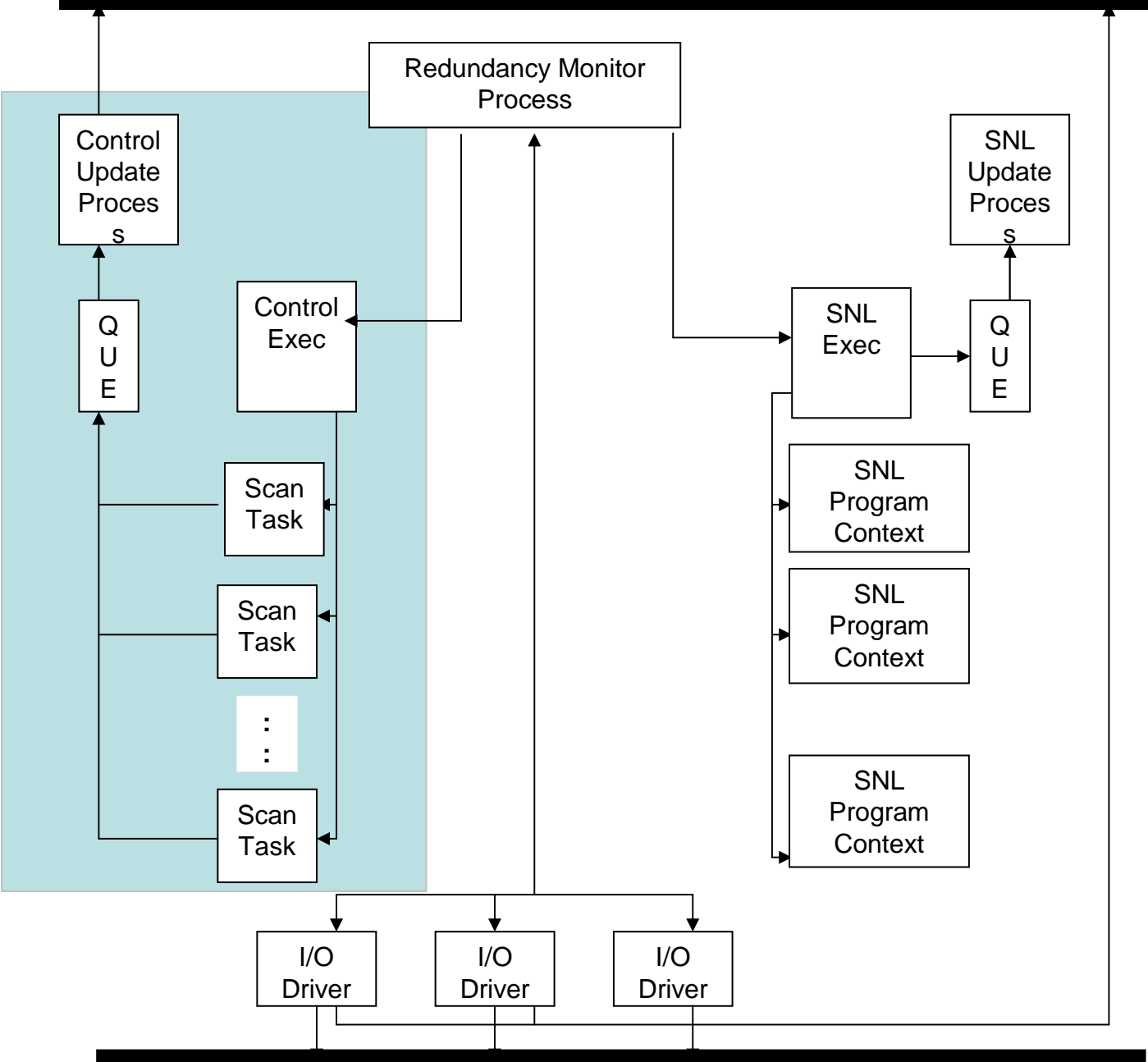
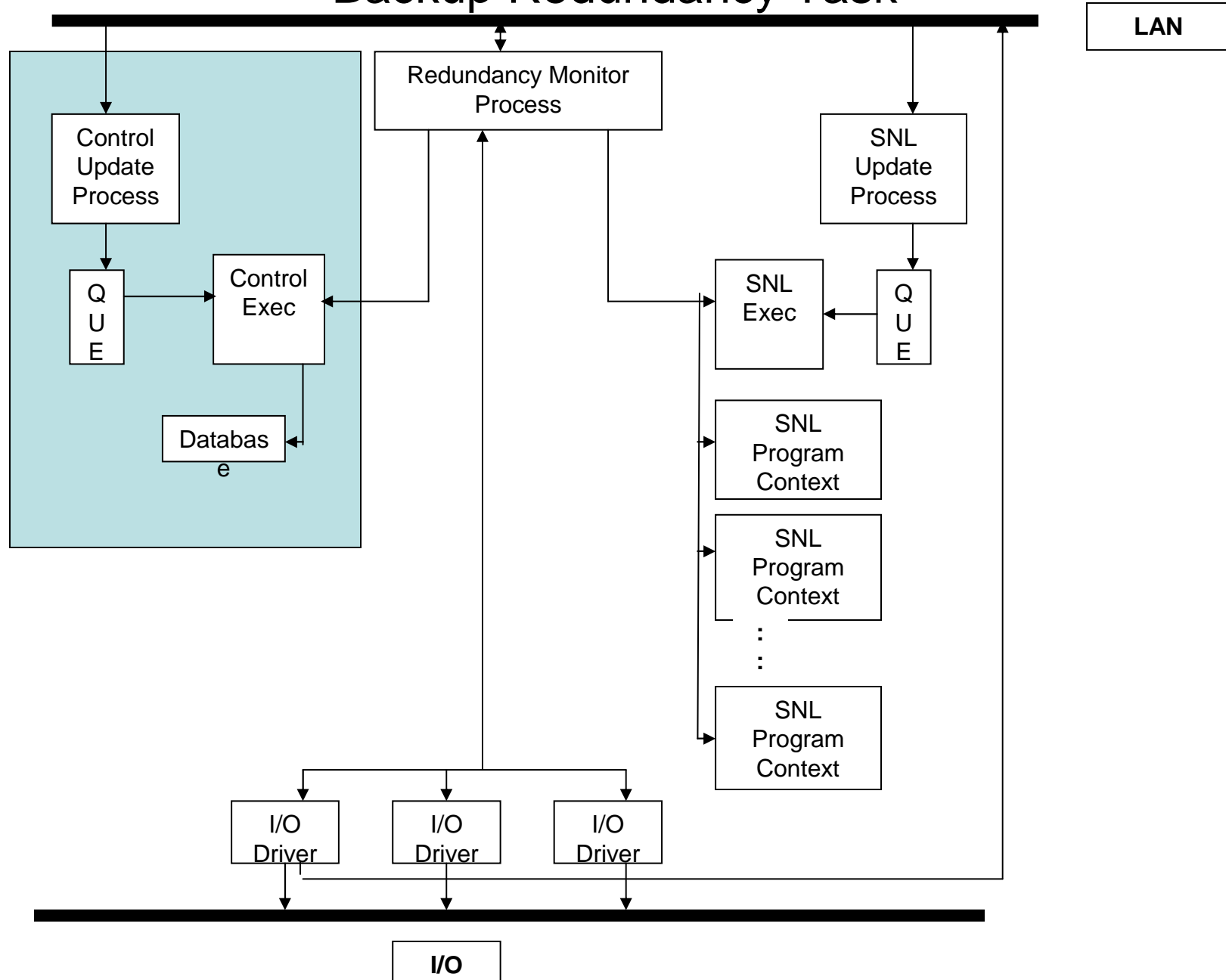


Primary Redundancy Task



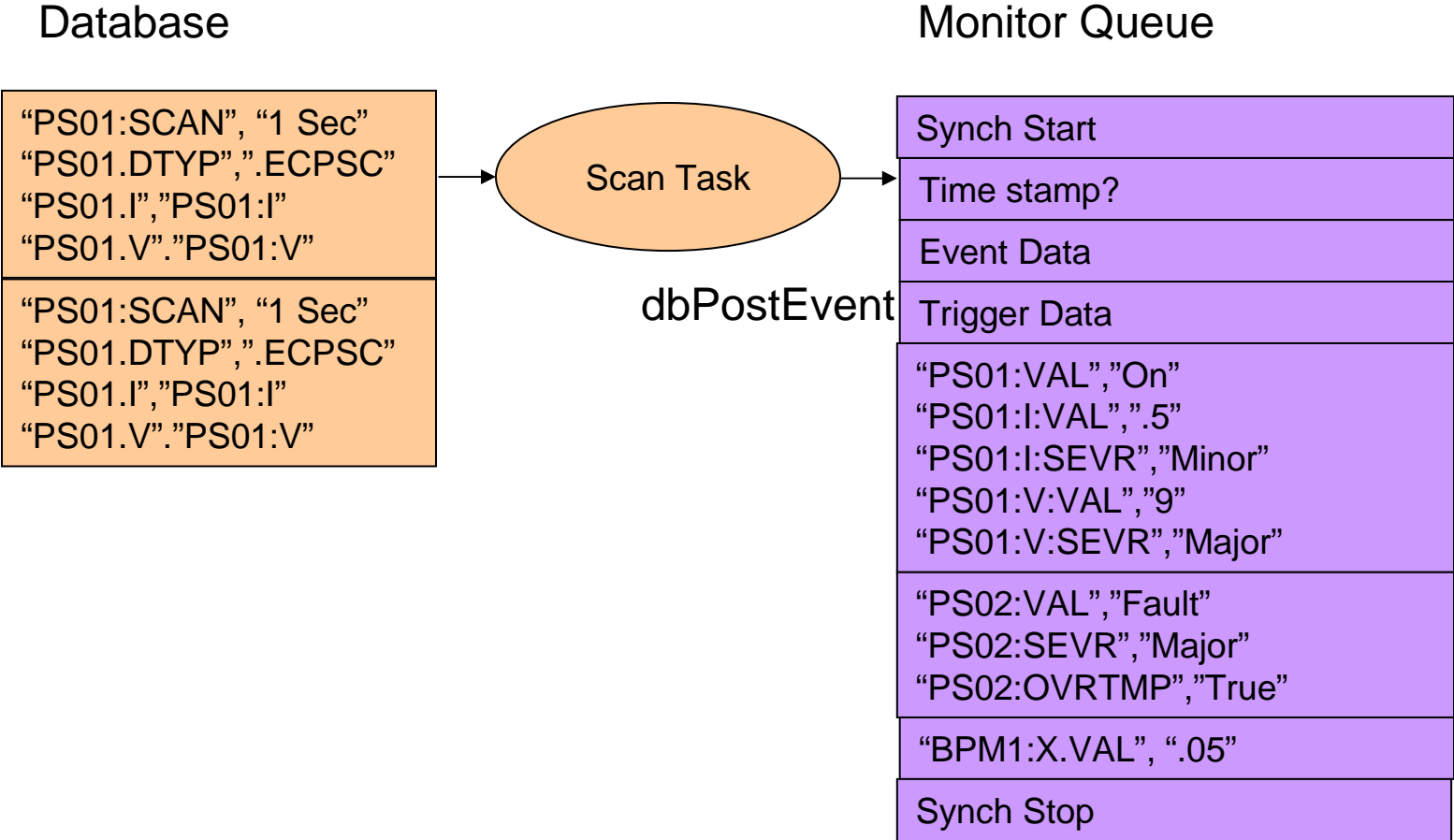
Backup Redundancy Task



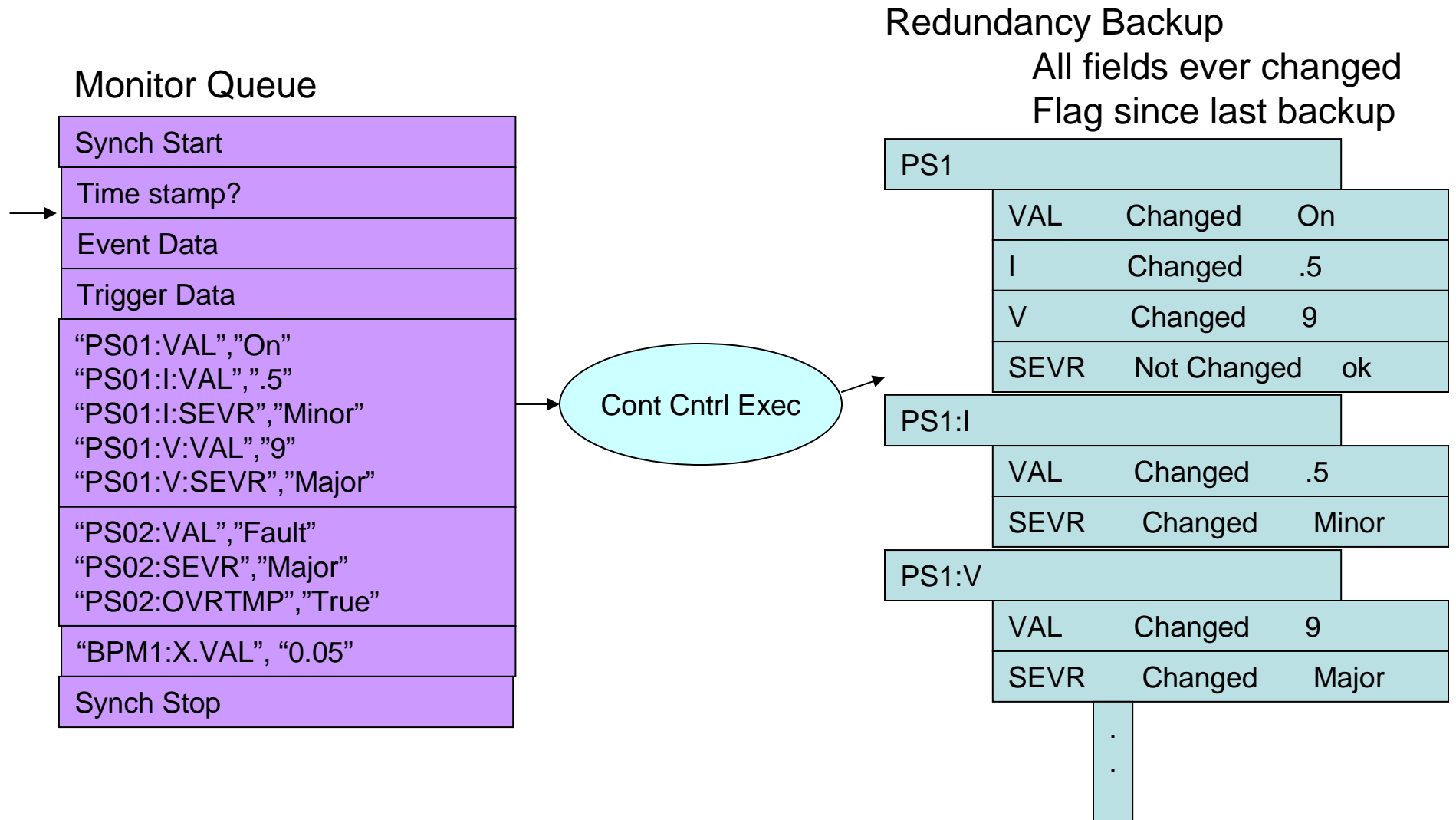
On Initialization – Read the database

- `getCurrentRedundState ()` as a variant of `dbDumpRecords`
- NOTE: This example is similar but not identical to the actual `dbDumpRecords` routine.
- `void dbDumpRecords(DBBASE *pdbname)`
- {
- `DBENTRY *pdbentry;`
- `long status;`
- `pdbentry = dbAllocEntry(pdbname);`
- `status = dbFirstRecordType(pdbentry);`
- `if(status) {printf("No record descriptions\n");return;}`
- `while(!status) {`
- `printf("record type: %s",dbGetRecordTypeName(pdbentry));`
- `status = dbFirstRecord(pdbentry);`
- `if(status) printf(" No Records\n");`
- `else printf("\n Record:%s\n",dbGetRecordName(pdbentry));`
- `while(!status) {`
- `status = dbFirstField(pdbentry,TRUE);`
- `if(status) printf(" No Fields\n");`
- `while(!status) {`
- `printf(" %s:%s",dbGetFieldName(pdbentry),`
- `dbGetString(pdbentry));`
- `status=dbNextField(pdbentry,TRUE);`
- `}`
- `status = dbNextRecord(pdbentry);`
- `}`
- `status = dbNextRecordType(pdbentry);`
- `}`
- `printf("End of all Records\n");`
- `dbFreeEntry(pdbentry);`
- }

Posting Data For Servers – V4



Monitor Task to the Continuous Control Executive (Redundancy)



Field Update Structure

- **Outgoing Cache**
 - **Red_Record_List**
 - Pointer Point to local Record
 - Short Local Point Type
 - Pointer First Field
 - Character Sent Once (Cleared on New Session)
 - Int Handle
 - **Red_Field_List**
 - Short Field Number
 - Pointer Next Field or 0
 - Char Needs to be Sent
 - Pointer Local Address of Field
 - Pointer Address of Field Descriptor
 - Short Number of elements
 - Short Type
 - Short Size in Bytes of Data
 - Character Field Data Buffer[Size]
- **Incoming Field Update List (Cleared on New Session)**
 - Array of Red_in_Msg Structures
 - Red_in_Msg Structure
 - Int Partner Handle
 - Pointer Local Cache Pointer
 - Short Error Code
 - Pointer Pointer to Name

Diagnostic Data

- Maximum Time a send update took
- Maximum Number of records in a send update not in a traverse
- Maximum Number of fields in a send update not in a traverse
- Maximum Number of bytes in a send update not in a traverse

Continuous Control Exec - Status

