OpenFusion® TAO

Version 1.3

Services & Utilities Guide

PRISMTECH

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TAO

SERVICES & UTILITIES GUIDE

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Notices

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Preface

About the Services & Utilities Guide

The *Services & Utilities Guide* is included with OpenFusion TAO. The *Services & Utilities Guide* describes how to use the command line tools, services, and utilities, including the IDL compiler, provided with OpenFusion TAO.

Intended Audience

The *Services & Utilities Guide* is intended to be used by developers, administrators, or others who need to use the services and utilites provided with OpenFusion TAO.

Organisation

The *Services & Utilities Guide* is divided into the following sections:

- Section 1, *TAO IDL Compiler*, describes how to use the OpenFusion TAO IDL compiler
- Section 2, *Interface Repository Service*, describes the Interface Respository
- Section 3, *Naming Service*, describes how to run the Naming Service from the command line, as well as describing utilities which can be used to manage the service
- Section 5, *Utilities*, describes useful command line tools

Conventions

The conventions listed below are used to guide and assist the reader in understanding the Services & Utilities Guide.

Item *Under Construction* and subject to change.

Item of special significance or where caution needs to be taken.

Item contains helpful hint or special information.

WIN Information applies to Windows (e.g. NT, 2000) only.

UNIX Information applies to Unix based systems (e.g. Solaris) only.

Hypertext links to WWW and other internet services are shown as *blue italic underlined.*

On-Line (PDF) versions of this document: Items shown as cross references to other parts of the document, e.g. *Contacts* on page vii, behave as hypertext links: users can jump to that section of the document by clicking on the cross reference.

```
% Commands or input which the user enters on the
  command line of their computer terminal
```

`Courier`, **`Courier Bold`**, or *`Courier Italic`* fonts are used to indicate programming code. The `Courier` font can also be used to indicate file names (in order to distinguish the file name from the standard text).

Extended code fragments are shown as small `Courier` font contained in shaded, full width boxes (to allow for standard 80 column wide text), as shown below:

```
NameComponent newName[] = new NameComponent[1];

// set id field to “example” and kind field to an empty string
newName[0] = new NameComponent (“example”, “”);

rootContext.bind (newName, demoObject);
```

Italics and ***Italic Bold*** are used to indicate new terms, or emphasise an item.

Arial Bold is used to indicate user related actions, e.g. **File | Save** from a menu.

Step 1: One of several steps required to complete a task.

Contacts

PrismTech can be contacted at the following address, phone number, fax and e-mail contact points for information and technical support. Users of the On-line version of this manual can *click* the e-mail addresses below to launch their e-mail client or Web browser to send e-mail direct to PrismTech.

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1 TAO IDL Compiler

1.1 Introduction

This section describes the TAO IDL compiler's options and features. Users should be familiar with standard OMG IDL before reading this section or using the TAO IDL compiler. For information on the OMG IDL please refer to the IDL documentation provided on the OMG's web site (*http://www.omg.org/*).

Running

The TAO IDL compiler is run from the command line using:

```
%  tao_idl [options]
```

where *[options]* are zero or more of the command line options described under Section 1.6, *Compiler Options*, on page 19.

1.2 Generated Files

The IDL compiler generates a number of files from each *.idl* file. The generated file names are obtained by taking the IDL *basename* and appending a letter to the basename which signifies if the file is for a stub, skeleton, or skeleton template, then appending an extension for its file type (interface (.i), header (.h), or definition (.cpp). The complier provides options which enable different suffixes to be generated if required:

- client stubs - **C.i*, **C.h*, and **C.cpp*
- server skeletons - **S.i*, **S.h*, and **S.cpp*
- server skeleton templates - **S_T.i*, **S_T.h*, and **S_T.cpp*

i TAO's IDL compiler creates separate **.i* and **S_T.** files to improve the performance of the generated code. Note that only the client stubs declared in the **C.h* file and the skeletons in the **S.h* file need to be *#include*d in your code.

1.3 Environment Variables

Table 1 Environment Variable Descriptions

Variable	Usage
TAO_IDL_PREPROCESSOR	Used to override the program name of the preprocessor that the TAO IDL compiler (*tao_idl*) uses.
TAO_IDL_PREPROCESSOR_ARGS	Used to override the flags passed to the preprocessor that *tao_idl* uses. This can be used to alter the default options for the preprocessor and specify things like include directories and how the preprocessor is invoked. Two flags that will always be passed to the preprocessor are -DIDL and -I.
TAO_ROOT	Used to determine where orb.idl is located.
ACE_ROOT	Used to determine where orb.idl is located.

Because the TAO IDL compiler does not contain code to implement a preprocessor, it must use an external one. For convenience, it uses a built-in name for an external preprocessor to call. During compilation, this is how that default is set:

1. If the macro *TAO_IDL_PREPROCESSOR* is defined, then it will use that.
2. Else if the macro *ACE_CC_PREPROCESSOR* is defined, then it will use that.
3. Otherwise, it will use "*cc*"

The same behaviour occurs for the *TAO_IDL_PREPROCESSOR_ARGS* and *ACE_CC_PREPROCESSOR_ARGS* macros.

Case 1 is used by the *Makefile* on most machines to specify the preprocessor.

Case 2 is used on Windows and platforms that need special arguments passed to the preprocessor (MVS, HPUX, etc.).

Case 3 is not normally used, but is included as a default case.

Since the default preprocessor may not always work when `tao_idl` is moved to another machine or used in cross-compilation, it can be overridden at runtime by setting the environment variables `TAO_IDL_PREPROCESSOR` and `TAO_IDL_PREPROCESSOR_ARGS`.

In previous versions, the environment variables *CPP_LOCATION* and *TAO_IDL_DEFAULT_CPP_FLAGS* were used for this purpose. Both will still work, but `tao_idl` will display a deprecation warning if it detects them. It is possible that support for these variables will be removed in a future version of TAO.

If *TAO_ROOT* is defined, then `tao_idl` will use it to include the *$(TAO_ROOT)/tao* directory. This is to allow `tao_idl` to automatically find *<orb.idl>* when it is included in an IDL file. `tao_idl` will display a warning message when neither is defined.

1.4 Operation Demuxing Strategies

The server skeleton can use different demuxing strategies to match the incoming operation with the correct operation at the servant. TAO's IDL compiler supports perfect hashing, binary search, and dynamic hashing demuxing strategies. By default, TAO's IDL compiler tries to generate perfect hash functions, which is generally the most efficient and predictable operation demuxing technique. To generate perfect hash functions, TAO's IDL compiler uses *gperf*, a general-purpose perfect hash function generator.

i If you cannot use perfect hashing, then the next best operation demuxing strategy is using binary search, which can be configured using TAO's IDL compiler options (see Section 1.6, *Compiler Options*, below).

1.5 Collocation Strategies

`tao_idl` can generate collocated stubs using two different collocation strategies. It also allows you to suppress and enable the generation of the stubs of a particular strategy. You can generate stubs for both collocation strategies (using both *-Gp* and *-Gd* flags at the same time) and defer the determination of collocation strategy until run time. However, if you want to minimize the footprint of your program, then you might want to pre-determine the collocation strategy you want and only generate the right collocated stubs (or not generate any at all using both *-Sp* and *-Sd* flags at the same time, provided it's a pure client.)

1.6 Compiler Options

TAO's IDL compiler invokes your C or C++ preprocessor to resolve included IDL files. It takes the common options for preprocessors (such as *-D* or *-I*). The compiler also takes other options that are specific to it. Table 2, *Compiler Options*, shown following, describes each compiler option.

Table 2 Compiler Options

Option	Description	Remarks
-u	The compiler prints out the options that are given below and exits clean	
-V	The compiler printouts its version and exits	
-Wb,option_list	Pass options to the TAO IDL compiler, as follows:	
	`skel_export_macro=macro_name`	The compiler will emit macro_name right after each class or extern keyword in the generated skeleton code (*S* files,) this is needed for Windows that requires special directives to export symbols from DLLs, usually the definition is just a space on unix platforms.
	`skel_export_include=include_path`	The compiler will generate code to include `include_path` at the top of the generated server header, this is usually a good place to define the server side export macro on Windows.
	`stub_export_macro=macro_name`	The compiler will emit `macro_name` right after each class or `extern` keyword in the generated stub code: this is needed for Windows that requires special directives to export symbols from DLLs, usually the definition is just a space on unix platforms.
	`stub_export_include=include_path`	The compiler will generate code to include `include_path` at the top of the client header, this is usually a good place to define the export macro.
	`export_macro=macro_name`	This option has the same effect as issuing *-Wb, skel_export_macro=macro_name -Wb, stub_export_macro=macro_name*. This option is useful when building a DLL containing both stubs and skeletons.

Table 2 Compiler Options (Continued)

Option	Description	Remarks
-Wb,option_list (continued)	export_include=include_path	This option has the same effect as specifying *-Wb, stub_export_include=include_path*. This option goes with the previous option to build DLL containing both stubs and skeletons.
	pch_include=include_path	The compiler will generate code to include *include_path* at the top of all TAO IDL compiler generated files. This can be used with a pre-compiled header mechanism, such as those provided by Borland C++ Builder or MSVC++.
	obv_opt_accessor	The IDL compiler will generate code to optimise access to base class data for value types.
	pre_include=include_path	The compiler will generate code to include *include_path* at the top of the each header file, before any other include statements. For example, *ace/pre.h*, which declares compiler options for the Borland C++ Builder and MSVC++ compilers, is included in this manner in all IDL-generated files in the TAO libraries and CORBA services.
	post_include=include_path	The compiler will generate code to include *include_path* at the bottom of the each header file. For example, *ace/post.h*, which restores compiler options for the Borland C++ Builder and MSVC++ compilers, is included in this manner in all IDL-generated files in the TAO libraries and CORBA services.
-E	Only invoke the preprocessor	
-d	Causes output of a dump of the AST	
-Dmacro_definition	Passed to the preprocessor	
-Umacro_name	Passed to the preprocessor	
-Iinclude_path	Passed to the preprocessor	

Table 2 Compiler Options (Continued)

Option	Description	Remarks
-Aassertion	Passed to the preprocessor	
-Yp, path	Specifies the path for the C preprocessor	
-H, option_list	Pass options to the TAO IDL compiler, as follows:	
	perfect_hash	Generate skeleton code that uses perfect hashed operation demuxing strategy, which is the default strategy. Perfect hashing uses *gperf* program, to generate demuxing methods.
	dynamic_hash	Generate skeleton code that uses dynamic hashed operation demuxing strategy.
	binary_search	Generate skeleton code that uses binary search based operation demuxing strategy.
	linear_search	Generate skeleton code that uses linear search based operation demuxing strategy. Note that this option is for testing purposes only and should not be used for production code since it's inefficient.
-in	To generate *#include* statements with <>'s for the standard include files (e.g. *tao/corba.h*) indicating them as non-changing files	
-ic	To generate *#include* statements with ""s for changing standard include files, (e.g. *tao/corba.h*).	
-g	To specify the path for the perfect hashing program (*gperf*). The default is *$TAO_ROOT/bin/gperf*.	

Table 2 Compiler Options (Continued)

Option	Description	Remarks
`-o`	To specify the output directory to IDL compiler as to where all the IDL-compiler-generated files are to be put. By default, all the files are put in the current directory from where is called.	
`-hc`	Client's header file name ending. Default is "`C.h`".	
`-hs`	Server's header file name ending. Default is "`S.h`".	
`-hT`	Server's template header file name ending. Default is "`S_T.h`".	
`-cs`	Client stub's file name ending. Default is "`C.cpp`".	
`-ci`	Client inline file name ending. Default is "`C.i`".	
`-ss`	Server skeleton file name ending. Default is "`S.cpp`".	
`-sT`	Server template skeleton file name ending. Default is "`S_T.cpp`".	
`-si`	Server inline skeleton file name ending. Default is "`S.i`".	
`-st`	Server's template inline file name ending. Default is "`S_T.i`".	
`-t`	Temporary directory to be used by the IDL compiler.	UNIX: use the `TEMPDIR` environment variable if defined, else use `/tmp/`. Windows: use TMP or TEMP environment variables, if defined, else use the Windows directory.
`-Cw`	Output a warning if two identifiers in the same scope differ in spelling only by case (default is the output of error message).	This option has been added as a nicety for dealing with legacy IDL files, written when the CORBA rules for name resolution were not as stringent.

Table 2 Compiler Options (Continued)

Option	Description	Remarks
-Ce	Output an error if two indentifiers in the same scope differ in spelling only by case (default).	
-GC	Generate AMI stubs ("*sendc_*" methods, reply handler stubs, etc)	
-Ge flag	If the value of the flag is *0*, *tao_idl* will generate code that will use native C++ exceptions. If the value of the flag is *1*, tao_idl will generate code that will use the *CORBA::Environment* variable for passing exceptions. If the value of the flag is *2*, the C++ *throw* keyword will be used in place of *ACE_THROW_SPEC*, *ACE_THROW*, and *ACE_RETRHOW* (*ACE_THROW_RETURN* and *TAO_INTERCEPTOR_THROW* will still be used).	
-Gp	Generated collocated stubs that use *Thru_POA* collocation strategy (default)	
-Gd	Generated collocated stubs that use Direct collocation strategy	
-Gsp	Generate client smart proxies	
-Gt	Generate optimized TypeCodes	
-Gv	Generate code that supports Object-by-Value	
-GI	Generate templates files for the servant implementation	
-GIh arg	Servant implementation header file name ending	
-GIs arg	Servant implementation skeleton file name ending	

Table 2 Compiler Options (Continued)

Option	Description	Remarks
-GIb arg	Prefix to the implementation class names	
-GIe arg	Suffix to the implementation class names	
-GIc	Generate copy constructors in the servant implementation template files	
-GIa	Generate assignment operators in the servant implementation template files	
-Sa	Suppress generation of the Any operators	
-Sp	Suppress generation of collocated stubs that use *Thru_POA* collocation strategy	
-Sd	Suppress generation of collocated stubs that use Direct collocation strategy (default)	
-St	Suppress generation of the TypeCodes	Also suppresses the generation of the *Any* operators, since the *Any >>=* operator needs the associated typecode.
-Sc	Suppress generation of the tie classes, and the **S_T.** files that contain them.	
-Sv	Suppress value type support (default).	

2 Interface Repository Service

2.1 Running the Service

The Interface Repository makes all IDL declarations available.

IFR_Service

To run the Interface Repository you need to use the executable IFR_Service. This is found in the bin directory of the OpenFusion TAO distribution.

Table 3 Interface Repository Command Line Options

Option	Description
`-p`	Makes the Interface Repository persistent.
`-b <filename>`	Overrides the default filename used for persistent storage with *filename*. The default filename is *ifr_default_backing_store*.
`-m`	Enables read-write locking of IFR calls. If the IFR is started up with multi-threading enabled, for example if a service configuration file is used that specifies thread-per-connection, then this option should be used. Note that if *ACE_HAS_THREADS* is not defined, then this option will be ignored.
`-r`	Uses the Win32 registry for the database. Not available with persistence. The *-r* option is ignored if the `-p` option is used. If the platform is not Win32, an error message is output.
`-o <filename>`	Overrides the default filename used for storing the Interface Repository IOR. The default filename is *if_repo.ior*.

2.2 Administration

tao_ifr

This is the executable that administers the IFR. Calling *tao_ifr <filename>* will add the contents of the IDL file to the repository.

Calling *tao_ifr -r <filename>* removes the contents of the IDL file from the repository.

`tao_ifr` requires all the libraries that are required by the IFR service, plus the `IFR_Service` executable itself.

`tao_ifr` can also handle the *`-ORBxxx`* parameters, where the *`xxx`* represents a particular *`ORB`* parameter, for example:

`-ORBInitRefInterfaceRepository=file://<filename>`

`ORBInitRefInterfaceRepository` enables the IFR service to be resolved by getting its IOR from *`<filename>`*.

By default, the IFR service stores its IOR in the file *`if_repo.ior`*, but that can be modified by starting the IFR service using the *`-o`* option (see above).

All *`-ORBxxx`* options appear in the command line before any other options.

`tao_ifr` can process multiple IDL files in one execution. As long as the file names come after any `-ORB` options that may be present, they may come mixed in any order with the other command line options. The `tao_ifr` command line parser will treat any option (or option pair) that doesn't begin with a hyphen (-) as a filename.

Table 4 Legal tao_ifr Command Line Options

Option	Description
`-Cw`	Warning if identifier spellings differ only in case (default is error).
`-Ce`	Error if identifier spellings differ only in case (default).
`-d`	Outputs (to stdout) a dump of the AST.
`-Dname[=value]`	Defines name for preprocessor.
`-E`	Runs preprocessor only, prints on stdout.
`-Idir`	Includes *dir* in search path for preprocessor.
`-L`	Enables locking at the IDL file level.
`-r`	Removes contents of IDL file(s) from repository.
`-Si`	Suppresses processing of included IDL files.
`-t`	Temporary directory to be used by the IDL compiler.
`-Uname`	Undefines name for preprocessor.
`-A...`	Local implementation-specific escape.
`-u`	Prints usage message and exits.
`-v`	Traces compilation stages.
`-w`	Suppresses IDL compiler warning messages.
`-Yp, path`	Defines the location of the preprocessor.

3 Naming Service

3.1 Running the Service

The Naming Service is started with the *Naming_Service* command, optionally followed by any of the options listed in Table 5, *Naming_Service Command Line Options*. The *Naming_Service* command is located in the *bin* directory of the OpenFusion TAO distribution.

Table 5 Naming_Service Command Line Options

Option	Description
-ORBNameServicePort <nsport>	Multicast port for listening for requests from clients bootstrapping to a naming service using multicast. Only used when multicast responding is enabled via *-m 1*
-m <0|1>	*1*=enable multicast responses, *0*=disable (default). TAO offers a simple, non-standard method for clients to discover the initial reference for the Naming Service. However, it can be inadequate and cause unexpected results if, for example, there are multiple naming services running on the network, the ***default*** behaviour is for the Naming Service to ***not respond*** to such multicast queries (use the Interoperable Naming Service bootstrap options instead).
-d	Provide debug information.
-o <ior_file>	Stores the root context's IOR to *ior_file.*
-p <pid_file>	Stores Naming Service server's process id to *pid_file*.
-s <context_size>	Size of the hash table allocated for the root Naming Context (if one is created). All contexts created under the root will use the same size for their hash tables. The default is 1024.
-t <time>	How long (in seconds) the server should listen for client requests before terminating.
-f <persistence_file_name>	Name of the file to use to store or retrieve persistent state of the Naming Service. Without this option, Naming Service is started in non-persistent mode.
-b <base_address>	Address used for memory mapping the file specified with the *-f* option above. The value supplied with this option is only used when the Naming Service runs in persistent mode, i.e., -f option is present.
-u <directory>	Use a flat file persistence mechanism which stores object reference information in a file per naming context: each context file is placed in the directory specified.

Table 5 Naming_Service Command Line Options (Continued)

Option	Description
`-v <directory>`	Use a flat directory persistence mechanism which stores object reference information in a directory per naming context, as specified by <*directory*>.

Example

This example starts the Naming Service, enables multicasting using port 1122 for listening, and saves its IOR to a file called name.ior

```
% Naming_Service -m 1 -ORBNameServicePort 1122 -o name.ior
```

Environment Variables

The *NameServicePort* environment variable is set to the multicast port used by clients who want to bootstrap to a Naming Service using multicast. This environment variable is used only when multicast responding is enabled (using the command line option *-m 1*).

Persistence

The Naming Service has an optional persistence capability. By default, the Naming Service is started in a non-persistent mode. Supplying *-f* command-line option to the server

Causes a persistent version of the Naming Service to run.

The file specified with the *-f* option is used to store the persistent state of the Naming Service, i.e., all Naming Contexts and their bindings. The following apply when *-f* option is specified:

1. If the specified file does not exist, it is created and used to store the state of the Naming Service. An initial (root) Naming Context is also created.
2. If the specified file exists, then the state stored becomes the current state of the Naming Service. A consistency check is performed before the state is loaded.

Internally, TAO uses memory mapped file to implement persistence feature of the Naming Service. A default memory address (*ACE_DEFAULT_BASE_ADDR*) is used for mapping the file. Alternate mapping address can be specified at compile-time by redefining *TAO_NAMING_BASE_ADDR* in *tao/orbconf.h*. Alternate mapping address can also be specified at run-time with the *-b* command-line option, which takes precedence over *TAO_NAMING_BASE_ADDR* definition.

The Naming Service stores absolute pointers in its memory-mapped file. Therefore, it is important to use the same mapping address on each run for the same persistence file.

Implementation Policies

Destroying Binding Iterators

A binding iterator is destroyed when client invokes the *destroy* operation either on the iterator itself or on the naming context it is iterating over. In both cases, subsequent calls on the binding iterator object will cause *OBJECT_NOT_EXIST* exception.

Orphaned Naming Contexts

This implementation of the Naming Service does not include any form of garbage collection for orphaned naming contexts. It is the clients responsibility to clean up and remove naming context and thus avoid leaking server resources. All resources, including orphaned contexts, are released when the Naming Server is shutdown.

Bootstrapping the Naming Service from Clients

There are several methods which a client can use to bootstrap to a Naming Service, i.e., there are several mechanisms which *resolve_initial_references* can use when asked for "*NameService*". In order of predictable behaviour, they are:

1. Using command-line options

   The *-ORBInitRef NameService=IOR:...* or environment variable *NameServiceIOR* can be used on the client side to specify the object that the call to should return to the client. (On the server side, *-o* option can be used to get the IOR).

Example (UNIX, same host):

```
%  TAO_ROOT/orbsvcs/Naming_Service -o ior_file
%  my_client -ORBInitRef NameService=file://ior_file
```

   On the first line, we start the Naming Service, and output its IOR to *ior_file*. On the second line, we start some client, and specify the IOR *resolve_initial_references* should return for the Naming Service in a file format.

2. Using Multicast

When started with the *respond to multicast queries option* turned on (`-m 1`), clients can use IP multicast to query for a naming service, and this instance will respond. The Naming Server is listening for client multicast requests on a specified port. On the client side, sends out a multicast request on the network, trying to locate a Naming Service. When a Naming Server receives a multicast request from a client, it replies to the sender with the IOR of its root naming context.

i The port used for this bootstrapping process, i.e., the multicast port, has nothing to do with the ORB port used for CORBA communication. Other points worth mentioning include:

- A client and a server can communicate using the multicast protocol if they are using the same multicast port. For both client and server `-ORBnameserviceport` command-line option and `NameServicePort` environment variable can be used to specify the multicast port to use. If none is specified, the default port is used. (The ability to specify multicast ports can be used to match certain clients with certain Naming Servers, when there are more than one Naming Server running on the network).

- If there are several naming servers running on the network, each listening on the same port for multicast requests, each will send a reply to a client's request. The client's orb will use the first response it receives, so the Naming Service will, in fact, be selected at random.

  Since this mechanism is proprietary to TAO (i.e., non-standard), it only works when both client and server are written using TAO. There is no way to turn multicasting off on the client side, but it is used only as a last resort, i.e., any of the other options will override it.

3.2 Administration

The following command line utilities can be used administer objects which are, or need to be, registered with the Naming.

nslist

`nslist` displays a formatted list of current Naming Service entries and is run from the command line as follows:

```
%  nslist [ --ior | --nsior ]
```

where

`nslist` displays the contents of the default "*NameService*" (including the protocol and end point of each object reference) returned by resolve_initial_references()

--ior is an optional switch which displays the contents of the NameService, including the IOR of each reference entry and the IOR of the NameService itself

--nsior is an optional switch which displays ***only*** the IOR of the NameService itself, with no other text. This switch can be used to locate the TAO NameService for non-TAO applications.

nsadd

nsadd can be used to add objects into the Name Service and is run as follows:

```
%  nsadd < --name obj_name > < --ior ior > [ --rebind ]
```

where

--name obj_name adds an object identified by *obj_name* (required)

--ior ior supplies the object's IOR contained in the file identified by *ior* (required)

--rebind optionally rebinds the object (as per the Naming Service's *rebind* method)

nsdel

nsdel deletes objects from the Name Service. It is run from the command line using:

```
%  nsdel < --name obj_name >
```

where

--name obj_name specifies the object identified by *obj_name* to be removed (required)

4 Event Service

4.1 Introduction

The OMG Event Service is a service for decoupling the suppliers of events from the consumers. For many applications, this approach provides a much more appropriate model than the synchronous invocation mechanism of CORBA.

4.2 Running the Service

The Event Service is started with the *`CosEvent_Service`* command, optionally followed by any of the options listed in Table 6, *CosEvent_Service Command-line Options*.

Table 6 CosEvent_Service Command-line Options

Option	Description	Default
`-n COS_EC_name`	Specifies the name with which to bind the event channel (in the root naming context of the Naming Service). Ignored if the `-x` option is used.	`CosEventService`
`-r`	Use the `rebind()` operation to bind the event channel in the Naming Service. If the name is already bound and this flag is not passed, the process exits with an `Already Bound` exception. Ignored if the `-x` option is used.	The `bind()` operation is used.
`-x`	Do not use the Naming Service. This simply creates an event channel.	Bind the event channel in the Naming Service.

The *`CosEvent_Service`* server supplies the capability to start a single event channel in its own process. It can bind the created event channel to a supplied name in the root naming context of the Naming Service. The Naming Service must be running before the *`CosEvent_Service`* server is started, unless the `-x` command-line option is used. The created event channel implements the `CosEventChannelAdmin::EventChannel` interface.

When the `destroy()` operation of the event channel is called, the process exits and the event channel is unbound from the naming service.

4.3 Event Channel Configuration

Run-time Configuration

The new implementation of the COS Event Service uses a factory to build all the objects and strategies it requires. The factory can be dynamically loaded using ACE Service Configurator. This is extremely convenient because the factory can also parse options in the Service Configurator script file.

The current implementation provides a default implementation for this factory This document describes the options used by this default implementation. Users can define their own implementation with new ad-hoc strategies or with pre-selected strategies.

The Configuration File

The COS channel uses the same service configurator file that the ORB uses. The default name for this file is *`svc.conf`* but the ORB option `-ORBSvcConf` can be used to override this. The format of the file is described in detail in the service configurator documentation but the relevant section for the event channel looks like this:

```
# Comments go here...
# More comments if you want to...
static CEC_Factory "-CECDispatching reactive ....."
```

All the event service factory options start with `-CEC`

Options

Table 7 Event Channel Configuration Options

Option	Description
`-CECDispatching` *`dispatching_strategy`*	Select the dispatching strategy used by the COS event service. A *reactive* strategy will use the same thread that received the event from the supplier to push the event to all the consumers. The *mt* strategy will also use a pool of threads, but the thread to dispatch is randomly selected.
`-CECDispatchingThreads` *`number_of_threads`*	Select the number of threads used by the *mt* dispatching strategy.
`-CECProxyConsumerLock` *`lock_type`*	Select the lock type (*null*, *thread* or *recursive*) to synchronize access to the ProxyPushConsumer state.

Table 7 Event Channel Configuration Options (Continued)

Option	Description
`-CECProxySupplierLock` *`lock_type`*	Select the lock type (*null*, *thread* or *recursive*) to synchronize access to the ProxyPushSupplier state.
`-CECUseORBId` *`orbid`*	Set the name of the ORB used by the event service. Only useful in applications that create multiple ORBs and activate the event service in one of them.
`-CECConsumerControl` *`policy`*	Select the consumer control policy (*null* or *reactive*) to detect and discard broken consumers.
`-CECSupplierControl` *`policy`*	Select the supplier control policy (*null* or *reactive*) to detect and discard broken suppliers.
`-CECConsumerControlPeriod` *`period`*	Set the period (in microseconds) used by the reactive consumer control policy to poll the state of the consumers.
`-CECSupplierControlPeriod` *`period`*	Set the period (in microseconds) used by the reactive supplier control policy to poll the state of the suppliers.
`-CECConsumerControlTimeout` *`timeout`*	Set the timeout period (in microseconds) used by the reactive consumer control policy to detect a timeout when polling the state of the consumers.
`-CECSupplierControlTimeout` *`timeout`*	Set the timeout period (in microseconds) used by the reactive supplier control policy to detect a timeout when polling the state of the suppliers.
`-CECReactivePullingPeriod` *`period`*	Set the period (in microseconds) used by the reactive pulling strategy to poll all the PullSuppliers for an event.
`-CECProxyConsumerCollection` *`flag[:flags]`*	Configure the data structure and strategies used to implement collections of `ProxyPushConsumers` and `ProxyPullConsumers`. The argument is a colon separated list of flags, described in Table 8, *Proxy Collection Flags.*
`-CECProxySupplierCollection` *`flag[:flags]`*	Configure the data structure and strategies used to implement collections of `ProxyPushSupplier` and `ProxyPullSupplier` objects. The argument is a colon separated list of flags, described in Table 8, *Proxy Collection Flags.*

Table 8 Proxy Collection Flags

Flag	Description
`MT`	Use regular mutexes and/or condition variables for serialization.
`ST`	Use null mutexes and/or condition variables for serialization.
`LIST`	Implement the collection using an ordered list, fast for iteration (i.e. during event dispatching), but slow for insertion and removal (i.e. when clients connect and disconnect from the EC).
`RB_TREE`	Implement the collection using a Red-Black tree, slow for iteration (i.e. during event dispatching), but fast for insertion and removal (i.e. when clients connect and disconnect from the EC).
`IMMEDIATE`	Threads block until they can execute a change on the data structure, the system must use other approaches to guarantee that the iterators are not invalidated during event dispatching. For example, use a separate dispatching thread. Using this option with the reactive values for any of the `-CECSupplierControl`, `-CECConsumerControl`, or `-CECDispatching` options may cause deadlocks.
`COPY_ON_READ`	Before initiating an iteration to dispatch events (or similar tasks) a copy of the complete collection is performed. This solves most of the synchronization problems, but introduces a significant source of overhead and priority inversions on the critical path.
`COPY_ON_WRITE`	Similar to the previous one, but the copy is only performed when needed.
`DELAYED`	Threads that need to change the collection can detect if that change will invalidate iterators used by other threads. If so, the thread posts the change on a queue that is executed once the collection is no longer in use.

The Constructor

The `TAO_CEC_EventChannel` class implements the `CosEventChannelAdmin::EventChannel` interface. This class takes one mandatory and two optional parameters in its constructor:

```
TAO_CEC_EventChannel(const TAO_CEC_EventChannel_Attributes& attributes,
                     TAO_CEC_Factory* factory = 0,
                     int own_factory = 0);
```

The `factory` is an optional parameter to override the default strategy factory used by the event channel. The event channel will destroy the factory if the `own_factory` argument is true.

The `attributes` parameter can be used to fine tune some of the algorithms and strategies used by the event channel. The default values are probably OK for most applications. Notice that the attributes include the POA used to activate the ConsumerAdmin, SupplierAdmin, ProxyPushConsumer, ProxyPushSupplier, ProxyPullConsumer and the ProxyPullSupplier objects. These POAs must have the `IMPLICIT_ACTIVATION` and the `SYSTEM_ID` policies (as the RootPOA does). See Table 9, *Constructor Attributes* for a list of allowed attributes.

Table 9 Constructor Attributes

Attribute	Description
`consumer_reconnect`	If the attribute is not zero then the same consumer can call `connect_push_consumer` on its ProxyPushSupplier multiple times to change its subscriptions. This is usually more efficient that disconnecting and connecting again.
`supplier_reconnect`	If the attribute is not zero then the same supplier can call `connect_push_supplier` on its ProxyPushConsumer multiple times to change its publications. This is usually more efficient that disconnecting and connecting again.
`disconnect_callbacks`	It not zero the event channel will send disconnect callbacks when a disconnect method is called on a Proxy. In other words, if a consumer calls `disconnect_push_supplier()` on its proxy the event channel will invoke `disconnect_push_consumer()` on the consumer. A similar thing is done for suppliers.
`busy_hwm`	When the delayed flag is set on proxy collections, this flag controls the maximum number of threads that can simultaneously iterate over the collection before blocking. It can be used to avoid starvation in delayed updates on the collection.

Table 9 Constructor Attributes

Attribute	Description
`max_write_delay`	When the delayed flag is set on proxy collections, this flag controls the maximum number of threads that will initiate dispatching after a change has been posted. Any thread after that is blocked until the operations are performed. It can be used to completely stop starvation of delayed updates on the collection.
`supplier_poa`	The POA used by the event channel to activate SupplierAdmin and SupplierProxy objects.
`consumer_poa`	The POA used by the event channel to activate ConsumerAdmin and ConsumerProxy objects.

5 Utilities

5.1 Descriptions and Usage

The following utilities can be used to perform tasks which can help users manage and use TAO more easily.

catior

catior reads the IOR stored in file (a stringified IOR), decodes it and sends the contents to *stdout* using:

```
%  catior -f filename
```

where

-f filename reads the file identified by *filename* (containing the IOR).

Example

This example shows catior being used to display the IOR which is stored in the *NotificationSingleton.ior* file of the current directory.

```
%  catior -f NotificationSingleton.ior
```

The output IOR is shown below.

```
IOR:000000000000004B49444C3A707269736D742E636F6D2F636F732F436F734E6
F7469666963617469 6F6E2F4E6F7469666963617469 6F6E457874656E73696F6E73
2F51756575654D616E616765723A312E3000000000000020000000000000B400010
2000000000E3231332E34382E39312E3230360004C70000005F4F70656E46757369
6F6E2E4E6F7469666963617469 6F6E536572766963652F4F70656E467573696F6E2
E4E6F7469666963617469 6F6E536572766963652F218D4798E0DE1811D7A75ABC57
1A2C16BF8A426F30DE1811D7A75ABC571A2C16BF000000000200000000000000080
00000004A414300000000010000001C000000005010001000000010501000100001
0109000000010501000100000001000000 2C000000000000000100000001000000 1
C000000005010001000000010501000100010109000000105010001

decoding an IOR:

The Byte Order: Big Endian

The Type Id:
"IDL:prismt.com/cos/CosNotification/NotificationExtensions/Queue
```

```
Manager:1.0"

Number of Profiles in IOR:      2

Profile number: 1

IIOP Version:   1.2

    Host Name:  213.48.91.206

    Port Number:        1223

    Object Key len:     95

    Object Key as hex:

    4f 70 65 6e 46 75 73 69 6f 6e 2e 4e 6f 74 69 66  69 63 61 74 69
6f 6e 53 65 72 76 69 63 65 2f 4f    70 65 6e 46 75 73 69 6f 6e 2e 4e
6f 74 69 66 69 63 61 74 69 6f 6e 53 65 72 76 69 63 65 2f 21 8d    47
98 e0 de 18 11 d7 a7 5a bc 57 1a 2c 16 bf 8a 42 6f 30 de 18 11 d7 a7
5a bc 57 1a 2c 16 bf

    The Object Key as string:

OpenFusion.NotificationService/OpenFusion.NotificationService/!.G..
.....Z.W.,...Bo0.....Z.W.,..

    The component <1> ID is 0 (TAG_ORB_TYPE)

          ORB Type: 1245790976

    The component <2> ID is 1 (TAG_CODE_SETS)

          Component Value len:  28

          Component Value as hex:

         00 00 00 00 05 01 00 01 00 00 00 01 05 01 00 01 00 01 01 09
00 00 00 01 05 01 00 01

          The Component Value as string:

          ............................

Profile number: 2

    Profile tag = 1 (unknown protocol)
```

```
        Profile body len:   44

        Profile body as hex:

       00 00 00 00 00 00 00 01 00 00 00 01 00 00 00 1c 00 00 00 00 05 01
    00 01 00 00 00 01 05 01 00 01 00 01 01 09 00 00 00 01 05 01 00 01

        The Profile body as string:

        ..........................................

%  catior returned true
```

ior-parser

The *ior-parser* utility parses IORs generated by most ORBs. It has been tested with Orbix, VisiBroker and TAO. ior-parser is used as follows:

```
%  ior-parser <IOR filename>
```

gperf

gperf is a GNU perfect hash function generator which is used by TAO's IDL compiler to generate perfect hash functions (which is generally the most efficient and predictable operation demuxing technique).

A complete description of gperf and how to use it, along with its GNU Licensing Terms & Conditions, is provided in *gperf.pdf* which is located in the *docs/release/pdf* directory of the OpenFusion TAO distribution.

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