



Java News

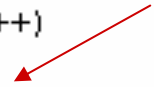
[Port to Release 4.0]

- Roadmap defined
- Fix known bugs in Release 3.31 first
 - “ACCESSLOCK” now checks the client port !
 - Using the execute() method of TLink now works properly in multi-threaded scenarios
 - Multicast Problem with accessing the ENS now understood (to be dealt with in Release 4.0)

An inefficient way of doing things ...

```
GetValues v = null;
TLink[] parameter = new TLink[10];
while (true)
{
    try
    {
        for (int i=0; i<10; i++)
        {
            v = st.new GetValues(parameter[i]);
            v.start();
        }
        Thread.sleep(5000);
    }
    catch (InterruptedException e)
    {
        // TODO Auto-generated catch block
        e.printStackTrace();
    }
}
```

Calls the execute() method !



[synchronized and static]

```
/**
 * Insert the method's description here. Creation date: (8/24/01 3:51:37 PM)
 *
 * @return de.desy.tine.client.TLinkFactory
 */
public synchronized static TLinkFactory getInstance()
{
    if (instance == null) instance = new TLinkFactory();
    return instance;
}
/**
 * Put a new TLink in the link table Creation date: (8/17/01 5:59:27 PM)
 *
```

[Multicast Sockets and java]

- Point: You don't have to join a multicast group to send a multicast ! (always true).
- Java Catch-22:
 - Need a "Time To Live" > 1 in order to pass by the first router
 - Can't set the Time To Live in java unless the socket is declared as a MulticastSocket (not just a DatagramSocket)!
 - MulticastSockets in java AUTOMATICALLY set the "reuse address" option ! (Not Good for TINE sockets in general!)
 - Release 4.0: needs special sockets to send multicasts !