Trivial File Transfer Protocol (TFTP) for NetX Duo

User Guide

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Contents

Chapter 1

Introduction to NetX Duo TFTP

The Trivial File Transfer Protocol (TFTP) is a lightweight protocol designed for file transfers. Unlike more robust protocols, TFTP does not perform extensive error checking and can also have limited performance because it is a stop-and-wait protocol. After a TFTP data packet is sent, the sender waits for an ACK to be returned by the recipient. Although this is simple, it does limit the overall TFTP throughput. The TFTP package enables hosts to use the TFTP protocol over IP networks.

NetX Duo TFTP Requirements

In order to function properly, the TFTP Clients portion of the NetX Duo TFTP package requires that an IP instance has already been created. In addition, UDP must be enabled on that same IP instance. The Client portion of the NetX Duo TFTP package has no further requirements.

The TFTP Server portion of the NetX Duo TFTP package has several additional requirements. First, it requires complete access to the UDP *well known port 69* for handling all client TFTP requests. The TFTP Server is also designed for use with the FileX embedded file system. If FileX is not available, the user may port the portions of FileX used to their own environment. This is discussed in later sections of this guide.

TFTP File Names

TFTP file names should be in the format of the target file system. They should be NULL terminated ASCII strings, with full path information if necessary. There is no specified limit in the size of TFTP file names in the NetX Duo TFTP implementation.

TFTP Messages

The TFTP has a very simple mechanism for opening, reading, writing, and closing files. There are basically 2-4 bytes of TFTP header underneath the UDP header. The definition of the TFTP file open messages has the following format:

abcdf…f0OCTET0

Where:

abcd 2-byte Opcode field

0x0001 -> Open for read
0x0002 -> Open for write

f…f n-byte Filename field

0 1-byte NULL termination character

OCTET ASCII “OCTET” to specify binary transfer

0 1-byte NULL termination character

The definition of the TFTP write, ACK, and error messages are slightly different and are defined as follows:

abcdwxyzn…n

Where:

abcd 2-byte Opcode field

0x0003 -> Data packet
0x0004 -> ACK for last read
0x0005 -> Error condition

wxyz 2-byte Block Number field (1-n)

n…n n-byte Data field

Opcode	**Filename**	**NULL**	**Mode**	**NULL**
0x0001 (read)	File Name	0	OCTET	0
0x0002 (write)	File Name	0	OCTET	0

TFTP Communication

TFTP Servers utilize the well-known UDP port 69 to listen for Client requests. TFTP Client sockets may bind to any available UDP port. Data packet payload containing the file to upload or download is sent in 512 byte chunks, until the last packet containing < 512 bytes. Therefore a packet containing fewer than 512 bytes signals the end of file. The general sequence of events is as follows:

TFTP Read File Requests:

1. The Client issues an “Open For Read” request with the file name and waits for a reply from the Server.
2. The Server sends the first 512 bytes of the file or less if the file size is less than 512 bytes.
3. The Client receives data, sends an ACK, and waits for the next packet from the Server for files containing more than 512 bytes.
4. The sequence ends when the Client receives a packet containing fewer than 512 bytes.

TFTP Write Requests:

1. The Client issues an “Open for Write” request with the file name and waits for an ACK with a block number of 0 from the Server.
2. When the Server is ready to write the file, it sends an ACK with a block number of zero.
3. The Client sends the first 512 bytes of the file (or less for files less than 512 bytes) to the Server and waits for an ACK back.
4. The Server sends an ACK after the bytes are written.
5. The sequence ends when the Client completes writing a packet containing fewer than 512 bytes.
6.

TFTP Server Session Timer

The TFTP Server has a limited number of client request slots. If a client session appears to be dropped, that slot cannot be available for re-use. However if the NX_TFTP_SERVER_RETRANSMIT_ENABLE option is enabled, the NetX Duo TFTP Server creates an session timer that monitors the timeout on each of its client sessions. When a session

timeout expires it is terminated and any open files are closed. Thus the ‘slot’ becomes available for another TFTP Client request.

To set the timeout, adjust the configuration option NX_TFTP_SERVER_RETRANSMIT_TIMEOUT which by default is 200 timer ticks. The interval between which session timeouts are checked is set by the NX_TFTP_SERVER_TIMEOUT_PERIOD which is 20 timer ticks by default.

TFTP Multi-Thread Support

The NetX Duo TFTP Client services can be called from multiple threads simultaneously. However, read or write requests for a particular TFTP Client instance should be done in sequence from the same thread.

TFTP RFCs

NetX Duo TFTP is compliant with RFC1350 and related RFCs.

Chapter 2

Installation and Use of NetX Duo TFTP

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

Product Distribution

NetX Duo TFTP 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_tftp_client.h	Header file for NetX Duo TFTP Client
nxd_tftp_client.c	C Source file for NetX Duo TFTP Client
nxd_tftp_server.h	Header file for NetX Duo TFTP Server
nxd_tftp_server.c	C Source file for NetX Duo TFTP Server
filex_stub.h	Stub file if FileX is not present
nxd_tftp.pdf	PDF description of NetX Duo TFTP
demo_netxduo_tftp.c	NetX Duo TFTP demonstration

NetX Duo TFTP Installation

To use NetX Duo TFTP, the entire distribution mentioned previously may 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 *nxd_tftp_client.h*, *nxd_tftp_client.c*, *nxd_tftp_server.h* and *nxd_tftp_server.c* files could be copied into this directory.

Using NetX Duo TFTP

To run a TFTP application, the application code must include *nxd_tftp_client.h* and/or nxd_tftp_server.h after it includes *tx_api.h, fx_api.h,* and *nx_api.h*, in order to use ThreadX, FileX, and NetX Duo, respectively. The application project must also include *nxd_tftp_client.c* and/or *nxd_tftp_server.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 TFTP. Once the header file(s) is included, the application code is then able to use TFTP services.

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

Small Example System

An example of how easy it is to use NetX Duo TFTP is described in Figure 1.1 that appears below. In this example, the TFTP include file *nxd_tftp_client.h* and *nxd_tftp_server.h* are brought in at line 19 and 20. Next, the TFTP Server is created in "*tx_application_define*" at line 179. Note that the TFTP Server control block "*server*" was defined as a global variable at line 45 previously. This demo chooses to use IPv4 for its TFTP communication in line 14. After successful creation, the TFTP Server is started at line 303. At line 397 the TFTP Client is created. And finally, the Client writes the file at line 436 and reads the file back at line 471.

Note that this example uses FileX for the TFTP Server handling of receiving and downloading TFTP Client file requests. However, if NX_TFTP_NO_FILEX is defined, the application can include file_stub.h instead of fx_api.h.

Also note that existing NetX TFTP client and server applications will work with NetX Duo TFTP. However, the application developer is encouraged to port their Netx TFTP applications to NetX Duo. The equivalent NetX TFTP services are:

nxd_tftp_server_start
nxd_tftp_server_stop
nxd_tftp_client_file_read
nxd_tftp_client_file_write
nxd_tftp_client_file_open

```
  1 /* This is a small demo of TFTP on the high-performance NetX TCP/IP stack.
This demo
  2    relies on ThreadX and NetX , to show a simple file transfer from the client
  3    and then back to the server.  */
  4
  5 /* Indicate if using a NetX TFTP services. To port a NetX TFTP application to
NetX TFTP
  6    undefine this term.  */
  7
  8
  9 #define USE_DUO
 10
 11 /* If the host application is using NetX Duo, determine which IP version to
use.
 12    Make sure IPv6 in NetX Duo is enabled if planning to use TFTP over IPv6 */
 13 #ifdef USE_DUO
 14 #define     IP_TYPE     6
 15 #endif /* USE_DUO        */
 16
 17 #include    "tx_api.h"
 18 #include    "nx_api.h"
 19 #include    "nxd_tftp_client.h"
```

```
#include    "nxd_tftp_server.h"
#ifndef     NX_TFTP_NO_FILEX
#include    "fx_api.h"
#endif


#define     DEMO_STACK_SIZE         4096

/* To use another file storage utility define this symbol:
#define NX_TFTP_NO_FILEX
*/

/* Define the ThreadX, NetX, and FileX object control blocks...  */

TX_THREAD               server_thread;
TX_THREAD               client_thread;
NX_PACKET_POOL          server_pool;
NX_IP                   server_ip;
NX_PACKET_POOL          client_pool;
NX_IP                   client_ip;
FX_MEDIA                ram_disk;

/* Define the NetX TFTP object control blocks.  */

NX_TFTP_CLIENT          client;
NX_TFTP_SERVER          server;

/* Define the application global variables */

#define                 CLIENT_ADDRESS  IP_ADDRESS(1, 2, 3, 5)
#define                 SERVER_ADDRESS  IP_ADDRESS(1, 2, 3, 4)

NXD_ADDRESS             server_ip_address;
NXD_ADDRESS             client_ip_address;

UINT                    error_counter = 0;

/* Define buffer used in the demo application.  */
UCHAR                   buffer[255];
ULONG                   data_length;


/* Define the memory area for the FileX RAM disk.  */
#ifndef NX_TFTP_NO_FILEX
UCHAR                   ram_disk_memory[32000];
UCHAR                   ram_disk_sector_cache[512];
#endif


/* Define function prototypes.  */

VOID    _fx_ram_driver(FX_MEDIA *media_ptr);
VOID    _nx_ram_network_driver(NX_IP_DRIVER *driver_req_ptr);
void    client_thread_entry(ULONG thread_input);
void    server_thread_entry(ULONG thread_input);


/* Define main entry point.  */

int main()
{

    /* Enter the ThreadX kernel.  */
    tx_kernel_enter();
}


/* Define what the initial system looks like.  */

void    tx_application_define(void *first_unused_memory)
{

UINT    status;
UCHAR   *pointer;


    /* Setup the working pointer.  */
    pointer =  (UCHAR *) first_unused_memory;


    /* Create the main TFTP server thread.  */
```

```
101     status = tx_thread_create(&server_thread, "TFTP Server Thread",
server_thread_entry, 0,
102                               pointer, DEMO_STACK_SIZE,
103                               4,4, TX_NO_TIME_SLICE, TX_AUTO_START);
104
105     pointer += DEMO_STACK_SIZE ;
106
107     /* Check for errors.  */
108     if (status)
109         error_counter++;
110
111
112     /* Create the main TFTP client thread at a slightly lower priority.  */
113     status = tx_thread_create(&client_thread, "TFTP Client Thread",
client_thread_entry, 0,
114                               pointer, DEMO_STACK_SIZE,
115                               5, 5, TX_NO_TIME_SLICE, TX_DONT_START);
116
117     pointer += DEMO_STACK_SIZE ;
118
119     /* Check for errors.  */
120     if (status)
121         error_counter++;
122
123     /* Initialize the NetX system.  */
124     nx_system_initialize();
125
126     /* Note: The data portion of a packet is exactly 512 bytes, but the packet
payload size must
127        be at least 580 bytes. The remaining bytes are used for the UDP, IP,
and Ethernet
128        headers and byte alignment requirements. */
129
130     status =  nx_packet_pool_create(&server_pool, "TFTP Server Packet Pool",
NX_TFTP_PACKET_SIZE, pointer, 8192);
131     pointer = pointer + 8192;
132
133     /* Check for errors.  */
134     if (status)
135         error_counter++;
136
137     /* Create the IP instance for the TFTP Server.  */
138     status = nx_ip_create(&server_ip, "NetX Server IP Instance",
SERVER_ADDRESS, 0xFFFFFF00UL,
139                                       &server_pool, _nx_ram_network_driver,
pointer, 2048, 1);
140     pointer = pointer + 2048;
141
142     /* Check for errors.  */
143     if (status)
144         error_counter++;
145
146     /* Enable ARP and supply ARP cache memory for IP Instance 0.  */
147     status =  nx_arp_enable(&server_ip, (void *) pointer, 1024);
148     pointer = pointer + 1024;
149
150     /* Check for errors.  */
151     if (status)
152         error_counter++;
153
154     /* Enable UDP.  */
155     status =  nx_udp_enable(&server_ip);
156
157     /* Check for errors.  */
158     if (status)
159         error_counter++;
160
161
162     /* Create the TFTP server.  */
163 #ifdef USE_DUO
164 #if (IP_TYPE == 6)
165 #ifdef FEATURE_NX_IPV6
166     /* Specify the tftp server global address. */
167     server_ip_address.nxd_ip_version = NX_IP_VERSION_V6;
168     server_ip_address.nxd_ip_address.v6[0] = 0x20010db1;
169     server_ip_address.nxd_ip_address.v6[1] = 0xf101;
170     server_ip_address.nxd_ip_address.v6[2] = 0;
171     server_ip_address.nxd_ip_address.v6[3] = 0x102;
172 #endif
173 #else
174     server_ip_address.nxd_ip_version = NX_IP_VERSION_V4;
```

```
175     server_ip_address.nxd_ip_address.v4 = SERVER_ADDRESS;
176
177 #endif
178
179     status =  nxd_tftp_server_create(&server, "TFTP Server Instance",
&server_ip, &ram_disk,
180                                      pointer, DEMO_STACK_SIZE, &server_pool);
181 #else
182     status =  nx_tftp_server_create(&server, "TFTP Server Instance",
&server_ip, &ram_disk,
183                                      pointer, DEMO_STACK_SIZE, &server_pool);
184 #endif
185
186     pointer =  pointer + DEMO_STACK_SIZE;
187
188     /* Check for errors for the server.  */
189     if (status)
190         error_counter++;
191
192     /* Create a packet pool for the TFTP client.  */
193
194     /* Note: The data portion of a packet is exactly 512 bytes, but the packet
payload size must
195        be at least 580 bytes. The remaining bytes are used for the UDP, IP,
and Ethernet
196        headers and byte alignment requirements. */
197
198     status =  nx_packet_pool_create(&client_pool, "TFTP Client Packet Pool",
NX_TFTP_PACKET_SIZE, pointer, 8192);
199     pointer =  pointer + 8192;
200
201     /* Create an IP instance for the TFTP client.  */
202     status = nx_ip_create(&client_ip, "TFTP Client IP Instance",
CLIENT_ADDRESS, 0xFFFFFF00UL,
203                                                 &client_pool,
_nx_ram_network_driver, pointer, 2048, 1);
204     pointer = pointer + 2048;
205
206     /* Enable ARP and supply ARP cache memory for IP Instance 1.  */
207     status =  nx_arp_enable(&client_ip, (void *) pointer, 1024);
208     pointer = pointer + 1024;
209
210     /* Enable UDP for client IP instance.  */
211     status |=  nx_udp_enable(&client_ip);
212     status |= nx_icmp_enable(&client_ip);
213
214     tx_thread_resume(&client_thread);
215 }
216
217 void server_thread_entry(ULONG thread_input)
218 {
219
220 UINT        status, running;
221 #if (IP_TYPE == 6)
222 #ifdef FEATURE_NX_IPV6
223 UINT        address_index;
224 UINT        iface_index;
225 #endif
226 #endif
227
228
229     /* Allow time for the network driver and NetX to get initialized. */
230     tx_thread_sleep(100);
231
232 #ifndef  NX_TFTP_NO_FILEX
233
234     /* Format the RAM disk - the memory for the RAM disk was defined above.
*/
235     status = fx_media_format(&ram_disk,
236                              _fx_ram_driver,                /* Driver entry
*/
237                              ram_disk_memory,               /* RAM disk
memory pointer  */
238                              ram_disk_sector_cache,         /* Media buffer
pointer     */
239                              sizeof(ram_disk_sector_cache), /* Media buffer
size        */
240                              "MY_RAM_DISK",                 /* Volume Name
*/
241                              1,                             /* Number of FATs
*/
```

```
242                                 32,                                 /* Directory
Entries        */
243                                 0,                                  /* Hidden sectors
*/
244                                 256,                               /* Total sectors
*/
245                                 128,                                /* Sector size
*/
246                                 1,                                  /* Sectors per
cluster      */
247                                 1,                                  /* Heads
*/
248                                 1);                                 /* Sectors per
track        */
249
250     /* Check for errors.  */
251     if (status != FX_SUCCESS)
252     {
253         return;
254     }
255
256     /* Open the RAM disk.  */
257     status = fx_media_open(&ram_disk, "RAM DISK", _fx_ram_driver,
ram_disk_memory, ram_disk_sector_cache, sizeof(ram_disk_sector_cache));
258
259     /* Check for errors.  */
260     if (status != FX_SUCCESS)
261     {
262         return;
263     }
264
265 #endif /*  NX_TFTP_NO_FILEX */
266
267 #if (IP_TYPE == 6)
268 #ifdef FEATURE_NX_IPV6
269
270     /* Enable ICMPv6 services. */
271     status |= nxd_icmp_enable(&server_ip);
272     if (status != NX_SUCCESS)
273     {
274         return;
275     }
276
277     /* Enable IPv6 services for the server. */
278     status = nxd_ipv6_enable(&server_ip);
279     if (status != NX_SUCCESS)
280     {
281         return;
282     }
283
284     /* This assumes the primary interface. See the NetX Duo
285        User Guide for more information on address configuration. */
286     iface_index = 0;
287     status = nxd_ipv6_address_set(&server_ip, iface_index, NX_NULL, 10,
&address_index);
288     status += nxd_ipv6_address_set(&server_ip, iface_index, &server_ip_address,
64, &address_index);
289
290     if (status != NX_SUCCESS)
291     {
292         return;
293     }
294
295     /* Wait for DAD to validate the address. */
296     tx_thread_sleep(500);
297 #endif
298
299 #endif /* IP_TYPE == 6 */
300
301     /* Start the NetX TFTP server.  */
302 #ifdef USE_DUO
303     status =  nxd_tftp_server_start(&server);
304 #else
305     status =  nx_tftp_server_start(&server);
306 #endif
307
308     /* Check for errors.  */
309     if (status)
310     {
311         error_counter++;
312         return;
```

```
313     }
314
315     /* Run for a while */
316     running = NX_TRUE;
317     while(running)
318         tx_thread_sleep(200);
319
320 #ifdef USE_DUO
321     nxd_tftp_server_delete(&server);
322 #else
323     nx_tftp_server_delete(&server);
324 #endif
325
326
327 }
328
329 /* Define the TFTP client thread.  */
330
331 void    client_thread_entry(ULONG thread_input)
332 {
333
334 NX_PACKET   *my_packet;
335 UINT        status;
336 UINT        all_done = NX_FALSE;
337 #if (IP_TYPE == 6)
338 #ifdef FEATURE_NX_IPV6
339 UINT        address_index;
340 UINT        iface_index;
341 #endif
342 #endif
343
344
345     /* Allow time for the network driver and NetX to get initialized. */
346     tx_thread_sleep(100);
347
348 #if (IP_TYPE == 6)
349 #ifdef FEATURE_NX_IPV6
350
351     /* Enable ECMPv6 services for the client. */
352     status = nxd_icmp_enable(&client_ip);
353     if (status != NX_SUCCESS)
354     {
355         return;
356     }
357
358     /* Enable IPv6 services for the client. */
359     status = nxd_ipv6_enable(&client_ip);
360     if (status != NX_SUCCESS)
361     {
362         return;
363     }
364
365     /* Set the Client IPv6 address */
366     client_ip_address.nxd_ip_version = NX_IP_VERSION_V6;
367     client_ip_address.nxd_ip_address.v6[0] = 0x20010db1;
368     client_ip_address.nxd_ip_address.v6[1] = 0xf101;
369     client_ip_address.nxd_ip_address.v6[2] = 0;
370     client_ip_address.nxd_ip_address.v6[3] = 0x101;
371
372     /* This assumes the primary interface. See the NetX Duo
373        User Guide for more information on address configuration. */
374     iface_index = 0;
375     status = nxd_ipv6_address_set(&client_ip, iface_index, NX_NULL, 10,
&address_index);
376     status += nxd_ipv6_address_set(&client_ip, iface_index, &client_ip_address,
64, &address_index);
377
378     if (status != NX_SUCCESS)
379     {
380         return;
381     }
382
383     /* Wait for the link local and global addresses to be validated. */
384     tx_thread_sleep(500);
385 #endif
386 #endif /*(IP_TYPE == 6) */
387
388
389     /* The TFTP services used below include the NetX equivalent service which
will work with
```

```
390         NetX Duo TFTP.  However, it is recommended for developers to port their
applications
391         to the newer services that take the NXD_ADDRESS type and support both
IPv4 and IPv6
392         communication.
393     */
394
395     /* Create a TFTP client.  */
396 #ifdef USE_DUO
397     status =  nxd_tftp_client_create(&client, "TFTP Client", &client_ip,
&client_pool, IP_TYPE);
398 #else
399     status =  nx_tftp_client_create(&client, "TFTP Client", &client_ip,
&client_pool);
400 #endif
401
402     /* Check status.  */
403     if (status)
404         return;
405
406     /* Open a TFTP file for writing.  */
407 #ifdef USE_DUO
408     status =  nxd_tftp_client_file_open(&client, "test.txt",
&server_ip_address, NX_TFTP_OPEN_FOR_WRITE, 100, IP_TYPE);
409 #else
410     status =  nx_tftp_client_file_open(&client, "test.txt", SERVER_ADDRESS,
NX_TFTP_OPEN_FOR_WRITE, 100);
411 #endif
412
413     /* Check status.  */
414     if (status)
415         return;
416
417     /* Allocate a TFTP packet.  */
418 #ifdef USE_DUO
419     status =  nxd_tftp_client_packet_allocate(&client_pool, &my_packet, 100,
IP_TYPE);
420 #else
421     status =  nx_tftp_client_packet_allocate(&client_pool, &my_packet, 100);
422 #endif
423     /* Check status.  */
424     if (status)
425         error_counter++;
426
427     /* Write ABCs into the packet payload!  */
428     memcpy(my_packet -> nx_packet_prepend_ptr, "ABCDEFGHIJKLMNOPQRSTUVWXYZ  ",
28);
429
430     /* Adjust the write pointer.  */
431     my_packet -> nx_packet_length =  28;
432     my_packet -> nx_packet_append_ptr =  my_packet -> nx_packet_prepend_ptr +
28;
433
434     /* Write this packet to the file via TFTP.  */
435 #ifdef USE_DUO
436     status =  nxd_tftp_client_file_write(&client, my_packet, 100, IP_TYPE);
437 #else
438     status =  nx_tftp_client_file_write(&client, my_packet, 100);
439 #endif
440
441     /* Check status.  */
442     if (status)
443         error_counter++;
444
445     /* Close this file.  */
446 #ifdef USE_DUO
447     status =  nxd_tftp_client_file_close(&client, IP_TYPE);
448 #else
449     status =  nx_tftp_client_file_close(&client);
450 #endif
451
452     /* Check status.  */
453     if (status)
454         error_counter++;
455
456     /* Open the same file for reading.  */
457 #ifdef USE_DUO
458     status =  nxd_tftp_client_file_open(&client, "test.txt",
&server_ip_address, NX_TFTP_OPEN_FOR_READ, 100, IP_TYPE);
459 #else
```

```
460     status =  nx_tftp_client_file_open(&client, "test.txt", SERVER_ADDRESS,
NX_TFTP_OPEN_FOR_READ, 100);
461 #endif
462
463     /* Check status.  */
464     if (status)
465         error_counter++;
466     do
467     {
468
469     /* Read the file back.  */
470 #ifdef USE_DUO
471         status =  nxd_tftp_client_file_read(&client, &my_packet, 100, IP_TYPE);
472 #else
473         status =  nx_tftp_client_file_read(&client, &my_packet, 100);
474 #endif
475         /* Check for retranmission/dropped packet error. Benign. Try again...
*/
476         if (status == NX_TFTP_INVALID_BLOCK_NUMBER)
477         {
478
479             continue;
480         }
481         else if (status == NX_TFTP_END_OF_FILE)
482         {
483
484             /* All done. */
485             all_done = NX_TRUE;
486         }
487         else if (status != NX_SUCCESS)
488         {
489
490             /* Internal error, invalid packet or error on read. */
491             break;
492         }
493
494
495         /* Do something with the packet data and release when done. */
496         nx_packet_data_retrieve(my_packet, buffer, &data_length);
497         buffer[data_length] = 0;
498         printf("Receive data: %s\n", buffer);
499
500         printf("release packet in demo.\n");
501
502         nx_packet_release(my_packet);
503
504     } while (all_done == NX_FALSE);
505
506     /* Close the file again.  */
507 #ifdef USE_DUO
508     status =  nxd_tftp_client_file_close(&client, IP_TYPE);
509 #else
510     status =  nx_tftp_client_file_close(&client);
511 #endif
512
513     /* Check status.  */
514     if (status)
515         error_counter++;
516
517     /* Delete the client.  */
518 #ifdef USE_DUO
519     status =  nxd_tftp_client_delete(&client);
520 #else
521     status =  nx_tftp_client_delete(&client);
522 #endif
523
524     /* Check status.  */
525     if (status)
526         error_counter++;
527
528     return;
529 }
```

Figure 1.1 Example of TFTP use with NetX Duo

Configuration Options

There are several configuration options for building NetX Duo TFTP. The following list describes each in detail. Unless otherwise specified, these options are found in *nxd_tftp_client.h* and *nxd_tftp_server.h*.

Define	Meaning
NX_DISABLE_ERROR_CHECKING	Defined, this option removes the basic TFTP error checking. It is typically used after the application has been debugged.
NX_TFTP_SERVER_PRIORITY	The priority of the TFTP server thread. By default, this value is defined as 16 to specify priority 16.
NX_TFTP_SERVER_TIME_SLICE	The time slice for the TFTP Server to run before yielding to other threads of the same priority. The default value is 2.
NX_TFTP_MAX_CLIENTS	The maximum number of clients the server can handle at one time. By default, this value is 10 to support 10 clients at once.
NX_TFTP_ERROR_STRING_MAX	The maximum number of characters in the error string. By default, this value is 64.
NX_TFTP_NO_FILEX	Defined, this option provides a stub for FileX dependencies. The TFTP Client will function without any change if this option is defined. The TFTP Server will need to either be modified or the user will have to create a handful of FileX services in order to function properly.
NX_TFTP_TYPE_OF_SERVICE	Type of service required for the TFTP UDP requests. By default, this value is defined as

	NX_IP_NORMAL to indicate normal IP packet service.
NX_TFTP_FRAGMENT_OPTION	Fragment enable for TFTP UDP requests. By default, this value is NX_DONT_FRAGMENT to disable TFTP UDP fragmenting.
NX_TFTP_TIME_TO_LIVE	Specifies the number of routers this packet can pass before it is discarded. The default value is set to 0x80.
NX_TFTP_SOURCE_PORT	This option allows a TFTP Client application to specify the TFTP Client UDP socket port. It is defaulted to NX_ANY_PORT.
NX_TFTP_SERVER_RETRANSMIT_ENABLE	Enables the TFTP server's timer to check each TFTP client session with for recent activity (either an ACK or data packet). When the session timeout expires after the maximum number of times, it is assumed the connection was lost. The Server clears the Client request, closes any open files and makes the connection request available for the next Client. The default setting is disabled.
NX_TFTP_SERVER_TIMEOUT_PERIOD	Specifies the interval when the TFTP server timer entry function checks Client connections for receiving any packets. The default value is 20 (timer ticks).
NX_TFTP_SERVER_RETRANSMIT_TIMEOUT	This is the timeout for receiving a valid ACK or data packet from

the Client. The default value is 200 (timer ticks).

NX_TFTP_SERVER_MAX_RETRIES Specifies the maximum number of times the Client session retransmit timeout is renewed. Thereafter, the session is closed by the Server.

NX_TFTP_MAX_CLIENT_RETRANSMITS
Specifies the maximum number of times the Server receives a duplicate ACK or data packet from the Client (which it drops) without sending an error message to the Client and closing the session. Has no effect if NX_TFTP_SERVER_RETRANSMIT_ENABLE is defined.

Chapter 3

Description of TFTP Services

This chapter contains a description of all NetX Duo TFTP services (listed below) in alphabetic order. Unless otherwise specified, all services support IPv6 and IPv4 communications.

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.

nxd_tftp_client_file_open
Open TFTP client file

nxd_tftp_client_create
Create a TFTP client instance

nxd_tftp_client_delete
Delete a TFTP client instance

nxd_tftp_client_error_info_get
Get client error information

nxd_tftp_client_file_close
Close client file

nxd_tftp_client_file_open
Open client file

nxd_tftp_client_file_read
Read a block from client file

nxd_tftp_client_file_write
Write block to client file

nxd_tftp_client_packet_allocate
Allocate packet for client file write

nxd_tftp_client_set_interface
Set the physical interface for TFTP requests

nxd_tftp_server_create
Create TFTP server

nxd_tftp_server_delete
Delete TFTP server

nxd_tftp_server_start
Start TFTP server

nxd_tftp_server_stop
Stop TFTP server

Note: The IPv4 equivalents of all the services listed above are available in NetX Duo TFTP Client and Server e.g. *nx_tftp_server_create* and *nx_tftp_client_file_open*. Only the 'Duo' API descriptions, e.g. services beginning with *nxd_*, are provided in the following pages. Where an NXD_ADDRESS * input is specified, the IPv4 equivalent API calls for ULONG input. Otherwise there is no difference in using the API.

nxd_tftp_client_create

Create a TFTP Client instance

Prototype

```
UINT nxd_tftp_client_create(NX_TFTP_CLIENT *tftp_client_ptr,
      CHAR *tftp_client_name, NX_IP *ip_ptr, NX_PACKET_POOL *pool_ptr);
```

Description

This service creates a TFTP Client instance for the previously created IP instance.

Important Note: The application must make certain the supplied IP and packet pool are already created. In addition, UDP must be enabled for the IP instance prior to calling this service.

Input Parameters

tftp_client_ptr	Pointer to TFTP Client control block.
tftp_client_name	Name of this TFTP Client instance
ip_ptr	Pointer to previously created IP instance.
pool_ptr	Pointer to packet pool TFTP Client instance.

Return Values

NX_SUCCESS	**(0x00)**	**Successful TFTP create**.
NX_TFTP_INVALID_IP_VERSION	**(0x0C)**	**Invalid or unsupported IP version**
NX_TFTP_INVALID_SERVER_ADDRESS	**(0x08)**	**Invalid Server IP address received**
NX_TFTP_NO_ACK_RECEIVED	**(0x09)**	**Server ACK not received**
NX_PTR_ERROR	(0x16)	Invalid IP, pool, or TFTP pointer.
NX_INVALID_PARAMETERS	(0x4D)	Invalid non pointer input
NX_CALLER_ERROR	(0x11)	Invalid caller of this service.

Allowed From

Example

```
/* Create a TFTP Client instance.  */
status =  nxd_tftp_client_create(&my_tftp_client, “My TFTP Client”,
                                                    &my_ip, &pool_ptr);


/* If status is NX_SUCCESS a TFTP Client instance was successfully
   created.  */
```

nxd_tftp_client_delete

Delete a TFTP Client instance

Prototype

```
UINT nxd_tftp_client_delete(NX_TFTP_CLIENT *tftp_client_ptr);
```

Description

This service deletes a previously created TFTP Client instance.

Input Parameters

tftp_client_ptr	Pointer to previously created TFTP client instance.

Return Values

NX_SUCCESS	(0x00)	Successful TFTP Client delete.
NX_PTR_ERROR	(0x16)	Invalid pointer input.
NX_CALLER_ERROR	(0x11)	Invalid caller of this service.

Allowed From

Threads

Example

```
/* Delete a TFTP Client instance.  */
status =  nxd_tftp_client_delete(&my_tftp_client);

/* If status is NX_SUCCESS the TFTP Client instance was successfully
   deleted.  */
```

nxd_tftp_client_error_info_get

Get client error information

Prototype

```
UINT nxd_tftp_client_error_info_get(NX_TFTP_CLIENT *tftp_client_ptr,
                        UINT *error_code, CHAR **error_string);
```

Description

This service returns the last error code received and sets the pointer to the client's internal error string. In error conditions, the user can view the last error sent by the server. A null error string indicates no error is present.

Input Parameters

tftp_client_ptr	Pointer to previously created TFTP Client instance.
error_code	Pointer to destination area for error code
error_string	Pointer to destination for error string

Return Values

NX_SUCCESS	(0x00)	Successful TFTP error info get.
NX_PTR_ERROR	(0x16)	Invalid TFTP Client pointer.
NX_CALLER_ERROR	(0x11)	Invalid caller of this service.

Allowed From

Threads

Example

```
/* Get error information for client.  */
status =  nxd_tftp_client_error_info_get(&my_tftp_client, &error_code,
                        &error_string_ptr);

/* If status is NX_SUCCESS the error code and error string are available.  */
```

nxd_tftp_client_file_close

Close client file

Prototype

```
UINT nxd_tftp_client_file_close(NX_TFTP_CLIENT *tftp_client_ptr,
                                UINT ip_type);
```

Description

This service closes the previously opened file by this TFTP Client instance. A TFTP Client instance is allowed to have only one file open at a time.

Input Parameters

tftp_client_ptr	Pointer to previously created TFTP Client instance.
ip_type	Indicate which IP protocol to use. Valid options are IPv4 (4) or IPv6 (6).

Return Values

NX_SUCCESS	(0x00)	Successful TFTP file close.
NX_PTR_ERROR	(0x16)	Invalid pointer input.
NX_CALLER_ERROR	(0x11)	Invalid caller of this service.
NX_INVALID_PARAMETERS	(0x4D)	Invalid non pointer input

Allowed From

Threads

Example

```
/* Close the previously opened file associated with “my_client”.  */
status =  nxd_tftp_client_file_close(&my_tftp_client);

/* If status is NX_SUCCESS the TFTP file is closed.  */
```

nx_tftp_client_file_open

Open TFTP client file

Prototype

```
UINT nx_tftp_client_file_open(NX_TFTP_CLIENT *tftp_client_ptr,
            CHAR *file_name, NXD_ADDRESS *server_ip_address, UINT
            open_type, ULONG wait_option);
```

Description

This service attempts to open the specified file on the TFTP Server at the specified IP address. The file will be opened for either reading or writing. Note this is limited to IPv4 packets only, and is intended for supporting NetX TFTP applications. Developers are encouraged to port their applications to using equivalent “duo” service *nxd_tftp_client_file_open.*

Input Parameters

tftp_client_ptr Pointer to TFTP control block.

file_name ASCII file name, NULL-terminated and with appropriate path information.

server_ip_address Server TFTP address.

open_type Type of open request, either:

NX_TFTP_OPEN_FOR_READ (0x01)
NX_TFTP_OPEN_FOR_WRITE (0x02)

wait_option Defines how long the service will wait for the TFTP Client file open. The wait options are defined as follows:

timeout value (0x00000001 through 0xFFFFFFFE)
TX_WAIT_FOREVER (0xFFFFFFFF)

Selecting TX_WAIT_FOREVER causes the calling thread to suspend indefinitely until a TFTP Server responds to the request.

Selecting a numeric value (1-0xFFFFFFFE) specifies the maximum number of timer-ticks to stay suspended while waiting for the TFTP server response.

ip_type	Indicate which IP protocol to use. Valid options are IPv4 (4) or IPv6 (6).

Return Values

NX_SUCCESS	(0x00)	Successful Client file open
NX_TFTP_NOT_CLOSED	(0xC3)	Client already has file open
NX_INVALID_TFTP_SERVER_ADDRESS	**(0x08)**	Invalid server address received
NX_TFTP_NO_ACK_RECEIVED	**(0x09)**	No ACK received from server
NX_TFTP_INVALID_SERVER_ADDRESS	**(0x08)**	**Invalid Server IP received**
NX_TFTP_CODE_ERROR	**(0x05)**	**Received error code**
NX_PTR_ERROR	(0x16)	Invalid pointer input.
NX_CALLER_ERROR	(0x11)	Invalid caller of this service
NX_IP_ADDRESS_ERROR	(0x21)	Invalid Server IP address
NX_OPTION_ERROR	(0x0A)	Invalid open type

Allowed From

Threads

Example

```
/* Define the TFTP server address. */
NXD_ADDRESS server_ip_address;


server_ip_address.nxd_ip_version = NX_IP_VERSION_V6;
server _ip_address.nxd_ip_address.v6[0] = 0x20010db8;
server _ip_address.nxd_ip_address.v6[1] = 0xf101;
server _ip_address.nxd_ip_address.v6[2] = 0;
server _ip_address.nxd_ip_address.v6[3] = 0x101;

/* Open file “test.txt” for reading on the TFTP Server.  */
status =  nxd_tftp_client_file_open(&my_tftp_client, “test.txt”,
              & server_ip_address, NX_TFTP_OPEN_FOR_READ, 200);

/* If status is NX_SUCCESS the “test.txt” file is now open for reading.  */
```

nxd_tftp_client_file_open

Open TFTP client file

Prototype

```
UINT nxd_tftp_client_file_open(NX_TFTP_CLIENT *tftp_client_ptr,
            CHAR *file_name, NXD_ADDRESS *server_ip_address, UINT
            open_type, ULONG wait_option, UINT ip_type);
```

Description

This service attempts to open the specified file on the TFTP Server at the specified IPv6 address. The file will be opened for either reading or writing.

Input Parameters

tftp_client_ptr Pointer to TFTP control block.

file_name ASCII file name, NULL-terminated and with appropriate path information.

server_ip_address Server TFTP address.

open_type Type of open request, either:

NX_TFTP_OPEN_FOR_READ (0x01)
NX_TFTP_OPEN_FOR_WRITE (0x02)

wait_option Defines how long the service will wait for the TFTP Client file open. The wait options are defined as follows:

timeout value (0x00000001 through 0xFFFFFFFE)
TX_WAIT_FOREVER (0xFFFFFFFF)

Selecting TX_WAIT_FOREVER causes the calling thread to suspend indefinitely until a TFTP Server responds to the request.

Selecting a numeric value (1-0xFFFFFFFE) specifies the maximum number of timer-ticks to stay suspended while waiting for the TFTP server response.

ip_type Indicate which IP protocol to use. Valid options

are IPv4 (4) or IPv6 (6).

Return Values

NX_SUCCESS	(0x00)	Successful Client file open
NX_TFTP_NOT_CLOSED	(0xC3)	Client already has file open
NX_INVALID_TFTP_SERVER_ADDRESS	**(0x08)**	Invalid server address received
NX_TFTP_NO_ACK_RECEIVED	**(0x09)**	No ACK received from server
NX_TFTP_INVALID_IP_VERSION	**(0x0C)**	**Invalid IP version**
NX_TFTP_INVALID_SERVER_ADDRESS	**(0x08)**	**Invalid Server IP received**
NX_TFTP_CODE_ERROR	**(0x05)**	**Received error code**
NX_PTR_ERROR	(0x16)	Invalid pointer input.
NX_CALLER_ERROR	(0x11)	Invalid caller of this service
NX_IP_ADDRESS_ERROR	(0x21)	Invalid Server IP address
NX_OPTION_ERROR	(0x0A)	Invalid open type
NX_INVALID_PARAMETERS	(0x4D)	Invalid non pointer input

Allowed From

Threads

Example

```
/* Define the TFTP server address. */
NXD_ADDRESS server_ip_address;


server_ip_address.nxd_ip_version = NX_IP_VERSION_V6;
server _ip_address.nxd_ip_address.v6[0] = 0x20010db8;
server _ip_address.nxd_ip_address.v6[1] = 0xf101;
server _ip_address.nxd_ip_address.v6[2] = 0;
server _ip_address.nxd_ip_address.v6[3] = 0x101;

/* Open file “test.txt” for reading on the TFTP Server.  */
status =  nxd_tftp_client_file_open(&my_tftp_client, “test.txt”,
               & server_ip_address, NX_TFTP_OPEN_FOR_READ, 200);

/* If status is NX_SUCCESS the “test.txt” file is now open for reading.  */
```

nxd_tftp_client_file_read

Read a block from client file

Prototype

```
UINT nxd_tftp_client_file_read(NX_TFTP_CLIENT *tftp_client_ptr,
                        NX_PACKET **packet_ptr, ULONG wait_option,
                        UINT ip_type);
```

Description

This service reads a 512-byte block from the previously opened TFTP Client file. A block containing fewer than 512 bytes signals the end of the file.

Input Parameters

tftp_client_ptr Pointer to TFTP Client control block.

packet_ptr Destination for packet containing the block read from the file.

wait_option Defines how long the service will wait for the read to complete. The wait options are defined as follows:

timeout value (0x00000001 through 0xFFFFFFFE)
TX_WAIT_FOREVER (0xFFFFFFFF)

Selecting TX_WAIT_FOREVER causes the calling thread to suspend indefinitely until the TFTP Server responds to the request.

Selecting a numeric value (1-0xFFFFFFFE) specifies the maximum number of timer-ticks to stay suspended while waiting for the TFTP server to send a block of the file.

ip_type Indicate which IP protocol to use. Valid options are IPv4 (4) or IPv6 (6).

Return Values

NX_SUCCESS	(0x00)	Successful Client block read

NX_TFTP_NOT_OPEN	(0xC3)	Specified Client file is not open for reading
NX_NO_PACKET	(0x01)	No Packet received from Server.
NX_INVALID_TFTP_SERVER_ADDRESS	(0x08)	Invalid server address received
NX_TFTP_NO_ACK_RECEIVED	(0x09)	No ACK received from Server
NX_TFTP_END_OF_FILE	(0xC5)	End of file detected (not an error).
NX_TFTP_INVALID_IP_VERSION	(0x0C)	Invalid IP version
NX_TFTP_CODE_ERROR	(0x05)	Received error code
NX_TFTP_FAILED	(0xC2)	Unknown TFTP code received
NX_TFTP_INVALID_BLOCK_NUMBER	(0x0A)	Invalid block number received
NX_PTR_ERROR	(0x16)	Invalid pointer input.
NX_CALLER_ERROR	(0x11)	Invalid caller of this service
NX_INVALID_PARAMETERS	(0x4D)	Invalid non pointer input

Allowed From

Threads

Example

```
/* Read a block from a previously opened file of “my_client”.  */
status =  nxd_tftp_client_file_read(&my_tftp_client, &return_packet_ptr, 200);

/* If status is NX_SUCCESS a block of the TFTP file is in the payload of
   “return_packet_ptr”.  */
```

nxd_tftp_client_file_write

Write a block to Client file

Prototype

```
UINT nxd_tftp_client_file_write(NX_TFTP_CLIENT *tftp_client_ptr,
            NX_PACKET *packet_ptr, ULONG wait_option, UINT ip_type);
```

Description

This service writes a 512-byte block to the previously opened TFTP Client file. Specifying a block containing fewer than 512 bytes signals the end of the file.

Input Parameters

tftp_client_ptr Pointer to TFTP Client control block.

packet_ptr Packet containing the block to write to the file.

wait_option Defines how long the service will wait for the write to complete. The wait options are defined as follows:

timeout value (0x00000001 through 0xFFFFFFFE)
TX_WAIT_FOREVER (0xFFFFFFFF)

Selecting TX_WAIT_FOREVER causes the calling thread to suspend indefinitely until the TFTP Server responds to the request.

Selecting a numeric value (1-0xFFFFFFFE) specifies the maximum number of timer-ticks to stay suspended while waiting for the TFTP server to send an ACK for the write request.

ip_type Indicate which IP protocol to use. Valid options are IPv4 (4) or IPv6 (6).

Return Values

NX_SUCCESS	(0x00)	Successful Client block write
NX_TFTP_NOT_OPEN	(0xC3)	Specified Client file is not open for writing

NX_TFTP_TIMEOUT	(0xC1)	Timeout waiting for Server ACK
NX_INVALID_TFTP_SERVER_ADDRESS	**(0x08)**	Invalid server address received
NX_TFTP_NO_ACK_RECEIVED	**(0x09)**	No ACK received from server
NX_TFTP_INVALID_IP_VERSION	(0x0C)	Invalid IP version
NX_INVALID_TFTP_SERVER_ADDRESS	(0x08)	Invalid server address received
NX_TFTP_CODE_ERROR	(0x05)	Received error code

NX_PTR_ERROR	(0x16)	Invalid pointer input.
NX_CALLER_ERROR	(0x11)	Invalid caller of this service
NX_INVALID_PARAMETERS	(0x4D)	Invalid non pointer input

Allowed From

Threads

Example

```
/* Write a block to the previously opened file of “my_client”.  */
status =  nxd_tftp_client_file_write(&my_tftp_client, packet_ptr, 200);

/* If status is NX_SUCCESS the block in the payload of “packet_ptr” was
   written to the TFTP file opened by “my_client”.  */
```

nxd_tftp_client_packet_allocate

Allocate packet for Client file write

Prototype

```
UINT nxd_tftp_client_packet_allocate(NX_PACKET_POOL *pool_ptr,
                        NX_PACKET **packet_ptr, ULONG wait_option,
                        UINT ip_type)
```

Description

This service allocates a UDP packet from the specified packet pool and makes room for the 4-byte TFTP header before the packet is returned to the caller. The caller can then build a buffer for writing to a client file.

Input Parameters

pool_ptr Pointer to packet pool.

packet_ptr Destination for pointer to allocated packet.

wait_option Defines how long the service will wait for the packet allocate to complete. The wait options are defined as follows:

timeout value (0x00000001 through 0xFFFFFFFE)
TX_WAIT_FOREVER (0xFFFFFFFF)

Selecting TX_WAIT_FOREVER causes the calling thread to suspend indefinitely until the allocation completes.

Selecting a numeric value (1-0xFFFFFFFE) specifies the maximum number of timer-ticks to stay suspended while waiting for the packet allocation.

ip_type Indicate which IP protocol to use. Valid options are IPv4 (4) or IPv6 (6).

Return Values

NX_SUCCESS	(0x00)	Successful packet allocate

NX_PTR_ERROR	(0x16)	Invalid pointer input.
NX_CALLER_ERROR	(0x11)	Invalid caller of this service
NX_INVALID_PARAMETERS	(0x4D)	Invalid non pointer input

Allowed From

Threads

Example

```
/* Allocate a packet for TFTP file write.  */
status =  nxd_tftp_client_packet_allocate(&my_pool, &packet_ptr, 200);

/* If status is NX_SUCCESS “packet_ptr” contains the new packet.  */
```

nxd_tftp_client_set_interface

Set physical interface for TFTP requests

Prototype

```
UINT nxd_tftp_client_set_interface(NX_TFTP_CLIENT *tftp_client_ptr,
                                   UINT if_index)
```

Description

This service uses the input interface index to set the physical interface for the TFTP Client to send and receive TFTP packets. The default value is zero, for the primary interface. Note that NetX Duo must support multihome addressing (v5.6 or later) to use this service.

Input Parameters

tftp_client_ptr	Pointer to TFTP Client instance
if_index	Index of physical interface to use

Return Values

NX_SUCCESS	(0x00)	Successfully set interface
	(0x0B)	Invalid interface input
NX_PTR_ERROR	(0x16)	Invalid pointer input.
NX_CALLER_ERROR	(0x11)	Invalid caller of this service
NX_TFTP_INVALID_INTERFACE	(0x0B)	Invalid interface input

Allowed From

Threads

Example

```
/* Specify the primary interface for TFTP requests.  */
status =  nxd_tftp_client_set_interface(&client, 0);

/* If status is NX_SUCCESS the primary interface will be use for TFTP
communications.  */
```

nxd_tftp_server_create

Create TFTP server

Prototype

```
UINT nxd_tftp_server_create(NX_TFTP_SERVER *tftp_server_ptr,
            CHAR *tftp_server_name, NX_IP *ip_ptr, FX_MEDIA *media_ptr,
            VOID *stack_ptr, ULONG stack_size,
            NX_PACKET_POOL *pool_ptr);
```

Description

This service creates a TFTP Server that responds to TFTP Client requests on port 69. The Server must be started by a subsequent call to *nxd_tftp_server_start*.

Important Note: The application must make certain the supplied IP instance, packet pool, and FileX media instance are already created. In addition, UDP must be enabled for the IP instance prior to calling this service.

Input Parameters

tftp_server_ptr	Pointer to TFTP Server control block.
tftp_server_name	Name of this TFTP Server instance
ip_ptr	Pointer to previously created IP instance.
media_ptr	Pointer to FileX media instance.
stack_ptr	Pointer to TFTP Server stack area.
stack_size	Number of bytes in the TFTP Server stack.
pool_ptr	Pointer to TFTP packet pool. Note that the supplied pool must have packet payloads at least 580 bytes in size.[1]

Return Values

NX_SUCCESS	(0x00)	Successful Server create

[1] The data portion of a packet is exactly 512 bytes, but the packet payload size must be at least 572 bytes. The remaining bytes are used for the UDP, IPv6, and Ethernet headers and potential trailing bytes required by the driver for alignment.

NX_TFTP_POOL_ERROR	(0xC6)	Packet pool has packet size of less than 560 bytes
NX_PTR_ERROR	(0x16)	Invalid pointer input.

Allowed From

Initialization, Threads

Example

```
/* Create a TFTP Server called “my_server”.  */
status =  nxd_tftp_server_create(&my_server, “My TFTP Server”, &server_ip,
              &ram_disk, stack_ptr, 2048, pool_ptr);

/* If status is NX_SUCCESS the TFTP Server is created.  */
```

nxd_tftp_server_delete

Delete TFTP Server

Prototype

```
UINT nxd_tftp_server_delete(NX_TFTP_SERVER *tftp_server_ptr);
```

Description

This service deletes a previously created TFTP Server.

Input Parameters

tftp_server_ptr	Pointer to TFTP Server control block.

Return Values

NX_SUCCESS	(0x00)	Successful Server delete
NX_PTR_ERROR	(0x16)	Invalid pointer input.
NX_CALLER_ERROR	(0x11)	Invalid caller of this service

Allowed From

Threads

Example

```
/* Delete the TFTP Server called "my_server".  */
status =  nxd_tftp_server_delete(&my_server);

/* If status is NX_SUCCESS the TFTP Server is deleted.  */
```

nxd_tftp_server_start

Start TFTP server

Prototype

```
UINT nxd_tftp_server_start(NX_TFTP_SERVER *tftp_server_ptr);
```

Description

This service starts the previously created TFTP Server.

Input Parameters

tftp_server_ptr	Pointer to TFTP Server control block.

Return Values

NX_SUCCESS	(0x00)	Successful Server start
NX_PTR_ERROR	(0x16)	Invalid pointer input

.

Allowed From

Initialization, threads

Example

```
/* Start the TFTP Server called “my_server”.  */
status =  nxd_tftp_server_start(&my_server);

/* If status is NX_SUCCESS the TFTP Server is started.  */
```

nxd_tftp_server_stop

Stop TFTP Server

Prototype

```
UINT nxd_tftp_server_stop(NX_TFTP_SERVER *tftp_server_ptr);
```

Description

This service stops the previously created TFTP Server.

Input Parameters

tftp_server_ptr	Pointer to TFTP Server control block.

Return Values

NX_SUCCESS	(0x00)	Successful Server stop
NX_PTR_ERROR	(0x16)	Invalid pointer input.
NX_CALLER_ERROR	(0x11)	Invalid caller of this service

Allowed From

Threads

Example

```
/* Stop the TFTP Server called "my_server".  */
status =  nxd_tftp_server_stop(&my_server);

/* If status is NX_SUCCESS the TFTP Server is stopped.  */
```