

# RPMKit

Development RPM testing script

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v 0.1

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# Introduction

This file is in continuous flux as I add more required features to it. It is used mainly to demonstrate RPM capabilities.

The source code is also available but I maintain the master copy of the **source code** in my own GIT repository - <https://github.com/techedemic/rpmkit>. Please ensure that **if** you make any changes to the application that you have (1) communicated it with me beforehand and (2) provided the source code to me afterwards. In other words, use GIT or don't change anything at all.

Enjoy and feel free to comment.

*Hendri Schoeman*

# Usage

The exact usage of each function in the script is provided in the [Functions](#) section of this document.

In the zip file provided, there are 3 files:

- **rpmkit.pdf** – This document
- **rpmkit.exe** – The actual script/executable. This should go in the C:\Sintelligent\RPMScripts\ folder. Depending on your client and installation, this folder might be different. Please ensure you placed the document in the **RPMScripts** folder relative to your Windows Agent Installation
- **rpmkit.exe.config** – This is a config file for the script. Edit it and ensure
  - that the PathToScript matches the path where you placed the script executable (rpmkit.exe)
  - that the LogLevel is set to either INFO or DEBUG.
  - Example data shown below:

```
<?xml version="1.0" encoding="utf-8" ?>
<configuration>
  <startup>
    <supportedRuntime version="v4.0" sku=".NETFramework,Version=v4.5" />
  </startup>
  <appSettings>
    <add key="PathToScript" value="C:\SINTelligent\RPMScripts\" />
    <add key="LogLevel" value="INFO" />
    <!--Can be either DEBUG or INFO -->
  </appSettings>
</configuration>
```

# Functions

## randomNumber

### ***Description***

This function generates a random number in a specified range. This can be used to demonstrate the ability of Sintelligent to graph values provided by a script

### ***Syntax***

```
rpmkit.exe [attribute_number] randomNumber [start_number] [end_number]
```

### ***Parameters***

attribute\_number – this is assigned by Sintelligent

randomNumber – the name of the function in the rpmkit.exe executable

start\_number – A number to 'start' at when picking a random number

end\_number – A number to 'end' at when picking a random number

### ***Example***

```
rpmkit.exe 100001 randomNumber 1 1000
```

Result: a random number between 1 and 1000

# compareTime

## **Description**

This function measures the difference, in milliseconds, between the server and an NTP server. This is useful to alert when a servers' time is drifting.

## **Syntax**

```
rpmkit.exe [attribute_number] compareTime [ntp_server_ip]
```

## **Parameters**

attribute\_number – this is assigned by Sintelligent

compareTime – the name of the function in the rpmkit.exe executable

ntp\_server\_ip – A number to 'start' at when picking a random number

## **Example**

```
rpmkit.exe 100002 compareTime 10.1.1.10
```

Result: a value, in milliseconds, indicating the time difference between your server and the specified NTP server

# readFile

## ***Description***

This function reads a value from a file in the **results** folder relative to the script location.

If your script is located in [C:\rpmscripts](#), the file needs to be in C:\rpmscripts\results .

If the value in the file is a numerical value, you can also plot it on a performance graph.

## ***Syntax***

```
rpmkit.exe [attribute_number] readFile [filename]
```

## ***Parameters***

attribute\_number – this is assigned by Sintelligent

readFile – the name of the function in the rpmkit.exe executable

filename – the name of the file. The file should be clear text.

## ***Example***

```
rpmkit.exe 100003 readfile myfile.txt
```

Result: The value in the file is read and placed into the appropriate .dat file for use by the agent.