Tip of the Week :

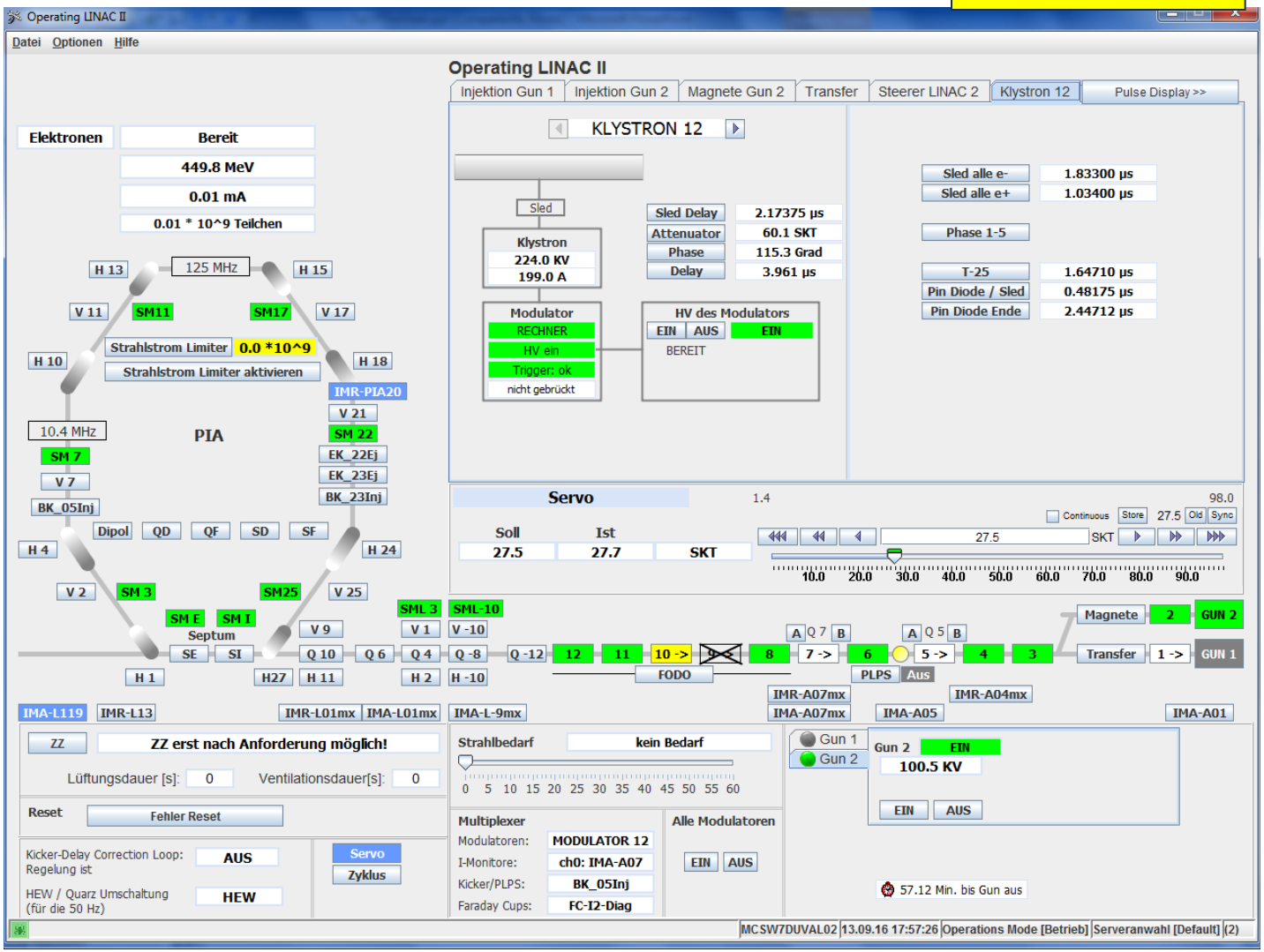
- Local Alarm and Archive Filtering

Tip of the Week

- Managing local Resources (link tables)
  - What does ‘resources exhausted’ mean ?
  - Rich clients: the programmer usually has an eye on efficiency when he/she knows that a call to ‘get’ something is going over the net.
  - Historically: busy client applications might have a few 10s of data links.
  - Default connection table allows 1024 simultaneous links …

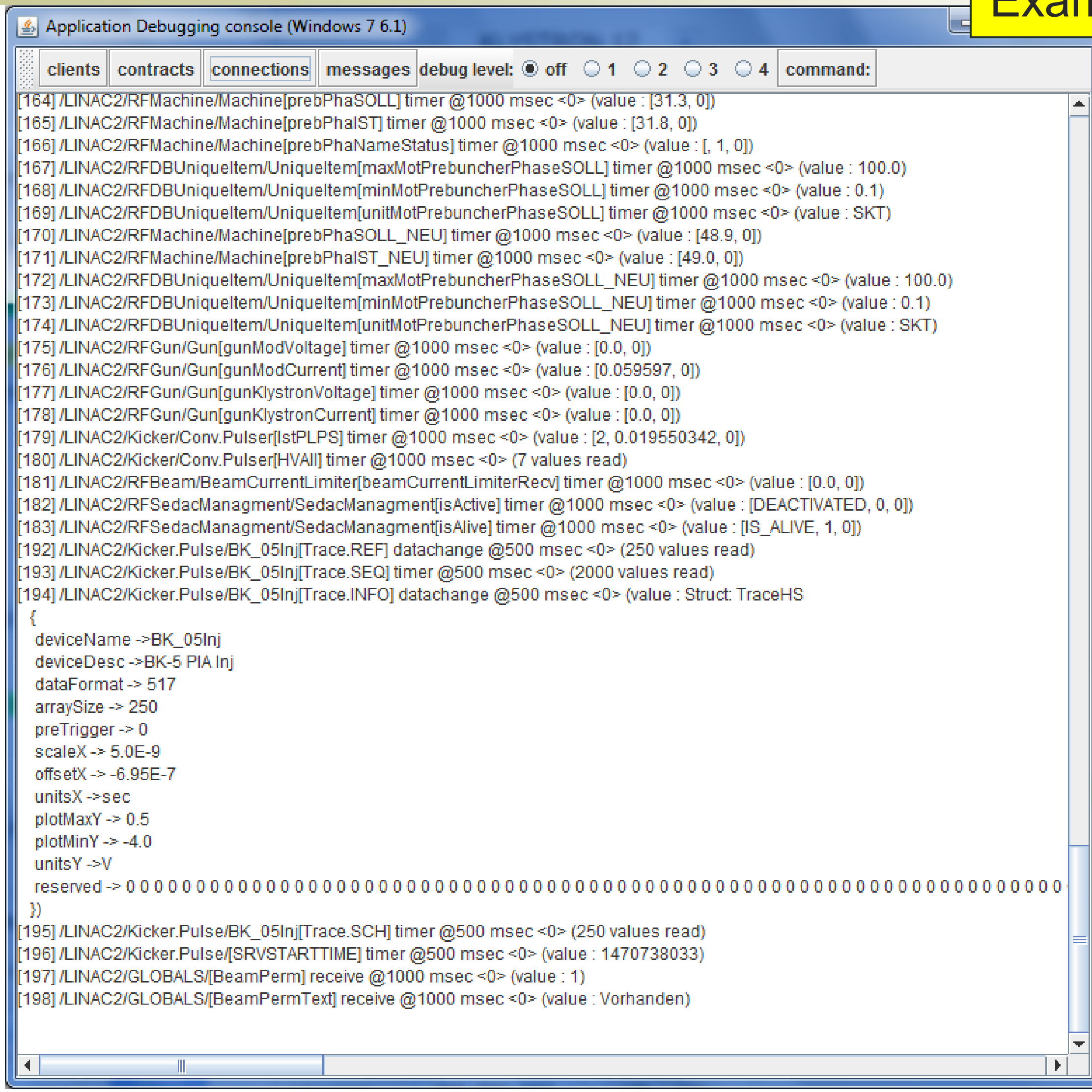
A Really Busy Rich Client

Example # 1



Its connection table …

Example # 1

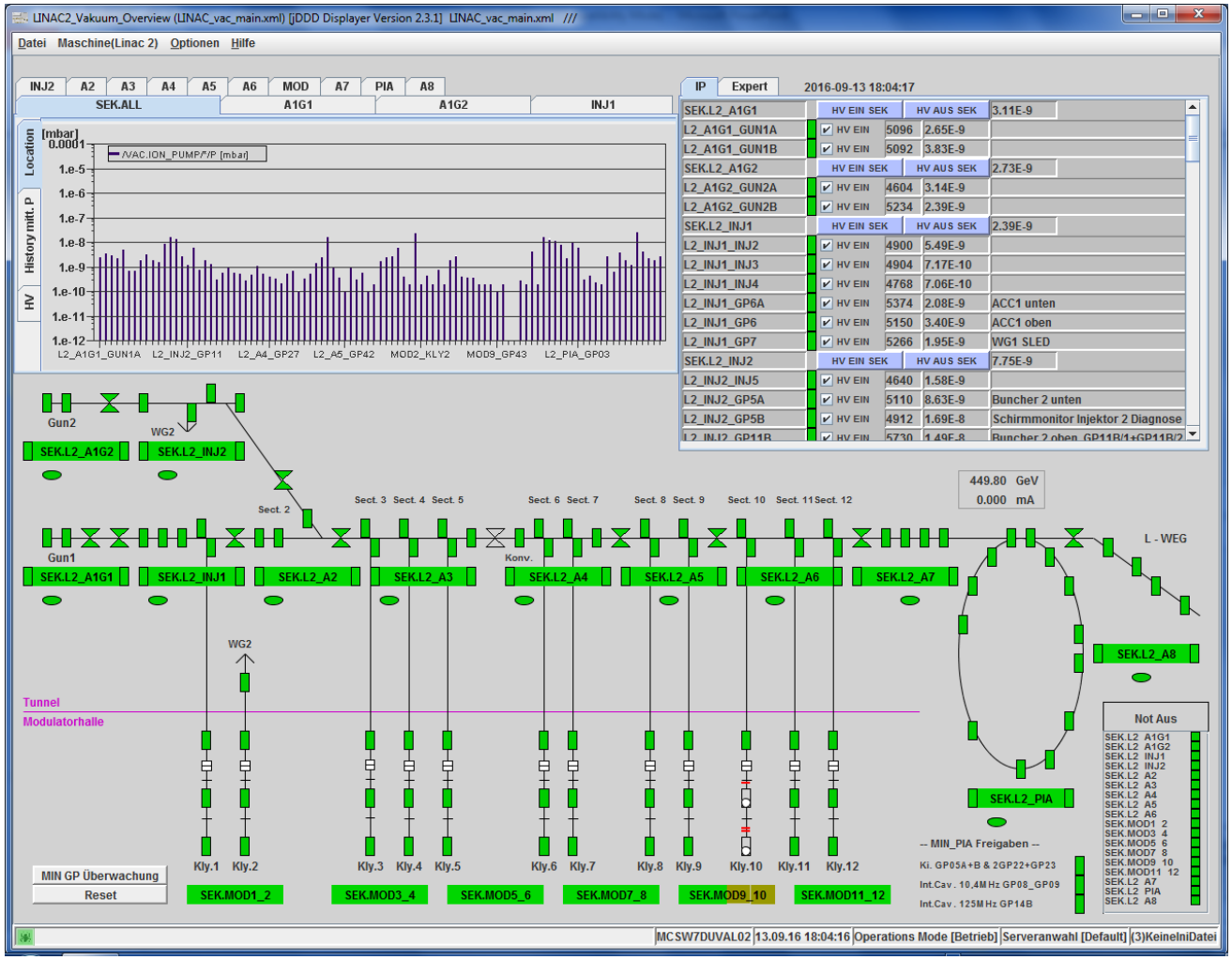


Tip of the Week

- The connection table is a table (not an array list or linked list).
  - The lookups are faster and there is little or no fragmentation problem on platforms with poor MMUs (e.g. VxWorks).
- But hey, 1024 links ought to be enough for anyone!

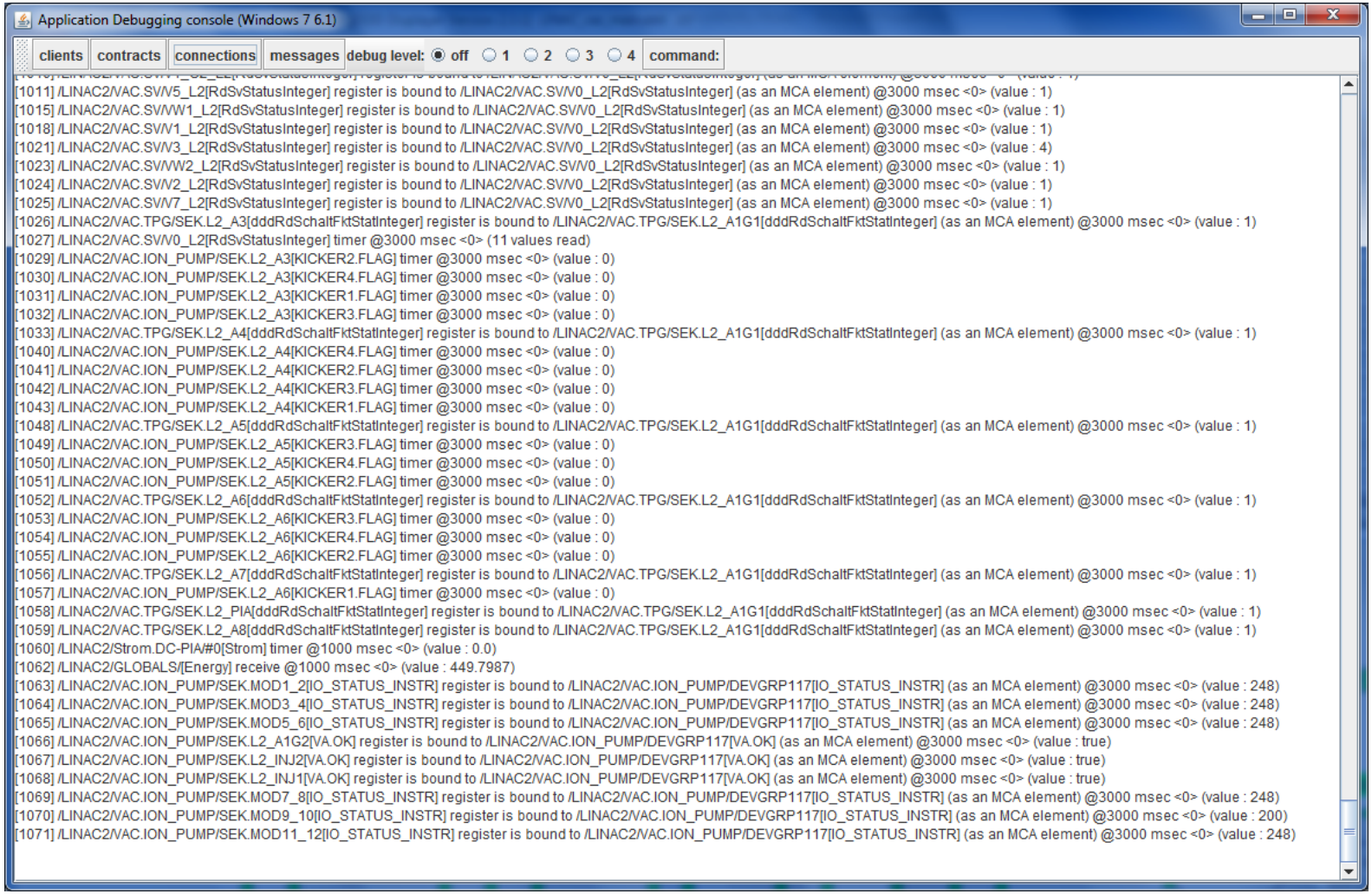
A Busy Panel Client

Example # 2



Its Connection Table

Example # 2



Tip of the Week

- The same thing might happen in a C client.
  - Also: Single synchronous links keep an entry in the connection table for up to 2 seconds after the call has completed !

```
for (int i=0; i<5000; i++)
{
  sprintf(dev,"/XFEL/Someserver/Device_%d",i);
  ExecLink(dev,"SomeProperty",&dout,&din,CA_READ);
}
```

This might cause problems unless you ‘do something’ …

Tip of the Week

- If you know you've got an 'extreme' case then …

C-Lib :

void SetConnectionTableCapacity (int value)

Sets the maximum number of entries in the connection table.

A client's connections are managed and maintained in a connection table. The size of this table is pre-allocated at initialization time. This allows for fast lookups, since a connection ID is simply an entry into the table. If it is known that the client will need a large number of simultaneous links then this value should be set accordingly at initialization time.

Parameters:

value is the requested Client API Callsonnection table size

Default: 1000 (Or define CLIENTLIST_CAPACITY in project.def)

See also:

GetConnectionTableCapacity()

Java (TLinkFactory) :

```
static public int setMaximumNumberOfLinks(int numberOfLinks)
```

Jddd an ddd set these to 5000 (10000 ?)