction

Convert milliseconds to an NTP fraction component

Prototype

```
UINT nx_sntp_client_utility_msecs_to_fraction (ULONG milliseconds,
                                               ULONG *fraction);
```

Description

This service converts the input milliseconds to the NTP fraction component. It is intended for use with applications that have a starting base time for the SNTP Client but not in NTP seconds/fraction format. The number of milliseconds must be less than 1000 to make a valid fraction.

Input Parameters

milliseconds	Milliseconds to convert
fraction	Pointer to milliseconds converted to fraction

Return Values

NX_SUCCESS	(0x00)	Successful conversion
NX_SNTP_OVERFLOW_ERROR	(0xD32)	Error converting time to a date
NX_SNTP_INVALID_TIME	(0xD30)	Invalid SNTP data input

Allowed From

Initialization, Threads

Example

```
/* Convert the milliseconds to a fraction. */

status =  nx_sntp_client_utility_msecs_to_fraction(milliseconds, &fraction);
/* If status is NX_SUCCESS, data was successfully converted.  */
```

Appendix A: SNTP Fatal Error Codes

The following error codes will result in the SNTP Client aborting time updates with the current server. It is up to the application to decide if the server should be removed from the SNTP Client list of available servers, or simply switch to the next available server on the list. The definition of each error status is defined in *nxd_sntp_client.h.*

When the SNTP Client returns an error from the list below to the application, the Server should probably be replaced with another Server. Note that the NX_SNTP_KOD_REMOVE_SERVER error status is left to the SNTP Client kiss of death handler (callback function) to set:

NX_SNTP_KOD_REMOVE_SERVER	0xD0C
NX_SNTP_SERVER_AUTH_FAIL	0xD0D
NX_SNTP_INVALID_NTP_VERSION	0xD11
NX_SNTP_INVALID_SERVER_MODE	0xD12
NX_SNTP_INVALID_SERVER_STRATUM	0xD15

When the SNTP Client returns an error from the list below to the application, the Server may only temporarily be unable to provide valid time updates and need not be removed:

NX_SNTP_NO_UNICAST_FROM_SERVER	0xD09
NX_SNTP_SERVER_CLOCK_NOT_SYNC	0xD0A
NX_SNTP_KOD_SERVER_NOT_AVAILABLE	0xD0B
NX_SNTP_OVER_BAD_UPDATE_LIMIT	0xD17
NX_SNTP_BAD_SERVER_ROOT_DISPERSION	0xD16
NX_SNTP_INVALID_RTT_TIME	0xD21
NX_SNTP_KOD_SERVER_NOT_AVAILABLE	0xD24