RTI Connext DDS Core Libraries

Extensible Types Guide

Version 6.1.2

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Chapter 1 Extensible Types

This release of *Connext DDS* includes partial support for the OMG 'Extensible and Dynamic Topic Types for DDS' specification, version 1.3 from the Object Management Group. This support allows systems to define data types in a more flexible way, and to evolve data types over time without giving up portability, interoperability, or the expressiveness of the DDS type system.

Specifically, these are supported:

- Type definitions are now checked as part of the *Connext DDS* discovery process to ensure that *DataReaders* will not deserialize the data sent to them incorrectly.
- Type definitions need not match exactly between a *DataWriter* and its matching *DataReaders*. For example, a *DataWriter* may publish a subclass while a *DataReader* subscribes to a superclass, or a new version of a component may add a field to a preexisting data type.
- Data-type designers can annotate type definitions to indicate the degree of flexibility allowed when the middleware enforces type consistency.
- Type members can be declared as optional, allowing applications to set or omit them in every published sample.
- QoS policies DataRepresentationQosPolicy and TypeConsistencyEnforcementQosPolicy.
- The following standard builtin-annotations that are described in the OMG 'Extensible and Dynamic Topic Types for DDS' specification, version 1.3 are supported: @value, @id, @hashid, @autoid, @external, @extensibility, @appendable, @mutable, @final, @key, @optional, @nested, @default_literal, @data_representation. (In *Connext DDS*, you can use either @data_representation or @allowed_data_representation.) For a complete list of supported built-in annotations, including RTI-specific annotations, see *Using Builtin Annotations* chapter in the RTI Connext Core Libraries User's Manual.
- Standard syntax to apply annotations.
- The following fixed-width integer types introduced in Interface Definition Language (IDL) 4.2, shown here with their old type names:

IDL 4.2	Old Type Name
int16	short
int32	long
int64	long long
uint16	unsigned short
uint32	unsigned long
uint64	unsigned long long

Note: You can continue to use the old type names; however, it is preferable to use the new type names because they make the value range explicit.

- Custom annotation definition in IDL. Custom annotations can be defined in IDL, although they are ignored by the middleware (i.e., they will not be part of the typeobject).
- TypeObject v1.
- Extended Common Data Representation (CDR) encoding version 1 and 2.
- The above features are supported in the RTI core middleware in all programming languages except Ada.

The following Extensible Types features are not supported:

- These types: BitMask, BitSet, Map.
- Fixed-width integer types int8 and uint8 are not fully supported, both are always mapped to octets on the wire. However, some language bindings offer support for these types; following is the support by language:
  - In Java, both uint8 and int8 map to a byte, which is signed.
  - In .NET, both uint8 and int8 map to a byte, which is unsigned.
  - In Modern C++, uint8 maps to uint8_t, and int8 maps to int8_t.
  - In C and Traditional C++, uint8 maps to DDS_UInt8, and int8 maps to DDS_Int8.
- Union inheritance
- Custom annotation definition in IDL. Custom annotations can be defined in IDL, although they are ignored by the middleware (i.e., they will not be part of the typeobject).
- TypeObject v2.
- Builtin TypeLookup service.

- The following builtin-annotations can be defined in IDL, although they will be ignored by the middleware (i.e., they will not be part of the typeobject): verbatim, must_understand, bit_bound, non_serialized, oneway, position, try_construct.
- XML data representation (XML *type* representation is supported).
- Dynamic language binding compliant with the Extensible Types specification: DynamicType and DynamicData (see DynamicData API (Chapter 7 on page 44)).
- The **type** member in PublicationBuiltinTopicData and SubscriptionBuiltinTopicData.
- Association of a topic to multiple types within a single *DomainParticipant*

To see a demonstration of Extensible Types, run *RTI Shapes Demo,* which can publish and subscribe to two different data types: the "Shape" type or the "Shape Extended" type. If you don't have *Shapes Demo* installed already, you can download it from https://www.rti.com/free-trial/shapes-demo. If you are not already familiar with how to start *Shapes Demo*, please see the *Shapes Demo User's Manual*.

Besides *RTI Shapes Demo*, several other RTI components include partial support for Extensible Types.

Chapter 2 Type Safety and System Evolution

In some cases, it is desirable for types to evolve without breaking interoperability with deployed components already using those types. For example:

- A new set of applications to be integrated into an existing system may want to introduce additional fields into a structure, or create extended types using inheritance. These new fields can be safely ignored by already deployed applications, but applications that do understand the new fields can benefit from their presence.
- A new set of applications to be integrated into an existing system may want to increase the maximum size of some sequence or string in a Type. Existing applications can receive data samples from these new applications as long as the actual number of elements (or length of the strings) in the received data sample does not exceed what the receiving applications expects. If a received data sample exceeds the limits expected by the receiving application, then the sample can be safely ignored (filtered out) by the receiver.

To support use cases such as the above, the type system introduces the concept of appendable (extensible) and mutable types. A type may be final, appendable (extensible), or mutable:

- **Final**: The type's range of possible data values is strictly defined. In particular, it is not possible to add elements to members of a collection or aggregated types while maintaining type assignability.
- **Appendable (Extensible):** Two types, where one contains all of the elements/members of the other plus additional elements/members appended to the end, may remain assignable.
- **Mutable:** Two types may differ from one another with the addition, removal, and/or transposition of elements/members while remaining assignable.

For example, suppose you have:

```
struct A {
    @id(10) int32 a;
    @id(20) int32 b;
    @id(30) int32 c;
}
```

and

```
struct B {
    @id(20) int32 b;
    @id(10) int32 a;
    @id(40) int32 x;
}
```

In this case, if a *DataWriter* writes [1, 2, 3], the *DataReader* will receive [2, 1, 0] (because 0 is the default value of x, which doesn't exist in A's sample).

The type being written and the type(s) being read may differ—maybe because the writing and reading applications have different needs, or maybe because the system and its data design have evolved across versions. Whatever the reason, the databus must detect the differences and mediate them appropriately. This process has several steps:

1. Define what degree of difference is acceptable for a given type.
2. Express your intention for compatibility at run time.
3. Verify that the data can be safely converted.

At run time, the databus will compare the types it finds with the contracts you specified.

2.1 Defining Extensible Types

A type's kind of extensibility is applied with the **Extensibility** annotations seen in Table 2.1 Extensibility Annotations. If you do not specify any particular extensibility, the default is appendable.

Table 2.1 Extensibility Annotations

IDL	`@final`
	`struct MyFinalType {`
	`  int32 x;`
	`};`
	
	`@appendable`
	`struct MyExtensibleType {`
	`  int32 x;`
	`};`
	
	`@mutable`
	`struct MyMutableType {`
	`  int32 x;`
	`};`

Table 2.1 Extensibility Annotations

XML

```
<struct name="MyFinalType" extensibility="final">
    <member name="x" type="int32"/>
</struct>

<struct name="MyExtensibleType" extensibility="appendable">
    <member name="x" type="int32"/>
</struct>

<struct name="MyMutableType" extensibility="mutable">
    <member name="x" type="int32"/>
</struct>
```

XSD

```
<xsd:complexType name="MyFinalType">
    <xsd:sequence>
        <xsd:element name="x" minOccurs="1" maxOccurs="1" type="xsd:int"/>
    </xsd:sequence>
</xsd:complexType>
<!-- @struct true -->
<!-- @extensibility final -->

<xsd:complexType name="MyExtensibleType">
    <xsd:sequence>
        <xsd:element name="x" minOccurs="1" maxOccurs="1" type="xsd:int"/>
    </xsd:sequence>
</xsd:complexType>
<!-- @struct true -->
<!-- @extensibility appendable -->

<xsd:complexType name="MyMutableType">
    <xsd:sequence>
        <xsd:element name="x" minOccurs="1" maxOccurs="1" type="xsd:int"/>
    </xsd:sequence>
</xsd:complexType>
<!-- @struct true -->
<!-- @extensibility mutable -->
```

Members IDs can be set using the optional @id, @hashid, and @autoid annotations.

2.1.1 @id Annotation

The @id annotation allows assigning a 32-bit integer identifier to an element, with the underlying assumption that an identifier should be unique inside its scope of application.

For example:

IDL

```
struct MyType {
    @id(10) int32 x;
    @id(20) int32 y;
};
```

XML

```
<struct name= "MyType">
    <member name="x" id="10" type="int32"/>
    <member name="y" id="20" type="int32"/>
</struct>
```

XSD

```
<xsd:complexType name= "MyType">
    <xsd:sequence>
        <xsd:element name="x" minOccurs="1" maxOccurs="1" type="xsd:int"/>
        <!-- @id 10 -->
        <xsd:element name="y" minOccurs="1" maxOccurs="1" type="xsd:int"/>
        <!-- @id 20 -->
    </xsd:sequence>
</xsd:complexType>
```

When not specified, the ID of a member is one plus the ID of the previous one. The first member has ID 0 by default.

```
struct MyType {
    int32 a;
    int32 b;
    @id(100) int32 c;
    int32 d;
};
```

The IDs of 'a', 'b', 'c' and 'd' are 0, 1, 100 and 101.

Member IDs must have a value in the interval [0, 268435455]. The wire representation of mutable or optional members with IDs in the range [0,16128] is more efficient than the wire representation of member IDs in the range [16129, 268435455]. Consequently, the use of IDs in the range [0,16128] is recommended (see Data Representation (Chapter 4 on page 36) for additional details).

2.1.2 @hashid Annotation

The @hashid annotation provides the value to hash to generate the member ID. If the annotation is used without any parameter or with the empty string as a value then the Member ID will be the hash of the member name.

IDL

```
struct HashIdStruct {
  @hashid("hash_text") int32 data;
                       int32 data2;
};
```

XML

```
<struct name= "HashIdStruct">
  <member name="data" hashid="hash_text" type="int32"/>
  <member name="data2" type="int32"/>
</struct>
```

XSD

```
 <xsd:complexType name= "HashIdStruct">
    <xsd:sequence>
        <xsd:element name="data" minOccurs="1" maxOccurs="1" type="xsd:int"/>
        <!-- @hashid hash_text-->
        <xsd:element name="data2" minOccurs="1" maxOccurs="1" type="xsd:int"/>
  </xsd:sequence>
</xsd:complexType>
```

2.1.3 @autoid Annotation

The @autoid annotation can be applied to modules, structs, or valuetypes and allows you indicate how the identifiers are going to be set for its members.

The values allowed are:

- @autoid(sequential): The next identifier should be computed by incrementing the previous one
- @autoid(hash) or @autoid: Indicates that the identifiers should be computed with a hashing algorithm based on the name of the member.

If no annotation is specified, the values will be sequential. The @autoid notation is not supported in XSD when applied to modules.

IDL

```
@autoid
struct AutoIdStruct{
    int32 data;
    int32 data2;
};
```

XML

```
<struct name= "AutoIdStruct" autoid="hash">
  <member name="data" type="int32"/>
  <member name="data2" type="int32"/>
</struct>
```

XSD

```
<xsd:complexType name= "AutoIdStruct">
    <xsd:sequence>
        <xsd:element name="data" minOccurs="1" maxOccurs="1" type="xsd:int"/>
        <!-- @hashid -->
        <xsd:element name="data2" minOccurs="1" maxOccurs="1" type="xsd:int"/>
        <!-- @hashid -->
  </xsd:sequence>
</xsd:complexType>
 <!-- @struct true -->
<!-- @autoid hash-->
```

2.2 Verifying Type Consistency: Type Assignability

Connext DDS determines if a *DataWriter* and a *DataReader* can communicate by comparing the structure of their topic types.

In *Connext DDS* releases before 5.0.0, the topic types were represented and propagated on the wire using TypeCodes. The Extensible Types specification introduces TypeObjects as the wire representation for a type.

To maintain backward compatibility, *Connext DDS* can be configured to propagate both TypeCodes *and* TypeObjects. However, type comparison is only supported with TypeObjects.

Depending on the value for extensibility annotation used when the type is defined, *Connext DDS* will use a different set of rules to determine if matching shall occur.

If the type extensibility is final, the types will be assignable if they don't add or remove any elements. If they are declared as extensible, one type can have more fields at the end as long as they are not keys.

If the type extensibility is mutable, a type can add, remove or shuffle members in at any position, as long as:

- The type does not add or remove key members
- Members that have the same name also have the same ID, and members that have the same ID also have the same name. (It is possible to change this behavior, see 2.3 Type-Consistency Enforcement on page 11.)

For example, in Table 2.2 Mutable Types Example 1 the middleware can assign MyMutableType1 to or from MyMutableType2, but not to or from MyMutableType3.

Table 2.2 Mutable Types Example 1

`@mutable struct MyMutableType1 { int32 x; int32 y; }`	`@mutable struct MyMutableType2 { @id(1) int32 y; @id(2) int32 z; @id(0) int32 x; }`	`@mutable struct MyMutableType3 { int32 y; @key int32 z; int32 x; }`
Note: If you do not explicitly declare member IDs, they are assigned automatically starting with 0.	MyMutableType1 and MyMutableType2 can be assigned to each other.	MyMutableType3 has two issues: The member IDs x and y do not match those of MyMutableType1. For example, the member ID of x is 0 in MyMutableType1 but 2 in MyMutableType3. MyMutableType3 has an extra key member (z).

The type of a member in a mutable type can also change if the new type is assignable. For example, in Table 2.3 Mutable Types Example 2, MyMutableType4 is assignable to or from MyMutableType5 but not to or from MyMutableType6.

Table 2.3 Mutable Types Example 2

`@mutable struct NestedMutableType1 { @id(10) int32 a; }`
 	
`struct NestedExtensibleType1 { string text; };`
 	
`@mutable struct MyMutableType4 { NestedMutableType1 m1; NestedExtensibleType1 m2; }`
	`@mutable struct NestedMutableType2 { @id(20) int16 b; @id(10) int32 a; };`
	
	`struct NestedExtensibleType2 { string text; string title; };`
	
	`@mutable struct MyMutableType5 { NestedMutableType2 m1; NestedExtensibleType2 m2; }`
		`@mutable struct NestedMutableType3 { @id(20) int16 b; @id(10) int16 a; };`
		
		`struct NestedExtensibleType3 { string title; string text; };`
		
		`@mutable struct MyMutableType6 { NestedMutableType3 m1; NestedExtensibleType3 m2; }`

MyMutableType6 and MyMutableType4 are not assignable because the types of m1 and m2 are not assignable. NestedExtensibleType3 is just extensible but adds a new member at the beginning. NestedMutableType3 changes the type of 'a' but the new type (int16) is not assignable to the previous one, int32, because the primitive types are different.

The member types in an Extensible or Final type can also change as long as the member types are both mutable and assignable. If the new member types are extensible or final, they need to be structurally identical.

If you use CDR encoding version 2 (XCDR2) (see 4.3 Extended CDR (encoding version 2) on page 38), appendable types that are nested into another type can add members at the end of their definition. In the following example, ObservedPosition1 and ObservedPosition2 will not be assignable when using XCDR, but they will be assignable if the encoded version is XCDR2.

Table 2.4 Type Assignability Example

```
@appendable
struct Coordinates1 {
    float x;
    float y;
};

@appendable
struct ObservedPosition1 {
    Coordinates1 position;
    int64 timestamp;
};
```

```
@appendable
struct Coordinates2  {
    float x;
    float y;
    float z; // Extra field
};

@appendable
struct ObservedPosition2 {
    Coordinates2 position;
    int64 timestamp;
};
```

In the case of union types, it has to be possible, given any possible discriminator value in the *DataWriter's* type (T2), to identify the appropriate member in the *DataReader's* type (T1) and to transform the T2 member into the T1 member.

A mutable type that declares a member as optional (see 3.2 Optional Members on page 21) is compatible with a different mutable type that declares the same member as non-optional (the default). This rule does not apply to optional members in final and extensible types.

The following rules apply to other types:

- Primitive types are always final: primitive members cannot change their type.
- Sequences and strings are always mutable: their bounds can change as long as the maximum length in the *DataReader* type are greater or equal to that of the *DataWriter* (it is possible to change this behavior, see 2.3 Type-Consistency Enforcement on the next page). A sequence element type can change only if it's mutable and the new type is assignable.
- Arrays are always final: their bounds cannot change and their element type can only change if it is mutable and the new type assignable.
- Enumerations can be final (they cannot change), extensible (new versions can add constants at the end), or mutable (new versions can add, rearrange or remove constants in any position).

For more information on the rules that determine the assignability of two types, refer to the OMG 'Extensible and Dynamic Topic Types for DDS' specification, version 1.3.

By default, the TypeObjects are compared to determine if they are assignable in order to match a *DataReader* and a *DataWriter* of the same topic. You can control this behavior in the *DataReader's* TypeConsistencyEnforcementQosPolicy (see 2.3 Type-Consistency Enforcement on the next page).

The *DataReader's* and *DataWriter's* TypeObjects need to be available in order to be compared; otherwise their assignability will not be enforced. Depending on the complexity of your types (how many fields, how many different nested types, etc.), you may need to change the default resource limits that control the internal storage and propagation of the TypeObject (see 5.1.1 TypeObject Resource Limits on page 41).

If the logging verbosity is set to NDDS_CONFIG_LOG_VERBOSITY_WARNING or higher, *Connext DDS* will print a message when a type is discovered that is not assignable, along with the reason why the type is not assignable.

2.3 Type-Consistency Enforcement

The *DataReader*'s TypeConsistencyEnforcementQosPolicy defines the rules that determine whether the type used to publish a given topic is consistent with the type used to subscribe to it.

> **Note:** If the type information is not available for a topic (and **force_type_validation** is false), these rules do not apply.

The QosPolicy structure includes the members in the following table.

Table 2.5 DDS_TypeConsistencyEnforcementQosPolicy

Type	Field Name	Description
DDS_TypeConsistencyKind	kind	Can be any of the following values: • AUTO_TYPE_COERCION (default) • ALLOW_TYPE_COERCION • DISALLOW_TYPE_COERCION See below for details.
DDS_Boolean	ignore_sequence_bounds	Controls whether sequence bounds are taken into consideration for type assignability. If false, a *DataWriter's* type containing a sequence with a larger maximum length will not be assigned to a *DataReader's* type containing a sequence with a smaller maximum length. Since the types are not assignable, the *DataReader* will not match when type information is available. If true, a sequence in a *DataReader's* type can have a maximum length smaller than that of a sequence in a *DataWriter's* type. The types will be assignable, and the *DataReader* will match; however, when the length of the sequence in a particular *DataWriter's* sample is larger than the *DataReader's* maximum length, that sample is discarded. See "Verifying Sample Consistency: Sample Assignability" in the *Core Libraries Extensible Types Guide*. Default: true
DDS_Boolean	ignore_string_bounds	Controls whether string bounds are taken into consideration for type assignability. If false, then a *DataWriter's* type containing a string with a larger maximum length will not be assigned to a *DataReader's* type containing a string with a smaller maximum length. Since the types are not assignable, the *DataReader* will not match when type information is available. If true, then a string in a *DataReader's* type can have a maximum length smaller than that of a string in a *DataWriter's* type. They are assignable, and the *DataReader* will match; however, when the length of the string in a particular *DataWriter's* sample is larger than the *DataReader's* maximum length, that sample is discarded. See "Verifying Sample Consistency: Sample Assignability" in the *Core Libraries Extensible Types Guide*. Default: true

Table 2.5 DDS_TypeConsistencyEnforcementQosPolicy

Type	Field Name	Description

DDS_Boolean	ignore_member_names	Controls whether member names are taken into consideration for type assignability.
		If false, types containing members with the same ID and different names are not assignable to each other. Since the types are not assignable, the *DataReader* will not match when type information is available.
		If true, members of a type can change their name while keeping their member ID. For example, MyType and MyTypeSpanish are only assignable if **ignore_member_names** is true:
		`struct MyType {`
		`  @id(10) int32 x;`
		`  @id(20) int32 angle;`
		`};`
		`struct MyTypeSpanish {`
		`  @id(10) int32 x;`
		`  @id(20) int32 angulo;`
		`};`
		Since the types are assignable, the *DataReader* will match.
		Default: false

DDS_Boolean	prevent_type_widening	Controls whether type widening is allowed. A type T2 widens a type T1 when T2 contains required members that are not present in T1. If a *DataReader* of T2 sets **prevent_type_widening** to true, then the *DataReader* will not be matched with a *DataWriter* of T1 with fewer members because T1 is not assignable to T2. If a *DataReader* of T2 sets **prevent_type_widening** to false, then the *DataReader* will match with the *DataWriter* of T1. The *DataReader* will assume a value for members in T2 that are not in T1. See "Prevent Type Widening" below. Default: false
DDS_Boolean	force_type_validation	Controls whether type information must be available in order to complete matching between a *DataWriter* and this *DataReader*. If false, matching may occur as long as the type names match. Note that if the types have the same name, but the types are not assignable, *DataReaders* may fail to deserialize incoming data samples. If **force_type_validation** is true and no type information is available, then the *DataReader* will not match. Default: false
DDS_Boolean	ignore_enum_literal_names	Controls whether enumeration constant names are taken into consideration for type assignability. If the option is set to true, then enumeration constants may change their names, but not their values, and still maintain type assignability. If the option is set to false, then in order for enumerations to be assignable, any constant that has the same value in both enumerations must also have the same name. For example, enum Color {RED = 0} and enum Color {ROJO = 0} are assignable if and only if ignore_enum_literal_names is true. Default: false

This QoSPolicy defines a type consistency **kind**, which allows applications to choose to either allow or disallow data type matching:

- AUTO_TYPE_COERCION (default): For a regular *DataReader*, this default value is translated to ALLOW_TYPE_COERCION. For a Zero Copy *DataReader*, this default value is translated to DISALLOW_TYPE_COERCION. (See the "Zero Copy Transfer Over Shared Memory" section in the *RTI Connext DDS Core Libraries User's Manual* for information on why a Zero Copy

DataReader requires the DISALLOW_TYPE_COERCION option.)

- DISALLOW_TYPE_COERCION: The *DataWriter* and *DataReader* must support the same data type in order for them to communicate. (This is the degree of enforcement required by the OMG DDS Specification prior to the OMG 'Extensible and Dynamic Topic Types for DDS' Specification.)
- ALLOW_TYPE_COERCION: The *DataWriter* and *DataReader* need not support the same data type in order for them to communicate as long as the *DataReader*'s type is assignable from the *DataWriter's* type. The concept of assignability is explained in 2.2 Verifying Type Consistency: Type Assignability on page 8.

This policy applies only to *DataReaders*; it does not have request-offer semantics. The value of the policy cannot be changed after the *DataReader* has been enabled.

The default enforcement kind is AUTO_TYPE_COERCION. This default kind translates to ALLOW_TYPE_COERCION, except in the following cases:

- When a Zero Copy *DataReader* is used, the kind is translated to DISALLOW_TYPE_COERCION.
- When the middleware is introspecting the built-in topic data declaration of a remote *DataReader* in order to determine whether it can match with a local *DataWriter*, if it observes that no TypeConsistencyEnforcementQosPolicy value is provided (as would be the case when communicating with a Service implementation not in conformance with this specification), it assumes a kind of DISALLOW_TYPE_COERCION.

2.3.1 Rules For Type-Consistency Enforcement

The type-consistency enforcement rules consist of two steps applied on the *DataWriter* and *DataReader* side:

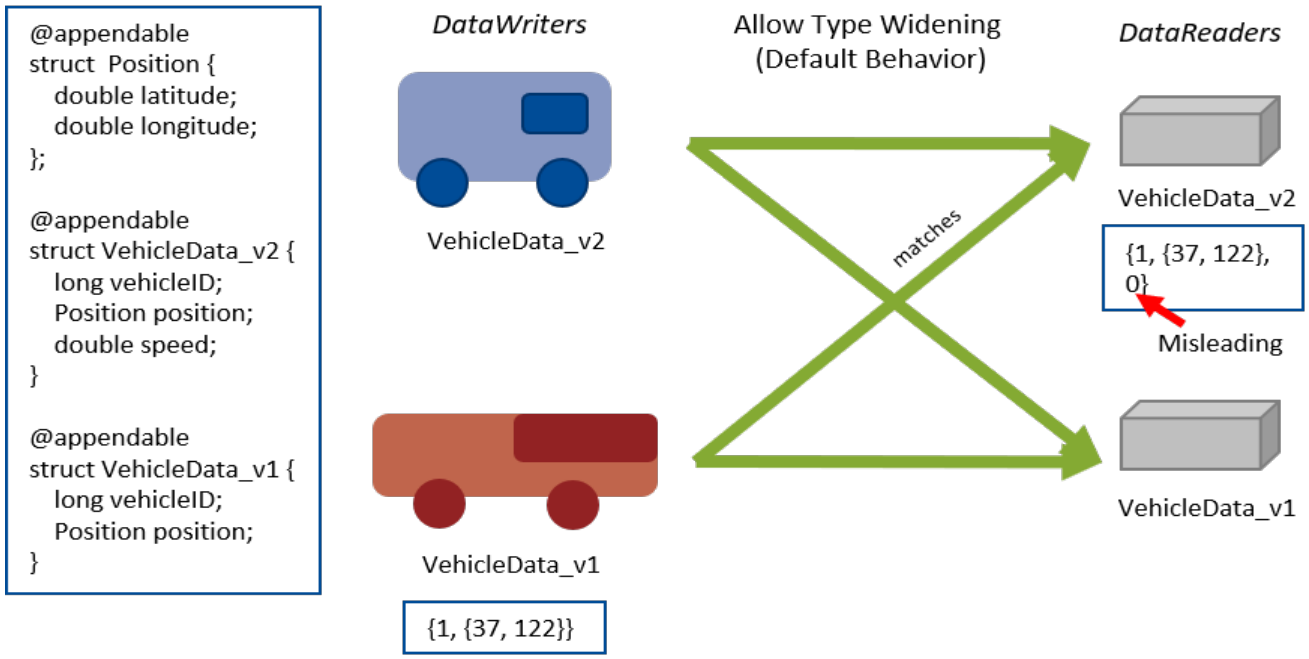
- **Step 1**. If both the *DataWriter* and *DataReader* specify a TypeObject, it is considered first. If the *DataReader* allows type coercion, then its type must be assignable from the *DataWriter's* type, taking into account the values of **prevent_type_widening**, **ignore_sequence_bounds**, **ignore_string_bounds**, **ignore_member_names**, and **ignore_enum_literal_names**. If the *DataReader* does not allow type coercion, then its type must be equivalent to the type of the *DataWriter*.
- **Step 2.** If either the *DataWriter* or the *DataReader* does not provide a TypeObject definition, then the registered type names are examined. The *DataReader's* and *DataWriter's* registered type names must match exactly, as was true in *Connext DDS* releases prior to 5.0. This step will fail if **force_type_validation** is true, regardless of the type names.

If either Step 1 or Step 2 fails, the *Topics* associated with the *DataReader* and *DataWriter* are considered to be inconsistent (see 2.5 Notification of Inconsistencies: INCONSISTENT_TOPIC Status on page 19).

2.3.2 Prevent Type Widening

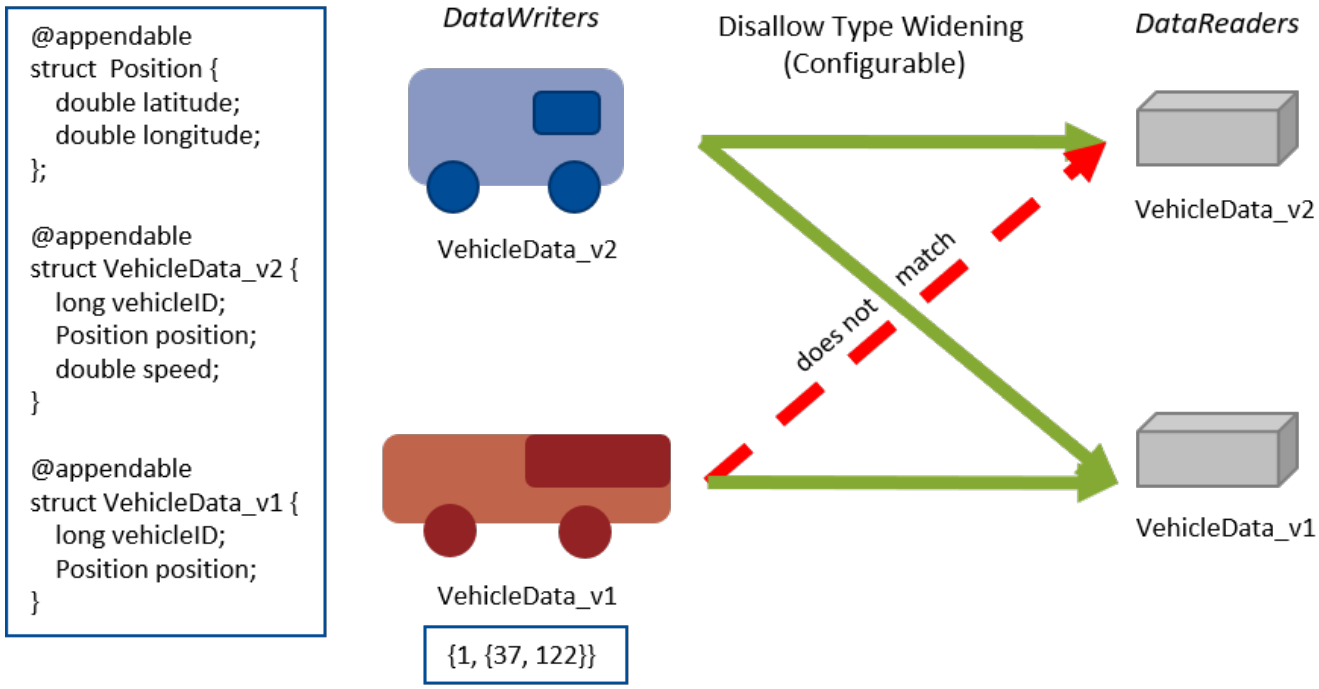
The **prevent_type_widening** field determines whether type widening is allowed. In Figure 2.1: prevent_type_widening = false below, VehicleData_v2 has three members and VehicleData_v1 two members. With type widening allowed, the narrower car (VehicleData_v1, with two members) can write to the wider car (VehicleData_v2), but notice that the *DataReader* assumes a value that might be misleading (in this case, a default speed of zero).

Figure 2.1: prevent_type_widening = false



If widening is not allowed (Figure 2.2: prevent_type_widening = true on the next page), VehicleData_v1 and VehicleData_v2 do not communicate with each other.

Figure 2.2: prevent_type_widening = true



2.3.3 Type Assignability Properties

The properties in Table 2.6 Type Assignability Properties relax some of the rules in the standard type-assignability algorithm. These properties can be set in the QoS of the *DataReader*, *DataWriter*, and *DomainParticipant* (in this case all *DataReaders* and *DataWriters* created by that *DomainParticipant* inherit the property). By default they are disabled.

Table 2.6 Type Assignability Properties

Property Name	Description

dds.sample_assignability.accept_unknown_union_discriminator	When set to 1, samples containing an unknown union discriminator can be successfully deserialized to the default discriminator value. For example, given the following two types:
	Publisher Type:
	`@mutable`
	`union MyUnion switch(int32) {`
	`case 0:`
	`int32 m1;`
	`case 1:`
	`int16 m2;`
	`case 2:`
	`double m3;`
	`};`
	Subscriber Type:
	`@mutable`
	`union MyUnion switch(int32) {`
	`case 0:`
	`int32 m1;`
	`case 1:`
	`int16 m2;`
	`};`
	By default, if the *DataWriter* sends a union with the discriminator set to 2, the *DataReader* cannot deserialize the sample. However if this property is set to 1, the Subscribing application will receive a sample with the discriminator set to 0 and member **m1** set to the default value for an int32 (0). The default discriminator value is defined as the default element if one is specified, otherwise the lowest value associated with any discriminator value. The member identified by the default discriminator is also initialized to its default value.
	You can set this property as part of the Property QoS for either the *DomainParticipant* or the *DataReader*. If it is set in both the *DomainParticipant* and *DataReader*, the value in the *DataReader*'s QoS will be applied.
	This functionality is supported both in generated code as well as when using the DynamicData API.

Table 2.6 Type Assignability Properties

Property Name	Description

dds.sample_assignability.accept_unknown_enum_value	When set to 1 samples containing an unknown enumerator to be successfully deserialized to the default enumeration value. For example, given the following two types:
	Publisher Type:
	`enum MyEnum { ONE = 1, TWO = 2, THREE = 3 }; struct MyType { MyEnum m1; };`
	Subscriber Type:
	`enum MyEnum { ONE = 1, TWO = 2 }; struct MyType { MyEnum m1; };`
	By default, if the *DataWriter* sends m1 = THREE, the *DataReader* cannot deserialize the sample. However if this property is set to 1 then the Subscribing application will receive a sample with m1 = ONE. The default enumeration value is defined as the first declared member of the enumeration.
	You can set this property as part of the Property QoS for either the *DomainParticipant* or the *DataReader*. If it is set in both the *DomainParticipant* and *DataReader*, the value in the *DataReader's* QoS will be applied.
	This functionality is supported both in generated code as well as when using the DynamicData API.

dds.type_consistency.ignore_member_names	This property has been replaced with **ignore_member_names** and **ignore_enum_literal_names** in the TypeConsistencyEnforcementQosPolicy (see 2.3 Type-Consistency Enforcement on page 11), but is still supported for compatibility with previous releases. If this property is set, its value supersedes the values in the QosPolicy.
dds.type_consistency.ignore_sequence_bounds	This property has been replaced with **ignore_sequence_bounds** and **ignore_string_bounds** in the TypeConsistencyEnforcementQosPolicy (see 2.3 Type-Consistency Enforcement on page 11), but is still supported for compatibility with previous releases. If this property is set, its value supersedes the values in the QosPolicy.

2.4 Verifying Sample Consistency: Sample Assignability

As described in section 2.2 Verifying Type Consistency: Type Assignability on page 8, *Connext DDS* determines if a *DataWriter* and a *DataReader* can communicate by comparing the structure of their topic types. When the type published by a *DataWriter* is assignable to the type subscribed by a *DataReader*, the two entities can communicate.

Even if two types are considered assignable, however, some samples may not be assignable. In these cases, the *DataReader* loses the sample. For example, consider a *DataWriter* publishing Position_v1, and a *DataReader* subscribing to Position_v2:

```
@mutable
struct Position_v1 {
    @range(min=100, max=200) int32 x;
```

```
    @range(min=100, max=200) int32 y;
};

@mutable
struct Position_v2 {
    @range(min=100, max=150) int32 x;
    @range(min=100, max=150) int32 y;
};
```

Position_v2 is considered assignable from Position_v1 as both types are structurally the same; however, not all the samples published by the *DataWriter* will be received by the *DataReader*. For instance, the *DataReader* will lose the sample {x=170,y=100} and will not provide it to the application because x is outside the valid range [100,150].

When a *DataReader* loses a sample, *Connext DDS* logs a warning and updates the SAMPLE_LOST Status with the reason DDS_LOST_BY_DESERIALIZATION_FAILURE.

Another example in which a *DataReader* may lose samples coming from a *DataWriter* is when the *DataWriter* sends a sequence or string with more elements than the *DataReader* can accept. For example, consider the following types, a *DataWriter* publishing Poligon_v1 and a *DataReader* subscribing to Poligon_v2:

```
@mutable
struct Poligon_v1 {
    string<10> name;
    sequence<Point, 4> vertex;
};

@mutable
struct Poligon_v2 {
    string<5> name;
    sequence<Point, 2> vertex;
};
```

Out of the box, the type Poligon_v1 is assignable to Poligon_v2, even though the maximum sequence length in Poligon_v2 is smaller than the maximum length in Poligon_v1, because **ignore_sequence_bounds** and **ignore_string_bounds** are set to TRUE by default on the *DataReader* TypeConsistencyEnforcementQosPolicy (see 2.3 Type-Consistency Enforcement on page 11).

With **ignore_sequence_bounds** and **ignore_string_bounds** set to TRUE, the two types are assignable; however, the *DataReader* will lose samples published with an actual sequence or string length greater than the maximum lengths in Poligon_v2. The samples will be lost with the reason DDS_LOST_BY_DESERIALIZATION_FAILURE.

If **ignore_sequence_bounds** and **ignore_string_bounds** are set to FALSE, the two types will not be assignable.

Note that *DataReaders* for FlatData types do not deserialize the data and therefore do not drop unassignable samples. (See the "Sending Large Data" chapter in the *RTI Connext DDS Core Libraries User's Manual*.)

For more information on the rules that determine the assignability of a sample, refer to the column "Object construction" in the assignability tables of the 'Extensible and Dynamic Topic Types for DDS' (DDS-Xtypes) specification.

2.5 Notification of Inconsistencies: INCONSISTENT_TOPIC Status

Every time a *DataReader* and *DataWriter* do not match because the type-consistency enforcement check fails, the INCONSISTENT_TOPIC status is increased.

Notice that the condition under which the middleware triggers an INCONSISTENT_TOPIC status update has changed (starting in release 5.0.0) with respect to previous *Connext DDS* releases where the change of status occurred when a remote *Topic* inconsistent with the locally created *Topic* was discovered.

2.6 Built-in Topics

The type consistency value used by a *DataReader* can be accessed using the **type_consistency** field in the DDS_SubscriptionBuiltinTopicData (see Table 2.7 New Field in Subscription Builtin Topic Data).

Table 2.7 New Field in Subscription Builtin Topic Data

Type	New Field	Description
DDS_TypeConsistencyEnforcementQosPolicy	type_consistency	Indicates the type_consistency requirements of the remote *DataReader* (see 2.3 Type-Consistency Enforcement on page 11).

You can retrieve this information by subscribing to the built-in topics and using the *DataReader's* **get_matched_publication_data()** operations.

Chapter 3 Type System Enhancements

3.1 Structure Inheritance

A structure can define a base type as seen in Table 3.1 Base Type Definition in a Structure. Note that when the types are extensible, MyBaseType is assignable from MyDerivedType, and MyDerivedType is assignable from MyBaseType.

Table 3.1 Base Type Definition in a Structure

IDL

```
struct MyBaseType {
    int32 x;
};

struct MyDerivedType : MyBaseType {
    int32 y;
};
```

XML

```
<struct name="MyBaseType">
    <member name="x" type="int32"/>
</struct>

<struct name=" MyDerivedType" baseType="MyBaseType">
    <member name="y" type="int32"/>
</struct>
```

XSD

```
<xsd:complexType name="MyBaseType">
    <xsd:sequence>
        <xsd:element name="x" minOccurs="1" maxOccurs="1" type="xsd:int"/>
        </xsd:sequence>
    </xsd:complexType>
    <!-- @struct true -->
    <xsd:complexType name="MyDerivedType">
    <xsd:complexContent>
        <xsd:extension base="tns:MyBaseType">
            <xsd:sequence>
                <xsd:element name="y" minOccurs="1" maxOccurs="1" type="xsd:int"/>
                </xsd:sequence>
            </xsd:extension>
        </xsd:complexContent>
    </xsd:complexType>
<!-- @struct true -->
```

In *Connext DDS* 5.0 and higher, value types are equivalent to structures. You can still use the valuetype keyword, but using struct is recommended.

For example:

```
struct MyType {
    int32 x;
};
valuetype MyType {
    public int32 x;
};
```

The above two types are considered equivalent. Calling the method **equal()** in their TypeCodes will return true. Calling the method **print_IDL()** in the valuetype's TypeCode will print the value type as a struct.

3.2 Optional Members

In a structure type, an *optional* member is a member that an application can decide to send or not as part of every published sample.

A subscribing application can determine if the publishing application sent an optional member or not. Note that this is different from getting a default value for a non-optional member that did not exist in the published type (see example in Type Safety and System Evolution (Chapter 2 on page 4)), optional members can be explicitly unset.

Using optional members in your types can be useful if you want to reduce bandwidth usage—*Connext DDS* will not send unset optional members on the wire. They are especially useful for designing large sparse types where only a small subset of the data is updated on every write.

This section explains how to define optional members in your types in IDL, XML and XSD and how to use them in applications written in C, C++, Java and in applications that use the DynamicData API. It also describes how optional members affect SQL content filters.

3.2.1 Defining Optional Members

The **@optional** annotation allows you to declare a struct member as optional (see Table 3.2 Declaring Optional Members). If you do not apply this annotation, members are considered non-optional.

In XSD, to declare a member optional, set the **minOccurs** attribute to "0" instead of "1".

Key members cannot be optional.

Table 3.2 Declaring Optional Members

IDL	`struct MyType {`
	`  @optional int32 optional_member;`
	`  int32 non_optional_member;`
	`};`

XML	`<struct name="MyType">`
	`  <member name="optional_member" optional="true" type="int32"/>`
	`  <member name="non_optional_member" type="int32"/>`
	`</struct>`

Table 3.2 Declaring Optional Members

XSD

```
<xsd:complexType name="MyType">
    <xsd:sequence>
        <xsd:element name="optional_member" minOccurs="0"
         maxOccurs="1" type="xsd:int"/>
        <xsd:element name="non_optional_member" minOccurs="1"
         maxOccurs="1" type="xsd:int"/>
    </xsd:sequence>
</xsd:complexType>
<!-- @struct true -->
```

3.2.2 Using Optional Members in an Application

This section describes how to use optional members in code generated for C/C++ and Java and with DynamicData API and SQL filters.

3.2.2.1 Using Optional Members in C and the Traditional C++ API

An optional member of type T in a DDS type maps to a pointer-to-T member in a C and C++ struct. Both optional and non-optional strings map to **char ***.

For example, consider the following IDL type:

```
struct Foo {
    string text;
};

struct MyType {
    @optional int32 optional_member1;
    @optional Foo optional_member2;
    int32 non_optional_member;
};
```

This type maps to this C or C++ structure:

```
typedef struct Foo {
    DDS_Char *text;
} Foo ;

typedef struct MyType {
    DDS_Long *optional_member1;
    Foo *optional_member2;
    DDS_Long non_optional_member;
} MyType;
```

An optional member is set when it points to a valid value and is unset when it is **NULL**. By default, when you create a data sample all optional members are **NULL**. The TypeSupport API includes the following operations that allow changing that behavior:

C

```
MyType *MyTypeTypeSupport_create_data_w_params(
        const struct DDS_TypeAllocationParams_t *alloc_params)
DDS_ReturnCode_t MyTypeTypeSupport_delete_data_w_params(
        struct Foo *a_data,
        const struct DDS_TypeDeallocationParams_t *dealloc_params);
```

C++

```
MyType *MyTypeTypeSupport::create_data(
        const DDS_TypeAllocationParams_t& alloc_params);
DDS_ReturnCode_t FooTypeSupport::delete_data(
        MyType *a_data,
        const DDS_TypeDeallocationParams_t& dealloc_params);
```

Set **alloc_params.allocate_optional_members** to true if you want to have all optional members allocated and initialized to default values.

To allocate or release specific optional string members, use the following functions both in C and traditional C++ without the command-line option **-useStdString**:

- **DDS_String_alloc()**
- **DDS_String_free()**

For traditional C++ code generated using the command line option **-useStdString** use:

- **new ()**
- **delete**

To allocate or release other specific optional members, use the following functions:

In C :

- **DDS_Heap_malloc()**
- **DDS_Heap_calloc()**
- **DDS_Heap_free()**

In traditonal C++:

- **new ()**
- **delete**

You can also make an optional member point to an existing variable as long as you set it to **NULL** before deleting the sample.

The following C code shows several examples of how to set and unset optional members when writing samples (note: error checking has been omitted for simplicity):

```
/* Create and send a sample where all optional members are set */
struct DDS_TypeAllocationParams_t allocParams = DDS_TYPE_ALLOCATION_PARAMS_DEFAULT;
allocParams.allocate_optional_members = DDS_BOOLEAN_TRUE;
MyType *sample = MyTypeTypeSupport_create_data_w_params(&allocParams);
*sample->optional_member1 = 1;
strcpy(sample->optional_member2->text, "hello");
```

```
sample->non_optional_member = 2;
MyTypeDataWriter_write(
    MyType_writer,
    instance,
    &DDS_HANDLE_NIL);

/* This time, don't send optional_member1 */
DDS_Heap_free(sample->optional_member1);
sample->optional_member1 = NULL;
MyTypeDataWriter_write(MyType_writer, sample, &DDS_HANDLE_NIL);

/* Delete the sample */
retcode = MyTypeTypeSupport_delete_data_ex(sample, DDS_BOOLEAN_TRUE);

/* Create and send a sample where all optional members are unset */
sample = MyTypeTypeSupport_create_data_ex(DDS_BOOLEAN_FALSE);
sample->non_optional_member = 3;
MyTypeDataWriter_write(MyType_writer, sample, &DDS_HANDLE_NIL);

/* Now send optional_member1 */
sample->optional_member1 = (DDS_Long *)DDS_Heap_malloc(sizeof(DDS_Long));
*sample->optional_member1 = 1;
sample->non_optional_member = 3;
MyTypeDataWriter_write(MyType_writer, sample, &DDS_HANDLE_NIL);

/* Delete the sample */
retcode = MyTypeTypeSupport_delete_data_ex(sample, DDS_BOOLEAN_TRUE);
```

And this example shows how to read samples that contain optional members in C:

```
/* Create a sample (no need to allocate optional members here) */
struct DDS_SampleInfo info;
MyType *sample = MyTypeTypeSupport_create_data();

/* Read or take as usual */
MyTypeDataReader_take_next_sample(MyType_reader, sample, &info);
if (info.valid_data)
{
    printf("optional_member 1");
    if (sample->optional_member1 != NULL)
    {
        printf(" = %d", *sample->optional_member1);
    }
    else
    {
        printf("is not set \n");
    }
    printf("non_optional_member = %d", sample->non_optional_member);
}
MyTypeTypeSupport_delete_data(sample);
```

The following C++ code shows several examples of how to set and unset optional members when writing samples (note: error checking has been omitted for simplicity):

```
// Create and send a sample where all optional members are set
MyType *sample = MyTypeTypeSupport::create_data(
    DDS_TypeAllocationParams_t().set_allocate_optional_members(
        DDS_BOOLEAN_TRUE));
*sample->optional_member1 = 1;
strcpy(sample->optional_member2->text, "hello");
sample->non_optional_member = 2;
writer->write(*sample, DDS_HANDLE_NIL);

// This time, don't send optional_member1
delete sample->optional_member1;
sample->optional_member1 = NULL;
writer->write(*sample, DDS_HANDLE_NIL);

// Delete the sample
MyTypeTypeSupport::delete_data(sample);
// Create and send a sample where all optional members are unset
sample = MyTypeTypeSupport::create_data();
sample->non_optional_member = 3;
writer->write(*sample, DDS_HANDLE_NIL);

// Now send optional_member1:
sample->optional_member1 = new DDS_Long();
*sample->optional_member1 = 4;
writer->write(*sample, DDS_HANDLE_NIL);

// Delete the sample
MyTypeTypeSupport::delete_data(sample);
```

And this example shows how to read samples that contain optional members in traditional C++:

```
// Create a sample (no need to allocate optional members here)
DDS_SampleInfo info;
sample = MyTypeTypeSupport::create_data();

// Read or take as usual
reader->take_next_sample(*sample, info);
if (info.valid_data)
{
    std::cout << "optional_member1 ";
    if (sample->optional_member1 != NULL)
    {
        std::cout << "= " << *sample->optional_member1 << "\n";
    }
    else
    {
        std::cout << "is not set\n";
    }
    std::cout << "non_optional_member = "
        << sample->non_optional_member << "\n";
}
// Delete the sample
MyTypeTypeSupport::delete_data(sample);
```

3.2.2.2 Using Optional Members in the Modern C++ API

An optional member of type **T** in a DDS type maps to the value-type **dds::core::optional<T>** in the modern C++ API.

For example, consider the following IDL type:

```
struct MyType {
    @optional int32 optional_member1;
    @optional Foo optional_member2;
    int32 non_optional_member;
};
```

This type maps to this C++ class:

```
class NDDSUSERDllExport MyType {
public:
       // ...
       dds::core::optional<int32_t>& optional_member1();
       const dds::core::optional<int32_t>& optional_member1() const;
       void optional_member1(const dds::core::optional<int32_t>& value);
       dds::core::optional<Foo>& optional_member2();
       const dds::core::optional<Foo>& optional_member2() const;
       void optional_member2(const dds::core::optional<Foo>& value);
       int32_t non_optional_member() const;
       void non_optional_member(int32_t value);
       // ...
};
```

By default optional members are unset (**dds::core::optional<T>::has_value()** is false). To set an optional member, simply assign a value; to reset it use **reset()** or assign a default-constructed **optional<T>**:

```
MyType sample; // all optional members created unset
sample.optional_member1() = 5; // now sample.optional_member1().has_value() == true
sample.optional_member1(5); // alternative way of setting the optional member
sample.optional_member2() = Foo(/* ... */);
sample.optional_member1().reset(); // now sample.optional_member1().has_value == false
sample.optional_member1() = dds::core::optional<int32_t>(); // alternative way of resetting the
optional member
```

To get the value by reference, use **value():**

```
int x = sample.optional_member1().value(); // if !has_value(), throws
dds::core::PreconditionNotMetError.
sample.optional_member2().get().foo_member(10);
```

Note that **dds::core::optional** manages the creation, assignment and destruction of the contained value, so unlike the traditional C++ API you don't need to reserve and release a pointer.

3.2.2.3 Using Optional Members in Java

Optional members have the same mapping to Java class members as non-optional members, except that **null** is a valid value for an optional member. Primitive types map to their corresponding Java wrapper classes (to allow nullifying).

Generated Java classes also include a **clear()** method that resets all optional members to null.

For example, consider the following IDL type:

```
struct MyType {
    @optional int32 optional_member1;
    @optional Foo optional_member2;
    int32 non_optional_member;
};
```

This type maps to this Java class:

```
class MyType {
    public Integer optional_member1 = null;
    public Foo optional_member2 = null;
    public int non_optional_member = 0;
    // ...
    public void clear() { /* … */ }
    // ...
}
```

An optional member is set when it points to an object and is unset when it is **null**.

The following code shows several examples on how to set and unset optional members when writing samples:

```
// Create and send a sample with all the optional members set
MyType data = new MyType(); // All optional members are null
data.optional_member1 = 1; // Implicitly converted to Integer
data.optional_member2 = new Foo(); // Create Foo object
data.optional_member2.text = "hello";
data.non_optional_member = 2;
writer.write(data, InstanceHandle_t.HANDLE_NIL);

// This time, don't send optional_member1
data.optional_member1 = null;
writer.write(data, InstanceHandle_t.HANDLE_NIL);

// Send a sample where all the optional members are unset
data.clear(); // Set all optional members to null
data.non_optional_member = 3;
writer.write(data, InstanceHandle_t.HANDLE_NIL);

// Now send optional_optional_member1
data.optional_member1 = 4;
writer.write(data, InstanceHandle_t.HANDLE_NIL);
```

And this example shows how to read samples that contain optional members:

```
// Create a sample
MyType data = new MyType();
SampleInfo info = new SampleInfo();

// Read or take as usual
reader.take_next_sample(data, info);
if (info.valid_data) {
```

```
    System.out.print("optional_member1 ");
    if (data.optional_member1 != null) {
        System.out.println("= " + data.optional_member1);
    } else {
        System.out.println("is unset");
    }
    System.out.println("non_optional_member = " + data.non_optional_member);
}
```

3.2.2.4 Using Optional Members in C#

Optional members in C# map to nullable types. For all types except primitive types, the mapping is the same, except that null is a valid value, and the property is annotated with the **Omg.Types.Optional** attribute.

Given the following IDL:

```
struct MyType {
    @optional int32 optional_member1;
    @optional Foo optional_member2;
    int32 non_optional_member;
};
```

The C# class MyType contains the following properties:

```
[Optional]
public int? optional_member1 { get; set; }

[Optional]
public Foo optional_member2 { get; set; }

public int non_optional_member { get; set; }
```

3.2.2.5 Using Optional Member with DynamicData

This version of *Connext DDS* supports a pre-standard version of DynamicData (see DynamicData API (Chapter 7 on page 44)). However it does support optional members.

Any optional member can be set with the regular setter methods in the DynamicData API, such as **DDS_DynamicData::set_long()**. An optional member is considered unset until a value is explicitly assigned using a 'set' operation.

To unset a member, use **DDS_DynamicData::clear_optional_member()**.

The C and C++ 'get' operations, such as **DDS_DynamicData::get_long()**, return DDS_RETCODE_NO_DATA when an optional member is unset; in Java, the 'get' methods throw a RETCODE_NO_DATA exception.

The following C++ example shows how to set and unset optional members before writing a sample. The example uses the same type (MyType) as in previous sections. This example assumes you already know how to use the DynamicData API, in particular how to create a DynamicDataTypeSupport and a Dynam-

icData topic. More information and examples are available in the API Reference HTML documentation (select **Modules, RTI Connext DDS API Reference, Topic Module, Dynamic Data**).

```
// Note: error checking omitted for simplicity
DDS_DynamicData * data = type_support.create_data();

// Set all optional members and write a sample
data->set_long("optional_member1",
    DDS_DYNAMIC_DATA_MEMBER_ID_UNSPECIFIED, 1);

// Bind optional_member2 and set the text field
DDS_DynamicData optionalMember2(NULL, DDS_DYNAMIC_DATA_PROPERTY_DEFAULT);
data->bind_complex_member(optionalMember2, "optional_member2",
    DDS_DYNAMIC_DATA_MEMBER_ID_UNSPECIFIED);
optionalMember2.set_string("text",
    DDS_DYNAMIC_DATA_MEMBER_ID_UNSPECIFIED, "hello");
data->unbind_complex_member(optionalMember2);
data->set_long("non_optional_member",
    DDS_DYNAMIC_DATA_MEMBER_ID_UNSPECIFIED, 2);
writer->write(*data, DDS_HANDLE_NIL);

// This time, don't send optional_member1
data->clear_optional_member("optional_member1",
    DDS_DYNAMIC_DATA_MEMBER_ID_UNSPECIFIED);
writer->write(*data, DDS_HANDLE_NIL);

// Delete the sample
type_support.delete_data(data);
```

In this example we read samples that contain optional members:

```
DDS_SampleInfo info;
DDS_DynamicData * data = type_support->create_data();
reader->take_next_sample(*data, info);
if (info.valid_data) {
    DDS_Long value;
    DDS_ReturnCode_t retcode = data->get_long(value,
        "optional_member1",
        DDS_DYNAMIC_DATA_MEMBER_ID_UNSPECIFIED);
    if (retcode == DDS_RETCODE_OK) {
        std::cout << "optional_member1 = " << value << "\n";
    } else if (retcode == DDS_RETCODE_NO_DATA){
        std::cout << "optional_member1 is not set\n";
    } else {
        std::cout << "Error getting optional_member1\n";
    }
    retcode = data->get_long(value, "non_optional_member",

        DDS_DYNAMIC_DATA_MEMBER_ID_UNSPECIFIED);
    if (retcode == DDS_RETCODE_OK) {
        std::cout << "non_optional_member = " << value << "\n";
    } else {
        std::cout << "Error getting non_optional_member\n";
    }
}
```

```
// Delete the sample
type_support->delete_data(data);
```

3.2.2.6 Using Optional Members in SQL Filter Expressions

SQL filter expressions used in ContentFilteredTopics and QueryConditions (see ContentFilteredTopics (Chapter 8 on page 45) in this document and "ReadConditions and QueryConditions" and "ContentFilteredTopics" in the *RTI Connext DDS Core Libraries User's Manual*) can refer to optional members. The syntax is the same as for any other member.

For example, given the type MyType:

```
struct Foo {
    string text;
};
struct MyType {
    @optional int32 optional_member1;
    @optional Foo optional_member2;
    int32 non_optional_member;
};
```

These are valid expressions:

```
"optional_member1 = 1 AND optional_member2.text = 'hello' AND non_optional_member = 2"
"optional_member1 = null AND optional_member2.text <> null"
```

Any comparison involving an optional member (=, <>, <, or >) evaluates to false if the member is unset.

For example, both "**optional_member1 <> 1**" and "**optional_member1 = 1**" will evaluate to false if **optional_member1** is unset; however "**optional_member1 = 1 OR non_optional_member = 1**" will be true if **non_optional_member** is equal to 1 (even if **optional_member1** is unset). The expression "**optional_member2.text = 'hello'**" will also be false if **optional_member2** is unset.

To check if an optional member is set or unset, you can compare with the null keyword. The following expressions are supported:

```
"optional_member1 = null" *, *"optional_member1 <> null".
```

3.3 Default Value

If the value for an optional member is not provided on the wire, the member is initialized to NULL. For non-optional members, the member is considered to have the default value defined in Table 3.3 Default Values for Non-Optional Members from XTypes Specification.

Table 3.3 Default Values for Non-Optional Members from XTypes Specification, taken from the "Extensible and Dynamic Topic Types for DDS" (DDS-XTypes) specification, describes the default values for non-optional members.

Table 3.3 Default Values for Non-Optional Members from XTypes Specification

Type Kind	Default Value
BYTE	0x00
BOOLEAN	FALSE
INT_16_TYPE, UINT_16_TYPE, INT_32_TYPE, UINT_32_TYPE, INT_64_TYPE, UINT_64_TYPE, FLOAT_32_TYPE, FLOAT_64_TYPE, FLOAT_128_TYPE	0
CHAR_8_TYPE, CHAR_16_TYPE	'\0'
STRING_TYPE	""
ARRAY_TYPE	An array of the same dimensions and same element type whose elements take the default value for their corresponding type.
ALIAS_TYPE	The default type of the alias's base type.
SEQUENCE_TYPE	A zero-length sequence of the same element type.
MAP_TYPE	An empty map of the same element type.
ENUM_TYPE	The first value in the enumeration.
UNION_TYPE	A union with the discriminator set to select the default element, if one is defined, or otherwise to the lowest value associated with any member. The value of that member set to the default value for its corresponding type.
STRUCTURE_TYPE	A structure without any of the optional members and with other members set to their default values based on their corresponding types.

3.3.1 @default annotation

This annotation allows you to specify a default value for a primitive, enum, or string member. It overwrites the default value in Table 3.3 Default Values for Non-Optional Members from XTypes Specification). For example:

```
struct Position {
    int32 x;
    @default(70) int32 y;
    @default(80) int32 z;
};
```

In the above example, when a new Position data object is created **(TypeSupport::create_data**, for example), the members y and z will get the values 50 and 70 respectively, while the member x will get the default 0.

The members will also get the same default values when they are not received on the wire. For example, assume a *DataWriter* publishing PubPosition and a *DataReader* subscribing to Position:

```
struct PubPosition {
    int32 x;
};
```

Position is assignable from PubPosition according to the assignability rules described in Chapter 2 Type Safety and System Evolution on page 4. When the *DataReader* receives a new sample from the *DataWriter*, the members y and z (not present on the wire) will get the values 70 and 80.

The default annotation can be applied to members with the following types: boolean, octet, int16, uint16, int32, uint32, int64, uint64, float, double, char, wchar, string, wstring, and enums. The annotation is not currently supported for long double members.

The default annotation can also be applied to aliases of the previous types. For example:

```
typedef int32 XCoordinate;
@default(70)
typedef int32 YCoordinate;
@default(80)
typedef int32 ZCoordinate;

struct Position {
    XCoordinate x;
    YCoordinate y;
    ZCoordinate int32 z;
};
```

The advantage of assigning a default to Alias types is that you do not have to duplicate the annotation value in every structure using coordinates.

The value in the @default annotation can refer to constants declared in the IDL file and can contain expressions using the constants. For example:

```
const int32 Y_DEFAULT = 70;
const int32 Z_DEFAULT = 79;
struct Position {
    int32 x;
    @default(Y_DEFAULT) int32 y;
    @default(Z_DEFAULT + 1) int32 z;
};
```

3.3.1.1 Restrictions

- The default annotation cannot be applied to optional and external members even if their types are types in which the annotation is supported. For example:

  ```
  struct Position {
      int32 x;
      @default(70) int32 y;
      @default(80) @optional int32 z; // Not supported. Code generation error
  };
  ```

- The default annotation is not currently supported on arrays and sequences even if their types are types in which the annotation is supported. For example:

```
struct Positions {
    int32 x[1024];
    @default(50)
    int32 y[1024]; // Not supported. Code generation error
    @default(80)
    int32 z[1024]; // Not supported. Code generation error
};
```

  A workaround for this limitation is to encapsulate the primitive members into a structure. For example:

```
struct Position {
    int32 x;
    @default(70) int32 y;
    @default(80) int32 z;
};

struct Positions {
    Position position[1024];
};
```

- The default annotation value for a uint64 type cannot refer to a constant. For example:

```
const uint64 MY_UINT64 = 9223372036854775808;
struct Example {
    @default(MY_UINT64)
    uint64 x;
};
```

  A workaround for this limitation is to not use the constant but the literal value instead. For example:

```
struct Example {
    @default(9223372036854775808)
    uint64 x;
};
```

- Expressions are not supported when converting to XSD for the following types:
  - int64 (long long)
  - uint64 (unsigned long long)
  - float
  - double
  - long double
- The TypeCode API (DynamicType API in Modern C++) does not provide a public API to obtain the value of the default annotation.

3.3.2 @default_literal annotation

By default, the default value of an enumeration corresponds to the first value of the enumeration. In the following example, the default value is GREEN:

```
enum Color {
    GREEN,
    RED,
    BLUE
};
```

The annotation @default_literal can be used to select a different enumerator as the default value. In the following example, the default value is RED:

```
enum Color {
    GREEN,
    @default_literal RED,
    BLUE
};
```

The default value for an enumeration can be overwritten for a structure/union member referring to this enumeration using the @default annotation. For example:

```
enum Color {
    GREEN,
    @default_literal RED,
    BLUE
};

struct Shape {
    @default(BLUE)
    Color shape_color;
}
```

3.3.2.1 Restrictions

The TypeCode API (DynamicType API in Modern C++) does not provide a public API to obtain the value of the default_literal annotation.

3.4 Ranges

The annotations @range, @min, and @max can be used to restrict the possible values for a primitive member. For example:

```
struct Position {
    @range(min = 0, max = 200) int32 x;
    @min(50) @default(70) int32 y;
    @max(200) @default(80) int32 z;
};
```

The annotations are enforced at serialization/deserialization time, not when the value of an object is set. For example, assume the following Position: {x= -3, y= 60, z = 150}. If you try to publish a Position

sample with this value, the **DataWriter::write** operation will fail with a DDS_RETCODE_ERROR. If a *DataReader* receives this sample, the sample will be lost with the reason DDS_LOST_BY_ DESERIALIZATION_FAILURE and it will not be provided to the application. In both cases, you will see a log message indicating that x was outside its valid range.

The range annotations can be applied to the following types: octet, int16, uint16, int32, uint32, int64, uint64, float, double. These annotations are not supported in long double.

If you specify a @default value for a member that is outside the valid range, the code generation will fail. For example:

```
struct Position {
    @default(300) @range(min = 0, max = 200) int32 x; // Failure. Default outside valid range
    @min(50) @default(70) int32 y;
    @max(200) @default(80) int32 z;
};
```

3.4.1 Restrictions

- For performance reasons, the range annotations are not currently applied to samples of types marked with @language_binding(FLAT_DATA). The annotations can be used for the type members, but they are only informational.
- The TypeCode API (DynamicType API in Modern C++) does not provide a public API to obtain the value of the @range, @min, and @max annotations.

Chapter 4 Data Representation

The data representation specifies the ways in which a data sample of a given type are communicated over the network.

The OMG 'Extensible and Dynamic Topic Types for DDS' specification, version 1.3 defines three different data representations:

- Extended Common Data Representation (CDR) encoding version 1 (XCDR)
- Extended CDR encoding version 2 (XCDR2)
- XML data representation

Connext DDS 6.0.0 and above implements both XCDR and XCDR2. *Connext DDS* 5.3.1 and below implements only XCDR. XML data representation is not supported.

4.1 Configuring the CDR

You may use the DataRepresentationQosPolicy in the DataWriterQos to configure which version of Extended CDR, version 1 or version 2, the *DataWriter* will use to serialize its data. The same QosPolicy exists in the DataReaderQos to configure which version(s) the *DataReader* will accept from *DataWriters*. *DataWriters* can offer only one data representation, while *DataReaders* can request multiple data representations.

For more information, see "DATA_REPRESENTATION QosPolicy" in the *RTI Connext DDS Core Libraries User's Manual*.

4.1.1 @data_representation annotation

The data representations that you are allowed to configure in the DataRepresentationQosPolicy for a type 'T' are limited to the allowed data representations for the type.

The @data_representation (or @allowed_data_representation) annotation (you can use either) lets you restrict the data representations that may be used to encode a data object of a specific type.

(You can select from this restricted set when setting the DataRepresentationQosPolicy.) The IDL definition of the @data_representation annotation is as follows:

```
// Positions are defined to match the values of the DataRepresentationId_t
// XCDR_DATA_REPRESENTATION, XML_DATA_REPRESENTATION, and
// XCDR2_DATA_REPRESENTATION
@bit_bound(32)
bitmask DataRepresentationMask {
   @position(0) XCDR,
   @position(1) XML,
   @posiiton(2) XCDR2
}

@annotation data_representation {
   DataRepresentationMask value;
};
```

For example:

```
@data_representation(XCDR2)
struct Position
{
    int32 x;
    int32 y;
};
```

DataWriters and *DataReaders* using the previous type can publish and subscribe to only an XCDR2 representation, regardless of the value set in the DataRepresentationQosPolicy. (If a *DataWriter* or *DataReader* in this case sets its DataRepresentationQosPolicy to XCDR, *Connext DDS* will automatically change it to XCDR2 and print a log message indicating this change.)

If the @data_representation annotation is not present, *Connext DDS* interprets the data representation as if the DataRepresentationMask value was set to XCDR|XCDR2 for PLAIN language binding and XCDR2 for FLAT_DATA language binding. For information about the RTI FlatData™ language binding, see the "Sending Large Data" chapter in the *RTI Connext DDS Core Libraries User's Manual*.

4.2 Extended CDR (encoding version 1)

The "traditional" OMG CDR (PLAIN_CDR) is used for final and extensible types. It is also used for primitive, string, and sequence types.

Mutable types and optional members use parameterized CDR (PL_CDR), in which each member is preceded by a member header that consists of the member ID and member serialized length.

The member header can be 4 bytes (2 bytes for the member ID and 2 bytes for the serialized length) or 12 bytes (where 8 bytes are used for the member ID and 4 bytes are used for the length).

Member IDs greater than 16,128 require a 12-byte header. Therefore, to reduce network bandwidth, the recommendation is to use member IDs less than or equal to 16,128.

Also, members with a serialized size greater than 65,535 bytes require a 12-byte header.

Notice that for members with a member ID less than 16,129 and a serialized size less than 65,536 bytes, it is up to the implementation to decide whether or not to use a 12-byte header. For this version of *Connext DDS*, the header selection rules are as follows:

- If the member ID is greater than 16,128, use a 12-byte header.
- Otherwise, if the member is a primitive type (int16, uint16, int32, uint32, int64, uint64, float, double, long double, boolean, octet, char), use a 4-byte header.
- Otherwise, if the member is an enumeration, use a 4-byte header.
- Otherwise, if the maximum serialized size of the type is less than 65,536 bytes, use a 4-byte header.
- Otherwise, use a 12-byte header.

4.3 Extended CDR (encoding version 2)

From the 'Extensible and Dynamic Topic Types for DDS' specification:

> *The specification defines three encoding formats used with encoding version 2: PLAIN_CDR2, DELIMITED_CDR, and PL_CDR2.*
>
> - *PLAIN_CDR2 shall be used for all primitive, string, and enumerated types. It is also used for any type with an extensibility kind of FINAL. The encoding is similar to PLAIN_CDR except that INT64, UINT64, FLOAT64, and FLOAT128 are serialized into the CDR buffer at offsets that are aligned to 4 [bytes] instead of 8 ....*
> - *DELIMITED_CDR shall be used for types with an extensibility kind of APPENDABLE. It serializes a UINT32 delimiter header (DHEADER) before serializing the object using PLAIN_CDR2. The delimiter encodes the endianness and the length of the serialized object that follows.*
> - *PL_CDR2 shall be used for **aggregated types** with an extensibility kind of MUTABLE. Similar to DELIMITED_CDR, it also serializes a DHEADER before serializing the object. In addition, it serializes a member header (EMHEADER) ahead of each serialized member. The member header encodes the member ID, the must-understand flag, and the length of the serialized member that follows.*

In Extended CDR encoding version 2, wchar sizes changed from 4 bytes (Char32) to 2 bytes (Char16).

For more information about encoding version 2, please see the OMG 'Extensible and Dynamic Topic Types for DDS' specification, version 1.3.

4.4 Choosing the Right Data Representation

Extended CDR encoding 2 (XCDR2) is more efficient on the wire than Extended CDR encoding 1 (XCDR). For new applications, Extended CDR encoding 2 is the recommended data representation; however, if you need to keep compatibility and interoperability with old *Connext DDS* applications (5.3.1 and below), you may have to continue using Extended CDR encoding 1.

DataReaders can be configured to receive data using both XCDR2 and XCDR. This way, a *DataReader* can still interoperate and receive data from old *Connext DDS DataWriters* using XCDR, while receiving data from new *DataWriters* using XCDR2.

The opposite is not true. *DataWriters* can publish only one data representation. Therefore, if there is a requirement to receive data for a topic 'T' with old *Connext DDS DataReaders*, you will have to continue to publish data for topic 'T' with XCDR representation on the new *DataWriters* or use a bridge such as *Routing Service* to translate between XCDR and XCDR2.

Chapter 5 Type Representation

The type representation specifies the ways in which a type can be externalized so that it can be stored in a file or sent over the network.

The OMG 'Extensible and Dynamic Topic Types for DDS' specification, version 1.3 describes four different type representations: IDL, TypeObject, XML, and XSD.

5.1 TypeObject and TypeCode Type Representation

Earlier versions of *Connext DDS* (4.5f and lower) used TypeCodes as the wire representation to communicate types over the network and the TypeCode API to introspect and manipulate the types at run time.

The Extensible Types specification uses TypeObjects as the wire representation and the DynamicType API to introspect and manipulate the types. Types are propagated by serializing the associated TypeObject representation.

This release does not enable TypeCode propagation by default, but to maintain backward compatibility with previous releases it can be enabled; see the section, "TypeCode information is not sent by default" in the *Migration Guide* on the RTI Community Portal (https://community.rti.com/documentation). Support for the TypeCodes feature may be discontinued in future releases.

Connext DDS 5.x and higher supports TypeObjects v1 as the wire representation. (TypeObjects v2, which were introduced in Extensible and Dynamic Topic Types for DDS 1.2, are not supported.)

In this release, only Modern C++ supports the DynamicType API to introspect the types at runtime. Other language bindings must use the TypeCode API.

You can introspect the discovered type independently of the wire format by using the **type_code** member in the PublicationBuiltinTopicData and SubscriptionBuiltinTopicData structures for all language bindings but Modern C++. In Modern C++, the type information can be accessed using the **type()** or **get_type_no_copy()** accessors.

One important limitation of using TypeCodes as the wire representation is that their serialized size is limited to 65 KB. This is a problem for services and tools that depend on the discovered types, such as *RTI Routing Service* and *RTI Spreadsheet Add-in for Microsoft Excel*. With the introduction of TypeObjects, this limitation is removed since the size of the serialized representation is not bounded.

To summarize:

	Connext DDS 5.x and Higher	*Connext DDS* 4.5f and Earlier
Wire Representation	TypeObjects or TypeCodes (for backwards compatibility)	TypeCodes
For Introspection at Run Time	TypeCode API (DynamicType API for Modern C++)	TypeCode API
Maximum Size of Serialized Representation	When using TypeObjects: Unbounded When using TypeCodes: 65 KB	65 KB

5.1.1 TypeObject Resource Limits

Table 5.1 TypeObject Fields in DomainParticipantResourceLimitsQosPolicy lists fields in the DomainParticipantResourceLimitsQosPolicy that control resource utilization when the TypeObjects in a *DomainParticipant* are stored and propagated.

Note that memory usage is optimized; only one instance of a TypeObject will be stored, even if multiple local or remote *DataReaders* or *DataWriters* use it.

Table 5.1 TypeObject Fields in DomainParticipantResourceLimitsQosPolicy

Type	Field	Description
DDS_Long	type_object_max_serialized_length	The maximum length, in bytes, that the buffer to serialize a TypeObject can consume. This parameter limits the size of the TypeObject that a DomainParticipant is able to propagate. Since TypeObjects contain all of the information of a data structure, including the strings that define the names of the members of a structure, complex data structures can result in TypeObjects larger than the default maximum of 8192 bytes. This field allows you to specify a larger value. Cannot be UNLIMITED. Default: 8192
DDS_Long	type_object_max_deserialized_length	The maximum number of bytes that a deserialized TypeObject can consume. This parameter limits the size of the TypeObject that a DomainParticipant is able to store. Default: UNLIMITED
DDS_Long	deserialized_type_object_dynamic_allocation_threshold	A threshold, in bytes, for dynamic memory allocation for the deserialized TypeObject. Above it, the memory for a TypeObject is allocated dynamically. Below it, the memory is obtained from a pool of fixed-size buffers. The size of the buffers is equal to this threshold. Default: 4096

The TypeObject is needed for type-assignability enforcement.

Since TypeObjects contain all of the information of a data structure, including the strings that define the names of the members of a structure, complex data structures can result in large TypeObjects that frequently require enabling asynchronous publication for discovery data.

To reduce bandwidth usage during discovery for large TypeObjects, *Connext DDS* allows compressing the TypeObject information. Compression is enabled by default, and it can be configured using the QoS value **DDS_DiscoveryConfigQosPolicy::endpoint_type_object_lb_serialization_threshold**. For additional information, see the section "DISCOVERY_CONFIG QosPolicy" in the *RTI Connext DDS Core Libraries User's Manual*.

By default, *Connext DDS* 5.3.1 and lower propagated both the pre-standard TypeCode and the TypeObject. *Connext DDS* 6.0.0 and higher only propagates TypeObjects by default. You can change this behavior:

To propagate TypeObject only (default):	Set **type_code_max_serialized_length** = 0
To propagate TypeCode only:	Set **type_object_max_serialized_length** = 0
To propagate none:	Set **type_code_max_serialized_length** = 0 and **type_object_max_serialized_length** = 0
To propagate both:	Use the default value of **type_object_max_serialized_length**, and change **type_code_max_serialized_length** from 0 to the desired length. Modify these values if the type size requires.

5.2 XML and XSD Type Representations

The XML and XSD type-representation formats available in *Connext DDS* formed the basis for the DDS-XTypes specification of these features.

The XML format is compatible with the format described in the XTypes specification.

The XSD format, however, has not been completely updated to the new standard format. For example, in *Connext DDS*, built-in annotations are applied using comments, whereas in the XTypes specification they are applied using <xsd:annotation>.

For additional information on how to apply built-in annotations using XSD Type Representation in *Connext DDS* see the section "Creating User Data Types with XML Schemas (XSD)" in the *RTI Connext DDS Core Libraries User's Manual*.

For additional information on how to apply built-in annotations using XSD Type Representation in the XTypes specification, see the section "XSD Type Representation" in the OMG 'Extensible and Dynamic Topic Types for DDS' specification, version 1.3.

Chapter 6 TypeCode API Changes

As described in Type Representation (Chapter 5 on page 40), in *Connext DDS* 5.x and higher, only Modern C++ supports the DynamicType API described in the Extensible Types specification. For other language bindings, user applications can continue to use the TypeCode API to introspect the types at runtime.

The TypeCode API includes two operations to retrieve the extensibility kind of a type and the ID of a member:

- **DDS_TypeCode_extensibility_kind()**
- **DDS_TypeCode_member_id()**

The value of the following annotations currently cannot be accessed using the TypeCode API: @default, @default_literal, @range, @min, @max.

For information on these operations, see the API Reference HTML documentation (open **ReadMe.html**[1] and select the API for your language, then select **Modules, DDS API Reference, Topic Module, Type Code Support, DDS_TypeCode**).

[1]After installing *Connext DDS*, you will find ReadMe.html in the ndds.<*version*> directory.

Chapter 7 DynamicData API

Connext DDS 5.x and higher does not currently support the DynamicData API described in the Extensible Types specification. User applications should continue using the traditional DynamicData API.

The traditional DynamicData API has been extended to support optional members (see 3.2.2.5 Using Optional Member with DynamicData on page 28).

The traditional API does not currently support setting/getting the value of a DynamicData sample using member IDs as defined in the Extensible types specification. The member values of the following types should be accessed using the member name:

- Unions
- Struct
- Valuetypes

Although it is possible to use the **member_id** field in the get/set operations provided by the DynamicData API, the meaning of the ID in the API is not compliant with the member ID described in the Extensible Types specification.

For example, in the Extensible Types specification, the members of a union are identified by both the case values associated with them and their member IDs. When using the DynamicData API to set/get the value of a union member, the **member_id** parameter in the APIs corresponds to the case value of the member instead of the member ID.

Chapter 8 ContentFilteredTopics

Writer-side filtering using the built-in filters (SQL and STRINGMATCH) is supported as long as the filter expression contains members that are present in both the *DataReader's* type and the *DataWriter's* type. For example, consider the following types:

DataWriter:

```
struct MyBaseType {
    int32 x;
};
```

DataReader:

```
struct MyDerivedType : MyBaseType {
    public int32 y;
};
```

If the *DataReader* creates a ContentFilteredTopic with the expression "x>5", the *DataWriter* will perform writer-side filtering since it knows how to find x in the outgoing samples.

If the *DataReader* creates a ContentFilteredTopic with the expression "x>5 and y>5" the *DataWriter* will not do writer side filtering since it does not know anything about "y". Also, when the *DataWriter* tries to compile the filter expression from the *DataReader,* it will report an error such as the following:

```
DDS_TypeCode_dereference_member_name:member starting with [y > ] not found
PRESParticipant_createContentFilteredTopicPolicy:content filter compile error 1
```

To learn how to use optional members in filter expressions, see 3.2.2.6 Using Optional Members in SQL Filter Expressions on page 30.

Chapter 9 RTI Spy

RTI Spy, rtiddsspy, includes limited support for Extensible Types:

- *rtiddspy* will automatically create a *DataReader* for each version of a type discovered for a topic. In *Connext DDS* 5.x and higher, it is not possible to associate more than one type to a topic within a single *DomainParticipant*, therefore each version of a type will require its own *DomainParticipant*.
- The TypeConsistencyEnforcementQosPolicy's **kind** in each of the *DataReaders* created by *rtiddsspy* is set to DISALLOW_TYPE_COERCION. This way, a *DataReader* will only receive samples from *DataWriters* with the same type, without doing any conversion.
- The **-printSample** option will print each of the samples using the type version of the original publisher.

For example:

```
struct A {
    int32 x;
};
struct B {
    int32 x;
    int32 y;
};
```

Let's assume that we have two *DataWriters* of *Topic* "T" publishing type "A" and type "B" and sending TypeObject information. After we start *Spy*, we will see output like this:

```
 ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
 NddsSpy is listening for data, press CTRL+C to stop it.
 source_timestamp   Info  Src HostId  topic               type
 -----------------  ----  ----------  ------------------  ------------------
 1345847910.453969  W +N  0A1E01C0    Example A           A
 1345847912.056410  W +N  0A1E01C0    Example B           B
 1345847914.454385  d +N  0A1E01C0    Example A           A
 x: 1
 1345847916.056787  d +N  0A1E01C0    Example B           B
 x: 2
 y: 3
```

```
1345847918.455104  d +M  0A1E01C0    Example A          A
x: 2
1345847920.057084  d +M  0A1E01C0    Example B          B
x: 4
y: 6
```

9.1 Type Version Discrimination

Rtiddsspy uses the rules described in 2.3.1 Rules For Type-Consistency Enforcement on page 13 to decide whether or not to create a new *DataReader* when it discovers a *DataWriter* for a topic "**T**".

For *DataWriters* created with previous *Connext DDS* releases (4.5f and lower), *rtiddsspy* will select the first *DataReader* with a registered type name equal to the discovered registered type name, since *DataWriters* created with previous releases do not send TypeObject information.

Chapter 10 Compatibility with Previous Releases

For important information about compatibility issues when communicating with applications using an older (5.x) version of *Connext DDS*, please see the following documentation:

- If you are upgrading to 6.1.2 from a release older than 5.3.1, please first see this chapter in the *Connext DDS Core Libraries Getting Started Guide Addendum for Extensible Types* for 5.3.1. Then see the *Migration Guide* on the RTI Community Portal (https://-community.rti.com/documentation) for migration issues related to upgrading from 5.3.1 to 6.1.2.
- If you are upgrading to 6.1.2 from 5.3.1, please see the *Migration Guide* on the RTI Community Portal (https://community.rti.com/documentation).