

RTI Connex Micro

User's Manual

Version 2.4.14.3



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RTI® Connex® Micro provides a small-footprint, modular messaging solution for resource-limited devices that have limited memory and CPU power, and may not even be running an operating system. It provides the communications services that developers need to distribute time-critical data. Additionally, *Connex Micro* is designed as a certifiable component in high-assurance systems.

Key benefits of *Connex Micro* include:

- Accommodations for resource-constrained environments.
- Modular and user extensible architecture.
- Designed to be a certifiable component for safety-critical systems.
- Seamless interoperability with *RTI Connex Professional*.

Chapter 1

Introduction

1.1 What is RTI Connex Micro?

RTI Connex Micro is network middleware for distributed real-time applications. It provides the communications service programmers need to distribute time-critical data between embedded and/or enterprise devices or nodes. *Connex Micro* uses the publish-subscribe communications model to make data distribution efficient and robust. *Connex Micro* simplifies application development, deployment and maintenance and provides fast, predictable distribution of time-critical data over a variety of transport networks. With *Connex Micro*, you can:

- Perform complex one-to-many and many-to-many network communications.
- Customize application operation to meet various real-time, reliability, and quality-of-service goals.
- Provide application-transparent fault tolerance and application robustness.
- Use a variety of transports.

Connex Micro implements the Data-Centric Publish-Subscribe (DCPS) API within the OMG's Data Distribution Service (DDS) for Real-Time Systems. DDS is the first standard developed for the needs of real-time systems. DCPS provides an efficient way to transfer data in a distributed system.

With *Connex Micro*, systems designers and programmers start with a fault-tolerant and flexible communications infrastructure that will work over a wide variety of computer hardware, operating systems, languages, and networking transport protocols. *Connex Micro* is highly configurable so programmers can adapt it to meet the application's specific communication requirements.

1.1.1 RTI Connex Cert versus RTI Connex Micro

RTI Connex Micro and *RTI Connex Cert* originate from the same source base, but as of *Connex Micro* 2.4.6 the two are maintained as two independent releases. The latest release with certification evidence is *Connex Cert* 2.4.5. However, features that exist in *Connex Micro* and *Connex Cert* behave identically and the source code is written following identical guidelines. *Connex Cert* only supports a subset of the features found in *Connex Micro*. In the API reference manuals, APIs that are supported by *Connex Cert* are clearly marked.

1.1.2 Optional Certification Package

An optional Certification Package is available for systems that require certification to DO-178C or other safety standards. This package includes the artifacts required by a certification authority. The Certification Package is licensed separately from Connex DDS Cert.

To use an existing Certification Package, an application must be linked against the same libraries included in the Certification Package. Contact RTI Support, support@rti.com, for details.

1.1.3 Publish-Subscribe Middleware

Connex Micro is based on a publish-subscribe communications model. Publish-subscribe (PS) middleware provides a simple and intuitive way to distribute data. It decouples the software that creates and sends data—the data publishers—from the software that receives and uses the data—the data subscribers. Publishers simply declare their intent to send and then publish the data. Subscribers declare their intent to receive, then the data is automatically delivered by the middleware. Despite the simplicity of the model, PS middleware can handle complex patterns of information flow. The use of PS middleware results in simpler, more modular distributed applications. Perhaps most importantly, PS middleware can automatically handle all network chores, including connections, failures, and network changes, eliminating the need for user applications to program of all those special <cases. What experienced network middleware developers know is that handling special cases accounts for over 80% of the effort and code.

1.2 Supported DDS Features

Connex Micro supports a subset of the DDS DCPS standard. A brief overview of the supported features are listed here. For a detailed list, please refer to the [C API Reference](#) and [C++ API Reference](#).

1.2.1 DDS Entity Support

Connex Micro supports the following DDS entities. Please refer to the documentation for details.

- [DomainParticipantFactory](#)
- [DomainParticipant](#)
- [Topic](#)
- [Publisher](#)
- [Subscriber](#)
- [DataWriter](#)
- [DataReader](#)

1.2.2 DDS QoS Policy Support

Connex Micro supports the following DDS Qos Policies. Please refer to the documentation for details.

- [DDS__DataReaderProtocolQosPolicy](#)
- [DDS__DataReaderResourceLimitsQosPolicy](#)
- [DDS__DataWriterProtocolQosPolicy](#)
- [DDS__DataWriterResourceLimitsQosPolicy](#)
- [DDS__DeadlineQosPolicy](#)
- [DDS__DiscoveryQosPolicy](#)
- [DDS__DomainParticipantResourceLimitsQosPolicy](#)
- [DDS__DurabilityQosPolicy](#)
- [DDS__DestinationOrderQosPolicy](#)
- [DDS__EntityFactoryQosPolicy](#)
- [DDS__HistoryQosPolicy](#)
- [DDS__LivelinessQosPolicy](#)
- [DDS__OwnershipQosPolicy](#)
- [DDS__OwnershipStrengthQosPolicy](#)
- [DDS__ReliabilityQosPolicy](#)
- [DDS__ResourceLimitsQosPolicy](#)
- [DDS__RtpsReliableWriterProtocol_t](#)
- [DDS__SystemResourceLimitsQosPolicy](#)
- [DDS__TransportQosPolicy](#)

- [DDS_UserTrafficQosPolicy](#)
- [DDS_WireProtocolQosPolicy](#)

1.3 Standards and Interoperability

Connex Micro implements the Object Management Group (OMG) Data Distribution Service (DDS) standard (version 1.4), and the Real-Time Publish-Subscribe (RTPS) wire interoperability protocol standard (version 2.2).

Connex Micro supports a subset of the submessages defined by the Real-Time Publish-Subscribe (RTPS) interoperability specification. The messages are compatible with Wireshark and its RTPS packet dissector.

Connex Micro, *RTI Connex Micro*, and *Connex* are wire-interoperable, unless stated otherwise (see below), and API compatible for APIs specified by the DDS standard. For non-standard APIs, *Connex Micro*, *RTI Connex Micro*, and *Connex* are incompatible. Please refer to *Working with RTI Connex Micro and RTI Connex* for more information.

1.3.1 DDS Wire Compatibility

Connex Micro is compliant with RTPS 2.2, but does not support and ignore the following RTPS sub-messages:

Submessage	Supported	DDS Standard	Connex DDS Core
DATA_FRAG	No	Yes	Yes
NACK_FRAG	No	Yes	Yes
HEARTBEAT_FRAG	No	Yes	No
INFO_SRC	No	Yes	Yes
INFO_REPLY	No	Yes	Yes
INFO_REPLY_IPV4	No	Yes	Yes

1.3.2 Profile / Feature

Connex Micro does not support mutable Qos policies.

Submessage	Supported	DDS Standard	Connex DDS Core
USER_DATA	No	Yes	Yes
TOPIC_DATA	No	Yes	Yes
DURABILITY	Partially (1)	Yes	Yes
PRESENTATION	Partially (2)	Yes	Yes
DEADLINE	Yes	Yes	Yes
LATENCY_BUDGET	No	Yes	Yes
LIVELINESS	Partially (3)	Yes	Yes

continues on next page

Table 1.1 – continued from previous page

Submessage	Supported	DDS Standard	Connex DDS Core
TIME_BASED_FILTER	No	Yes	Yes
PARTITION	No	Yes	Yes
RELIABILITY	Yes (4)	Yes	Yes
TRANSPORT_PRIORITY	No	Yes	Yes
LIFESPAN	No	Yes	Yes
DESTINATION_ORDER	Partially (5)	Yes	Yes
HISTORY	Partially (6)	Yes	Yes
RESOURCE_LIMITS	Yes (7)	Yes	Yes
ENTITY_FACTORY	Yes	Yes	Yes
WRITER_DATA_LIFECYCLE	No	Yes	Yes
READER_DATA_LIFECYCLE	No	Yes	Yes
OWNERSHIP	Yes	Yes	Yes
OWNERSHIP_STRENGTH	Yes	Yes	Yes
DURABILITY_SERVICE	No	Yes	Yes
ContentFilteredTopic	No	Yes	Yes
QueryCondition	No	Yes	Yes
MultiTopic	No	Yes	No
ASYNCHRONOUS_PUBLISHER	No	No	Yes
AVAILABILITY	No	No	Yes
BATCH	Only reception	No	Yes
DATA_READER_PROTOCOL	rtps_object_id	No	Yes
DATA_WRITER_PROTOCOL	Partially (8)	No	Yes
DISCOVERY	Yes	No	Yes
DISCOVERY_CONFIG	No	No	Yes
ENTITY_NAME	Partially (9)	No	Yes
EVENT	No	No	Yes
LOCATORFILTER	No	No	Yes
LOGGING	No	No	Yes
MULTICHANNEL	No	No	Yes
PROPERTY	No	No	Yes
PUBLISH_MODE	No	No	Yes
RECEIVER_POOL	No	No	Yes
SERVICE	No	No	Yes
TYPE_CONSISTENCY_ENFORCEMENT	No	No	Yes
TYPESUPPORT	Yes	No	Yes
WIRE_PROTOCOL	Yes	No	Yes

NOTES:

1. VOLATILE and TRANSIENT_LOCAL
2. No, DW offers access_scope = TOPIC, coherent_access = FALSE and ordered_access = TRUE DR requests access_scope = INSTANCE, coherent_access = FALSE and ordered_access = FALSE
3. AUTOMATIC (infinite only), MANUAL_BY_PARTICIPANT (infinite only), MAN-

UAL_BY_TOPIC (finite and infinite)

4. BEST_EFFORT and RELIABLE, only max_blocking_time=0
5. DataWriter: Yes, DataReader only supports BY_RECEPTION_TIMESTAMP
6. Only KEEP_LAST
7. Only finite resource limits
8. The following are supported:
 - heartbeat_period
 - heartbeats_per_max_samples
 - max_heartbeat_retries
 - max_send_window_size
 - rtps_object_id
9. DomainParticipant only

1.3.3 DDS API Support

For supported APIs, please refer to:

- [C API Reference](#)
- [C++ API Reference](#)

1.4 RTI Connex DDS Documentation

Throughout this document, we may suggest reading sections in other *RTI Connex DDS* documents. These documents are in your *RTI Connex DDS* installation directory under **rti-connex-dds-<version>/doc/manuals**. A quick way to find them is from *RTI Launcher's* Help panel, select “Browse Connex Documentation”.

Since installation directories vary per user, links are not provided to these documents on your local machine. However, we do provide links to documents on the [RTI Documentation](#) site for users with Internet access.

New users can start by reading Parts 1 (Introduction) and 2 (Core Concepts) in the [RTI Connex DDS Core Libraries User's Manual](#). These sections teach basic DDS concepts applicable to all RTI middleware, including *RTI Connex Professional* and *RTI Connex Micro*. You can open the [RTI Connex DDS Core Libraries User's Manual](#) from *RTI Launcher's* Help panel.

The [RTI Community](#) provides many resources for users of DDS and the RTI Connex family of products.

1.5 OMG DDS Specification

For the original DDS reference, the OMG DDS specification can be found in the [OMG Specifications](#) under “Data Distribution Service”.

1.6 Other Products

RTI Connext Micro is one of several products in the *RTI Connext* family of products:

RTI Connext Cert is a subset of *RTI Connext Micro*. *Connext Cert* does not include the following features because Certification Evidence is not yet available for them. If you require Certification Evidence for any of these features, please contact RTI.

- C++ language API.
- Multi-platform support.
- Dynamic endpoint discovery.
- delete() APIs (e.g. delete_datareader()).
- Batching.
- UDP Transformations.

RTI Connext Professional addresses the sophisticated databus requirements in complex systems including an API compliant with the Object Management Group (OMG) Data Distribution Service (DDS) specification. DDS is the leading data-centric publish/subscribe (DCPS) messaging standard for integrating distributed real-time applications. *Connext Professional* is the dominant industry implementation with benefits including:

- OMG-compliant DDS API
- Advanced features to address complex systems
- Advanced Quality of Service (QoS) support
- Comprehensive platform and network transport support
- Seamless interoperability with rtime

RTI Connext Professional includes rich integration capabilities:

- Data transformation
- Integration support for standards including JMS, SQL databases, file, socket, Excel, OPC, STANAG, LabVIEW, Web Services and more
- Ability for users to create custom integration adapters
- Optional integration with Oracle, MySQL and other relational databases
- Tools for visualizing, debugging and managing all systems in real-time

RTI Connext Professional also includes a rich set of tools to accelerate debugging and testing while easing management of deployed systems. These components include:

- Administration Console
- Distributed Logger
- Monitor
- Monitoring Library
- Recording Service

Chapter 2

Installation

2.1 Installing RTI Connex Micro

RTI distributes *Connex Micro* with two different installation methods:

1. As a standalone package, `rti_connex_dds_micro-<version>.zip`, where `<version>` matches the product version (such as 2.4.14.2). If you downloaded this package, please read *Installing the Connex Micro package*.
2. As part of a *Connex Drive* installation. If you installed *Connex Drive*, please read *Installing Connex Micro from Connex Drive*.

2.1.1 Installing the Connex Micro package

Once you unzip the package `rti_connex_dds_micro-<version>.zip`, you will create a directory named `rti_connex_dds_micro-<version>`. This installation directory contains this documentation, the *rtiddsgen* code generation tool, and source code.

Connex Micro requires a Java Run-Time Environment (JRE) compatible with version 1.8.0_121 or higher to run *rtiddsgen*. Please refer to *Generating Type Support with rtiddsgen* for more information about how to set up the JRE for use with *rtiddsgen*.

If a compatible JRE run-time environment is not already installed, you can install one from one of the following bundles available from the [RTI Customer Portal](#):

- `rti_connex_dds_micro-<version>-jre-x64Darwin.zip`: JRE for x64 Darwin
- `rti_connex_dds_micro-<version>-jre-arm64Darwin.zip`: JRE for arm64 Darwin
- `rti_connex_dds_micro-<version>-jre-i86Win32.zip`: JRE for i86 Windows
- `rti_connex_dds_micro-<version>-jre-x64Linux.zip`: JRE for x64 Linux
- `rti_connex_dds_micro-<version>-jre-x64Win64.zip`: JRE for x64 Windows

Note: If you already have a *Connex Professional* or *Connex Drive* installation, a compatible JRE is available in:

<Connext Drive or Connext Professional installation>/resource/app/jre

2.1.2 Installing Connext Micro from Connext Drive

When *Connext Micro* is installed as part of *Connext Drive*, no further installation is required.

In the *Connext Drive* installation directory you will see a directory named `rti_connext_dds_micro-<version>`. This is the installation directory for *Connext Micro* and contains this documentation, the *rtiddsgen* code generation tool, and source code.

Note: If you have an evaluation version of *Connext Drive*, the source code is not available. Instead, you will see a `lib` directory with precompiled evaluation libraries.

rtiddsgen requires a JRE to run. The default JRE is included in the *Connext Drive* installation under `resource/app/jre`. Please refer to *Generating Type Support with rtiddsgen* for more information about how to set up the JRE for use with *rtiddsgen*.

Warning: We strongly recommend that you copy the *Connext Micro* installation directory outside of the *Connext Drive* installation when building the source. It may not be desirable to build *Connext Micro* libraries inside the *Connext Drive* directory due to patches, lack of write access, or other factors.

2.2 Setting Up Your Environment

This section includes information regarding compiling and linking an application against *Connext Micro* and how to set up an environment. Note that this section is generic and common for all platforms; the platform notes section may include additional information relevant for a specific platform.

The `RTIMEHOME` environment variable must be set to the installation directory path for *RTI Connext Micro*.

2.2.1 Compiler Preprocessor Defines

All application code including *Connext Micro* header-files and all code generated with *rtiddsgen* **must** be compiled with `-DRTI_CERT=1` flag when using the *Connext Micro* CERT profile.

When compiling against release libraries the `-DNDEBUG=1` flag **must** be added.

2.2.2 Compiler Header Files Path

When compiling an application, the *Connext Micro* header files are located in the following directory and the compiler's include search path must include this directory:

RTIMEHOME/include

2.2.3 Libraries

The *Connext Micro* library comes in two different flavors:

- **Release:** Compiled without additional debug information.
- **Debug:** Compiled with additional debug information. Libraries with debug have a **d** suffix.

2.3 Building Connext Micro

This section is for users who are already familiar with [CMake](#) and may have built earlier versions of *Connext Micro*. The sections following describe the process in detail and are recommended for everyone building *Connext Micro*.

This section assumes that the *Connext Micro* source-bundle has been downloaded and installed, that [CMake](#) (version 2.8.4 or higher) has been added to your PATH environment variable, and that the \$RTIMEHOME environment variable has been set to the installation directory path for *Connext Micro*.

1. Make sure [CMake](#) (2.8.4+) is installed and available on your path.
2. Run the `rtime-make` script.

On UNIX®, Linux®, and macOS® systems:

```
$RTIMEHOME/resource/scripts/rtime-make --config Debug --target_
↪self \
    --name i86Linux2.6gcc4.4.5 -G "Unix Makefiles" --build
```

On Windows® systems:

```
$RTIMEHOME\resource\scripts\rtime-make --config Debug --target_
↪self \
    --name i86Win32VS2010 -G "Visual Studio 10 2010" --build
```

Note: `rtime-make` uses a series of arguments to build *Connext Micro* for the appropriate environment. Please refer to *Building Connext Micro with rtime-make* for details.

3. You will find the compiled *Connext Micro* libraries here:

On UNIX-based systems:

```
$RTIMEHOME/lib/i86Linux2.6gcc4.4.5
```

On Windows systems:

```
$RTIMEHOME\lib\i86Win32VS2010
```

Note: `rtime-make` uses the platform specified with `--name` to determine a few settings needed by *Connex Micro*. Please refer to *Preparing for a Build* for details.

For help, enter:

```
$RTIMEHOME\resource\scripts\rtime-make --help
```

To list available targets, enter:

```
$RTIMEHOME\resource\scripts\rtime-make --list
```

For help with a specific target, except self, enter:

```
$RTIMEHOME\resource\scripts\rtime-make --target <target> --help
```

Chapter 3

Getting Started

3.1 Define a Data Type

To distribute data using *Connexrt Micro*, you must first define a data type, then run the *rtiddsgen* utility. This utility will generate the type-specific support code that *Connexrt Micro* needs and the code that makes calls to publish and subscribe to that data type.

Connexrt Micro accepts types definitions in Interface Definition Language (IDL) format.

For instance, the HelloWorld examples provided with *Connexrt Micro* use this simple type, which contains a string “msg” with a maximum length of 128 chars:

```
struct HelloWorld
{
    string<128> msg;
};
```

For more details, see *Data Types* in the *User’s Manual*.

3.2 Generate Type Support Code with rtiddsgen

You will provide your IDL as an input to *rtiddsgen*. *rtiddsgen* supports code generation for the following standard types:

- octet, char, wchar
- short, unsigned short
- long, unsigned long
- long long, unsigned long long float
- double, long double
- boolean
- string

- struct
- array
- enum
- wstring
- sequence
- union
- typedef
- value type

The script to run *rtiddsgen* is in `<your_top_level_dir>/rtiddsgen/scripts`.

To generate support code for data types in a file called `HelloWorld.idl`:

```
rtiddsgen -micro -language C -replace HelloWorld.idl
```

Run `rtiddsgen -help` to see all available options. For the options used here:

- The `-micro` option is necessary to generate support code specific to *Connext Micro*, as *rtiddsgen* is also capable of generating support code for *Connext*, and the generated code for the two are different. Note that *Connext Micro* and *RTI Connext Cert* use the same *rtiddsgen* and similar code is generated. However, when the generated code is compiled with `RTI_CERT` certain APIs are excluded.
- The `-language` option specifies the language of the generated code. *Connext Micro* supports C and C++ (with `-language C++`).
- The `-replace` option specifies that the new generated code will replace, or overwrite, any existing files with the same name.

rtiddsgen generates the following files for an input file `HelloWorld.idl`:

- **HelloWorld.h and HelloWorld.c.** Operations to manage a sample of the type, and a DDS sequence of the type.
- **HelloWorldPlugin.h and HelloWorldPlugin.c.** Implements the type-plugin interface defined by *Connext Micro*. Includes operations to serialize and deserialize a sample of the type and its DDS instance keys.
- **HelloWorldSupport.h and HelloWorldSupport.c.** Support operations to generate a type-specific *DataWriter* and *DataReader*, and to register the type with a DDS *DomainParticipant*.

3.3 Configure UDP Transport

You may need to configure the UDP transport component that is pre-registered by *RTI Connext Micro*. To change the properties of the UDP transport, first the UDP component has be unregistered, then the properties have to be updated, and finally the component must be re-registered with the updated properties.

Example code:

- Unregister the pre-registered UDP component:

```
/* Unregister the pre-registered UDP component */
if (!RT_Registry_unregister(registry, "_udp", NULL, NULL))
{
    /* failure */
}
```

- Configure UDP transport properties:

```
struct UDP_InterfaceFactoryProperty *udp_property = NULL;

udp_property = (struct UDP_InterfaceFactoryProperty *)
    malloc(sizeof(struct UDP_InterfaceFactoryProperty));
if (udp_property != NULL)
{
    *udp_property = UDP_INTERFACE_FACTORY_PROPERTY_DEFAULT;

    /* allow_interface: Names of network interfaces allowed to send/receive.
     * Allow one loopback (lo) and one NIC (eth0).
     */
    REDA_StringSeq_set_maximum(&udp_property->allow_interface,2);
    REDA_StringSeq_set_length(&udp_property->allow_interface,2);

    *REDA_StringSeq_get_reference(&udp_property->allow_interface,0) = DDS_String_
    ↪dup("lo");
    *REDA_StringSeq_get_reference(&udp_property->allow_interface,1) = DDS_String_
    ↪dup("eth0");
}
else
{
    /* failure */
}
```

- Re-register UDP component with updated properties:

```
if (!RT_Registry_register(registry, "_udp",
    UDP_InterfaceFactory_get_interface(),
    (struct RT_ComponentFactoryProperty*)udp_property, NULL))
{
    /* failure */
}
```

For more details, see the *Transports* section in the *User's Manual*.

3.4 Create DomainParticipant, Topic, and Type

A [DomainParticipantFactory](#) creates *DomainParticipants*, and a *DomainParticipant* itself is the factory for creating *Publishers*, *Subscribers*, and *Topics*.

When creating a *DomainParticipant*, you may need to customize [DomainParticipantQos](#), notably for:

- **Resource limits.** Default resource limits are set at minimum values.
- **Initial peers.**
- **Discovery.** The name of the registered discovery component (typically “dpde” or “dpse”) must be assigned to [DiscoveryQosPolicy](#)’s name. Please note that in *Connext Cert*, only the DPSE discovery plugin is supported.
- **Participant Name.** Every *DomainParticipant* is given the same default name. Must be unique when using DPSE discovery.

Example code:

- Create a *DomainParticipant* with configured [DomainParticipantQos](#):

```
DDS_DomainParticipant *participant = NULL;
struct DDS_DomainParticipantQos dp_qos =
    DDS_DomainParticipantQos_INITIALIZER;
DDS_DomainParticipantFactory *factory = NULL;
RT_Registry_T *registry = NULL;

/* DDS domain of DomainParticipant */
DDS_Long domain_id = 0;

factory = DDS_DomainParticipantFactory_get_instance();

if (factory == NULL)
{
    /* something failed, exit */
    exit(-1);
}

registry = DDS_DomainParticipantFactory_get_registry(factory);

if (registry == NULL)
{
    /* something failed, exit */
    exit(-1);
}

if (!RT_Registry_register(registry, DDSHST_WRITER_DEFAULT_HISTORY_NAME,
                        WHSM_HistoryFactory_get_interface(), NULL, NULL))
{
    /* something failed, exit */
    exit(-1);
}
```

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```

}

if (!RT_Registry_register(registry, DDSHST_READER_DEFAULT_HISTORY_NAME,
                        RHSM_HistoryFactory_get_interface(), NULL, NULL))
{
    /* something failed, exit */
    exit(-1);
}

/* Name of your registered Discovery component */
if (!RT_ComponentFactoryId_set_name(&dp_qos.discovery.discovery.name, "dpde"))
{
    /* failure */
}

/* Initial peers: use only default multicast peer */
DDS_StringSeq_set_maximum(&dp_qos.discovery.initial_peers, 1);
DDS_StringSeq_set_length(&dp_qos.discovery.initial_peers, 1);
*DDS_StringSeq_get_reference(&dp_qos.discovery.initial_peers, 0) =
    DDS_String_dup("239.255.0.1");

/* Resource limits */
dp_qos.resource_limits.max_destination_ports = 32;
dp_qos.resource_limits.max_receive_ports = 32;
dp_qos.resource_limits.local_topic_allocation = 1;
dp_qos.resource_limits.local_type_allocation = 1;
dp_qos.resource_limits.local_reader_allocation = 1;
dp_qos.resource_limits.local_writer_allocation = 1;
dp_qos.resource_limits.remote_participant_allocation = 8;
dp_qos.resource_limits.remote_reader_allocation = 8;
dp_qos.resource_limits.remote_writer_allocation = 8;

/* Participant name */
strcpy(dp_qos.participant_name.name, "Participant_1");

participant =
    DDS_DomainParticipantFactory_create_participant(factory,
                                                    domain_id,
                                                    &dp_qos,
                                                    NULL,
                                                    DDS_STATUS_MASK_NONE);

if (participant == NULL)
{
    /* failure */
}

```

3.4.1 Register Type

Your data types that have been generated from IDL need to be registered with the *DomainParticipants* that will be using them. Each registered type must have a unique name, preferably the same as its IDL defined name.

```
DDS_ReturnCode_t retcode;

retcode = DDS_DomainParticipant_register_type(participant,
                                              "HelloWorld",
                                              HelloWorldTypePlugin_get());

if (retcode != DDS_RETCODE_OK)
{
    /* failure */
}
```

3.4.2 Create Topic of Registered Type

DDS *Topics* encapsulate the types being communicated, and you can create *Topics* for your type once your type is registered.

A topic is given a name at creation (e.g. “Example HelloWorld”). The type associated with the *Topic* is specified with its registered name.

```
DDS_Topic *topic = NULL;

topic = DDS_DomainParticipant_create_topic(participant,
                                           "Example HelloWorld",
                                           "HelloWorld",
                                           &DDS_TOPIC_QOS_DEFAULT,
                                           NULL,
                                           DDS_STATUS_MASK_NONE);

if (topic == NULL)
{
    /* failure */
}
```

3.4.3 DPSE Discovery: Assert Remote Participant

DPSE Discovery relies on the application to specify the other, or remote, *DomainParticipants* that its local *DomainParticipants* are allowed to discover. Your application must call a [DPSE API](#) for each remote participant to be discovered. The API takes as input the name of the remote participant.

```
/* Enable discovery of remote participant with name Participant_2 */
retcode = DPSE_RemoteParticipant_assert(participant, "Participant_2");
if (retcode != DDS_RETCODE_OK)
{

```

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```

    /* failure */
}

```

For more information, see the *DDS Domains* section in the *User's Manual*.

3.5 Create Publisher

A publishing application needs to create a DDS *Publisher* and then a *DataWriter* for each *Topic* it wants to publish.

In *Connext Micro*, [PublisherQos](#) in general contains no policies that need to be customized, while [DataWriterQos](#) does contain several customizable policies.

- Create *Publisher*:

```

DDS_Publisher *publisher = NULL;
publisher = DDS_DomainParticipant_create_publisher(participant,
                                                    &DDS_PUBLISHER_QOS_DEFAULT,
                                                    NULL,
                                                    DDS_STATUS_MASK_NONE);

if (publisher == NULL)
{
    /* failure */
}

```

For more information, see the *Sending Data* section in the *User's Manual*.

3.6 Create DataWriter

```

DDS_DataWriter *datawriter = NULL;
struct DDS_DataWriterQos dw_qos = DDS_DataWriterQos_INITIALIZER;
struct DDS_DataWriterListener dw_listener = DDS_DataWriterListener_INITIALIZER;

/* Configure writer Qos */
dw_qos.protocol.rtps_object_id = 100;
dw_qos.reliability.kind = DDS_RELIABLE_RELIABILITY_QOS;
dw_qos.resource_limits.max_samples_per_instance = 2;
dw_qos.resource_limits.max_instances = 2;
dw_qos.resource_limits.max_samples =
    dw_qos.resource_limits.max_samples_per_instance * dw_qos.resource_limits.max_
↪instances;
dw_qos.history.depth = 1;
dw_qos.durability.kind = DDS_VOLATILE_DURABILITY_QOS;
dw_qos.protocol.rtps_reliable_writer.heartbeat_period.sec = 0;
dw_qos.protocol.rtps_reliable_writer.heartbeat_period.nanosec = 250000000;

/* Set enabled listener callbacks */

```

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```

dw_listener.on_publication_matched = HelloWorldPublisher_on_publication_matched;

datawriter =
    DDS_Publisher_create_datawriter(publisher,
                                    topic,
                                    &dw_qos,
                                    &dw_listener,
                                    DDS_PUBLICATION_MATCHED_STATUS);

if (datawriter == NULL)
{
    /* failure */
}

```

The [DataWriterListener](#) has its callbacks selectively enabled by the DDS status mask. In the example, the mask has set the `on_publication_matched` status, and accordingly the [DataWriterListener](#) has its `on_publication_matched` assigned to a callback function.

```

void HelloWorldPublisher_on_publication_matched(void *listener_data,
                                                DDS_DataWriter * writer,
                                                const struct DDS_
↳ PublicationMatchedStatus *status)
{
    /* Print on match/unmatch */
    if (status->current_count_change > 0)
    {
        printf("Matched a subscriber\n");
    }
    else
    {
        printf("Unmatched a subscriber\n");
    }
}

```

3.6.1 DPSE Discovery: Assert Remote Subscription

A publishing application using [DPSE](#) discovery must specify the other *DataReaders* that its *DataWriters* are allowed to discover. Like the API for asserting a remote participant, the [DPSE](#) API for asserting a remote subscription must be called for each remote *DataReader* that a *DataWriter* may discover.

Whereas asserting a remote participant requires only the remote *Participant's* name, asserting a remote subscription requires more configuration, as all QoS policies of the subscription necessary to determine matching must be known and thus specified.

```

struct DDS_SubscriptionBuiltinTopicData rem_subscription_data =
    DDS_SubscriptionBuiltinTopicData_INITIALIZER;

/* Set Reader's protocol.rtps_object_id */
rem_subscription_data.key.value[DDS_BUILTIN_TOPIC_KEY_OBJECT_ID] = 200;

```

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```

rem_subscription_data.topic_name = DDS_String_dup("Example HelloWorld");
rem_subscription_data.type_name = DDS_String_dup("HelloWorld");

rem_subscription_data.reliability.kind = DDS_RELIABLE_RELIABILITY_QOS;

retcode = DPSE_RemoteSubscription_assert(participant,
                                         "Participant_2",
                                         &rem_subscription_data,
                                         HelloWorld_get_key_kind(HelloWorldTypePlugin_
↪get(),
                                         NULL)));
if (retcode != DDS_RETCODE_OK)
{
    /* failure */
}

```

3.6.2 Writing Samples

Within the generated type support code are declarations of the type-specific *DataWriter*. For the HelloWorld type, this is the HelloWorldDataWriter.

Writing a HelloWorld sample is done by calling the write API of the HelloWorldDataWriter.

```

HelloWorldDataWriter *hw_datawriter;
DDS_ReturnCode_t retcode;
HelloWorld *sample = NULL;

/* Create and set sample */
sample = HelloWorld_create();
if (sample == NULL)
{
    /* failure */
}
sprintf(sample->msg, "Hello World!");

/* Write sample */
hw_datawriter = HelloWorldDataWriter_narrow(datawriter);

retcode = HelloWorldDataWriter_write(hw_datawriter, sample, &DDS_HANDLE_NIL);
if (retcode != DDS_RETCODE_OK)
{
    /* failure */
}

```

For more information, see the *Sending Data* section in the *User's Manual*.

3.7 Create Subscriber

A subscribing application needs to create a DDS *Subscriber* and then a *DataReader* for each *Topic* to which it wants to subscribe.

In *Connext Micro*, [SubscriberQos](#) in general contains no policies that need to be customized, while [DataReaderQos](#) does contain several customizable policies.

```
DDS_Subscriber *subscriber = NULL;
subscriber = DDS_DomainParticipant_create_subscriber(participant,
                                                    &DDS_SUBSCRIBER_QOS_DEFAULT,
                                                    NULL,
                                                    DDS_STATUS_MASK_NONE);

if (subscriber == NULL)
{
    /* failure */
}
```

For more information, see the *Receiving Data* section in the User's Manual.

3.8 Create DataReader

```
DDS_DataReader *datareader = NULL;
struct DDS_DataReaderQos dr_qos = DDS_DataReaderQos_INITIALIZER;
struct DDS_DataReaderListener dr_listener = DDS_DataReaderListener_INITIALIZER;

/* Configure Reader Qos */
dr_qos.protocol.rtps_object_id = 200;
dr_qos.resource_limits.max_instances = 2;
dr_qos.resource_limits.max_samples_per_instance = 2;
dr_qos.resource_limits.max_samples =
    dr_qos.resource_limits.max_samples_per_instance * dr_qos.resource_limits.max_
↳ instances;
dr_qos.reader_resource_limits.max_remote_writers = 10;
dr_qos.reader_resource_limits.max_remote_writers_per_instance = 10;
dr_qos.history.depth = 1;
dr_qos.durability.kind = DDS_VOLATILE_DURABILITY_QOS;
dr_qos.reliability.kind = DDS_RELIABLE_RELIABILITY_QOS;

/* Set listener callbacks */
dr_listener.on_data_available = HelloWorldSubscriber_on_data_available;
dr_listener.on_subscription_matched = HelloWorldSubscriber_on_subscription_matched;

datareader = DDS_Subscriber_create_datareader(subscriber,
                                              DDS_Topic_as_topicdescription(topic),
                                              &dr_qos,
                                              &dr_listener,
                                              DDS_DATA_AVAILABLE_STATUS | DDS_
↳ SUBSCRIPTION_MATCHED_STATUS);
if (datareader == NULL)
```

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```
{
    /* failure */
}
```

The `DataReaderListener` has its callbacks selectively enabled by the DDS status mask. In the example, the mask has set the `DDS_SUBSCRIPTION_MATCHED_STATUS` and `DDS_DATA_AVAILABLE_STATUS` statuses, and accordingly the `DataReaderListener` has its `on_subscription_matched` and `on_data_available` assigned to callback functions.

```
void HelloWorldSubscriber_on_subscription_matched(void *listener_data,
                                                DDS_DataReader * reader,
                                                const struct DDS_
↳ SubscriptionMatchedStatus *status)
{
    if (status->current_count_change > 0)
    {
        printf("Matched a publisher\n");
    }
    else
    {
        printf("Unmatched a publisher\n");
    }
}
```

```
void HelloWorldSubscriber_on_data_available(void* listener_data,
                                           DDS_DataReader* reader)
{
    HelloWorldDataReader *hw_reader = HelloWorldDataReader_narrow(reader);
    DDS_ReturnCode_t retcode;
    struct DDS_SampleInfo *sample_info = NULL;
    HelloWorld *sample = NULL;

    struct DDS_SampleInfoSeq info_seq =
        DDS_SEQUENCE_INITIALIZER(struct DDS_SampleInfo);
    struct HelloWorldSeq sample_seq =
        DDS_SEQUENCE_INITIALIZER(HelloWorld);

    const DDS_Long TAKE_MAX_SAMPLES = 32;
    DDS_Long i;

    retcode = HelloWorldDataReader_take(hw_reader,
        &sample_seq, &info_seq, TAKE_MAX_SAMPLES,
        DDS_ANY_SAMPLE_STATE, DDS_ANY_VIEW_STATE, DDS_ANY_INSTANCE_STATE);

    if (retcode != DDS_RETCODE_OK)
    {
        printf("failed to take data: %d\n", retcode);
        goto done;
    }

    /* Print each valid sample taken */
```

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```

for (i = 0; i < HelloWorldSeq_get_length(&sample_seq); ++i)
{
    sample_info = DDS_SampleInfoSeq_get_reference(&info_seq, i);

    if (sample_info->valid_data)
    {
        sample = HelloWorldSeq_get_reference(&sample_seq, i);
        printf("\nSample received\n\tmsg: %s\n", sample->msg);
    }
    else
    {
        printf("not valid data\n");
    }
}

HelloWorldDataReader_return_loan(hw_reader, &sample_seq, &info_seq);

done:
HelloWorldSeq_finalize(&sample_seq);
DDS_SampleInfoSeq_finalize(&info_seq);
}

```

3.8.1 DPSE Discovery: Assert Remote Publication

A subscribing application using [DPSE](#) discovery must specify the other *DataWriters* that its *DataReaders* are allowed to discover. Like the API for asserting a remote participant, the [DPSE](#) API for asserting a remote publication must be called for each remote *DataWriter* that a *DataReader* may discover.

```

struct DDS_PublicationBuiltinTopicData rem_publication_data =
    DDS_PublicationBuiltinTopicData_INITIALIZER;

/* Set Writer's protocol.rtps_object_id */
rem_publication_data.key.value[DDS_BUILTIN_TOPIC_KEY_OBJECT_ID] = 100;

rem_publication_data.topic_name = DDS_String_dup("Example HelloWorld");
rem_publication_data.type_name = DDS_String_dup("HelloWorld");

rem_publication_data.reliability.kind = DDS_RELIABLE_RELIABILITY_QOS;

retcode = DPSE_RemotePublication_assert(participant,
                                        "Participant_1",
                                        &rem_publication_data,
                                        HelloWorld_get_key_kind(HelloWorldTypePlugin_
↳get(),
                                        NULL)));
if (retcode != DDS_RETCODE_OK)
{
    /* failure */
}

```

Asserting a remote publication requires configuration of all QoS policies necessary to determine matching.

3.8.2 Receiving Samples

Accessing received samples can be done in a few ways:

- **Polling.** Do read or take within a periodic polling loop.
- **Listener.** When a new sample is received, the [DataReaderListener](#)'s `on_data_available` is called. Processing is done in the context of the middleware's receive thread. See the above `HelloWorldSubscriber_on_data_available` callback for example code.
- **Waitset.** Create a waitset, attach it to a status condition with the `data_available` status enabled, and wait for a received sample to trigger the waitset. Processing is done in the context of the user's application thread, as shown in the code snippet below:

```
DDS_WaitSet *waitset = NULL;
struct DDS_Duration_t wait_timeout = { 10, 0 }; /* 10 seconds */
DDS_StatusCondition *dr_condition = NULL;
struct DDS_ConditionSeq active_conditions =
    DDS_SEQUENCE_INITIALIZER(struct DDS_ConditionSeq);

if (!DDS_ConditionSeq_initialize(&active_conditions))
{
    /* failure */
}

if (!DDS_ConditionSeq_set_maximum(&active_conditions, 1))
{
    /* failure */
}

waitset = DDS_WaitSet_new();
if (waitset == NULL )
{
    /* failure */
}

dr_condition = DDS_Entity_get_statuscondition(DDS_DataReader_as_entity(datareader));
retcode = DDS_StatusCondition_set_enabled_statuses(dr_condition,
                                                    DDS_DATA_AVAILABLE_STATUS);
if (retcode != DDS_RETCODE_OK)
{
    /* failure */
}

retcode = DDS_WaitSet_attach_condition(waitset,
                                       DDS_StatusCondition_as_condition(dr_condition));
if (retcode != DDS_RETCODE_OK)
{
```

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```

    /* failure */
}

retcode = DDS_WaitSet_wait(waitset, active_conditions, &wait_timeout);

switch (retcode) {
    case DDS_RETCODE_OK:
    {
        /* This WaitSet only has a single condition attached to it
         * so we can implicitly assume the DataReader's status condition
         * to be active (with the enabled DATA_AVAILABLE status) upon
         * successful return of wait().
         * If more than one conditions were attached to the WaitSet,
         * the returned sequence must be examined using the
         * commented out code instead of the following.
         */

        HelloWorldSubscriber_take_data(HelloWorldDataReader_narrow(datareader));

        /*
         * DDS_Long active_len = DDS_ConditionSeq_get_length(&active_conditions);
         * for (i = active_len - 1; i >= 0; --i)
         * {
         *     DDS_Condition *active_condition =
         *         *DDS_ConditionSeq_get_reference(&active_conditions, i);
         *
         *     if (active_condition ==
         *         DDS_StatusCondition_as_condition(dr_condition))
         *     {
         *         total_samples += HelloWorldSubscriber_take_data(
         *             HelloWorldDataReader_narrow(datareader));
         *     }
         *     else if (active_condition == some_other_condition)
         *     {
         *         do_something_else();
         *     }
         * }
         */
        break;
    }
    case DDS_RETCODE_TIMEOUT:
    {
        printf("WaitSet_wait timed out\n");
        break;
    }
    default:
    {
        printf("ERROR in WaitSet_wait: retcode=%d\n", retcode);
        break;
    }
}

```

3.8.3 Filtering Samples

In lieu of supporting Content-Filtered Topics, a [DataReaderListener](#) in *Connext Micro* provides callbacks to do application-level filtering per sample.

- **on_before_sample_deserialize.** Through this callback, a received sample is presented to the application before it has been deserialized or stored in the *DataReader*'s queue.
- **on_before_sample_commit.** Through this callback, a received sample is presented to the application after it has been deserialized but before it has been stored in the *DataReader*'s queue.

You control the callbacks' `sample_dropped` parameter; upon exiting either callback, the *DataReader* will drop the sample if `sample_dropped` is true. Consequently, dropped samples are not stored in the *DataReader*'s queue and are not available to be read or taken.

Neither callback is associated with a DDS Status. Rather, each is enabled when assigned, to a non-NULL callback.

NOTE: Because it is called after the sample has been deserialized, [on_before_sample_commit](#) provides an additional [sample_info](#) parameter, containing some of the usual sample information that would be available when the sample is read or taken.

The subscriber in the code snippet below has this [on_before_sample_commit](#) callback:

```
DDS_Boolean HelloWorldSubscriber_on_before_sample_commit(
    void *listener_data,
    DDS_DataReader *reader,
    const void *const sample,
    const struct DDS_SampleInfo *const sample_info,
    DDS_Boolean *dropped)
{
    HelloWorld *hw_sample = (HelloWorld *)sample;

    /* Drop samples with even-numbered count in msg */
    HelloWorldSubscriber_filter_sample(hw_sample, dropped);

    if (*dropped)
    {
        printf("\nSample filtered, before commit\n\tDROPPED - msg: %s\n",
            hw_sample->msg);
    }

    return DDS_BOOLEAN_TRUE;
}

...

dr_listener.on_before_sample_commit =
    HelloWorldSubscriber_on_before_sample_commit;
```

For more information, see the *Receiving Data* section in the User's Manual.

3.9 Examples

Connext Micro provides buildable example applications, in the **example/** directory. Each example comes with instructions on how to build and run an application.

In addition to the provided examples, the RTI Code Generator available with *Connext Micro* can generate example DDS applications with a type definition file as input. For more information read the guide in *Example Generation*.

Note that by default, all the examples link against release libraries. To build release libraries:

```
./resource/scripts/rtime-make --name x64Darwin17clang9.0 --target self --build --config ↵
↵Release
```

To build the examples against the debug libraries, specify the `DEBUG` option:

```
make DEBUG=Y
```

- **HelloWorld_transformations.** Shows how to use *rtiddsgen* to generate type-support code from a simple HelloWorld IDL-defined type. This example uses the *Dynamic Discovery Plugin* and UDP transformations to send encrypted packets using OpenSSL.
- **RTPS.** An example of an RTPS emitter that bypasses the DDS module and APIs to send RTPS discovery and user data.
- **Latency.** Measures the end-to-end latency of *Connext Micro*.
- **Throughput.** Measures the end-to-end throughput of *Connext Micro*.

3.10 Example Generation

The RTI Code Generator available with *Connext Micro* can generate DDS example applications with a type definition file as input.

Note: Before running the RTI Code Generator, you might need to add

```
<Connext Micro install folder>/rtiddsgen/scripts
```

to your PATH environment variable.

To generate an example:

```
rtiddsgen -example -language <C|C++> [-namespace] <file with type definition>
```

This command generates an example using the default example template, which uses the Dynamic Participant Dynamic Endpoint (DPDE) discovery plugin.

rtiddsgen accepts the following options:

- **-example:** Generates type files, example files, and CMakeLists files.

- `-language <C|C++>`: Generates C or C++ code.
- `-namespace`: Enables C++ namespaces when the language option is C++.

The generated example can be compiled using CMake <<https://cmake.org/>> and the CMakeLists.txt file generated by the RTI Code Generator. A README.txt file is also generated with a description of the example and instructions for how to compile and run the examples.

The RTI Code Generator can also generate examples using custom templates by using the option `-exampleTemplate <templateName>`.

To generate an example using a custom template instead of the default one:

```
rtiddsgen -example -exampleTemplate <template name> -language <C|C++> [-namespace] <file_
↪with type definition>
```

To see the list of the available templates, use the following command:

```
rtiddsgen -showTemplates
```

The output from the command will look similar to this:

```
List of example templates per language:
```

- ```
- C:
 - cert
 - dpse
 - static_udp
 - waitsets
- C++:
 - dpse
 - waitsets
- C++ Namespace:
 - dpse
 - waitsets
```

The following command will generate an example in the C language, using the ‘waitsets’ custom template instead of the default template:

```
rtiddsgen -example -exampleTemplate waitsets -language C <file with type definition>
```

### 3.10.1 Description of Examples

All examples consist of a publication and subscription pair to send and receive the type provided by user. Two applications are compiled: one to send samples and another to receive samples.

- **Default template** Discovery of endpoints is done with the dynamic-endpoint discovery. Only the UDP and INTRA transports are enabled. The subscriber application creates a DataReader, which uses a listener to receive notifications about new samples and matched publishers. These notifications are received in the middleware thread (instead of the application thread).
- **cert** An example that only uses APIs that are compatible with *Connext Cert*.

- **dpse** The only difference from the default template is that the discovery of endpoints is done with static-endpoint discovery. Static-endpoint discovery uses function calls to statically assert information about remote endpoints belonging to remote DomainParticipants.
- **static\_udp** The only difference from the default template is that this example uses a static UDP interface configuration. Using this API, the UDP transport is statically configured. This is useful in systems that are not able to return the installed UDP interfaces (name, IP address, mask...).
- **waitsets** The only difference from the default template is that the Subscriber application creates a DataReader that uses a Waitset (instead of a listener) to receive notifications about new samples and matched publishers. These notifications are received in the middleware thread (instead of the application thread).

### 3.10.2 How to Compile the Generated Examples

Before compiling, set the environment variable `RTIMEHOME` to the *Connext Micro* installation directory.

Depending on the number of network interfaces installed on the local machine, you might need to restrict which interfaces are used by *Connext Micro*.

Use the option `-udp_intf <interface name>` when running the example.

The *Connext Micro* source bundle includes `rtime-make` (on Linux and macOS systems) or `rtime-make.bat` (on Windows systems) to simplify invocation of CMake. This script is a convenient way to invoke CMake with the correct options. For example:

Linux

```
cd <directory with generated example>

rtime-make --config <Debug|Release> --build --name x64Linux3gcc4.8.2 --target Linux --
↪source-dir . \
 -G "Unix Makefiles" --delete [-DRTIME_IDL_ADD_REGENERATE_TYPESUPPORT_RULE=true]
```

macOS

```
cd <directory with generated example>

rtime-make --config <Debug|Release> --build --name x64Darwin17.3.0Clang9.0.0 --target ↪
↪Darwin --source-dir . \
 -G "Unix Makefiles" --delete [-DRTIME_IDL_ADD_REGENERATE_TYPESUPPORT_RULE=true]
```

Windows

```
cd <directory with generated example>

rtime-make.bat --config <Debug|Release> --build --name i86Win32VS2010 --target Windows --
↪source-dir . \
 -G "Visual Studio 10 2010" --delete [-DRTIME_IDL_ADD_REGENERATE_TYPESUPPORT_RULE_eq_
↪true]
```



The executable can be found in the directory ‘objs’.

It is also possible to compile using CMake, e.g., when the *Connext Micro* source bundle is not installed.

Linux

```
cmake [-DRTIME_IDL_ADD_REGENERATE_TYPESUPPORT_RULE=true] [-DCMAKE_BUILD_TYPE=
↪<Debug|Release>] -G "Unix Makefiles" \
 -B./<your build directory> -H. -DRTIME_TARGET_NAME=x64Linux3gcc4.8.2"

cmake --build ./<your build directory> [--config <Debug|Release>]
```

macOS

```
cmake [-DRTIME_IDL_ADD_REGENERATE_TYPESUPPORT_RULE=true] [-DCMAKE_BUILD_TYPE=
↪<Debug|Release>] -G "Unix Makefiles" \
 -B./<your build directory> -H. -DRTIME_TARGET_NAME=x64Darwin17.3.0Clang9.0.0"

cmake --build ./<your build directory> [--config <Debug|Release>]
```

Windows

```
cmake [-DRTIME_IDL_ADD_REGENERATE_TYPESUPPORT_RULE=true] [-DCMAKE_BUILD_TYPE=
↪<Debug|Release>] -G "Visual Studio 10 2010" \
 -B./<your build directory> -H. -DRTIME_TARGET_NAME=i86Win32VS2010"

cmake --build .\<your build directory> [--config <Debug|Release>]
```

The executable can be found in the directory ‘objs’.

The following options are accepted:

- `-DRTIME_IDL_ADD_REGENERATE_TYPESUPPORT_RULE=true` adds a rule to regenerate type support plugin source files if the input file with the type definition changes. Default value is ‘false’.

### 3.10.3 How to Run the Generated Examples

By default, the example tries to guess which interfaces it should use to receive samples. This can cause communication problems if the number of available interfaces is greater than the maximum number of interfaces supported by *Connext Micro*. For this reason, it is recommended to restrict the number of interfaces used by the application.

Use the option `-udp_intf <interface name>` when running the example.

For example, if the example has been compiled for Linux x64Linux3gcc4.8.2, run the subscriber with this command:

```
objs/x64Linux3gcc4.8.2/<Type definition file name>_subscriber [-domain <Domain_ID>] [-
↪peer <address>] \
 [-sleep <sleep_time>] [-count <seconds_to_run>] [-udp_intf <interface name>]
```

and run the publisher with this command:

```
objs/x64Linux3gcc4.8.2/<Type definition file name>_publisher [-domain <Domain_ID> -peer
↪<address>] \
 [-sleep <sleep_time>] [-count <seconds_to_run>] [-udp_intf <interface name>]
```

# Chapter 4

## User's Manual

### 4.1 Initializing the Connex Micro Library

*Connex Micro* has been designed to integrate with a wide range of operating systems, network stacks, and CPUs. For this reason, *Connex Micro* places few restrictions on how it is integrated. The memory management API defined by *Connex Micro* may be implemented using standard C library APIs such as *malloc()* and *free()*, or something hardware specific relying on memory being allocated from a specific memory region.

In order to allow a degree of flexibility, integrations may be configurable at run-time. This configuration may require validation before it is safe to make specific calls, such as allocating memory.

In order to guarantee consistency accross all integrations for when it is safe to call APIs, *Connex Micro* requires that its library is initialized with *DDS\_DomainParticipantFactory\_get\_instance* before any public APIs are called, unless an API is documented to be safe to call before *DDS\_DomainParticipantFactory\_get\_instance*. *DDS\_DomainParticipantFactory\_get\_instance* initializes an integration, providing an opportunity for integrations to validate its configuration.

---

**Note:** This restriction is not limited to DDS APIs, but extends to **all** public APIs, such as sequence APIs, type-support APIs, string APIs, and component APIs.

---

*Connex Micro* is initialized with a successful call to *DDS\_DomainParticipantFactory\_get\_instance*. On success, *DDS\_DomainParticipantFactory\_get\_instance* returns a reference to a *DDS\_DomainParticipantFactory*; on failure, 'nil' is returned:

```
DDS_DomainParticipantFactory *factory = NULL;

factory = DDS_DomainParticipantFactory_get_instance();

if (factory == NULL)
{
 /* something failed, exit */
 exit(-1);
}
```

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```
/* Safe to call other public APIs */
```

After a successful call to `DDS_DomainParticipantFactory_get_instance`, public APIs are safe to call as documented. APIs that **must not** be called before `DDS_DomainParticipantFactory_get_instance` have the following additional description:

API Restriction:

This function must only be called after `DDS_DomainParticipantFactory_get_instance`.

**Warning:** `DDS_DomainParticipantFactory_get_instance` is not guaranteed to be thread-safe.

#### 4.1.1 rtiddsgen

`rtiddsgen` is the type support compiler included with *Connext Micro*. `rtiddsgen` generates code to send and receive data types across the network, as well as to allocate memory to store data types in memory. These memory allocations use the memory management APIs defined by *Connext Micro*.

Because each integration determines how these APIs are implemented, it is important that Type-Support APIs are **not** called until *Connext Micro* has been initialized. APIs such as `FooTypeSupport_create_data` and `FooTypeSupport_delete_data` are **not** safe to call until after a successful call to `DDS_DomainParticipantFactory_get_instance`:

```
DDS_DomainParticipantFactory *factory = NULL;
Foo *sample = NULL;

/* NOT ALLOWED */
sample = FooTypeSupport_create_data();

factory = DDS_DomainParticipantFactory_get_instance();

if (factory == NULL)
{
 /* something failed, exit */
 exit(-1);
}

/* ALLOWED */
sample = FooTypeSupport_create_data();
if (sample == NULL)
{
 /* something failed, exit */
 exit(-1);
}

/* Calls other public APIs */
```

### 4.1.2 The Connext Micro System API

The *Connext Micro* System API enables applications to configure the behavior of *Connext Micro* at runtime. Which configuration options are available depends on the specific integration.

However, because the *Connext Micro* system must be configured **before** *Connext Micro* is initialized, it is safe to call public System APIs before *DDS\_DomainParticipantFactory\_get\_instance*, such as *OSAPI\_System\_get\_property* and *OSAPI\_System\_set\_property*:

```
struct OSAPI_SystemProperty sys_property = OSAPI_SystemProperty_INITIALIZER;
DDS_DomainParticipantFactory *factory = NULL;

if (!OSAPI_System_get_property(&sys_property))
{
 /* error */
 return;
}

/* Set sys_property */

if (!OSAPI_System_set_property(&sys_property))
{
 /* error */
 return;
}

factory = DDS_DomainParticipantFactory_get_instance();
if (factory == NULL)
{
 /* error */
 return;
}
```

### 4.1.3 Component Registration

*Connext Micro* consists of core APIs and additional components that extend its functionality. *Connext Micro* includes two components which **must** always be registered with *Connext Micro* before any DDS entities can be created: the *writer* and *reader* history caches. The following code sample demonstrates how to register these:

```
#include "wh_sm/wh_sm_history.h"
#include "rh_sm/rh_sm_history.h"

DDS_DomainParticipantFactory *factory = NULL;
RT_Registry_T *registry = NULL;

factory = DDS_DomainParticipantFactory_get_instance();

if (factory == NULL)
```

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```

{
 /* something failed, exit */
 exit(-1);
}

registry = DDS_DomainParticipantFactory_get_registry(factory);

if (registry == NULL)
{
 /* something failed, exit */
 exit(-1);
}

if (!RT_Registry_register(registry, DDSHST_WRITER_DEFAULT_HISTORY_NAME,
 WHSM_HistoryFactory_get_interface(), NULL, NULL))
{
 /* something failed, exit */
 exit(-1);
}

if (!RT_Registry_register(registry, DDSHST_READER_DEFAULT_HISTORY_NAME,
 RHSM_HistoryFactory_get_interface(), NULL, NULL))
{
 /* something failed, exit */
 exit(-1);
}

```

*Connext Micro* includes other components, such as *Discovery* plugins and the *UDP Transport*. These are documented in other sections.

## 4.2 Data Types

How data is stored or laid out in memory can vary from language to language, compiler to compiler, operating system to operating system, and processor to processor. This combination of language/compiler/operating system/processor is called a *platform*. Any modern middleware must be able to take data from one specific platform (for example, C/gcc.7.3.0/Linux®/PPC) and transparently deliver it to another (for example, C/gcc.7.3.0/Linux/Arm® v8). This process is commonly called *serialization/deserialization*, or *marshalling/demarshalling*.

*Connext Micro* data samples sent on the same *Connext Micro* topic share a data type. This type defines the fields that exist in the DDS data samples and what their constituent types are. The middleware stores and propagates this meta-information separately from the individual DDS data samples, allowing it to propagate DDS samples efficiently while handling byte ordering and alignment issues for you.

To publish and/or subscribe to data with *Connext Micro*, you will carry out the following steps:

1. Select a type to describe your data and use the *RTI Code Generator* to define a type at compile-time using a language-independent description language.

The *RTI Code Generator* accepts input in the following formats:

- **OMG IDL.** This format is a standardized component of the DDS specification. It describes data types with a C++-like syntax. A link to the latest specification can be found here: <https://www.omg.org/spec/IDL>.
- **XML in a DDS-specific format.** This XML format is terser, and therefore easier to read and write by hand, than an XSD file. It offers the general benefits of XML-extensibility and ease of integration, while fully supporting DDS-specific data types and concepts. A link to the latest specification, including a description of the XML format, can be found here: <https://www.omg.org/spec/DDS-XTypes/>.
- **XSD format.** You can describe data types with XML schemas (XSD). A link to the latest specification, including a description of the XSD format, can be found here: <https://www.omg.org/spec/DDS-XTypes/>.

Define a type programmatically at run time.

This method may be appropriate for applications with dynamic data description needs: applications for which types change frequently or cannot be known ahead of time.

2. Register your type with a logical name.
3. Create a *Topic* using the type name you previously registered.

If you've chosen to use a built-in type instead of defining your own, you will use the API constant corresponding to that type's name.

4. Create one or more *DataWriters* to publish your data and one or more *DataReaders* to subscribe to it.

The concrete types of these objects depend on the concrete data type you've selected, in order to provide you with a measure of type safety.

Whether publishing or subscribing to data, you will need to know how to create and delete (only in *Connext Micro* DDS data samples and how to get and set their fields. These tasks are described in [Working with DDS Data Samples in the Core Libraries User's Manual](#) if you have Internet access).

### 4.2.1 Introduction to the Type System

A *user data type* is any custom type that your application defines for use with *RTI Connext Micro*. It may be a structure, a union, a value type, an enumeration, or a typedef (or language equivalents).

Your application can have any number of user data types. They can be composed of any of the primitive data types listed below or of other user data types.

Only structures, unions, and value types may be read and written directly by *Connext Micro*; enums, typedefs, and primitive types must be contained within a structure, union, or value type. In order for a *DataReader* and *DataWriter* to communicate with each other, the data types associated with their respective Topic definitions must be identical.

- octet, char, wchar
- short, unsigned short

- long, unsigned long
- long long, unsigned long long
- float
- double, long double
- boolean
- enum (with or without explicit values)
- bounded string and wstring

The following type-building constructs are also supported:

- module (also called a package or namespace)
- pointer
- array of primitive or user type elements
- bounded sequence of elements—a sequence is a variable-length ordered collection, such as a vector or list
- typedef
- union
- struct
- value type, a complex type that supports inheritance and other object-oriented features

To use a data type with *Connext Micro*, you must define that type in a way the middleware understands and then register the type with the middleware. These steps allow *Connext Micro* to serialize, deserialize, and otherwise operate on specific types. They will be described in detail in the following sections.

## Sequences

A sequence contains an ordered collection of elements that are all of the same type. The operations supported in the sequence are documented in the [C API Reference](#) and [C++ API Reference](#) HTML documentation.

Elements in a sequence are accessed with their index, just like elements in an array. Indices start at zero in all APIs. Unlike arrays, however, sequences can grow in size. A sequence has two sizes associated with it: a physical size (the “maximum”) and a logical size (the “length”). The physical size indicates how many elements are currently allocated by the sequence to hold; the logical size indicates how many valid elements the sequence actually holds. The length can vary from zero up to the maximum. Elements cannot be accessed at indices beyond the current length.

A sequence must be declared as bounded. A sequence’s “bound” is the maximum [C API Reference](#). The bound is either *explicit* or *implicit*:

1. An *explicit* bound is given directly in the IDL:



```
struct MyType
{
 //Maximum of 32 longs
 sequence<long,32> a_long_seq;
}
```

2. An *implicit* bound uses the unbounded notation in IDL, but relies on the `-sequenceSize` parameter passed to *rtiddsgen* for the maximum length:

```
struct MyType
{
 sequence<long> a_long_seq;
}
```

By default, any unbounded sequences found in an IDL file will be given a default bound of 100 elements. This default value can be overwritten using *RTI Code Generator's* **-sequenceSize** command-line argument (see [Command-Line Arguments for rtiddsgen](#) in the *RTI Code Generator User's Manual*, available if you have Internet access).

## Strings and Wide Strings

*Connext Micro* supports both strings consisting of single-byte characters (the IDL string type) and strings consisting of wide characters (IDL wstring). The wide characters supported by *Connext Micro* are large enough to store 4-byte Unicode/UTF16 characters.

Like sequences, strings must be bounded. A string's "bound" is its maximum length (not counting the trailing NULL character in C and C++).

In C and Traditional C++, strings are mapped to *char\**.

The bound is either *explicit* or *implicit*:

1. An *explicit* bound is given directly in the IDL:

```
struct MyType
{
 //Maximum of 32 bytes + NUL termination
 string<32> a_string;
}
```

2. An *implicit* bound uses the unbounded notation in IDL, but relies on the `-stringSize` parameter passed to *rtiddsgen* for the maximum length:

```
struct MyType
{
 // Unbounded notation, but not unbounded. Bound determined
 // by the -stringSize parameter to rtiddsgen
 string a_string;
}
```

By default, any unbounded string found in an IDL file will be given a default bound of 255 elements. This default value can be overwritten using *RTI Code Generator's* **-stringSize**

command-line argument (see the Command-Line Arguments chapter in the *RTI Code Generator User's Manual*, available [here](#) if you have Internet access).

## IDL String Encoding

The “Extensible and Dynamic Topic Types for DDS specification” (<https://www.omg.org/spec/DDS-XTypes/>) standardizes the default encoding for strings to UTF-8. This encoding shall be used as the wire format. Language bindings may use the representation that is most natural in that particular language. If this representation is different from UTF-8, the language binding shall manage the transformation to/from the UTF-8 wire representation.

As an extension, *Connext Micro* offers ISO\_8859\_1 as an alternative string wire encoding.

This section describes the encoding for IDL strings across different languages in *Connext Micro* and how to configure that encoding.

- C, Traditional C++ (only in *Connext Micro*)

IDL strings are mapped to a NULL-terminated array of *DDS\_Char\_* (*char\**). Users are responsible for using the right character encoding (UTF-8 or ISO\_8859\_1) when populating the string values. This applies to all generated code, DynamicData, and Built-in data types. The middleware does not transform from the language binding encoding to the wire encoding.

## IDL Wide Strings Encoding

The “Extensible and Dynamic Topic Types for DDS specification” (<https://www.omg.org/spec/DDS-XTypes/>) standardizes the default encoding for wide strings to UTF-32. This encoding shall be used as the wire format.

Wide-string characters have a size of 4 bytes on the wire with UTF-32 encoding.

Language bindings may use the representation that is most natural in that particular language. If this representation is different from UTF-32, the language binding shall manage the transformation to/from the UTF-32 wire representation.

- C, Traditional C++

IDL wide strings are mapped to a NULL-terminated array of *DDS\_Wchar* (*DDS\_Wchar\**). *DDS\_WChar* is an unsigned 4-byte integer. Users are responsible for using the right character encoding (UTF-32) when populating the wide-string values. This applies to all generated code, DynamicData, and Built-in data types. *Connext Micro* does not transform from the language binding encoding to the wire encoding.

## Sending Type Information on the Network

*Connext Professional* can send type information on the network using a concept called type objects. A type object is a description of a type suitable to network transmission, and is commonly used by tools to visualize data from any application.

However, please note that *Connext Micro* does not support sending type information on the network. Instead, tools can load type information from XML files generated from IDL using *rtiddsgen*. Please refer to the *RTI Code Generator's User's Manual* for more information (available [here](#) if you have Internet access).

### 4.2.2 Creating User Data Types with IDL

You can create user data types in a text file using IDL (Interface Description Language). IDL is programming-language independent, so the same file can be used to generate code in C and Traditional C++ (only *Connext Micro*). *RTI Code Generator* parses the IDL file and automatically generates all the necessary routines and wrapper functions to bind the types for use by *Connext Micro* at run time. You will end up with a set of required routines and structures that your application and *Connext Micro* will use to manipulate the data.

Please refer to [Creating User Data Types with IDL in the Core Libraries User's Manual](#) (if you have Internet access) for more information.

Note: Not all features in *RTI Code Generator* are supported when generating code for *Connext Micro*, see *Unsupported Features of rtiddsgen with Connext Micro*.

### 4.2.3 Working with DDS Data Samples

You should now understand how to define and work with data types. Now that you have chosen one or more data types to work with, this section will help you understand how to create and manipulate objects of those types.

#### In C:

You create and delete your own objects from factories, just as you create *Connext Micro* objects from factories. In the case of user Please refer to [Creating User Data Types with IDL in the Core Libraries User's Manual](#) (if you have Internet access) for more information.

```
};
/* In your code: */
MyData* sample = MyDataTypeSupport_create_data();
char* str = sample->myString; /*empty, non-NULL string*/

/* not support in Micro Cert */
MyDataTypeSupport_delete_data(sample);
```

#### In Traditional C++:

Without the **-constructor option**, you create and delete objects using the TypeSupport factories.

```
MyData* sample = MyDataTypeSupport::create_data();
char* str = sample->myString; // empty, non-NULL string
// ...
MyDataTypeSupport::delete_data(sample);
```

Please refer to [Working with DDS Data Samples in the Core Libraries User's Manual](#) for more information.

## 4.3 DDS Entities

The main classes extend an abstract base class called a DDS *Entity*. Every DDS *Entity* has a set of associated events known as statuses and a set of associated Quality of Service Policies (QosPolicies). In addition, a *Listener* may be registered with the *Entity* to be called when status changes occur. DDS *Entities* may also have attached DDS *Conditions*, which provide a way to wait for status changes. *Figure 4.1: Overview of DDS Entities* presents an overview in a UML diagram.

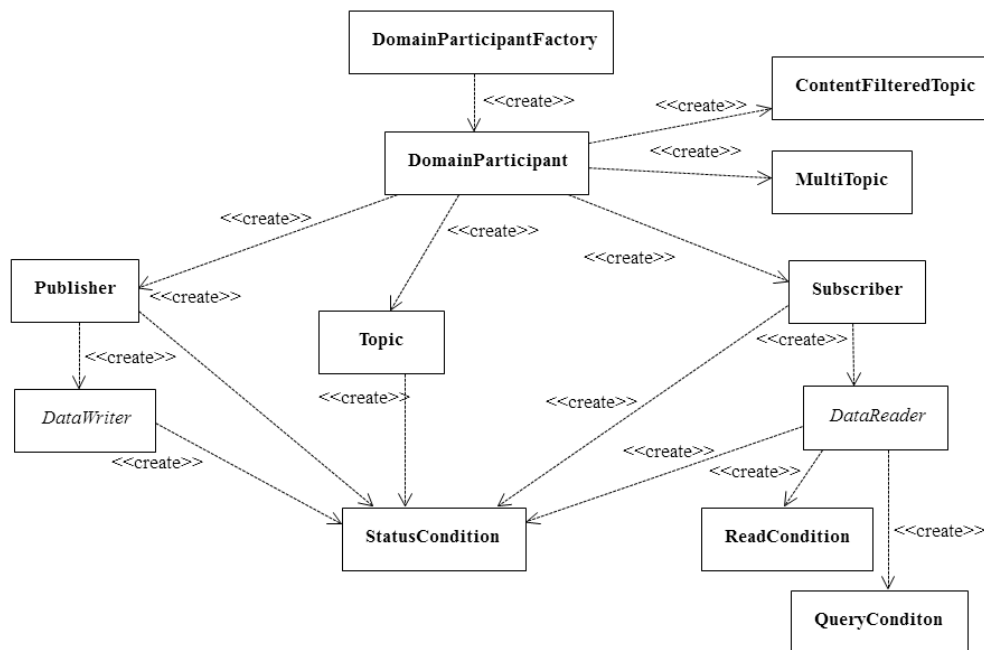


Figure 4.1: Overview of DDS Entities

Please note that *RTI Connext Micro* does not support the following:

- **MultiTopic**
- **ContentFilteredTopic**
- **ReadCondition**
- **QueryConditions**

For a general description of DDS *Entities* and their operations, please refer to [the DDS Entities chapter](#) in the [RTI Connext DDS Core Libraries User's Manual](#) (available [here](#) if you have Internet access). Note that *RTI Connext Micro* does not support all APIs and QoS Policies; please refer to the [C API Reference](#) and [C++ API Reference](#) documentation for more information.

## 4.4 Sending Data

This section discusses how to create, configure, and use *Publishers* and *DataWriters* to send data. It describes how these *Entities* interact, as well as the types of operations that are available for them.

The goal of this section is to help you become familiar with the *Entities* you need for sending data. For up-to-date details such as formal parameters and return codes on any mentioned operations, please see the [C API Reference](#) and [C++ API Reference](#) documentation.

### 4.4.1 Preview: Steps to Sending Data

To send DDS samples of a data instance:

1. Create and configure the required *Entities*:
  - a. Create a *DomainParticipant*.
  - b. Register user data types with the *DomainParticipant*. For example, the **'FooDataType'**.
  - c. Use the *DomainParticipant* to create a *Topic* with the registered data type.
  - d. Use the *DomainParticipant* to create a *Publisher*.
  - e. Use the *Publisher* or *DomainParticipant* to create a *DataWriter* for the *Topic*.
  - f. Use a type-safe method to cast the generic *DataWriter* created by the *Publisher* to a type-specific *DataWriter*. For example, **'FooDataWriter'**. Optionally, register data instances with the *DataWriter*. If the *Topic*'s user data type contain key fields, then registering a data instance (data with a specific key value) will improve performance when repeatedly sending data with the same key. You may register many different data instances; each registration will return an instance handle corresponding to the specific key value. For non-keyed data types, instance registration has no effect.
2. Every time there is changed data to be published:
  - a. Store the data in a variable of the correct data type (for instance, variable **'Foo'** of the type **'FooDataType'**).
  - b. Call the **FooDataWriter**'s **write()** operation, passing it a reference to the variable **'Foo'**.
    - For non-keyed data types or for non-registered instances, also pass in **DDS\_HANDLE\_NIL**.

- For keyed data types, pass in the instance handle corresponding to the instance stored in ‘Foo’, if you have registered the instance previously. This means that the data stored in ‘Foo’ has the same key value that was used to create instance handle.
- c. The **write()** function will take a snapshot of the contents of ‘**Foo**’ and store it in *Connext DDS* internal buffers from where the DDS data sample is sent under the criteria set by the *Publisher’s* and *DataWriter’s* QoS Policies. If there are matched *DataReaders*, then the DDS data sample will have been passed to the physical transport plug-in/device driver by the time that **write()** returns.

#### 4.4.2 Publishers

An application that intends to publish information needs the following *Entities*: *DomainParticipant*, *Topic*, *Publisher*, and *DataWriter*. All *Entities* have a corresponding specialized *Listener* and a set of QoS Policies. A *Listener* is how *Connext DDS* notifies your application of status changes relevant to the *Entity*. The QoS Policies allow your application to configure the behavior and resources of the *Entity*.

- A *DomainParticipant* defines the DDS domain in which the information will be made available.
- A *Topic* defines the name under which the data will be published, as well as the type (format) of the data itself.
- An application writes data using a *DataWriter*. The *DataWriter* is bound at creation time to a *Topic*, thus specifying the name under which the *DataWriter* will publish the data and the type associated with the data. The application uses the *DataWriter’s* **write()** operation to indicate that a new value of the data is available for dissemination.
- A *Publisher* manages the activities of several *DataWriters*. The *Publisher* determines when the data is actually sent to other applications. Depending on the settings of various QoS Policies of the *Publisher* and *DataWriter*, data may be buffered to be sent with the data of other *DataWriters* or not sent at all. By default, the data is sent as soon as the *DataWriter’s* **write()** function is called.

You may have multiple *Publishers*, each managing a different set of *DataWriters*, or you may choose to use one *Publisher* for all your *DataWriters*.

#### 4.4.3 DataWriters

To create a *DataWriter*, you need a *DomainParticipant*, *Publisher*, and a *Topic*.

You need a *DataWriter* for each *Topic* that you want to publish. For more details on all operations, see the [C API Reference](#) and [C++ API Reference](#) documentation.

For more details on creating, deleting, and setting up *DataWriters*, see replace:: [the DataWriters section](#) in the [RTI Connext DDS Core Libraries User’s Manual](#) (available [here](#) if you have Internet access).

#### 4.4.4 Publisher QosPolicies

Please refer to the [C API Reference](#) and [C++ API Reference](#) for details on supported QosPolicies.

#### 4.4.5 DataWriter QosPolicies

Please refer to the [C API Reference](#) and [C++ API Reference](#) for details on supported QosPolicies.

### 4.5 Receiving Data

This section discusses how to create, configure, and use *Subscribers* and *DataReaders* to receive data. It describes how these objects interact, as well as the types of operations that are available for them.

The goal of this section is to help you become familiar with the *Entities* you need for receiving data. For up-to-date details such as formal parameters and return codes on any mentioned operations, please see the [C API Reference](#) and [C++ API Reference](#) documentation.

**Warning:** *Connext Micro DataReaders* cannot match with or receive data from *Connext DataWriters* that are configured to send compressed data. See the *Interoperability* section for more information.

#### 4.5.1 Preview: Steps to Receiving Data

There are three ways to receive data:

- Your application can explicitly check for new data by calling a *DataReader's* **read()** or **take()** operation. This method is also known as *polling for data*.
- Your application can be notified asynchronously whenever new DDS data samples arrive—this is done with a *Listener* on either the *Subscriber* or the *DataReader*. *RTI Connext Micro* will invoke the *Listener's* callback routine when there is new data. Within the callback routine, user code can access the data by calling **read()** or **take()** on the *DataReader*. This method is the way for your application to receive data with the least amount of latency.
- Your application can wait for new data by using *Conditions* and a *WaitSet*, then calling **wait()**. *Connext Micro* will block your application's thread until the criteria (such as the arrival of DDS samples, or a specific status) set in the *Condition* becomes true. Then your application resumes and can access the data with **read()** or **take()**.

The *DataReader's* **read()** operation gives your application a copy of the data and leaves the data in the *DataReader's* receive queue. The *DataReader's* **take()** operation removes data from the receive queue before giving it to your application.

**To prepare to receive data, create and configure the required Entities:**

1. Create a *DomainParticipant*.

2. Register user data types with the *DomainParticipant*. For example, the **'FooDataType'**.
3. Use the *DomainParticipant* to create a *Topic* with the registered data type.
4. Use the *DomainParticipant* to create a *Subscriber*.
5. Use the *Subscriber* or *DomainParticipant* to create a *DataReader* for the *Topic*.
6. Use a type-safe method to cast the generic *DataReader* created by the *Subscriber* to a type-specific *DataReader*. For example, **'FooDataReader'**.

Then use one of the following mechanisms to receive data.

- To receive DDS data samples by polling for new data:
    - Using a **FooDataReader**, use the **read()** or **take()** operations to access the DDS data samples that have been received and stored for the *DataReader*. These operations can be invoked at any time, even if the receive queue is empty.
  - To receive DDS data samples asynchronously:
    - Install a *Listener* on the *DataReader* or *Subscriber* that will be called back by an internal *Connext Micro* thread when new DDS data samples arrive for the *DataReader*.
1. Create a *DDSDataReaderListener* for the *FooDataReader* or a *DDSSubscriberListener* for *Subscriber*. In C++ you must derive your own *Listener* class from those base classes. In C, you must create the individual functions and store them in a structure.

If you created a *DDSDataReaderListener* with the **on\_data\_available()** callback enabled: **on\_data\_available()** will be called when new data arrives for that **DataReader**.

If you created a *DDSSubscriberListener* with the **on\_data\_on\_readers()** callback enabled: **on\_data\_on\_readers()** will be called when data arrives for any *DataReader* created by the *Subscriber*.

2. Install the *Listener* on either the *FooDataReader* or *Subscriber*.

For the *DataReader*, the *Listener* should be installed to handle changes in the **DATA\_AVAILABLE** status.

For the *Subscriber*, the *Listener* should be installed to handle changes in the **DATA\_ON\_READERS** status.

3. Only 1 *Listener* will be called back when new data arrives for a *DataReader*.

*Connext Micro* will call the *Subscriber's Listener* if it is installed. Otherwise, the *DataReader's Listener* is called if it is installed. That is, the **on\_data\_on\_readers()** operation takes precedence over the **on\_data\_available()** operation.

If neither *Listeners* are installed or neither *Listeners* are enabled to handle their respective statuses, then *Connext Micro* will not call any user functions when new data arrives for the *DataReader*.

4. In the **on\_data\_available()** method of the *DDSDataReaderListener*, invoke **read()** or **take()** on the *FooDataReader* to access the data.



If the `on_data_on_readers()` method of the *DDSSubscriberListener* is called, the code can invoke `read()` or `take()` directly on the *Subscriber's DataReaders* that have received new data. Alternatively, the code can invoke the *Subscriber's* `notify_datareaders()` operation. This will in turn call the `on_data_available()` methods of the *DataReaderListeners* (if installed and enabled) for each of the *DataReaders* that have received new DDS data samples.

#### To wait (block) until DDS data samples arrive:

1. Use the *DataReader* to create a *StatusCondition* that describes the DDS samples for which you want to wait. For example, you can specify that you want to wait for never-before-seen DDS samples from *DataReaders* that are still considered to be 'alive.'
2. Create a *WaitSet*.
3. Attach the *StatusCondition* to the *WaitSet*.
4. Call the *WaitSet's* `wait()` operation, specifying how long you are willing to wait for the desired DDS samples. When `wait()` returns, it will indicate that it timed out, or that the attached Condition become true (and therefore the desired DDS samples are available).
5. Using a **FooDataReader**, use the `read()` or `take()` operations to access the DDS data samples that have been received and stored for the *DataReader*.

### 4.5.2 Subscribers

An application that intends to subscribe to information needs the following *Entities*: *DomainParticipant*, *Topic*, *Subscriber*, and *DataReader*. All *Entities* have a corresponding specialized *Listener* and a set of QosPolicies. The *Listener* is how *RTI Connext Micro* notifies your application of status changes relevant to the *Entity*. The QosPolicies allow your application to configure the behavior and resources of the *Entity*.

- The *DomainParticipant* defines the DDS domain on which the information will be available.
- The *Topic* defines the name of the data to be subscribed, as well as the type (format) of the data itself.
- The *DataReader* is the *Entity* used by the application to subscribe to updated values of the data. The *DataReader* is bound at creation time to a *Topic*, thus specifying the named and typed data stream to which it is subscribed. The application uses the *DataWriter's* `read()` or `take()` operation to access DDS data samples received for the *Topic*.
- The *Subscriber* manages the activities of several *DataReader* entities. The application receives data using a *DataReader* that belongs to a *Subscriber*. However, the *Subscriber* will determine when the data received from applications is actually available for access through the *DataReader*. Depending on the settings of various QosPolicies of the *Subscriber* and *DataReader*, data may be buffered until DDS data samples for associated *DataReaders* are also received. By default, the data is available to the application as soon as it is received.

For more information on creating and deleting *Subscribers*, as well as setting QosPolicies, see [the Subscribers section](#) in the [RTI Connext DDS Core Libraries User's Manual](#) (available [here](#) if you have Internet access).

### 4.5.3 DataReaders

To create a *DataReader*, you need a *DomainParticipant*, a *Topic*, and a *Subscriber*. You need at least one *DataReader* for each *Topic* whose DDS data samples you want to receive.

For more details on all operations, see the [C API Reference](#) and [C++ API Reference](#) HTML documentation.

### 4.5.4 Using DataReaders to Access Data (Read & Take)

For user applications to access the data received for a *DataReader*, they must use the type-specific derived class or set of functions in the [C API Reference](#). Thus for a user data type ‘**Foo**’, you must use methods of the **FooDataReader** class. The type-specific class or functions are automatically generated if you use *RTI Code Generator*.

### 4.5.5 Subscriber QosPolicies

Please refer to the [C API Reference](#) and [C++ API Reference](#) for details on supported QosPolicies.

### 4.5.6 DataReader QosPolicies

Please refer to the [C API Reference](#) and [C++ API Reference](#) for details on supported QosPolicies.

## 4.6 DDS Domains

This section discusses how to use *DomainParticipants*. It describes the types of operations that are available for them and their QosPolicies.

The goal of this section is to help you become familiar with the objects you need for setting up your *RTI Connext Micro* application. For specific details on any mentioned operations, see the [C API Reference](#) and [C++ API Reference](#) documentation.

### 4.6.1 Fundamentals of DDS Domains and DomainParticipants

*DomainParticipants* are the focal point for creating, destroying (only in *Connext Micro*), and managing other *RTI Connext Micro* objects. A DDS *domain* is a logical network of applications: only applications that belong to the same DDS *domain* may communicate using *Connext Micro*. A DDS *domain* is identified by a unique integer value known as a domain ID. An application participates in a DDS domain by creating a *DomainParticipant* for that domain ID.

As seen in *Figure 4.2: Relationship between Applications and DDS Domains*, a single application can participate in multiple DDS domains by creating multiple *DomainParticipants* with different domain IDs. *DomainParticipants* in the same DDS domain form a logical network; they are isolated from *DomainParticipants* of other DDS domains, even those running on the same set of physical computers sharing the same physical network. *DomainParticipants* in different DDS domains will

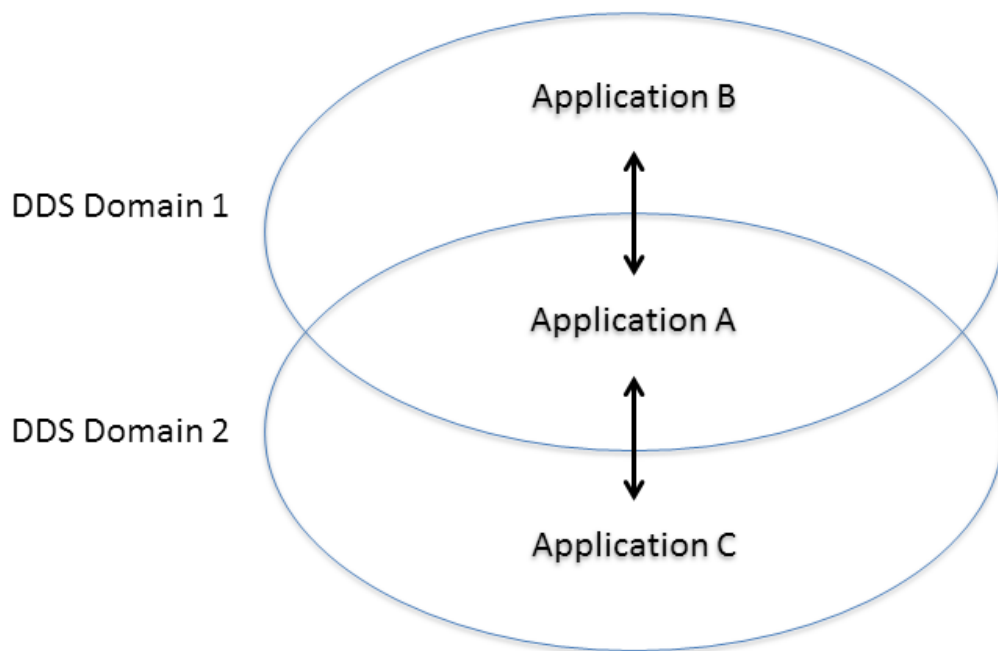


Figure 4.2: Relationship between Applications and DDS Domains

Applications can belong to multiple DDS domains—*A* belongs to DDS domains 1 and 2. Applications in the same DDS domain can communicate with each other, such as *A* and *B*, or *A* and *C*. Applications in different DDS domains, such as *B* and *C*, are not even aware of each other and will not exchange messages.

never exchange messages with each other. Thus, a DDS domain establishes a “virtual network” linking all *DomainParticipants* that share the same domain ID.

An application that wants to participate in a certain DDS domain will need to create a *DomainParticipant*. As seen in Figure 4.3: *DDS Domain Module*, a *DomainParticipant* object is a container for all other *Entities* that belong to the same DDS domain. It acts as factory for the *Publisher*, *Subscriber*, and *Topic* entities. (As seen in *Sending Data* and *Receiving Data*, in turn, *Publishers* are factories for *DataWriters* and *Subscribers* are factories for *DataReaders*.) *DomainParticipants* cannot contain other *DomainParticipants*.

Like all *Entities*, *DomainParticipants* have QoS Policies and *Listeners*. The *DomainParticipant* entity also allows you to set ‘default’ values for the QoS Policies for all the entities created from it or from the entities that it creates (*Publishers*, *Subscribers*, *Topics*, *DataWriters*, and *DataReaders*).

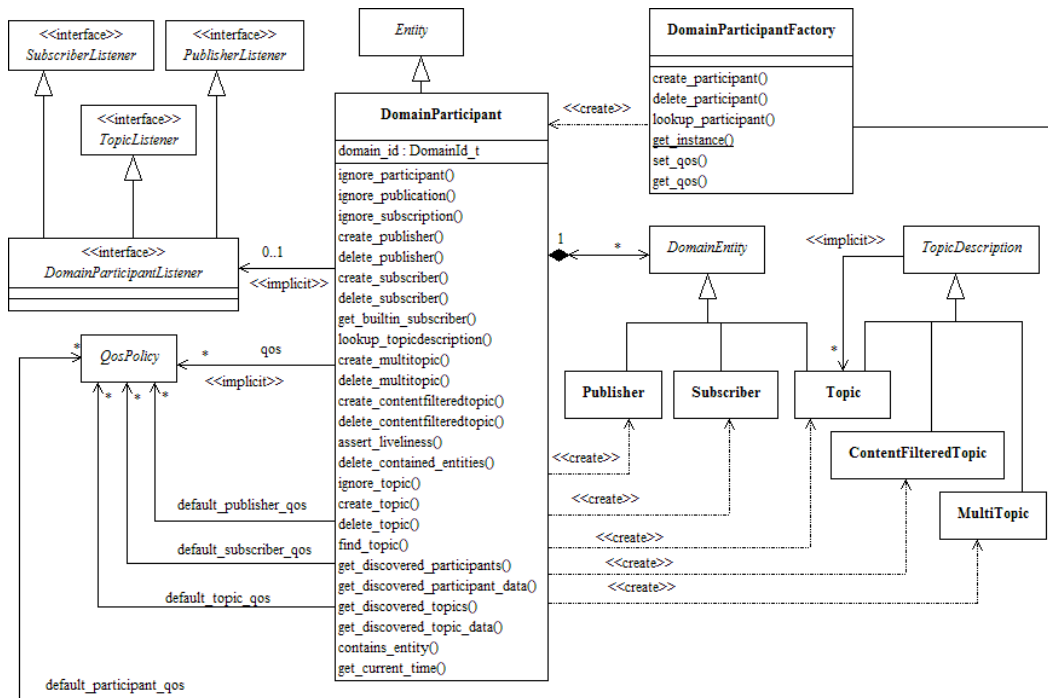


Figure 4.3: DDS Domain Module  
Note: MultiTopics are not supported.

## 4.6.2 Discovery Announcements

Each *DomainParticipant* announces information about itself, such as which locators other *DomainParticipants* must use to communicate with it. A locator is an address that consists of an address kind, a port number, and an address. Four locator types are defined:

- A **unicast meta-traffic locator**. This locator type is used to identify where unicast discovery messages shall be sent. A maximum of four locators of this type can be specified.
- A **multicast meta-traffic locator**. This locator type is used to identify where multicast discovery messages shall be sent. A maximum of four locators of this type can be specified.

- A **unicast user-traffic locator**. This locator type is used to identify where unicast user-traffic messages shall be sent. A maximum of four locators of this type can be specified.
- A **multicast user-traffic locator**. This locator type is used to identify where multicast user-traffic messages shall be sent. A maximum of four locators of this type can be specified.

It is important to note that a maximum of *four* locators of *each* kind can be sent in a *DomainParticipant* discovery message.

The locators in a *DomainParticipant*'s discovery announcement is used for two purposes:

- It informs other *DomainParticipants* where to send their discovery announcements to this *DomainParticipants*.
- It informs the *DataReaders* and *DataWriters* in other *DomainParticipants* where to send data to the *DataReaders* and *DataWriters* in this *DomainParticipant* unless a *DataReader* or *DataWriter* specifies its own locators.

If a *DataReader* or *DataWriter* specifies their own locators, only user-traffic locators can be specified, then the exact same rules apply as for the *DomainParticipant*.

This document uses *address* and *locator* interchangeably. An address corresponds to the port and address part of a locator. The same address may exist as different kinds, in which case they are unique.

For more details about the discovery process, see the *Discovery* section.

## 4.7 Transports

### 4.7.1 Introduction

In *RTI Connext Micro*, DDS entities exchange information using transports. Transports exchange data with peer transports, and *Connext Micro* entities can generally exchange information using different types of transports, e.g. UDPv4 or a serial port. All transports send and receive RTPS messages encapsulated in the transport's native format, e.g. UDP packets.

---

**Note:** This version of *Connext Micro* only supports UDPv4 and a special transport for internal communication within a DDS *DomainParticipant*.

---

*Connext Micro* has a pluggable-transport architecture. The core of *Connext Micro* is transport agnostic; it does not make any assumptions about the actual transports used to send and receive messages. Instead, *Connext Micro* uses an abstract “transport API” to interact with the transport plugins that implement that API. A transport plugin implements the abstract transport API, and performs the actual work of sending and receiving messages over a physical transport.

A transport can send and receive on addresses as defined by the concrete transport. For example, the *Connext Micro* UDP transport can listen to and send to UDPv4 ports and addresses. In order to establish communication between two transports, the addresses that the transport can listen to

must be determined and announced to other *DomainParticipants* that want to communicate with it. This section describes how the addresses are reserved and how these addresses are used by the DDS layer in *Connext Micro*.

While the NETIO interface is not limited to DDS, the rest of this document is written in the context of how *Connext Micro* uses the NETIO interfaces as part of the DDS implementation.

Note that *Connext Micro* does not support RTPS fragmentation and is limited to IDL data types less than or equal to 63000 bytes **or** the maximum transmission unit (MTU) of the underlying transport, whichever is smaller.

Also note that *Connext Micro* does not query the MTU size from the registered transport plugins. If an IDL data-type exceeds the MTU size, the data will be silently discarded.

*Connext Micro* does not track the maximum receive unit (MRU) of other nodes in the system. Therefore, *Connext Micro* relies on consistent configuration accross all the nodes in the system in order to successfully send and receive data. For example, if a *Connext Micro* node has a MRU of 8000 bytes and another *Connext Micro* node sends 9000 bytes (with a sufficiently large MTU), the data will be sent, but not received.

## 4.7.2 Transport Limits

The following limitations apply to all *Connext Micro* transports.

### IDL Data Types and Size

*Connext Micro* is limited to IDL data types less than or equal to 63000 bytes *or* the maximum transmission unit (MTU) of the underlying transport, whichever is smaller.

### Maximum Transmission Unit (MTU)

*Connext Micro* does not query the MTU size from the registered transport plugins. If a sample exceeds the MTU size while the [RELIABILITY](#) QoS Policy is set to **RELIABLE**, *Connext Micro* will silently discard the data. However, if [RELIABILITY](#) is set to **BEST\_EFFORT**, *Connext Micro* will instead fragment the sample before sending it. *Connext Micro* will automatically fragment any sample with a serialized size exceeding the smallest MTU size of all enabled transports.

### Maximum Receive Unit (MRU)

*Connext Micro* does not track the maximum receive unit (MRU) of other nodes in the system. Therefore, *Connext Micro* relies on consistent configuration accross all the nodes in the system in order to successfully send and receive data. For example, if a node has a MRU of 8000 bytes and another node sends 9000 bytes (with a sufficiently large MTU), the data will be sent, but not received.

### 4.7.3 Transport Registration

*RTI Connext Micro* supports different transports and transports must be registered with *RTI Connext Micro* before they can be used. A transport must be given a name when it is registered and this name is later used when configuring discovery and user-traffic. A transport name cannot exceed 7 UTF-8 characters.

The following example registers the UDP transport with *RTI Connext Micro* and makes it available to all DDS applications within the same memory space. Please note that each DDS applications creates its *own* instance of a transport. Resources are *not* shared between instances of a transport unless stated.

For example, to register two UDP transports with the names `myudp1` and `myudp2`, the following code is required:

```
DDS_DomainParticipantFactory *factory;
RT_Registry_T *registry;
struct UDP_InterfaceFactoryProperty udp_property;

factory = DDS_DomainParticipantFactory_get_instance();
registry = DDS_DomainParticipantFactory_get_registry(factory);

/* Set UDP properties */
if (!RT_Registry_register(registry,"myudp1",
 UDP_InterfaceFactory_get_interface(),
 &udp_property._parent._parent,NULL))
{
 return error;
}

/* Set UDP properties */
if (!RT_Registry_register(registry,"myudp2",
 UDP_InterfaceFactory_get_interface(),
 &udp_property._parent._parent,NULL))
{
 return error;
}
```

Before a DomainParticipant can make use of a registered transport, it must enable it for use within the DomainParticipant. This is done by setting the [TransportQoS](#). For example, to enable only `myudp1`, the following code is required (error checking is not shown for clarity):

```
DDS_StringSeq_set_maximum(&dp_qos.transports.enabled_transports,1);
DDS_StringSeq_set_length(&dp_qos.transports.enabled_transports,1);
*DDS_StringSeq_get_reference(&dp_qos.transports.enabled_transports,0) =
 REDA_String_dup("myudp1");
```

To enable both transports:

```
DDS_StringSeq_set_maximum(&dp_qos.transports.enabled_transports,2);
DDS_StringSeq_set_length(&dp_qos.transports.enabled_transports,2);
*DDS_StringSeq_get_reference(&dp_qos.transports.enabled_transports,0) =
```

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```

 REDA_String_dup("myudp1");
*DDS_StringSeq_get_reference(&dp_qos.transports.enabled_transports,1) =
 REDA_String_dup("myudp2");

```

Before enabled transports may be used for communication in *Connext Micro*, they must be registered and added to the [DiscoveryQos](#) and [UserTrafficQos](#) policies. Please see the section on *Discovery* for details.

#### 4.7.4 Transport Addresses

In order for DDS entities to communicate, the DDS entities must know each other's location. DDS entities may be colocated in the same DDS *DomainParticipant*, may be located in different DDS *DomainParticipants* within the same node, or may be located on different nodes connected by a network.

In DDS, a location is called a *locator*. A locator uniquely describes how to reach one or more DDS entities in a network. A DDS locator consists of the following parts:

- The locator *kind* identifies the type of locators, e.g. UDPv4.
- The locator *port* identifies the location of DDS entities at an address. The port number of a locator is not directly configurable; rather, it is configured indirectly by the [DDS\\_WireProtocolQosPolicy](#) ([rtps\\_well\\_known\\_ports](#)) of the *DomainParticipant's* QoS, where a well-known, interoperable RTPS port number is assigned.
- The locator *address* identifies the network address. Transports are concerned with exchanging messages using the network address.

#### Reserving Addresses and Ports

Address reservation is the process to determine which locators should be used in the discovery announcement. Which transports and addresses to be used are determined as described in *Discovery*.

When a *DomainParticipant* is created, it calculates a port number and tries to reserve this port on all addresses available in *all* the transports based on the registration properties. If the port cannot be reserved on all transports, then it releases the port on *all* transports and tries again. If no free port can be found, the process fails and the *DomainParticipant* cannot be created.

**Warning:** If an address is specified without the transport name as a prefix, e.g. "192.168.1.1" instead of "\_udp://192.168.1.1", and multiple transports understand the address, only the *last* transport found will try to reserve the address. Which transport is the *last* is non-deterministic. This capability is present to be backwards compatible with earlier versions of *Connext Micro*, but **should not be used**; this feature may be deprecated in future versions. Always specify addresses using the transport name as the prefix.



## Address Limitations

The number of locators which can be announced is limited to *only* the first *four* of each type, across *all* transports available for each policy. If more than four are available of any type, these are *ignored*. This is by design, although it may be changed in future versions. The order in which the locators are read is also not known, thus the exact four locators which will be used are not deterministic.

To ensure that *all* the desired addresses and *only* the desired address are used in a transport, follow these rules:

- Make sure that no more than four unicast addresses and four multicast addresses can be returned across *all* transports for discovery traffic.
- Make sure that no more than four unicast addresses and four multicast addresses can be returned across *all* transports for user traffic.
- Make sure that no more than four unicast addresses and four multicast addresses can be returned across *all* transports for user-traffic, for *DataReader* and *DataWriter* specific locators, and that they do *not* duplicate any of the *DomainParticipant*'s locators.

## Address Notation

In *Connext Micro*, all addresses are specified as ASCII strings. The full address format is:

```
< > denotes optional
[] denotes range or discreet values, unless enclosed in ''
 which means a literal.

ADDRESS = <PREFIX://><ADDRESS> |
 @<PREFIX://><ADDRESS> |
 INDEX@<PREFIX>://<ADDRESS>

INDEX = INTEGER | '[' INTEGER ']' | '[' INTEGER-INTEGER ']' | '[' -INTEGER ']'

PREFIX = [a-zA-Z_][0-9a-zA-Z_]+

INTEGER = DEC_INTEGER | HEX_INTEGER

DEC_INTEGER = [0-9]+

HEX_INTEGER = [0x|0X][0-9a-fA-F]+

ADDRESS = 0 or more 8bit characters
```

Note that while the PREFIX is marked optional, it should always be used.

## 4.7.5 RTPS

The RTPS transport encapsulates user-data in RTPS messages and parses received RTPS messages for user-data. This chapter describes how to configure RTPS.

### Registration of RTPS

RTPS is automatically registered when a *DDS\_DomainParticipantFactory* is initialized with *DDS\_DomainParticipantFactory\_get\_instance()*. In order to change the RTPS configuration, it is necessary to first unregister it from the participant factory, set the properties, and then register RTPS with the new properties. This process is identical to other plugins in *Connext Micro*, such as the UDP transport and discovery plugins.

The following code shows the steps:

```
int main(int argc, char *argv)
{
 struct RTPS_InterfaceFactoryProperty *rtps_property = NULL;
 DDS_DomainParticipantFactory *factory = NULL;
 RT_Registry_T *registry = NULL;
 struct RTPS_InterfaceFactoryProperty *rtps_property = NULL;

 /* get the Domain Participant factory and registry*/
 factory = DDS_DomainParticipantFactory_get_instance();

 registry = DDS_DomainParticipantFactory_get_registry
 (DDS_DomainParticipantFactory_get_instance());

 /* unregister the RTPS transport */
 if (!RT_Registry_unregister(registry, NETIO_DEFAULT_RTPS_NAME,
 NULL, NULL))
 {
 printf("failed to unregister rtps\n");
 return 0;
 }

 rtps_property = (struct RTPS_InterfaceFactoryProperty *)
 malloc(sizeof(struct RTPS_InterfaceFactoryProperty));

 if (rtps_property == NULL)
 {
 printf("failed to allocate rtps properties\n");
 return 0;
 }

 /* Set the new properties and register RTPS again */

 if (!RT_Registry_register(registry, NETIO_DEFAULT_RTPS_NAME,
 RTPS_InterfaceFactory_get_interface(),
 (struct RT_ComponentFactoryProperty*)rtps_property,
```

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```

 NULL))
 {
 printf("failed to register rtps\n");
 return 0;
 }

 DDS_DomainParticipantFactory_create_participant(
 factory, domain_id,&dp_qos, NULL,DDS_STATUS_MASK_NONE);
}

```

Please note that the RTPS properties *must* be valid for the *entire* life-cycle of the participant factory because RTPS *does not* make an internal copy. This saves memory when properties are stored in preallocated memory (for example in ROM).

## Overriding the Builtin RTPS Checksum Functions

Some applications may require specialized functions to guarantee message integrity or may have special hardware that supports faster checksum calculations. *Connext Micro* provides a way for users to override the builtin checksum functions. Note that if a different checksum is calculated it may prevent interoperability with other DDS implementations.

### Checksum function definition

A checksum function must define a structure of the following type:

```

typedef struct RTPS_ChecksumClass
{
 RTPS_ChecksumClassId_T class_id;
 void *context;
 RTPS_CalculateChecksum_T calculate_checksum;
} RTPS_ChecksumClass_T;

```

The type has three members:

1. `class_id` - The class ID must be:
  - `RTPS_CHECKSUM_CLASSID_BUILTIN32` for the 32-bit checksum.
  - `RTPS_CHECKSUM_CLASSID_BUILTIN64` for the 64-bit checksum.
  - `RTPS_CHECKSUM_CLASSID_BUILTIN128` for the 128-bit checksum.
2. `context` - An opaque object for you to provide context for this function. This context will be passed to the *calculate\_checksum* every time it is called.
3. `checksum_calculate` - The function pointer to the checksum function. The function is defined as

```
typedef RTI_BOOL
(*RTPS_ChecksumCalculate_T)(void *context,
 const struct REDA_Buffer *buf,
 RTI_UINT32 buf_length,
 RTPS_Checksum_T *checksum);
```

- context: *Connex Micro* will pass in the context as defined in the class.
- buf: An array of REDA\_Buffer. Each REDA\_Buffer includes a pointer and size of the buffer.
- buf\_length: The size of the array.

RTPS\_Checksum\_T checksum: This is the out parameter of this function. It is a union defined as follows:

```
typedef union RTPS_Checksum
{
 RTI_UINT32 checksum32;
 RTI_UINT64 checksum64;
 RTI_UINT8 checksum128[16];
} RTPS_Checksum_T;
```

Please note the following *important* information regarding the output values:

1. The number returned in checksum32 is assumed to be in *host order* endinanness.
2. The number returned in checksum64 is assumed to be in *host order* endinanness.
3. checksum128 is treated as an octet array.

## Example

Below is an example implementation of a custom CRC-32 function using the Intel intrinsic functions. It shows the QoS that needs to be set, as well as how to override the builtin checksum function.

```
RTI_BOOL
CrcClassTest_custom_crc32_other(void *context,
 const struct REDA_Buffer *buf,
 unsigned int buf_length,
 union RTPS_CrcChecksum *checksum)
{
 RTI_UINT32 crc = 0;
 unsigned char *data = (unsigned char *) buf[0].pointer;
 RTI_UINT32 length = buf[0].length;
 int k;

 UNUSED_ARG(k);
 UNUSED_ARG(context);
 UNUSED_ARG(buf_length);

 for (k = 0; k < length; k++)
```

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```

{
 crc = _mm_crc32_u8(crc, data[k]);
}

checksum->checksum32 = crc;

return RTI_TRUE;
}

int main(int argc, char *argv)
{
 struct DDS_DomainParticipantQos dp_qos =
 DDS_DomainParticipantQos_INITIALIZER;
 struct RTPS_InterfaceFactoryProperty *rtps_property = NULL;
 DDS_DomainParticipantFactory *factory = NULL;
 RT_Registry_T *registry = NULL;
 struct RTPS_InterfaceFactoryProperty *rtps_property = NULL;

 /* Instantiate a RTPS_CrcClass for your custom function*/
 struct RTPS_ChecksumClass custom_crc32 =
 {
 RTPS_CHECKSUM_CLASSID_BUILTIN32, /*class_id*/
 NULL, /*context*/
 CrcClassTest_custom_crc32_other /*Custom function*/
 };

 /* get the Domain Participant factory and registry*/
 factory = DDS_DomainParticipantFactory_get_instance();

 registry = DDS_DomainParticipantFactory_get_registry
 (DDS_DomainParticipantFactory_get_instance());

 /* unregister the RTPS transport */
 if (!RT_Registry_unregister(registry, NETIO_DEFAULT_RTPS_NAME,
 NULL, NULL))
 {
 printf("failed to unregister rtps\n");
 return 0;
 }

 rtps_property = (struct RTPS_InterfaceFactoryProperty *)
 malloc(sizeof(struct RTPS_InterfaceFactoryProperty));

 if (rtps_property == NULL)
 {
 printf("failed to allocate rtps properties\n");
 return 0;
 }
}

```

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```

/* the rtps property takes the structure with the custom
 * function
 */

*rtps_property = RTPS_INTERFACE_FACTORY_DEFAULT;
rtps_property->checksum.allow_built_in_override = RTI_TRUE;
rtps_property->checksum.builtin_checksum32_class = custom_crc32;

/* register the RTPS transport */
if (!RT_Registry_register(registry, NETIO_DEFAULT_RTPS_NAME,
 RTPS_InterfaceFactory_get_interface(),
 (struct RT_ComponentFactoryProperty*)rtps_property,
 NULL))
{
 printf("failed to register rtps\n");
 return 0;
}

/* modify the domain participant qos */
dp_qos.protocol.compute_crc = DDS_BOOLEAN_TRUE;
dp_qos.protocol.check_crc = DDS_BOOLEAN_TRUE;
dp_qos.protocol.require_crc = DDS_BOOLEAN_TRUE;
dp_qos.protocol.computed_crc_kind = DDS_CHECKSUM_BUILTIN32;
dp_qos.protocol.allowed_crc_mask = DDS_CHECKSUM_BUILTIN32;

/* use the qos and the factory to create a participant */

DDS_DomainParticipantFactory_create_participant(
 factory, domain_id,&dp_qos, NULL,DDS_STATUS_MASK_NONE);
}

```

#### 4.7.6 INTRA Transport

The builtin intra participant transport (INTRA) is a transport that bypasses RTPS and reduces the number of data-copies from three to one for data published by a *DataWriter* to a *DataReader* within the same participant. When a sample is published, it is copied directly to the data reader's cache (if there is space). This transport is used for communication between *DataReaders* and *DataWriters* created within the same participant by default.

Please refer to *Threading Model* for important details regarding application constraints when using this transport.

## Registering the INTRA Transport

The builtin INTRA transport is a *RTI Connext Micro* component that is automatically registered when the [DomainParticipantFactory\\_get\\_instance\(\)](#) method is called. By default, data published by a *DataWriter* is sent to all *DataReaders* within the same participant using the INTRA transport.

In order to prevent the INTRA transport from being used it is necessary to remove it as a transport and a user-data transport. The following code shows how to only use the builtin UDP transport for user-data.

```
struct DDS_DomainParticipantQos dp_qos =
 DDS_DomainParticipantQos_INITIALIZER;

REDA_StringSeq_set_maximum(&dp_qos.transports.enabled_transports,1);
REDA_StringSeq_set_length(&dp_qos.transports.enabled_transports,1);
*REDA_StringSeq_get_reference(&dp_qos.transports.enabled_transports,0) =
 REDA_String_dup(NETIO_DEFAULT_UDP_NAME);

/* Use only unicast for user-data traffic. */
REDA_StringSeq_set_maximum(&dp_qos.user_traffic.enabled_transports,1);
REDA_StringSeq_set_length(&dp_qos.user_traffic.enabled_transports,1);
*REDA_StringSeq_get_reference(&dp_qos.user_traffic.enabled_transports,0) =
 REDA_String_dup("_udp://");
```

Note that the INTRA transport is never used for discovery traffic internally. It is not possible to disable matching of *DataReaders* and *DataWriters* within the same participant.

## Reliability and Durability

Because a sample sent over INTRA bypasses the RTPS reliability and DDS durability queue, the [Reliability](#) and [Durability](#) Qos policies are *not* supported by the INTRA transport. However, by creating all the *DataReaders* before the *DataWriters* durability is not required.

## Threading Model

The INTRA transport does not create any threads. Instead, a *DataReader* receives data over the INTRA transport in the context of the *DataWriter*'s *send thread*.

This model has two *important limitations*:

- Because a *DataReader*'s [on\\_data\\_available\(\)](#) listener is called in the context of the *DataWriter*'s send thread, a *DataReader* may potentially process data at a different priority than intended (the *DataWriter*'s). While it is generally not recommended to process data in a *DataReader*'s [on\\_data\\_available\(\)](#) listener, it is particularly important *to not do so* when using the INTRA transport. Instead, use a DDS WaitSet or a similar construct to wake up a separate thread to process data.
- Because a *DataReader*'s [on\\_data\\_available\(\)](#)

- listener is called in the context of the *DataWriter*'s send thread, any method called in the `on_data_available()` listener is done in the context of the *DataWriter*'s stack. Calling a *DataWriter* `write()` in the callback could result in an infinite call stack. Thus, it is recommended *not* to call in this listener any *Connext Micro* APIs that write data.

### 4.7.7 UDP Transport

This section describes the builtin *RTI Connext Micro* UDP transport and how to configure it.

The builtin UDP transport (UDP) is a fairly generic UDPv4 transport. *Connext Micro* supports the following functionality:

- Unicast
- Manual configuration of network interfaces
- Allow/Deny lists to select which network interfaces can be used
- Configuration of receive threads
- Simple NAT configuration
- Multicast
- Automatic detection of available network interfaces

### Registering the UDP Transport

The builtin UDP transport is a *Connext Micro* component that is automatically registered when the `DDS_DomainParticipantFactory_get_instance()` method is called. To change the UDP configuration, it is necessary to first unregister the transport as shown below:

```
DDS_DomainParticipantFactory *factory = NULL;
RT_Registry_T *registry = NULL;

factory = DDS_DomainParticipantFactory_get_instance();
registry = DDS_DomainParticipantFactory_get_registry(factory);

/* The builtin transport does not return any properties (3rd param) or
 * listener (4th param)
 */
if (!RT_Registry_unregister(registry, "_udp", NULL, NULL))
{
 /* ERROR */
}
```

When a component is registered, the registration takes the properties and a listener as the 3rd and 4th parameters. In general, it is up to the caller to manage the memory for the properties and the listeners. There is no guarantee that a component makes a copy.

The following code-snippet shows how to register the UDP transport with new parameters.



```

struct UDP_InterfaceFactoryProperty *udp_property = NULL;

/* Allocate a property structure for the heap, it must be valid as long
 * as the component is registered
 */
udp_property = (struct UDP_InterfaceFactoryProperty *)
 malloc(sizeof(struct UDP_InterfaceFactoryProperty));
if (udp_property != NULL)
{
 *udp_property = UDP_INTERFACE_FACTORY_PROPERTY_DEFAULT;

 /* Only allow network interface "eth0" to be used;
 */
 REDA_StringSeq_set_maximum(&udp_property->allow_interface, 1);
 REDA_StringSeq_set_length(&udp_property->allow_interface, 1);

 *REDA_StringSeq_get_reference(&udp_property->allow_interface, 0) =
 REDA_String_dup("eth0");

 /* Register the transport again, using the builtin name
 */
 if (!RT_Registry_register(registry, "_udp",
 UDP_InterfaceFactory_get_interface(),
 (struct RT_ComponentFactoryProperty*)udp_property,
 NULL))
 {
 /* ERROR */
 }
}
else
{
 /* ERROR */
}

```

It should be noted that the UDP transport can be registered with any name, but all transport QoS policies and initial peers must refer to this name. If a transport is referred to and it does not exist, an error message is logged.

It is possible to register multiple UDP transports with a [DomainParticipantFactory](#). It is also possible to use different UDP transports within the same *DomainParticipant* when multiple network interfaces are available (either physical or virtual).

When UDP transformations are enabled, this feature is always enabled and determined by the [allow\\_interface](#) and [deny\\_interface](#) lists. If any of the lists are non-empty the UDP transports will bind each receive socket to the specific interfaces.

When UDP transformations are not enabled, this feature is determined by the value of the [enable\\_interface\\_bind](#). If this value is set to **RTI\_TRUE** and the [allow\\_interface](#) and/or [deny\\_interface](#) properties are non-empty, the receive sockets are bound to specific interfaces.

## Threading Model

The UDP transport creates one receive thread for each unique UDP receive resource. By default, two UDP threads are created:

- A multicast receive thread for discovery data (assuming multicast is available and enabled)
- A unicast receive thread for discovery data
- A unicast receive thread for user data

Additional threads may be created depending on the transport configuration for a *DomainParticipant*, *DataReader*, and *DataWriter*. The UDP transport creates threads based on the following criteria:

- Each unique unicast port creates a new thread
- Each unique multicast address *and* port creates a new thread

For example, if a *DataReader* specifies its own multicast receive address, a new receive thread will be created.

## Configuring UDP Receive Threads

All threads in the UDP transport share the same thread settings. It is important to note that all the UDP properties must be set before the UDP transport is registered. *Connext Micro* preregisters the UDP transport with default settings when the [DomainParticipantFactory](#) is initialized. To change the UDP thread settings, use the following code.

```
struct UDP_InterfaceFactoryProperty *udp_property = NULL;
struct UDP_InterfaceFactoryProperty udp_property =
 UDP_INTERFACE_FACTORY_PROPERTY_DEFAULT;

/* Allocate a property structure for the heap, it must be valid as long
 * as the component is registered
 */
udp_property = (struct UDP_InterfaceFactoryProperty *)
 malloc(sizeof(struct UDP_InterfaceFactoryProperty));
*udp_property = UDP_INTERFACE_FACTORY_PROPERTY_DEFAULT;

/* Please refer to OSAPI_ThreadOptions for possible options */
udp_property->recv_thread.options = ...;

/* The stack-size is platform dependent, it is passed directly to the OS */
udp_property->recv_thread.stack_size =

/* The priority is platform dependent, it is passed directly to the OS */
udp_property->recv_thread.priority =

if (!RT_Registry_register(registry, "_udp",
 UDP_InterfaceFactory_get_interface(),
 (struct RT_ComponentFactoryProperty*)udp_property,
```

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```
 NULL))
{
 /* ERROR */
}
```

## UDP Configuration

All the configuration of the UDP transport is done via the [UDP\\_InterfaceFactoryProperty](#).

### **allow\_interface**

The [allow\\_interface](#) string sequence determines which interfaces are allowed to be used for communication. Each string element is the name of a network interface, such as “en0” or “eth1”.

If this sequence is empty, all interface names pass the allow test. The default value is empty. Thus, all interfaces are allowed.

### **deny\_interface**

The [deny\\_interface](#) string sequence determines which interfaces are not allowed to be used for communication. Each string element is the name of a network interface, such as “en0” or “eth1”.

If this sequence is empty, the test is false. That is, the interface is allowed. Note that the deny list is checked *after* the allow list. Thus, if an interface appears in both, it is denied. The default value is empty, thus no interfaces are denied.

### **max\_send\_buffer\_size**

The [max\\_send\\_buffer\\_size](#) is the maximum size of the send socket buffer and it *must* be at least as big as the largest sample. Typically, this buffer should be a multiple of the maximum number of samples that can be sent at any given time. The default value is 256KB.

### **max\_receive\_buffer\_size**

The [max\\_receive\\_buffer\\_size](#) is the maximum size of the receive socket buffer and it *must* be at least as big as the largest sample. Typically, this buffer should be a multiple of the maximum number of samples that can be received at any given time. The default value is 256KB.

**max\_message\_size**

The [max\\_message\\_size](#) is the maximum size of the message which can be received, including any packet overhead. The default value is 65507 bytes.

**multicast\_ttl**

The [multicast\\_ttl](#) is the Multicast Time-To-Live (TTL). This value is only used for multicast. It limits the number of hops a packet can pass through before it is dropped by a router. The default value is 1.

**nat**

*Connex Micro* supports firewalls with NAT. However, this feature has limited use and only supports translation between a private and public IP address. UDP ports are not translated. Furthermore, because *Connex Micro* does not support any hole punching technique or WAN server, this feature is only useful when the private and public address mapping is static and known in advance. For example, to test between an Android emulator and the host, the following configuration can be used:

```
UDP_NatEntrySeq_set_maximum(&udp_property->nat,2);
UDP_NatEntrySeq_set_length(&udp_property->nat,2);

/* Translate the local emulator eth0 address 10.10.2.f:7410 to
 * 127.0.0.1:7410. This ensures that the address advertised by the
 * emulator to the host machine is the host's loopback interface, not
 * the emulator's host interface
 */
UDP_NatEntrySeq_get_reference(&udp_property->nat,0)->
 local_address.kind = NETIO_ADDRESS_KIND_UDPv4;
UDP_NatEntrySeq_get_reference(&udp_property->nat,0)->
 local_address.port = 7410;
UDP_NatEntrySeq_get_reference(&udp_property->nat,0)->
 local_address.value.ipv4.address = 0x0a00020f;

UDP_NatEntrySeq_get_reference(&udp_property->nat,0)->
 public_address.kind = NETIO_ADDRESS_KIND_UDPv4;
UDP_NatEntrySeq_get_reference(&udp_property->nat,0)->
 public_address.port = 7410;
UDP_NatEntrySeq_get_reference(&udp_property->nat,0)->
 public_address.value.ipv4.address = 0xf000001;

/* Translate the local emulator eth0 address 10.10.2.f:7411 to
 * 127.0.0.1:7411. This ensures that the address advertised by the
 * emulator to the host machine is the host's loopback interface
 */
UDP_NatEntrySeq_get_reference(&udp_property->nat,1)->
 local_address.kind = NETIO_ADDRESS_KIND_UDPv4;
```

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```

UDP_NatEntrySeq_get_reference(&udp_property->nat,1)->
 local_address.port = 7411;
UDP_NatEntrySeq_get_reference(&udp_property->nat,1)->
 local_address.value.ipv4.address = 0x0a00020f;

UDP_NatEntrySeq_get_reference(&udp_property->nat,1)->
 public_address.kind = NETIO_ADDRESS_KIND_UDPv4;
UDP_NatEntrySeq_get_reference(&udp_property->nat,1)->
 public_address.port = 7411;
UDP_NatEntrySeq_get_reference(&udp_property->nat,1)->
 public_address.value.ipv4.address = 0x7f000001;

```

## if\_table

The [if\\_table](#) provides a method to manually configure which interfaces are available for use; for example, when using IP stacks that do not support reading interface lists. The following example shows how to manually configure the interfaces.

```

/* The arguments to the UDP_InterfaceTable_add_entry functions are:
 * The if_table itself
 * The network address of the interface
 * The netmask of the interface
 * The name of the interface
 * Interface flags. Valid flags are:
 * UDP_INTERFACE_INTERFACE_UP_FLAG - The interface is UP
 * UDP_INTERFACE_INTERFACE_MULTICAST_FLAG - The interface supports multicast
 */
if (!UDP_InterfaceTable_add_entry(&udp_property->if_table,
 0x7f000001,0xff000000,"loopback",
 UDP_INTERFACE_INTERFACE_UP_FLAG |
 UDP_INTERFACE_INTERFACE_MULTICAST_FLAG))

{
 /* Error */
}

```

**multicast\_interface**

The [multicast\\_interface](#) may be used to select a particular network interface to be used to send multicast packets. The default value is any interface (that is, the OS selects the interface).

**is\_default\_interface**

The [is\\_default\\_interface](#) flag is used to indicate that this *Connext Micro* network transport shall be used if no other transport is found. The default value is **RTI\_TRUE**.

**disable\_auto\_interface\_config**

Normally, the UDP transport will try to read out the interface list (on platforms that support it). Setting [disable\\_auto\\_interface\\_config](#) to **RTI\_TRUE** will prevent the UDP transport from reading the interface list.

Note that in *Connext Cert* this value is ignored and interfaces *must* always be configured manually.

**recv\_thread**

The [recv\\_thread](#) field is used to configure all the receive threads. Please refer to *Threading Model* for details.

**enable\_interface\_bind**

When this is set to **TRUE** the UDP transport binds each receive port to a specific interface when the [allow\\_interface/deny\\_interface](#) lists are non-empty. This allows multiple UDP transports to be used by a single *DomainParticipant* at the expense of an increased number of threads. This property is ignored when transformations are enabled and the [allow\\_interface/deny\\_interface](#) lists are non-empty.

**source\_rules**

Rules for how to transform received UDP payloads based on the source address.

**destination\_rules**

Rules for how to transform sent UDP payloads based on the destination address.

**transform\_udp\_mode**

Determines how regular UDP is supported when transformations are supported. When transformations are enabled the default value is **UDP\_TRANSFORM\_UDP\_MODE\_DISABLED**.

**transform\_locator\_kind**

The locator to use for locators that have transformations. When transformation rules have been enabled, they are announced as a vendor specific locator. This property overrides this value.

NOTE: Changing this value may prevent communication.

**UDP Transformations**

The UDP transform feature enables custom transformation of incoming and outgoing UDP payloads based on transformation rules between a pair of source and destination IP addresses. Some examples of transformations are encrypted data or logging.

This section explains how to implement and use transformations in an application and is organized as follows:

- *Overview*
- *Creating a Transformation Library*
- *Creating Transformation Rules*
- *Interoperability*
- *Error Handling*
- *Example Code*
- *Examples*
- *OS Configuration*

## Overview

The UDP transformation feature enables custom transformation of incoming and outgoing UDP payloads. For the purpose of this section, a UDP payload is defined as a sequence of octets sent or received as a single UDP datagram excluding UDP headers – typically UDP port numbers – and trailers, such as the optional used checksum.

An outgoing payload is the UDP payload passed to the network stack. The transformation feature allows a custom transformation of this payload just before it is sent. The UDP transport receives payloads to send from an upstream layer. In *Connext Micro* this layer is typically RTPS, which creates payloads containing one or more RTPS messages. The transformation feature enables transformation of the entire RTPS payload before it is passed to the network stack.

The same RTPS payload may be sent to one or more locators. A locator identifies a destination address, such as an IPv4 address, a port, such as a UDP port, and a transport kind. The address and port are used by the UDP transport to reach a destination. However, only the destination address is used to determine which transformation to apply.

An incoming payload is the UDP payload received from the network stack. The transformation feature enables transformation of the UDP payload received from the network stack *before* it is passed to the upstream interface, typically RTPS. The UDP transport only receives payloads destined for one of its network interface addresses, but may receive UDP payloads destined for many different ports. The transformation does not take a port into account, only the source address. In *Connext Micro* the payload is typically a RTPS payload containing one or more RTPS messages.

UDP transformations are registered with *Connext Micro* and used by the UDP transport to determine how to transform payloads based on a source or destination address. Please refer to *Creating a Transformation Library* for details on how to implement transformations and *Creating Transformation Rules* for how to add rules.

Transformations are local resources. There is no exchange between different UDP transports regarding what a transformation does to a payload. This is considered a-priori knowledge and depends on the implementation of the transformation. Any negotiation of e.g. keys must be handled before the UDP transport is registered. Thus, if a sender and receiver do not apply consistent rules, they may not be able to communicate, or incorrect data may result. Note that while information is typically in the direction from a *DataWriter* to a *DataReader*, a reliable *DataReader* also send protocol data to a *DataWriter*. These messages are also transformed.

## Network Interface Selection

When a *DomainParticipant* is created, it first creates an instance of each transport configured in the `DomainParticipantQos::transports` QoS policy. Thus, each UDP transport registered with *Connext Micro* must have a unique name (up to 7 characters). Each registered transport can be configured to use all or some of the available interfaces using the `allow_interface` and `deny_interface` properties. The registered transports may now be used for either discovery data (specified in `DomainParticipantQos::discovery`), user\_traffic (specified in `DomainParticipantQos::user_traffic`) or both. The *DomainParticipant* also queries the transport for which addresses it is capable of sending to.



When a participant creates multiple instances of the UDP transport, it is important that instances use non-overlapping networking interface resources.

## Data Reception

Which transport to use for discovery data is determined by the [DomainParticipantQos::discovery](#) QoS policy. For each transport listed, the *DomainParticipant* reserves a network address to listen to. This network address is sent as part of the discovery data and is used by other *DomainParticipants* as the address to send discovery data for this *DomainParticipant*. Because a UDP transformation only looks at source and destination addresses, if different transformations are needed for discovery and user-data, different UDP transport registrations must be used and hence different network interfaces.

## Data Transmission

Which address to send data to is based on the locators received as part of discovery and the peer list.

Received locators are analyzed and a transport locally registered with a *DomainParticipant* is selected based on the locator kind, address and mask. The first matching transport is selected. If a matching transport is not found, the locator is discarded.

NOTE: A transport is not a matching criteria at the same level as a QoS policy. If a discovered entity requests user data on a transport that doesn't exist, it is not unmatched.

The peer list, as specified by the application, is a list of locators to send participant discovery announcements to. If the transport to use is not specified, e.g. "udp1@192.168.1.1", but instead "192.168.1.1", then all transports that understand this address will send to it. Thus, in this case the latter is used, and two different UDP transports are registered; they will both send to the same address. However, one transport may send transformed data and the other may not depending on the destination address.

## Creating a Transformation Library

The transformation library is responsible for creating and performing transformations. Note that a library is a logical concept and does not refer to an actual library in, for example, UNIX. A library in this context is a collection of routines that together creates, manages, and performs transformations. How these routines are compiled and linked with an application using *Connext Micro* is out of scope of this section.

The transformation library must be registered with *Connext Micro*'s run-time and must implement the required interfaces. This ensures proper life-cycle management of transformation resources as well as clear guidelines regarding concurrency and memory management.

From *Connext Micro*'s run-time point of view, the transformation library must implement methods so that:

- A library can be initialized.

- A library can be instantiated.
- An instance of the library performs and manages transformations.

The first two tasks are handled by *Connext Micro*'s run-time factory interface which is common for all libraries managed by *Connext Micro*. The third task is handled by the transformation interface, which is specific to UDP transformations.

The following describes the relationship between the different interfaces:

- A library is initialized once when it is registered with *Connext Micro*.
- A library is finalized once when it is unregistered from *Connext Micro*.
- Multiple library instances can be created. If a library is used twice, for example registered with two different transports, two different library contexts are created using the factory interface. *Connext Micro* assumes that concurrent access to two different instances is allowed.
- Different instances of the library can be deleted independently. An instance is deleted using the factory interface.
- A library instance creates specific source or destination transformations. Each transformation is expected to transform a payload to exactly one destination or from one source.

The following relationship is true between the UDP transport and a UDP transformation library:

- Each registered UDP transport may make use of one or more UDP transformation libraries.
- A DDS *DomainParticipant* creates one instance of each registered UDP transport.
- Each instance of the UDP transport creates one instance of each enabled transformation library registered with the UDP transport.
- Each Transformation rule created by the UDP transport creates one send or one receive transformation.

## Creating Transformation Rules

Transformation rules decide how a payload should be transformed based on either a source or destination address. Before a UDP transport is registered, it must be configured with the transformation libraries to use, as well as which library to use for each source and destination address. For each UDP payload sent or received, an instance of the UDP transport searches for a matching source or destination rule to determine which transformation to apply.

The transformation rules are added to the [UDP\\_InterfaceFactoryProperty](#) before registration takes place.

If no transformation rules have been configured, all payloads are treated as regular UDP packets.

If no send rules have been asserted, the payload is sent as is. If all outgoing messages are to be transformed, a single entry is sufficient (address = 0, mask = 0).

If no receive rules have been asserted, it is passed upstream as is. If all incoming messages are to be transformed, a single entry is sufficient (address = 0, mask = 0).

If no matching rule is found, the packet is dropped and an error is logged.

NOTE: `UDP_InterfaceFactoryProperty` is immutable after the UDP transport has been registered.

## Interoperability

When the UDP transformations has enabled at least one transformation, it will only inter-operate with another UDP transport which also has at least one transformation.

UDP transformations does not interoperate with *RTI Connext Professional*.

## Error Handling

The transformation rules are applied on a local basis and correctness is based on configuration. It is not possible to detect that a peer participant is configured for different behavior and errors cannot be detected by the UDP transport itself. However, the transformation interface can return errors which are logged.

## Example Code

Example Header file `MyUdpTransform.h`:

```
#ifndef MyUdpTransform_h
#define MyUdpTransform_h

#include "rti_me_c.h"
#include "netio/netio_udp.h"
#include "netio/netio_interface.h"

struct MyUdpTransformFactoryProperty
{
 struct RT_ComponentFactoryProperty _parent;
};

extern struct RT_ComponentFactoryI*
MyUdpTransformFactory_get_interface(void);

extern RTI_BOOL
MyUdpTransformFactory_register(RT_Registry_T *registry,
 const char *const name,
 struct MyUdpTransformFactoryProperty *property);

extern RTI_BOOL
MyUdpTransformFactory_unregister(RT_Registry_T *registry,
 const char *const name,
 struct MyUdpTransformFactoryProperty **);

#endif
```

Example Source file `MyUdpTransform.c`:

```

/*ce
 * \file
 * \defgroup UDPTransformExampleModule MyUdpTransform
 * \ingroup UserManuals_UDPTransform
 * \brief UDP Transform Example
 *
 * \details
 *
 * The UDP interface is implemented as a NETIO interface and NETIO interface
 * factory.
 */

/*ce \addtogroup UDPTransformExampleModule
 * @{
 */
#include <stdio.h>

#include "MyUdpTransform.h"

/*ce
 * \brief The UDP Transformation factory class
 *
 * \details
 * All Transformation components must have a factory. A factory creates one
 * instance of the component as needed. In the case of UDP transformations,
 * \rttime creates one instance per UDP transport instance.
 */
struct MyUdpTransformFactory
{
 /*ce
 * \brief Base-class. All \rttime Factories must inherit from RT_ComponentFactory.
 */
 struct RT_ComponentFactory _parent;

 /*ce
 * \brief A pointer to the properties of the factory.
 *
 * \details
 *
 * When a factory is registered with \rttime it can be registered with
 * properties specific to the component. However \rttime does not
 * make a copy (that would require additional methods). Furthermore, it
 * may not be desirable to make a copy. Instead, this decision is
 * left to the implementer of the component. \rttime does not access
 * any custom properties.
 */
 struct MyUdpTransformFactoryProperty *property;
};

/*ce
 * \brief The custom UDP transformation class.

```

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```

*
* \details
* The MyUdpTransformFactory creates one instance of this class for each
* UDP interface created. In this example one packet buffer (NETIO_Packet_T),
* is allocated and a buffer to hold the transformed data (\ref buffer)
*
* Only one transformation can be done at a time and it is synchronous. Thus,
* it is sufficient with one buffer to transform input and output per
* instance of the MyUdpTransform.
*/
struct MyUdpTransform
{
 /*ce
 * \brief Base-class. All UDP transforms must inherit from UDP_Transform
 */
 struct UDP_Transform _parent;

 /*ce \brief A reference to its own factory, if properties must be accessed
 */
 struct MyUdpTransformFactory *factory;

 /*ce \brief NETIO_Packet to hold a transformed payload.
 *
 * \details
 *
 * \rttime uses a NETIO_Packet_T to abstract data payload and this is
 * what is being passed between the UDP transport and the transformation.
 * The transformation must convert a payload into a NETIO_Packet. This
 * is done with NETIO_Packet_initialize_from. This function saves all
 * state except the payload buffer.
 */
 NETIO_Packet_T packet;

 /*ce \brief The payload to assign to NETIO_Packet_T
 *
 * \details
 *
 * A transformation cannot do in-place transformations because the input
 * buffer may be sent multiple times (for example due to reliability).
 * A transformation instance can only transform one buffer at a time
 * (send or receive). The buffer must be large enough to hold a transformed
 * payload. When the the transformation is created it receives a
 * \ref UDP_TransformProperty. This property has the max send and
 * receive buffers for transport and can be used to size the buffer.
 * Please refer to \ref UDP_InterfaceFactoryProperty::max_send_message_size
 * and \ref UDP_InterfaceFactoryProperty::max_message_size.
 */
 char *buffer;

 /*ce \brief The maximum length of the buffer. NOTE: The buffer must
 * be 1 byte larger than the largest buffer.

```

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```

 */
 RTI_SIZE_T max_buffer_length;
};

/*ce \brief Forward declaration of the interface implementation
*/
static struct UDP_TransformI MyUdpTransform_fv_Intf;

/*ce \brief Forward declaration of the interface factory implementation
*/
static struct RT_ComponentFactoryI MyUdpTransformFactory_fv_Intf;

/*ce \brief Method to create an instance of MyUdpTransform
*
* \param[in] factory The factory creating this instance
* \param[in] property Generic UDP_Transform properties
*
* \return A pointer to MyUdpTransform on sucess, NULL on failure.
*/
RTI_PRIVATE struct MyUdpTransform*
MyUdpTransform_create(struct MyUdpTransformFactory *factory,
 const struct UDP_TransformProperty *const property)
{
 struct MyUdpTransform *t;

 OSAPI_Heap_allocate_struct(&t, struct MyUdpTransform);
 if (t == NULL)
 {
 return NULL;
 }

 /* All component instances must initialize the parent using this
 * call.
 */
 RT_Component_initialize(&t->_parent._parent,
 &MyUdpTransform_fv_Intf._parent,
 0,
 (property ? &property->_parent : NULL),
 NULL);

 t->factory = factory;

 /* Allocate a buffer that is the larger of the send and receive
 * size.
 */
 t->max_buffer_length = property->max_receive_message_size;
 if (property->max_send_message_size > t->max_buffer_length)
 {
 t->max_buffer_length = property->max_send_message_size;
 }
}

```

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```

 /* Allocate 1 extra byte */
 OSAPI_Heap_allocate_buffer(&t->buffer,t->max_buffer_length+1,
 OSAPI_ALIGNMENT_DEFAULT);

 if (t->buffer == NULL)
 {
 OSAPI_Heap_free_struct(t);
 t = NULL;
 }

 return t;
}

/*ce \brief Method to delete an instance of MyUdpTransform
 *
 * \param[in] t Transformation instance to delete
 */
RTI_PRIVATE void
MyUdpTransform_delete(struct MyUdpTransform *t)
{
 OSAPI_Heap_free_buffer(t->buffer);
 OSAPI_Heap_free_struct(t);
}

/*ce \brief Method to create a transformation for an destination address
 *
 * \details
 *
 * For each asserted destination rule a transform is created by the transformation
 * instance. This method determines how a UDP payload is transformed before
 * it is sent to an address that matches destination & netmask.
 *
 * \param[in] udptf UDP Transform instance that creates the transformation
 * \param[out] context Pointer to a transformation context
 * \param[in] destination Destination address for the transformation
 * \param[in] netmask The netmask to apply to this destination.
 * \param[in] user_data The user_data the rule was asserted with
 * \param[in] property UDP transform specific properties
 * \param[out] ec User defined error code
 *
 * \return RTI_TRUE on success, RTI_FALSE on failure
 */
RTI_PRIVATE RTI_BOOL
MyUdpTransform_create_destination_transform(
 UDP_Transform_T *const udptf,
 void **const context,
 const struct NETIO_Address *const destination,
 const struct NETIO_Netmask *const netmask,
 void *user_data,
 const struct UDP_TransformProperty *const property,
 RTI_INT32 *const ec)

```

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```

{
 struct MyUdpTransform *self = (struct MyUdpTransform*)udptf;
 UNUSED_ARG(self);
 UNUSED_ARG(destination);
 UNUSED_ARG(user_data);
 UNUSED_ARG(property);
 UNUSED_ARG(ec);
 UNUSED_ARG(netmask);

 /* Save the user-data to determine which transform to apply later */
 context = (void)user_data;

 return RTI_TRUE;
}

/*ce \brief Method to delete a transformation for an destination address
 *
 *
 * \param[in] udptf UDP Transform instance that created the transformation
 * \param[out] context Pointer to a transformation context
 * \param[in] destination Destination address for the transformation
 * \param[in] netmask The netmask to apply to this destination.
 * \param[out] ec User defined error code
 *
 * \return RTI_TRUE on success, RTI_FALSE on failure
 */
RTI_PRIVATE RTI_BOOL
MyUdpTransform_delete_destination_transform(UDP_Transform_T *const udptf,
 void *context,
 const struct NETIO_Address *const destination,
 const struct NETIO_Netmask *const netmask,
 RTI_INT32 *const ec)
{
 UNUSED_ARG(udptf);
 UNUSED_ARG(context);
 UNUSED_ARG(destination);
 UNUSED_ARG(ec);
 UNUSED_ARG(netmask);

 return RTI_TRUE;
}

/*ce \brief Method to create a transformation for an source address
 *
 * \details
 *
 * For each asserted source rule a transform is created by the transformation
 * instance. This method determines how a UDP payload is transformed when
 * it is received from an address that matches source & netmask.
 *
 * \param[in] udptf UDP Transform instance that creates the transformation

```

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```

* \param[out] context Pointer to a transformation context
* \param[in] source Destination address for the transformation
* \param[in] netmask The netmask to apply to this destination.
* \param[in] user_data The user_data the rule was asserted with
* \param[in] property UDP transform specific properties
* \param[out] ec User defined error code
*
* \return RTI_TRUE on success, RTI_FALSE on failure
*/
RTI_PRIVATE RTI_BOOL
MyUdpTransform_create_source_transform(UDP_Transform_T *const udptf,
 void **const context,
 const struct NETIO_Address *const source,
 const struct NETIO_Netmask *const netmask,
 void *user_data,
 const struct UDP_TransformProperty *const property,
 RTI_INT32 *const ec)
{
 struct MyUdpTransform *self = (struct MyUdpTransform*)udptf;
 UNUSED_ARG(self);
 UNUSED_ARG(source);
 UNUSED_ARG(user_data);
 UNUSED_ARG(property);
 UNUSED_ARG(ec);
 UNUSED_ARG(netmask);

 context = (void)user_data;

 return RTI_TRUE;
}

/*ce \brief Method to delete a transformation for an source address
*
*
* \param[in] udptf UDP Transform instance that created the transformation
* \param[out] context Pointer to a transformation context
* \param[in] source Source address for the transformation
* \param[in] netmask The netmask to apply to this destination.
* \param[out] ec User defined error code
*
* \return RTI_TRUE on success, RTI_FALSE on failure
*/
RTI_PRIVATE RTI_BOOL
MyUdpTransform_delete_source_transform(UDP_Transform_T *const udptf,
 void *context,
 const struct NETIO_Address *const source,
 const struct NETIO_Netmask *const netmask,
 RTI_INT32 *const ec)
{
 UNUSED_ARG(udptf);
 UNUSED_ARG(context);

```

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```

 UNUSED_ARG(source);
 UNUSED_ARG(ec);
 UNUSED_ARG(netmask);

 return RTI_TRUE;
}

/*ce \brief Method to transform data based on a source address
 *
 * \param[in] udptf UDP_Transform_T that performs the transformation
 * \param[in] context Reference to context created by \ref MyUdpTransform_create_
 * \param[in] source Source address for the transformation
 * \param[in] in_packet The NETIO packet to transform
 * \param[out] out_packet The transformed NETIO packet
 * \param[out] ec User defined error code
 *
 * \return RTI_TRUE on success, RTI_FALSE on failure
 */
RTI_PRIVATE RTI_BOOL
MyUdpTransform_transform_source(UDP_Transform_T *const udptf,
 void *context,
 const struct NETIO_Address *const source,
 const NETIO_Packet_T *const in_packet,
 NETIO_Packet_T **out_packet,
 RTI_INT32 *const ec)
{
 struct MyUdpTransform *self = (struct MyUdpTransform*)udptf;
 char *buf_ptr,*buf_end;
 char *from_buf_ptr,*from_buf_end;
 UNUSED_ARG(context);
 UNUSED_ARG(source);

 *ec = 0;

 /* Assigned the transform buffer to the outgoing packet
 * saving state from the incoming packet. In this case the
 * outgoing length is the same as the incoming. How to buffer
 * is filled in is of no interest to \runtime. All it cares about is
 * where it starts and where it ends.
 */
 if (!NETIO_Packet_initialize_from(
 &self->packet,in_packet,
 self->buffer,self->max_buffer_length,
 0,NETIO_Packet_get_payload_length(in_packet)))
 {
 return RTI_FALSE;
 }

 *out_packet = &self->packet;

```

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```

 buf_ptr = NETIO_Packet_get_head(&self->packet);
 buf_end = NETIO_Packet_get_tail(&self->packet);
 from_buf_ptr = NETIO_Packet_get_head(in_packet);
 from_buf_end = NETIO_Packet_get_tail(in_packet);

 /* Perform a transformation based on the user-data */
 while (from_buf_ptr < from_buf_end)
 {
 if (context == (void*)1)
 {
 *buf_ptr = ~(*from_buf_ptr);
 }
 else if (context == (void*)2)
 {
 *buf_ptr = (*from_buf_ptr)+1;
 }

 ++buf_ptr;
 ++from_buf_ptr;
 }

 return RTI_TRUE;
}

/*ce \brief Method to transform data based on a destination address
 *
 * \param[in] udptf UDP_Transform_T that performs the transformation
 * \param[in] context Reference to context created by \ref MyUdpTransform_create_
 * \param[in] destination Source address for the transformation
 * \param[in] in_packet The NETIO packet to transform
 * \param[out] packet_out The transformed NETIO packet
 * \param[out] ec User defined error code
 *
 * \return RTI_TRUE on success, RTI_FALSE on failure
 */
RTI_PRIVATE RTI_BOOL
MyUdpTransform_transform_destination(UDP_Transform_T *const udptf,
 void *context,
 const struct NETIO_Address *const destination,
 const NETIO_Packet_T *const in_packet,
 NETIO_Packet_T **packet_out,
 RTI_INT32 *const ec)
{
 struct MyUdpTransform *self = (struct MyUdpTransform*)udptf;
 char *buf_ptr,*buf_end;
 char *from_buf_ptr,*from_buf_end;
 UNUSED_ARG(context);
 UNUSED_ARG(destination);

 *ec = 0;

```

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```

 if (!NETIO_Packet_initialize_from(
 &self->packet,in_packet,
 self->buffer,8192,
 0,NETIO_Packet_get_payload_length(in_packet)))
 {
 return RTI_FALSE;
 }

 *out_packet = &self->packet;

 buf_ptr = NETIO_Packet_get_head(&self->packet);
 buf_end = NETIO_Packet_get_tail(&self->packet);
 from_buf_ptr = NETIO_Packet_get_head(in_packet);
 from_buf_end = NETIO_Packet_get_tail(in_packet);

 while (from_buf_ptr < from_buf_end)
 {
 if (context == (void*)1)
 {
 *buf_ptr = ~(*from_buf_ptr);
 }
 else if (context == (void*)2)
 {
 *buf_ptr = (*from_buf_ptr)-1;
 }

 ++buf_ptr;
 ++from_buf_ptr;
 }

 return RTI_TRUE;
}

/*ce \brief Definition of the transformation interface
*/
RTI_PRIVATE struct UDP_TransformI MyUdpTransform_fv_Intf =
{
 RT_COMPONENTI_BASE,
 MyUdpTransform_create_destination_transform,
 MyUdpTransform_create_source_transform,
 MyUdpTransform_transform_source,
 MyUdpTransform_transform_destination,
 MyUdpTransform_delete_destination_transform,
 MyUdpTransform_delete_source_transform
};

/*ce \brief Method called by \rttime to create an instance of transformation
*/
MUST_CHECK_RETURN RTI_PRIVATE RT_Component_T*
MyUdpTransformFactory_create_component(struct RT_ComponentFactory *factory,

```

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```

 struct RT_ComponentProperty *property,
 struct RT_ComponentListener *listener)
{
 struct MyUdpTransform *t;
 UNUSED_ARG(listener);

 t = MyUdpTransform_create(
 (struct MyUdpTransformFactory*)factory,
 (struct UDP_TransformProperty*)property);

 return &t->_parent._parent;
}

/*ce \brief Method called by \rttime to delete an instance of transformation
*/
RTI_PRIVATE void
MyUdpTransformFactory_delete_component(
 struct RT_ComponentFactory *factory,
 RT_Component_T *component)
{
 UNUSED_ARG(factory);

 MyUdpTransform_delete((struct MyUdpTransform*)component);
}

/*ce \brief Method called by \rttime when a factory is registered
*/
MUST_CHECK_RETURN RTI_PRIVATE struct RT_ComponentFactory*
MyUdpTransformFactory_initialize(struct RT_ComponentFactoryProperty* property,
 struct RT_ComponentFactoryListener *listener)
{
 struct MyUdpTransformFactory *fac;
 UNUSED_ARG(property);
 UNUSED_ARG(listener);

 OSAPI_Heap_allocate_struct(&fac, struct MyUdpTransformFactory);

 fac->_parent._factory = &fac->_parent;
 fac->_parent.intf = &MyUdpTransformFactory_fv_Intf;
 fac->property = (struct MyUdpTransformFactoryProperty*)property;

 return &fac->_parent;
}

/*ce \brief Method called by \rttime when a factory is unregistered
*/
RTI_PRIVATE void
MyUdpTransformFactory_finalize(struct RT_ComponentFactory *factory,
 struct RT_ComponentFactoryProperty **property,
 struct RT_ComponentFactoryListener **listener)
{

```

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```

 struct MyUdpTransformFactory *fac =
 (struct MyUdpTransformFactory*)factory;

 UNUSED_ARG(property);
 UNUSED_ARG(listener);

 if (listener != NULL)
 {
 *listener = NULL;
 }

 if (property != NULL)
 {
 property = (struct RT_ComponentFactoryProperty)fac->property;
 }

 OSAPI_Heap_free_struct(factory);

 return;
}

/*ce \brief Definition of the factory interface
*/
RTI_PRIVATE struct RT_ComponentFactoryI MyUdpTransformFactory_fv_Intf =
{
 UDP_INTERFACE_INTERFACE_ID,
 MyUdpTransformFactory_initialize,
 MyUdpTransformFactory_finalize,
 MyUdpTransformFactory_create_component,
 MyUdpTransformFactory_delete_component,
 NULL
};

struct RT_ComponentFactoryI*
MyUdpTransformFactory_get_interface(void)
{
 return &MyUdpTransformFactory_fv_Intf;
}

/*ce \brief Method to register this transformation in a registry
*/
RTI_BOOL
MyUdpTransformFactory_register(RT_Registry_T *registry,
 const char *const name,
 struct MyUdpTransformFactoryProperty *property)
{
 return RT_Registry_register(registry, name,
 MyUdpTransformFactory_get_interface(),
 &property->_parent, NULL);
}

```

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```

/*ce \brief Method to unregister this transformation from a registry
*/
RTI_BOOL
MyUdpTransformFactory_unregister(RT_Registry_T *registry,
 const char *const name,
 struct MyUdpTransformFactoryProperty **property)
{
 return RT_Registry_unregister(registry, name,
 (struct RT_ComponentFactoryProperty**)property,
 NULL);
}

/*! @} */

```

Example configuration of rules:

```

#include <stdio.h>
#include <stdlib.h>
#include <string.h>

#include "common.h"

void
MyAppApplication_help(char *appname)
{
 printf("%s [options]\n", appname);
 printf("options:\n");
 printf("-h - This text\n");
 printf("-domain <id> - DomainId (default: 0)\n");
 printf("-udp_intf <intf> - udp interface (no default)\n");
 printf("-peer <address> - peer address (no default)\n");
 printf("-count <count> - count (default -1)\n");
 printf("-sleep <ms> - sleep between sends (default 1s)\n");
 printf("\n");
}

struct MyAppApplication*
MyAppApplication_create(const char *local_participant_name,
 const char *remote_participant_name,
 DDS_Long domain_id, char *udp_intf, char *peer,
 DDS_Long sleep_time, DDS_Long count)
{
 DDS_ReturnCode_t retcode;
 DDS_DomainParticipantFactory *factory = NULL;
 struct DDS_DomainParticipantFactoryQos dpf_qos =
 DDS_DomainParticipantFactoryQos_INITIALIZER;
 struct DDS_DomainParticipantQos dp_qos =
 DDS_DomainParticipantQos_INITIALIZER;
 DDS_Boolean success = DDS_BOOLEAN_FALSE;
 struct MyAppApplication *application = NULL;

```

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```

RT_Registry_T *registry = NULL;
struct UDP_InterfaceFactoryProperty *udp_property = NULL;
struct DPDE_DiscoveryPluginProperty discovery_plugin_properties =
 DPDE_DiscoveryPluginProperty_INITIALIZER;
UNUSED_ARG(local_participant_name);
UNUSED_ARG(remote_participant_name);

/* Uncomment to increase verbosity level:
 OSAPILog_set_verbosity(OSAPI_LOG_VERBOSITY_WARNING);
*/
application = (struct MyAppApplication *)malloc(sizeof(struct MyAppApplication));

if (application == NULL)
{
 printf("failed to allocate application\n");
 goto done;
}

application->sleep_time = sleep_time;
application->count = count;

factory = DDS_DomainParticipantFactory_get_instance();

if (DDS_DomainParticipantFactory_get_qos(factory, &dpf_qos) != DDS_RETCODE_OK)
{
 printf("failed to get number of components\n");
 goto done;
}

dpf_qos.resource_limits.max_components = 128;

if (DDS_DomainParticipantFactory_set_qos(factory, &dpf_qos) != DDS_RETCODE_OK)
{
 printf("failed to increase number of components\n");
 goto done;
}

registry = DDS_DomainParticipantFactory_get_registry(
 DDS_DomainParticipantFactory_get_instance());

if (!RT_Registry_register(registry, DDSHST_WRITER_DEFAULT_HISTORY_NAME,
 WHSM_HistoryFactory_get_interface(), NULL, NULL))
{
 printf("failed to register wh\n");
 goto done;
}

if (!RT_Registry_register(registry, DDSHST_READER_DEFAULT_HISTORY_NAME,
 RHSM_HistoryFactory_get_interface(), NULL, NULL))
{
 printf("failed to register rh\n");

```

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```

 goto done;
}

if (!MyUdpTransformFactory_register(registry, "T0", NULL))
{
 printf("failed to register T0\n");
 goto done;
}

if (!MyUdpTransformFactory_register(registry, "T1", NULL))
{
 printf("failed to register T0\n");
 goto done;
}

/* Configure UDP transport's allowed interfaces */
if (!RT_Registry_unregister(registry, NETIO_DEFAULT_UDP_NAME, NULL, NULL))
{
 printf("failed to unregister udp\n");
 goto done;
}

udp_property = (struct UDP_InterfaceFactoryProperty *)
 malloc(sizeof(struct UDP_InterfaceFactoryProperty));
if (udp_property == NULL)
{
 printf("failed to allocate udp properties\n");
 goto done;
}
*udp_property = UDP_INTERFACE_FACTORY_PROPERTY_DEFAULT;

/* For additional allowed interface(s), increase maximum and length, and
 set interface below:
 */
udp_property->max_send_message_size = 16384;
udp_property->max_message_size = 32768;

if (udp_intf != NULL)
{
 REDA_StringSeq_set_maximum(&udp_property->allow_interface, 1);
 REDA_StringSeq_set_length(&udp_property->allow_interface, 1);
 *REDA_StringSeq_get_reference(&udp_property->allow_interface, 0) =
 DDS_String_dup(udp_intf);
}

/* A rule that says: For payloads received from 192.168.10.* (netmask is
 * 0xffffffff00), apply transformation T0.
 */
if (!UDP_TransformRules_assert_source_rule(
 &udp_property->source_rules,

```

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```

 0xc0a80ae8,0xffffffff00,"T0",(void*)2))
 {
 printf("Failed to assert source rule\n");
 goto done;
 }

 /* A rule that says: For payloads sent to 192.168.10.* (netmask is
 * 0xffffffff00), apply transformation T0.
 */
 if (!UDP_TransformRules_assert_destination_rule(
 &udp_property->destination_rules,
 0xc0a80ae8,0xffffffff00,"T0",(void*)2))
 {
 printf("Failed to assert source rule\n");
 goto done;
 }

 /* A rule that says: For payloads received from 192.168.20.* (netmask is
 * 0xffffffff00), apply transformation T1.
 */
 if (!UDP_TransformRules_assert_source_rule(
 &udp_property->source_rules,
 0xc0a81465,0xffffffff00,"T1",(void*)1))
 {
 printf("Failed to assert source rule\n");
 goto done;
 }

 /* A rule that says: For payloads received from 192.168.20.* (netmask is
 * 0xffffffff00), apply transformation T1.
 */
 if (!UDP_TransformRules_assert_destination_rule(
 &udp_property->destination_rules,
 0xc0a81465,0xffffffff00,"T1",(void*)1))
 {
 printf("Failed to assert source rule\n");
 goto done;
 }

 if (!RT_Registry_register(registry, NETIO_DEFAULT_UDP_NAME,
 UDP_InterfaceFactory_get_interface(),
 (struct RT_ComponentFactoryProperty*)udp_property, NULL))
 {
 printf("failed to register udp\n");
 goto done;
 }

 DDS_DomainParticipantFactory_get_qos(factory, &dcpf_qos);
 dcpf_qos.entity_factory.autoenable_created_entities = DDS_BOOLEAN_FALSE;
 DDS_DomainParticipantFactory_set_qos(factory, &dcpf_qos);

```

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if (peer == NULL)
{
 peer = "127.0.0.1"; /* default to loopback */
}

if (!RT_Registry_register(registry,
 "dpde",
 DPDE_DiscoveryFactory_get_interface(),
 &discovery_plugin_properties._parent,
 NULL))
{
 printf("failed to register dpde\n");
 goto done;
}

if (!RT_ComponentFactoryId_set_name(&dp_qos.discovery.discovery.name, "dpde"))
{
 printf("failed to set discovery plugin name\n");
 goto done;
}

DDS_StringSeq_set_maximum(&dp_qos.discovery.initial_peers, 1);
DDS_StringSeq_set_length(&dp_qos.discovery.initial_peers, 1);
*DDS_StringSeq_get_reference(&dp_qos.discovery.initial_peers, 0) = DDS_String_
↪dup(peer);

DDS_StringSeq_set_maximum(&dp_qos.discovery.enabled_transports, 1);
DDS_StringSeq_set_length(&dp_qos.discovery.enabled_transports, 1);

/* Use network interface 192.168.10.232 for discovery. T0 is used for
 * discovery
 */
*DDS_StringSeq_get_reference(&dp_qos.discovery.enabled_transports, 0) = DDS_String_
↪dup("_udp://192.168.10.232");

DDS_StringSeq_set_maximum(&dp_qos.user_traffic.enabled_transports, 1);
DDS_StringSeq_set_length(&dp_qos.user_traffic.enabled_transports, 1);

/* Use network interface 192.168.20.101 for user-data. T1 is used for
 * this interface.
 */
*DDS_StringSeq_get_reference(&dp_qos.user_traffic.enabled_transports, 0) = DDS_String_
↪dup("_udp://192.168.20.101");

/* if there are more remote or local endpoints, you need to increase these limits */
dp_qos.resource_limits.max_destination_ports = 32;
dp_qos.resource_limits.max_receive_ports = 32;
dp_qos.resource_limits.local_topic_allocation = 1;
dp_qos.resource_limits.local_type_allocation = 1;
dp_qos.resource_limits.local_reader_allocation = 1;
dp_qos.resource_limits.local_writer_allocation = 1;

```

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dp_qos.resource_limits.remote_participant_allocation = 8;
dp_qos.resource_limits.remote_reader_allocation = 8;
dp_qos.resource_limits.remote_writer_allocation = 8;

application->participant =
 DDS_DomainParticipantFactory_create_participant(factory, domain_id,
 &dp_qos, NULL,
 DDS_STATUS_MASK_NONE);

if (application->participant == NULL)
{
 printf("failed to create participant\n");
 goto done;
}

sprintf(application->type_name, "HelloWorld");
retcode = DDS_DomainParticipant_register_type(application->participant,
 application->type_name,
 HelloWorldTypePlugin_get());

if (retcode != DDS_RETCODE_OK)
{
 printf("failed to register type: %s\n", "test_type");
 goto done;
}

sprintf(application->topic_name, "HelloWorld");
application->topic =
 DDS_DomainParticipant_create_topic(application->participant,
 application->topic_name,
 application->type_name,
 &DDS_TOPIC_QOS_DEFAULT, NULL,
 DDS_STATUS_MASK_NONE);

if (application->topic == NULL)
{
 printf("topic == NULL\n");
 goto done;
}

success = DDS_BOOLEAN_TRUE;

done:

if (!success)
{
 if (udp_property != NULL)
 {
 free(udp_property);
 }
 free(application);
 application = NULL;
}

```

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```

 }

 return application;
}

DDS_ReturnCode_t
MyAppApplication_enable(struct MyAppApplication * application)
{
 DDS_Entity *entity;
 DDS_ReturnCode_t retcode;

 entity = DDS_DomainParticipant_as_entity(application->participant);

 retcode = DDS_Entity_enable(entity);
 if (retcode != DDS_RETCODE_OK)
 {
 printf("failed to enable entity\n");
 }

 return retcode;
}

void
MyAppApplication_delete(struct MyAppApplication *application)
{
 DDS_ReturnCode_t retcode;
 RT_Registry_T *registry = NULL;

 retcode = DDS_DomainParticipant_delete_contained_entities(application->participant);
 if (retcode != DDS_RETCODE_OK)
 {
 printf("failed to delete contained entities (retcode=%d)\n", retcode);
 }

 if (DDS_DomainParticipant_unregister_type(application->participant,
 application->type_name) != HelloWorldTypePlugin_get())
 {
 printf("failed to unregister type: %s\n", application->type_name);
 return;
 }

 retcode = DDS_DomainParticipantFactory_delete_participant(
 DDS_DomainParticipantFactory_get_instance(),
 application->participant);

 if (retcode != DDS_RETCODE_OK)
 {
 printf("failed to delete participant: %d\n", retcode);
 return;
 }
}

```

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```

registry = DDS_DomainParticipantFactory_get_registry(
 DDS_DomainParticipantFactory_get_instance());

if (!RT_Registry_unregister(registry, "dpde", NULL, NULL))
{
 printf("failed to unregister dpde\n");
 return;
}
if (!RT_Registry_unregister(registry, DDSHST_READER_DEFAULT_HISTORY_NAME, NULL, ↵
↵NULL))
{
 printf("failed to unregister rh\n");
 return;
}
if (!RT_Registry_unregister(registry, DDSHST_WRITER_DEFAULT_HISTORY_NAME, NULL, ↵
↵NULL))
{
 printf("failed to unregister wh\n");
 return;
}

free(application);

DDS_DomainParticipantFactory_finalize_instance();
}

```

## Examples

The following examples illustrate how this feature can be used in a system with a mixture of different types of UDP transport configurations.

For the purpose of the examples, the following terminology is used:

- Plain communication – No transformations have been applied.
- Transformed User Data – Only the user-data is transformed, discovery is plain.
- Transformed Discovery – Only the discovery data is transformed, user-data is plain.
- Transformed Data – Both discovery and user-data are transformed. Unless stated otherwise the transformations are different.

A transformation  $T_n$  is a transformation such that an outgoing payload transformed with  $T_n$  can be transformed back to its original state by applying  $T_n$  to the incoming data.

A network interface can be either physical or virtual.

## Plain Communication Between 2 Nodes

In this system two Nodes, A and B, are communicating with plain communication. Node A has one interface, a0, and Node B has one interface, b0.

Node A:

- Register the UDP transport Ua with `allow_interface = a0`.
- `DomainParticipantQos.transports.enabled_transports = "Ua"`
- `DomainParticipantQos.discovery.enabled_transports = "Ua://"`
- `DomainParticipantQos.user_data.enabled_transports = "Ua://"`

Node B:

- Register the UDP transport Ub with `allow_interface = b0`.
- `DomainParticipantQos.transports.enabled_transports = "Ub"`
- `DomainParticipantQos.discovery.enabled_transports = "Ub://"`
- `DomainParticipantQos.user_data.enabled_transports = "Ub://"`

## Transformed User Data Between 2 Nodes

In this system two Nodes, A and B, are communicating with transformed user data. Node A has two interfaces, a0 and a1, and Node B has two interfaces, b0 and b1. Since each node has only one peer, a single transformation is sufficient.

Node A:

- Add a destination transformation T0 to Ua0, indicating that all sent data is transformed with T0.
- Add a source transformation T1 to Ua0, indicating that all received data is transformed with T1.
- Register the UDP transport Ua0 with `allow_interface = a0`.
- Register the UDP transport Ua1 with `allow_interface = a1`.
- No transformations are registered with Ua1.
- `DomainParticipantQos.transports.enabled_transports = "Ua0","Ua1"`
- `DomainParticipantQos.discovery.enabled_transports = "Ua1://"`
- `DomainParticipantQos.user_traffic.enabled_transports = "Ua0://"`

Node B:

- Add a destination transformation T1 to Ub0, indicating that all sent data is transformed with T1.

- Add a source transformation T0 to Ub0, indicating that all received data is transformed with T0.
- Register the UDP transport Ub0 with `allow_interface = b0`.
- Register the UDP transport Ub1 with `allow_interface = b1`.
- No transformations are registered with Ub1.
- `DomainParticipantQos.transports.enabled_transports = "Ub0","Ub1"`
- `DomainParticipantQos.discovery.enabled_transports = "Ub1:/"`
- `DomainParticipantQos.user_traffic.enabled_transports = "Ub0:/"`

Ua0 and Ub0 perform transformations and are used for user-data. Ua1 and Ub1 are used for discovery and no transformations takes place.

### Transformed Discovery Data Between 2 Nodes

In this system two Nodes, A and B, are communicating with transformed user data. Node A has two interfaces, a0 and a1, and Node B has two interfaces, b0 and b1. Since each node has only one peer, a single transformation is sufficient.

Node A:

- Add a destination transformation T0 to Ua0, indicating that all sent data is transformed with T0.
- Add a source transformation T1 to Ua0, indicating that all received data is transformed with T1.
- Register the UDP transport Ua0 with `allow_interface = a0`.
- Register the UDP transport Ua1 with `allow_interface = a1`.
- No transformations are registered with Ua1.
- `DomainParticipantQos.transports.enabled_transports = "Ua0","Ua1"`
- `DomainParticipantQos.discovery.enabled_transports = "Ua0:/"`
- `DomainParticipantQos.user_data.enabled_transports = "Ua1:/"`

Node B:

- Add a destination transformation T1 to Ub0, indicating that all sent data is transformed with T1.
- Add a source transformation T0 to Ub0, indicating that all received data is transformed with T0.
- Register the UDP transport Ub0 with `allow_interface = b0`.
- Register the UDP transport Ub1 with `allow_interface = b1`.
- No transformations are registered with Ub1.



- `DomainParticipantQos.transports.enabled__transports = "Ub0","Ub1"`
- `DomainParticipantQos.discovery.enabled__transports = "Ub0://"`
- `DomainParticipantQos.user__data.enabled__transports = "Ub1://"`

Ua0 and Ub0 perform transformations and are used for discovery. Ua1 and Ub1 are used for user-data and no transformation takes place.

### Transformed Data Between 2 Nodes (same transformation)

In this system two Nodes, A and B, are communicating with transformed data using the same transformation for user and discovery data. Node A has one interface, a0, and Node B has one interface, b0.

Node A:

- Add a destination transformation T0 to Ua0, indicating that all sent data is transformed with T0.
- Add a source transformation T1 to Ua0, indicating that all received data is transformed with T1.
- Register the UDP transport Ua0 with `allow__interface = a0`.
- `DomainParticipantQos.transports.enabled__transports = "Ua0"`
- `DomainParticipantQos.discovery.enabled__transports = "Ua0://"`
- `DomainParticipantQos.user__data.enabled__transports = "Ua0://"`

Node B:

- Add a destination transformation T1 to Ub0, indicating that all sent data is transformed with T1.
- Add a source transformation T0 to Ub0, indicating that all received data is transformed with T0.
- Register the UDP transport Ub0 with `allow__interface = b0`.
- `DomainParticipantQos.transports.enabled__transports = "Ub0"`
- `DomainParticipantQos.discovery.enabled__transports = "Ub0://"`
- `DomainParticipantQos.user__data.enabled__transports = "Ub0://"`

Ua0 and Ub0 performs transformations and are used for discovery and for user-data.

### Transformed Data Between 2 Nodes (different transformations)

In this system two Nodes, A and B, are communicating with transformed data using different transformations for user and discovery data. Node A has two interfaces, a0 and a1, and Node B has two interfaces, b0 and b1.

Node A:

- Add a destination transformation T0 to Ua0, indicating that all sent data is transformed with T0.
- Add a source transformation T1 to Ua0, indicating that all received data is transformed with T1.
- Add a destination transformation T2 to Ua1, indicating that all sent data is transformed with T2.
- Add a source transformation T3 to Ua1, indicating that all received data is transformed with T3.
- Register the UDP transport Ua0 with `allow_interface = a0`.
- Register the UDP transport Ua1 with `allow_interface = a1`.
- `DomainParticipantQos.transports.enabled_transports = "Ua0","Ua1"`
- `DomainParticipantQos.discovery.enabled_transports = "Ua0://"`
- `DomainParticipantQos.user_data.enabled_transports = "Ua1://"`

Node B:

- Add a destination transformation T1 to Ub0, indicating that all sent data is transformed with T1.
- Add a source transformation T0 to Ub0, indicating that all received data is transformed with T0.
- Add a destination transformation T3 to Ub1, indicating that all sent data is transformed with T3.
- Add a source transformation T2 to Ub1, indicating that all received data is transformed with T2.
- Register the UDP transport Ub0 with `allow_interface = b0`.
- Register the UDP transport Ub1 with `allow_interface = b1`.
- `DomainParticipantQos.transports.enabled_transports = "Ub0","Ub1"`
- `DomainParticipantQos.discovery.enabled_transports = "Ub0://"`
- `DomainParticipantQos.user_data.enabled_transports = "Ub1://"`

Ua0 and Ub0 perform transformations and are used for discovery. Ua1 and Ub1 perform transformations and are used for user-data.

## OS Configuration

In systems with several network interfaces, *Connext Micro* cannot ensure which network interface should be used to send a packet. Depending on the UDP transformations configured, this might be a problem.

To illustrate this problem, let's assume a system with two nodes, A and B. Node A has two network interfaces, a0 and a1, and Node B has two network interfaces, b0 and b1. In this system, Node A is communicating with Node B using a transformation for discovery and a different transformation for user data.

Node A:

- Add a destination transformation T0 to Ua0, indicating that sent data to b0 is transformed with T0.
- Add a source transformation T1 to Ua0, indicating that received data from b0 is transformed with T1.
- Add a destination transformation T2 to Ua1, indicating that sent data to b1 is transformed with T2.
- Add a source transformation T3 to Ua1, indicating that received data from b1 is transformed with T3.
- Register the UDP transport Ua0 with `allow_interface = a0`.
- Register the UDP transport Ua1 with `allow_interface = a1`.
- `DomainParticipantQos.transports.enabled_transports = "Ua0","Ua1"`
- `DomainParticipantQos.discovery.enabled_transports = "Ua0://"`
- `DomainParticipantQos.user_data.enabled_transports = "Ua1://"`

Node B:

- Add a destination transformation T1 to Ub0, indicating that sent data to a0 is transformed with T1.
- Add a source transformation T0 to Ub0, indicating that received data from a0 transformed with T0.
- Add a destination transformation T3 to Ub1, indicating that sent data to a1 is transformed with T3.
- Add a source transformation T2 to Ub1, indicating that received data from a1 transformed with T2.
- Register the UDP transport Ub0 with `allow_interface = b0`.
- Register the UDP transport Ub1 with `allow_interface = b1`.
- `DomainParticipantQos.transports.enabled_transports = "Ub0","Ub1"`
- `DomainParticipantQos.discovery.enabled_transports = "Ub0://"`
- `DomainParticipantQos.user_data.enabled_transports = "Ub1://"`

Node A sends a discovery packet to Node B to interface b0. This packet will be transformed using T0 as specified by Node A's configuration. When this packet is received in Node B, it will be transformed using either T0 or T2 depending on the source address. Node's A OS will use a0 or a1 to send this packet but *Connex Micro* cannot ensure which one will be used. In case the OS sends the packet using a1, the wrong transformation will be applied in Node B.

Some systems have the possibility to configure the source address that should be used when a packet is sent. In POSIX systems, the command `ip route add <string> dev <interface>` can be used.

By typing the command `ip route add < b0 ip >/32 dev a0` in Node A, the OS will send all packets to Node B's b0 IP address using interface a0. This would ensure that the correct transformation is applied in Node B. The same should be done to ensure that user data is sent with the right address `ip route add < b1 ip >/32 dev a1`. Of course, similar configuration is needed in Node B.

### 4.7.8 ARINC 653 Transport

This section describes the ARINC transport and how to configure it.

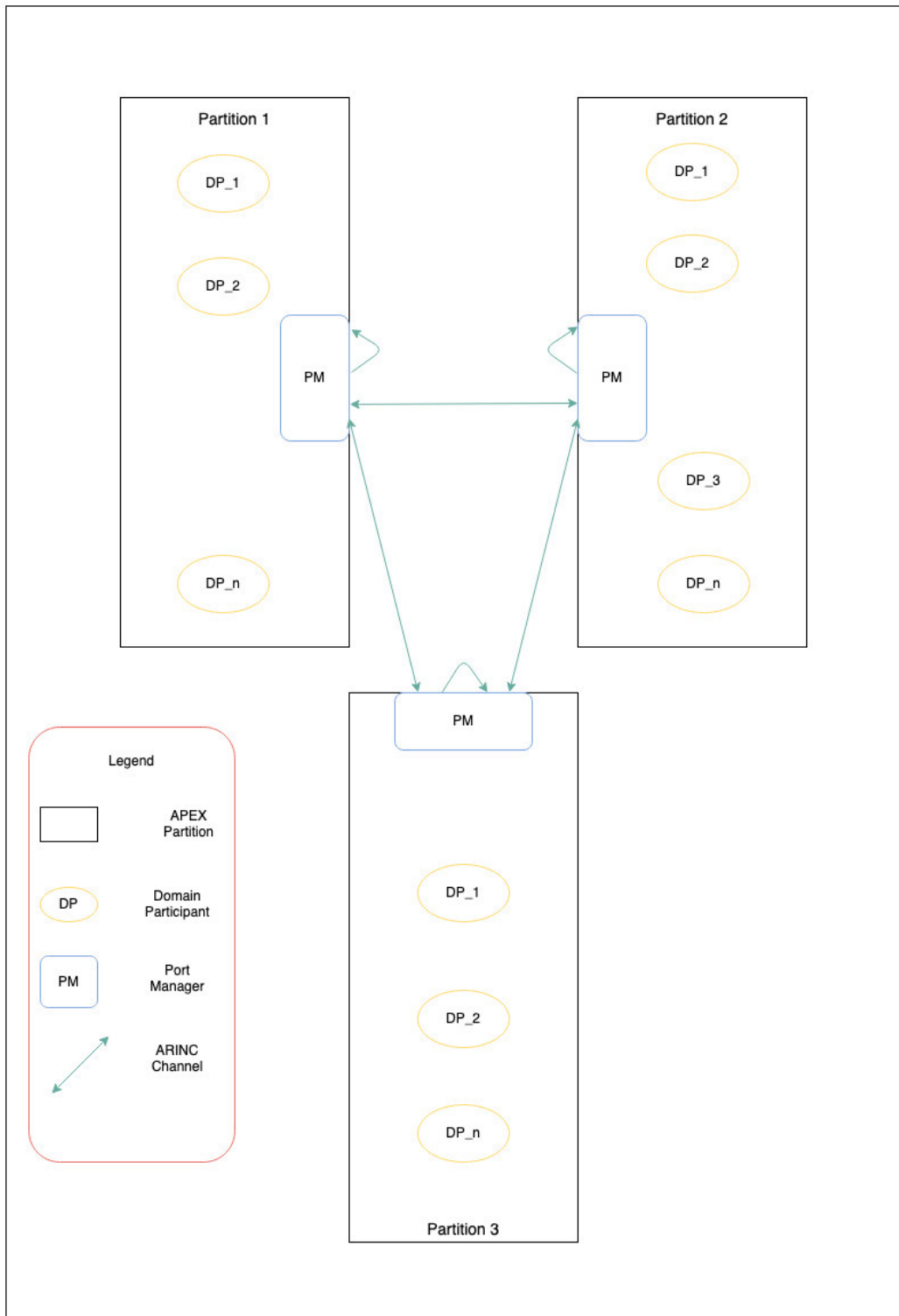
The ARINC transport allows a user to use queuing ports defined by the ARINC 653 APEX API for inter-partition and intra-partition communication.

There are two major components to be configured when using this transport:

- The **Port Manager**, which manages all the ports configured for a *partition*;
- The **ARINC Interface** which is configured per *DomainParticipant*.

### ARINC Channels Configuration

All ARINC 653 ports and channels are statically configured in the module OS (MOS) configuration. The diagram below shows a typical configuration.



To avoid a mesh network between all the *DomainParticipants*, the ARINC transport shares the APEX queuing ports between all the participants in a partition. This requires the user to configure a mesh network of APEX channels between all of the partitions. Also, note that a channel is required with send and receive ports on the same partition for intra-partition communication.

The properties of ARINC 653 ports must be replicated in the Port Manager properties, which are detailed below.

## The Port Manager

The Port Manager is configured as a separate RT component per partition (once per *DomainParticipantFactory*) and manages all the send and receive APEX Queuing ports from this partition. The *DomainParticipants* share all the ports in the Port Manager. The Port Manager is also responsible for sending and receiving data from these ports and forwarding them to their destination.

**Note:** The Port Manager factory must be registered before any ARINC interface is registered/created.

The following table details the properties to be configured in the *PortManagerFactoryProperty*:

Table 4.1: Properties for configuring the Port Manager

| Property Name                       | Property Value Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
|-------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <code>receive_ports</code>          | A sequence of <i>ARINC_ReceivePortProperty</i> . Configures all the receive ports used by this partition.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| <code>send_routes</code>            | A sequence of <i>ARINC_RouteProperty</i> . Configures all the send ports and their destinations used by this partition.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| <code>thread_property</code>        | The properties of the <i>ARINC 653 PROCESS</i> created to receive all the messages from different ports. It is <b>required</b> that this PROCESS has the highest priority.                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| <code>max_managed_interfaces</code> | Maximum number of ARINC Interfaces managed by this port manager. This number is typically equal to the number of <i>DomainParticipants</i> in the partition.                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| <code>sync_processing</code>        | <p>Boolean to configure synchronous processing of received messages. It is <i>false</i> by default.</p> <hr/> <p><b>Note:</b> When this is set to true all messages received are processed synchronously in the context of the Port manager Process (shared between multiple <i>DomainParticipants</i>) all the way upto the DDS Reader. In asynchronous mode the messages are handed off to another <i>ARINC 653 Process</i> inside the ARINC Interface. Since the port manager is shared between many <i>DomainParticipants</i> synchronous processing can lead to the port manager blocking multiple participants.</p> <hr/> |

Below is an example for setting up and registering the port manager:

```
struct ARINC_RouteProperty *route_property;
struct ARINC_PortManagerFactoryProperty *port_mgr_prop = NULL;
struct ARINC_ReceivePortProperty *receive_port_prop = NULL;
RT_Registry_T *registry = NULL;
```

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```

port_mgr_prop = (struct ARINC_PortManagerFactoryProperty*)malloc(
 sizeof(struct ARINC_PortManagerFactoryProperty));
*port_mgr_prop = ARINC_PORTMANAGER_FACTORY_PROPERTY_DEFAULT;

/*Configuring APEX process attributes in OSAPI Thread property*/
port_mgr_prop->thread_property.port_property.parent.deadline = SOFT;
port_mgr_prop->thread_property.port_property.parent.period = 500000000;
port_mgr_prop->thread_property.port_property.parent.time_capacity = 500000000;
port_mgr_prop->thread_property.stack_size = 32000;
port_mgr_prop->thread_property.priority = 99;
#define RTI_PORTMGR_RECV_THREAD_NAME "rti.ARINC.pm.rcv_thrd"
OSAPI_Memory_zero(&port_mgr_prop->thread_property.port_property.parent.name, MAX_NAME_
 LENGTH);
 OSAPI_Memory_copy(&port_mgr_prop->thread_property.port_property.parent.name,
 RTI_PORTMGR_RECV_THREAD_NAME, OSAPI_String_length(RTI_PORTMGR_RECV_
 THREAD_NAME));

port_mgr_prop->sync_processing = RTI_FALSE;

/* Name of queuing port sending to Connext application partition */
#define RTI_APP_SEND_PORT_NAME "Part1_send"

ARINC_RoutePropertySeq_set_maximum(&port_mgr_prop->send_routes, 1);
ARINC_RoutePropertySeq_set_length(&port_mgr_prop->send_routes, 1);
route_property = (struct ARINC_RouteProperty*)
 ARINC_RoutePropertySeq_get_reference(&port_mgr_prop->send_routes, 0);
OSAPI_Memory_copy(route_property->send_port_property.port_name,
 RTI_APP_SEND_PORT_NAME, OSAPI_String_length(RTI_APP_SEND_PORT_NAME));
route_property->send_port_property.max_message_size = 1024;
route_property->send_port_property.max_queue_size = 20;
route_property->channel_identifier = 1;

/* Name of queuing port receiving from Connext application partition */
#define RTI_APP_RECV_PORT_NAME "Part1_rcv"

ARINC_ReceivePortPropertySeq_set_maximum(&port_mgr_prop->receive_ports,1);
ARINC_ReceivePortPropertySeq_set_length(&port_mgr_prop->receive_ports,1);
receive_port_prop = (struct ARINC_ReceivePortProperty*)
 ARINC_ReceivePortPropertySeq_get_reference(&port_mgr_prop->receive_ports,0);
receive_port_prop->receive_port_property.max_message_size = 1024;
receive_port_prop->receive_port_property.max_queue_size = 20;
receive_port_prop->max_receive_queue_size = 20;
receive_port_prop->channel_identifier = 1;
OSAPI_Memory_copy(receive_port_prop->receive_port_property.port_name,
 RTI_APP_RECV_PORT_NAME, OSAPI_String_length(RTI_APP_RECV_PORT_NAME));

registry = DDS_DomainParticipantFactory_get_registry(
 DDS_DomainParticipantFactory_get_instance());
if (!RT_Registry_register(registry,

```

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```

 NETIO_DEFAULT_PORTMANAGER_NAME,
 ARINC_PortManagerFactory_get_interface(),
 (struct RT_ComponentFactoryProperty*)port_mgr_prop,NULL))
{
 printf("failed to register port mgr\n");
}

```

## ARINC Interface

The ARINC interface is the NETIO transport interface that is registered with each participant. The transport interface is the lowest layer for a *DomainParticipant* through which all data is routed. The ARINC interface maintains the internal tables per *DomainParticipant* to accept and route data to the correct internal *DataWriters* and *DataReaders*. When the ARINC interface is created for the first participant it automatically creates the port manager instance.

The ARINC interface can be configured with the following properties in the ARINC\_InterfaceFactoryProperty:

Table 4.2: Properties for Configuring the ARINC Interface

| Property Name | Property Value Description                                                                                                                                                                         |
|---------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| recv_thread   | The properties of the <i>ARINC 653 PROCESS</i> created to process messages destined for this Interface from the port manager.                                                                      |
| queue_size    | The internal queue is maintained by each ARINC interface. These are the maximum number of messages this interface can hold as they are processed by the <code>recv_thread</code> configured above. |

**Note:** If the `sync_processing` in PortManagerFactoryProperty is set to true, the above properties have no effect. No receive thread or internal queues are created for the ARINC interface.

Below is an example for setting up and registering the ARINC interface:

```

struct ARINC_InterfaceFactoryProperty *arinc_property = NULL;
RT_Registry_T *registry = NULL;

arinc_property = (struct ARINC_InterfaceFactoryProperty*)
 malloc(sizeof(struct ARINC_InterfaceFactoryProperty));
*arinc_property = ARINC_INTERFACE_FACTORY_PROPERTY_DEFAULT;
arinc_property->recv_thread.port_property.parent.deadline = SOFT;
arinc_property->recv_thread.port_property.parent.period = INFINITE_TIME_VALUE;
arinc_property->recv_thread.port_property.parent.time_capacity = INFINITE_TIME_
 ↪VALUE;
arinc_property->recv_thread.stack_size = 16000;
arinc_property->recv_thread.priority = 97;

```

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```

#define RTI_RECV_THREAD_NAME "rti.ARINC.p2.rcv_thrd"
OSAPI_Memory_zero(&arinc_property->recv_thread.port_property.parent.name, MAX_
 ↪NAME_LENGTH);
OSAPI_Memory_copy(&arinc_property->recv_thread.port_property.parent.name,
 RTI_RECV_THREAD_NAME, OSAPI_String_length(RTI_RECV_THREAD_
 ↪NAME));

registry = DDS_DomainParticipantFactory_get_registry(
 DDS_DomainParticipantFactory_get_instance());
if (!RT_Registry_register(registry, NETIO_DEFAULT_ARINC_NAME,
 ARINC_InterfaceFactory_get_interface(),
 (struct RT_ComponentFactoryProperty*)arinc_
 ↪property, NULL))
{
 printf("failed to register arinc\n");
}

```

If an application requires multiple participants in the same partition, it is necessary to register a separate ARINC transport component for each participant. Each component can be registered with a different configuration in order to define a unique configuration for each participant. Below is an example of how to register a second ARINC transport component named `ar_2`.

```

struct ARINC_InterfaceFactoryProperty *arinc_property = NULL;
RT_Registry_T *registry = NULL;

arinc_property = (struct ARINC_InterfaceFactoryProperty*)
 malloc(sizeof(struct ARINC_InterfaceFactoryProperty));
*arinc_property = ARINC_INTERFACE_FACTORY_PROPERTY_DEFAULT;
 arinc_property->recv_thread.port_property.parent.deadline = SOFT;
arinc_property->recv_thread.port_property.parent.period = INFINITE_TIME_VALUE;
arinc_property->recv_thread.port_property.parent.time_capacity = INFINITE_TIME_
 ↪VALUE;
arinc_property->recv_thread.stack_size = 16000;
arinc_property->recv_thread.priority = 96;

#define RTI_RECV_THREAD_NAME "rti.ARINC.p2.2.rcv_thrd"
OSAPI_Memory_zero(&arinc_property->recv_thread.port_property.parent.name, MAX_
 ↪NAME_LENGTH);
OSAPI_Memory_copy(&arinc_property->recv_thread.port_property.parent.name,
 RTI_RECV_THREAD_NAME, OSAPI_String_length(RTI_RECV_THREAD_
 ↪NAME));

registry = DDS_DomainParticipantFactory_get_registry(
 DDS_DomainParticipantFactory_get_instance());
if (!RT_Registry_register(registry, "ar_2",
 ARINC_InterfaceFactory_get_interface(),
 (struct RT_ComponentFactoryProperty*)arinc_
 ↪property, NULL))
{
 printf("failed to register ar_2\n");
}

```

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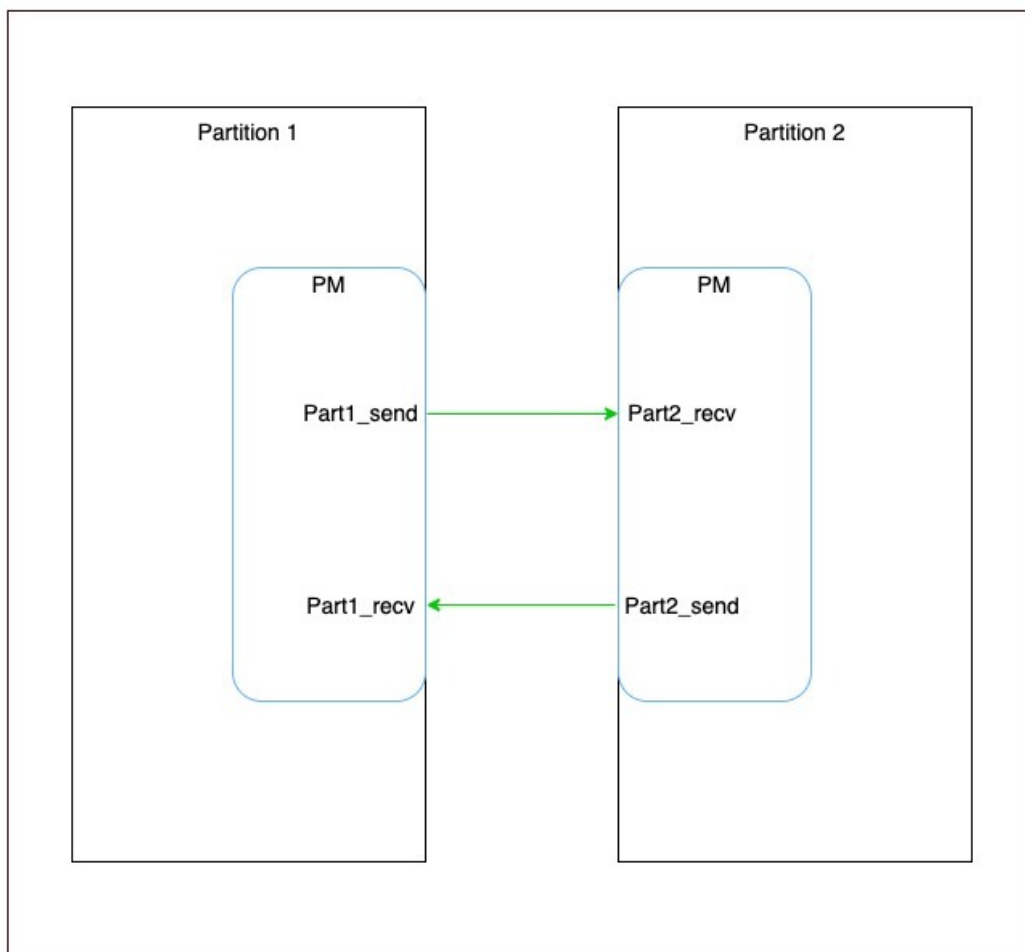
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}

## Addressing Model

Communication in the ARINC transport takes place over ARINC channels. ARINC channels are logical connections between ARINC Send and Receive ports. These channels have a logical address to facilitate communication configured using the channel identifier in the send and receive port property. These channel identifiers are unsigned 32-bit integers. Each Send port and the complementing Receive port which completes the channel should have the same channel identifier.

For example, if we have two channels between two partitions as shown in the diagram below:



The snippet below describes their configuration. Notice that channel identifiers match between the send and receive ports of the same channel.

```

/* Name of queuing port sending to Connex application partition */
#define RTI_APP_SEND_PORT_NAME "Part1_send"

```

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```

ARINC_RoutePropertySeq_set_maximum(&port_mgr_prop->send_routes, 1);
ARINC_RoutePropertySeq_set_length(&port_mgr_prop->send_routes, 1);
route_property = (struct ARINC_RouteProperty*)
 ARINC_RoutePropertySeq_get_reference(&port_mgr_prop->send_routes, 0);
OSAPI_Memory_copy(route_property->send_port_property.port_name,
 RTI_APP_SEND_PORT_NAME, OSAPI_String_length(RTI_APP_SEND_PORT_NAME));
route_property->send_port_property.max_message_size = 1024;
route_property->send_port_property.max_queue_size = 20;
route_property->channel_identifier = 1;

/* Name of queuing port receiving from Connext application partition */
#define RTI_APP_RECV_PORT_NAME "Part1_recv"
ARINC_ReceivePortPropertySeq_set_maximum(&port_mgr_prop->receive_ports, 1);
ARINC_ReceivePortPropertySeq_set_length(&port_mgr_prop->receive_ports, 1);
receive_port_prop = (struct ARINC_ReceivePortProperty*)
 ARINC_ReceivePortPropertySeq_get_reference(&port_mgr_prop->receive_ports, 0);
receive_port_prop->receive_port_property.max_message_size = 1024;
receive_port_prop->receive_port_property.max_queue_size = 20;
receive_port_prop->max_receive_queue_size = 20;
receive_port_prop->channel_identifier = 2;
OSAPI_Memory_copy(receive_port_prop->receive_port_property.port_name,
 RTI_APP_RECV_PORT_NAME, OSAPI_String_length(RTI_APP_RECV_PORT_NAME));

```

```

#define RTI_APP_SEND_PORT_NAME "Part2_send"

ARINC_RoutePropertySeq_set_maximum(&port_mgr_prop->send_routes, 1);
ARINC_RoutePropertySeq_set_length(&port_mgr_prop->send_routes, 1);
route_property = (struct ARINC_RouteProperty*)
 ARINC_RoutePropertySeq_get_reference(&port_mgr_prop->send_routes, 0);
OSAPI_Memory_copy(route_property->send_port_property.port_name,
 RTI_APP_SEND_PORT_NAME, OSAPI_String_length(RTI_APP_SEND_PORT_NAME));
route_property->send_port_property.max_message_size = 1024;
route_property->send_port_property.max_queue_size = 20;
route_property->channel_identifier = 2;

/* Name of queuing port receiving from Connext application partition */
#define RTI_APP_RECV_PORT_NAME "Part2_recv"

ARINC_ReceivePortPropertySeq_set_maximum(&port_mgr_prop->receive_ports, 1);
ARINC_ReceivePortPropertySeq_set_length(&port_mgr_prop->receive_ports, 1);
receive_port_prop = (struct ARINC_ReceivePortProperty*)
 ARINC_ReceivePortPropertySeq_get_reference(&port_mgr_prop->receive_ports, 0);
receive_port_prop->receive_port_property.max_message_size = 1024;
receive_port_prop->receive_port_property.max_queue_size = 20;
receive_port_prop->max_receive_queue_size = 20;
receive_port_prop->channel_identifier = 1;
OSAPI_Memory_copy(receive_port_prop->receive_port_property.port_name,
 RTI_APP_RECV_PORT_NAME, OSAPI_String_length(RTI_APP_RECV_PORT_NAME));

```

Now the channel identifier can be used as an address to send messages over this channel. For example, Partition 1 may set its initial peers as:

```

struct DDS_DomainParticipantQos dp_qos = DDS_DomainParticipantQos_INITIALIZER;
DDS_StringSeq_set_maximum(&dp_qos.discovery.initial_peers,1);
DDS_StringSeq_set_length(&dp_qos.discovery.initial_peers,1);

/*send discovery data on channel 1*/
*DDS_StringSeq_get_reference(&dp_qos.discovery.initial_peers,0) =
 DDS_String_dup("_arinc://1");

```

Partition 1 may also set the enabled transports to receive data as follows:

```

struct DDS_DomainParticipantQos dp_qos = DDS_DomainParticipantQos_INITIALIZER;
/* Receive user-data traffic on channel number 2. */
DDS_StringSeq_set_maximum(&dp_qos.user_traffic.enabled_transports,1);
DDS_StringSeq_set_length(&dp_qos.user_traffic.enabled_transports,1);
*DDS_StringSeq_get_reference(&dp_qos.user_traffic.enabled_transports,0) =
 DDS_String_dup("_arinc://2");

/* Receive discovery traffic on channel number 2. */
DDS_StringSeq_set_maximum(&dp_qos.discovery.enabled_transports,1);
DDS_StringSeq_set_length(&dp_qos.discovery.enabled_transports,1);
*DDS_StringSeq_get_reference(&dp_qos.discovery.enabled_transports,0) =
 DDS_String_dup("_arinc://2");

```

If there was a second participant in Partition 1, it must use a different ARINC interface configuration by enabling a separate ARINC transport. Such an transport must first be registered, as described in *ARINC Interface*. Below is an example of how to configure the QoS of a second participant in the same partition to use the `ar_2` ARINC transport component:

```

struct DDS_DomainParticipantQos dp2_qos = DDS_DomainParticipantQos_INITIALIZER;
DDS_StringSeq_set_maximum(&dp2_qos.discovery.initial_peers,1);
DDS_StringSeq_set_length(&dp2_qos.discovery.initial_peers,1);

/*send discovery data on channel 3*/
*DDS_StringSeq_get_reference(&dp2_qos.discovery.initial_peers,0) =
 DDS_String_dup("ar_2://3");

/* Receive user-data traffic on channel number 4. */
DDS_StringSeq_set_maximum(&dp2_qos.user_traffic.enabled_transports,1);
DDS_StringSeq_set_length(&dp2_qos.user_traffic.enabled_transports,1);
*DDS_StringSeq_get_reference(&dp2_qos.user_traffic.enabled_transports,0) =
 DDS_String_dup("ar_2://4");

/* Receive discovery traffic on channel number 4. */
DDS_StringSeq_set_maximum(&dp2_qos.discovery.enabled_transports,1);
DDS_StringSeq_set_length(&dp2_qos.discovery.enabled_transports,1);
*DDS_StringSeq_get_reference(&dp2_qos.discovery.enabled_transports,0) =
 DDS_String_dup("ar_2://4");

```

Unlike some other transports, such as UDP, it necessary to specify the specific address or addresses in the enabled transport lists. If no address is provided with the ARINC Interface name, then creation of the entity will fail. This explicit configuration prevents unexpected behavior from unintentionally listening on an address.

## Addressing Misconfiguration

The ARINC locators specified in the initial peers and enabled transports lists will be automatically verified to correspond to a channel configured in the Port Manager. If a participant's initial peer list contains an ARINC locator which does not match a send channel, then creation of the participant will fail. If an ARINC locator in the enabled transports of a Domain Participant, Data Writer, or Data Reader does not match a receive channel, then creation of that entity will fail.

However, Micro does not consider reachability as a factor in determining matching. It is possible for an ARINC locator to be received during the discovery process which corresponds to an address which is not reachable by that participant. This locator will be ignored because it is expected that unreachable locators will sometimes be received. In that case, a Data Writer and Data Reader can match even if there is not a channel on which they can communicate. This situation is considered misconfiguration of the application.

## Threading Model

The port manager creates an ARINC 653 process to receive messages from the ports. This process can work in two modes dictated by the `sync_processing` property.

When `sync_processing` is true, every message received is routed to the correct interface. When this message is being processed, it blocks messages being received from other ports and hence blocks other participants. The ARINC interface does not create any process since messages are processed in the context of the port manager's Receive process.

When `sync_processing` is false, (the default behavior) the port manager's process adds messages to an internal queue for the destination ARINC interface. The ARINC interface process then processes it asynchronously. This ARINC interface process and the queue size are configured using the `ARINC_InterfaceFactoryProperty`. Asynchronous processing of messages allows the port manager process to not block other participants but add costs as additional processes and queues per ARINC interface.

## 4.8 Discovery

This section discusses the implementation of discovery plugins in *RTI Connext Micro*. For a general overview of discovery in *RTI Connext Micro*, see *What is Discovery?*.

*Connext Micro* discovery traffic is conducted through transports. Please see the *Transports* section for more information about registering and configuring transports.

### 4.8.1 What is Discovery?

Discovery is the behind-the-scenes way in which *RTI Connext Micro* objects (*DomainParticipants*, *DataWriters*, and *DataReaders*) on different nodes find out about each other. Each *DomainParticipant* maintains a database of information about all the active *DataReaders* and *DataWriters* that are in the same DDS domain. This database is what makes it possible for *DataWriters* and *DataReaders* to communicate. To create and refresh the database, each application follows a common discovery process.

This section describes the default discovery mechanism known as the Simple Discovery Protocol, which includes two phases: *Simple Participant Discovery* and *Simple Endpoint Discovery*.

The goal of these two phases is to build, for each *DomainParticipant*, a complete picture of all the entities that belong to the remote participants that are in its peers list. The peers list is the list of nodes with which a participant may communicate. It starts out the same as the *initial\_peers* list that you configure in the [DISCOVERY](#) QoSPolicy. If the [accept\\_unknown\\_peers](#) flag in that same QoSPolicy is TRUE, then other nodes may also be added as they are discovered; if it is FALSE, then the peers list will match the [initial\\_peers](#) list, plus any peers added using the *DomainParticipant*'s `add_peer()` operation.

The following section discusses how *Connext Micro* objects on different nodes find out about each other using the default Simple Discovery Protocol (SDP). It describes the sequence of messages that are passed between *Connext Micro* on the sending and receiving sides.

Note that this chapter is shared between *Connext Micro* and *Connext Cert*. However *Connext Cert* only supports static endpoint discovery described in *Static Discovery Plugin*.

The discovery process occurs automatically, so you do not have to implement any special code. For more information about advanced topics related to Discovery, please refer to [Discovery in the Core Libraries User's Manual](#) (if you have Internet access).

#### Simple Participant Discovery

This phase of the Simple Discovery Protocol is performed by the Simple Participant Discovery Protocol (SPDP) and is common for both dynamic and static endpoint discovery.

During the Participant Discovery phase, *DomainParticipants* learn about each other. The *DomainParticipant*'s details are communicated to all other *DomainParticipants* in the same DDS domain by sending participant declaration messages, also known as participant *DATA* submessages. The details include the *DomainParticipant*'s unique identifying key (GUID or Globally Unique ID described below), transport locators (addresses and port numbers), and QoS. These messages are sent on a periodic basis using best-effort communication.

*Participant DATA*s are sent periodically to maintain the liveliness of the *DomainParticipant*. They are also used to communicate changes in the *DomainParticipant*'s QoS. Only changes to QoS Policies that are part of the *DomainParticipant*'s built-in data need to be propagated.

When receiving remote participant discovery information, *Connext Micro* determines if the local participant matches the remote one. A 'match' between the local and remote participant occurs only if the local and remote participant have the same Domain ID. This matching process occurs as soon as the local participant receives discovery information from the remote one. If there is no

match, the discovery DATA is ignored, resulting in the remote participant (and all its associated entities) not being discovered.

When a *DomainParticipant* is deleted, a participant DATA (*delete*) submessage with the *DomainParticipant*'s identifying GUID is sent.

The GUID is a unique reference to an entity. It is composed of a GUID prefix and an Entity ID. By default, the GUID prefix is calculated. The entityID is set by *Connext Micro* (you may be able to change it in a future version).

Once a pair of remote participants have discovered each other, they can move on to the Endpoint Discovery phase, which is how *DataWriters* and *DataReaders* find each other.

### Simple Endpoint Discovery

This phase of the Simple Discovery Protocol is performed by the Simple Endpoint Discovery Protocol (SEDP).

During the Endpoint Discovery phase, *DataWriters* and *DataReaders* are *matched*. Information (GUID, QoS, etc.) about your application's *DataReaders* and *DataWriters* is exchanged by sending publication/subscription declarations in DATA messages that we will refer to as *publication DATAs* and *subscription DATAs*. The Endpoint Discovery phase uses reliable communication.

These declarations or DATA messages are exchanged until each *DomainParticipant* has a complete database of information about the participants in its peers list and their entities. Then the discovery process is complete and the system switches to a steady state. During steady state, *participant DATAs* are still sent periodically to maintain the liveness status of participants. They may also be sent to communicate QoS changes or the deletion of a *DomainParticipant*.

When a remote *DataWriter/DataReader* is discovered, *Connext Micro* determines if the local application has a matching *DataReader/DataWriter*. A 'match' between the local and remote entities occurs only if the *DataReader* and *DataWriter* have the same *Topic*, same data type, and compatible QoS Policies. Furthermore, if the *DomainParticipant* has been set up to ignore certain *DataWriters/DataReaders*, those entities will not be considered during the matching process.

This 'matching' process occurs as soon as a remote entity is discovered, even if the entire database is not yet complete: that is, the application may still be discovering other remote entities.

A *DataReader* and *DataWriter* can only communicate with each other if each one's application has hooked up its local entity with the matching remote entity. That is, both sides must agree to the connection.

Please refer to [Discovery Under the Hood in the Core Libraries User's Manual](#) (if you have Internet access) for more details about the discovery process.

## 4.8.2 Configuring Participant Discovery Peers

An *RTI Connext Micro DomainParticipant* must be able to send participant discovery announcement messages for other *DomainParticipants* to discover itself, and it must receive announcements from other *DomainParticipants* to discover them.

To do so, each *DomainParticipant* will send its discovery announcements to a set of locators known as its peer list, where a peer is the transport locator of one or more potential other *DomainParticipants* to discover.

### The Peer Address

A peer descriptor string of the [initial\\_peers](#) sequence defines the interface and address of the locator to which to send, as well as the indices of participants to which to send. The peer descriptor format is:

```
< > denotes optional
[] denotes range or discreet values, unless enclosed in ''
 which means a literal.

ADDRESS = <PREFIX://><ADDRESS> |
 @<PREFIX://><ADDRESS> |
 INDEX@<PREFIX>://<ADDRESS>

INDEX = INTEGER | '[' INTEGER ']' | '[' INTEGER-INTEGER ']' | '[' -INTEGER ']'

PREFIX = [a-zA-Z_] [0-9a-zA-Z_]+

INTEGER = DEC_INTEGER | HEX_INTEGER

DEC_INTEGER = [0-9]+

HEX_INTEGER = [0x|0X] [0-9a-fA-F]+

ADDRESS = 0 or more 8bit characters
```

Note that while the **PREFIX** is marked optional, it should always be used.

Remember that every *DomainParticipant* has a participant index that is unique within a DDS domain. The participant index (also referred to as the participant ID), together with the DDS domain ID, is used to calculate the network ports on which *DataReaders* of that participant will receive messages. Thus, by specifying the participant index, or a range of indices, for a peer locator, that locator becomes one or more ports to which messages will be sent only if addressed to the entities of a particular *DomainParticipant*. Specifying indices restricts the number of participant announcements sent to a locator where other *DomainParticipants* exist and, thus, should be considered to minimize network bandwidth usage.

For example:



```

DDS_StringSeq_set_maximum(&dp_qos.discovery.initial_peers, 5);
DDS_StringSeq_set_length(&dp_qos.discovery.initial_peers, 5);

/* If the index is not specified, it defaults to 5, thus sending to
 * the first 6 participant IDs on at IP address 192.168.1.1 using
 * the transport registered as _udp.
 */
*DDS_StringSeq_get_reference(&dp_qos.discovery.initial_peers, 0) =
 DDS_String_dup("_udp://192.168.1.1");

/* Only send participant announcements to multicast address 239.255.0.1
 * using the transport registered as _udp. Note that for multicast
 * addresses the index is not relevant since it is a shared address.
 */
*DDS_StringSeq_get_reference(&dp_qos.discovery.initial_peers, 1) =
 DDS_String_dup("_udp://239.255.0.1");

/* Send announcements to participant ID 1,2,3, and 4 on 10.10.30.101
 * using the transport registered as _udp.
 */
*DDS_StringSeq_get_reference(&dp_qos.discovery.initial_peers, 2) =
 DDS_String_dup("[1-4]@_udp://10.10.30.101");

/* Send announcements to participant ID 2 on address 10.10.30.102
 * using the transport registered as _udp.
 */
*DDS_StringSeq_get_reference(&dp_qos.discovery.initial_peers, 3) =
 DDS_String_dup("[2]@_udp://10.10.30.102");

/* Send announcements to participant ID 0-8 on address 10.10.30.102
 * using the transport registered as _udp.
 */
*DDS_StringSeq_get_reference(&dp_qos.discovery.initial_peers, 4) =
 DDS_String_dup("8@_udp://10.10.30.102");

```

### 4.8.3 Configuring Initial Peers and Adding Peers

[DiscoveryQosPolicy\\_initial\\_peers](#) is the list of peers a *DomainParticipant* sends its participant announcement messages, when it is enabled, as part of the discovery process.

[DiscoveryQosPolicy\\_initial\\_peers](#) is an empty sequence by default.

Peers can also be added to the list, before and after a *DomainParticipant* has been enabled, by using [DomainParticipant\\_add\\_peer](#).

The *DomainParticipant* will start sending participant announcement messages to the new peer as soon as it is enabled.

#### 4.8.4 Configuring Discovery Data Reception

In order to *receive* discovery and user data, it is necessary to configure the `DomainParticipantQos.discovery.enabled_transports` sequence. This is a sequence of transport addresses to listen for discovery data on, and is sent as part of the participant announcements. Other *DomainParticipants* will send to these addresses.

The address format for configuring data reception uses the following format:

```
< > denotes optional
[] denotes range or discreet values, unless enclosed in ' '
 which means a literal.

ADDRESS = <PREFIX://><ADDRESS>

PREFIX = [a-zA-Z_][0-9a-zA-Z_]+

ADDRESS = 0 or more 8bit characters
```

Note that while the PREFIX is marked optional, it should always be used.

For example, to receive on a single unicast address:

```
DDS_StringSeq_set_maximum(&DomainParticipantQos.discovery.enabled_transports, 1);
DDS_StringSeq_set_length(&DomainParticipantQos.discovery.enabled_transports, 1);

/* Receive on the unicast address 192.168.1.1 using the transport registered
 * as _udp.
 */
*DDS_StringSeq_get_reference(&DomainParticipantQos.discovery.enabled_transports, 0) =
 DDS_String_dup("_udp://192.168.1.1");
```

To receive on all unicast addresses allowed by the transport:

```
DDS_StringSeq_set_maximum(&DomainParticipantQos.discovery.enabled_transports, 1);
DDS_StringSeq_set_length(&DomainParticipantQos.discovery.enabled_transports, 1);

/* Receive on all unicast addresses allowed by the transport registered
 * as _udp. This is not recommended if more than 4 network interfaces are
 * allowed as it is non-deterministic which interfaces will be used.
 */
*DDS_StringSeq_get_reference(&DomainParticipantQos.discovery.enabled_transports, 0) =
 DDS_String_dup("_udp://");
```

To receive on one unicast address and one multicast address:

```
DDS_StringSeq_set_maximum(&DomainParticipantQos.discovery.enabled_transports, 2);
DDS_StringSeq_set_length(&DomainParticipantQos.discovery.enabled_transports, 2);

*DDS_StringSeq_get_reference(&DomainParticipantQos.discovery.enabled_transports, 0) =
 DDS_String_dup("_udp://192.168.1.1");
```

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```
*DDS_StringSeq_get_reference(&DomainParticipantQos.discovery.enabled_transports, 1) =
 DDS_String_dup("_udp://239.255.0.1");
```

To receive on one multicast address:

```
DDS_StringSeq_set_maximum(&DomainParticipantQos.discovery.enabled_transports, 1);
DDS_StringSeq_set_length(&DomainParticipantQos.discovery.enabled_transports, 1);

*DDS_StringSeq_get_reference(&DomainParticipantQos.discovery.enabled_transports, 0) =
 DDS_String_dup("_udp://239.255.0.1");
```

## 4.8.5 Configuring User Data Reception

In order to *receive* discovery and user data, it is necessary to configure the `DomainParticipantQos.user_traffic.enabled_transports` sequence. This is a sequence of default transport addresses to listen for user data on, unless a *DataReader* or *DataWriter* specifies its own address, and is sent as part of the participant announcements. Other *DomainParticipants* will send to these addresses.

The address format for configuring data reception uses the following format:

```
< > denotes optional
[] denotes range or discreet values, unless enclosed in ''
 which means a literal.

ADDRESS = <PREFIX://><ADDRESS>

PREFIX = [a-zA-Z_][0-9a-zA-Z_]+

ADDRESS = 0 or more 8bit characters
```

Note that while the PREFIX is marked optional, it should always be used.

For example, to receive on a single unicast address:

```
DDS_StringSeq_set_maximum(&DomainParticipantQos.user_traffic.enabled_transports, 1);
DDS_StringSeq_set_length(&DomainParticipantQos.user_traffic.enabled_transports, 1);

/* Receive on the unicast address 192.168.1.1 using the transport registered
 * as _udp.
 */
*DDS_StringSeq_get_reference(&DomainParticipantQos.user_traffic.enabled_transports, 0) =
 DDS_String_dup("_udp://192.168.1.1");
```

To receive on all unicast addresses allowed by the transport:

```
DDS_StringSeq_set_maximum(&DomainParticipantQos.user_traffic.enabled_transports, 1);
DDS_StringSeq_set_length(&DomainParticipantQos.user_traffic.enabled_transports, 1);

/* Receive on all unicast addresses allowed by the transport registered
 * as _udp. This is not recommended if more than 4 network interfaces are
```

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```

* allowed as it is non-deterministic which interfaces will be used.
*/
*DDS_StringSeq_get_reference(&DomainParticipantQos.user_traffic.enabled_transports, 0) =
 DDS_String_dup("_udp://");

```

To receive on one unicast address and one multicast address:

```

DDS_StringSeq_set_maximum(&DomainParticipantQos.user_traffic.enabled_transports, 2);
DDS_StringSeq_set_length(&DomainParticipantQos.user_traffic.enabled_transports, 2);

*DDS_StringSeq_get_reference(&DomainParticipantQos.user_traffic.enabled_transports, 0) =
 DDS_String_dup("_udp://192.168.1.1");

*DDS_StringSeq_get_reference(&DomainParticipantQos.user_traffic.enabled_transports, 1) =
 DDS_String_dup("_udp://239.255.0.1");

```

**Note:** When both multicast and unicast is specified, the following rules are used:

- New data is sent over multicast.
- Retransmissions are sent over unicast.

To receive on one multicast address:

```

DDS_StringSeq_set_maximum(&DomainParticipantQos.user_traffic.enabled_transports, 1);
DDS_StringSeq_set_length(&DomainParticipantQos.user_traffic.enabled_transports, 1);

*DDS_StringSeq_get_reference(&DomainParticipantQos.user_traffic.enabled_transports, 0) =
 DDS_String_dup("_udp://239.255.0.1");

```

#### 4.8.6 Configuring User Data Reception per DataReader or DataWriter

A *DataReader* and *DataWriter* can specify its own addresses in the `DataReaderQos.transport.enabled_transports` and `DataWriterQos.transport.enabled_transports` policies. The address format is exactly the same as for `DomainParticipantQos.user_traffic.enabled_transports`, with the restriction that a *DataWriter* can only specify its own unicast addresses.

#### 4.8.7 Discovery Plugins

When a *DomainParticipant* receives a participant discovery message from another *DomainParticipant*, it will engage in the process of exchanging information of user-created *DataWriter* and *DataReader* endpoints.

RTI Connext Micro provides two ways of determining endpoint information of other *DomainParticipants*: *Dynamic Discovery Plugin* and *Static Discovery Plugin*.

## Dynamic Discovery Plugin

Dynamic endpoint discovery uses builtin discovery *DataWriters* and *DataReader* to exchange messages about user created *DataWriter* and *DataReaders*. A *DomainParticipant* using dynamic participant, dynamic endpoint ([DPDE](#)) discovery will have a pair of builtin *DataWriters* for sending messages about its own user created *DataWriters* and *DataReaders*, and a pair of builtin *DataReaders* for receiving messages from other *DomainParticipants* about their user created *DataWriters* and *DataReaders*.

Given a *DomainParticipant* with a user *DataWriter*, receiving an endpoint discovery message for a user *DataReader* allows the *DomainParticipant* to get the type, topic, and QoS of the *DataReader* that determine whether the *DataReader* is a match. When a matching *DataReader* is discovered, the *DataWriter* will include that *DataReader* and its locators as destinations for its subsequent writes.

## Static Discovery Plugin

Static endpoint discovery uses function calls to statically assert information about remote endpoints belonging to remote *DomainParticipants*. An application with a *DomainParticipant* using dynamic participant, static endpoint ([DPSE](#)) discovery has control over which endpoints belonging to particular remote *DomainParticipants* are discoverable.

Whereas dynamic endpoint-discovery can establish matches for all endpoint-discovery messages it receives, static endpoint-discovery establishes matches *only* for the endpoint that have been asserted programmatically. When a *DomainParticipant* receives a participant discovery message from another *DomainParticipant*, it will engage in the process of matching previously asserted user-created *DataWriter* and *DataReader* endpoints.

With [DPSE](#), a user needs to know *a priori* the configuration of the entities that will need to be discovered by its application. The user must know the names of all *DomainParticipants* within the DDS domain and the exact QoS of the remote *DataWriters* and *DataReaders*.

Please refer to the [C API Reference](#) and [C++ API Reference](#) for the following remote entity assertion APIs:

- [DPSE\\_RemoteParticipant\\_assert](#)
- [DPSE\\_RemotePublication\\_assert](#)
- [DPSE\\_RemoteSubscription\\_assert](#)

## Remote Participant Assertion

Given a local *DomainParticipant*, static discovery requires first the names of remote *DomainParticipants* to be asserted, in order for endpoints on them to match. This is done by calling [DPSE\\_RemoteParticipant\\_assert](#) with the name of a remote *DomainParticipant*. The name must match the name contained in the participant discovery announcement produced by that *DomainParticipant*. This has to be done reciprocally between two *DomainParticipants* so that they may discover one another.

For example, a *DomainParticipant* has entity name “participant\_1”, while another *DomainParticipant* has name “participant\_2.” participant\_1 should call `DPSE_RemoteParticipant_assert(“participant_2”)` in order to discover participant\_2. Similarly, participant\_2 must also assert participant\_1 for discovery between the two to succeed.

```
/* participant_1 is asserting (remote) participant_2 */
retcode = DPSE_RemoteParticipant_assert(participant_1,
 "participant_2");

if (retcode != DDS_RETCODE_OK) {
 printf("participant_1 failed to assert participant_2\n");
 goto done;
}
```

## Remote Publication and Subscription Assertion

Next, a *DomainParticipant* needs to assert the remote endpoints it wants to match that belong to an already asserted remote *DomainParticipant*. The endpoint assertion function is used, specifying an argument which contains all the QoS and configuration of the remote endpoint. Where `DPDE` gets remote endpoint QoS information from received endpoint-discovery messages, in `DPSE`, the remote endpoint’s QoS must be configured locally. With remote endpoints asserted, the *DomainParticipant* then waits until it receives a participant discovery announcement from an asserted remote *DomainParticipant*. Once received that, all endpoints that have been asserted for that remote *DomainParticipant* are considered discovered and ready to be matched with local endpoints.

Assume participant\_1 contains a *DataWriter*, and participant\_2 has a *DataReader*, both communicating on topic HelloWorld. participant\_1 needs to assert the *DataReader* in participant\_2 as a remote subscription. The remote subscription data passed to the operation must match exactly the QoS actually used by the remote *DataReader*:

```
/* Set participant_2's reader's QoS in remote subscription data */
rem_subscription_data.key.value[DDS_BUILTIN_TOPIC_KEY_OBJECT_ID] = 200;
rem_subscription_data.topic_name = DDS_String_dup("Example HelloWorld");
rem_subscription_data.type_name = DDS_String_dup("HelloWorld");
rem_subscription_data.reliability.kind = DDS_RELIABLE_RELIABILITY_QOS;

/* Assert reader as a remote subscription belonging to (remote) participant_2 */
retcode = DPSE_RemoteSubscription_assert(participant_1,
 "participant_2",
 &rem_subscription_data,
 HelloWorld_get_key_kind(HelloWorldTypePlugin_
→get(), NULL));
if (retcode != DDS_RETCODE_OK)
{
 printf("failed to assert remote subscription\n");
 goto done;
}
```

Reciprocally, participant\_2 must assert participant\_1’s *DataWriter* as a remote publication, also specifying matching QoS parameters:

```

/* Set participant_1's writer's QoS in remote publication data */
rem_publication_data.key.value[DDS_BUILTIN_TOPIC_KEY_OBJECT_ID] = 100;
rem_publication_data.key.value.topic_name = DDS_String_dup("Example HelloWorld");
rem_publication_data.key.value.type_name = DDS_String_dup("HelloWorld");
rem_publication_data.key.value.reliability.kind = DDS_RELIABLE_RELIABILITY_QOS;

/* Assert writer as a remote publication belonging to (remote) participant_1 */
retcode = DPSE_RemotePublication_assert(participant_2,
 "participant_1",
 &rem_publication_data,
 HelloWorld_get_key_kind(HelloWorldTypePlugin_
↳get(), NULL));
if (retcode != DDS_RETCODE_OK)
{
 printf("failed to assert remote publication\n");
 goto done;
}

```

When participant\_1 receives a participant discovery message from participant\_2, it is aware of participant\_2, based on its previous assertion, and it knows participant\_2 has a matching *DataReader*, also based on the previous assertion of the remote endpoint. It therefore establishes a match between its *DataWriter* and participant\_2's *DataReader*. Likewise, participant\_2 will match participant\_1's *DataWriter* with its local *DataReader*, upon receiving one of participant\_1's participant discovery messages.

Note, with [DPSE](#), there is no runtime check of QoS consistency between *DataWriters* and *DataReaders*, because no endpoint discovery messages are exchanged. This makes it extremely important that users of [DPSE](#) ensure that the QoS set for a local *DataWriter* and *DataReader* is the same QoS being used by another *DomainParticipant* to assert it as a remote *DataWriter* or *DataReader*.

#### 4.8.8 Asymmetric Matching and Lost Samples

The DDS discovery process is necessary to establish communication between a *DataWriter* and a *DataReader*. However, it is important to understand that DDS applications do not connect to each other; there is no handshake protocol to ensure that a *DataReader* is ready to receive data from a *DataWriter*. Thus, it is possible that a *DataWriter* matches a *DataReader* before the *DataReader* matches the *DataWriter* (and vice versa). For this reason, it is possible that data published by a *DataWriter* is not received by the *DataReader*, even on a local network.

The reason for this asymmetric behavior can be for any number of reasons, such as, but not limited to:

- Network delays
- Packets taking different paths through the network
- Address resolution delays
- OS scheduling

DDS offers some solutions to mitigate this problem, e.g., the DURABILITY QoS policy, but in other cases it may be necessary for applications to implement their own synchronization protocols.

### 4.8.9 DomainParticipant Rediscovery

If a *DomainParticipant* is restarted after an ungraceful shutdown, other *DomainParticipants* will not remove the *DomainParticipant*'s discovery information until its `lease_duration` has expired. Typically, you can reduce the `lease_duration` or increase the resource limits to avoid running out of resources to discover restarted *DomainParticipants*. However, this may not be a feasible solution, since it increases network load and memory usage.

To mitigate these issues, *Connext Micro* can be configured to discover *DomainParticipants* by name instead of by GUID. This speeds up the discovery process because the restarted *DomainParticipant* can immediately replace the old *DomainParticipant* without waiting for the old one's `lease_duration` to expire.

To enable discovery by name for a *DomainParticipant*, do the following:

1. Set a globally unique `participant_name` in the *DomainParticipant*'s [DomainParticipantQos](#).
2. Set the `enable_participant_discovery_by_name` property to `DDS_BOOLEAN_TRUE` in the *DomainParticipant*'s [DISCOVERY](#) QosPolicy.

The *DomainParticipant* can now be rediscovered smoothly by other remote *DomainParticipants* after a restart.

**Attention:** To avoid undefined behavior while using discovery by name, make sure that each *DomainParticipant* in a given domain has a unique `participant_name`.

## 4.9 Configuring Resource Limits

### 4.9.1 Introduction

*Connext Micro* is designed for use in real-time systems and uses a predictable and deterministic memory manager to ensure that memory growth is not unbounded, OS memory fragmentation is eliminated and memory usage can be determined a-priori. The advantage with this design is that proper operation is ensured as soon as steady state has been reached. However, it also places an additional burden on the system designer to properly configure each resource limit. The purpose of this document is to describe all resource limits in *Connext Micro*, what the behavioral impact is, and what the impact on memory usage is.



## 4.9.2 Resource Limits

All resource limits in *Connext Micro* are specified in a QoS policy or property. Please refer to the links to the API Reference below for more details, and refer to the *Micro Memory Map* below for an overview of how the memory is used by each resource limit.

### DomainParticipantFactoryQos

See [DomainParticipantFactoryQos](#) for more detail.

### DomainParticipantQos

The [DomainParticipantQos](#) controls resources that are applicable to the entire DomainParticipant. All the resources specified in the DomainParticipantQos are allocated when the DomainParticipant is created with the [DDS\\_DomainParticipantFactory\\_create\\_participant\(\)](#) call.

### DataReaderQos

The [DataReaderQos](#) controls the resources used by the DDS\_DataReader. Each DDS\_DataReader allocates its own resources, even DDS\_DataReader's of the same DDS\_Topic. For this reason is it advised to limit the number of DDS\_DataReader's per DDS\_Topic to one.

### DataWriterQos

The [DataWriterQos](#) controls the resources allocated by a DDS\_DataWriter. Each DDS\_DataWriter allocates its own resources, even DDS\_DataWriters of the same DDS\_Topic. For this reason is it advised to limit the number of DDS\_DataWriters per topic to one.

### UDP Transport

See [UDP Transport](#) for more details.

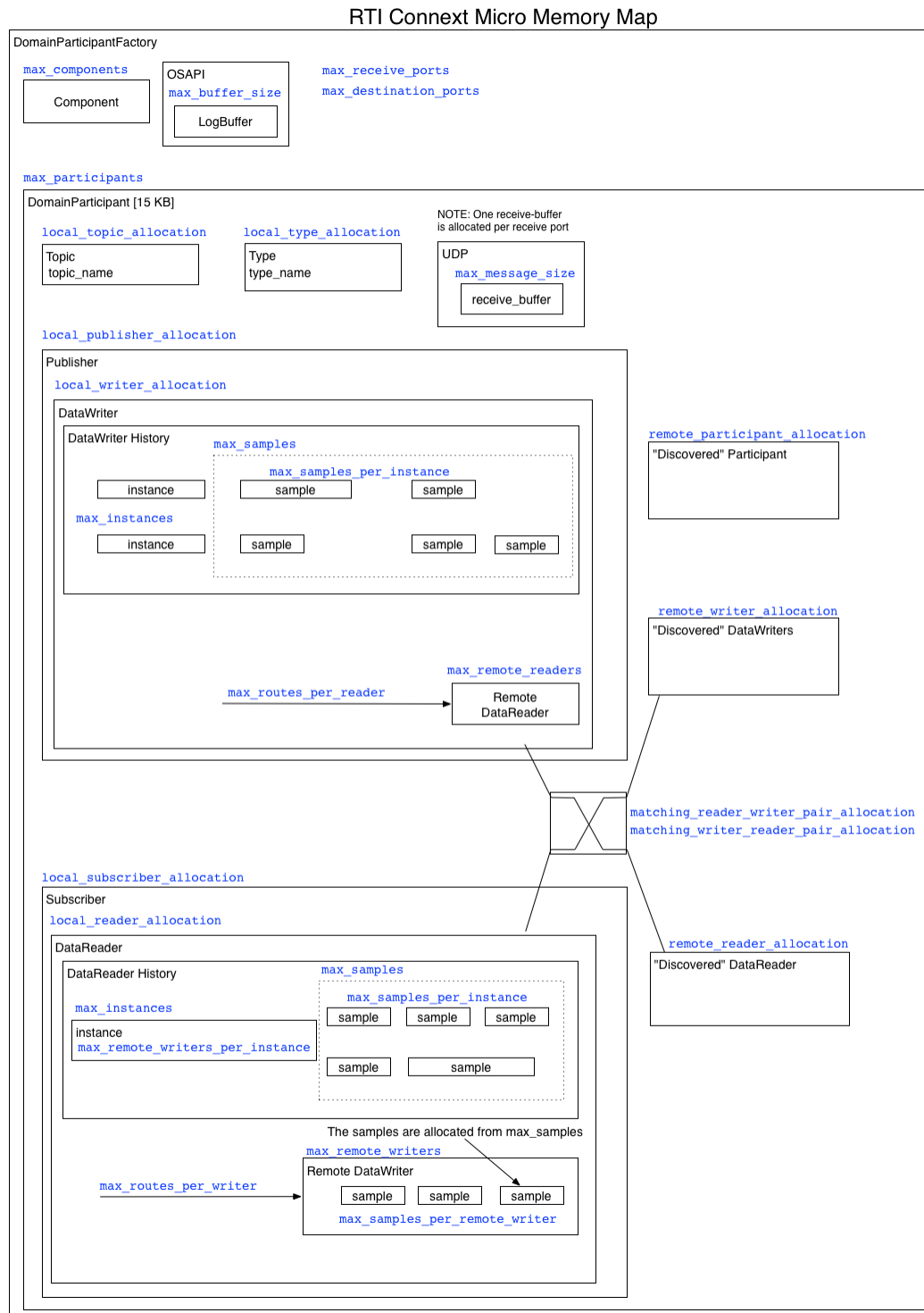
### Dynamic Participant Static Endpoint (DPSE)

The [Dynamic Participant Static Endpoint \(DPSE\)](#) discovery plugin creates one DDS\_DataWriter and one DDS\_DataReader for the ParticipantBuiltinTopicData. The memory for the plugin includes the memory allocated by the DDS\_DataReader and DDS\_DataWriter. The memory allocated by the properties must be added for total memory usage.

## Dynamic Participant Dynamic Endpoint (DPDE)

The [Dynamic Participant Dynamic Endpoint \(DPDE\)](#) discovery plugin creates one DDS\_DataWriter and one DDS\_DataReader for each ParticipantBuiltinTopicData, PublicationBuiltinTopicData, and SubscriptionBuiltinTopicData. The memory for the plugin includes the memory allocated by these DDS\_DataReaders and DDS\_DataWriters. The memory allocated by the properties must be added for total memory usage.

## Memory Map



### 4.9.3 Dynamic Memory Allocation

*Connex Micro* allocates heap memory to create internal data-structures. It is important to know that *Connex Micro* manages memory allocated from the system heap using its own internal memory management, and only returns memory allocated from the system back to the system when something is deleted. That is, if an application never deletes anything, no memory is returned to the system.

As a rule of thumb, in *Connex Micro* the only APIs that allocate heap memory are:

- [DDS\\_DomainParticipantFactory\\_get\\_instance\(\)](#).
- Those that contain the word “new”, i.e. [DDS\\_WaitSet\\_new\(\)](#).
- Those that contain the word “create”, i.e. [DDS\\_DomainParticipantFactory\\_create\\_participant\(\)](#).

And the only APIs that free memory are:

- [DDS\\_DomainParticipantFactory\\_finalize\\_instance\(\)](#).
- Those that contain the word “delete”, i.e. [OSAPI\\_Waitset\\_delete\(\)](#).
- Those that contain the word “free”, i.e. [DDS\\_String\\_free\(\)](#).

*Connex Micro* does not support dynamically allocating resources beyond the initial configuration. That is, all resource limits must be finite. This restriction may be removed in a future version.

### 4.9.4 Internal Resource Allocation

*Connex Micro* allocates additional resources to entities based on internal needs. As a result, resource limits set by the user will often appear to have increased by a constant when read back. This is because *Connex Micro* uses additional internal readers and other entities. *Connex Micro* takes the user-defined value and adds a constant depending on the resource limit, topic and entity being used. For specific values, consult the table below.

See *Benchmarks* for further details on the amount of memory used by each resource limit in the memory model.

Table 4.3: *Connext Micro* Internal resource limit Modifications

| resource limit                         | Modifications by Feature |                                      |
|----------------------------------------|--------------------------|--------------------------------------|
| local_topic_allocation                 | DPSE <sup>1</sup>        | 1                                    |
|                                        | DPDE <sup>2</sup>        | 3                                    |
| local_type_allocation                  | DPSE                     | 1                                    |
|                                        | DPDE                     | 3                                    |
| local_writer_allocation                | DPSE                     | 1                                    |
|                                        | DPDE                     | 3                                    |
| local_reader_allocation                | DPSE                     | 1                                    |
|                                        | DPDE                     | 3                                    |
| local_publisher_allocation             | DPSE                     | 1                                    |
|                                        | DPDE                     | 1                                    |
| local_subscriber_allocation            | DPSE                     | 1                                    |
|                                        | DPDE                     | 1                                    |
| matching_writer_reader_pair_allocation | DPSE                     | 1                                    |
|                                        | DPDE                     | remote_participant_allocation<br>* 6 |

## 4.10 Generating Type Support with rtiddsgen

### 4.10.1 Why Use rtiddsgen?

For *Connext Micro* to publish and subscribe to topics of user-defined types, the types have to be defined and programmatically registered with *Connext Micro*. A registered type is then serialized and deserialized by *Connext Micro* through a pluggable type interface that each type must implement.

Rather than have users manually implement each new type, *Connext Micro* provides the *rtiddsgen* utility for automatically generating type support code.

### 4.10.2 IDL Type Definition

*rtiddsgen* for *Connext Micro* accepts types defined in IDL. The HelloWorld examples included with *Connext Micro* use the following HelloWorld.idl:

```
struct HelloWorld
{
 string<128> msg;
};
```

For further reference, see [the section on Creating User Data Types with IDL](#) in the [RTI Connext DDS Core Libraries User's Manual](#) (available [here](#) if you have Internet access).

<sup>1</sup> Dynamic Participant Static Endpoint. Not used concurrently with DPDE.

<sup>2</sup> Dynamic Participant Dynamic Endpoint. Not used concurrently with DPSE.

### 4.10.3 Generating Type Support

Before running *rtiddsgen*, some environment variables must be set:

- `RTIMEHOME` sets the path of the *Connext Micro* installation directory
- `RTIMEARCH` sets the platform architecture (e.g. `i86Linux2.6gcc4.4.5` or `i86Win32VS2010`)
- `JREHOME` sets the path for a Java JRE

Note that a JRE is shipped with *Connext Professional* on platforms supported for the execution of *rtiddsgen* (Linux®, Windows®, and macOS®). It is not necessary to set `JREHOME` on these platforms, unless a specific JRE is preferred.

#### C

Run *rtiddsgen* from the command line to generate C language type-support for a `UserType.idl` (and replace any existing generated files):

```
> $rti_connext_micro_root/rtiddsgen/scripts/rtiddsgen -micro -language C -replace
↪UserType.idl
```

#### C++

Run *rtiddsgen* from the command line to generate C++ language type-support for a `UserType.idl` (and replace any existing generated files):

```
.. code-block:: none
```

```
> $rti_connext_micro_root/rtiddsgen/scripts/rtiddsgen -micro -language C++
-replace UserType.idl
```

### Notes on Command-Line Options

In order to target *Connext Micro* when generating code with *rtiddsgen*, the `-micro` option must be specified on the command line.

To list all command-line options specifically supported by *rtiddsgen* for *Connext Micro*, enter:

```
> rtiddsgen -micro -help
```

Existing users might notice that that previously available options, `-language microC` and ```-language microC++`, have been replaced by `-micro -language C` and ```-micro -language C++`, respectively. It is still possible to specify `microC` and `microC++` for backwards compatibility, but users are advised to switch to using the `-micro` command-line option along with other arguments.

## Generated Type Support Files

*rtiddsgen* will produce the following header and source files for each IDL file passed to it:

- *UserType.h* and *UserType.c* (.cxx for C++) implement creation/initialization and deletion (only for *Connext Micro* of a single sample and a sequence of samples of the type (or types) defined in the IDL description.
- *UserTypePlugin.h* and *UserTypePlugin.c* (.cxx for C++) implement the pluggable type interface that *Connext Micro* uses to serialize and deserialize the type.
- *UserTypeSupport.h* and *UserTypeSupport.c(xx)* define type-specific *DataWriters* and *DataReaders* for user-defined types.

### 4.10.4 Using custom data-types in Connext Micro Applications

A *Connext Micro* application must first of all include the generated headers. Then it must register the type with the *DomainParticipant* before a topic of that type can be defined. For an example HelloWorld type, the following code registers the type with the participant and then creates a topic of that type:

```
#include "HelloWorldPlugin.h"
#include "HelloWorldSupport.h"

/* ... */

retcode = HelloWorldTypeSupport_register_type(application->participant,
 "HelloWorld");

if (retcode != DDS_RETCODE_OK)
{
 /* Log an error */
 goto done;
}

application->topic = DDS_DomainParticipant_create_topic(
 application->participant,
 "Example HelloWorld",
 "HelloWorld",
 &DDS_TOPIC_QOS_DEFAULT, NULL,
 DDS_STATUS_MASK_NONE);

if (application->topic == NULL)
{
 /* Log an error */
 goto done;
}
```

See the full HelloWorld examples for further reference.

### 4.10.5 Customizing generated code

*rtiddsgen* allows *Connext Micro* users to select whether they want to generate code to subscribe to and/or publish a custom data-type. When generating code for subscriptions, only those parts of code dealing with deserialization of data and the implementation of a typed *DataReader* endpoint are generated. Conversely, only those parts of code addressing serialization and the implementation of a *DataWriter* are considered when generating publishing code.

Control over these options is provided by two command-line arguments:

- **-reader** generates code for deserializing custom data-types and creating *DataReaders* from them.
- **-writer** generates code for serializing custom data-types and creating *DataWriters* from them.

If neither of these two options are supplied to *rtiddsgen*, they will both be considered active and code for both *DataReaders* and *DataWriters* will be generated. If only one of the two options is supplied to *rtiddsgen*, only that one is enabled. If both options are supplied, both are enabled.

### 4.10.6 Unsupported Features of *rtiddsgen* with *Connext Micro*

*Connext Micro* supports a subset of the features and options in *rtiddsgen*. Use `rtiddsgen -micro -help` to see the list of features supported by *rtiddsgen* for *Connext Micro*.

## 4.11 Threading Model

### 4.11.1 Introduction

This section describes the threading model, the use of critical sections, and how to configure thread parameters in *RTI Connext Micro*. Please note that the information contained in this document applies to application development using *Connext Micro*. For information regarding *porting* the *Connext Micro* thread API to a new OS, please refer to *Porting RTI Connext Micro*.

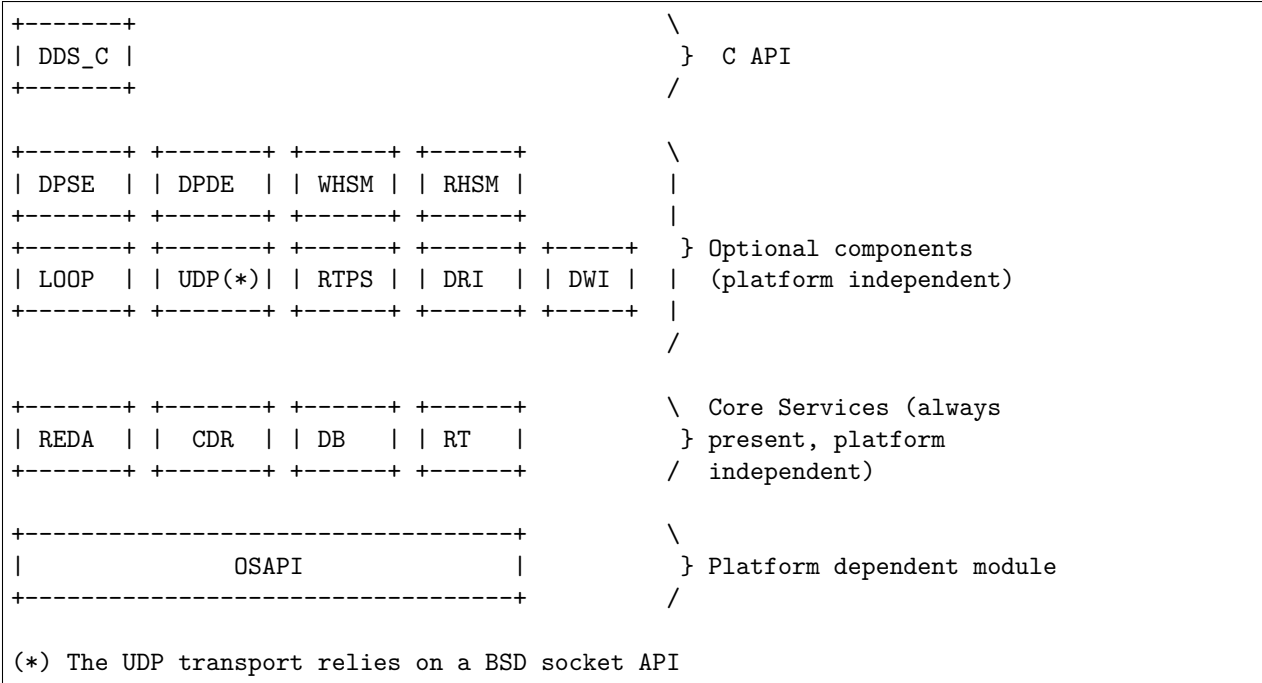
This section includes:

- *Architectural Overview*
- *Threading Model*
- *UDP Transport Threads*



### 4.11.2 Architectural Overview

*RTI Connext Micro* consists of a core library and a number of components. The core library provides a porting layer, frequently used data-structures and abstractions, and the DDS API. Components provide additional functionality such as UDP communication, DDS discovery plugins, DDS history caches, etc.



### 4.11.3 Threading Model

*RTI Connext Micro* is architected in a way that makes it possible to create a port of *Connext Micro* that uses no threads, for example on platforms with no operating system or where the OS itself creates the threads which calls into *Connext Micro*. Thus, the following discussion is only applicable to *Connext Micro* libraries from RTI that runs on operating systems where *Connext Micro* is allowed to create threads. The platform specific notes provide additional information regarding integration with specific environments.

#### OSAPI Threads

The *Connext Micro* OSAPI layer creates one thread per OS process. This thread manages all the *Connext Micro* timers, such as deadline and liveliness timers. This thread is created by the *Connext Micro* OSAPI System when the [OSAPI\\_System\\_initialize\(\)](#) function is called. When the *Connext Micro* DDS API is used [DomainParticipantFactory\\_get\\_instance\(\)](#) calls this function once.

## Configuring OSAPI Threads

The timer thread is configured through the `OSAPI_SystemProperty` structure and any changes must be made before `OSAPI_System_initialize()` is called. In *Connext Micro*, `DomainParticipantFactory_get_instance()` calls `OSAPI_System_initialize()`. Thus, if it is necessary to change the system timer thread settings, it must be done before `DomainParticipantFactory_get_instance()` is called the first time.

Please refer to `OSAPI_Thread` for supported thread options. Note that not all options are supported by all platforms.

```
struct OSAPI_SystemProperty sys_property = OSAPI_SystemProperty_INITIALIZER;

if (!OSAPI_System_get_property(&sys_property))
{
 /* ERROR */
}

/* Please refer to OSAPI_ThreadOptions for possible options */
sys_property.timer_property.thread.options =;

/* The stack-size is platform dependent, it is passed directly to the OS */
sys_property.timer_property.thread.stack_size =

/* The priority is platform dependent, it is passed directly to the OS */
sys_property.timer_property.thread.priority =

if (!OSAPI_System_set_property(&sys_property))
{
 /* ERROR */
}
```

## UDP Transport Threads

Of the components that RTI provides, only the UDP component creates threads. The UDP transport creates one receive thread for each unique UDP receive resource. Thus, two UDP threads are created by default:

- A unicast receive thread for discovery data
- A unicast receive thread for user-data

Additional threads may be created depending on the transport configuration for a *DomainParticipant*, *DataReader* and *DataWriter*. The UDP transport creates threads based on the following criteria:

- Each unique unicast port creates a new thread
- Each unique multicast address *and* port creates a new thread

For example, if a *DataReader* specifies its own multicast receive address a new receive thread will be created.

## Configuring UDP Receive Threads

All threads in the UDP transport share the same thread settings. It is important to note that all the UDP properties must be set before the UDP transport is registered. *Connext Micro* pre-registers the UDP transport with default settings when the [DomainParticipantFactory](#) is initialized. To change the UDP thread settings, use the following code.

```
RT_Registry_T *registry = NULL;
DDS_DomainParticipantFactory *factory = NULL;
struct UDP_InterfaceFactoryProperty *udp_property = NULL;

factory = DDS_DomainParticipantFactory_get_instance();

udp_property = (struct UDP_InterfaceFactoryProperty *)
 malloc(sizeof(struct UDP_InterfaceFactoryProperty));
*udp_property = UDP_INTERFACE_FACTORY_PROPERTY_DEFAULT;

registry = DDS_DomainParticipantFactory_get_registry(factory);

if (!RT_Registry_unregister(registry, "_udp", NULL, NULL))
{
 /* ERROR */
}

/* Please refer to OSAPI_ThreadOptions for possible options */
udp_property->recv_thread.options = ...;

/* The stack-size is platform dependent, it is passed directly to the OS */
udp_property->recv_thread.stack_size =

/* The priority is platform dependent, it is passed directly to the OS */
udp_property->recv_thread.priority =

if (!RT_Registry_register(registry, "_udp",
 UDP_InterfaceFactory_get_interface(),
 (struct RT_ComponentFactoryProperty*)udp_property,
 NULL))
{
 /* ERROR */
}
```

## General Thread Configuration

The *Connext Micro* architecture consists of a number of components and layers, and each layer and component has its own properties. It is important to remember that the layers and components are configured independently of each other, as opposed to configuring everything through DDS. This design makes it possible to relatively easily swap out one part of the library for another.

All threads created based on *Connext Micro* OSAPI APIs use the same [OSAPI\\_ThreadProperty](#) structure.

#### 4.11.4 Thread-Safety

All public APIs have a note about thread-safety included in the API reference manuals. It is important that an application does not violate thread-safety guidelines.

*RTI Connex Micro* may create multiple threads, but from an application point of view, there is only a single critical section protecting all DDS resources within a *DomainParticipant*.

---

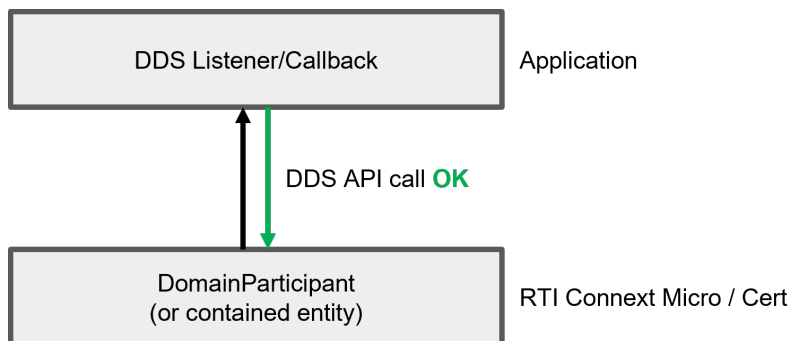
**Note:** Although *Connex Micro* may create multiple mutexes, these are used to protect resources in the OSAPI layer, and are thus not relevant when using the public DDS APIs.

---

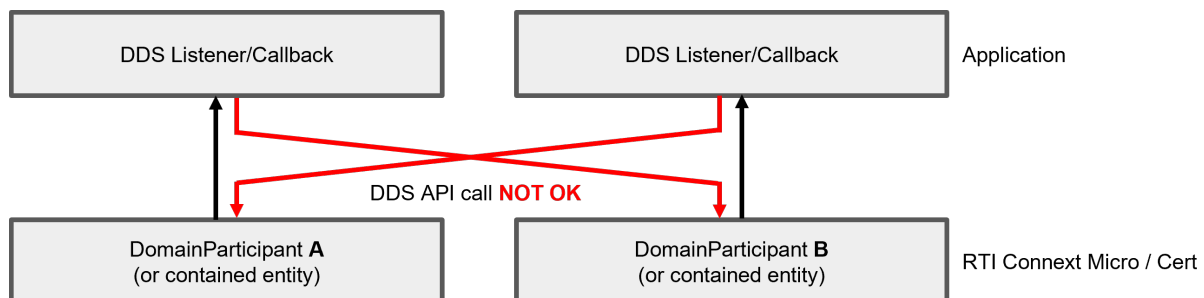
#### Calling DDS APIs from listeners and callbacks

When DDS is executing in a listener, it holds a critical section. Thus it is important to return as quickly as possible to avoid stalling network I/O.

There are no deadlock scenarios when a listener calls *Connex Micro* DDS APIs from the **same** *DomainParticipant* (and contained entities) that the listener was called from, as shown in the diagram below:



**Warning:** It is **not** safe to call DDS APIs from a **different** *DomainParticipant* than the one listener was called from, as shown in the diagram below. This may result in a deadlock situation.



**Warning:** There are no checks on whether or not an API call will cause problems, such as deleting a participant when processing data in [on\\_data\\_available](#) from a reader within the same participant.

### Calling DDS APIs from a type-plugin

A user type-plugin that is registered with the *DomainParticipant* is subject to the following rules:

- The key kind is constant.
- The plugin is constant for a given DDS entity (*Topic*, *DataWriter*, or *DataReader*).
- The plugin data must be protected if thread safety is a concern, as it is user data and not protected by *Connext Micro*.

---

**Note:** A type-plugin generated from an IDL file with the *rtiddsgen* IDL compiler included with *Connext Micro* will satisfy these rules.

---

## 4.12 Batching

This section is organized as follows:

- *Overview*
- *Interoperability*
- *Performance*
- *Example Configuration*

### 4.12.1 Overview

Batching refers to a mechanism that allows *RTI Connext Micro* to collect multiple user data DDS samples to be sent in a single network packet, to take advantage of the efficiency of sending larger packets and thus increase effective throughput.

*Connext Micro* supports receiving batches of user data DDS samples, but does not support any mechanism to collect and send batches of user data.

Receiving batches of user samples is transparent to the application, which receives the samples as if the samples had been received one at a time. Note though that the reception sequence number refers to the sample sequence number, not the RTPS sequence number used to send RTPS messages. The RTPS sequence number is the batch sequence number for the entire batch.

A *Connext Micro DataReader* can receive both batched and non-batched samples.

For a more detailed explanation, please refer to [the BATCH QosPolicy section](#) in the [RTI Connext DDS Core Libraries User's Manual](#) (available [here](#) if you have Internet access).

### 4.12.2 Interoperability

*RTI Connext Professional* supports both sending and receiving batches, whereas *RTI Connext Micro* supports only receiving batches. Thus, this feature primarily exists in *Connext Micro* to interoperate with *RTI Connext* applications that have enabled batching. An *Connext Micro DataReader* can receive both batched and non-batched samples.

### 4.12.3 Performance

The purpose of batching is to increase throughput when writing small DDS samples at a high rate. In such cases, throughput can be increased several-fold, approaching much more closely the physical limitations of the underlying network transport.

However, collecting DDS samples into a batch implies that they are not sent on the network immediately when the application writes them; this can potentially increase latency. But, if the application sends data faster than the network can support, an increased proportion of the network's available bandwidth will be spent on acknowledgements and DDS sample resends. In this case, reducing that overhead by turning on batching could decrease latency while increasing throughput.

### 4.12.4 Example Configuration

This section includes several examples that explain how to enable batching in *RTI Connext Professional*. For more detailed and advanced configuration, please refer to the [RTI Connext DDS Core Libraries User's Manual](#).

- This configuration ensures that a batch will be sent with a maximum of 10 samples:

```
<datawriter_qos>
 <publication_name>
 <name>HelloWorldDataWriter</name>
 </publication_name>
 <batch>
 <enable>true</enable>
 <max_samples>10</max_samples>
 </batch>
</datawriter_qos>
```

- This configuration ensures that a batch is automatically flushed after the delay specified by `max_flush_delay`. The delay is measured from the time the first sample in the batch is written by the application:

```
<datawriter_qos>
 <publication_name>
 <name>HelloWorldDataWriter</name>
 </publication_name>
 <batch>
 <enable>true</enable>
 <max_flush_delay>
 <sec>1</sec>
 </max_flush_delay>
 </batch>
</datawriter_qos>
```

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```
 <nanosec>0</nanosec>
 </max_flush_delay>
 </batch>
 </datawriter_qos>
```

- The following configuration ensures that a batch is flushed automatically when `max_data_bytes` is reached (in this example 8192).

```
<datawriter_qos>
 <publication_name>
 <name>HelloWorldDataWriter</name>
 </publication_name>
 <batch>
 <enable>true</enable>
 <max_data_bytes>8192</max_data_bytes>
 </batch>
</datawriter_qos>
```

Note that `max_data_bytes` does not include the metadata associated with the batch samples.

Batches must contain whole samples. If a new batch is started and its initial sample causes the serialized size to exceed `max_data_bytes`, *RTI Connext Professional* will send the sample in a single batch.

## 4.13 Message Integrity Checking

*Connext Micro* uses the DDS-I/ RTPS protocol for communication between DDS applications, and RTPS messages are sent and received by a transport. When an RTPS message is sent across a communication link, such as Ethernet, it is possible that some bits may change value. These errors may cause communication failures or incorrect data to be received. In order to *detect* these types of errors, transports such as UDP often include a checksum to validate the integrity of the data: a sender adds the checksum to the transmitted data and the receiver validates that the calculated checksum for the received data matches the checksum received from the sender. If the checksums are different, a data corruption has occurred.

By default, *Connext Micro* relies on the underlying transport, such as UDP, to handle data integrity checking. However, the underlying transport may not provide sufficient integrity checking, or may itself introduce errors that *Connext Micro* must be able to detect regardless of the transport.

In order to address both of these scenarios for *any* transport, *Connext Micro* supports RTPS message integrity checking by adding a checksum to the RTPS message itself. This chapter describes the setup and default options to access this feature.

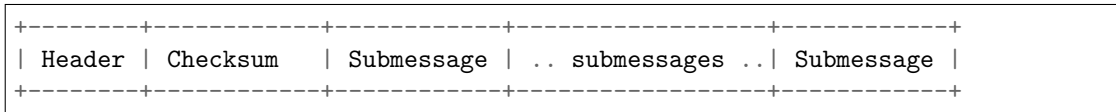
For information on how to write custom checksum functions, please refer to *RTPS*.

### 4.13.1 RTPS Checksum

*Connext Micro* implements checksum validation on a complete RTPS message. A typical RTPS message without a checksum has the following structure:



When the message integrity checking feature is enabled, the structure of the RTPS message changes as illustrated below:



The sender calculates the checksum for the entire message with a checksum field set to 0 and places the result in the checksum field.

The receiver saves the the received checksum, sets the received checksum field to 0, and calculates the checksum for the entire message. It then compares the calculated checksum with the received checksum. If the checksums differ, the entire RTPS message is considered corrupted.

Note that the checksum is used *only* for error *detection* and *not* for error *correction*.

### 4.13.2 Configurations

You can configure your application to define which algorithms to use and validate as well as the requirements enforced by the participant when communicating with other participants using the *DDS\_WireProtocolQosPolicy*.

Configuring the message integrity checking consists of the two parts:

1. Selecting the checksum algorithm.
2. Configuring how a participant applies the checksums.

#### Selecting a checksum algorithm

*Connext Micro* supports three built-in algorithms and can be configured to use any of the following algorithms:

1. DDS\_CHECKSUM\_BUILTIN32: CRC-32 As defined by ISO/IEC 13239:2002.
2. DDS\_CHECKSUM\_BUILTIN64: CRC-64 As defined by ISO/IEC 13239:2002.
3. DDS\_CRC\_BUILTIN128: MD5 Message Digest

The CRC functions have the following properties:



| Checksum | Polynom    | Initial Value | Input Reflected | Output Reflected | XOR Value    |
|----------|------------|---------------|-----------------|------------------|--------------|
| CRC-32   | 0x04c11db7 | $2^{32} - 1$  | true            | true             | $2^{32} - 1$ |
| CRC-64   | 0x1b       | $2^{64} - 1$  | true            | true             | $2^{64} - 1$ |

In addition, four custom algorithms can implemented and used:

1. DDS\_CHECKSUM\_CUSTOM32
2. DDS\_CHECKSUM\_CUSTOM64
3. DDS\_CHECKSUM\_CUSTOM128
4. DDS\_CHECKSUM\_CUSTOM256

Please refer to *RTPS* for information on how to implement custom checksum functions.

### Configuring the DDS DomainParticipant

The RTPS message integrity feature is configured in the *DDS\_WireProtocolQosPolicy* for a participant. This QoS determines which RTPS checksum should be allowed, and if checksums should be sent and/or validated.

The following three fields determine how a participant uses RTPS checksums:

- *compute\_crc* - This configures the participant to send a checksum with each RTPS message. Which checksum to send is determined by *computed\_crc\_kind*.
- *check\_crc* - This configures the participant to verify the checksum in each received RTPS message if the checksum is present. If the checksum is valid, the message is accepted; otherwise, the message is dropped. If a message is received *without* a checksum, it is accepted and processed.
- *require\_crc* - This configures the participant to *require* that a checksum is present in the receiving packet. Messages without a checksum are dropped without further processing. Note that this option is orthogonal to the *check\_crc options*. This option only requires that a checksum is included, it does not validate it. To validate and only accept messages with a checksum, *both* *check\_crc* and *require\_crc* must be *true*.

The following two fields determine which checksums are used:

- *computed\_crc\_kind* - The checksum type to include in each RTPS message when *compute\_crc* is *true*.
- *allowed\_crc\_mask* - A mask of all checksum algorithms that the participant can verify. This allows the participant to receive messages from other participants with a different *computed\_crc\_kind*. A participant will ignore a participant that is sending a checksum that it cannot validate.

For example, the following snippet shows how to configure the participant to:

- Send all messages (except the participant announcements; see the *Participant Discovery and Participant Compatibility* section below) with *DDS\_CHECKSUM\_BUILTIN64*.

- Accept `DDS_CHECKSUM_BUILTIN32`, `DDS_CHECKSUM_BUILTIN64`, and `DDS_CHECKSUM_BUILTIN128` algorithms.

```
struct DDS_DomainParticipantQos dp_qos =
 DDS_DomainParticipantQos_INITIALIZER;

dp_qos.protocol.computed_crc_kind = DDS_CHECKSUM_BUILTIN64;

dp_qos.protocol.allowed_crc_mask = DDS_CHECKSUM_BUILTIN32
 | DDS_CHECKSUM_BUILTIN64
 | DDS_CHECKSUM_BUILTIN128;
```

### 4.13.3 Participant Discovery and Participant Compatibility

*Connext Micro* ensures that participants establish communication with each other only when they have compatible checksum configurations. If `compute_crc` is *true*, all messages sent from the participant are protected by a checksum. Since each participant can use a different type of checksum, a mechanism is required to ensure that participants are compatible during discovery.

To bootstrap this mechanism, all participant announcements (if `compute_crc` is set to *true*) include a checksum of type `DDS_CHECKSUM_BUILTIN32`. The participant announcement carries information about the `computed_crc_kind` (the checksum kind used by the participant) and the `allowed_crc_mask` (the checksum kinds understood by the participant), and whether or not the participant requires a checksum for each RTPS message (if `require_crc` is set to *true*). Please note that messages with `DDS_CHECKSUM_BUILTIN32` checksum are *always* accepted to enable discovering new participants.

For a Participant (A) to match with another Participant (B), the `computed_crc_kind` of Participant (B) must be a strict subset of the `allowed_crc_mask` of Participant (A) and vice versa. If Participant (B) does not send a checksum (`compute_crc` is set to *false*), it can only match Participant (A) if it does not set `require_crc` to *true*.

### 4.13.4 Interoperability with Connext Professional

*Connext Professional* supports a CRC 32-bit checksum. However, the RTPS submessage used by *Connext Professional* to include a checksum is different from the one used by *Connext Micro* and what has been standardized by the OMG. *Connext Micro* always accepts *Connext Professional*'s CRC32 and treats it as a `DDS_CHECKSUM_BUILTIN32`. However, in order to enable interoperability with *Connext Professional* and enable *Connext Professional* to validate the checksum, it is necessary to change the transmit mode of *Connext Micro*. Two transmit modes are available:

- `RTPS_CRC_TXMODE_OMG` - Use the standard method as defined by the OMG. This is the default mode. The checksums sent by *Connext Micro* are *not* understood by *Connext Professional*, and *Connext Professional* will accept the messages as not having a CRC32.
- `RTPS_CRC_TXMODE_RTICRC32` - CRC32 Mode. This mode sets the `computed_crc_kind` to `DDS_CRC_BUILTIN32`. The checksum sent by *Connext Micro* is understood by Pro. Use this option only if the *Connext Professional* application in your system needs checksum validation and has set `check_crc` to *true*.

## 4.14 Working With Sequences

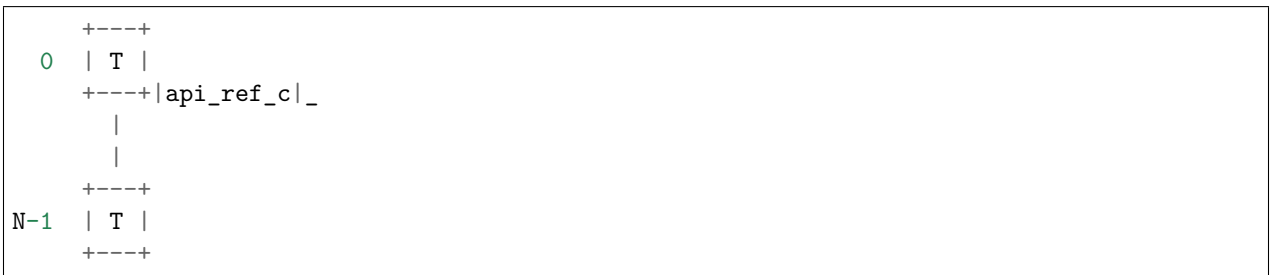
### 4.14.1 Introduction

*RTI Connext Micro* uses IDL as the language to define data-types. One of the constructs in IDL is the *sequence*: a variable-length vector where each element is of the same type. This section describes how to work with sequences; in particular, the string sequence since it has special properties.

### 4.14.2 Working with Sequences

#### Overview

Logically a sequence can be viewed as a variable-length vector with N elements, as illustrated below. Note that sequences indices are 0 based.



There are three types of sequences in *Connext Micro*:

- Builtin sequences of primitive IDL types.
- Sequences defined in IDL using the sequence keyword.
- Sequences defined by the application.

The following builtin sequences exist (please refer to [C API Reference](#) and [C++ API Reference](#) for the complete API).

| IDL Type           | Connex Micro Type    | Connex Micro Sequence   |
|--------------------|----------------------|-------------------------|
| octet              | DDS_Octet            | DDS_OctetSeq            |
| char               | DDS_Char             | DDS_CharSeq             |
| boolean            | DDS_Boolean          | DDS_BooleanSeq          |
| short              | DDS_Short            | DDS_ShortSeq            |
| unsigned short     | DDS_UnsignedShort    | DDS_UnsignedShortSeq    |
| long               | DDS_Long             | DDS_LongSeq             |
| unsigned long      | DDS_UnsignedLong     | DDS_UnsignedLongSeq     |
| enum               | DDS_Enum             | DDS_EnumSeq             |
| wchar              | DDS_Wchar            | DDS_WcharSeq            |
| long long          | DDS_LongLong         | DDS_LongLongSeq         |
| unsigned long long | DDS_UnsignedLongLong | DDS_UnsignedLongLongSeq |
| float              | DDS_Float            | DDS_FloatSeq            |
| double             | DDS_Double           | DDS_DoubleSeq           |
| long double        | DDS_LongDouble       | DDS_LongDoubleSeq       |
| string             | DDS_String           | DDS_StringSeq           |
| wstring            | DDS_Wstring          | DDS_WstringSeq          |

The following are important properties of sequences to remember:

- All sequences in *Connex Micro* must be finite.
- All sequences defined in IDL are sized based on IDL properties and *must* not be resized. That is, *never* call **set\_maximum()** on a sequence defined in IDL. This is particularly important for string sequences.
- Application defined sequences can be resized using **set\_maximum()** or **ensure\_length()**.
- There are two ways to use a **DDS\_StringSeq** (they are type-compatible):
  - A **DDS\_StringSeq** originating from IDL. This sequence is sized based on maximum sequence length *and* maximum string length.
  - A **DDS\_StringSeq** originating from an application. In this case the sequence element memory is unmanaged.
- All sequences have an initial length of 0.

## Working with IDL Sequences

Sequences that originate from IDL are created when the IDL type they belong to is created. IDL sequences are always initialized with the maximum size specified in the IDL file. The maximum size of a type, and hence the sequence size, is used to calculate memory needs for serialization and deserialization buffers. Thus, changing the size of an IDL sequence can lead to hard to find memory corruption.

The string and wstring sequences are special in that not only is the maximum sequence size allocated, but because strings are also always of a finite maximum length, the maximum space needed for each string element is also allocated. This ensure that *Connex Micro* can prevent memory overruns and validate input.

Some typical scenarios with a long sequence and a string sequence defined in IDL is shown below:

```

/* In IDL */
struct SomeIdlType
{
 // A sequence of 20 longs
 sequence<long,20> long_seq;

 // A sequence of 10 strings, each string has a maximum length of 255 bytes
 // (excluding NUL)
 sequence<string<255>,10> string_seq;
}

/* In C source */
SomeIdlType *my_sample = SomeIdlTypeTypeSupport_create_data()

DDS_LongSet_set_length(&my_sample->long_seq,5);
DDS_StringSeq_set_length(&my_sample->string_seq,5);

/* Assign the first 5 longs in long_seq */
for (i = 0; i < 5; ++i)
{
 *DDS_LongSeq_get_reference(&my_sample->long_seq,i) = i;
 snprintf(*DDS_StringSeq_get_reference(&my_sample->string_seq,0),255,"SomeString %d",
↪ i);
}

/* The delete call is _not_ available in Micro Cert */
SomeIdlTypeTypeSupport_delete_data(my_sample);

/* In C++ source */
SomeIdlType *my_sample = SomeIdlTypeTypeSupport::create_data()

/* Assign the first 5 longs in long_seq */

my_sample->long_seq.length(5);
my_sample->string_seq.length(5);

for (i = 0; i < 5; ++i)
{
 /* use method */
 *DDSLongSeq_get_reference(&my_sample->long_seq,i) = i;
 snprintf(*DDSStringSeq_get_reference(&my_sample->string_seq,i),255,"SomeString %d",
↪ i);

 /* or assignment */
 my_sample->long_seq[i] = i;
 snprintf(my_sample->string_seq[i],255,"SomeString %d",i);
}

/* The delete call is _not_ available in Micro Cert */
SomeIdlTypeTypeSupport::delete_data(my_sample);

```

Note that in the example above the sequence length is set. The maximum size for each sequence is

set when `my_sample` is allocated.

A special case is to copy a string sequence from a sample to a string sequence defined outside of the sample. This is possible, but care *must* be taken to ensure that the memory is allocated properly:

Consider the IDL type from the previous example. A string sequence of equal size can be allocated as follows:

```
struct DDS_StringSeq app_seq = DDS_SEQUENCE_INITIALIZER;

/* This ensures that memory for the strings are allocated upfront */
DDS_StringSeq_set_maximum_w_max(&app_seq, 10, 255);

DDS_StringSeq_copy(&app_seq, &my_sample->string_seq);
```

If instead the following code was used, memory for the string in `app_seq` would be allocated as needed.

```
struct DDS_StringSeq app_seq = DDS_SEQUENCE_INITIALIZER;

/* This ensures that memory for the strings are allocated upfront */
DDS_StringSeq_set_maximum(&app_seq, 10);

DDS_StringSeq_copy(&app_seq, &my_sample->string_seq);
```

## Working with Application Defined Sequences

Application defined sequences work in the same way as sequences defined in IDL with two exceptions:

- The maximum size is 0 by default. It is necessary to call `set__maximum` or `ensure_length` to allocate space.
- `DDS_StringSet_set_maximum` does not allocate space for the string pointers. The memory must be allocated on a per needed basis and calls to `__copy` may reallocate memory as needed. Use `DDS_StringSeq_set_maximum_w_max` or `DDS_StringSeq_ensure_length_w_max` to also allocate pointers. In this case `__copy` will *not* reallocate memory.

Note that it is not allowed to mix the use of calls that pass the max (ends in `__w_max`) and calls that do not. Doing so may cause memory leaks and/or memory corruption.

```
struct DDS_StringSeq my_seq = DDS_SEQUENCE_INITIALIZER;

DDS_StringSeq_ensure_length(&my_seq, 10, 20);

for (i = 0; i < 10; i++)
{
 *DDS_StringSeq_get_reference(&my_seq, i) = DDS_String_dup("test");
}
```

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```

/* The finalize call is _not_ available in Micro Cert */
DDS_StringSeq_finalize(&my_seq);

```

**DDS\_StringSeq\_finalize** automatically frees memory pointed to by each element using **DDS\_String\_free**. All memory allocated to a string element should be allocated using a **DDS\_String** function.

It is possible to assign any memory to a string sequence element if all elements are released manually first:

```

struct DDS_StringSeq my_seq = DDS_SEQUENCE_INITIALIZER;

DDS_StringSeq_ensure_length(&my_seq,10,20);

for (i = 0; i < 10; i++)
{
 *DDS_StringSeq_get_reference(&my_seq,i) = static_string[i];
}

/* Work with the sequence */

for (i = 0; i < 10; i++)
{
 *DDS_StringSeq_get_reference(&my_seq,i) = NULL;
}

DDS_StringSeq_finalize(&my_seq);

```

## 4.15 Debugging

Please note that this chapter applies to *Connext Micro* and *Connext Cert*. However, in *Connext Cert* logging is *only* available in the *Debug* libraries.

### 4.15.1 Overview

*Connext Micro* maintains a log of events occurring in a *Connext Micro* application. Information on each event is formatted into a log entry. Each entry can be stored in a buffer, stringified into a displayable log message, and/or redirected to a user-defined log handler.

For a list of error codes, please refer to [C Logging Reference](#) or [C++ Logging Reference](#).

### 4.15.2 Configuring Logging

By default, *Connext Micro* sets the log verbosity to *Error*. It can be changed at any time by calling **OSAPI\_Log\_set\_verbosity()** using the desired verbosity as a parameter.

Note that when compiling with `RTI_CERT` defined, logging is completely removed.

The *Connext Micro* log stores new log entries in a log buffer.

The default buffer size is different for Debug and Release libraries. The Debug libraries are configured to use a much larger buffer than the Release ones. A custom buffer size can be configured using the **OSAPI\_Log\_set\_property()** function. For example, to set a buffer size of 128 bytes:

```
struct OSAPI_LogProperty prop = OSAPI_LogProperty_INIIALIZER;

OSAPI_Log_get_property(&prop);
prop.max_buffer_size = 128;
OSAPI_Log_set_property(&prop);
```

Note that if the buffer size is too small, log entries will be truncated in order to fit in the available buffer.

The function used to write the logs can be set during compilation by defining the macro `OSAPI_LOG_WRITE_BUFFER`. This macro shall have the same parameters as the function prototype **OSAPI\_Log\_write\_buffer\_T**.

It is also possible to set this function during runtime by using the function **OSAPI\_Log\_set\_property()**:

```
struct OSAPI_LogProperty prop = OSAPI_LogProperty_INIIALIZER;

OSAPI_Log_get_property(&prop);
prop.write_buffer = <pointer to user defined write function>;
OSAPI_Log_set_property(&prop);
```

A user can install a log handler function to process each new log entry. The handler must conform to the definition `OSAPI_LogHandler_T`, and it is set by **OSAPI\_Log\_set\_log\_handler()**.

When called, the handler has parameters containing the raw log entry and detailed log information (e.g., error code, module, file and function names, line number).

The log handler is called for every new log entry, even when the log buffer is full. An expected use case is redirecting log entries to another logger, such as one native to a particular platform.



### 4.15.3 Log Message Kinds

Each log entry is classified as one of the following kinds:

- *Error*. An unexpected event with negative functional impact.
- *Warning*. An event that may not have negative functional impact but could indicate an unexpected situation.
- *Information*. An event logged for informative purposes.

By default, the log verbosity is set to *Error*, so only error logs will be visible. To change the log verbosity, simply call the function **OSAPI\_Log\_set\_verbosity()** with the desired verbosity level.

### 4.15.4 Interpreting Log Messages and Error Codes

A log entry in *Connex Micro* has a defined format.

Each entry contains a header with the following information:

- *Length*. The length of the log message, in bytes.
- *Module ID*. A numerical ID of the module from which the message was logged.
- *Error Code*. A numerical ID for the log message. It is unique within a module.

Though referred to as an “error” code, it exists for all log kinds (error, warning, info).

The module ID and error code together uniquely identify a log message within *Connex Micro*.

*Connex Micro* can be configured to provide additional details per log message:

- *Line Number*. The line number of the source file from which the message is logged.
- *Module Name*. The name of the module from which the message is logged.
- *Function Name*. The name of the function from which the message is logged.

When an event is logged, by default it is printed as a message to standard output. An example error entry looks like this:

```
[943921909.645099999]ERROR: ModuleID=7 Errcode=200 X=1 E=0 T=1
dds_c/DomainFactory.c:163/DDS_DomainParticipantFactory_get_instance: kind=19
```

- *X* Extended debug information is present, such as file and line number.
- *E* Exception, the log message has been truncated.
- *T* The log message has a valid timestamp (successful call to OSAPI\_System\_get\_time()).

A log message will need to be interpreted by the user when an error or warning has occurred and its cause needs to be determined, or the user has set a log handler and is processing each log message based on its contents.

A description of an error code printed in a log message can be determined by following these steps:

- Navigate to the module that corresponds to the Module ID, or the printed module name in the second line. In the above example, “ModuleID=7” corresponds to DDS.
- Search for the error code to find it in the list of the module’s error codes. In the example above, with “Errcode=200,” search for “200” to find the log message that has the value “(DDSC\_LOG\_BASE + 200)”.

## 4.16 Connex Micro Hardcoded Resource Limits

### 4.16.1 Introduction

*Connex Micro* contains a few resource limits that are not configurable in a QoS policy or property. Note that not every single constant used in *Connex Micro* is addressed. The focus is on resource limits that may prevent an application using *Connex Micro* from behaving correctly. For example, the maximum number of participants that can be discovered on a node may impact an application. On the other hand, a resource limit that has no functional impact, for example the maximum length of the discovery plugin name, is not described in this document.

When a resource limit is exceeded an error message is logged. An explanation can be found in the documentation. Note that some resource limits may be exceeded when calling an API and others may be exceeded as part of processing incoming data. Thus, it may be necessary to look at log output to see the failure reason.

Although *Connex Micro* can be compiled from source it is recommended to consult with RTI before making any changes to the hard coded limits.

### 4.16.2 Summary

| Resource                                                                                                      | Limit |
|---------------------------------------------------------------------------------------------------------------|-------|
| Number of domain participants per OS process                                                                  | 8     |
| Max topic name length                                                                                         | 255   |
| Max type name length                                                                                          | 255   |
| Max number of discovery plugins used by a domain participant                                                  | 1     |
| Max number of announced receive addresses for discovery data by a domain participant                          | 4     |
| Max number of announced receive addresses for user-data data by a domain participant                          | 4     |
| Max number of addresses that can be received (per meta-unicast, meta-multicast, user-unicast, user-multicast) | 4     |

### 4.16.3 Operating Services API (OSAPI)

- The maximum number of object IDs are  $2^{32}-1$ 
  - DDS objects require a unique `object_id`. The encoding dictated by the RTPS specification limits the number of DDS objects within a domain participant to  $2^{24}$ .
  - User impact - None.
- The maximum number of timers that can be created is 8
  - Each DomainParticipant allocates 1 timer
    - \* User impact - The maximum number of domain participants in a single OS process is limited to 8. This limit is based on empirical data; only specialized applications such as tools typically use more than 2 domain participants.
- *Connex Micro* cannot run continuously for longer than approximately 68 years.
  - User impact - Do not run an application using *Connex Micro* for longer than approximately 68 years before restarting it.
- *Connex Micro* does not support a calendar time after January 1 2038.
  - User impact
    - \* The `DESTINATION_ORDER` `source_timestamp` relies on the difference between two timestamps to determine if two samples are considered to have the same timestamp in case time has been adjusted backwards. A platform that relies on absolute time may not support this. It is possible to write samples with a manually specified timestamp to mitigate this limitation.
    - \* Timestamp information for samples may be incorrect after January 1 2038.

### 4.16.4 DDS C API

- Maximum Topic name length - 255 (including NUL termination)
  - The limit is specified as 256 including NUL termination in the RTPS specification, refer to 9.6.2.2.2 in the RTPS specification (OMG formal/2009-01-05).
- Maximum Type name length - 255 (including NUL termination)
  - The limit is specified as 256 including NUL termination in the RTPS specification, refer to 9.6.2.2.2 in the RTPS specification (OMG formal/2009-01-05).
- Maximum number of matched data-writers (per data-reader) - 1,000,000
  - This limit determines how many data-writers each data-reader can match.
- Maximum number of matched data-readers (per data-writer) - 100,000,000
  - This limit determines how many data-readers each data-writer can match.
- Maximum number of locators of each type which can be sent in the participant announcement - 4

- This limit determines the number of unique network address that can be advertised as part of discovery. The limit is per locator type. That is, the limit is applicable to discovery and user-data (total of 4 each)
- Maximum number of discovery plugins which can be used by the domain participant - 1
  - User impact: Must choose either static or dynamic discovery.
- Maximum timeout for a DDS WaitSet is approximately 40 days.
  - **User impact: After 40 days, the DDS WaitSet will time out, possibly with no active conditions.**

#### 4.16.5 Dynamic Discovery Plugin (DPDE)

- Maximum number of received locators - 4
  - This limit determines the number of unique network addresses that can be advertised as part of discovery.
  - The limit is per locator type. That is, the same limit is applicable to discovery unicast, discovery multicast, user-data unicast, and user-data multicast.

#### 4.16.6 Static Discovery Plugin (DPSE)

- Maximum number of received locators - 4
  - This limit determines the number of unique network address that can be advertised as part of discovery.
  - The limit is per locator type. That is, the same limit is applicable to discovery unicast, discovery multicast, user-data unicast, and user-data multicast.

#### 4.16.7 RTPS Protocol Implementation (RTPS)

- Unlimited max\_samples is defined as 100000000
- Maximum number of external RTPS interfaces - 16
  - This limits the number of participants to 16 per OS process.
  - This limit is reduced to 8 due to the OS limit.

## 4.17 Building Against FACE Conformance Libraries

This section describes how to build *Connex Micro* using the FACE™ conformance test tools.

### 4.17.1 Requirements

#### Connex Micro Source Code

The *Connex Micro* source code is available from [RTI's Support portal](#).

#### FACE Conformance Tools

RTI does not distribute the FACE conformance tools.

#### CMake

The *Connex Micro* source is distributed with a **CMakeList.txt** project file. CMake is an easy to use tool that generates makefiles or project files for various build-tools, such as UNIX makefiles, Microsoft® Visual Studio® project files, and Xcode.

CMake can be downloaded from <https://www.cmake.org>.

### 4.17.2 FACE Golden Libraries

The FACE conformance tools use a set of golden libraries. There are different golden libraries for different FACE services, languages and profiles. *Connex Micro only* conforms to the safetyExt and safety profile of OSS using the C language.

#### Building the FACE Golden Libraries

The FACE conformance tools ship with their own set of tools to build the golden libraries. Please follow the instructions provided by FACE. In order to build the FACE golden libraries, it is necessary to port to the required platform. RTI has only tested *Connex Micro* on Linux 2.6 systems with GCC 4.4.5. The complete list of files modified by RTI are included below in source form.

### 4.17.3 Building the Connex Micro Source

The following instructions show how to build the *Connex Micro* source:

- Extract the source-code. Please note that the remaining instructions assume that only a single platform is built from the source.
- In the top-level source directory, enter the following:

```
shell> cmake-gui .
```

This will start the CMake GUI where all build configuration takes place.

- Click the “Configure” button.
- Select UNIX Makefiles from the drop-down list.
- Select “Use default compilers” or “Specify native compilers” as required. Press “Done.”
- Click “Configure” again. There should not be any red lines. If there are, click “Configure” again.

NOTE: A red line means that a variable has not been configured. Some options could add new variables. Thus, if you change an option a new red lines may appear. In this case configure the variable and press “Configure.”

- Expand the CMAKE and RTIMICRO options and configure how to build *Connext Micro*:

```
CMAKE_BUILD_TYPE: Debug or blank. If Debug is used, the |me| debug
 libraries are built.

RTIMICRO_BUILD_API: C or C++
 C - Include the C API. For FACE, only C is supported.
 C++ - Include the C++ API.

RTIMICRO_BUILD_DISCOVERY_MODULE: Dynamic | Static | Both
 Dynamic - Include the dynamic discovery module.
 Static - Include the static discovery module.
 Both - Include both discovery modules.

RTIMICRO_BUILD_LIBRARY_BUILD:
 Single - Build a single library.
 RTI style - Build the same libraries RTI normally ships. This is useful
 if RTI libraries are already being used and you want to use
 the libraries built from source.

RTIMICRO_BUILD_LIBRARY_TYPE:
 Static - Build static libraries.
 Shared - Build shared libraries.

RTIMICRO_BUILD_LIBRARY_PLATFORM_MODULE: POSIX

RTIMICRO_BUILD_LIBRARY_TARGET_NAME: <target name>
 Enter a string as the name of the target. This is also used as the
 name of the directory where the built libraries are placed.
 If you are building libraries to replace the libraries shipped by RTI,
 you can use the RTI target name here. It is then possible to set
 RTIMEHOME to the source tree (if RTI style is selected for
 RTIMICRO_BUILD_LIBRARY_BUILD).

RTIMICRO_BUILD_ENABLE_FACE_COMPLIANCE: Select level of FACE compliance
 None - No compliance required
 General - Build for compliance with the FACE general profile
```

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Safety Extended - Build **for** compliance with the FACE safety extended profile  
Safety - Build **for** compliance with the FACE safety profile

**RTIMICRO\_BUILD\_LINK\_FACE\_GOLDEBLIBS:**

Check **if** linking against the **static** FACE conformance test libraries.

**NOTE:** This check-box is only available **if** FACE compliance is different from "None".

**RTIMICRO\_BUILD\_LINK\_FACE\_GOLDEBLIBS:**

If the RTIMICRO\_BUILD\_LINK\_FACE\_GOLDEBLIBS is checked the path to the top-level FACE root must be specified here.

- Click "Configure".
- Click "Generate".
- Build the generated project.
- Libraries are placed in `lib/<RTIMICRO_BUILD_LIBRARY_TARGET_NAME>`.

## Chapter 5

# Building and Porting Connex Micro

### 5.1 RTI Connex Micro Platforms

*RTI Connex Micro* is a source product and can be ported to all reference platforms that RTI supports; see *Reference Platforms* below. However, RTI does not test and validate the libraries on all permutations of CPU types, compiler version and OS version.

#### 5.1.1 Reference Platforms

The following are reference platforms for which the platform-dependent layers are provided with the *RTI Connex Micro* product as part of standard product release:

- Windows®
- Linux®
- Unix™ (POSIX Compliant)
- Wind River® VxWorks®
- FreeRTOS™
- macOS® X (Darwin)
- QNX®
- AUTOSAR®
- LynxOS®-178



## 5.1.2 Known Customer Platforms

*RTI Connex Micro* has been ported to a number of platforms by our customers, such as:

- uC/OS™
- uLinux
- Win32
- Android™
- iOS®
- TI's Stellaris® Arm® Cortex®-M3 and -M4 with only TI device drivers, no OS
- Baremetal - Arm Cortex-M4
- INTEGRITY®-178
- VxWorks 653 2.x, 3.x
- DDC-I Deos™
- VOS™

*RTI Connex Micro* is known to run with the following network stacks:

- BSD® socket-based stack
- Windows Socket library
- VxWorks Network stack
- ThreadX Network stack
- RTNet®
- lwIP (event and blocking mode)
- QNX Network stack
- GHS IPFlite and general purpose stack

## 5.2 Building the Connex Micro Source

### 5.2.1 Introduction

*RTI Connex Micro* has been engineered for reasonable portability to common platforms and environments, such as Darwin, iOS, Linux, and Windows. This document explains how to build the *Connex Micro* source-code. The focus of this document is building *Connex Micro* for an architecture supported by RTI (please refer to *RTI Connex Micro Platforms* for more information). Brief instructions for the most common architectures can be found in the *Quickstart Instructions*. Please refer to *Porting RTI Connex Micro* for documentation on how to port *Connex Micro* to an *unsupported* architecture.

This manual is written for developers and engineers with a background in software development. It is recommended to read the document in order, as one section may refer to or assume knowledge about concepts described in a preceding section.

### 5.2.2 Quickstart Instructions

This section contains a brief set of setup and build instructions for some common architectures (host, toolchain, and target). More detailed instructions on how to build *Connex Micro* can be found starting in *The Host and Target Environment*.

---

**Note:** These instructions assume that you are building *Connex Micro* on a Windows, Linux, or iOS system with [CMake](#) installed and available in the host machine's PATH.

---

#### Building Connex Micro to run on your PC (self-hosted)

These example commands will build the *Connex Micro* libraries for creating applications that run in the same type of environment as the build host. The resulting libraries can be found in the `build/` directory.

##### Linux

- **Build Host:** Linux
- **Build File Generator:** `rtime-make` → CMake
- **Build System:** `make`
- **Toolchain:** Native compile
- **Target:** Linux

```
${RTIMEHOME}/resource/scripts/rtime-make --config Debug --target self \
--name x64Linux4gcc7.3.0 -G "Unix Makefiles" --build
```

##### Windows

- **Build Host:** Windows
- **Build File Generator:** `rtime-make` → CMake
- **Build System:** Visual Studio or `msbuild`
- **Toolchain:** Native compile
- **Target:** Windows

```
%RTIMEHOME%\resource\scripts\rttime-make --config Debug --target self \
--name x64Win64VS2017 -G "Visual Studio 17 2022" --build
```

## Cross-Compiling Connex Micro to run on another platform

These example commands will build the *Connex Micro* libraries for creating applications that run in a different type of environment than the build host.

### Linux to Linux (different CPU)

- **Build Host:** Linux
- **Build File Generator:** rtime-make → CMake
- **Build System:** make
- **Toolchain:** Cross-compile (gcc)
- **Target:** Linux (different CPU architecture)

```
export CC="/usr/bin/aarch64-linux-gnu-gcc"
export CXX="/usr/bin/aarch64-linux-gnu-g++"
${RTIMEHOME}/resource/scripts/rttime-make --config Debug \
--target Linux --name armv8Linux4gcc7.3.0 \
-G "Unix Makefiles" --build export CC="/usr/bin/aarch64-linux-gnu-gcc"
```

### Windows to FreeRTOS + LwIP

**Note:** Windows has no default ‘make’ utility to perform makefile-style builds with arbitrary toolchains; you must install one to successfully build using a makefile, or build within a Linux environment such as MinGW or WSL. One solution to this issue is the [Ninja](#) build system. Due to its convenience and strong support in CMake, Ninja is featured in several of the example commands shown below.

- **Build Host:** Windows
- **Build File Generator:** rtime-make → CMake
- **Build System:** Ninja on command-line
- **Toolchain:** Cross-compile
- **Target:** FreeRTOS + LwIP

Environment setup:

```
set RTIME_TARGET_NAME=cortexr52FreeRTOSgcc10.2
set TOOLCHAIN_PATH={path to C/C++ compiler/linker toolchain}
set CONFIG_PATH={path to directory with FreeRTOSConfig.h and lwipopts.h}
set LWIP_PATH={path to directory with LwIP source code}>
set FREERTOS_PATH={path to directory with FreeRTOS source code} set RTIME_TARGET_
↪NAME=cortexr52FreeRTOSgcc10.2
```

To build using rtime-make and Ninja:

```
>%RTIMEHOME%\resource\scripts\rtime-make --config Debug --target FreeRTOS \
--name cortexr52FreeRTOSgcc10.2 -G "Ninja" --build %RTIMEHOME%\resource\scripts\rtime-
↪make --config Debug --target FreeRTOS \
```

To build using CMake (without rtime-make) and Ninja:

```
cmake -DCMAKE_MODULE_PATH=..\resource\cmake\architectures
-DCMAKE_TOOLCHAIN_FILE=..\resource\cmake\architectures\FreeRTOS.tc -G
"Ninja" -DCMAKE_BUILD_TYPE=Debug -DRTIME_TARGET=FreeRTOS
-DRTIME_TARGET_NAME=cortexr52FreeRTOSgcc10.2 ..
```

### 5.2.3 The Host and Target Environment

The following terminology is used to refer to the environment in which *Connex Micro* is built and run:

- The *host* is the machine that runs the software to compile and link *Connex Micro*.
- The *target* is the machine that runs *Connex Micro*.
- In many cases *Connex Micro* is built *and* run on the same machine. This is referred to as a *self-hosted environment*.

The *environment* is the collection of tools, OS, compiler, linker, hardware etc. needed to build and run applications.

The word *must* describes a requirement that must be met. Failure to meet a *must* requirement may result in failure to compile, use or run *Connex Micro*.

The word *should* describes a requirement that is strongly recommended to be met. A failure to meet a *should* recommendation may require modification to how *Connex Micro* is built, used, or run.

The word *may* is used to describe an optional feature.

## The Host Environment

*RTI Connex Micro* has been designed to be easy to build and to require few tools on the host.

The host machine **must**:

- support long filenames (8.3 will not work). *Connex Micro* does not require a case sensitive file-system.
- have the necessary compiler, linkers, and build-tools installed.

The host machine **should**:

- have [CMake](http://www.cmake.org) ([www.cmake.org](http://www.cmake.org)) version 3.12 or higher installed (3.21 or higher for Visual Studio 2022). Note that it is not required to use [CMake](http://www.cmake.org) to build *Connex Micro*, and in some cases it may also not be recommended. As a rule of thumb, if *RTI Connex Micro* can be built from the command-line, [CMake](http://www.cmake.org) is recommended.
- be able to run bash shell scripts (Unix type systems) or BAT scripts (Windows machines).

Typical examples of host machines are:

- a Linux PC with the GNU tools installed (make, gcc, g++, etc).
- a Mac computer with Xcode and the command-line tools installed.
- a Windows computer with Microsoft Visual Studio Express edition.
- a Linux, Mac or Windows computer with an embedded development tool-suite.

## The Target Environment

*Connex Micro* has been designed to run on a wide variety of targets. For example, *Connex Micro* can be ported to run with no OS, an RTOS, GNU libc or a non-standard C library etc. This section only lists the minimum requirements. Please refer to *Porting RTI Connex Micro* for how to port *Connex Micro*.

The target machine must:

- support 8, 16, 32 and 64-bit signed and unsigned integers. Note that a 16-bit CPU (or even 8-bit) is supported as long as the listed types are supported.

*Connex Micro* supports 64-bit CPUs and uses native 64-bit arithmetic internally.

The target compiler should:

- have a C compiler that is C99 compliant. Note that many non-standard compilers work, but may require additional configuration.
- have a C++ compiler that is C++98 compliant (Not required for only *Connex Cert* since C++ is not supported).

The remainder of this manual assumes that the target environment is one supported by RTI:

- POSIX (Linux, Darwin, QNX®, VOS, iOS, Android).
- VxWorks 6.9 or later.

- Windows.
- QNX.
- LynxOS-178.

## 5.2.4 Overview of the Connex Micro Source

The source-code is exactly the same as developed and tested by RTI. No filtering or modifications are performed.

```

RTIMEHOME--- CMakeLists.txt
|
| +--- build -- cmake ---+--- Debug ---+--- <ARCH> -- <project-files>
| | |
| | +--- Release ---+--- <ARCH> -- <project-files>
| +--- doc --
| +--- example
| +--- include
| +--- lib +--- <ARCH> -- <libraries>
| +--- resource ---+--- cmake
| | |
| | +--- scripts
| +--- rtiddsgen
| +--- src

```

In this document, RTIMEHOME refers to the root directory where the rti\_connex\_dds\_micro is extracted and installed.

### Directory Structure

The recommended directory structure is described below and *should* be used (1) because:

- the *rttime-make* script that is part of the installation expects this directory structure to run [CMake](#) .
- this directory structure supports multiple architectures.

NOTE 1: This applies to builds using [CMake](#). To build in a custom environment, please refer to *Custom Build Environments*. Please note that *Connex Cert* can *only* be built with *cmake*.

CMakeLists.txt is the main input file to [CMake](#) and is used to generate build files.

The *RTIMEHOME/include* directory contains the public header files. By default it is identical to *RTIMEHOME/include*. However, custom ports will typically add files to this directory.

The *RTIMEHOME/lib* directory is empty by default. All libraries successfully built with the [CMake](#) generated build-files, regardless of which generator was used, will be copied to the *RTIMEHOME/lib* directory.

The *RTIMEHOME/src* directory contains the *Connex Micro* source files. RTI does not support modifications to these files unless explicitly stated in the porting guide. A custom port will typically add specific files to this directory.

The *RTIMEHOME/build* directory is empty by default. [CMake](#) generates one set of build-files for each configuration. A build configuration can be an architecture, *Connex Micro* options, language selection, etc. This directory will contain [CMake](#) generated build-files per architecture per configuration. By convention the *Debug* directory is used to generate build-files for debug libraries and the *Release* directory is used for release libraries.

The following naming conventions are used regardless of the build-tool:

- Static libraries have a *z* suffix.
- Shared libraries do *not* have an additional suffix.
- Debug libraries have a *d* suffix.
- Release libraries do *not* have an additional suffix.

The following libraries are built:

- *rti\_me* - the core library, including the DDS C API
- *rti\_me\_discdpde* - the Dynamic Participant Dynamic Endpoint plugin
- *rti\_me\_discdpse* - the Dynamic Participant Static Endpoint plugin
- *rti\_me\_rhsm* - the Reader History plugin
- *rti\_me\_whsm* - the Writer History plugin
- *rti\_me\_cpp* - the C++ API

Note: The names above are the *Connex Micro* library names. Depending on the target architecture, the library name is prefixed with *lib* and the library suffix also varies between target architectures, such as *.so*, *.dylib*, etc.

For example:

- *rti\_mezd* indicates a static debug library
- *rti\_me* indicates a dynamically linked release library

## 5.2.5 Compiling Connex Micro

This section describes in detail how to compile *Connex Micro* using [CMake](#) (version 3.12 or higher, 3.21 or higher for Visual Studio 2022). It starts with an example that uses the included scripts followed by a section showing how to build manually.

[CMake](#), available from [www.cmake.org](http://www.cmake.org), is the preferred tool to build *Connex Micro* because it simplifies configuring the *Connex Micro* build options and generates build files for a variety of environments. Note that [CMake](#) itself does not compile anything. [CMake](#) is used to *generate* build files for a number of environments, such as make, Eclipse® CDT, Xcode® and Visual Studio. Once the build-files have been generated, any of the tools mentioned can be used to build *Connex Micro*. This system makes it easier to support building *Connex Micro* in different build environments. [CMake](#) is easy to install with pre-built binaries for common environments and has no dependencies on external tools.

NOTE: It is not required to use [CMake](#). Please refer to *Custom Build Environments* for other ways to build *Connex Micro*.

### Building Connex Micro with rtime-make

The *Connex Micro* source bundle includes a bash (UNIX) and BAT (Windows) script to simplify the invocation of [CMake](#). These scripts are a convenient way to invoke [CMake](#) with the correct options.

On UNIX-based systems:

```
$RTIMEHOME/resource/script/rtime-make --config Debug --target self \
--name i86Linux2.6gcc4.4.5 -G "Unix Makefiles" --build
```

On Windows systems:

```
$RTIMEHOME\resource\scripts\rtime-make --config Debug --target self \
--name x64Win64VS2022 -G "Visual Studio 17 2022" --build
```

Explanation of arguments:

- **--config Debug** : Create Debug build.
- **--target <target>** : The target for the sources to be built. “self” indicates that the host machine is the target and *Connex Micro* will be built with the options that [CMake](#) automatically determines for the local compiler. Please refer to *Cross-Compiling Connex Micro* for information on specifying the target architecture to build for.
- **--name <name>** : The name of the build, shall be a descriptive name following the recommendation on naming described in section *Preparing for a Build*. If **--name** is not specified, the value for **--target** will be used as the name.
- **--build**: Build the generated project files.
- If gcc is part of the name, GCC is assumed.
- If clang is part of the name, clang is assumed.



- If cert is part of the name, a Connex Cert build is assumed.
- If Win32 is part of the name, a 32 bit Windows build is assumed.
- If Win64 is part of the name, a 64 bit Windows build is assumed.

To get a list of all the options:

```
rttime-make -h
```

To get help for a specific target:

```
rttime-make --target <target> --help
```

## Manually Building with CMake

### Preparing for a Build

As mentioned, it is recommended to create a unique directory for each build configuration. A build configuration can be created to address specific architectures, compiler settings, or different *Connex Micro* build options.

RTI recommends assigning a descriptive *name* to each build configuration, using a common format. While there are no requirements to the format for functional correctness, the tool-chain files in *Cross-Compiling Connex Micro* uses the **RTIME\_\_TARGET\_\_NAME** variable to determine various compiler options and selections.

RTI uses the following name format:

```
{cpu}{OS}{compiler}_{config}
```

In order to avoid a naming conflict with RTI, the following name format is recommended:

```
{prefix}_{cpu}{OS}{compiler}_{config}
```

Some examples:

- acme\_ppc604FreeRTOSgcc4.6.1 - *Connex Micro* for a PPC 604 CPU running FreeRTOS compiled with gcc 4.6.1, compiled by acme.
- acme\_i86Win32VS2015 - *Connex Micro* for an i386 CPU running Windows XP or higher compiled with Visual Studio 2015, compiled by acme.
- acme\_i86Linux4gcc4.4.5\_test - a test configuration build of *Connex Micro* for an i386 CPU running Linux 3 or higher compiled with gcc 4.4.5, compiled by acme.

Files built by each build configuration will be stored under *RTIMEHOME/build/[Debug | Release]/<name>*. These directories are referred to as build directories or **RTIMEBUILD**. The structure of the **RTIMEBUILD** depends on the generated build files and should be regarded as an intermediate directory.

## Creating Build Files for Connext Micro Using the CMake GUI

Start the [CMake](#) GUI, either from a terminal window or a menu.

Please note that the Cmake GUI does *not* set the **CMAKE\_BUILD\_TYPE** variable. This variable is used to determine the names of the *Connext Micro* libraries. Thus, it is necessary to add **CMAKE\_BUILD\_TYPE** manually and specify either Debug or Release. To add this variable manually, click the ‘Add Entry’ button, specify the name as a string type.

As an alternative, `rttime-make`’s `--gui` option can be used. This option starts the [CMake](#) and also adds the **CMAKE\_BUILD\_TYPE** option when the [CMake](#) GUI exits.

Please note that when using Visual Studio or Xcode, it is important to build the same configuration as was specified with `rttime-make`’s `--config` option. While it is possible to build a different configuration from the IDE, selecting a different configuration does *not* update the build configuration generated for *Connext Micro*.

The GUI should be started from the `RTIMEHOME` directory. If this is not the case, check that:

- The source directory is the location of `RTIMEHOME`.
- The binary directory is the location of `RTIMEBUILD`.

With the [CMake](#) GUI running:

- Press ‘Configure’.
- Select a generator. You must have a compatible tool installed to process the generated files.
- Select ‘Use default native compilers’.
- Press ‘Done’.
- Press ‘Configure’.
- Check ‘Grouped’.
- Expand `RTIME` and select your build options. All available build options for *Connext Micro* are listed here.
- Type a target name for **RTIME\_TARGET\_NAME**. This should be the same as the `<name>` used to create the `RTIMEBUILD` directory, that is the `RTIMEBUILD` should be on the form `<path>/<RTIME_TARGET_NAME>`.
- Press ‘Configure’. All red lines should disappear. Due to how [CMake](#) works, it is strongly recommended to always press ‘Configure’ whenever a value is changed for a variable. Other variables may depend on the modified variable and pressing ‘Configure’ will mark those with a red line. No red lines means everything has been configured.
- Press ‘Generate’. This creates the build-files in the `RTIMEBUILD` directory. Whenever an option is changed and Configure is re-run, press Generate again.
- Exit the GUI.

Depending on the generator, do one of the following:

- For IDE generators (such as Eclipse, Visual Studio, Xcode) open the generated solution/project files and build the project/solution.
- For command-line tools (such as make, nmake, ninja) change to the RTIMEBUILD directory and run the build-tool.

After a successful build, the output is placed in `RTIMEHOME/lib/<name>`.

The generated build-files may contain different sub-projects that are specific to the tool. For example, when using Xcode or Visual Studio, the following targets are available:

- `ALL_BUILD` - Builds all the projects.
- `rti_me_<name>` - Builds only the specific library. Note that that dependent libraries are built first.
- `ZERO_CHECK` - Runs [CMake](#) to regenerate project files in case something changed in the build input. This target does not need to be built manually.

For command-line tools, try `<tool> help` for a list of available targets to build. For example, if UNIX makefiles were generated:

```
make help
```

## Creating Build Files for Connex Micro Using CMake from the Command Line

Open a terminal window in the `RTIMEHOME` directory and create the `RTIMEBUILD` directory. Change to the `RTIMEBUILD` directory and invoke `cmake` using the following arguments:

```
cmake -G <generator> -DCMAKE_BUILD_TYPE=<Debug | Release> \
 -DCMAKE_TOOLCHAIN_FILE=<toolchain file> \
 -DRTIME_TARGET_NAME=<target-name>
```

Depending on the generator, do one of the following:

- For IDE generators (such as Eclipse, Visual Studio, Xcode) open the generated solution/project files and build the project/solution.
- For command-line tools (such as make, nmake, ninja) run the build-tool.

After a successful build, the output is placed in `RTIMEHOME/lib/<name>`.

The generated build-files may contain different sub-projects that are specific to the tool. For example, in Xcode and Visual Studio the following targets are available:

- `ALL_BUILD` - Builds all the projects.
- `rti_me_<name>` - Builds only the specific library. Note that that dependent libraries are built first.
- `ZERO_CHECK` - Runs [CMake](#) to regenerate project-files in case something changed in the build input. This target does not need to be built manually.

For command-line tools, try `<tool> help` for a list of available targets to build. For example, if UNIX makefiles were generated:

```
make help
```

## CMake Flags used by Connex Micro

The following CMake flags (-D) are understood by *Connex Micro* and may be useful when building outside of the source bundle installed by RTI. An example would be incorporating the *Connex Micro* source in a project tree and invoking cmake directly on the CMakeLists.txt provided by *Connex Micro*.

- `-DRTIME_TARGET_NAME=\<name\>` - The name of the target (equivalent to `--name` to `rttime-make`). The default value is the name of the source directory.
- `-DRTIME_CMAKE_ROOT=\<path\>` - Where to place the CMake build files. The default value is `<source>/build/cmake`.
- `-DRTIME_BUILD_ROOT=\<path\>` - Where to place the intermediate build files. The default value is `<source>/build`.
- `-DRTIME_SYSTEM_FILE=\<file\>` or an empty string - This file can be used to set the `PLATFORM_LIBS` variable used by *Connex Micro* to link with. If an empty string is specified no system file is loaded. This option may be useful when cmake can detect all that is needed. The default value is not defined, which means try to detect the system to build for.
- `-DRTI_NO_SHARED_LIB=true` - Do not build shared libraries. The default is undefined, which means shared libraries are built. NOTE: This flag must be undefined to build shared libraries. Setting the value to false is not supported.
- `-DRTI_MANUAL_BUILDID=true` - Do not automatically generate a build ID. The default value is undefined, which means generate a new build each time the libraries are built. Setting the value to false is not supported. The build ID is in its own source and only forces a recompile of a few files. Note that it is necessary to generate a build ID at least once (this is done automatically).

### 5.2.6 Connex Micro Compile Options

The *Connex Micro* source supports compile-time options. These options are in general used to control:

- Enabling/Disabling features.
- Inclusion/Exclusion of debug information.
- Inclusion/Exclusion of APIs.
- Target platform definitions.
- Target compiler definitions.

NOTE: It is no longer possible to build a single library using [CMake](#). Please refer to *Custom Build Environments* for information on customized builds.

## Connex Micro Debug Information

Please note that *Connex Micro* debug information is independent of a debug build as defined by a compiler. In the context of *Connex Micro*, debug information refers to inclusion of:

- Logging of error-codes.
- Tracing of events.
- Precondition checks (argument checking for API functions).

Unless explicitly included/excluded, the following rule is used:

- For `CMAKE_BUILD_TYPE = Release`, the `NDEBUG` preprocessor directive is defined. Defining `NDEBUG` includes logging, but excludes tracing and precondition checks. Please note that **all** logging is **disabled** in *Connex Cert* release libraries.
- For `CMAKE_BUILD_TYPE = Debug`, the `NDEBUG` preprocessor directive is undefined. With `NDEBUG` undefined, logging, tracing and precondition checks are included.

To manually determine the level of debug information, the following options are available:

- **`OSAPI_ENABLE_LOG`** (Include/Exclude/Default)
  - Include - Include logging.
  - Exclude - Exclude logging.
  - Default - Include logging based on the default rule.
- **`OSAPI_ENABLE_TRACE`** (Include/Exclude/Default)
  - Include - Include tracing.
  - Exclude - Exclude tracing.
  - Default - Include tracing based on the default rule.
- **`OSAPI_ENABLE_PRECONDITION`** (Include/Exclude/Default)
  - Include - Include tracing.
  - Exclude - Exclude tracing.
  - Default - Include precondition checks based on the default rule.

## Connex Micro Platform Selection

The *Connex Micro* build system looks for target platform files in `RTIMEHOME/include/osapi`. All files that match `*osapi_os_*.h` are listed under **`RTIME_OSAPI_PLATFORM`**. Thus, if a new port is added it will automatically be listed and available for selection.

The default behavior, `<auto detect>`, is to try to determine the target platform based on header-files. The following target platforms are known to work:

- Linux
- VOS

- QNX
- Darwin
- Win32
- VxWorks 6.9 and later
- LynxOS-178.

However, for custom ports this may not work. Instead the appropriate platform definition file can be selected here.

### Connex Micro Compiler Selection

The *Connex Micro* build system looks for target compiler files in *RTIMEHOME/include/osapi*. All files that match *\*osapi\_cc\_\*.h* are listed under **RTIME\_OSAPI\_COMPILER**. Thus, if a new compiler definition file is added it will automatically be listed and available for selection.

The default behavior, `<auto detect>`, is to try to determine the target compiler based on header-files. The following target compilers are known to work:

- GCC (stdc)
- clang (stdc)
- MSVC (stdc)

However, for others compilers this this may not work. Instead the appropriate compiler definition file can be selected here.

### Connex Micro UDP Options

Checking the **RTIME\_UDP\_ENABLE\_IPALIASES** disables filtering out IP aliases. Note that this currently only works on platforms where each IP alias has its own interface name, such as `eth0:1`, `eth1:2`, etc.

Checking the **RTIME\_UDP\_ENABLE\_TRANSFORMS\_DOC** enables UDP transformations in the UDP transport.

Checking the **RTIME\_UDP\_EXCLUDE\_BUILTIN** excludes the UDP transport from being built.

### 5.2.7 Cross-Compiling Connex Micro

Cross-compiling the *Connex Micro* source-code uses the exact same process described in *Compiling Connex Micro*, but requires a additional *tool-chain file*. A tool-chain file is a [CMake](#) file that describes the compiler, linker, etc. needed to build the source for the target. *Connex Micro* includes a few basic, generic tool-chain files for cross-compilation. In general it is expected that users will provide their own cross-compilation tool-chain files.

To see a list of available targets, use `--list` :

```
rttime-make --list
```

By convention, RTI only provides generic tool-chain files that can be used to build for a broad range of targets. For example, the Linux target can be used to build for any Linux architecture as long as it is a self-hosted build. The same is true for Windows and Darwin systems. The VxWorks tool-chain file uses the Wind River environment variables to select the compiler.

For example, to build on a Linux machine with Kernel 2.6 and gcc 4.7.3:

```
rttime-make --target Linux --name i86Linux2.6gcc4.7.3 --config Debug --build
```

By convention, a specific name such as i86Linux2.6gcc4.4.5 is expected to only build for a specific target architecture. Note however that this cannot be enforced by the script provided by RTI. To create a target specific tool-chain file, copy the closest matching file and add it to the *RTIMEHOME/source/Unix/resource/CMake/architectures* or *RTIMEHOME/source/windows/resource/CMake/architectures* directory.

Once a tool-chain file has been created, or a suitable file has been found, edit it as needed. Then invoke `rttime-make`, specifying the new tool-chain file as the target architecture. For example:

```
rttime-make --target i86Linux2.6gcc4.4.5 --config Debug --build
```

### 5.2.8 Custom Build Environments

The preferred method to build *Connexx Micro* is to use [CMake](#). However, in some cases it may be more convenient, or even necessary, to use a custom build environment. For example:

- Embedded systems often have numerous compiler, linker and board specific options that are easier to manage in a managed build.
- The compiler cannot be invoked outside of the build environment, it may be an integral part of the development environment.
- Sometimes better optimization may be achieved if all the components of a project are built together.
- It is easier to port *Connexx Micro*.

### Importing the Connexx Micro Code

The process for importing the *Connexx Micro* Source Code into a project varies depending on the development environment. However, in general the following steps are needed:

- Create a new project or open an existing project.
- Import the entire *Connexx Micro* source tree from the file-system. Note that some environments let you choose whether to make a copy only link to the original files.
- Add the following include paths:
  - <root>/include

- <root>/src/dds\_c/domain
- <root>/src/dds\_c/infrastructure
- <root>/src/dds\_c/publication
- <root>/src/dds\_c/subscription
- <root>/src/dds\_c/topic
- <root>/src/dds\_c/type
- Add a compile-time definition `-DRTIME_TARGET_NAME="target name"` (note that the " must be included).
- Add a compile-time definition `-DNDEBUG` for a release build.
- Add a compile-time definition of either `-DRTI_ENDIAN_LITTLE` for a little-endian platform or `-DRTI_ENDIAN_BIG` for a big-endian platform.
- If custom OSAPI definitions are used, add a compile-time definition `-DOSAPI_OS_DEF_H="my_os_file"`.
- If custom compiler definitions are used, add a compile-time definition `-DOSAPI_CC_DEF_H="my_cc_file.h"`.

## 5.3 Connex Micro for QNX

### 5.3.1 Introduction

This chapter includes details regarding how *Connex Micro* is supported on QNX. Please note that this documentation does *not* include information regarding installation of QNX itself. Please consult your QNX documentation for how to install QNX.

- *QNX Platform Notes*
- *OS Resource Usage*
- *Build environment*
- *Compiling with rtime-make*

### 5.3.2 QNX Platform Notes

*Connex Micro* uses an abstract platform API that must be ported to different platforms. This section discusses the implementation of the platform abstractions on the QNX platform.

- *Heap*
- *Mutex*
- *Semaphores*



- *Timers*
- *Time*
- *Threads*
- *Sockets*

## Heap

*Connex Micro* allocates memory using the *malloc* API. This memory is managed internally by *Connex Micro* and is not freed.

## Mutex

*Connex Micro* uses recursive mutexes to protect its critical sections. Because all *Connex Micro* APIs are synchronous, a mutex *take* operation blocks until the mutex becomes available. It is unexpected behavior if a mutex does not become available.

---

**Note:** QNX creates all mutexes such that priority inversion does not occur (SSR-3286-0760, Document QMS3286, QNX OS for Safety 2.1).

---

## Semaphores

*Connex Micro* uses a semaphore to implement the DDS WaitSet. One semaphore is implemented with a condition variable while another semaphore is implemented with an internal timer (e.g. a *DDS\_WaitSet* with a finite duration) that signals the condition variable upon timeout.

The resolution of a semaphore is rounded up to the nearest clock tick + 1. Thus, a semaphore may take up to 2 clock ticks (at most) extra to time out. The timeout is tied to the tick-time mentioned in *Timers*.

---

**Note:** *Connex Micro* does not support multiple threads blocking on a semaphore. None of the public *Connex Micro* APIs would cause multiple threads to block on the same semaphore.

---

## Timers

*Connext Micro* implements its own software timers to support timed events such as periodic participant announcements and checking for missed deadlines.

The timer resolution for *Connext Micro* timers is 10 milliseconds. This cannot be changed without recompiling *Connext Micro*.

*Connext Micro* requires an external (to *Connext Micro*) clock tick to run its internal timers. On QNX, this clock tick is implemented with a POSIX real-time timer and the SIGRTMIN signal. This cannot be changed.

When the SIGRTMIN signal is raised, a timer handler signals a semaphore, which wakes up a separate thread that runs the timers. Thus, the timers are updated in a separate thread, not in the context of the signal handler.

In addition to running the internal timers, *Connext Micro* maintains an internal clock that is started when *Connext Micro* is first initialized, and which is incremented in each clock-tick. The clock-tick is maintained as a 32-bit signed second counter and a 32-bit unsigned nanosecond counter.

This internal clock is known as the “tick-time” and is a function of the number of clock-ticks, not the actual time. The tick-time is used to control semaphore timeout, deadline, and liveliness.

## Time

DDS APIs use the time of day to timestamp samples. On QNX, this timestamp is retrieved using *gettimeofday*. Note that no check is performed on the returned time of day (such as time going backwards).

The time is also used to determine the interval between two samples when the sample ordering is per source timestamp on the *DataWriter*.

## Threads

*Connext Micro* creates threads to run timers and process data received from the network.

By default, threads are created with the:

- *PTHREAD\_EXPLICIT\_SCHED* attribute.
- *PTHREAD\_CREATE\_DETACHED* attribute.
- OS default stack size.
- priority inherited from spawning thread.

If the OSAPI\_ThreadOptions *OSAPI\_THREAD\_REALTIME\_PRIORITY* is used, the following attributes are set as well:

- *PTHREAD\_SCOPE\_SYSTEM*
- *SCHED\_FIFO*

Two types of thread priorities can be set:

- **Absolute**

A priority equal to or larger than zero is used as is, and must be within the range allowed by the OS.

- **Calculated**

A priority between `[OSAPI_THREAD_PRIORITY_LOW, OSAPI_THREAD_PRIORITY_HIGH]` is calculated using the following formula:

```
OS.min_priority + (((OS.max_priority - OS.min_priority) * priority_level)/OSAPI_
↳THREAD_PRIORITY_HIGH);
```

## Sockets

*Connex Micro* creates a single socket to send data with and one socket for each receive thread created. If a multicast address is specified to receive data on, multicast loopback is automatically enabled.

### 5.3.3 OS Resource Usage

*Connex Micro* uses OS resources to implement the *Connex Micro* abstraction layer. The following table outlines the type and amount of resources used by different entities and objects:

| Entity                                      | mu-<br>tex | condi-<br>tion | timer | socket | threads               |
|---------------------------------------------|------------|----------------|-------|--------|-----------------------|
| DDS_DomainParticipantFactory                | 3          | 0              | 1     | 0      | 1                     |
| DDS_DomainParticipant                       | 2          | 0              | 0     | 0      | 0                     |
| DDS_DataReader                              | 1          | 0              | 0     | 0      | 0                     |
| DDS_DataWriter                              | 1          | 0              | 0     | 0      | 0                     |
| DDS_Publisher                               | 1          | 0              | 0     | 0      | 0                     |
| DDS_Subscriber                              | 1          | 0              | 0     | 0      | 0                     |
| DDS_WaitSet                                 | 3          | 2              | 0     | 0      | 0                     |
| DDS_GuardCondition                          | 1          | 0              | 0     | 0      | 0                     |
| UDP Transport Send (per Participant)        | 0          | 0              | 0     | 1      | 0                     |
| UDP Transport Receive (per Receive locator) | 0          | 0              | 0     | 1      | 1 per Receive locator |

Resources:

- mutex - POSIX mutex created with `pthread_mutex_init`
- condition - POSIX condition variable created with `pthread_cond_init`
- timer - POSIX real-time timer create with `timer_create` and using the signal `SIGMINRT`.
- socket - socket created with `socket`
- threads - POSIX thread created with `pthread_create`

### 5.3.4 Build environment

Source is included with *Connex Micro* and it is possible to compile *Connex Micro* from source. However, in the case of *Connex Cert* **only binaries** provided as part of the Certification Data Package are valid with the certification evidence. Compiling the source may be useful for development purposes.

*Connex Micro* is typically cross-compiled for QNX from a Linux host machine. Before *Connex Micro* can be compiled with the supplied *cmake* files, it is required to run the QNX setup script located in the QNX installation directory. For example, in a Linux environment:

```
source qnxsdg-env.sh
```

### 5.3.5 Compiling with rtime-make

*Connex Micro* includes *cmake* files for the following QNX architectures:

- armv8QNX7.0.4qcc\_gpp5.4.0 - QNX SDP 7, ARMv8
- armv8QOS2.1qcc\_gpp5.4.0 - QNX OS for Safety 2.1, ARMv8

To compile for these architectures, execute the following command:

```
resource/scripts/rtime-make --target <architecture> --build --config Release
```

## 5.4 Building the Connex Micro Source for FreeRTOS

### 5.4.1 Introduction

This section explains the environment used to run *Connex Micro* on FreeRTOS + lwIP and is organized as follows:

- *Overview*
- *Configuration*
- *CMake Support*

### 5.4.2 Overview

*Connex Micro* is known to run on the FreeRTOS operating system with the lwIP protocol stack. STM32F769I-DISC0 has been chosen as reference hardware. This development kit has a STM32F769NIH6 microcontroller with 2 Mbytes of Flash memory and 512 Kbytes of RAM. For a full description, please refer to the microcontroller documentation.

STM provides a toolchain called SW4STM32. SW4STM32 is a free multi-OS software environment based on Eclipse, which supports the full range of STM32 microcontrollers and associated boards.

SW4STM32 includes the GCC C/C++ compiler, a GDB-based debugger, and an Eclipse-based IDE.

STM also provides STM32CubeF7. STM32CubeF7 gathers all the generic embedded software components required to develop an application on the STM32F7 microcontrollers in a single package.

STM32CubeF7 also includes many examples and demonstration applications. The example *LwIP\_HTTP\_Server\_Socket\_RTOS* is particularly useful as it provides a working FreeRTOS + lwIP configuration.

The following versions of the different components have been used:

- SW4STM32 version 2.1
- STM32Cube\_FW\_F7 version V1.7.0
- FreeRTOS version V9.0.0
- lwIP version V2.0.0

### 5.4.3 Configuration

Example lwIP and FreeRTOS configurations are provided below for reference. This configuration must be tuned according to your needs. Details about how to configure these third-party components can be found in the FreeRTOS and lwIP documentation.

- Example configuration for lwIP:

```
#ifndef __LWIPOPTS_H__
#define __LWIPOPTS_H__

#include <limits.h>

#define NO_SYS 0

/* ----- Memory options ----- */
#define MEM_ALIGNMENT 4

#define MEM_SIZE (50*1024)

#define MEMP_NUM_PBUF 10

#define MEMP_NUM_UDP_PCB 6

#define MEMP_NUM_TCP_PCB 10

#define MEMP_NUM_TCP_PCB_LISTEN 5

#define MEMP_NUM_TCP_SEG 8

#define MEMP_NUM_SYS_TIMEOUT 10
```

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```

/* ----- Pbuf options ----- */
#define PBUF_POOL_SIZE 8

#define PBUF_POOL_BUFSIZE 1524

/* ----- IPv4 options ----- */
#define LWIP_IPV4 1

/* ----- TCP options ----- */
#define LWIP_TCP 1
#define TCP_TTL 255

#define TCP_QUEUE_OOSEQ 0

#define TCP_MSS (1500 - 40) /* TCP_MSS = (Ethernet MTU - IP header_
↪size - TCP header size) */

#define TCP_SND_BUF (4*TCP_MSS)

#define TCP_SND_QUEUELEN (2* TCP_SND_BUF/TCP_MSS)

#define TCP_WND (2*TCP_MSS)

/* ----- ICMP options ----- */
#define LWIP_ICMP 1

/* ----- DHCP options ----- */
#define LWIP_DHCP 1

/* ----- UDP options ----- */
#define LWIP_UDP 1
#define UDP_TTL 255

/* ----- Statistics options ----- */
#define LWIP_STATS 0

/* ----- link callback options ----- */
#define LWIP_NETIF_LINK_CALLBACK 1

/*

----- Checksum options -----

*/

/*
The STM32F7xx allows computing and verifying checksums by hardware

```

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```

*/
#define CHECKSUM_BY_HARDWARE

#ifdef CHECKSUM_BY_HARDWARE
 /* CHECKSUM_GEN_IP==0: Generate checksums by hardware for outgoing IP packets.*/
 #define CHECKSUM_GEN_IP 0
 /* CHECKSUM_GEN_UDP==0: Generate checksums by hardware for outgoing UDP packets.*/
 #define CHECKSUM_GEN_UDP 0
 /* CHECKSUM_GEN_TCP==0: Generate checksums by hardware for outgoing TCP packets.*/
 #define CHECKSUM_GEN_TCP 0
 /* CHECKSUM_CHECK_IP==0: Check checksums by hardware for incoming IP packets.*/
 #define CHECKSUM_CHECK_IP 0
 /* CHECKSUM_CHECK_UDP==0: Check checksums by hardware for incoming UDP packets.*/
 #define CHECKSUM_CHECK_UDP 0
 /* CHECKSUM_CHECK_TCP==0: Check checksums by hardware for incoming TCP packets.*/
 #define CHECKSUM_CHECK_TCP 0
 /* CHECKSUM_CHECK_ICMP==0: Check checksums by hardware for incoming ICMP packets.*/
 #define CHECKSUM_GEN_ICMP 0
#else
 /* CHECKSUM_GEN_IP==1: Generate checksums in software for outgoing IP packets.*/
 #define CHECKSUM_GEN_IP 1
 /* CHECKSUM_GEN_UDP==1: Generate checksums in software for outgoing UDP packets.*/
 #define CHECKSUM_GEN_UDP 1
 /* CHECKSUM_GEN_TCP==1: Generate checksums in software for outgoing TCP packets.*/
 #define CHECKSUM_GEN_TCP 1
 /* CHECKSUM_CHECK_IP==1: Check checksums in software for incoming IP packets.*/
 #define CHECKSUM_CHECK_IP 1
 /* CHECKSUM_CHECK_UDP==1: Check checksums in software for incoming UDP packets.*/
 #define CHECKSUM_CHECK_UDP 1
 /* CHECKSUM_CHECK_TCP==1: Check checksums in software for incoming TCP packets.*/
 #define CHECKSUM_CHECK_TCP 1
 /* CHECKSUM_CHECK_ICMP==1: Check checksums by hardware for incoming ICMP packets.*/
 #define CHECKSUM_GEN_ICMP 1
#endif

/*
----- Sequential layer options -----
*/
#define LWIP_NETCONN 1

/*
----- Socket options -----
*/
#define LWIP_SOCKET 1

```

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```

/*
----- OS options -----
*/

#define TCPIP_THREAD_NAME "TCP/IP"
#define TCPIP_THREAD_STACKSIZE 1000
#define TCPIP_MBOX_SIZE 6
#define DEFAULT_UDP_RECVMBOX_SIZE 2000
#define DEFAULT_TCP_RECVMBOX_SIZE 2000
#define DEFAULT_ACCEPTMBOX_SIZE 2000
#define DEFAULT_THREAD_STACKSIZE 500
#define TCPIP_THREAD_PRIO osPriorityHigh

/**
 * LWIP_SO_RCVBUF==1: Enable SO_RCVBUF processing.
 */
#define LWIP_SO_RCVBUF 1

/**
 * Instruct lwIP to use the errno provided by libc instead of the errno in lwIP.
 * If your libc doesn't include errno, you might need to delete these macros.
 */
#undef LWIP_PROVIDE_ERRNO
#define LWIP_ERRNO_INCLUDE "errno.h"

#endif /* __LWIPOPTS_H__ */

```

- Example configuration for FreeRTOS:

```

#ifndef FREERTOS_CONFIG_H
#define FREERTOS_CONFIG_H

/*-----
 * Application specific definitions.
 *
 * These definitions should be adjusted for your application requirements.
 *
 * THESE PARAMETERS ARE DESCRIBED WITHIN THE 'CONFIGURATION' SECTION OF THE
 * FreeRTOS API DOCUMENTATION AVAILABLE ON THE FreeRTOS.org WEB SITE.
 *
 * See http://www.freertos.org/a00110.html.
-----*/

/* Ensure stdint is only used by the compiler, and not the assembler. */
#if defined(__ICCARM__) || defined(__CC_ARM) || defined(__GNUC__)
#include <stdint.h>

```

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```

extern uint32_t SystemCoreClock;
#endif

#define configUSE_PREEMPTION 1
#define configUSE_IDLE_HOOK 0
#define configUSE_TICK_HOOK 0
#define configCPU_CLOCK_HZ (SystemCoreClock)
#define configTICK_RATE_HZ ((TickType_t)1000)
#define configMAX_PRIORITIES (7)
#define configMINIMAL_STACK_SIZE ((uint16_t)128)
#define configTOTAL_HEAP_SIZE ((size_t)(400 * 1024))
#define configMAX_TASK_NAME_LEN (16)
#define configUSE_TRACE_FACILITY 1
#define configUSE_16_BIT_TICKS 0
#define configIDLE_SHOULD_YIELD 1
#define configUSE_MUTEXES 1
#define configQUEUE_REGISTRY_SIZE 8
#define configCHECK_FOR_STACK_OVERFLOW 0
#define configUSE_RECURSIVE_MUTEXES 1
#define configUSE_MALLOC_FAILED_HOOK 0
#define configUSE_APPLICATION_TASK_TAG 0
#define configUSE_COUNTING_SEMAPHORES 1
#define configGENERATE_RUN_TIME_STATS 0

/* Co-routine definitions. */
#define configUSE_CO_ROUTINES 0
#define configMAX_CO_ROUTINE_PRIORITIES (2)

/* Software timer definitions. */
#define configUSE_TIMERS 1
#define configTIMER_TASK_PRIORITY (2)
#define configTIMER_QUEUE_LENGTH 10
#define configTIMER_TASK_STACK_DEPTH 1280

/* Set the following definitions to 1 to include the API function, or zero
to exclude the API function. */
#define INCLUDE_vTaskPrioritySet 1
#define INCLUDE_uTaskPriorityGet 1
#define INCLUDE_vTaskDelete 1
#define INCLUDE_vTaskCleanUpResources 0
#define INCLUDE_vTaskSuspend 1
#define INCLUDE_vTaskDelayUntil 0
#define INCLUDE_vTaskDelay 1
#define INCLUDE_xTaskGetSchedulerState 1

/* Cortex-M specific definitions. */
#ifdef __NVIC_PRIO_BITS
 /* __BVIC_PRIO_BITS will be specified when CMSIS is being used. */
 #define configPRIO_BITS __NVIC_PRIO_BITS
#else
 #define configPRIO_BITS 4 /* 15 priority levels */

```

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```

#endif

#define configLIBRARY_LOWEST_INTERRUPT_PRIORITY 0xf

#define configLIBRARY_MAX_SYSCALL_INTERRUPT_PRIORITY 5

#define configKERNEL_INTERRUPT_PRIORITY (configLIBRARY_LOWEST_INTERRUPT_PRIORITY <<
↳ (8 - configPRIO_BITS))

#define configMAX_SYSCALL_INTERRUPT_PRIORITY (configLIBRARY_MAX_SYSCALL_INTERRUPT_
↳ PRIORITY << (8 - configPRIO_BITS))

#define configASSERT(x) if((x) == 0) { taskDISABLE_INTERRUPTS(); for(;;); }

#define vPortSVCHandler SVC_Handler
#define xPortPendSVHandler PendSV_Handler

#endif /* FREERTOS_CONFIG_H */

```

## 5.4.4 CMake Support

*Connex Micro* includes support to compile libraries for FreeRTOS using [CMake](#) . It is assumed that the *Connex Micro* source-bundle has been downloaded and installed and that [CMake](#) is available.

1. Make sure [CMake](#) is in the path.
2. Define the following environment variables:
  - CONFIG\_PATH : Path where the FreeRTOSConfig.h and lwipopts.h files are located.
  - FREERTOS\_PATH : Path to FreeRTOS source code and header files.
  - LWIP\_PATH : Path to lwIP source code and header files.
  - PATH : Update your path with the location of the C and C++ compiler. By default arm-none-eabi-gcc and arm-none-eabi-g++ are used as C and C++ compilers.
3. Enter the following command:

```

cd <rtime_install_directory>
resource/scripts/rtime-make --target FreeRTOS --name cortexm7FreeRTOS9.
↳ 0gcc7.3.1 -G "Unix Makefiles" --build

```

4. The *Connex Micro* libraries are available in:

```

<rtime_install_directory>/lib/cortexm7FreeRTOS9.0gcc7.3.1

```

NOTE: rtime-make uses the name specified with --name to determine a few settings needed by *Connex Micro*. Please refer to *Preparing for a Build* for details.

## 5.5 Connex Micro on AUTOSAR

### 5.5.1 Introduction

*Connex Micro* includes support for AUTOSAR™ and enables *Connex Micro* applications to run on AUTOSAR systems. The support has been tested on the Infineon™ AURIX™ Application Kit TC397 TFT development board with Vector™ AUTOSAR implementation version 4.2.2 and compiler TASKING™ v6.3r1.

Note that *Connex Micro* requires the C-type “double” to be 64 bits. Any compiler option that treats a “double” as a “float” must not be enabled.

This manual explains how to compile and configure *Connex Micro* to run on AUTOSAR systems and the AUTOSAR configuration needed by *Connex Micro*.

- *AUTOSAR Configuration*
- *AUTOSAR Port Details*
- *Compiling*
- *Interoperability*
- *Compiling Applications*

### 5.5.2 AUTOSAR Configuration

#### Properties

AUTOSAR port properties must be set before any call to a *Connex Micro* API. This is done by using `OSAPI_System_get_property()` followed by `OSAPI_System_set_property()`:

```
/* Example application with two areas in the heap */

#define NUMBER_OF_HEAP_AREAS 2
#define HEAP_AREA_1_SIZE 10*1024
#define HEAP_AREA_2_SIZE 130*1024

const RTI_PRIVATE uint32 heap_area_size[NUMBER_OF_HEAP_AREAS] =
{
 HEAP_AREA_1_SIZE,
 HEAP_AREA_2_SIZE
};

RTI_PRIVATE char heap_area1[HEAP_AREA_1_SIZE];
RTI_PRIVATE char heap_area2[HEAP_AREA_2_SIZE];

RTI_PRIVATE char* const heap_area[NUMBER_OF_HEAP_AREAS] =
{
 heap_area1,
 heap_area2
}
```

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```

};

static Std_ReturnType
Application_get_socket(
 TcpIp_DomainType domain,
 TcpIp_ProtocolType protocol,
 P2VAR(TcpIp_SocketIdType, AUTOMATIC, TCPIP_APPL_DATA) socket_id)
{
 /* The name of this call depends on the SocketAdaptor name configured
 * in the AUTOSAR project
 */
 return TcpIp_TcpIpSocketOwner_0GetSocket(domain, protocol, socket_id);
}

RTI_BOOL
Application_set_system_properties(void)
{
 struct OSAPI_SystemProperty system_property;

 if (!OSAPI_System_get_property(&system_property))
 {
 printf("failed to get system properties\n");
 return RTI_FALSE;
 }

 /* Task OSAPI_SystemAutosar_timer_task is configured to run every 10 ms */
 system_property.port_property.timer_resolution_ms = 10;

 system_property.port_property.number_of_heap_areas = NUMBER_OF_HEAP_AREAS;
 system_property.port_property.heap_area_size = heap_area_size;
 system_property.port_property.heap_area = heap_area;

 /* Connex DDS Micro will use Resources as synchronization method */
 system_property.port_property.sync_type = OSAPI_AUTOSAR_SYNCKIND_RESOURCES;
 system_property.port_property.first_resource_id = RTIME_Resource01;
 system_property.port_property.last_resource_id = RTIME_Resource26;
 #if RTIME_AUTOSAR_SPINLOCK_ENABLED
 system_property.port_property.spinlock_id = 0;
 #endif /* RTI_CERT */

 system_property.port_property.semaphore_max_count = 2;
 system_property.port_property.first_give_event = RTIME_Semaphore_Give_
↪Event;
 system_property.port_property.first_timeout_event = RTIME_Semaphore_
↪Timeout_Event;
 system_property.port_property.first_alarm = RTIME_Semaphore_Alarm;

 system_property.port_property.use_socket_owner = TRUE;
 system_property.port_property.max_receive_sockets = 2;
 system_property.port_property.number_of_rcv_buffers = 0;
 system_property.port_property.rcv_buffer_size = 0;

```

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```

system_property.port_property.get_socket = Application_get_socket;
system_property.port_property.send_data = NULL;
system_property.port_property.max_local_addr_id = 0;

system_property.port_property.use_udp_thread = FALSE;
system_property.port_property.udp_receive_task_id = 0;
system_property.port_property.udp_packet_received_event = 0;

if (!OSAPI_System_set_property(&system_property))
{
 printf("failed to set system properties\n");
 return RTI_FALSE;
}

return RTI_TRUE;
}

```

## Tasks

### Micro Timer Task

*Connex Micro* uses a timer task, which manages all the *Connex Micro* timers, such as deadline and liveliness timers. This task must be started before the first call to `DDS_DomainParticipantFactory_get_instance()`. This task must be run at a constant period, e.g., every 10 ms. Note that the priority of this task must be set based on the required system behavior.

It is important that the port properties are configured with the value of `OSAPI_PortProperty::timer_resolution_ms` equal to the Timer Task period.

This task needs at least 5 KB stack. The name of this task is `OSAPI_SystemAutosar_timer_task`. The task implementation can be found in the file `autosarSystem.c`.

### Micro UDP Task

*Connex Micro* provides a callback function that must be called when a UDP packet is received. These callback functions are `NETIO_Autosar_TcpIp_udp_rx_indication()` and `NETIO_Autosar_TcpIp_pdu_callout()`. It is very important that one of these functions is called for the on-packet reception. Typically `NETIO_Autosar_TcpIp_udp_rx_indication()` is called when a `SocketOwner` is configured in the AUTOSAR configuration and `NETIO_Autosar_TcpIp_pdu_callout()` is typically used when `SocketOwner` is not configured in the AUTOSAR configuration.

It is important that the port properties are configured with a correct value in `OSAPI_PortProperty::use_socket_owner`. Set this field to `TRUE` only if you have configured `SocketOwner` in the AUTOSAR `TcpIp` configuration.

When *Connex Micro* receives an on-packet reception notification, the packet can be processed in the notification callback or in a different task. If `OSAPI_PortProperty::use_udp_thread` is set to

TRUE, the packet is copied to an internal buffer, the “UDP Packet received event” is set, and the packet will be processed in a different task. Otherwise the packet is processed immediately.

The configuration of the `OSAPI_PortProperty::use_udp_thread`, `OSAPI_PortProperty::udp_receive_task_id` and `OSAPI_PortProperty::udp_packet_received_event` is the responsibility of the application.

*Connex Micro* **requires** one semaphore to be configured for the UDP Task if `OSAPI_PortProperty::use_udp_thread` is TRUE. This semaphore is used to temporarily suspend the UDP Task from a best-effort DDS DataReader if the DDS DataReader is unable to process new samples; this can happen if the DataReader is out of resources when samples have already been received by the network stack.

This semaphore **must** use the first `OSAPI_PortProperty::first_give_event`, `OSAPI_PortProperty::first_timeout_event`, and `OSAPI_PortProperty::first_alarm`. Please refer to *Semaphores* for details for how to configure semaphores.

Normally a UDP packet can be processed in the notification callback if the function `NETIO_Autosar_TcIp_udp_rx_indication()` or `NETIO_Autosar_TcIp_pdu_callout()` is called from another task. The UDP task is normally only needed in case `NETIO_Autosar_TcIp_udp_rx_indication()` or `NETIO_Autosar_TcIp_pdu_callout()` is called from an ISR.

This task should be started only once. Note that this is not a periodic task and the task never completes.

The UDP task waits for a “UDP Packet received event.” When this event is received, the task reads the packet from the internal buffer, processes it and waits again for the event.

This task must have at least 5 KB stack and must be configured as an extended task (only extended tasks can wait for an event).

The priority of this task must be assigned based on system requirements.

The name of this task is `NETIO_Autosar_udp_receive_task` and the task implementation can be found in the file `autosarSocket.c`.

The task configuration must include all necessary references to the event used to notify a UDP packet reception.

## Application Task

The application task defines the DDS entities required by the application.

If any of these tasks are distributed across different cores of the system, the system integrator **must** disable caching for the shared memory between the tasks.

## Critical Sections

*Connex Micro* can be configured to use different synchronization methods to protect critical sections. These critical sections synchronize access to objects shared among the different tasks (Timer task, UDP task, and user tasks).

First, configure the `OSAPI_PortProperty::sync_type` in the AUTOSAR port properties. For example, if *Connex Micro* is configured with tasks running on different cores, a *Spinlock* must be used.

The supported methods, and how to configure *Connex Micro* to use them, are described below:

- *Resources*
- *Spinlock*

For a cert build, the only synchronization method supported is *Resources*.

## Resources

With this synchronization method, *Connex Micro* uses AUTOSAR resources to protect critical sections.

Only use this configuration if *Connex Micro* will be executed from one core.

All AUTOSAR resources used by *Connex Micro* must have consecutive IDs. Configure `OSAPI_PortProperty::first_resource_id` and `OSAPI_PortProperty::last_resource_id` with the “ID” of the first and last resource used by *Connex Micro*.

The number of resources needed depends on the number of DataWriter and DataReader objects that are created, the discovery plugin that is used, the *AUTOSAR Configuration* and the build configuration (whether the Log Module is excluded or not).

The following APIs and modules use one or more resources to protect critical sections:

| API                                               | Number of resources needed                                                                                                                                               |
|---------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| AUTOSAR OSAPI Heap module                         | 1                                                                                                                                                                        |
| AUTOSAR OSAPI Mutex module                        | 1                                                                                                                                                                        |
| AUTOSAR NETIO UDP module                          | 1 or 2. If the UDP task is used, by setting <i>OSAPI_PortProperty::use_udp_thread</i> to TRUE, one additional resource is needed to synchronize socket internal buffers. |
| DPDE discovery plugin                             | 11                                                                                                                                                                       |
| DPSE discovery plugin                             | 5                                                                                                                                                                        |
| DDS_DomainParticipantFactory_get_instance()       | 4. If the Log module is included in the compilation one additional resource is needed.                                                                                   |
| DDS_DomainParticipantFactory_create_participant() | 2                                                                                                                                                                        |
| DDS_DomainParticipant_create_topic()              | 1                                                                                                                                                                        |
| DDS_DomainParticipant_create_publisher()          | 1                                                                                                                                                                        |
| DDS_DomainParticipant_create_subscriber()         | 1                                                                                                                                                                        |
| DDS_Publisher_create_datawriter()                 | 1                                                                                                                                                                        |
| DDS_Publisher_create_datareader()                 | 1                                                                                                                                                                        |
| DDS_WaitSet_new()                                 | 1                                                                                                                                                                        |

A basic *Connext Micro* application using the DPDE discovery plugin and one *DataWriter* uses 24 resources:

Table 5.1: Basic application using DPDE discovery plugin

| API                                               | Number of resources needed                 |
|---------------------------------------------------|--------------------------------------------|
| AUTOSAR OSAPI Heap module                         | 1                                          |
| AUTOSAR OSAPI Mutex module                        | 1                                          |
| AUTOSAR NETIO UDP module                          | 1                                          |
| DPDE discovery plugin                             | 11                                         |
| DDS_DomainParticipantFactory_get_instance()       | 5 (Log module included in the compilation) |
| DDS_DomainParticipantFactory_create_participant() | 2                                          |
| DDS_DomainParticipant_create_topic()              | 1                                          |
| DDS_DomainParticipant_create_publisher()          | 1                                          |
| DDS_Publisher_create_datawriter()                 | 1                                          |

A basic *Connext Micro* application using DPSE discovery plugin and one *DataWriter* uses 18 resources:



Table 5.2: Basic application using DPSE discovery plugin

| API                                               | Number of resources needed                 |
|---------------------------------------------------|--------------------------------------------|
| AUTOSAR OSAPI Heap module                         | 1                                          |
| AUTOSAR OSAPI Mutex module                        | 1                                          |
| AUTOSAR NETIO UDP module                          | 1                                          |
| DPSE discovery plugin                             | 5 (Log module included in the compilation) |
| DDS_DomainParticipantFactory_get_instance()       | 5                                          |
| DDS_DomainParticipantFactory_create_participant() | 2                                          |
| DDS_DomainParticipant_create_topic()              | 1                                          |
| DDS_DomainParticipant_create_publisher()          | 1                                          |
| DDS_Publisher_create_datawriter()                 | 1                                          |

To configure *Connexx Micro* to use the resources to protect critical sections, set `OSAPI_PortProperty::sync_type` equal to `OSAPI_Autosar_SyncKind_T::OSAPI_AUTOSAR_SYNCKIND_RESOURCES`.

The AUTOSAR configuration must link these resources to the tasks or ISRs that will interact with them.

## Spinlock

When the spinlock synchronization method is used, *Connexx Micro* uses an OSEK spinlock to protect critical sections.

Only use this configuration if *Connexx Micro* will be used from more than one core.

To configure *Connexx Micro* to use spinlock to protect critical sections set `OSAPI_PortProperty::sync_type` equal to `OSAPI_Autosar_SyncKind_T::OSAPI_AUTOSAR_SYNCKIND_SPINLOCK`.

## TCP/IP Configuration

A CDD socket owner can be optionally used. Set `OSAPI_PortProperty::use_socket_owner` to `TRUE` only if a `SocketOwner` is configured in the AUTOSAR `TcpIp` configuration. If a `SocketOwner` is used, a pointer to the `TcpIp_<Up>GetSocket` must be configured in `OSAPI_PortProperty::get_socket`. If a `SocketOwner` is not used, a pointer to a function which can send data must be configured in `OSAPI_PortProperty::send_data`.

Depending on the DDS discovery configuration, a maximum of 3 UDP sockets are needed for each participant created.

- 1 socket is required for receiving unicast discovery data.
- 1 socket is required for receiving unicast user data.
- 1 socket is required for sending data.

It depends on the discovery configuration as it can be reduced to just 2 sockets if the discovery and user data are received in the same shared UDP port. This can be achieved by modifying the port offsets in `RtpsWellKnownPorts_t` as described in *Shared UDP port for discovery and user-data in a DomainParticipant*.

All function declarations needed to configure the `SocketOwner` can be found in the file `osapi_os_autosar.h` and are:

- `NETIO_Autosar_TcpIp_pdu_callout()`
- `NETIO_Autosar_TcpIp_udp_rx_indication()`

It is very important that the on-packet reception function `NETIO_Autosar_TcpIp_udp_rx_indication()` or `NETIO_Autosar_TcpIp_pdu_callout()` is called. If there is an OS configuration error, this function might not be called.

The property `OSAPI_PortProperty::max_local_addr_id` expects the maximum local address id configured in the `TcpIp Basic Software Module`. The `Autosar` port uses this information to locate the local addresses that are used for DDS communications.

It is possible to configure *Connex Micro* to not use a `SocketOwner`. If a `SocketOwner` is not used, it is important to configure `AUTOSAR` such that one of the functions `NETIO_Autosar_TcpIp_udp_rx_indication()` or `NETIO_Autosar_TcpIp_pdu_callout()` is called when a UDP packet is received.

It is very important that the `TCP/IP` interface is running and an IP address is assigned before a `DomainParticipant` is created, otherwise the `DomainParticipant` creation might fail because sockets cannot be created.

## Events

Depending on the configuration, only one event might be used. One event is required by the UDP receive callback to notify the UDP receive task that a UDP packet is available.

The ID of this event can be configured in `OSAPI_PortProperty::udp_packet_received_event`.

This event is only needed if `OSAPI_PortProperty::use_udp_thread` is set to `TRUE`. Please refer to *Micro UDP Task* for details.

DDS `WaitSets` require more events; please refer to *Semaphores* for details.

## Semaphores

*Connex Micro* uses semaphores to create `WaitSets` and to support blocking the UDP receive task if `OSAPI_PortProperty::use_udp_thread` is `TRUE`. `OSEK` and `AUTOSAR` do not define any semaphore objects. For this reason, semaphores are implemented using events and alarms. For each semaphore, two events and one alarm must be added to the `AUTOSAR` configuration.

If `OSAPI_PortProperty::use_udp_thread` is `TRUE`, one semaphore is needed. This semaphore must use the first event and alarm IDs, and these IDs **must** be assigned to the UDP Task. Please refer to *Micro UDP Task* for details.

For each WaitSet, two semaphores are needed.

`WaitSet.wait()` can be called only from the task that created the WaitSet.

If WaitSets are not used, or if `OSAPI_PortProperty::use_udp_thread` is `FALSE`, you do not need to allocate any resources or alarms for semaphores. In this case set the following properties to 0:

- `OSAPI_PortProperty::semaphore_max_count`
- `OSAPI_PortProperty::first_give_event`
- `OSAPI_PortProperty::first_timeout_event`
- `OSAPI_PortProperty::first_alarm`

The semaphore implementation uses two events and one alarm for each semaphore that is created (a total of four events and two alarms are needed for each WaitSet).

One event, the `give` event, is set in the `OSAPI_Semaphore_give()` method. The other event, the timeout event, is used to signal a timeout in the semaphore. The alarm must be configured to set the give event. The `OSAPI_Semaphore_take()` method starts the alarm and waits for either of the two events to occur.

Give events must have consecutive event IDs, starting at `OSAPI_PortProperty::first_give_event` (e.g., 1, 2, 4). Timeout events must have consecutive event IDs starting at `OSAPI_PortProperty::first_timeout_event` (e.g., 8, 16, 32). Alarms must have consecutive IDs starting at `OSAPI_PortProperty::first_alarm` (e.g., 1, 2, 3). So an alarm with ID 1 must set timeout event 8; alarm ID 2 must set timeout event 16, and so on.

The alarm for semaphore implementation must be configured as 'RELATIVE'. The counter used to trigger the alarm must be configured with one tick per millisecond. If this is not done properly, the semaphore timeout will occur sooner or later than expected.

## Memory

*Connex Micro* uses a buffer for all its memory allocations. The buffer can span across several non-adjacent areas. The number of areas can be configured in `OSAPI_PortProperty::number_of_heap_areas`. The size required for this buffer depends on the number of DDS entities created and their QoS. The size of each area can be configured in `OSAPI_PortProperty::heap_area_size`. The start address for each of the areas can be configured in `OSAPI_PortProperty::heap_area`.

This buffer location and size can be modified, but it is recommended to use a buffer of at least 100 KB.

All allocations within *Connex Micro* are protected by a critical section. For more information see *Critical Sections*.

### 5.5.3 AUTOSAR Port Details

#### Logging

*Connex Micro* can optionally use the AUTOSAR Det module:

- Set the right log verbosity in *Connex Micro* by calling `OSAPI_Log_set_verbosity()`. The default verbosity is `OSAPI_LOG_VERBOSITY_ERROR`.
- Set the AUTOSAR log display handler by calling `OSAPI_Log_set_display_handler(OSAPI_AutosarLog_default_display())`. The file `osapi_autosar.h` contains the declaration of the function `OSAPI_AutosarLog_default_display()`.
- *Connex Micro* calls `Det_ReportError()` with the module ID `RTIME_DDS_MODULE_ID` and the instance ID `RTIME_DDS_INSTANCE_ID`. These can be found in file `osapi_os_autosar.h`.

*Connex Micro* logging can be disabled by adding the following options when compiling with CMake:

- `-DRTIME_OSAPI_ENABLE_LOG=Exclude` (when compiling on a Windows system, replace the symbol `=` with `_eq_`).

If the *Connex Micro* sources are not compiled with CMake, logging can be disabled by adding the compiler flags `OSAPI_ENABLE_TRACE=0` and `OSAPI_ENABLE_LOG=0`.

The function used to write logs can be configured using the macro `OSAPI_LOG_WRITE_BUFFER` in the file `osapi_os_autosar.h`. The default value for this macro is `printf()`, which on some platforms will write on the serial port. This can be useful for debugging purposes, but it can be slow, causing tasks to have longer execution times than allowed. If this is the case, it is recommended that you disable logging or use a different function by calling `OSAPI_AutosarLog_default_display()`.

#### WaitSets

For each WaitSet that will be created, you need to adjust the configuration to have two semaphores. The semaphore implementation needs two events and one alarm.

A WaitSet wait operation can only be called from the task that created the WaitSet.

Note that events cannot be set for a task that is in the suspended state. As semaphore implementation is based on events, the task that reads all received samples must be running before any sample is received.

#### UDP Automatic Configuration

UDP automatic configuration is not currently supported. See the `HelloWorld_static_dpde` example to learn how to statically configure the UDP transport.

## 5.5.4 Compiling

This section explains how to build the *Connex Micro* source-code for AUTOSAR.

### Building Connex Micro with rtime-make

The *Connex Micro* source bundle includes a bash (on Linux and macOS systems) or BAT (on Windows systems) script to simplify the invocation of `cmake` called *rtime-make*. These scripts provide a convenient way to invoke `cmake` with the correct options.

On Linux and macOS systems, the script is located in:

```
resource/scripts/rtime-make
```

On Windows systems, the script is located in:

```
resource\scripts\rtime-make
```

The following environment variables are needed to compile for an Elektrobit or Vector implementation:

- `OSEK_TOOLCHAIN_PATH` and `RTIME_TASKING_PATH` : Path to the toolchain used to compile. E.g., TASKING install folder.
- `OSEK_PATH` : Path to the AUTOSAR implementation installation.

To compile *Connex Micro* libraries for a Vector AUTOSAR implementation, set the environment variables as follows:

- `OSEK_TOOLCHAIN_PATH` and `RTIME_TASKING_PATH` : `/c/TASKING/Tri-Corev6.3r1`
- `OSEK_PATH` : `/c/Vector/<SIP>`

To compile *Connex Micro* libraries for an Elektrobit AUTOSAR implementation, set the environment variables as:

- `OSEK_TOOLCHAIN_PATH` and `RTIME_TASKING_PATH` : `/c/TASKING/Tri-Corev6.2r2`
- `OSEK_PATH` : `/c/eb`

To compile *Connex Micro* libraries for a Mentor™ implementation, set the variables as:

- `OSEK_TOOLCHAIN_PATH` and `RTIME_TASKING_PATH` : `/c/TASKING/Tri-Corev6.2r2`
- `OSEK_PATH` : `/c/AUTOSAR`

`cmake` toolchain files are included to compile *Connex Micro* for Elektrobit, Vector and Mentor AUTOSAR implementations. The following are example commands to build AUTOSAR libraries:

- Libraries for Vector Microsar using a Windows prompt and a Ninja generator:

```
<path-to-rttime-make>/rttime-make --target Autosar --name ↵
↵tc39xtMICROSAR4Tasking6.3r1 --build --config Debug -G "Ninja"
```

- Libraries for Elektrobit using a Windows prompt and Unix Makefile generator (that uses Tasking mktc.exe as the make program):

```
<path-to-rttime-make>/rttime-make --target Autosar --name ↵
↵tc29xt0sekCoreTasking6.2r2 --build --config Debug -G "Unix Makefiles"
↵"
```

- Libraries for Elektrobit using a Windows prompt and a Ninja generator:

```
<path-to-rttime-make>/rttime-make --target Autosar --name ↵
↵tc29xt0sekCoreTasking6.2r2 --build --config Debug -G "Ninja"
```

- Libraries for Mentor using MSys and a Unix Makefile generator:

```
<path-to-rttime-make>/rttime-make --target Autosar --name ↵
↵tc29xtVSTARTasking6.2r2 --build --config Debug -G "Unix Makefiles"
```

## Importing the Connex Micro Source Code

Read the general rules for importing the *Connex Micro* source code in *Building the Connex Micro Source*.

To build the AUTOSAR port, either define `-D__autosar__` or:

- `-DOSAPI_OS_DEF_H="osapi_os_autosar.h"`
- `-DOSAPI_CC_DEF_H="osapi_cc_autosar.h"`

### 5.5.5 Interoperability

The *Connex Micro* AUTOSAR port does not have any additional restrictions regarding interoperability. The same interoperability considerations as for other ports apply to the AUTOSAR port. For more information, please refer to *Working with RTI Connex Micro and RTI Connex*.

### 5.5.6 Compiling Applications

When compiling applications for this platform, please note the following in addition to the information in *Setting Up Your Environment*:

- The type-support code generated with `rtiddsgen` must be compiled with the Tasking compiler option `-integer-enumeration`
- If using Tasking v6.2r2 or Tasking v6.2r2p1, do **not** compile with `-O3`. This optimization level may introduce errors. This has been fixed in Tasking v6.2r2p2 and later.

- The `double` type **must** be compiled with doubles as **8 bytes**. That is, do **not** use the Tasking compiler option to treat doubles as floats.

## 5.6 Compiling the Connex Micro Source for LynxOS-178

### 5.6.1 Introduction

*Connex Micro* includes support for LynxOS-178 systems and enables *Connex Micro* applications to communicate using both UDP and the ARINC 653 transport. The support has been tested on the POC-310 board with a LynxOS-178 system.

This manual explains how to configure and compile *Connex Micro* to run on LynxOS-178 systems. *Connex Micro* supports both POSIX and APEX APIs from LynxOS-178, and this documentation considers both APIs.

- *LynxOS-178 POSIX Platform Notes*
- *Compiling the libraries for LynxOS-178 POSIX*
- *LynxOS-178 APEX Platform Notes*
- *LynxOS-178 APEX Configuration*
- *Compiling the libraries for LynxOS-178 APEX*
- *Interoperability*

### 5.6.2 LynxOS-178 POSIX Platform Notes

*Connex Micro* uses an abstract platform API that must be ported to different platforms. This section discusses the implementation of the platform abstractions on the LynxOS-178 POSIX platform.

- *Platform Initialization*
- *Heap*
- *Mutex*
- *Semaphores*
- *Timers*
- *Time*
- *Threads*
- *Sockets*
- *System configuration*

## Platform Initialization

Before any DDS entities are created, *Connex Micro* must be initialized. This initialization is done by first setting the OSAPI System property, and then calling `DDS_DomainParticipantFactory_get_instance()`.

Calling `DDS_DomainParticipantFactory_get_instance()` will automatically initialize *Connex Micro* using the OSAPI System property.

## Heap

*Connex Micro* will allocate all of its memory using *malloc*.

## Mutex

*Connex Micro* uses recursive mutexes to protect its critical sections. Because all *Connex Micro* APIs are synchronous, a mutex *take* operation blocks until the mutex becomes available. It is unexpected behavior if a mutex does not become available.

## Semaphores

*Connex Micro* uses a semaphore to implement the DDS WaitSet. One semaphore is implemented with a condition variable while another semaphore is implemented with an internal timer (e.g. a `DDS_WaitSet` with a finite duration) that signals the condition variable upon timeout.

The resolution of a semaphore is rounded up to the nearest clock tick + 1. Thus, a semaphore may take up to 2 clock ticks (at most) extra to time out. The timeout is tied to the tick-time mentioned in *Timers*.

---

**Note:** *Connex Micro* does not support multiple threads blocking on a semaphore. None of the public *Connex Micro* APIs would cause multiple threads to block on the same semaphore.

---

## Timers

*Connex Micro* implements its own software timers to support timed events such as periodic participant announcements and checking for missed deadlines.

The timer resolution for *Connex Micro* timers is 10 milliseconds. This cannot be changed without recompiling *Connex Micro*.

*Connex Micro* requires an external (to *Connex Micro*) clock tick to run its internal timers. On LynxOS-178, this clock tick is implemented with a dedicated thread. This cannot be changed.

In addition to running the internal timers, *Connex Micro* maintains an internal clock that is started when *Connex Micro* is first initialized, and which is incremented in each clock-tick. The clock-tick is maintained as a 32-bit signed second counter and a 32-bit unsigned nanosecond counter.



This internal clock is known as the “tick-time” and is a function of the number of clock-ticks, not the actual time. The tick-time is used to control semaphore timeout, deadline, and liveliness.

The timer subsystem is configured to use signals and semaphores to integrate with the timer thread. This cannot be changed.

## Time

DDS APIs use the time of day to timestamp samples. On LynxOS-178 systems, this timestamp is retrieved using `gettimeofday()`. Note that no check is performed on the returned time of day (such as time going backwards).

The time is also used to determine the interval between two samples when the sample ordering is per source timestamp on the *DataWriter*.

## Threads

*Connex Micro* creates threads to run timers and process data received from the network.

By default, threads are created with the following:

- `PTHREAD_EXPLICIT_SCHED` attribute.
- `PTHREAD_CREATE_DETACHED` attribute.
- OS default stack size.
- Priority inherited from spawning thread.

If the `OSAPI_ThreadOptions` `OSAPI_THREAD_REALTIME_PRIORITY` is used, the following attributes are set as well:

- `PTHREAD_SCOPE_SYSTEM`
- `SCHED_FIFO`

Two types of thread priorities can be set:

- **Absolute**

A priority equal to or larger than zero is used as is, and must be within the range allowed by the OS.

- **Calculated**

A priority between `[OSAPI_THREAD_PRIORITY_LOW, OSAPI_THREAD_PRIORITY_HIGH]` is calculated using the following formula:

```
OS.min_priority + (((OS.max_priority - OS.min_priority) * priority_level)/OSAPI_
→THREAD_PRIORITY_HIGH);
```

## Sockets

*Connex Micro* creates a single socket to send data with and one socket for each receive thread created. If a multicast address is specified to receive data on, multicast loopback is automatically enabled.

## System configuration

More information can be found in the OS distribution documentation folder.

### 5.6.3 Compiling the libraries for LynxOS-178 POSIX

This section explains how to compile the *Connex Micro* source code for LynxOS-178 systems. Compilation has to be done either using `rtime-make`.

#### Compiling Connex Micro with rtime-make

The *Connex Micro* source bundle includes a bash (on Linux and macOS systems) or BAT (on Windows systems) script to simplify the invocation of CMake called `rtime-make`. These scripts provide a convenient way to invoke CMake with the correct options.

1. Make sure [CMake](#) is in the path.
2. Configure the build environment to setup an envvar `PLATFORM_TOOLCHAIN_PATH` that points to the Lynx MOSA.ic distribution root folder.
3. From the *Connex Micro* install directory, call `rtime-make` with the `--target` option. For a list of available targets, use the `--list` option. Please refer to *Preparing for a Build* for details. For example, to compile for x64:

```
resource/scripts/rtime-make --target LynxOS-178 --name x64Lynx1782024.09.0.
↪POSIXgcc11.3.0 --config Release --build
```

4. The *Connex Micro* libraries will be available in:

```
<rti_me install directory>/lib/x64Lynx1782024.09.0.POSIXgcc11.3.0
```

### 5.6.4 LynxOS-178 APEX Platform Notes

*Connex Micro* uses an abstract platform API that must be ported to different platforms. This section discusses the implementation of the platform abstractions on the LynxOS-178 APEX platform.

- *Platform Initialization*
- *C API Restrictions*

- *Heap*
- *Mutex*
- *Semaphores*
- *Timers*
- *Time*
- *Threads*
- *Sockets*

## Platform Initialization

Before any DDS entities are created, *Connex Micro* must be initialized. This initialization is done by first setting the OSAPI System property, and then calling `DDS_DomainParticipantFactory_get_instance()`.

See *LynxOS-178 APEX Configuration* for how to configure the OSAPI System property. This property cannot be reconfigured after *Connex Micro* has been initialized.

Calling `DDS_DomainParticipantFactory_get_instance()` will automatically initialize *Connex Micro* using the OSAPI System property.

## C API Restrictions

The LynxOS-178 port of *Connex Micro* implements platform abstractions using the ARINC 653 API. This API requires that all ARINC objects are created before entering **NORMAL** mode. Therefore, all DDS entities must be created before a partition enters **NORMAL** mode.

The following C APIs can only be used before **NORMAL** mode:

- `DDS_DomainParticipantFactory_get_instance`
- `DDS_DomainParticipantFactory_create_participant`
- `DDS_DomainParticipant_create_publisher`
- `DDS_DomainParticipant_create_subscriber`
- `DDS_DomainParticipant_create_topic`
- `DDS_Publisher_create_datawriter`
- `DDS_Subscriber_create_datareader`
- `DDS_GuardCondition_new`
- `DDS_WaitSet_new`

## Heap

*Connex Micro* can either allocate all of its memory using `malloc` or from a user provided buffer. This behavior can be configured through the OSAPI System property. See *LynxOS-178 APEX Configuration* for details on how to configure the heap.

## Mutex

*Connex Micro* uses recursive mutexes to protect its critical sections. On LynxOS-178 systems, mutexes are implemented using ARINC 653 semaphores. Because all *Connex Micro* APIs are synchronous, a mutex `take` operation blocks until the mutex becomes available. It is unexpected behavior if a mutex does not become available.

## Semaphores

*Connex Micro* uses semaphores to implement the DDS WaitSet. A DDS WaitSet with a timeout calls `WAIT_SEMAPHORE()` with the timeout value directly, and the timeout precision is determined by `WAIT_SEMAPHORE()`.

---

**Note:** *Connex Micro* does not support multiple threads blocking on a semaphore. None of the public *Connex Micro* APIs would cause multiple threads to block on the same semaphore.

---

## Timers

*Connex Micro* implements its own software timers to support timed events such as periodic participant announcements and checking for missed deadlines.

The timer resolution for *Connex Micro* timers is equal to the period of the OSAPI System timer thread. This thread can be configured through the *OSAPI System Timer Thread Property*.

In addition to running the internal timers, *Connex Micro* maintains an internal clock that is started when *Connex Micro* is first initialized, and which is incremented in each clock-tick. The clock-tick is maintained as a 32-bit signed second counter and a 32-bit unsigned nanosecond counter.

This internal clock is known as the “tick-time” and is a function of the number of clock-ticks, not the actual time. The tick-time is used to control semaphore timeout, deadline, and liveliness.

For LynxOS-178 systems, the “tick-time” starts incrementing when the OSAPI System timer thread first executes. The timer thread is implemented as an ARINC process which will automatically start when the partition switches to `NORMAL` mode. The exact timing for when this thread starts depends on the process’s priority and the on the other processes in the partition.

## Time

DDS APIs use the system clock to timestamp samples. On LynxOS-178 systems, this timestamp is retrieved using the ARINC 653 `GET_TIME()` API. Note that no check is performed on the returned time (such as time going backwards).

The time is also used to determine the interval between two samples when the sample ordering is per source timestamp on the *DataWriter*.

## Threads

*Connex Micro* creates threads to run timers and process data received from the network. On LynxOS-178 systems, threads are implemented using ARINC 653 processes.

ARINC 653 processes do not start executing until a partition enters `NORMAL` mode. Therefore, none of *Connex Micro*'s internal threads will start executing until `NORMAL` mode.

By default, threads are created with:

- OS default stack size
- OS normal thread priority
- Period of `INFINITE_TIME_VALUE`
- Time capacity of `INFINITE_TIME_VALUE`
- `SOFT` deadline
- Empty process name

For LynxOS-178 systems, *Connex Micro* defines the OS default stack size to be 128KB and OS normal thread priority to be 98.

## Sockets

*Connex Micro* does not have access to datagram oriented communications when using APEX API.

For details on how to use the ARINC 653 transport, please refer to the *ARINC 653 Transport* documentation.

### 5.6.5 LynxOS-178 APEX Configuration

The OSAPI System Property must be set before any other call to a *Connex Micro* API. This is done by using `OSAPI_System_get_property()` to get the property, then making the necessary changes, and finally setting the property with `OSAPI_System_set_property()`.

```
/* Example application configuration of OSAPI System Property */

struct OSAPI_SystemProperty osapi_sys_prop;
```

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```

/* Get the OSAPI_SystemProperty */
if (!OSAPI_System_get_property(&osapi_sys_prop))
{
 /* Handle failure condition */
}

/* Configure OSAPI System A653 Port Property */
osapi_sys_prop.port_property.parent.max_threads = 32;

/* Configure OSAPI System Lynx178 Port Property */
osapi_sys_prop.port_property.timer_resolution = 100;

/* Configure OSAPI System Timer Thread */
osapi_sys_prop.timer_property.thread.port_property.parent.period = INFINITE_TIME_VALUE;
osapi_sys_prop.timer_property.thread.port_property.parent.time_capacity= INFINITE_TIME_
↳VALUE;
osapi_sys_prop.timer_property.thread.port_property.parent.deadline = SOFT;
osapi_sys_prop.timer_property.thread.stack_size = 32000;
osapi_sys_prop.timer_property.thread.priority = 99;
strcpy(osapi_sys_prop.timer_property.thread.port_property.parent.name, "rti.timer_thread
↳");

if (!OSAPI_System_set_property(&osapi_sys_prop))
{
 /* Handle failure condition */
}

```

## OSAPI System Port Property

The OSAPI System Port Property defines parameters related to how resources are pre-allocated for the ARINC 653 OSAPI implementation. If `heap_base_address` is NULL, then *Connex Micro* will allocate memory using `malloc`. Optionally, an application can allocate memory itself and give it to *Connex Micro* by setting `heap_base_address` to be a pointer to the start of the buffer. If specifying a `heap_base_address`, the buffer's size must be defined in the port property `heap_size`. If `heap_base_address` is NULL, the value of `heap_size` is ignored. The maximum number of threads needs to be defined in `max_threads` so that memory can be allocated to store thread information.

Aside from that, *Connex Micro* will need to be provided with the only LynxOS-178-specific property, the timer resolution. The ARINC 653 system time will be based on the LynxOS-178 high-resolution clock, that it is platform dependent and on most boards will provide sub-micro second resolution. This value has to match the number of nanoseconds it takes for the *Connex Micro* internal software clock to tick. This value will impact on the reliability of the library.

## OSAPI System Timer Thread Property

*Connex Micro* uses a timer thread to manage all the *Connex Micro* timers, such as deadline and liveliness timers. This thread must be run at a constant period. If the thread period is set to `INFINITE_TIME_VALUE`, then it will execute at the configured timer resolution frequency. Note that the priority of this task must be set based on the required system behavior.

### 5.6.6 Compiling the libraries for LynxOS-178 APEX

This section explains how to compile the *Connex Micro* source code for LynxOS-178. Compilation has to be done either using `rtime-make`.

#### Compiling Connex Micro with rtime-make

The *Connex Micro* source bundle includes a bash (on Linux and macOS systems) or BAT (on Windows systems) script to simplify the invocation of CMake called `rtime-make`. These scripts provide a convenient way to invoke CMake with the correct options.

1. Make sure [CMake](#) is in the path.
2. Configure the build environment to setup an envvar `PLATFORM_TOOLCHAIN_PATH` that points to the GHS OS and Compiler distribution root.
3. From the *Connex Micro* install directory, call `rtime-make` with the `--target` option. For a list of available targets, use the `--list` option. Please refer to *Preparing for a Build* for details. For example, to compile for the Kontron COMe-cTL6:

..code-block:: console

```
resource/scripts/rtime-make --target Lynx178 --name
x64Lynx1782024.09.0.APEXgcc11.3.0 --config Release --build
```

4. The *Connex Micro* libraries will be available in:

```
<rti_me install directory>/lib/x64Lynx1782024.09.0.APEXgcc11.3.0
```

### 5.6.7 Interoperability

The *Connex Micro* LynxOS-178 port does not have any additional restrictions regarding interoperability; the same considerations apply as for other ports. For more information, please refer to *Working with RTI Connex Micro and RTI Connex*.

## 5.7 Porting RTI Connex Micro

*RTI Connex Micro* has been engineered for reasonable portability to platforms and environments which RTI does not have access to. This porting guide describes the features required by *Connex Micro* to run. The target audience is developers familiar with general OS concepts, the standard C library, and embedded systems.

*Connex Micro* uses an abstraction layer to support running on a number of platforms. The abstraction layer, OSAPI, is an abstraction of functionality typically found in one or more of the following libraries and services:

- Operating System calls
- Device drivers
- Standard C library

The OSAPI module is designed to be relatively easy to move to a new platform. All functionality, with the exception of the UDP transport which must be ported, is contained within this single module. It should be noted that although some functions may not seem relevant on a particular platform, they must still be implemented as they are used by other modules. For example, the port running on Stellaris with no OS support still needs to implement a threading model.

Please note that the OSAPI module is not designed to be a general purpose abstraction layer; its sole purpose is to support the execution of *Connex Micro*.

### 5.7.1 Updating from Connex Micro 2.4.8 and earlier

In *RTI Connex Micro* 2.4.9, a few changes were made to simplify incorporating new ports. To upgrade an existing port to work with 2.4.9, follow these rules:

- Any changes to `osapi_config.h` should be placed in its own file (see *Directory Structure*).
- Define the `OSAPI_OS_DEF_H` preprocessor directive to include the file ( refer to *OS and CC Definition Files*).
- For compiler-specific definitions, please refer to *OS and CC Definition Files*.
- Please refer to *Heap Porting Guide* for changes to the Heap routines that need to be ported.

### 5.7.2 Directory Structure

The source shipped with *Connex Micro* is identical to the source developed and tested by RTI (with the exception of the the line-endings difference between the Unix and Windows source-bundles).

The source-bundle directory structure is as follows:

```
RTIMEHOME---+--- CmakeLists.txt
 |
 +--- build -- cmake ---+--- Debug ---+--- <ARCH> -- <project-files>
 |
```

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```

|
|
| +--- Release ---+--- <ARCH> -- <project-files>
+--- doc --
|
+--- example
|
+--- include
|
+--- lib +--- <ARCH> -- <libraries>
|
+--- resource --+--- cmake
| |
| +--- scripts
|
+--- rtiddsgen
|
+--- src

```

The include directory contains the external interfaces, those that are available to other modules. The src directory contains the implementation files. Please refer to *Building the Connex Micro Source* for how to build the source code.

The remainder of this document focuses on the files that are needed to add a new port. The following directory structure is expected:

```

---+--- include ---+--- osapi ---+--- osapi_os_\<port>\.h
|
|
| +--- osapi_cc_<compiler>.h
+--- src ---+--- osapi ---+--- common -- <common files>
|
| +--- <port> ---+--- <port>Heap.c
|
| +--- <port>Mutex.c
|
| +--- <port>Process.c
|
| +--- <port>Semaphore.c
|
| +--- <port>String.c
|
| +--- <port>System.c
|
| +--- <port>Thread.c
|
| +--- <port>shmSegment.c
|
| +--- <port>shmMutex.c

```

The *osapi\_os\_<port>.h* file contains OS specific definitions for various data-types. The <port> name should be short and in lower case, for example *myos*.

The `osapi_cc_<compiler>.h` file contains compiler specific definitions. The `<compiler>` name should be short and in lower case, for example `mycc`. The `osapi_cc_std.h` file properly detects GCC and MSVC and it is not necessary to provide a new file if one of these compilers is used.

The `<port>Heap.c`, `<port>Mutex.c`, `<port>Process.c`, `<port>Semaphore.c`, `<port>String.c` and `<port>System.c` files shall contain the implementation of the required APIs.

NOTE: It is *not* recommended to modify source files shipped with *Connex Micro*. Instead if it is desired to start with code supplied by RTI it is recommended to *copy* the corresponding sub-directory, for example `posix`, and rename it. This way it is easier to upgrade *Connex Micro* while keeping existing ports.

### 5.7.3 OS and CC Definition Files

The `include/osapi/osapi_os_<port>.h` file contains OS and platform specific definitions used by OSAPI and other modules. To include the platform specific file, define **OSAPI\_OS\_DEF\_H** as a preprocessor directive.

```
-DOSAPI_OS_DEF_H=\"osapi_os_<port>.h\"
```

It should be noted that *Connex Micro* does not use auto-detection programs to detect the host and target build environment and only relies on predefined macros to determine the target environment. If *Connex Micro* cannot determine the target environment, it is necessary to manually configure the correct OS definition file by defining **OSAPI\_OS\_DEF\_H** (see above).

The `include/osapi/osapi_cc_<compiler>.h` file contains compiler specific definitions used by OS-API and other modules. To include the platform specific file, define **OSAPI\_CC\_DEF\_H** as a preprocessor directive.

```
-DOSAPI_CC_DEF_H=\"osapi_cc_<compiler>.h\"
```

Endianness of some platforms is determined automatically via the platform specific file, but for others either **RTI\_ENDIAN\_LITTLE** or **RTI\_ENDIAN\_BIG** must be defined manually for little-endian or big-endian, respectively.

### 5.7.4 Heap Porting Guide

*Connex Micro* uses the heap to allocate memory for internal data-structures. With a few exceptions, *Connex Micro* does *not* return memory to the heap. Instead, *Connex Micro* uses internal pools to quickly allocate and free memory for specific types. Only the initial memory is allocated directly from the heap. The following functions must be ported:

- [OSAPI\\_Heap\\_allocate\\_buffer](#)
- [OSAPI\\_Heap\\_free\\_buffer](#)

However, if the OS and C library supports the standard `malloc` and `free` APIs define the following in the `osapi_os_<port>.h` file:

```
#define OSAPI_ENABLE_STDC_ALLOC (1)
#define OSAPI_ENABLE_STDC_REALLOC (1)
#define OSAPI_ENABLE_STDC_FREE (1)
```

Please refer to the [OSAPI\\_Heap](#) API for definition of the behavior. The available source code contains implementation in the file *osapi/<port>/<port>Heap.c*.

### 5.7.5 Mutex Porting Guide

*Connex Micro* relies on mutex support to protect internal data-structures from corruption when accessed from multiple threads.

The following functions must be ported:

- [OSAPI\\_Mutex\\_new](#)
- [OSAPI\\_Mutex\\_delete](#)
- [OSAPI\\_Mutex\\_take\\_os](#)
- [OSAPI\\_Mutex\\_give\\_os](#)

Please refer to the [OSAPI\\_Mutex](#) API for definition of the behavior. The available source code contains implementation in the file *osapi/<port>/<port>Mutex.c*

### 5.7.6 Semaphore Porting Guide

*Connex Micro* relies on semaphore support for thread control. If *Connex Micro* is running on a non pre-emptive operating system with no support for IPC and thread synchronization, it is possible to implement these functions as no-ops. Please refer to *Thread Porting Guide* for details regarding threading.

The following functions must be ported:

- [OSAPI\\_Semaphore\\_new](#)
- [OSAPI\\_Semaphore\\_delete](#)
- [OSAPI\\_Semaphore\\_take](#)
- [OSAPI\\_Semaphore\\_give](#)

Please refer to the [OSAPI\\_Semaphore](#) API for definition of the behavior. The available source code contains implementation in the file *osapi/<port>/<port>Semaphore.c*.

### 5.7.7 Process Porting Guide

*Connex Micro* only uses the process API to retrieve a unique ID for the applications.

The following functions must be ported:

- [OSAPI\\_Process\\_getpid](#)

Please refer to the [OSAPI\\_Process\\_getpid](#) API for definition of the behavior. The available source code contains implementation in the file *osapi/<port>/<port>Process.c*.

### 5.7.8 System Porting Guide

The system API consists of functions which are more related to the hardware on which *Connex Micro* is running than on the operating system. As of *Connex Micro* 2.3.1, the system API is implemented as an interface as opposed to the previous pure function implementation. This change makes it easier to adapt *Connex Micro* to different hardware platforms without having to write a new port.

The system interface is defined in [OSAPI\\_SystemI](#), and a port must implement all the methods in this structure. In addition, the function [OSAPI\\_System\\_get\\_native\\_interface](#) must be implemented. This function must return the system interface for the port (called the native system interface).

The semantics for the methods in the interface are exactly as defined by the corresponding system function. For example, the method [OSAPI\\_SystemI::get\\_time](#) must behave exactly as that described by [OSAPI\\_System\\_get\\_time](#).

The following system interface methods must be implemented in the [OSAPI\\_SystemI](#) structure:

- [OSAPI\\_SystemI::get\\_timer\\_resolution](#)
- [OSAPI\\_SystemI::get\\_time](#)
- [OSAPI\\_SystemI::start\\_timer](#)
- [OSAPI\\_SystemI::stop\\_timer](#)
- [OSAPI\\_SystemI::generate\\_uuid](#)
- [OSAPI\\_SystemI::get\\_hostname](#)
- [OSAPI\\_SystemI::initialize](#)
- [OSAPI\\_SystemI::finalize](#)

Please refer to the [OSAPI\\_System](#) API for definition of the behavior. The available source code contains implementation in the file: *osapi/<port>/<port>System.c*.

## Migrating a 2.2.x port to 2.3.x

In *Connex Micro* 2.3.x, changes were made to how the system API is implemented. Because of these changes, existing ports must be updated, and this section describes how to make a *Connex Micro* 2.2.x port compatible with *Connex Micro* 2.3.x.

If you have ported *Connex Micro* 2.2.x the following steps will make it compatible with version 2.3.x:

- Rename the following functions and make them private to your source code. For example, rename `OSAPI_System_get_time` to `OSAPI_MyPortSystem_get_time` etc.
  - `OSAPI_System_get_time`
  - `OSAPI_System_get_timer_resolution`
  - `OSAPI_System_start_timer`
  - `OSAPI_System_stop_timer`
  - `OSAPI_System_generate_uuid`
- Implement the following new methods.
  - `OSAPI_SystemI::get_hostname`
  - `OSAPI_SystemI::initialize`
  - `OSAPI_SystemI::finalize`
- Create a system structure for your port using the following template:

```
struct OSAPI_MyPortSystem
{
 struct OSAPI_System _parent;

 Your system variable
};

static struct OSAPI_MyPortSystem OSAPI_System_g;

/* OSAPI_System_gv_system is a global system variable used by the
 * generic system API. Thus, the name must be exactly as
 * shown here.
 */
struct OSAPI_System * OSAPI_System_gv_system = &OSAPI_System_g._parent;
```

- Implement `OSAPI_System_get_native_interface` method and fill the `OSAPI_SystemI` structure with all the system methods.

### 5.7.9 Thread Porting Guide

The thread API is used by *Connex Micro* to create threads. Currently only the UDP transport uses threads and it is a goal to keep the generic *Connex Micro* core library free of threads. Thus, if *Connex Micro* is ported to an environment with no thread support, the thread API can be stubbed out. However, note that the UDP transport must be ported accordingly in this case; that is, all thread code must be removed and replaced with code appropriate for the environment.

The following functions must be ported:

- [OSAPI\\_Thread\\_create](#)
- [OSAPI\\_Thread\\_sleep](#)

Please refer to the [OSAPI\\_Thread](#) API for definition of the behavior. The available source code contains implementation in the file *srcC/osapi/<platform>/Thread.c*.

## 5.8 Port Validation

### 5.8.1 Introduction

This section explains how to build and run the *Connex Micro* Port Validation and is organized as follows:

- *Overview*
- *Building the Port Validation Tests*
- *Running the Tests*
- *Embedded Platforms*
- *Porting UTEST*

### 5.8.2 Overview

After porting *Connex Micro*, it is important to confirm that your code works as expected. For this, *Connex Micro* comes with a suite of tests that you compile and run to validate your port.

The tests only cover the functionality described in the porting instructions earlier in this chapter *Porting RTI Connex Micro*.

The tests are a subset of the tests RTI runs internally. They are just exported for your use. RTI does not support any changes to the tests. The tests are built with RTI's internal unit testing framework, 'UTEST'. Everything needed to run the tests is shipped along with the rest of *Connex Micro*. The directory layout is as follows:

```
RTIMEHOME/----- CMakeLists.txt
 |
 +----- include
 |
```

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```

+---- src
|
+---- resource
|
+---- lib
|
+---- build
|
+---- test --+-- test --+-- setting --- <UTEST-SRC>
|
| +-- osapi --+-- common -- <OSAPI-TEST-SRC>
| |
| | +-- test ---- <OSAPITester>
| |
| +-- netio --+-- autosar ---- <NETIO-TEST-SRC>
| |
| | +-- common ---- <NETIO-TEST-SRC>
| | |
| | +-- test ----- <NETIOTester>
| | |
| | +-- udp ----- <NETIO-TEST-SRC>
| |
| +-- include --- test ---- <UTEST-HDR>

```

The test folder includes four sub-folders. The ‘test’ and ‘include’ folders contain the UTEST framework that is required to run the unit tests. ‘osapi’ and ‘netio’ both contain common folders (containing the test source), as well as test folders (containing the test files).

### 5.8.3 Building the Port Validation Tests

By default, the port validation tests are not built. We recommend that you review *Building the Connext Micro Source*, since the same rules and considerations apply when building the port validation tests.

If you will be using the ctest (CMake test driver program) set the domain ID used to run the tests using this environment variable in your terminal:

On Linux and macOS systems:

```
export RTIME_TEST_CONFIG_ID="<your domain ID #>"
```

On Windows systems:

```
set RTIME_TEST_CONFIG_ID="<your domain ID #>"
```

## Building with rtime-make

Use the option `--test` when running ‘rtime-make’.

On Linux and macOS systems:

```
<RTIMEHOME>/resource/scripts/rtime-make --config Debug --target self \
--name i86Linux2.6gcc4.4.5 -G "Unix Makefiles" --build --test
```

On Windows systems:

```
<RTIMEHOME>\resource\scripts\rtime-make.bat --config Debug --target self \
--name i86Win32VS2010 -G "Visual Studio 10 2010" --build --test
```

Explanation of arguments:

- `--test` : Build the port validation tests.
- `--config Debug` : Create a Debug build.
- `--target <target>` : The target for the source files to be built. See *Building Connexx Micro with rtime-make* for information on specifying the target architecture. “self” indicates that the host machine is also the target and *Connexx Micro* will be built with the options that [CMake](#) automatically determines for the local compiler.
- `--name <name>` : The name of the build. Use a descriptive name following the recommendations on naming in section *Preparing for a Build*. If `--name` is not specified, the value for `--target` will be used as the name.
- `--build`: Build the generated project files.

## Manually building with CMake

The process for building the port validation tests manually with [CMake](#) is the same as building the *Connexx Micro* libraries manually with [CMake](#). Follow the instructions in *Manually Building with CMake*. To build the port validation tests, you just need to ensure that the flag `RTI_BUILD_UNITTESTS` is set to true, so use `-DRTI_BUILD_UNITTESTS=true` when invoking [CMake](#).

## Custom Build Environments

The preferred method to build *Connexx Micro* is to use [CMake](#). However, in some cases it may be more convenient, or even necessary, to use a custom build environment. Please refer to *Custom Build Environments* to learn how to import *Connexx Micro* code.

Additionally, in order to build the port validation tests the following steps are needed:

- Add compile-time definition ‘`__autosar__`’ (Only for AUTOSAR Systems).
- Add compile-time definition ‘`__freertos__`’ (Only for FreeRTOS Systems).
- Add the following include paths:



- <RTIMEHOME>/test/include
- <RTIMEHOME>/test/netio/autosar (Only for AUTOSAR Systems).
- <RTIMEHOME>/test/netio/common
- <RTIMEHOME>/test/netio/test
- <RTIMEHOME>/test/netio/udp
- <RTIMEHOME>/test/osapi/common
- <RTIMEHOME>/test/osapi/test
- Import all source files from the folder <RTIMEHOME>/test/test
- To build the NETIO test, import all source files from the folder <RTIMEHOME>/test/netio
- To build the OSPIA test, import all source files from the folder <RTIMEHOME>/test/osapi

As explained above, you need to build and run two images, one with NETIO tests and another one with OSAPI tests.

## 5.8.4 Running the Tests

### Setting Up a Config File

Since both OSAPI and NETIO run system tests, a config file is required. A template file for the unit-test configuration can be found in:

```
<RTIMEHOME>/resource/test/test.cfg
```

The template looks like this:

```
property
{
 netio.udp.allow_interface_multicast=1;
}

property user = "test"
{
 netio.udp.allow_interface="lo";
 netio.udp.allow_interface_address=0x7F000001;
 netio.udp.allow_interface_netmask=0xffffffff00;
 netio.udp.multicast_if="lo";
 osapi.system.my_hostname="my_hostname";
}
```

Update the fields to reflect:

- Interface name, interface address and interface netmask
- Multicast

## Running the tests using a configuration file

For systems with [CMake](#), after compiling the tests you can simply run this command:

```
`ctest`
```

For extended output, run:

```
`ctest -V`
```

You need to run this command from the [CMake](#) build directory, that would be <RTIME-HOME>/build/cmake/Debug|Release/<arch>.

Otherwise you can run the executables directly with the following commands:

```
./test/bin/<arch>/osapiTester(d) -id <domain id> -config "./resource/test/test.cfg" -
↪user test
```

```
./test/bin/<arch>/netioTester(d) -id <domain id> -config "./resource/test/test.cfg" -
↪user test
```

Note: The environment variable RTIME\_TEST\_CONFIG\_ID is only used when running the tests with 'ctest'. When running the test executables directly, use the parameter -id to indicate the domain ID.

## Running the tests on platforms without a file system

On platforms without a file system, it is not possible to use a configuration file to run the port validation tests. In this case, the configuration can be passed as parameters to the test application, like this:

```
./test/bin/<arch>/osapiTester -id <domain id>
-property osapi.system.my_hostname=<hostname>
-property netio.udp.allow_interface=<Interface name>
-property netio.udp.allow_interface_address=<Interface IP address>
-property netio.udp.allow_interface_netmask=<Interface mask>
-property netio.udp.allow_interface_multicast=<1|0>
-property netio.udp.multicast_if=<Multicast Interface name>
```

```
./test/bin/<arch>/netioTester -id <domain id>
-property osapi.system.my_hostname=<hostname>
-property netio.udp.allow_interface=<Interface name>
-property netio.udp.allow_interface_address=<Interface IP address>
-property netio.udp.allow_interface_netmask=<Interface mask>
-property netio.udp.allow_interface_multicast=<1|0>
-property netio.udp.multicast_if=<Multicast Interface name>
```

## Test Results

After running 'ctest -V', the output should be as follows:

```
test 1
 Start 1: osapi

1: Test command: /Users/garrett/workspace/RTI/connextmicro/rti/build/release/
↳connextmicro/2.4.14/source/unix/build/cmake/unix/lib/osapiTesterzd "-id" "67" "-config
↳" "./resource/test/test.cfg"
1: Test timeout computed to be: 9.99988e+06
1: hostname is Foothill.local
1: property netio.udp.allow_interface_multicast already exists
1: time/interface: Passed
1: time/performance: Passed
1: system/hostname: Passed
1: system/lua: Passed
1: mutex/basic: Passed
1: mutex/lua: Passed
1: semaphore/basic: Passed
1: semaphore/thread: Passed
1: semaphore/timeout: Passed
1: semaphore/timeout_mt: Passed
1: semaphore/lua: Passed
1: thread/basic: Passed
1: thread/advanced: Passed
1: thread/priority: Passed
1: thread/lua: Passed
1: timer/1s: Passed
1: timer/3s: Passed
1: timer/MICRO-221: Passed
1: timer/MICRO-240: Passed
1: timer/MICRO-839: Passed
1: timer/MICRO-1617: Passed
1: timer/sec_nsec: Passed
1: timer/lua: Passed
1: process/pid_as_string: Passed
1: process/getpid: Passed
1: osapi:TESTS COMPLETED
1/2 Test #1: osapi Passed 73.49 sec

test 2
 Start 2: netio

2: Test command: /Users/garrett/workspace/RTI/connextmicro/rti/build/release/
↳connextmicro/2.4.14/rti_me.2.0/source/unix/build/cmake/unix/lib/netioTesterzd "-id"
↳"67" "-config" "./resource/test/unittest.cfg"
2: Test timeout computed to be: 9.99988e+06
2: hostname is Foothill.local
2: property netio.udp.allow_interface_multicast already exists
2: address/parser: Passed
2: address/resolver: Passed
2: address/iface: Passed
2: route/precondition: Passed
```

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```

2: route/lua: Passed
2: route/precondition: Passed
2: route/route: Passed
2: route/default_mc_route: Passed
2: route/lua: Passed
2: udp/route: Passed
2: udp/iftable: Passed
2: udp/unicast: Passed
2: udp/multicast: Passed
2: udp/multicast_reserve: Passed
2: udp/nat: Passed
2: udp/max_message_size: Passed
2: udp/strchr: Passed
2: udp/lua: Passed
2: packet/set_head_tail: Passed
2: netio:TESTS COMPLETED
2/2 Test #2: netio Passed 80.75 sec

100% tests passed, 0 tests failed out of 2

```

When a test fails, the output will be as follows:

```

1: system/hostname: Failed (FAILURE:↵
↵SystemTester.c:523 osapi.system.my_hostname not set)

2: udp/iftable: Failed (FAILURE:↵
↵UDPInterfaceTester.c:2397 netio.udp.allow_interface property not found)

```

If a test fails, the test execution stops and any following tests will not run. In the above example, you can see that the tests OSAPI 'system/hostname' and NETIO 'udp/iftable' failed.

## Troubleshooting

If the tests fail on hostname and iftable such as:

```

1: system/hostname: Failed↵
↵(FAILURE: SystemTester.c:523 osapi.system.my_hostname not set)

2: udp/iftable: Failed↵
↵(FAILURE: UDPInterfaceTester.c:2397 netio.udp.allow_interface property not found)

```

then you have incorrectly declared your domain ID. Refer to *Setting Up a Config File* for more information.

### 5.8.5 Embedded Platforms

When developing for an embedded platform, you will commonly need to create an image with all the software: OS, BSP, middleware, user application, etc. In this situation, you must create static libraries only, instead of executables.

Two static libraries are generated, one with the OSAPI tests and another with the NETIO tests. These are `osapiTesterz(d)` and `netioTesterz(d)` (the `d` suffix indicates whether it is a debug library if present or a release library if not present).

You need to build two images, one using the OSAPI test library and another using the NETIO test library. We recommend building and running one release image using the release libraries and one debug image using the debug libraries.

There is a third static library, `rti_me_testz(d)`, which contains the UTEST framework. This library is needed to build both the OSAPI and NETIO tests.

For example, to build NETIO tests, use the following libraries:

- `netioTesterz(d)`
- `rti_me_testz(d)`
- `librti_mez(d)`

### AUTOSAR Systems

Before continuing, you should become familiar with the configuration needed to run *Connex Micro* on an AUTOSAR system. We recommend that you review *Connex Micro on AUTOSAR*.

The file `<RTIMEHOME>/test/include/test/test_autosar.h` contains the string definitions with all the properties that are used to run the port validation tests. That is, the following definition:

```
#define DEVICE_ETH_IP_STR "0xc0000002"
```

can be used when the IP address configured on an AUTOSAR system is 192.0.0.2. In your build system, you need to define the properties that do not match with your configuration. That is, you need to define `DEVICE_ETH_IP_STR` in your build system to use a different IP address.

You need to add compile-time definition `'__autosar__'`.

The specific configuration needed to run the port validation tests on an AUTOSAR system includes the following:

- The default timer task period used to run the AUTOSAR port validation tests is 10 ms. If your timer task is configured with a different periodicity, define `'TIMER_TASK_PERIOD_MS'` with that periodicity value, in ms.
- The default IP address used by the AUTOSAR port validation tests is "0xc0000002". If your AUTOSAR configuration uses a different IP address, define `'DEVICE_ETH_IP_STR'` with the string representation of that IP address.

- The default IP mask used by the AUTOSAR port validation tests is “0xfffff00”. If your AUTOSAR configuration uses a different IP mask, define ‘DEVICE\_ETH\_IP\_STR’ with the string representation of that IP mask.
- The AUTOSAR port validation tests need at least 140 KB of RAM to run. AUTOSAR system properties (OSAPI\_SystemProperty) must be configured correctly with at least this amount of memory in the heap. You need to define variables ‘const uint32 heap\_area\_size[NUMBER\_OF\_HEAP\_AREAS];’ and ‘char\* const heap\_area[NUMBER\_OF\_HEAP\_AREAS];’. It is also possible to define NUMBER\_OF\_HEAP\_AREAS in your build system (default value is 2).
- The AUTOSAR port validation tests use 2 semaphores. 2 timeout events, 2 give events and 2 alarms are needed. You need to define ‘RTIME\_Semaphore\_Give\_Event’ with the ID of the first semaphore give event, ‘RTIME\_Semaphore\_Timeout\_Event’ with the ID of the first semaphore timeout event, and ‘RTIME\_Semaphore\_Alarm’ with the ID of the first semaphore alarm.
- The AUTOSAR port validation tests can be configured to either use resources (for single core) or spinlock (for multicore) synchronization. The default is to use resources. You need to define ‘RTIME\_SYNC\_TYPE’ with a different value in your build system.
- If using resources synchronization: the AUTOSAR port validation tests use 26 AUTOSAR resources. You need to define ‘RTIME\_Resource01’ with the ID of the first resource and ‘RTIME\_Resource26’ with the ID of the last resource.
- If using spinlock synchronization: you need to define ‘RTIME\_Spinlock’ with the spinlock ID.
- 3 UDP sockets are created. The AUTOSAR configuration must allow that.
- The AUTOSAR port validation tests use SocketOwner ID 1 to create sockets. If your AUTOSAR configuration uses a different SocketOwner, you need to define ‘RTIME SOCK\_OWNER\_ID’ with the ID of the SocketOwner that can be used to create sockets.
- The AUTOSAR port validation tests use ID 0 as the IP address identifier representing the local IP address and EthIf controller to bind the socket to. If your AUTOSAR configuration uses a different ID, you need to define ‘RTIME\_LOCAL\_ADDR\_ID’ with the correct value.
- The ‘UDP receive task’ and ‘UDP receive event’ are mandatory. Some tests use them while some others don’t. You need to define their IDs using the macros ‘NETIO\_Autosar\_udp\_receive\_task’ and ‘RTIME\_UDP\_Receive\_Event’.
- The AUTOSAR port does not provide and does not need a ‘OSAPI\_Thread\_sleep()’ function. But the AUTOSAR port validation tests do need that functionality. The implementation is based on an alarm and an event. OSAPI\_Thread\_sleep() sets an alarm with ID ‘RTIME\_Sleep\_Alarm’ and waits until the event with ID ‘RTIME\_Sleep\_Event’ is set.
- An alarm must be configured to set an event when it expires. It is important that the alarm is triggered by a counter based on a 1 ms tick and when the alarm expires. You need to define in your build system the alarm ID and the event ID using ‘RTIME\_Sleep\_Alarm’ and ‘RTIME\_Sleep\_Event’.

- A task with the name ‘Micro\_UnitTests\_Task’ must be configured in the AUTOSAR configuration. This is the task that runs the port validation tests. The task shall have at least 32 KB stack. The implementation of this task is provided by the AUTOSAR port validation tests.
- Test results will be printed to the standard output used by ‘printf()’.

## FreeRTOS Systems

Before continuing, you should become familiar with the configuration needed to run *Connex Micro* on a FreeRTOS system. We recommend that you review *Building the Connex Micro Source for FreeRTOS*.

The file <RTIMEHOME>/test/include/test/test\_freertos.h contains the string definitions with all the properties that are used to run the port validation tests. That is, the following definition:

```
#define DEVICE_ETH_IP_STR "0xc0000002"
```

can be used when the IP address configured on a FreeRTOS system is 192.0.0.2. In your build system, you need to define the properties that do not match with your configuration. That is, you need to define `DEVICE_ETH_IP_STR` in your build system to use a different IP address.

Some NETIO tests send UDP packet to the local IP address. For that reason it is necessary to set the following lwIP flag:

```
#define LWIP_NETIF_LOOPBACK 1
```

You need to add compile-time definition ‘\_\_freertos\_\_’.

We recommend that you create a separate thread and call the UTEST main function (UTEST\_main()) for platforms without dynamic linking. This thread should have at least 32 KB of stack.

An example implementation of that thread is:

```
void UTEST_freertos_main(void *param)
{
 /* Avoid compiler warning */
 (void)param;

 /* Wait until network is available */
#ifdef USE_DHCP
 while(DHCP_state != DHCP_ADDRESS_ASSIGNED)
 {
 OSAPI_Thread_sleep(1000);
 }
#else
 vTaskDelay(5000 / portTICK_RATE_MS);
#endif

 (void)UTEST_main();
}
```

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```

vTaskDelete(NULL);
}

```

### 5.8.6 Porting UTEST

If you wrote a new *Connex Micro* port, you will also need to port the porting validation module. Most of the changes needed are only in the file <RTIMEHOME>/include/test/test\_setting.h.

1. Check for a compiler flag that identifies your platform. For example, Linux would be `__linux__`. If your compiler does not provide such a flag, you can add a flag to your build system, i.e. `my__platform`.
2. As explained in *Running the tests on platforms without a file system*, you can pass the test configuration through a file or through a string. Write a new section in the file <RTIMEHOME>/include/test/test\_setting.h where you configure this. After this comment at the beginning of the file:

```
/* If the platform has not been specified, attempt to determine it. */
```

Write a section like the following:

```

#if !__my_platform__
#ifndef MYCOMPANY_MYPLATFORM
#define MYCOMPANY_MYPLATFORM
#endif /* MYCOMPANY_MYPLATFORM */
#include "test_myplatform.h"
#define HAVE_CONFIG_FILE 0
#define HAVE_ARG_STRING 1
#ifdef HAVE_TEST_RESULTS_FILE
#undef HAVE_TEST_RESULTS_FILE
#endif
#define HAVE_TEST_RESULTS_FILE 0
#endif /* !__my_platform__ */

```

The file “test\_myplatform.h” is optional. You can create it to add any definitions that are useful for your tests.

If your platform does not have a file system, the value of `HAVE_CONFIG_FILE` shall be 0 and the value of `HAVE_ARG_STRING` shall be 1. You also need to undef `HAVE_TEST_RESULTS_FILE`. If your platform has a file system, you might need to change the logic, but that is optional.

3. In the file <RTIMEHOME>/include/test/test\_setting.h, define the maximum length of the system name, so the new platform is recognized by UTEST. For example:

```

#elif defined(RTI_AUTOSAR)
#define UTEST_SYSTEM_NAME_MAX_LENGTH 255
#elif defined(MYCOMPANY_MYPLATFORM)

```

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```
#define UTEST_SYSTEM_NAME_MAX_LENGTH 255
#else
#error "Unknown platform. Please port UT_System.c to this platform."
#endif
```

The third and fourth lines are new. You can also include any platform header file in this new code.

4. If you have defined `HAVE_ARG_STRING` as 1, you need to provide the string that will be used as an argument. Create the file `<RTIMEHOME>/include/test/test_myplatform.h` with the following content:

```
#define UTEST_ARG_STRING(argv0_) \
 "-property netio.udp.allow_interface_multicast=1 " " \
 "-property netio.udp.allow_interface=eth0 " " \
 "-property netio.udp.allow_interface_address=" DEVICE_ETH_IP_STR " " " \
 "-property netio.udp.allow_interface_netmask=" DEVICE_MASK_STR " " " \
 "-property netio.udp.multicast_if=eth0 " " \
 "-property osapi.system.my_hostname=Myplatform-host " " \
 "-id 80 "
```

Depending on your platform, the property values might be different. For instance, if your platform doesn't have multicast you will need to set `netio.udp.allow_interface_multicast=0`.

5. If your new platform supports dynamic linking, executable binaries with OSAPI and NETIO tests are generated when you build the port validation tests.
6. If your new platform does not support dynamic linking, only static libraries with OSAPI and NETIO tests are generated when you build the port validation tests. These libraries provide a `UTEST_main()` function. We recommend that you create a separate thread and call that `UTEST_main()` function from that thread. This thread should have at least 32 KB of stack.

## 5.9 Building Connext Micro with compatibility for Connext Cert

It is possible to compile *Connext Micro* to support only the same set of APIs and features as *Connext Cert*. This is useful to enable the development of a safety-certified project using *Connext Micro* before the certification of *Connext Cert* is completed. Once *Connext Cert* certification is finished, it will be easier to switch from *Connext Micro* to *Connext Cert* if *Connext Micro* has been compiled with compatibility for *Connext Cert*.

When compiling *Connext Micro* with compatibility for *Connext Cert*, the following restrictions apply:

- The C++ API is not supported.
- Dynamic Participant Dynamic Endpoint (DPDE) discovery is not compiled by default. To make application development easier, DPDE can be enabled (any application using this discovery cannot be certified). DPDE discovery is not certified.
- Memory deallocation is not possible.

- Any API that deallocates memory is not supported. In other words, any API whose name includes “finalize”, “free”, or “delete” is not supported (such as `DDS_DomainParticipantFactory_delete_participant()`, `DDS_DomainParticipantQos_finalize()`, `OSAPI_Heap_free()`).
- Only POSIX®-compliant systems (Linux, macOS, QNX, etc.), VxWorks and AUTOSAR are supported (Windows systems are not supported).
- Only static libraries are compiled. Dynamic libraries are not supported.
- Only one static library is built. While *Connext Micro* consists of different libraries for discovery, reader and writer history, etc, *Connext Cert* consists of only one library.
- Code generated by the *Connext Micro* code generator is compatible with *Connext Cert*, but the code must be generated again with the *Connext Cert* code generator.
- The Log module is only available in the debug build.
- The UDP transport shall be configured statically by using the API `UDP_InterfaceTable_add_entry()` and setting `UDP_InterfaceFactoryProperty.disable_auto_interface_config` equal to `RTI_TRUE`.
- `OSAPI_Thread_sleep()` is not available.
- Batching reception is not supported.
- UDP Transformations are not supported.

To compile *Connext Micro* with compatibility with *Connext Cert*, you only need to set the CMake flag `RTIME_CERT` when compiling. For example, the following command compiles *Connext Micro* on a Linux system with *Connext Cert* compatibility:

```
resource/scripts/rtime-make --target Linux --name x64Linux4gcc9.3.0
--build --config Debug -DRTIME_CERT=1
```

The CMake flag `RTIME_CERT` instructs the build system to build *Connext Micro* with *Connext Cert* compatibility. In the previous example, a 64-bit debug library is generated in the directory `lib/x64Linux4gcc9.3.0`.

Instead of using the flag `-DRTIME_CERT=1`, it is also possible to add the suffix “\_cert” to the build name, and the build system will automatically set the `RTIME_CERT` flag. For example:

```
resource/scripts/rtime-make --target Linux --name
x64Linux4gcc9.3.0_cert --build --config Release
```

The previous command compiles a 64-bit release library in the directory `lib/x64Linux4gcc9.3.0_cert`.

As mentioned earlier, it is possible to enable [DPDE](#) (Dynamic Participant Dynamic Endpoint) discovery, but this discovery is not certified so any application using it cannot be certified. To enable [DPDE](#) discovery when building *Connext Micro* with *Connext Cert* compatibility, simply add the following flag when compiling: `-DRTIME_EXCLUDE_DPDE=0`.

## Chapter 6

# Working with RTI Connex Micro and RTI Connex

In some cases, it may be necessary to write an application that is compiled against both *RTI Connex Micro*, *RTI Connex Cert*, and *RTI Connex*. In general this is not easy to do because *RTI Connex Micro* and *RTI Connex Cert* supports a very limited set of features compared to *RTI Connex*. However, while *RTI Connex Cert* is subset of *RTI Connex Micro*, it is relatively easy to write applications that support both.

Due to the nature of the DDS API and the philosophy of declaring behavior through QoS profiles instead of using different APIs, it may be possible to share common code. In particular, *RTI Connex* supports configuration through QoS profile files, which eases the job of writing portable code.

Please refer to *Introduction* for an overview of features and what is supported by *RTI Connex Micro*. Note that *RTI Connex* supports many extended APIs that are not covered by the DDS specification, for example APIs that create DDS entities based on QoS profiles.

### 6.1 Development Environment

There are no conflicts between *RTI Connex Micro* and *RTI Connex* with respect to library names, header files, etc. It is advisable to keep the two installations separate, which is the normal case.

*RTI Connex Micro* uses the environment variable `RTIMEHOME` to locate the root of the *RTI Connex Micro* installation.

*RTI Connex* uses the environment variable `NDDSHOME` to locate the root of the *RTI Connex* installation.

## 6.2 Non-standard APIs

The DDS specification omits many APIs and policies necessary to configure a DDS application, such as transport, discovery, memory, logging, etc. In general, *RTI Connext Micro* and *RTI Connext* do not share APIs for these functions.

It is recommended to configure *RTI Connext* using QoS profiles as much as possible.

## 6.3 QoS Policies

QoS policies defined by the DDS standard behave the same between *RTI Connext Micro* and *RTI Connext*. However, note that *RTI Connext Micro* does not always support all the values for a policy and in particular unlimited resources are not supported.

Unsupported QoS policies are the most likely reason for not being able to switch between *RTI Connext Micro* and *RTI Connext*.

## 6.4 Standard APIs

APIs that are defined by the standard behave the same between *RTI Connext Micro* and *RTI Connext*.

## 6.5 IDL Files

*RTI Connext Micro* and *RTI Connext* use the same IDL compiler (rtiddsgen) and *RTI Connext Micro* typically ships with the latest version. However, *RTI Connext Micro* and *RTI Connext* use different templates to generate code and it is not possible to share the generated code. Thus, while the same IDL can be used, the generated output must be saved in different locations.

## 6.6 Interoperability

In general, *RTI Connext Micro* and *RTI Connext* are wire interoperable, unless noted otherwise.

### 6.6.1 Discovery

When trying to establish communication between an *RTI Connext Micro* application that uses the Dynamic Participant / Static Endpoint (DPSE) discovery module and an RTI product based on *RTI Connext*, every participant in the DDS system must be configured with a unique participant name. While the static discovery functionality provided by *RTI Connext* allows participants on different hosts to share the same name, *RTI Connext Micro* requires every participant to have a different name to help keep the complexity of its implementation suitable for smaller targets.

Also, *Connext DataWriters* that are configured to send compressed data will not match with *Connext Micro DataReaders*, since *Connext Micro* does not support sending or receiving compressed data. See [DATA\\_REPRESENTATION QosPolicy in the Core Libraries User's Manual](#) for more information on the *Connext* compression feature.

## 6.6.2 Transports

When interoperating with *Connext Professional*, *Connext Micro* must specify at least one unicast transport for each *DataWriter* and *DataReader*, either from `DDS_DomainParticipantQos::transports` or the endpoint `DDS_DataReaderQos::transport` and `DDS_DataWriterQos::transport`, as it expects to use the unicast transport's RTPS port mapping to determine automatic participant IDs if needed. This also affects *Connext Micro* itself, where participant IDs must be set manually if only multicast transports are enabled.

Also, when interoperating with *Connext Professional*, only one multicast transport can be specified per *DataReader* of *Connext Micro*.

## 6.7 Connext Tools

In general, *Connext Micro* is compatible with RTI tools and other products. The following sections provide additional information for each product.

### 6.7.1 Admin Console

Admin Console can discover and display *RTI Connext Micro* applications that use full dynamic discovery (DPDE). When using static discovery (DPSE), it is required to use the Limited Bandwidth Endpoint Discovery (LBED) that is available as a separate product for *RTI Connext*. With the library a configuration file with the discovery configuration must be provided (just as in the case for products such as Routing Service, etc.). This is provided through the QoS XML file.

Data can be visualized from *Connext Micro DataWriters*. Keep in mind that *Connext Micro* does not currently distribute type information and the type information has to be provided through an XML file using the “Create Subscription” dialog. Unlike some other products, this information cannot be provided through the QoS XML file. To provide the data types to Admin Console, first run the code generator with the `-convertToXml` option:

```
rtiddsgen -convertToXml <file>
```

Then click on the “Load Data Types from XML file” hyperlink in the “Create Subscription” dialog and add the generated IDL file.

Other Features Supported:

- Match analysis is supported.
- Discovery-based QoS are shown.

The following resource limits in *RTI Connext Micro* must be incremented as follows when using Admin Console:

- Add 24 to `DDS_DomainParticipantResourceLimitsQosPolicy::remote_reader_allocation`
- Add 24 to `DDS_DomainParticipantResourceLimitsQosPolicy::remote_writer_allocation`
- Add 1 to `DDS_DomainParticipantResourceLimitsQosPolicy::remote_participant_allocation`
- Add 1 to `DDS_DomainParticipantResourceLimitsQosPolicy::remote_participant_allocation` if data-visualization is used

*Connext Micro* does not currently support any administration capabilities or services, and does not match with the Admin Console *DataReaders* and *DataWriters*. However, if matching *DataReaders* and *DataWriters* are created, e.g., by the application, the following resource must be updated:

- Add 48 to `DDS_DomainParticipantResourceLimitsQosPolicy::matching_writer_reader_pair_allocation`

### 6.7.2 Distributed Logger

This product is not supported by *RTI Connext Micro*.

### 6.7.3 LabVIEW

The LabVIEW toolkit uses *RTI Connext*, and it must be configured as any other *RTI Connext* application. A possible option is to use the builtin *RTI Connext* profile: `BuiltinQosLib::Generic.ConnextMicroCompatibility`.

### 6.7.4 Monitor

This product is not supported by *RTI Connext Micro*.

### 6.7.5 Recording Service

#### RTI Recorder

RTI Recorder is compatible with *RTI Connext Micro* in the following ways:

- If static endpoint discovery is used, Recorder is compatible starting with version 5.1.0.3 and onwards.
- If dynamic endpoint discovery is used (not supported by *Connext Cert*), Recorder is compatible with *RTI Connext Micro* the same way it is with any other DDS application.
- In both cases, type information has to be provided via XML. Read [Recording Data with RTI Connext Micro](#) for more information.

## RTI Replay

RTI Replay is compatible with *RTI Connex Micro* in the following ways:

- If static endpoint discovery is used, Replay is compatible starting with version 5.1.0.3 and onwards.
- If dynamic endpoint discovery is used (not supported by *Connex Cert*), Replay is compatible with *RTI Connex Micro* the same way it is with any other DDS application.
- In both cases, type information has to be provided via XML. Read [Recording Data with RTI Connex Micro](#) for more information on how to convert from IDL to XML.

## RTI Converter

Databases recorded with *RTI Connex Micro* contains no type information in the DCPSPublication table, but the type information can be provided via XML. Read [Recording Data with RTI Connex Micro](#) for more information on how to convert from IDL to XML.

### 6.7.6 Wireshark

Wireshark fully supports *RTI Connex Micro*.

### 6.7.7 Persistence Service

*RTI Connex Micro* only supports VOLATILE and TRANSIENT\_LOCAL durability and does not support the use of Persistence Service.

## Chapter 7

# API Reference

*RTI Connex Micro* features API support for C and C++. Select the appropriate language below in order to access the corresponding API Reference HTML documentation.

- [C API Reference](#)
- [C++ API Reference](#)



## Chapter 8

# Release Notes

### 8.1 Supported Platforms and Programming Languages

*Connex Micro* supports the C and traditional C++ language bindings.

Note that RTI only tests on a subset of the possible combinations of OSs and CPUs. Please refer to the following table for a list of specific platforms and the specific configurations that are tested by RTI.

Table 8.1: Tested Platforms

| OS                                                          | CPU               | Com-<br>piler           | RTI Architecture Abbreviation      |
|-------------------------------------------------------------|-------------------|-------------------------|------------------------------------|
| Windows 7                                                   | x64               | VS<br>2015              | x64Win64VS2015                     |
| Windows 11                                                  | x64               | VS<br>2022              | x64Win64VS2022                     |
| OS X 10.16                                                  | x64               | clang<br>8.0            | x64Darwin16clang8.0                |
| Ubuntu 18.04 LTS                                            | x64               | gcc<br>7.3.0            | x64Linux4gcc7.3.0                  |
| Ubuntu 24.04 LTS                                            | x64               | gcc<br>13.3.0           | x64Linux6gcc13.3.0                 |
| Red Hat® Enterprise Linux®<br>6.0, 6.1 (Kernel version 2.6) | i86               | gcc<br>4.4.5            | i86Linux2.6gcc4.4.5                |
| Ubuntu 18.04 LTS                                            | ARMv8<br>(64-bit) | gcc<br>7.3.0            | armv8Linux4gcc7.3.0                |
| QNX 7.1                                                     | armv8             | qcc_gpp8.3.0            | armv8QNX7.1qcc_gpp8.3.0            |
| VxWorks 6.9                                                 | ppc604            | gcc4.3.3                | ppc604Vx6.9gcc4.3.3                |
| VxWorks 6.9                                                 | ppc604            | gcc4.3.3                | ppc604Vx6.9gcc4.3.3_rtp            |
| FreeRTOS 9.0.0                                              | Armv7-M           | gcc<br>7.3.1            | cortexm7FreeRTOS9.0gcc7.3.1        |
| MicroSAR 29.06.20 (AU-<br>TOSAR 4)                          | tc39xt            | Task-<br>ing<br>6.3r1p7 | tc39xtMICROSAR4Tasking6.3r1        |
| LynxOS-178 2024.09 (APEX<br>API)                            | x64               | gcc<br>11.3.0           | x64Lynx1782024.09.0.APEXgcc11.3.0  |
| LynxOS-178 2024.09 (POSIX<br>API)                           | x64               | gcc<br>11.3.0           | x64Lynx1782024.09.0.POSIXgcc11.3.0 |

## 8.2 What's New in 2.4.14.3

### 8.2.1 Send large data samples that exceed transport MTU

This release adds support for fragmenting samples that exceed a transport's maximum transmission unit (MTU). This is only supported for the `BEST_EFFORT` QoS policy. Refer to *Maximum Transmission Unit (MTU)* for more information.

**Note:** This feature is automatically enabled when the maximum serialized size of a sample exceeds the minimum MTU across all enabled transports.

## 8.2.2 Improve system robustness with DomainParticipant rediscovery

This release adds the ability for a *DomainParticipant* with its `DomainParticipantQos.participant_name.name` set to a non-empty value to be rediscovered if it is restarted before its `lease_duration` expires. You can enable this feature by setting the `DomainParticipantQos.discovery.enable_participant_discovery_by_name` property to `DDS_BOOLEAN_TRUE`.

For more information on this feature, refer to the *DomainParticipant Rediscovery* section.

## 8.3 What's Fixed in 2.4.14.3

The following are fixes since 2.4.14.2.

[Critical]: System-stopping issue, such as a crash or data loss. [Major]: Significant issue with no easy workaround. [Minor]: Issue that usually has a workaround. [Trivial]: Small issue, such as a typo in a log.

### 8.3.1 Discovery

#### [Critical] Lost INFO\_DST messages with GUIDPREFIX\_UNKNOWN

*Connext Micro* may have silently discarded RTPS INFO\_DST messages containing a *guidPrefix* of 0x0 (GUIDPREFIX\_UNKNOWN).

[RTI Issue ID MICRO-8751]

#### [Critical] Failure to interoperate with other DDS implementations if default multicast locator was specified

*Connext Micro* did not interoperate with other DDS implementations when the default multicast locator was specified.

[RTI Issue ID MICRO-5148]

#### [Major] Possible mismatched endpoint messages during discovery

If a *DomainParticipant* received an endpoint discovery message and lacked sufficient resources to store the endpoint, *Connext Micro* would still acknowledge the message, potentially leading to a mismatch in discovery states between *DomainParticipants*. Now, if a *DomainParticipant* cannot store an endpoint discovery message due to insufficient resources (and `DomainParticipantQos.discovery.enable_endpoint_discovery_queue` is set to `DDS_BOOLEAN_TRUE`), the message is queued for later processing when resources become available.

[RTI Issue ID MICRO-10044]

**[Major] DomainParticipants continued to send DATA(p) messages to nonexistent remote participants**

A *DomainParticipant* might have continued to send DATA(p) discovery messages to remote *DomainParticipants* that were once discovered but no longer exist.

[RTI Issue ID MICRO-8747]

**[Minor] Participants using DPDE sent one extra announcement message**

*DomainParticipants* using DPDE sent one more participant announcement message than expected for discovery purposes.

[RTI Issue ID MICRO-8257]

### 8.3.2 Reliability Protocol and Wire Representation

**[Major] A reliable DataReader may have stopped receiving data**

A reliable *DataReader* may have stopped receiving data if the data was received out of order from a *DataWriter* and the *DataWriter* was deleted before the *DataReader* could request the missing data.

[RTI Issue ID MICRO-10317]

**[Critical] Failure to deliver samples when prior samples were lost**

*Connext Micro* sometimes failed to deliver samples to a *DataReader* if the last processed sample was a HEARTBEAT message that indicated lost samples. This issue only occurred when a *DataWriter* was unable to repair a sample and stopped sending data.

[RTI Issue ID MICRO-7317]

### 8.3.3 APIs (C or Traditional C++)

**[Major] DDS\_DomainParticipantFactory\_finalize\_instance failed if INTRA transport had been unregistered**

The `DDS_DomainParticipantFactory_finalize_instance` function failed if the INTRA transport had been unregistered previously in the test.

[RTI Issue ID MICRO-4481]

### 8.3.4 Crashes

#### **[Critical] NULL pointer access in AUTOSAR Classic when a ping message received from Connext Professional 7.3.0 or higher**

An AUTOSAR Classic application using *Connext Micro* 2.4.14.2 caused a NULL pointer access if a ping message was received from an application using *Connext Professional* 7.3.0 or higher.

[RTI Issue ID MICRO-7860]

#### **[Major] UDP transport may have caused a segmentation fault on LynxOS systems**

The UDP transport may have caused a segmentation fault when receiving UDP packets on LynxOS-178 2024.09 systems.

[RTI Issue ID MICRO-9284]

#### **[Major] DDS\_DomainParticipantFactory\_delete\_participant was not thread-safe**

`DDS_DomainParticipantFactory_delete_participant` was not thread-safe. A race condition could occur if multiple *DomainParticipants* were deleted at the same time in the same process space.

[RTI Issue ID MICRO-8055]

### 8.3.5 Hangs

#### **[Critical] Race condition in recursive mutex when FACE compliance enabled on POSIX platforms**

If *Connext Micro* was compiled for a POSIX® platform with FACE™ compliance enabled, a race condition may have occurred at runtime, causing errors and a deadlock. The implementation of a recursive mutex for those platforms has been replaced to avoid this issue.

[RTI Issue ID MICRO-8011]

### 8.3.6 Memory Leaks/Growth

#### **[Minor] Memory leak in static discovery examples**

The generated examples for C++ using static discovery leaked memory for the topic and type names.

[RTI Issue ID MICRO-10046]

### 8.3.7 Platform and Build Changes

#### **[Minor] Incorrect NETIO\_CONFIG\_ENABLE\_MULTICAST definition when compiled from source code**

If the *Connex Micro* source code was built without CMake and the provided toolchain files from RTI, the C preprocessor flag `NETIO_CONFIG_ENABLE_MULTICAST` was not defined correctly.

[RTI Issue ID MICRO-7849]

### 8.3.8 Interoperability

#### **[Critical] messageLength field was required in RTPS HEADER\_EXTENSION for checksum calculations**

Previously, *Connex Micro* required that the `messageLength` field be present in the RTPS `HEADER_EXTENSION` if a checksum was also included in the `HEADER_EXTENSION`. If the `messageLength` was not present, it was considered an error and the RTPS message was discarded.

Now, the `messageLength` field is optional. If it is not included, the `messageLength` will be assumed to be the size of the message payload.

*Connex Micro* and *Connex Professional* always include the `messageLength` in the `HEADER_EXTENSION` when a checksum is being sent. This fix will resolve compatibility when using checksums with other DDS implementations.

[RTI Issue ID MICRO-7172]

### 8.3.9 Other

#### **[Critical] No communication on AUTOSAR systems with multiple IP addresses**

*Connex Micro* would not receive any communication traffic in an AUTOSAR system when the following conditions were met:

- More than one IP address was configured for use in the AUTOSAR system.
- DDS communication used an IP address with an index greater than 0 (i.e., 1).
- *Connex Micro* used the default UDP interface factory properties, which set `enable_interface_bind` to false.

[RTI Issue ID MICRO-7783]

**[Major] Samples with meta-information were not delivered to the user if they arrived when history cache was full**

When a *DataReader*'s history cache was full, samples containing meta-information from matched *DataWriters* were not delivered to the user.

[RTI Issue ID MICRO-8063]

**[Major] DataWriter with finite timestamp failed to send data if date exceeded January 2038**

A *DataWriter* configured with a finite source timestamp tolerance and `DDS_BY_SOURCE_TIMESTAMP_DESTINATIONORDER_QOS` would fail to send data after 03:14:07 UTC 19 January 2038.

[RTI Issue ID MICRO-5858]

**[Major] Connext Micro would not work if year exceeded 2038**

If the date was set beyond the year 2038, *Connext Micro* would not work. This was because the date is reported as a 32-bit unsigned integer; however, *Connext Micro* expects a signed 32-bit value and would therefore interpret the “wrap around” value as a negative number, causing an error.

[RTI Issue ID MICRO-2295]

## 8.4 Previous Releases

### 8.4.1 What's New in 2.4.14.2

**New multicast feature available on AUTOSAR platforms**

This release introduces support for multicast sockets on AUTOSAR platforms. Previously, only unicast sockets were supported. For more information, see *Connext Micro on AUTOSAR* in this document and [OSAPI AutoSAR](#) in the API Reference.

The port property `local_addr_id` has been renamed to `max_local_addr_id`, and must be set to the maximum address id configured in the TcpIp BSW module.

[RTI Issue ID MICRO-3338]

## 8.4.2 What's Fixed in 2.4.14.2

### DataReader on a Topic using an appendable type may receive samples with incorrect value

A *DataReader* subscribing to a *Topic* on an appendable type may have received incorrect samples from a matching *DataWriter*.

The problem only occurred when the *DataWriter* published a type with fewer members than the *DataReader* type. For example, consider a *DataWriter* on *FooBase* and a *DataReader* on *FooDerived*:

```
@appendable struct FooBase {
 sequence<uint8,1024>base_value;
};

@appendable struct FooDerived {
 sequence<uint8,1024> base_value;
 @default(12) uint8 derived_value;
};
```

In this case, the serialized sample stream would be padded with extra bytes to align the stream to 4 bytes as required by the [OMG 'Extensible and Dynamic Topic Types for DDS' specification, version 1.3](#). However, the additional padding bytes were incorrectly interpreted as part of the data and *derived\_value* may have been set to a random value.

For example, in the case above, when the *DataWriter* published a sample with type *FooBase*, the *DataReader* should drop the sample instead of interpreting the padding bytes as data.

---

**Note:** *Connext Micro* does not support the `@default` annotation.

---

[RTI Issue ID MICRO-6402]

### Building for FreeRTOS failed when using RTIME\_CERT flag

When building *Connext Micro* with the `RTIME_CERT` flag enabled, the build would fail and output warnings.

[RTI Issue ID MICRO-5954]

### Potential segmentation fault while creating entities

A segmentation fault could occur while creating certain entities if *Connext Micro* ran out of memory. *Connext Micro* will now detect this condition and return an error.

This issue only affected non-CERT profiles.

[RTI Issue ID MICRO-3396]



**Incorrect generated code when using IDL whose name starts with a number**

The generated code for an IDL whose name started with a number was incorrect and did not compile. The generated code contained some `ifdef` instructions that started with a number, which was not valid because an identifier must start with a letter (or underscore).

Now, invalid identifier characters are converted to ‘`_`’ in the `ifdef` instruction.

[RTI Issue ID MICRO-2066]

**Code Generator could not parse a file preprocessed with GCC 11**

GCC 11 produced unexpected output when used as a preprocessor. This unexpected output caused an error in *Code Generator*.

*Code Generator* will now work correctly with the output generated by GCC 11.

[RTI Issue ID CODEGENII-1508]

**Race condition and memory corruption in logger**

The following issues have been fixed in the logger:

- Processing log-messages in a log handler was not thread-safe.
- Memory corruption may have occurred.
- Conversion of `INT_MIN` was incorrect.

---

**Note:** The `OSAPI_Log_clear` API must not be called outside a log-handler since it is no longer thread-safe.

---

[RTI Issue ID MICRO-5854]

**Generated example CMakeLists.txt required `-udp_intf` option to be specified**

The generated example `CMakeLists.txt` file did not use the default interfaces on macOS, Linux, and Windows, and it was necessary to use the `-udp_intf` option when running the example.

[RTI Issue ID MICRO-6969]

### 8.4.3 What's New in 2.4.14.1

2.4.14.1 is a cumulative bug fix release and does not include any new features.

#### Important Interoperability Changes

This release of *Connext Micro* includes the following changes in API compatability with previous release:

- *DDS\_DomainParticipantFactory\_get\_instance* **must** be called before other APIs. This is required to ensure that a platform integration is properly configured and initialized before other APIs are called. APIs that need special attention have an additional attribute *API Restriction* to indicate any restrictions.

### 8.4.4 What's Fixed in 2.4.14.1

#### Invalid samples in batched data did not count as 'lost samples'

Invalid samples in batched data were not counted as lost samples, and did not trigger *Connext Micro* to call *on\_sample\_lost()* when the “on\_sample\_lost” notification was enabled.

This issue has been resolved.

[RTI Issue ID MICRO-2289]

#### Local variables in header file may have caused compiler warning

Local variables were incorrectly defined in *ReaderHistory.c* and may have caused a compiler warning.

This issue has been resolved.

[RTI Issue ID MICRO-2785]

#### Non-default timer resolutions may have caused an incorrect timeout

Compiling *Connext Micro* with a non-default timer resolution may have caused incorrect timeouts.

This issue has been resolved.

[RTI Issue ID MICRO-2794]

**Missing checks for *max\_routes\_per\_reader* and *max\_routes\_per\_writer***

The *DDS\_DataReaderQos.reader\_resource\_limits.max\_routes\_per\_writer* and *DDS\_DataWriterQos.writer\_resource\_limits.max\_routes\_per\_reader* were missing a check that the values were in the range [1,2000]. They were also missing from the methods *DDS\_DataReaderQos\_is\_equal* and *DDS\_DataWriterQos\_is\_equal* respectively.

This issue has been resolved.

[RTI Issue ID MICRO-2830, MICRO-2937]

**Missing NULL checks for *enabled\_transports***

In previous releases, it was not checked that the *enabled\_transports* QoS policy setting did not contain NULL pointers.

This issue has been resolved.

[RTI Issue ID MICRO-3117]

**Possible exception due to misaligned RTPS header**

In previous releases, if multiple RTPS messages were received in the same UDP payload, a misaligned RTPS message header could cause an exception.

---

**Note:** *RTI Connext Micro* does not send multiple RTPS messages in the same UDP payload.

---

This issue has been resolved.

[RTI Issue ID MICRO-2866]

***DDS\_SubscriptionBuiltinTopicData\_copy* did not copy the PresentationQosPolicy**

The *DDS\_SubscriptionBuiltinTopicData\_copy* function did not copy the PresentationQosPolicy.

This issue has been resolved.

[RTI Issue ID MICRO-2897]

**Possible failure to start timer**

On architectures using the *posix* port of *Connext Micro*, the `DomainParticipantFactory` may have failed to initialize if compiled to use signals or if `CLOCK_MONOTONIC` was not available.

This issue has been resolved.

[RTI Issue ID MICRO-2904]

**Sample timestamp now set to 0 if timestamp cannot be retrieved**

If the reception timestamp for a sample cannot be retrieved, the reception timestamp is set to 0.

[RTI Issue ID MICRO-2909]

***Qos\_copy* functions did not validate input arguments**

In previous releases, the *Qos\_copy* APIs did not validate that the input arguments were not NULL.

This issue has been resolved.

[RTI Issue ID MICRO-2913]

**Unused parameter `DOMAIN_PARTICIPANT_RESOURCE_LIMITS.matching_reader_writer_pair_allocation` removed**

The QoS policy setting `DOMAIN_PARTICIPANT_RESOURCE_LIMITS.matching_reader_writer_pair_allocation` was not used and has been removed from the `DOMAIN_PARTICIPANT_RESOURCE_LIMITS` structure.

[RTI Issue ID MICRO-2915]

**`DDS_DomainParticipant_add_peer` may have returned success on failure**

`DDS_DomainParticipant_add_peer` may have returned success even if the peer was not added.

This issue has been resolved.

[RTI Issue ID MICRO-2929]

***DDS\_StringSeq\_copy* did not validate input arguments**

In previous versions, *DDS\_StringSeq\_copy* did not check that the source and destination arguments were different before copying.

This issue has been resolved.

In addition, the documentation for *Seq\_copy* has been updated to clearly state that overlapping memory regions are not supported, with the exception of copying to itself.

[RTI Issue ID MICRO-2964]

**Memory leak in C++ classes for builtin topic data types and certain QoSes**

SupportMethodsGen.hxx did not implement a destructor, which could have caused a memory leak when using the C++ API for builtin topic data types and certain QoSes.

This problem has been fixed.

[RTI Issue ID MICRO-2971]

**Possible NULL pointer exception in generated code if the system was out of memory**

In previous releases, it was possible to get a NULL pointer exception in the generated code if the system was out of memory during initialization.

This issue would have occurred during DDS entity creation, as memory is only allocated during entity creation.

This issue has been resolved.

[RTI Issue ID MICRO-2986]

**A *DataWriter* could run out of resources if sample was not added to cache**

In rare cases, a *DataWriter* could run out of resources if a sample could be successfully serialized, but not added to the writer cache.

This issue has been resolved.

[RTI Issue ID MICRO-3034]

### Missing source code files

In previous releases, the following source code files were missing:

- UDPTransformations.c
- UDPTransformations.h
- DPSEVersion.c

This problem has been fixed.

[RTI Issue ID MICRO-3042]

### Possible serialization beyond stream buffer

In previous releases, *CDR\_Stream\_check\_size* did not check for underflow. As a result, it was possible to serialize data beyond the buffer boundary if the buffer assigned to the stream was too small.

This is only an issue for applications assigning too small of a buffer to a stream.

This issue has been resolved.

[RTI Issue ID MICRO 3147, MICRO-3200]

### ***RELIABILITY.max\_blocking\_time* must be zero**

In previous releases, a non-zero *RELIABILITY.max\_blocking\_time* was supported on a *DataReader*. This feature is not supported in this release.

[RTI Issue ID MICRO-3148]

### Possible *DataReader* or *DataWriter* creation failure with multiple *DomainParticipants*

In previous releases, creating *DataReaders* or *DataWriters* in different threads for different *DomainParticipants* could fail due to a race condition.

This issue has been resolved.

[RTI Issue ID MICRO-3151]

**Incorrect *lease\_duration* may have been used for a discovered participant**

In previous releases, if the *lease\_duration* was not sent by a remote *DomainParticipant*, a previously received value was used instead.

This issue has been resolved.

Note that RTI's DDS implementations send the *lease\_duration*.

[RTI Issue ID MICRO-3254]

**Missing consistency check for *DESTINATION\_ORDER.source\_timestamp\_tolerance***

In previous releases, a check that *DESTINATION\_ORDER.source\_timestamp\_tolerance* was normalized was missing (nanosecond < 1 seconds).

This issue has been resolved.

[RTI Issue ID MICRO-3272]

**Improved error detection for unresolved addresses**

In previous releases, an unresolved address was ignored. In this release, if an address cannot be resolved, it results in a failure. This means that all addresses passed to the *add\_peer* API and the *enabled\_transports* QoS policy must be valid, otherwise entity creation will fail.

[RTI Issue ID MICRO-3276]

***DDS\_StatusCondition\_set\_enabled\_statuses* did not trigger if an active condition was enabled**

In previous releases, if a *StatusCondition* enabled by a call to *DDS\_StatusCondition\_set\_enabled\_statuses* was already active, the *StatusCondition* did not trigger.

This issue has been resolved.

[RTI Issue ID MICRO-3308]

**Race condition in DDS *enable* APIs**

In previous releases, a race condition existed if the same DDS entity was enabled from multiple threads at the same time.

This issue has been resolved.

[RTI Issue ID MICRO-3311]

**DDS WaitSet may have timed out later than timeout value**

In very rare cases, an error message taking a mutex may have been logged when using the POSIX real-time timers. This may have resulted in a delayed timeout for *DDS\_WaitSets*.

This issue has been resolved.

[RTI Issue ID MICRO-3330]

**SYSTEM\_RESOURCE\_LIMITS.max\_components QoS policy cannot be changed**

In previous releases, the documentation incorrectly specified that the `SYSTEM_RESOURCE_LIMITS.max_components` QoS policy could be changed. This has been corrected to state that it cannot be changed. The default value has also been increased to 64.

[RTI Issue ID MICRO-4102]

**Incorrect heartbeat sent before first sample when first\_write\_sequence\_number is not 1**

In previous releases, if the `DataWriterQos.protocol.rtps_reliable_writer.first_write_sequence_number` was different from the default value of 1, heartbeats sent before the first sample was written would indicate 1 as the first sample available. This would cause a *DataReader* to wait for samples with a sequence number less than `DataWriterQos.protocol.rtps_reliable_writer.first_write_sequence_number` until a heartbeat with the correct first sequence number was received.

This issue has been resolved.

[RTI Issue ID MICRO-4081]

**Robustness check added to verify that participant GUIDs are unique within a DomainParticipantFactory**

A check has been added to `DomainParticipantFactory_create_participant` to validate that *DomainParticipants* created within the same `DomainParticipantFactory` have unique GUIDs, and return *nil* if this is not the case.

[RTI Issue ID MICRO-4062]

**DDS\_Entity\_enable was not thread-safe for a DomainParticipant**

*DDS\_Entity\_enable* was not thread-safe, which may have led to race conditions. This issue has been resolved.

[RTI Issue ID MICRO-3381]



### Missing input verification for API functions

The following functions did not have a precondition check:

- *DDS\_PublicationBuiltinTopicData\_initialize()*
- *DDS\_SubscriptionBuiltinTopicData\_initialize()*
- *DDS\_ParticipantBuiltinTopicData\_initialize()*

This issue has been resolved.

[RTI Issue ID MICRO-3442]

### Incorrect return values from REDA\_String

*REDA\_String\_compare* and *REDA\_String\_ncompare* would return incorrect values when NULL was passed in as one of the parameters. This issue has been resolved.

[RTI Issue ID MICRO-3461]

### Incorrect return values from QoS APIs

The following functions have been corrected to return *DDS\_RETCODE\_BAD\_PARAMETER* instead of *DDS\_RETCODE\_PRECONDITION\_NOT\_MET*:

- *DDS\_DomainParticipantFactoryQos\_copy*
- *DDS\_DomainParticipantFactoryQos\_initialize*
- *DDS\_DomainParticipantQos\_copy*
- *DDS\_DomainParticipantQos\_initialize*
- *DDS\_SubscriberQos\_copy*
- *DDS\_SubscriberQos\_initialize*
- *DDS\_DataReaderQos\_copy*
- *DDS\_DataReaderQos\_initialize*

[RTI Issue ID MICRO-3572]

### DDS\_Wstring\_cmp did not match the implementation name DDS\_Wstring\_compare

The DDS Wstring compare function was incorrectly documented as being *DDS\_Wstring\_cmp* instead of *DDS\_Wstring\_compare*.

This issue has been resolved.

[RTI Issue ID MICRO-3529]

**Race condition during participant discovery**

A race condition existed during participant discovery.

This issue has been resolved.

[RTI Issue ID MICRO-3365]

**A DataWriter with BEST\_EFFORT and TRANSIENT\_LOCAL may run out of resources**

A DataWriter with BEST\_EFFORT and TRANSIENT\_LOCAL QoS policies may run out of resources when `DataWriterQos.resource_limits.max_samples_per_instance > 1`.

---

**Note:** Resending of historical samples (`DataWriterQos.durability.kind = TRANSIENT_LOCAL`) requires a `DataWriterQos.reliability.kind = RELIABLE` QoS Policy. Thus, the combination of BEST\_EFFORT and TRANSIENT\_LOCAL is not useful, although it is a legal combination.

---

[RTI Issue ID MICRO-4508]

**Connext Micro may have repeated requesting a sample that was no longer available from a DataWriter**

If *Connext Micro* detects a missing sample when using `DDS_RELIABLE_RELIABILITY_QOS` reliability, it will request the sample to be resent, but if the sample is no longer available from the DataWriter, the DataWriter may send a GAP message to indicate the sample is not longer available.

*Connext Micro* failed to interpret the GAP message correctly if the first sequence number in the GAP message was equal to the bitmap base of the GAP message. In this case, *Connext Micro* failed to ignore the no-longer-available sample and kept sending a request for the sample.

This problem has been fixed.

[RTI Issue ID MICRO-4668]

**DDS\_Subscriber\_lookup\_datareader may return a DataReader that was created by a different Subscriber**

The `DDS_Subscriber_lookup_datareader` API searches for a DataReader for a given TopicDescription created by the Subscriber. However, in previous releases, the returned DataReader could belong to a different Subscriber if multiple DataReaders were created for the same Topic in different Subscribers.

This problem has been fixed.

[RTI Issue ID MICRO-4569]

**DDS\_Publisher\_lookup\_datawriter may return a DataWriter that was created by a different Publisher**

The `DDS_Publisher_lookup_datawriter` API searches for a DataWriter for a given Topic created by the Publisher. However, in previous releases, the returned DataWriter could belong to a different Publisher if multiple DataWriters were created for the same Topic in different Publishers.

This problem has been fixed.

[RTI Issue ID MICRO-4570]

**A reliable DataWriter may ignore requests to resend samples**

If a DataWriter has received multiple requests to resend samples before its periodic heartbeat period expires, the DataWriter may ignore the request if the requested sample has been sent and is also the first expected sample by the requesting DataReader.

This problem has been fixed.

[RTI Issue ID MICRO-5183]

**Compiler warning due to reliance on deprecated implicit copy constructor for C++**

In previous releases, compiling with C++ could produce the following warning:

|                                                  |
|--------------------------------------------------|
| warning: definition of implicit copy constructor |
|--------------------------------------------------|

This issue has been fixed. This release adds copy constructors for C++ classes where the use of implicit implicit copy constructors have been deprecated.

[RTI Issue ID MICRO-5340]

**RTPS message may have been rejected**

An RTPS message may have been rejected if it had a `HDR_EXT` and the last RTPS submessage had a length that is not a multiple of 4.

This issue has been fixed.

[RTI Issue ID MICRO-5387]

### Warning about hostname not supported in posixSystem.c

Compiling posixSystem.c could produce the following warning:

```
warning: RTI Micro does not support retrieving the hostname for CERT. Set hostname_↵
↵manually [-Wcpp]
```

This warning was unnecessary and has been removed.

[RTI Issue ID MICRO-5412]

### False positive compiler warning

Compiling with GCC 11 could produce the following warning:

```
warning: 'presentation' may be used uninitialized [-Wmaybe-uninitialized]
```

This was a false positive since `presentation` was deserialized. This problem has been fixed.

[RTI Issue ID MICRO-5428]

## 8.4.5 What's New in 2.4.14

### Important Interoperability Changes

#### DataWriter's Default Reliability Changed to Reliable

The default reliability for a DataWriter has been changed from best-effort to reliable.

This solves interoperability problems when the remote DomainParticipant does not send the QoS value if configured with its default value. However, this may cause interoperability problems with previous releases if the former default reliability QoS is used.

#### Support for AUTOSAR Classic

This release includes support for Elektrobit AUTOSAR 4.0.3 and Mentor AUTOSAR 4.2.2 on Infineon AURIX TriCore TC297. Please refer to *Connex Micro on AUTOSAR* for details.

#### Support for detecting corrupted RTPS messages

This release includes support for detecting and discarding corrupted RTPS messages. A checksum is computed over the DDS RTPS message including the RTPS Header. This checksum is sent as a new RTPS submessage. The subscribing application detects this new submessage and validates the contained checksum. When a corrupted RTPS message is detected, the message is dropped.

To enable the use of a checksum in a DomainParticipant, there are three new fields in the *Wire-ProtocolQosPolicy*: `compute_crc`, `check_crc`, and `require_crc`:

- To send the checksum, enable *compute\_crc* at the sending application.
- To drop corrupted messages, enable *check\_crc*.
- To ignore a participant with *compute\_crc* set to *false*, enable *require\_crc*.

Please refer to *Message Integrity Checking* in the *Connext Micro* User's Manual for details.

## Port Validation for Connext Micro

After porting *Connext Micro*, it is important to confirm that your code works as expected. For this purpose, *Connext Micro* comes with a suite of tests that you can compile and run to validate your port.

## New Documentation on Compiling Connext Micro for Connext Cert Compatibility

This release includes a new chapter on how to compile *Connext Micro* with for compatibility with Connext Cert. See *Building Connext Micro with compatibility for Connext Cert*.

## ThreadX CMake Files and New Documentation on Building Connext Micro for ThreadX + NetX

*Connext Micro* libraries can now be compiled using *rttime-make* and CMake for ThreadX + NetX. There is a new section in the documentation on building for the ThreadX operating system and NetX network stack, including example configurations. See [Building the Connext DDS Micro Source for ThreadX](#) (if you have internet access).

## Updated Example CMakeLists.txt to Automatically Regenerate Code when IDL or XML File Changes

The *CMakeLists.txt* generated by the Code Generator now has a rule that will regenerate type-support files if the IDL or XML file with the type definition changes. The rule is conditional: it is only added if the option *RTIME\_IDL\_ADD\_REGENERATE\_TYPESUPPORT\_RULE* is set to *TRUE* when invoking CMake.

## Message Logged when Samples Received Out of Order

This release logs an additional message when a sample is received out of order and reliability is enabled. This will occur if a reliable sample with a data submessage is received with a sequence number higher than the lowest, next expected sequence number.

### Message Logged when Sequence Numbers Received More than Once

This release logs an additional message if a sample is received more than once when reliability is enabled. This means that a sample with the same sequence number has already been received.

### Ability to Send Logs over UDP

This release includes support for sending logs over UDP. The destination IP address and UDP port can be configured in the AUTOSAR port properties.

### rtime-make Provides Help for a Specific Target

The help output from the script rtime-make has been improved to show that is possible to get help for a specific target.

Use the command “rtime-make -target <target> -help” to print help for the target.

### FreeRTOS CMake Files

The *Connex Micro* libraries can now be compiled using rtime-make and CMake for FreeRTOS.

### Improved Documentation on Building Connex Micro for AUTOSAR Systems

The documentation on building *Connex Micro* for AUTOSAR systems has been improved with information about the number of resources needed. See *Resources*.

### Examples Used Undocumented APIs

The provided examples, and those created by the Code Generator, were using Foo\_create() and Foo\_delete() to create and delete samples. Those APIs are not documented and should not be used. The examples have been changed to use FooTypeSupport\_create\_data() and FooTypeSupport\_delete\_data() instead.

### New CMake Option to Enable Real-Time Timers on QNX and Linux Systems

*Connex Micro* has supported POSIX.4 real-time timers as a way to run its internal timers. However, this feature has only been available by updating the osapi\_os\_posix.h header file and has been disabled by default because it relies on POSIX signals that may interfere with an application, such as if an application uses fork() and one of the exec system calls without setting the signal mask.

*Connex Micro* uses the signal SIGRTMIN by default. To change this, it is necessary to modify the constant OSAPISYSTEM\_POSIX4\_TIMER\_SIGNAL at the beginning of src/os-api/posix/posixSystem.c. Please note that the number of signals available varies between systems.

To enable this feature on a QNX or Linux system, pass the following additional option to `cmake` or `rtime-make`:

### New `-showTemplates` and `-exampleTemplate` options for Code Generator

This release introduces two new Code Generator command-line options, `-showTemplates` and `-exampleTemplates`.

The `-showTemplates` option prints and generates an XML file containing a list of available example templates in your Connext DDS installation, organized per language.

When you use the `-exampleTemplate` option, you can specify one of these example templates, which are in `$RTIMEHOME/rtiddsgen/resource/templates/example/<language>/<templateName>/. You may also create your own templates and place them in this directory.`

To use `-exampleTemplates`, you must also use one of the following command-line options:

- `-create examplefiles`
- `-update examplefiles`
- `-example`

When you use the `-exampleTemplates` option, Code Generator will generate the example you specified, instead of the default one. For example:

```
rtiddsgen -language C++ -example -exampleTemplate <exampleTemplateName> foo.idl
```

### Dynamic memory allocations removed from Dynamic Discovery Plugin

The dynamic discovery plugin in *Connext Micro* allocated memory dynamically for discovered topic and type names after the `DomainParticipant` was enabled. This release includes improvements that make it possible to avoid all memory allocations.

Dynamic memory allocations are avoided by creating the `DomainParticipant` in a disabled state and creating all local endpoints before the `DomainParticipant` is enabled. A `DomainParticipant` is created in a disabled state by setting

```
DomainParticipantFactoryQos.entity_factory.autoenable_created_entities =
DDS_BOOLEAN_TRUE
```

before calling `create_participant()`. When all entities have been created, call `enable()` on the `DomainParticipantFactory` to enable all entities.

### Reduced default socket send/receive buffer size for QNX systems

Some QNX kernels have a maximum send and receive socket buffer size smaller than the default value used by *Connex Micro*. The default send and receive socket buffer size has been changed to 64 Kbytes in *Connex Micro* for QNX builds.

## 8.4.6 What's Fixed in 2.4.14

### Small Enums Caused Serialization Errors

In previous releases, enum types that were represented internally as 1 or 2 byte values caused serialization and deserialization errors. This problem has been resolved by adding support for enum types with 1 or 2 byte internal memory representations. The wire representation for enums is unchanged at 4 bytes.

[RTI Issue ID MICRO-2249]

### -Wcast-function-type and -Wdeprecated Compiler Warnings

This release fixes two different compiler warnings:

- When compiling *Connex Micro* with GCC8 (or later versions) and `-Wcast-function-type`, the compiler printed warnings such as:

```
cast between incompatible function types
```

- When compiling *Connex Micro* with a C++11 compiler and `-Wdeprecated`, the compiler printed warnings such as:

```
warning: definition of implicit copy constructor
```

Both of these issues have been fixed. Note that neither issue caused incorrect behavior.

[RTI Issue ID MICRO-2488]

### Documentation did not list all Entities that Support Transport QosPolicy

The previous documentation did not list all the entities that support the `DDS_TransportQosPolicy`. This problem has been fixed.

The DDS entities that support the `DDS_TransportQosPolicy` are the `DomainParticipant`, `DataWriter` and `DataReader`.

[RTI Issue ID MICRO-2503]



## Generated Examples Registered Wrong Type Name

The generated code for *Connext Micro* may have registered the wrong type name if you used the option `-create examplefiles` and IDL such as:

```
module My_Module {
 struct My_Entity {
 long id; //@key
 };
};
```

This generated an example that registered a type with a name that was incompatible with the type name used by other DDS tools that were configured with the same IDL file. This issue has been fixed.

[RTI Issue ID MICRO-2605]

## For C++ Types Generated by `rtiddsgen` that have Inheritance, the `ParentCclass` was also Declared in the Class as Another Member

Consider the following `Foo.idl` file, used to generate code with `rtiddsgen`:

```
struct Base
{
 long x;
};

struct Foo: Base {
 long y;
};
```

This generated the following `Foo.h` file:

```
class Base
{
 long x;
};

class Foo: public Base
{
 Base parent;
 long y;
};
```

Note that the class `Foo` inherited from the class `Base`, and its first field was a ‘parent’ field of type ‘Base’. This should not happen, since it results in extra space being taken for each sample that will not be used.

This problem has been fixed. The generated `Foo` class no longer has a ‘parent’ field of type ‘Base’.

[RTI Issue ID MICRO-2633]

## DomainParticipant not Rediscovered if Terminated and Restarted Before its Lease Duration Expired

A DomainParticipant was not rediscovered if it was terminated and restarted before its lease duration expired. For example, if an application with a DomainParticipant was terminated with Control-C and restarted before the DomainParticipant's lease duration expired, the DomainParticipant would not be rediscovered. However, if the DomainParticipant was deleted with `delete_participant()` this problem would not occur. This issue has been resolved.

[RTI Issue ID MICRO-2672]

## OSAPI\_Log\_clear did not Zero Out Log Buffer Memory

`OSAPI_Log_clear()` did not zero out the log buffer memory. This problem has been resolved. Now it will set the buffer memory to zero when it resets the buffer head.

[RTI Issue ID MICRO-2678]

## Error in Generated C/C++ Code when Two Members of Different Enumerations had Same Name

The generated C/C++ code for an IDL file containing enumerations with members that had the same name would not compile. For example, consider this IDL:

```
module a {
 module b {
 enum Foo {
 GREEN, RED
 }
 };
};
module c {
 module d {
 enum Bar {
 GREEN, YELLOW
 };
 };
};
```

The above IDL produced the following code:

```
typedef enum c_d_Foo
{
 GREEN ,
 RED
} c_d_Foo;

typedef enum c_d_Bar
{
```

(continues on next page)

(continued from previous page)

```
 GREEN ,
 YELLOW
} c_d_Bar;
```

And it produced an error similar to this when trying to compile it:

```
test.h:82: error: redeclaration of enumerator 'GREEN'
test.h:25: error: previous definition of 'GREEN' was here
```

This release introduces a new command-line option in RTI Code Generator, `-qualifiedEnumerator`, which allows you to generate fully qualified enumerator names. This avoids having conflicting names in C/C++.

For example, given this IDL:

```
module myModule{
 enum Color2 {
 GREEN,
 RED
 };

 union MyUnion switch (Color2){
 case GREEN:
 long m1;
 case RED:
 long m2;
 };
};
```

The following table shows the code that will be generated without the new option and with it:

Table 8.2: Effect of using -qualifiedEnumerator

| Lan-<br>guage | without -qualifiedEnumerator (default)                                                                                                                                                                                                                                                                              | with -qualifiedEnumerator                                                                                                                                                                                                                                                                                                                           |
|---------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| C             | <pre> typedef enum myModule_Color2 {     GREEN ,     RED } myModule_Color2;  typedef struct myModule_MyUnion {     myModule_Color2 _d;     struct myModule_MyUnion_u     {          DDS_Long m1 ;         DDS_Long m2 ;     }_u; } myModule_MyUnion ; </pre>                                                        | <pre> typedef enum myModule_Color2 {     myModule_Color2_GREEN ,     myModule_Color2_RED } myModule_Color2;  typedef struct myModule_MyUnion {      myModule_Color2 _d;     struct myModule_MyUnion_u     {          DDS_Long m1 ;         DDS_Long m2 ;     }_u; } myModule_MyUnion ; </pre>                                                       |
| C++           | <pre> typedef enum myModule_Color2 {     GREEN ,     RED } myModule_Color2;  typedef struct myModule_MyUnion {      typedef struct myModule_ ↵MyUnionSeq Seq;     ...     myModule_Color2 _d;     struct myModule_MyUnion_u     {          DDS_Long m1 ;         DDS_Long m2 ;     }_u; } myModule_MyUnion ; </pre> | <pre> typedef enum myModule_Color2 {     myModule_Color2_GREEN ,     myModule_Color2_RED } myModule_Color2;  typedef struct myModule_MyUnion {      typedef struct myModule_ ↵MyUnionSeq Seq;     ...     myModule_Color2 _d;     struct myModule_MyUnion_u     {          DDS_Long m1 ;         DDS_Long m2 ;     }_u; } myModule_MyUnion ; </pre> |

continues on next page

Table 8.2 – continued from previous page

| Language              | without -qualifiedEnumerator (default)                                                                                                                                                                                                                                                                                                             | with -qualifiedEnumerator                                                                                                                                                                                                                                                                                                                                     |
|-----------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| C++<br>Names-<br>pace | <pre> namespace myModule {     typedef enum Color2     {         GREEN ,         RED     } Color2;      typedef struct MyUnion {         typedef struct MyUnionSeq↵ ↵Seq;         ...         myModule::Color2 _d;         struct MyUnion_u         {              DDS_Long m1 ;             DDS_Long m2 ;         } _u;     } MyUnion ; }; </pre> | <pre> namespace myModule {     typedef enum Color     {         Color_GREEN ,         Color_BLUE     } Color;      typedef struct MyUnion {         typedef struct MyUnionSeq↵ ↵Seq;         ...         myModule::Color2 _d;         struct MyUnion_u         {              DDS_Long m1 ;             DDS_Long m2 ;         } _u;     } MyUnion ; }; </pre> |

[RTI Issue ID MICRO-2718]

### Incorrect Documentation Regarding Changeability of QoS

The previous release's documentation incorrectly stated that some QoS are changeable, when they are not. This has been fixed.

The DomainParticipantFactory.EntityFactoryQosPolicy is always changeable. The following are changeable until the entity is enabled:

- DomainParticipant.EntityFactoryQosPolicy
- Publisher.EntityFactoryQosPolicy
- Subscriber.EntityFactoryQosPolicy

[RTI Issue ID MICRO-2749]

### Unexpected Behavior when Copying a DDS\_UnsignedShortSeq with 0 Length

When copying a DDS\_UnsignedShortSeq with 0 length, the destination sequence length was not set to 0. This issue has been fixed.

[RTI Issue ID MICRO-2756]

### Incorrect Range Documented for DDS\_ResourceLimitsQosPolicy.max\_samples

The range for DDS\_ResourceLimitsQosPolicy.max\_samples was incorrectly documented as `max_samples >= max_instances * max_samples_per_instance`.

While that is correct for *Connex Cert*, the correct range for *Connex Micro* is `max_samples >= max_instances`.

The documentation has been corrected.

[RTI Issue ID MICRO-2757]

### Wrong Compiler Option for AUTOSAR Elektrobit Platform caused 'double' to Compile as 4 Bytes instead of 8

CMake files include an option to optimize doubles as floats when compiling for the AUTOSAR classic Elektrobit platform. This caused the serialization and deserialization of type double to fail.

This optimization has been removed; now the size of type 'double' is 8 bytes when compiling for the AUTOSAR classic Elektrobit platform.

[RTI Issue ID MICRO-2823]

### Log Message with Random Characters Printed

In some cases, a log message was printed with random characters. For example:

```
$ Alignment32 id\:000000\,sig\:06\,src\:000000\,op\:flip1\,pos\:1
[1612981807.603703999]ERROR: ModuleID=5 Errcode=20021 X=1 E=1 T=1
hV F ~ycV{/:0/:
```

This issue has been resolved.

[RTI Issue ID MICRO-2877]

**Event Masks of Semaphores in AUTOSAR Port were Calculated Incorrectly**

Event masks of semaphores in the AUTOSAR port were calculated incorrectly. This only affected semaphore implementation and Waitsets. This issue has been resolved.

[RTI Issue ID MICRO-2953]

***PUBLICATION\_MATCHED\_STATUS* and *SUBSCRIPTION\_MATCHED\_STATUS* may never have triggered a WaitSet if the status was enabled after the *DomainParticipant* was enabled**

A *StatusCondition* with *PUBLICATION\_MATCHED\_STATUS* or *SUBSCRIPTION\_MATCHED\_STATUS* enabled may never have triggered a WaitSet, if the status was enabled after the *DomainParticipant* was enabled.

This issue has been resolved.

[RTI Issue ID MICRO-2219]

**Unicast *DataReader* stopped receiving samples after *DataWriter* matched with a multicast *DataReader***

A *DataReader* with a unicast locator stopped receiving samples from a matched *DataWriter* when another *DataReader* with a multicast locator matched with that *DataWriter*.

This problem has been resolved. Now all matched *DataReaders* will receive samples, regardless of whether their locators are unicast or multicast.

[RTI Issue ID MICRO-2369]

**A RTPS *max\_window\_size* not divisible by 32 may have resulted in retransmission of wrong sequence number**

An RTPS *max\_window\_size* not divisible by 32 may have caused retransmission of a sequence number not being requested. Note that the default value is divisible by 32.

This issue has been resolved.

[RTI Issue ID MICRO-2287]

**POSIX mutex implementation did not conform with FACE Safety Profile**

The POSIX mutex implementation did not conform with the FACE Safety Profile. This release conforms to the FACE Safety profile for single-core CPU architectures.

[RTI Issue ID MICRO-2275]

**Waitset with timeout of 0 did not return immediately**

A Waitset with a 0 timeout did not return immediately, but was rounded up to one clock period.

This issue has been resolved.

[RTI Issue ID MICRO-2278, MICRO-2264]

**For AUTOSAR the IP address is now used to generate a unique DomainParticipant ID**

In previous versions of *Connex Micro* for AUTOSAR the timestamp was used to generate a unique DomainParticipant ID. This release uses the IP address from the Autosar configuration by default.

[RTI Issue ID MICRO-2342]

**8.4.7 What's New in 2.4.12****Shared UDP port for discovery and user-data in a DomainParticipant**

This release allows sharing a UDP port per DomainParticipant for discovery and user-traffic. The advantage is that *Connex Micro* will create a single receive thread for unicast instead of two.

The disadvantage is that this port mapping is not compliant with the DDS Interoperability Wire Protocol and communication with other DDS implementations might not be possible.

This feature may only be used if multicast *or* unicast is used for both discovery and user traffic. If both unicast *and* multicast are enabled this feature cannot be used.

To enable this feature assign the same value to both builtin and user port offsets in `RtpsWellKnownPorts_t`.

**DomainParticipants no longer allocate dynamic memory during deletion**

DomainParticipants will no longer allocate dynamic memory during deletion.



### New QoS parameter to set maximum outstanding samples allowed for remote `DataWriter`

A new QoS parameter has been exposed for the endpoint discovery endpoints in the dynamic endpoint discovery plugin (DPDE). The new field, `max_samples_per_remote_builtin_endpoint_writer` in `DPDE_DiscoveryPluginProperty`, can be set to increase the number of samples a remote writer may have per builtin endpoint reader and thus decrease network traffic. Please refer to the [DPDE](#) for a description of this new parameter.

### New QoS parameter to adjust preemptive ACKNACK period

A new QoS parameter has been introduced to expose the preemptive ACKNACK period on `DataReaders`. The new parameter is configured with:

- `DDS_DataReaderQos.protocol.rtps_reliable_reader.nack_period` for user data readers
- `builtin_endpoint_reader_nack_period` for the builtin discovery endpoints in the Dynamic discovery plugin

Please refer to *API Reference* API for details.

### Deserialization of Presentation QoS policy

This release provides better support for the Presentation QoS policy. Previously this QoS policy was not supported by the `DataWriter`; the default value was assumed for a discovered `DataReader`, which caused an “Unknown QoS” warning when it was received. In this release, `DataWriters` will deserialize the Presentation QoS policy and check for compatibility.

## 8.4.8 What’s Fixed in 2.4.12

### Examples used `DomainParticipant_register_type` instead of `FooTypeSupport_register_type`

In previous versions the examples registered types using “`DDS_DomainParticipant_register_type()`” instead of the recommended “`FooTypeSupport_register_type()`”. This version has updated the examples to use the recommended “`FooTypeSupport_register_type()`” instead.

[RTI Issue ID MICRO-1922]

### A `DataReader` and `DataWriter` with incompatible liveliness kind and infinite lease\_duration matched

In previous versions *Connext Micro* allowed a `DataWriter` to match a `DataReader` if the liveliness kind was incompatible *but* the liveliness duration was infinite. However, the OMG DDS specification mandates stricter matching rules and in this version a `DataReader` and `DataWriter` will *only* match when both the liveliness duration and kind are compatible:

1. Requested Liveliness Lease duration is greater than or equal to the Offered lease duration.

2. Requested Liveliness kind is less than or equal to the Offered Liveliness kind where `AUTOMATIC_LIVELINESS_KIND < MANUAL_BY_PARTICIPANT_LIVELINESS_KIND < MANUAL_BY_TOPIC_LIVELINESS_KIND`.

Note that this did not affect communication between *Connext Micro* applications since with an infinite liveliness duration, the liveliness will never expire, regardless of kind.

[RTI Issue ID MICRO-2007]

### **Warning at compilation time for FreeRTOS port**

An incompatible pointer type warning was printed at compilation time when compiling for FreeRTOS. This issue has been resolved.

[RTI Issue ID MICRO-2090]

### **Using `DDS_NOT_ALIVE_INSTANCE_STATE` caused compilation error in C and C++**

Using the constant `DDS_NOT_ALIVE_INSTANCE_STATE` caused a linker error due to a missing definition. This issue has been resolved.

[RTI Issue ID MICRO-2243]

### **`Seq_copy()` did not work when the source sequence is a loaned/discontiguous sequence**

Calling `FooSeq_copy()` on a loaned or discontiguous sequence did not work correctly. This issue has been fixed.

[RTI Issue ID MICRO-2053]

### **Warnings when compiling the example generated by Code Generator**

When compiling the example generated by `rtiddsgen`, the compiler may have given warnings about unused variables. The generated code has been updated to avoid these warnings.

[RTI Issue ID MICRO-1700]

### **Unable to generate code for XML or XSD defined types**

Previous releases of *Connext Micro* did not include the XML and XSD schemas required to generate type-support code from XML or XSD files. This issue has been resolved.

[RTI Issue ID MICRO-1709]

**Linker error in C++ application when C types were used**

Compiling generated C type-support code as C++ caused compilation errors. This issue has been resolved.

[RTI Issue ID MICRO-1750]

**Failure to link for VxWorks RTP using shared libraries compiled with CMake**

Due to use of incorrect compiler and linker options for VxWorks RTP mode a linker error occurred when compiling projects generated with CMake®. This issue has been resolved.

[RTI Issue ID MICRO-1909]

**rtiddsgen may have failed on Windows systems when -jre was specified**

The rtiddsen -jre option did not accept paths with spaces. This issue has been resolved.

[RTI Issue ID MICRO-1952]

**rtime-make did not work when it was started from different shell than Bash**

rtime-make requires Bash on Unix systems. However it did not explicitly launch Bash and would fail if started from a Bash incompatible shell. This has been fixed.

[RTI Issue ID MICRO-2013]

**Linker error when using shared libraries on VxWorks systems**

There was a linker error when compiling the examples for ppc604Vx6.9gcc4.3.3 using shared libraries. The compiler reported that the libraries could not be found. This issue has been resolved.

[RTI Issue ID MICRO-1841]

**A run-time error may have occurred on Windows or when compiling for FACE when using hostnames in the peer list**

Due to incorrect use of the getaddrinfo() API on Windows or POSIX when compiling for FACE, a run-time error may have occurred when resolving hostnames. This issue has been fixed.

[RTI Issue ID MICRO-1957]

**Entity ID generation was not thread-safe**

Entity ID generation for DataReaders and DataWriters was not thread-safe and may have lead to duplicate entity IDs. This problem has been resolved.

[RTI Issue ID MICRO-2104]

**DomainParticipant creation failed if active interface had invalid IP**

An active interface without a valid IP address assigned may have caused DomainParticipant creation to fail. This problem has been resolved. Now if an interface with an invalid IP address is used, it will be ignored and the DomainParticipant will still be created.

[RTI Issue ID MICRO-1602]

**rtime-make did not work when there was a space in the installation path**

The rtime-make script did not work when *Connex Micro* was installed in a directory path containing spaces. This issues has been resolved.

[RTI Issue ID MICRO-1622]

**Sample filtering methods were always added to the subscriber code for C**

The generated subscriber example code always included code to filter sample-based fields in the IDL type. However, if the generated IDL file was modified to exclude these fields, the code would fail to compile. The generated code now includes instructions for how to filter instead.

[RTI Issue ID MICRO-1980]

**'Failure to give mutex' error**

In Connex DDS Micro 2.4.11, a subtle race condition may have occurred on multi-core machines. When this happened, an error message about failing to give a mutex would be printed: error code (EC) 44 in module 1 (OSAPI). This problem has been resolved.

[RTI Issue ID MICRO-2095]

**UDP interface warning using valid interfaces**

Connex DDS Micro logged a warning if no new interfaces were added for each address listed in `enabled_transports`. This applied to the `enabled_transports` field in the `DiscoveryQosPolicy` and `UserTrafficQosPolicy` in the `DomainParticipantQos`, and the `DDS_TransportQosPolicy` in the `DataReaderQos` and `DataWriterQos`. This problem has been resolved. Now Connex DDS Micro will only log a warning if no new interfaces are added per enabled transport.

[RTI Issue ID MICRO-2018]

**A DataReader May Stop Receiving Samples When Filtering Callbacks Are Used**

When using *on\_before\_deserialize()* or *on\_before\_commit()* to drop samples the DataReader may have been depleted of resources and stop receiving data. This issue has been fixed.

[RTI Issue ID MICRO-1930]

**DDS\_WaitSet\_wait() returned DDS\_RETCODE\_ERROR if unblocked with no active conditions**

An application that used a combination of polling a DataReader and blocking on a DDS\_WaitSet may have caused *DDS\_WaitSet\_wait()* to return DDS\_RETCODE\_ERROR. This happened if the DDS\_WaitSet was unblocked by an attached condition, but there were no active conditions. This problem has been resolved.

[RTI Issue ID MICRO-2115]

**Large timeout values may have caused segmentation fault**

Timeout values larger than 2000s may have caused a segmentation fault during creation of DDS entities. This issue has been fixed.

[RTI Issue ID MICRO-2192]

**HelloWorld\_dpde\_waitset C++ example uses wrong loop variable for printing data**

When multiple samples are loaned by calling *take*, the HelloWorld\_dpde\_waitset C++ example uses the wrong loop variable, *i*, with *data\_seq* instead of the correct index *b*. This issue has been resolved.

[RTI Issue ID MICRO-2158]

**WaitSet\_wait returned generic error when returned condition sequence exceeded capacity**

If the number of returned conditions exceeded the maximum size of the returned condition sequence, a generic error, DDS\_RETCODE\_ERROR, was returned instead of the expected error, DDS\_RETCODE\_OUT\_OF\_RESOURCES. This problem has been resolved.

[RTI Issue ID MICRO-1933]

**Publication handle not set in SampleInfo structure when on\_before\_sample\_commit() called**

The *publication\_handle* member of the DDS\_SampleInfo structure passed to a DataReader's *on\_before\_sample\_commit()* function was not set. This issue has been fixed.

[RTI Issue ID MICRO-2121]

**Duplicate DATA messages are sent to multicast in some cases**

Duplicate DATA messages were sent to multicast when multiple DataReaders were configured with multicast and unicast receive addresses. This issue has been fixed.

[RTI Issue ID MICRO-2043]

**GUID generation on QNX for processes run one after another may lead to duplicate GUIDs**

On QNX systems, two processes run one after another in quick order may end up with the same GUID. The probability of GUID reuse has been reduced in this release.

[RTI Issue ID MICRO-2109]

**Read/take APIs returned more than *depth* samples if an instance returned to alive without application reading *NOT\_ALIVE* sample**

If an instance transitioned from *NOT\_ALIVE\_NO\_WRITERS* or *NOT\_ALIVE\_DISPOSED* to *ALIVE* and the application did not read/take the sample indicating *NOT\_ALIVE\_NO\_WRITERS* or *NOT\_ALIVE\_DISPOSED*, the number of samples returned would exceed the *depth* set by the History QoS policy. This issue has been fixed.

[RTI Issue ID MICRO-2196]

**Segmentation fault if *OSAPI\_Semaphore\_give()* was called from one thread while another called *OSAPI\_Semaphore\_delete()***

An application may have terminated with a segmentation fault if *OSAPI\_Semaphore\_give()* was called from one thread while another called *OSAPI\_Semaphore\_delete()* on Unix-like systems. This issue has been resolved.

[RTI Issue ID MICRO-2209]

**Communication problems between Connex DDS Professional 6 and Connex DDS Micro 2.4.11**

Connex DDS Professional 6 advertises support for RTPS protocol version 2.3, while Connex DDS Micro 2.4.11 and earlier only accepted RTPS 2.1. Therefore tools such as Admin Console 6.0.0 did not properly discover entities from a Micro 2.4.11 application. This release of Connex DDS Micro complies with RTPS 2.1 and later minor versions (such as 2.3). Unsupported RTPS messages are ignored.

[RTI Issue Id MICRO-2008]

**OSAPI\_System\_get\_ticktime() not implemented for FreeRTOS**

OSAPI\_System\_get\_ticktime() was not implemented for FreeRTOS. An application using a finite DDS deadline or liveliness would have a run-time failure. This issue has been resolved.

[RTI Issue ID MICRO-2240]

**8.4.9 What's New in 2.4.11****Support for ThreadX/NetX**

Support for the ThreadX operating system, version 5.7, and the NetX TCP/IP network stack, version 5.9.

**Batching (reception only)**

Batching reception. Please refer to the new user's manual UserManuals\_Batching for details.

**UDP Transformations**

Please refer to the new user's manual ref UserManuals\_UDPTransform for details.

**Optionally exclude builtin UDP Transport from compilation**

Setting the flag -DRTIME\_UDP\_EXCLUDE\_BUILTIN=1 excludes the UDP transport from being built. This setting can be useful if communication is done using only shared memory, INTRA, or a custom UDP transport.

**Publication handle of DataWriter now provided upon DataReaderListener sample loss**

When the DDS\_DataReaderListener's on\_sample\_lost event is triggered, the returned DDS\_SampleLostStatus.sample\_info now contains the publication\_handle of the DataWriter that originally wrote the lost sample(s).

**DataWriters offer TOPIC presentation**

*Connexx Micro* DataWriters now offer the DDS\_TOPIC\_PRESENTATION\_QOS presentation (when coherent\_access = FALSE). This presentation is compatible with any reader using DDS\_TOPIC\_PRESENTATION\_QOS and DDS\_INSTANCE\_PRESENTATION\_QOS, when ordered\_access = TRUE and ordered\_access = FALSE.

Micro readers will remain unchanged and will only support DDS\_INSTANCE\_PRESENTATION\_QOS when ordered\_access = FALSE.

**New warning if a configured UDP transport does not have any interface**

A warning in logs has been added to notify you when a configured UDP transport does not have any interface. This condition normally indicates a wrong UDP configuration, which might result in discovery and/or communication failure.

**8.4.10 What's Fixed in 2.4.11****MICRO-1814 Incorrect thread ID returned for VxWorks RTP**

The function OSAPI\_Thread\_self() when called by a VxWorks Real-Time Process (RTP) always returned the (process) ID of the RTP, even for tasks spawned by the RTP. This issue has been fixed.

[RTI Issue ID MICRO-1814]

**NULL listener and non-empty status mask not allowed for C++ DataReader**

A C++ DataReader was incorrectly not allowed to be created with a NULL DataReaderListener and a non-empty status mask (i.e., not DDS\_STATUS\_MASK\_NONE).

[RTI Issue ID MICRO-1807]



**accept\_unknown\_peers did not work when Shared Memory transport was enabled in RTI Connex DDS Pro**

When *Connex Micro* discovered a RTI Connex DDS Pro application with Shared Memory transport enabled, *Connex Micro* failed to correctly use the UDPv4 locators instead.

This issue has been fixed.

[RTI Issue ID MICRO-1798]

**Calling FooSeq\_set\_maximum() repeatedly with the same maximum size results in seg-fault**

In RTI *Connex Micro* 2.4.10.x and earlier, calling FooSeq\_set\_maximum() repeatedly with the same maximum size on an IDL sequence type containing non-primitive types (such as enums or other structures) caused a segmentation fault.

This issue has been fixed.

[RTI Issue ID MICRO-1786]

**CMake reports error if CMake version 2.8.10.2 or 2.8.10.1 is used**

*Connex Micro* buildable sources can not be compiled with CMake versions 2.8.10.1 or 2.8.10.2.

This issue has been fixed.

[RTI Issue ID MICRO-1748]

**OS error code (errno) not logged if sendto() returned error**

The OS error code (errno) was not correctly logged if sendto() returned an error.

This issue has been fixed.

[RTI Issue ID MICRO-1712]

**Codegen might generate an incorrect pub/sub example if option “-create typefiles” is not used**

Wrong example code is generated in case rtiddsgen is executed with option -create examplefiles and option -create typefiles is NOT used.

This issue has been fixed.

[RTI Issue ID MICRO-1696]

**Generated examples use always the last structure in the idl**

Examples generated using Codegen use always the last structure in the idl file, even if it is not top-level.

This issue has been fixed.

[RTI Issue ID MICRO-1694]

**Instance might not have been disposed or unregistered under some conditions**

Unregistered or disposed samples were not processed when preceded by a GAP sub-message within the same RTPS message.

This issue has been fixed.

[RTI Issue ID MICRO-1692]

**Reliable Endpoints with only multicast locators may not communicate**

A reliable DataReader configured with only multicast (no unicast) locator(s) may have failed to discover or communicate with a reliable DataWriter. Both built-in discovery endpoints and user-data endpoints were affected.

This issue has been fixed.

[RTI Issue ID MICRO-1687]

**Access to DDSEntity instance handles from C++ API**

Users of RTI Connex DDS Micro's C++ API can now access instance handles of any DDS entity using method `DDSEntity::get_instance_handle`.

[RTI Issue ID MICRO-1681]

**Syntax changed for initial peer participant index range**

When configuring the initial peers of a DomainParticipant (e.g. `DDS_DomainParticipantQos.discovery.initial_peers`), the syntax for specifying a range of participant indices for a peer locator has changed: a hyphen is now the separator, replacing a comma. In general, a peer "[x-y]@<address>" means that participant discovery messages will be sent to the address for participant indices x through y.

[RTI Issue ID MICRO-1680]

**lookup\_instance() is not thread safe**

The lookup\_instance() was not thread safe in *Connex Micro* 2.4.10.x and earlier. If an application was calling lookup\_instance() from both a listener and a WaitSet/polling thread at the same time, the instance handle could be corrupted.

This issue has been fixed.

[RTI Issue ID MICRO-1679]

**CMakeLists.txt and README.txt created when they should not**

Codegen generates project files CMakeLists.txt and README.txt are generated even when project files are not generated.

This issue has been fixed.

[RTI Issue ID MICRO-1673]

**No communication when DomainParticipant used same GUID as another DomainParticipant in different domain**

Given an application that creates DomainParticipants in different DDS domains, a DomainParticipant created with the same Participant GUID (i.e., the GUID Prefix portion of the GUID) as created for a DomainParticipant in a different domain will fail to discover or communicate with other endpoints within its own domain. A workaround would be for the application to assign unique GUIDs for all DomainParticipants across all domains. This issue has been fixed.

This issue has been fixed.

[RTI Issue ID MICRO-1671]

**Compiler error might happen when lwIP is used**

An incorrectly defined compiler macro causes a compilation error when lwIP stack is used and LWIP\_DNS is defined.

This issue has been fixed.

[RTI Issue ID MICRO-1664]

**Wrong C++ code generated for unkeyed types when using IDL modules and -namespace option**

Code generated with the following command failed if a struct with the same name was defined in two namespaces, and the first namespace did not have any key:

```
rtiddsgen -micro -example HelloWorld.idl -replace -language C++ -namespace
```

This issue has been fixed.

[RTI Issue ID MICRO-1663]

**DDS\_WaitSet\_wait does not work if OSAPI\_Semaphore\_take() returns an error**

DDS\_WaitSet\_wait does not work if OSAPI\_Semaphore\_take() returns an error; RETCODE\_PRECONDITION\_NOT\_MET is always returned.

This issue has been fixed.

[RTI Issue ID MICRO-1658]

**Log buffer could overflow on 64-bit architectures, causing application crash**

The log buffer may have overflowed on 64-bit architectures and caused an application crash.

This issue has been fixed.

[RTI Issue ID MICRO-1657]

**Fix API realloc in Windows OSAPI**

Windows implementation of function realloc did not allow a NULL input pointer, this is wrong and posix implementation and Windows API allow it. This has the effect that function DDS\_String\_replace() fails when the input string is a NULL pointer.

This issue has been fixed.

[RTI Issue ID MICRO-1655]

**New samples for an instance may not be received if an instance goes back to ALIVE when using read()**

Due to an issue in the resource calculation for the DataReader, new samples for an instance may not have been received if the instance went back to ALIVE when using any of the read() APIs.

This issue has been fixed.

[RTI Issue ID MICRO-1651]

**INTRA transport caused subscription matches to use additional resources**

An issue in the matching between a reader and writer caused a reader to be matched with the same writer twice if auto enable was set to FALSE.

This issue has been fixed.

[RTI Issue ID MICRO-1650]

**Resolved memory leak in class RTRegistry**

When using previous versions of *Connex Micro*, C++ applications might have experienced resource leakage upon finalization of middleware resources using the method `DDSDomainParticipantFactory::finalize_instance`. The leaks were caused by unfreed memory blocks still owned by the class `RTRegistry`, and they have now been resolved. No additional action is required of users.

This issue has been fixed.

[RTI Issue ID MICRO-1637]

**Windows Debug DLLs are built without debug information**

Windows Debug DLLs are built without debug information what prevents debugging. This is happening when building with CMake or the `rtime-make` script.

This issue has been fixed.

[RTI Issue ID MICRO-1634]

**Use hardcoded build ID when not compiling with CMake**

When compiling using CMake or the script `rtime-make`, *Connex Micro* libraries have a build ID (buildid), which consist of the current time and date. A hardcoded constant ID is used as the build ID when compilation is not done using CMake or the script `rtime-make`.

This issue has been fixed.

[RTI Issue ID MICRO-1632]

**Example makefiles do not support 64bit compilation**

Example makefiles used always option `-m32`. This has been changed to use `-m32` or `-m64` depending on the platform configuration.

Examples can be compiled now for 32 and 64 bits platforms.

This issue has been fixed.

[RTI Issue ID MICRO-1628]

**Compilation error might happen when code is generated using option -namespace**

Compilation error fixed in generated source code when option -namespace is used and IDL file has modules and compilation uses shared libraries.

This issue has been fixed.

[RTI Issue ID MICRO-1620]

**8.4.11 What's New in 2.4.10.4****Batching (reception only)**

This release includes batching reception. Please refer to the new user manual for Batching for details.

**C++ examples**

A new C++ example using Waitsets (HelloWorld\_dpde\_waitset) is included.

**8.4.12 What's Fixed in 2.4.10.4****Improve KEEP\_LAST**

To reclaim resources in version 2.4.10 and earlier the DataReader cache tries to remove the oldest sample only. If that is on loan it cannot be removed and in case a new sample is received it cannot be added to the DataReader cache.

This issue has been fixed.

[RTI Issue ID MICRO-1754]

**Locator might be duplicated when NAT is configured**

When Network Address Translation (NAT) is configured in the transport UDP properties, a duplicated locator might be sent in discovery packets.

This issue has been fixed.

[RTI Issue ID MICRO-1756]

**Segmentation fault might happen when a DataReader cannot be created**

If the creation of a DataReader fails before all fields in the DataReader structure are initialized, a NULL pointer access may have occur while finalizing the already created objects.

This issue has been fixed.

[RTI Issue ID MICRO-1755]

**CMake reports error if CMake version 2.8.10.2 or 2.8.10.1 is used**

RTI Connex DDS Micro buildable sources could not be compiled with CMake 2.8.10.1 or 2.8.10.2.

This issue has been fixed.

[RTI Issue ID MICRO-1748]

**Wrong TUDP locator kind sent when using UDP transformations**

When using UDP transformations the locator kind was always set as 0, instead of the configured value in ref `UDP_InterfaceFactoryProperty.transform_locator_kind`

This issue has been fixed.

[RTI Issue ID MICRO-1685]

**Compile shipped examples for a 64 bits architecture**

Before this release shipped examples makefiles could only compile 32 bits architectures. Makefiles have been modified to support also 64 bits architectures.

This issue has been fixed.

[RTI Issue ID MICRO-1628]

**OSAPI\_Heap\_realloc() Windows implementation fixed**

The Windows implementation of function `OSAPI_Heap_realloc()` had a precondition to check for a NULL pointer as input parameter. This is wrong as in this case the function shall allocate a new buffer (equivalent to `malloc()`).

This issue has been fixed.

[RTI Issue ID MICRO-1655]

**Use API `DDSDomainParticipant::delete_contained_entities()` in C++ examples**

Shipped C++ examples now use `DDSDomainParticipant::delete_contained_entities()` to delete all DSS entities in a DDS Participant. This is easier than using `DDSDomainParticipant::delete_topic()`, `DDSDomainParticipant::unregister_type()`, etc.

This issue has been fixed.

[RTI Issue ID MICRO-1656]

**Memory leak in shipped examples fixed**

Shipped examples were not releasing correctly some of the allocated structures when application finalized.

This issue has been fixed.

[RTI Issue ID MICRO-1676]

**C++ shipped examples might release an object twice.**

C++ shipped examples might release an object twice in case of error.

This issue has been fixed.

[RTI Issue ID MICRO-1677]

**Backwards Compatability****Change in `on_before_sample_deserialize` callback.**

In 2.4.10 and earlier the stream passed to `on_before_sample_deserialize` callback started at the encapsulation header followed by user data. However, with the added support for batched samples this is no longer possible. Instead the stream now starts at the user-data payload. Note that the only supported encapsulation format for user-data is CDR. This may change in future versions.

The examples have been updated to reflect the change. Please refer to the examples for details.

**8.4.13 What's New in 2.4.10.1****UDP Transformations**

This release includes UDP Transformations which enables regular UDP sockets to be used with custom payload transformations. Please refer to ref `UserManuals_UDPTransform` for details. The UDP Transformation feature is enabled by default in this release. However, future releases may disable the feature by default. Thus, it is advised to always compile with the UDP Transformation feature enabled (`-DRTIME_UDP_ENABLE_TRANSFORMS=1` to `cmake`).



NOTE: In the the EAR for 2.4.10.1 the default behavior was to allow both plain UDP and transformed UDP traffic when transformations was compiled in. This has changed. The default is to disable regular UDP. In order to support it the `transform_udp_mode` must be set to `UDP_TRANSFORM_UDP_MODE_ENABLED`. Since this may change in future release it is advised to always set the correct mode of operation.

#### 8.4.14 What's Fixed in 2.4.10.1

##### Race Condition when Log Buffer is Full and a Custom Log-handler is Installed

A race condition existed when a custom log handler was installed and the log buffer was full. A temporary message was created to hold the minimum log data and when the custom log handler was called it was possible that a new log entry was added while the custom log handler parsed the temporary message.

This has been fixed in this version.

[RTI Issue ID MICRO-1641]

#### 8.4.15 What's New in 2.4.10

##### Generate Example Application with `rtiddsgen`

It is now possible to generate an example application for RTI Connext Micro using `rtiddsgen`. To generate an example:

```
:: rtiddsgen -language C | C++ -micro -example <IDL File>
```

A `CMakeLists.txt` file is generated that can be used with `rtime-make`:

```
:: rtime-make [options] -srcdir <path to CMakeLists.txt>
```

Please refer to the generated `README.txt` file for details.

##### **BY\_SOURCE\_TIMESTAMP\_DESTINATIONORDER** Support on `DataWriter`

The `DataReader` and `DataWriter` Qos policy now includes the `DDS_DestinationOrderQosPolicy`:

- The DDS `DataReader` only supports `BY_RECEPTION_DESTINATION_ORDER` (the default value).
- The DDS `DataWriter` supports `BY_RECEPTION_TIMESTAMP_DESTINATION_ORDER` and `BY_SOURCE_TIMESTAMP_DESTINATION_ORDER`.

Please refer to the DDS reference manual for details.

[RTI Issue ID MICRO-1597]

## 8.4.16 What's Fixed in 2.4.10

### Linker Warning for Missing PDB Files

The i86Win32VS2010 libraries shipped with *Connexx Micro* did not include PDB files. For this reason, when compiling an application a warning similar to the following may have been shown:

```
:: rti_mezd.lib(BuiltinTopicData.obj) : warning LNK4099: PDB 'dds_czd.pdb' was not found
 with 'rti_mezd.lib(BuiltinTopicData.obj)' or at '<path>\dds_czd.pdb'; linking object as if
 no debug info
```

The warning was harmless and only indicates that debug information was missing for the linked libraries.

[RTI Issue ID MICRO-1556]

### Linking with Dynamic Windows C Run-Time (CRT)

All shipped *Connexx Micro* libraries for Windows platforms (static release/debug, dynamic release/debug) now link with the dynamic Windows C Run-Time (CRT). Previously, the static *Connexx Micro* libraries statically linked the CRT.

An existing Windows project that is linking with the *Connexx Micro* static libraries must update the RunTime Library settings.

In Visual Studio, select C/C++, Code Generation, Runtime Library, select:

- Multi-threaded DLL (/MD) instead of Multi-threaded (/MT) for static release libraries.
- Multi-threaded Debug DLL (/MDd) instead of Multi-threaded Debug (/MTd) for static debug libraries.

For command-line compilation, use:

- /MD instead of /MT for static release libraries.
- /MDd instead of /MTd for static debug libraries.

In addition, it may be necessary to ignore the static run-time libraries in their static configurations. In Visual Studio, select Linker, Input in the project properties and add libcmtd;libcmt to the 'Ignore Specific Default Libraries' entry.

For command-line linking, add /NODEFAULTLIB:"libcmtd" /NODEFAULTLIB:"libcmt" to the linker options.

[RTI Issue ID MICRO-1572]

**DDS\_Publisher\_create\_datawriter() May Fail to Create a New Datawriter**

When an application reaches the `local_writer_allocation` resource limit, where subsequent calls to `DDS_Publisher_create_datawriter()` fail to create a new `DataWriter`, calling `DDS_Publisher_delete_datawriter()` should reclaim resources of the deleted `DataWriter` and allow the creation of a new `DataWriter`. However, in the previous release, in certain cases there was a problem with reclaiming `DataWriter` resources that prevented the creation of a new `DataWriter`.

Deleting a `DataWriter` or `DataReader` involves acknowledgements from matched applications. Thus, calling `DDS_Publisher_delete_datawriter()` is not an instantaneous operation so resources may not be available immediately. When this case occurs, calling `DDS_Publisher_create_datawriter()` after a short duration may be successful. The maximum time for a resource to be released is the maximum time a response is expected from a matched application based on the DPDE discovery plugin configuration for the built-in discovery endpoints.

[RTI Issue ID MICRO-1579]

**DataReader May Not Reclaim NOT\_ALIVE Instances when DataWriter Deleted or Liveliness Lost**

Applications using `read()/take()` in `on_data_available` may not have received `NOT_ALIVE_NO_WRITERS` for instances that changed state to `NOT_ALIVE_NO_WRITERS` when a deleted data writer or data reader lost liveliness with a data writer caused the change. This has been fixed.

[RTI Issue ID MICRO-1580]

**A Datawriter may fail to release instance resources if a peer is inactive while the Participant liveliness expires**

A reliable `DataWriter` can mark a matched `DataReader` as inactive if the `DataReader` fails to respond to heartbeats, as configured by `max_heartbeat_retries`. However, if a `DataReader` is marked as inactive and the Participant liveliness for the `DataReader`'s Participant expires, a `DataWriter` afterwards may have failed to reclaim instances resources if `unregister_instance()` was called. This has been fixed.

[RTI Issue ID MICRO-1581]

**A Reliable DataWriter With `max_samples_per_instance = 1` May Run Out of Resources After Multiple Unregistrations of Single Instance**

A reliable `DataWriter` with `max_samples_per_instance = 1` may have run out of instance resources if the same instance is unregistered multiple times before an acknowledgement is received from a matched `DataReader`. This has been fixed.

[RTI Issue ID MICRO-1583]

### Connex Micro Fails to Discover Endpoints created by Connex Core if the Endpoints are Deleted or Modified

If an application developed with RTI Connex Core used `set_qos()` on an enabled endpoint or deleted and created new endpoints before *Connex Micro* had discovered the deleted endpoints, *Connex Micro* failed to discovery new endpoints. This has been fixed.

[RTI Issue ID MICRO-1588]

### Incorrect Log Output in a Complete Log Message could not be Stored

If there was insufficient space to store a complete log-message, the default display function would incorrectly try to print log-data beyond the log-buffer. This has been fixed.

[RTI Issue ID MICRO-1589]

### Possible Segmentation Fault when Unregistering TRANSIENT\_LOCAL Instance

Calling `unregister_instance()` on the same TRANSIENT\_LOCAL instance may have caused a segmentation fault. The segmentation fault occurred when a call to `unregister_instance()` is acknowledged and a later call on `unregister_instance()` for the same instance had not been acknowledged yet. For the segmentation fault to occur there must be more than 1 call to `unregister_instance()` within the history depth. This has been fixed.

[RTI Issue ID MICRO-1590]

### Support to map IDL modules to C++ namespaces in generated type-plugins

The `rtiddsgen` included by this release will correctly generate C++ code for data types defined within IDL modules, when passed the “-namespace” argument. Consider the following IDL:

```
module A {
 struct Foo {
 long bar;
 };
};

module B {
 struct Foo {
 long bar;
 };
};
```

C++ code generated by previous releases of `rtiddsgen` for this IDL input would fail to build if the “-namespace” argument was used to map each IDL module to a C++ namespace.

Some of the automatically generated data types were incorrectly being exported with C linkage, effectively disabling the C++ namespaces. This would cause duplicate symbols to be detected if two types with the same name were defined in two different modules.

[RTI Issue ID MICRO-1600]

### Possible Memory Access Violation when Receiving Malformed RTPS Message

When a received RTPS message had its message and submessage headers processed, *Connext Micro* incorrectly did not validate for all cases that there was sufficient space in the message's receive buffer before accessing a field of a header. Consequently, reception of certain malformed messages could have resulted in memory access violations. The problem has been fixed by always validating for sufficient buffer. This has been fixed.

[RTI Issue ID MICRO-1614]

### In Some Cases an Incorrect Timeout Calculation Caused 100% CPU Load

Some combinations of timeouts, clock resolution and resource-limits may have caused an incorrect timeout to be scheduled causing an infinite loop in the timer thread.

If multiple timers expires at the same time and the timeout is exactly:

$$\text{:: (dp\_qos.resource\_limits.remote\_participant\_allocation + (3*dp\_qos.resource\_limits.local\_writer\_allocation) + (3*dp\_qos.resource\_limits.local\_reader\_allocation) + 1) / 2 * timer\_resolution}$$

the next timeout may be scheduled for immediate timeout, causing the timer thread to consume excessive CPU.

[RTI Issue ID MICRO-1617]

## 8.4.17 What's New in 2.4.9

### Improved Support for adding new Ports

Some changes were made to how *Connext Micro* includes different ports. In versions before 2.4.9 new ports would typically update `osapi_config.h` and add a new directory with an implementation for the required OSAPI functions. As of 2.4.9 `osapi_config.h` was re-factored and OS and compiler specific functions were moved to two new files:

- `osapi_os_<osname>.h` This file contains OS specific information. RTI ships three files: `osapi_os_posix.h`, `osapi_os_windows.h` and `osapi_os_vxworks.h`. It is recommended to add a new `osapi_os_<osname>.h` file when a new OS is added.
- `osapi_cc_<osname>.h` This file contains compiler specific informations. RTI ship `osapi_cc_stds.c` which works with Microsoft Visual Studio, clang and GCC.

Please refer to ref `OSAPIUserManuals_PortingModule` for details.

## Updated Build Environment to Build RTI Connext Micro

*Connext Micro* now includes better support for adding CMake tool-chain files and also includes a better infrastructure to manage multiple builds of *Connext Micro*. It is strongly encouraged to read ref OSAPIUserManuals\_SourceModule for details to get familiar with the new build environment.

## Example CMake Tool-chain Files for Cross-Compilation

*Connext Micro* ships with a more cmake tool-chain files for Linux, Darwin, Windows and VxWorks. Please refer to ref OSAPIUserManuals\_SourceModule for details.

[RTI Issue ID MICRO-706]

## Host Bundle without the Java RunTime Available

A new smaller host bundle that does not include Java Runtime Environments (JRE) is now available for download. A host bundle with JREs included is still available.

With Java being necessary for the rtiddsgen utility, rtiddsgen now picks Java based on the following order:

- New rtiddsgen command line option -jre
- JREHOME environment variable
- JAVA\_HOME environment variable
- JRE shipped with the host bundle
- PATH environment variable

[RTI Issue ID MICRO-1520]

## Support for 64-bit Platforms

*Connext Micro* was written for 32 bit architectures and is for all practical purposes a 32 bit application. There is no advantage to compiling *Connext Micro* for a 64 bit architecture and the only reason to do so is if *Connext Micro* must execute in a 64 bit environment for other reasons, such as other applications being 64 bit or 64 bit libraries not being available.

*Connext Micro* is compiled and tested on various 64 bit architectures (iOS, MacOS, Windows, Linux, VxWorks). However, when doing so the following must be kept in mind:

- *Connext Micro* does not work with any data-type larger than what the transport supports and up to a maximum of 2 GB.
- Timestamps in *Connext Micro* are limited to seconds encoded as a signed 32 bit integer.

## POSIX Compliance Improvements

*Connext Micro* supports various POSIX like operating systems. Due to small differences in the implementations not all POSIX like are equal and OS specific adaptations are necessary.

As of 2.4.9 *Connext Micro*'s POSIX OSAPI implementation conforms to:

- POSIX Std 1003.1, 2004 Edition (`_POSIX_C_SOURCE 200112L`)
- X/Open 6 (`_XOPEN_SOURCE 600`)

The *Connext Micro* UDP transport uses `ioctl` calls to enable certain socket features. The required flags are in non-standard header-files on some operating system. In addition, not all POSIX-like operating systems support all the features. *Connext Micro* checks which OS it is compiled for by testing the presence of preprocessor flags. As of 2.4.9 *Connext Micro* has been built and tested on the following operating systems that supports a POSIX API (`osapi_os.h`):

- Linux (`_linux_`)
- Mac OS X (10.6 and later) (`((_APPLE) && defined(MACH_))`)
- QNX 6.x (`_QNXNTO_`)
- VOS (`_VOS_`)
- iOS (`((_APPLE) && defined(MACH_))`)
- Android (`_linux_ && _ANDROID_`)

NOTE: An additional compile option to enable certain non-POSIX features can be enabled to unchecking the `RTIME_OSAPI_ENABLE_STRICT_POSIX` option in the `cmake-gui` or by defining the C preprocessor flag `-DOSAPI_ENABLE_STRICT_POSIX=1`

## C++ Support for `find_topic()`

The operation `DDS_DomainParticipant_find_topic()` is now natively supported by the C++ API as `DDSDomainParticipant::find_topic()`.

## Types Are Automatically Unregistered Upon Deleting Contained Entities

In previous releases, types must be unregistered manually from a `DomainParticipant` before the participant can be deleted. Now in this release, all registered types are automatically unregistered when calling `DDS_DomainParticipant_delete_contained_entities()`.

NOTE: It is legal to register the same type multiple times as long as it is registered with the same type-plugin. If manually unregistering a type, the type must be unregistered the same number of times as it was registered. `DDS_DomainParticipant_delete_contained_entities()` ignores the number of times a type has been registered since all entities using a type are deleted first.

### 8.4.18 What's Fixed in 2.4.9

#### Improved Documentation

The *Connext Micro* documentation has been improved for the following topics:

- Compiling the *Connext Micro* source (ref OSAPIUserManuals\_SourceModule)
- Filtering of samples by a DDS DataReader (ref UserManuals\_MicroAndCore)
- How to use *Connext Micro* with RTI Recorder (ref UserManuals\_MicroAndCore)
- Compatibility between *Connext Micro* and other RTI Products (ref UserManuals\_MicroAndCore)

[RTI Issue ID MICRO-711, MICRO-1521, MICRO-1538, MICRO-1555]

#### Losing Participant Liveliness Stops Communication

Previously, given a DomainParticipant “P1” whose endpoints are communicating with other endpoints belonging to other DomainParticipants, when P1 detected liveliness lost with one other DomainParticipant, communication incorrectly stopped with endpoints belonging to other DomainParticipants as well.

[RTI Issue ID MICRO-1543]

#### DDSTopic::narrow() Returned Incorrect Value in C++

The function `lookup_topicdescription()` returned a `DDSTopicDescription` that caused `DDSTopic::narrow()` to segmentation fault when this `DDSTopicDescription` was passed to other functions.

`DDSTopic::narrow()` now correctly returns a `DDSTopic` when passed a `DDSTopicDescription` found with `lookup_topicdescription()`.

[RTI Issue ID MICRO-1544]

#### PRECONDITION\_NOT\_MET Returned by deleted\_topic() When Topic Is Not Use

`delete_topic()` incorrectly returned `PRECONDITION_NOT_MET` if there where multiple references to it (for example via `find_topic()`). This has been corrected and `delete_topic()` now returns `DDS_RETCODE_OK` if there are multiple references, but the reference count can be decremented.

[RTI Issue ID MICRO-1545]



### **Instance Resources Not Reclaimed When Unregistered**

When an instance is unregistered on the data writer that is best-effort with infinite deadline or using TRANSIENT\_LOCAL durability, the data writer fails to free the resources being used. As a result, new instances cannot be written. This has been fixed and when an instance is unregistered all resources associated with the key is released.

[RTI Issue ID MICRO-1546]

### **Invalid Memory Read Reported in Log.c**

Some memory profile tools reported an invalid read in Log.c. This was caused by an invalid pointer access when the log buffer was full and has been corrected.

[RTI Issue ID MICRO-1550]

### **Unsupported Functions When Compiling With RTI\_CERT Has Been Removed From Generated Code**

Code generated by rtiddsgen to support user data types has been updated to properly support compilation with the flag RTI\_CERT. All unsupported operations (e.g. FooTypeSupport\_delete\_data) are now excluded when RTI\_CERT is specified.

[RTI Issue ID MICRO-1558]

### **The HelloWorld\_cert Example Now Compiles When Linked Against a Library Built With RTI\_CERT**

The HelloWorld\_cert called functions that were not supported by libraries built with RTI\_CERT. This has been corrected.

[RTI Issue ID MICRO-1561]

### **Hostnames Are No Longer Validated**

Previously in *Connex Micro* 2.4.6, a function to validate IP hostnames as defined by RFC-952 was added and called before passing them to the OS. However, this function was too restrictive and excluded valid service names. Hostname validation is now only done directly by the OS.

[RTI Issue ID MICRO-1563]

### A Participant May Not Be Rediscovered In Case Of Asymmetric Liveliness Loss

This problem was only present when using dynamic discovery.

Consider two participants A and B. In the previous release, if A lost liveliness with B, but B did not lose liveliness with A, then A did not completely rediscover B when their connection was reestablished. The problem was that since B had not lost liveliness with A, when a connection was reestablished, B thought A was already up to date on endpoint discovery. Hence, A did not rediscover the endpoints in B. This release has fixed this issue.

[RTI Issue ID MICRO-1571]

### A Non-keyed Endpoint Matches a Keyed Endpoint

When performing matching between A DataReader and DataWriter the entity kind was not checked. This means a keyed DataReader would match a non-keyed DataWriter and a non-keyed DataReader would match an keyed DataWriter.

This issue would can happen if two different IDLs files are used to create DataReaders and DataWriters of the same topic and type.

Note that *Connext Micro* does not support type validation. If two (or more) IDLs are used to describe the same keyed type there is no check that the key-fields are the same. Thus, even with this issue resolved there are still potential pitfalls with multiple IDLs for the same type.

[RTI Issue ID MICRO-1574]

## 8.4.19 What's New in 2.4.8

2.4.8 is a maintenance release with no new features.

## 8.4.20 What's Fixed in 2.4.8

### Consistent support for assignment operator in C++

The assignment operator for the DDS Qos, Qos policy and Status structures were not consistently supported. This has been fixed in this release as follows:

- All QoS structures support the default generated C++ assignment operator.
- All QoS policy structures support the default generated C++ assignment operator.
- All Status structures support the default generated C++ assignment operator.

In addition, all QoS structures support the == and != operators.

[RTI Issue ID MICRO-1541]

**DPSE API renamed to avoid conflict with assert()**

The DPSE C++ API had methods called `assert`. However, this conflicts with the C `assert()` macro. This has been fixed in this release by updating the DPSE C++ API to be inline with the C API. The new API is:

```
class DDSCPPDllExport DPSEDiscoveryPlugin
{
public:
 static DDS_ReturnCode_t
 RemoteParticipant_assert(DDSDomainParticipant *const participant,
 const char *rem_participant_name);

 static DDS_ReturnCode_t
 RemotePublication_assert(DDSDomainParticipant * const participant,
 const char *const rem_participant_name,
 const struct DDS_PublicationBuiltinTopicData *const data,
 NDDS_TypePluginKeyKind key_kind);

 static DDS_ReturnCode_t
 RemoteSubscription_assert(DDSDomainParticipant * const participant,
 const char *const rem_participant_name,
 const struct DDS_SubscriptionBuiltinTopicData *const data,
 NDDS_TypePluginKeyKind key_kind);
};
```

[RTI Issue ID MICRO-1539]

**8.4.21 What's New in 2.4.7**

2.4.7 is a maintenance release with no new features.

**8.4.22 What's Fixed in 2.4.7****Statuses are passed as pointers instead of references to DDSDomainParticipantListeners**

The statuses in the `DDSDomainParticipantListener` methods are now passed by reference instead of by pointer.

[RTI Issue ID MICRO-1524]

### Missing assignment operator = in RT\_ComponentFactoryId

The C++ API did not include the assignment operator for the RT\_ComponentFactoryId type. The following assignment operators have been added:

```
RT_ComponentFactoryId& operator=(const char *const name);
RT_ComponentFactoryId& operator=(const RT_ComponentFactoryId& from);
const RT_ComponentFactoryId& operator=(const RT_ComponentFactoryId& from) const;
```

[RTI Issue ID MICRO-1525]

### CMAKE\_C\_FLAGS\_ORIGINAL in CMakeLists.txt misspelled

The CMAKE\_C\_FLAGS\_ORIGINAL variable in the CMakeLists.txt file was misspelled causing the original C\_FLAGS to be ignored. This has been corrected in this release.

[RTI Issue ID MICRO-1526]

### Missing const qualifier for the sequence [] operator

The C++ API was missing the const qualifier for the sequence [] operator. This has been corrected in this release with these operators:

```
T& operator[] (RTI_INT32 index);
const T& operator[] (RTI_INT32 index) const;
```

[RTI Issue ID MICRO-1527]

### Missing primitive IDL sequences in C++

The C++ API did not include sequence of the primitive IDL types. This has been corrected in this release. Please refer to ref DDSUserManuals\_SequenceModule for more information about the sequence API.

[RTI Issue ID MICRO-1529]

## 8.4.23 What's New in 2.4.6

### Important API Changes

This version of *Connext Micro* includes a number of API changes to improve compatibility with rticore and make the API more robust to input argument errors such as string length violations. Please note that some of the changes are incompatible with earlier version of *Connext Micro*.

Changed and Incompatible APIs:

- DDS\_SEQUENCE\_INITIALIZER(t) has changed to DDS\_SEQUENCE\_INITIALIZER. That is, the sequence element type is no longer passed in.

- `Foo_seq_get_contiguous_buffer` replaces `Foo_seq_get_buffer`.
- `DDSTopic` now uses multiple inheritance. Thus, it is no longer necessary to explicitly convert a topic to a topic description with the `as_topicdescription()` method when creating calling `create_datareader()` in C++.
- The `idref_DiscoveryComponent_name` value has changed type from a char pointer to a `RT_ComponentFactoryId_T` type. Use `ref_RT_ComponentFactoryId_set_name` to set the name of the discovery plugin name.
- All C++ statuses are passed as a const reference instead of a const pointer to the listeners.

New APIs:

- By default the full sequence API has been enabled. In previous versions only a limited subset was enabled. NOTE: For `RTI_CERT` the default sequence API is still the limited API.
- The following new sequence methods have been added to the full sequence API (excluding the `DDSConditionSeq`):
  - `ensure_length`
  - `to_array`
  - `from_array`
  - `operator[]` in C++ is equivalent to `get_reference()`
  - `operator=` is equivalent to `_copy()`
  - `operator==` is equivalent to `_is_equal()`
  - `operator!=` is equivalent to `!_is_equal()`
- The following new sequence methods have been added to the `DDSConditionSeq`:
  - `ensure_length`
  - `operator[]` in C++ is equivalent to `get_reference()`
  - `operator=` is equivalent to `_copy()`
  - `operator==` is equivalent to `_is_equal()`
  - `operator!=` is equivalent to `!_is_equal()`
- `RTIBool` has been added (it is used by `rticore`) and is equivalent to `RTI_BOOL` in *Connext Micro*.
- A new method `idref_EntityNameQosPolicy_set_name` has been added to set the `idref_EntityNameQosPolicy_name` field.
- Please refer to `ref_rl_new_246_MICRO-1512` for new C++ APIs.

## Run-time Memory Footprint Has Been Significantly Reduced

The internal representation of state information has been refactored, significantly reducing run-time memory usage.

Please refer to the ref `DDSToolsManuals_ResourceModule` guide for details.

## New `FooTypeSupport` operations

The `FooTypeSupport` code generated for a user-defined `Foo` data type now includes three additional operations:

- `FooTypeSupport::get__type__name`
- `FooTypeSupport::create__data`
- `FooTypeSupport::delete__data`

These operations are available to users of both the C and C++ APIs.

## All public C API now natively available to C++ users

The missing parts of RTI Connex Micro's public C API have now been added to the public C++ API, so that C++ users don't have to rely on C operations to implement their applications.

C++ developers are also not required to include any C header file anymore, but they must instead rely on newly available C++ header files.

Please refer to ref `CPPApiModule` for a list of APIs.

## Status data passed by reference to C++ listeners

All callbacks exposed by the DDS listeners of the C++ API (`DDSDataReaderListener`, `DDSDataWriterListener`, `DDSTopicListener`, and other derived classes) now accept the status data passed in by the middleware as a C++ reference, rather than a pointer.

## The `ParticipantFactory` now available to C++ users

The variable `TheParticipantFactory` is now available to users of the C++ API to reference the singleton instance of `DDSDomainParticipantFactory`.

**Status types now available in DDS:: C++ namespace**

All the status types (e.g. `DDS_SubscriptionMatchedStatus`) have been exposed to C++ users as part of the `DDS:: namespace` (e.g. `DDS::SubscriptionMatchedStatus`).

**Foo::copy\_data() takes const argument**

The pointer specifying the source sample passed to the generated operation `Foo::copy_data()` (C++ API) is now of “const” type.

**ConditionSeq added to C++ DDS namespace**

C++ developers can now refer to data type `DDS_ConditionSeq` as `DDS::ConditionSeq`.

**First 2-Bytes Of GUID Assigned to Vendor ID**

In order to be interoperable with the Real-Time Publish-Subscribe Wire Protocol DDS Interoperability Wire Protocol (DDSI-RTPS), version 2.2, the first 2-bytes of every GUID are now automatically assigned to the OMG-specified Vendor ID.

**8.4.24 What's Fixed in 2.4.6****POSIX Threads Were Created Without Names**

Previous releases on POSIX platforms created threads with no names. In this release, if thread naming is supported, a POSIX thread created with the *Connext Micro* `OSAPI_Thread_new()` function will have its thread name set.

[RTI Issue ID MICRO-638]

**Prerequisite for HelloWorld\_android updated in README.txt**

The `README.txt` file for Android did not clarify that it is necessary to install the NDK tool-chain as a standalone toolchain. This has been fixed.

[RTI Issue ID MICRO-807]

**CPP/HelloWorld\_dpde example does not overwrite RTIMEHOME**

In previous releases of *Connext Micro*, the CPP/HelloWorld\_dpde example overwrote the RTIMEHOME environment variable, making it impossible for developers to point it to any custom value.

This error was fixed and the example can now be compiled with any valid value of RTIMEHOME.

[RTI Issue ID MICRO-834]

**Transport Not Supporting Multicast Did Not Ignore Multicast**

Previously, if a multicast address was specified as a discovery or user\_traffic address, it was not correctly ignored by transports that did not support multicast. Consequently, an application may have failed to create a DomainParticipant. This has been fixed in this release.

[RTI Issue ID MICRO-1153]

**Discovery Messages Incorrectly Dropped When Containing Non-Standard Locators**

When a discovery message was received with a non-standard locator, such as for an unsupported transport, rather than just ignore the locator, the entire discovery message was discarded. This incorrect behavior prevented discovery of the entity that sent the discovery message. This issue has been fixed in this release.

[RTI Issue ID MICRO-1270]

**HEARTBEAT Not Sent in Response To Initial ACKNACK**

In *Connext Micro*, a newly matched reliable DataReader will send an initial ACKNACK submessage to the matching DataWriter in order to expedite reliable communication. The initial ACKNACK is zero-valued, and a DataWriter receiving it will not resend any samples but instead will send a HEARTBEAT that the DataReader will respond with a proper ACKNACK.

In the previous release, however, a DataWriter receiving this initial ACKNACK did not respond with a HEARTBEAT. Consequently, reliable resend of historical samples did not start as soon as it should have, and instead would start with the next HEARTBEAT sent by the DataWriter, either a periodic HEARTBEAT or a piggyback HEARTBEAT sent with newly written samples. This issue has been fixed in this release.

[RTI Issue ID MICRO-1443]



**Incorrect Return Code From DataReader's Read or Take APIs When Max\_Outstanding\_Reads Exceeded**

When a DataReader's read or take APIs are called, depending on the input parameters of the sample sequence and sample-info sequence, the DataReader may loan to the caller its memory containing sample and sample-info entries. A resource limit, `DATA_READER_RESOURCE_LIMITS` `max_outstanding_reads`, sets the maximum number of samples (and corresponding sample-info entries) that may be loaned.

In previous releases, when `max_outstanding_reads` was exceeded, the read/take APIs incorrectly returned `DDS_RETCODE_NO_DATA` instead of `DDS_RETCODE_OUT_OF_RESOURCES`. This bug has been fixed in this release.

[RTI Issue ID MICRO-1460]

**DataReader Did Not Replace Historical Samples When max\_samples\_per\_instance Equalled History Depth**

Previously, given a DataReader with `RESOURCE_LIMITS` `max_samples_per_instance` equal to `HISTORY` depth, when the DataReader exceeded its depth (or `max_samples_per_instance`), it incorrectly did not replace the oldest historical sample with the newest sample. Instead, the oldest historical sample was kept in the queue, and subsequent calls to `read()` could return it. Note, calls to `take()` would remove all taken sample from the queue.

This issue has been fixed in this release.

[RTI Issue ID MICRO-1463]

**A Disposed Instance Could Be Updated By A DataWriter That Is Not Its Exclusive Owner**

When `EXCLUSIVE_OWNERSHIP` was used, a disposed instance could incorrectly be updated by a DataWriter with a lower strength than the DataWriter that disposed the instance, even if that DataWriter had not unregistered the instance. This has been corrected: when an instance is disposed, a lower strength DataWriter is not allowed to update the instance as long as the DataWriter that disposed the instance is still registered as an updater for the instance. Only when the DataWriter unregisters from the instance can a lower strength DataWriter update the instance again.

[RTI Issue ID MICRO-1464]

**Fixed code generation for user-defined enum constants.**

The previous version of *rtiddsgen* shipped with *Connext Micro* contained a bug which prevented the numerical constants assigned to an enum's values to be correctly handled in the generated code.

This error has been fixed and IDL enum types are now correctly translated into C/C++ data types with the correct constants.

[RTI Issue ID MICRO-1483]

**Hostname is verified as specified in RFC-952 and RFC-1123**

*Connext Micro* relied on `gethostbyname()` to resolve hostnames. However, if a name resolver was not available it was possible to specify illegal names.

This has been corrected and only legal names, as defined by RFC-952 and RFC-1123, are resolved.

[RTI Issue ID MICRO-1489]

**DDS\_<Foo>Seq APIs Were Missing**

The DDS sequence APIs for the built-in DDS types, such as `DDS_LongSeq` etc, were missing. The workaround was to use `CDR_<Foo>Seq` instead.

This issue has been corrected in this release, with the missing sequence APIs now included.

[RTI Issue ID MICRO-1493]

**DataReader Could Reject All Subsequent Samples From a DataWriter**

In the previous release, given a `DataReader` receiving samples from a `DataWriter`, after the `DataWriter` had written approximately  $(2^{32}) - \text{max\_samples\_per\_remote\_writer}$  number of samples, no more samples from that `DataWriter` would be received by the `DataReader`. Instead, every subsequent sample from the `DataWriter` would be rejected. This was caused by an incorrect update of an internal counter of the `DataReader`.

[RTI Issue ID MICRO-1500]

**POSIX Thread Priorities Not Changeable**

It was not possible to change the priority of POSIX threads created in previous releases of *Connext Micro*. Instead, a POSIX thread inherited the priority of its parent. This has been fixed in this release.

[RTI Issue ID MICRO-1502]

## RTPS DATA Submessages with K-flag Set Were Dropped

Previously, RTPS DATA submessages with the K-flag set (indicating a serialized key payload) were not processed and instead dropped by a DataReader. This has been fixed and such DATA submessages are now processed and accepted.

[RTI Issue ID MICRO-1511]

## 8.5 Known Issues

### 8.5.1 Tasking compiler warnings

The following benign compiler warnings are raised by the Tasking6.3r1 compiler while building for the tc39xtMICROSAR4Tasking6.3r1 platform. These warnings will be addressed in the future General Availability Release (GAR).

Table 8.3: Tasking Compiler Warnings

| Warning                                                   | Files                                                                                                                                                                                                                                                                            |
|-----------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| dead assignment to <return code variable name> eliminated | DomainFactory.c Publisher.c<br>DataReaderEvent.c DataReader-<br>Interface.c Subscriber.c autosar-<br>Socket.c autosarHeap.c autosarLog.c<br>autosarMutex.c autosarSemaphore.c<br>autosarSystem.c autosarSystem.c<br>autosarThread.c Log.c RTPSCheck-<br>sumMd5.c RTPSInterface.c |
| discarded 'const' qualifier                               | autosarSocket.c autosarLog.c                                                                                                                                                                                                                                                     |
| condition is always false                                 | DiscoveryPlugin.c autosarMutex.c                                                                                                                                                                                                                                                 |
| EOF without newline                                       | Time.cxx Duration.cxx                                                                                                                                                                                                                                                            |
| undefined enum value                                      | autosarSystem.c                                                                                                                                                                                                                                                                  |

[RTI Issue ID MICRO-11080]

### 8.5.2 AUTOSAR ErrorHandler may create CPU overhead

If enabled during configuration, the AUTOSAR OS Hook `ErrorHook` may be called if *Connex Micro* tries to cancel an alarm that has already been signaled. There is no known workaround for this issue.

[RTI Issue ID MICRO-5367]

### 8.5.3 Maximum number of components limited to 58

The maximum number of components that can be registered is limited to 58.

[RTI Issue ID MICRO-3571]

### 8.5.4 Endpoint discovery requires unique object IDs across all remote endpoints

When using static endpoint discovery (DPSE), RTI Connex Micro requires that the `object_id` for statically asserted remote endpoints must be unique across all remote endpoints, as opposed to just between remote endpoints within the same participant. Note, this restriction was incorrectly documented as removed in version 2.4.1.

[RTI Issue ID MICRO-211]

### 8.5.5 Compiler warnings on VxWorks

When compiling for VxWorks 6.9 with the `-Wconversion` flag there are compiler warnings of the type:

```
warning: conversion to 'DDS_Boolean' from 'int' may alter its value
```

These compiler warnings seem to be an issue with GCC for VxWorks and can be ignored. The problem is that returning a value from an expression seems to always be treated as an unbounded int as opposed to an int with a value of 0 or 1 as the C standard dictates.

### 8.5.6 OSAPI does not always detect endianness

`osapi_cc_std.h` detects the CPU endianness by checking GCC predefined macros, such as `__BYTE_ORDER__`. However, some versions of GCC do not set these macros, for example GCC for VxWorks. If `osapi_cc_std.h` does not find any of the flags, it incorrectly sets the CPU to little endian.

In this case it is *important* that *one* of the following preprocessor macros are defined:

- `RTI_ENDIAN_BIG` The CPU is big-endian
- `RTI_ENDIAN_LITTLE` The CPU is little-endian

NOTE: The VxWorks cmake toolchain file from RTI set these based on CPU type in the target name (`-name` option).

[RTI Issue ID MICRO-1919]

### **8.5.7 Connex Micro does not work with wide-string characters in the network interface name**

*Connex Micro* does not work with wide-string characters (such as Japanese or Chinese characters) in the network interface name.

As a workaround, rename all system interfaces so that none of them contain wide-string characters.

[RTI Issue ID MICRO-2423]

### **8.5.8 Maximum blocking time is limited to 25 days**

The maximum blocking time for APIs that support blocking is approximately 25 days.

[RTI Issue ID MICRO-9770]

## Chapter 9

# Benchmarks

Performance benchmarks are no longer included with an *RTI Connex Micro* installation. Please refer to the [RTI Connex Performance Benchmarks](#) on RTI Community for more information.

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**Note:** The *RTI Connex Performance Benchmarks* contain metrics for multiple products and versions, so please ensure that you refer to the appropriate section.

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# Chapter 10

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# Chapter 11

## Third-Party Software

This section outlines Real-Time Innovations (RTI) usage of first-level third-party open source software in the *RTI Connext Micro* libraries and utilities. Updated versions of this document and other RTI documentation may be found at [community.rti.com/documentation](http://community.rti.com/documentation).

### 11.1 Connex Micro Libraries

#### 11.1.1 `crc32c.c`

- Related to: RTPS CRC-32 checksum support
- Version 1.1
- License:

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Mark Adler

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### 11.1.2 MD5

- Related to: DDS keys implementation, content-filtered topics (to sign the filter), persistence service (to generate writer-side unique identification), Integration Toolkit for AUTOSAR (DDS-IDL Service Interface code generation)
- Software is included in core DDS middleware libraries, in the Connex DDS Micro libraries, in the Connex DDS Cert libraries and in the Integration Toolkit for AUTOSAR.
- License

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L. Peter Deutsch  
ghost@aladdin.com

## 11.2 Third-Party Software used by the RTIDDSGEN Code-Generation Utility

### 11.2.1 ANTLR

- This software is distributed with rtiddsgen (RTI Code Generator) as a jar file. The source code is not modified or shipped. In addition, the output produced by this software from a grammar file is part of the rtiddsgen JAR file. This has a dependency on ANTLR Runtime, StringTemplates v.3.2.1 and ST4 v.4.0.4.
- Version: Release 3.5.2

- License: <https://www.antlr3.org/license.html>

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### 11.2.2 Apache Commons Lang

- Used on Code Generator. We only use the class StringUtils.
- Version 2.6
- License: Apache License Version 2.0 (full text found in the Appendix).

### 11.2.3 Apache Log4j 2

- This software is distributed with rtiddsgen (RTI Code Generator) as a jar file. The source code is not modified or shipped.
- Version: 2.17.1
- License: Apache License Version 2.0 (full text found in the Appendix).

### 11.2.4 Apache Velocity

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- Source: <http://velocity.apache.org/>
- Version: 2.3
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### 11.2.5 AdoptOpenJDK JRE

- Version 17.0.6 (LTS) Hotspot JVM
- The JRE binaries of the software are distributed with RTI Connex software that uses rtiddsgen (RTI Code Generator). The source code is not modified or shipped.
- <https://adoptopenjdk.net/about.html>
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### 11.2.6 Gson

- Version 2.9.1
- Portions of rtiddsgen (RTI Code Generator) are built using Gson.
- License: [The Apache Software License, Version 2.0](#) (full text found in the *Appendix*)

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## Chapter 12

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## Chapter 13

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