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CONNECTING
THE WORLD



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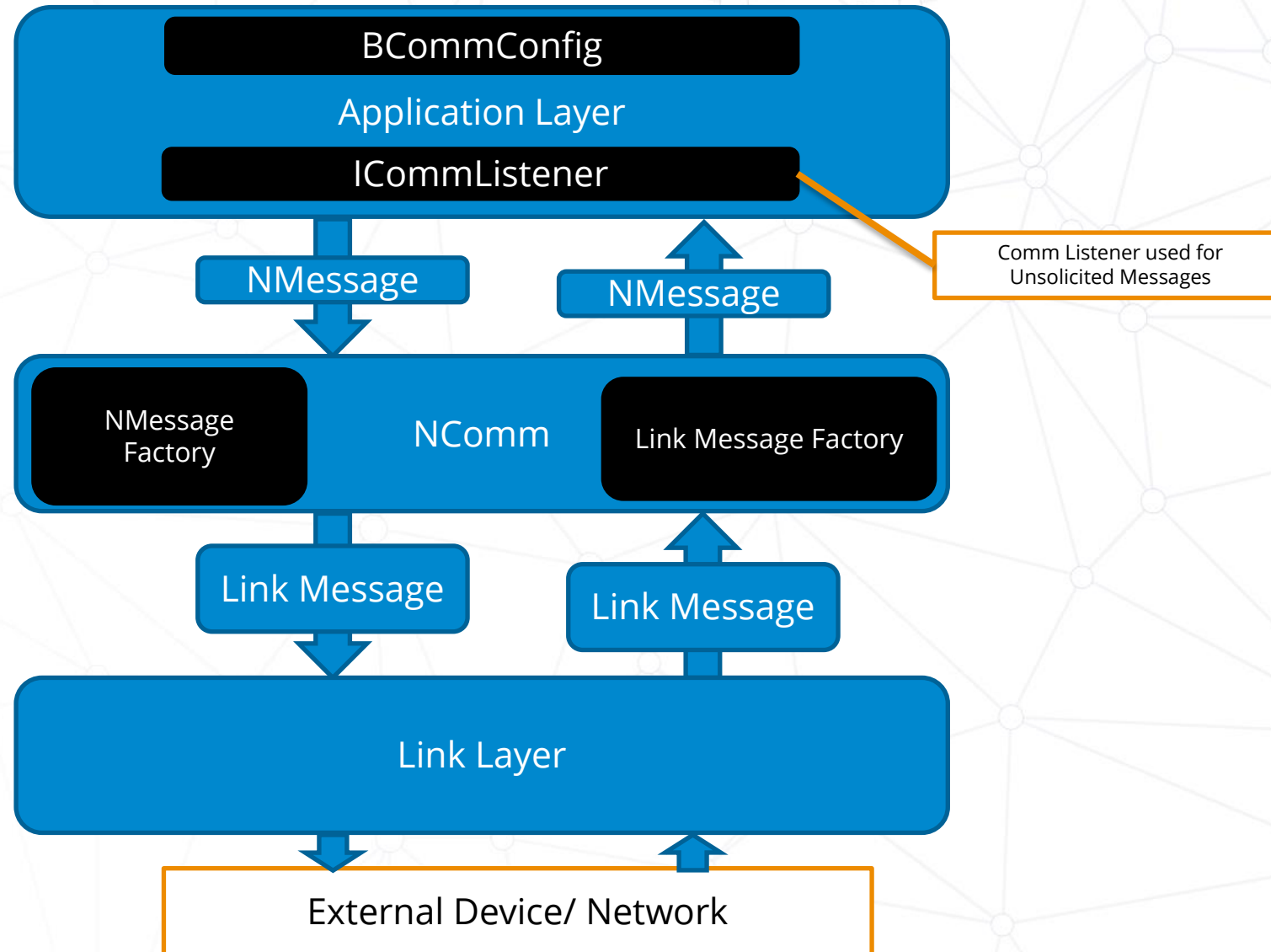
CONNECTING
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NDriver

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The NDriver



Why Use NDriver

- Simplified and intuitive model with a clean API
- NDriver wizard, get started faster
- Less boiler plate code to implement
- Do not need to write your own:
 - TCP / UDP / Managing Sockets
 - Session handling
 - Retry & timeout logic
 - Fragment buffering
 - Manager views

3 Layer Architecture

Application Layer

NComm

Link Layer

Application Layer

- Adds minimal Application Layer functionality
 - Support is provided for adding auto manager views
 - Adds an Async worker so that operations requiring comm access can run on different thread (postAsync())

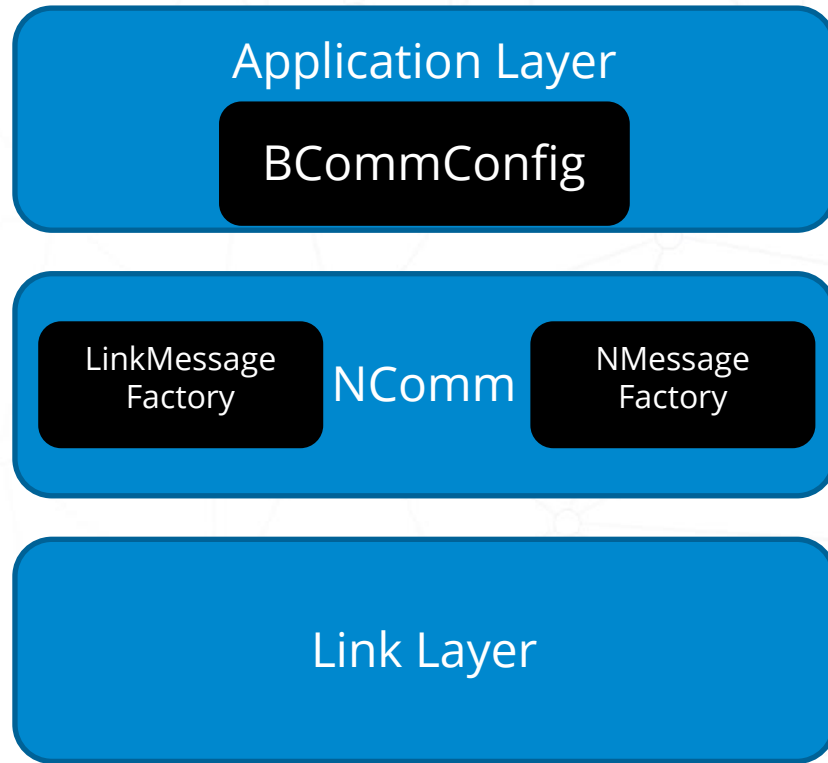
NComm Layer

- Application Layer access to NComm Services
- Transport Layer Functions:
 - Transaction Manager
 - Message Timeouts & Retries
 - Message Fragmentation
- Calls Application Layer listeners for unsolicited messages.

Link Layer

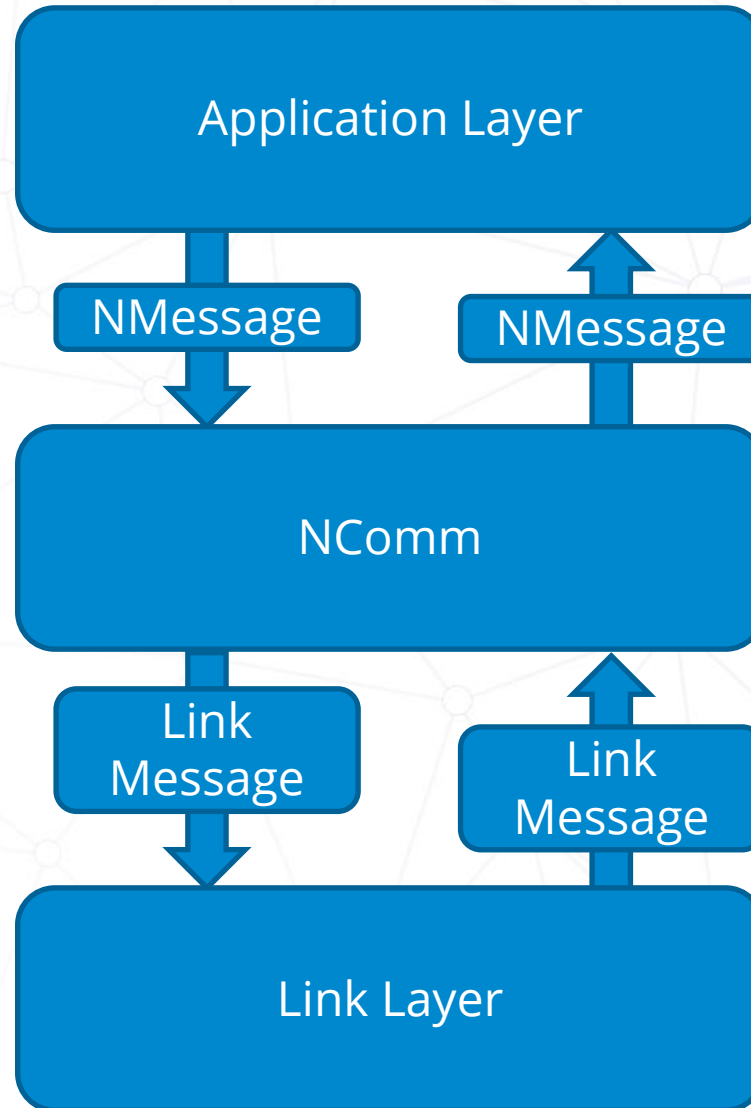
- Pluggable – Implement ILinkLayer
- Access Native Link Layer Objects
- Customization

The Lifecycle



- Link Layer Parameters
- Houses Message Factories
- Manages Comm stack lifecycle
 - started() & stopped()
 - changed()
- Any changes to CommConfig results in a call to `verifySettings()` allowing linkLayer resources to be updated or restarted

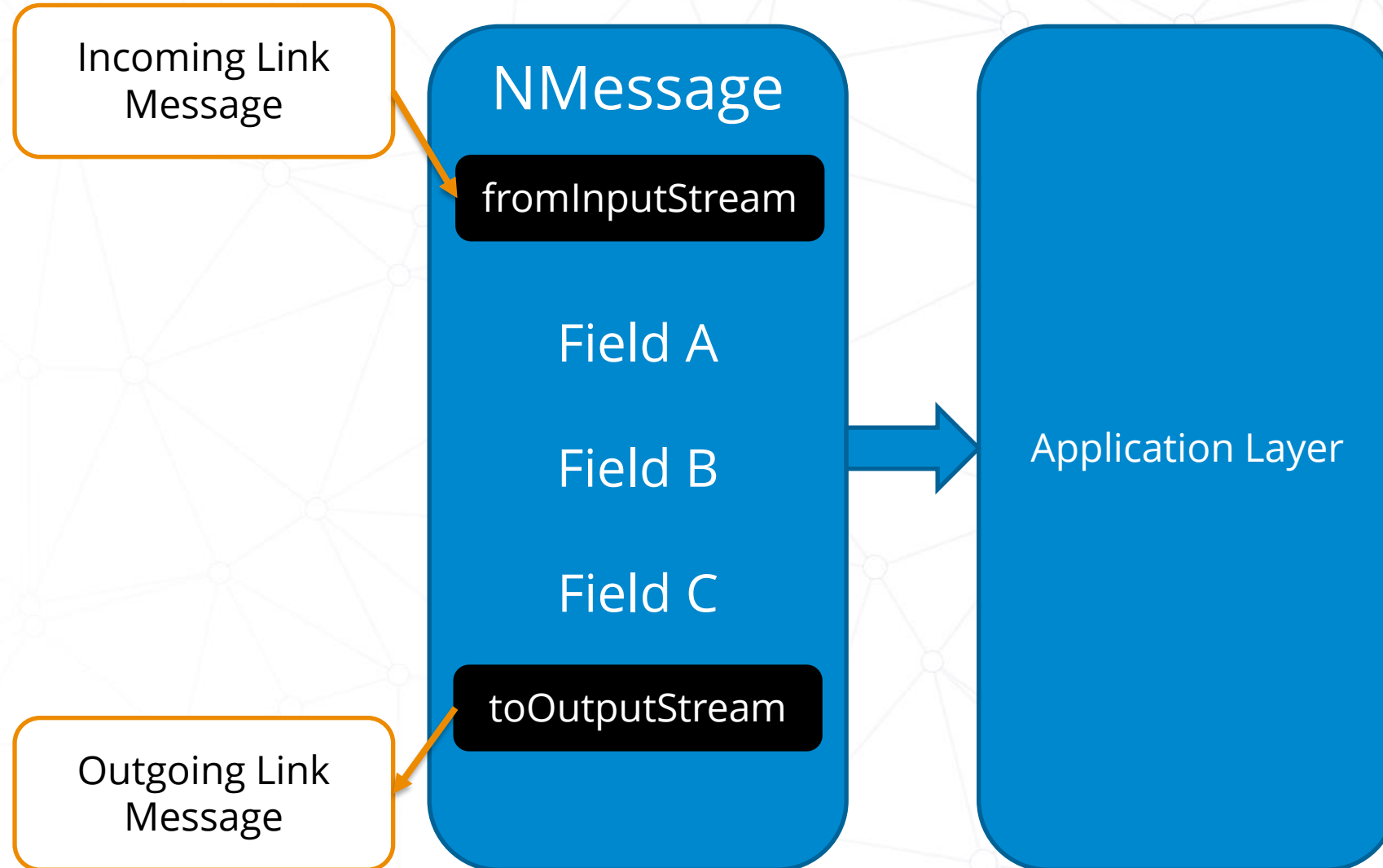
Message Centric



NMessage vs Link Message

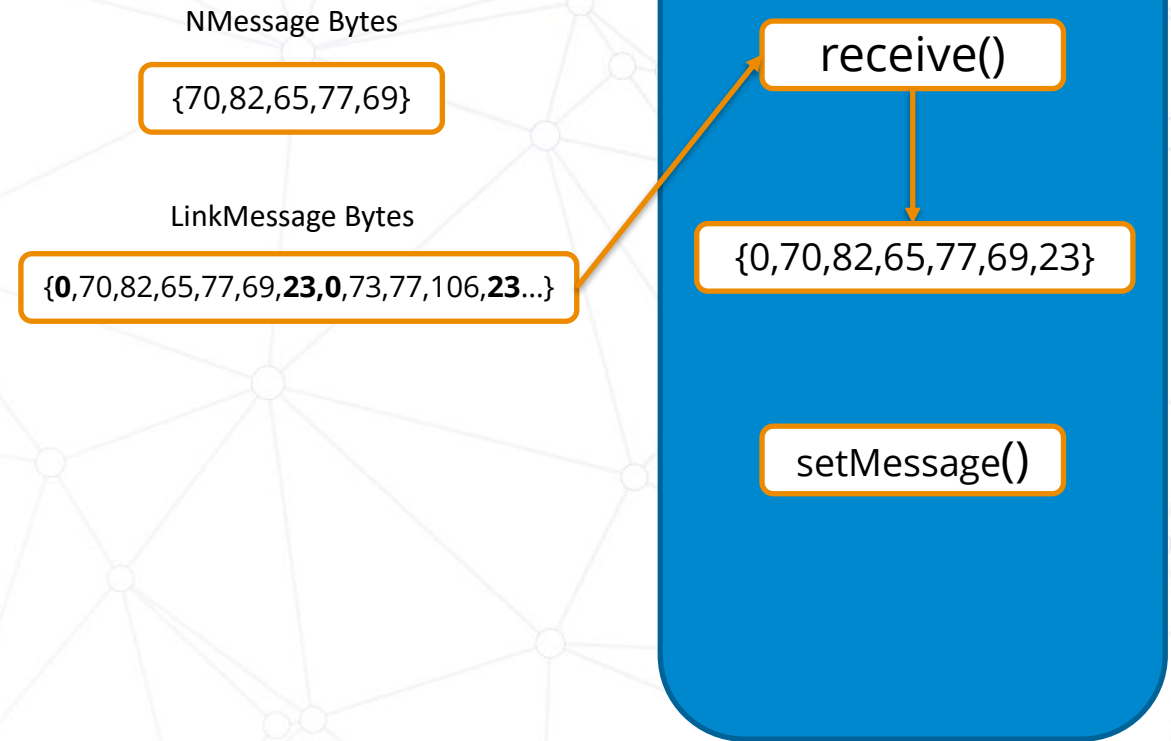
- NMessage
 - Variables – message state.
 - ReadValue/ WriteValue/ Address/ Priority
 - Ping/ Connect/ Disconnect/ ReadValue/ WriteValue/ Responses.
- LinkMessage
 - Byte Array
 - Typically single class
 - setMessage/ receive

NMessage



Link Message

- Stream data to/from byte array representation.
- Link Message instances are reusable – avoid state



Customising NMessage

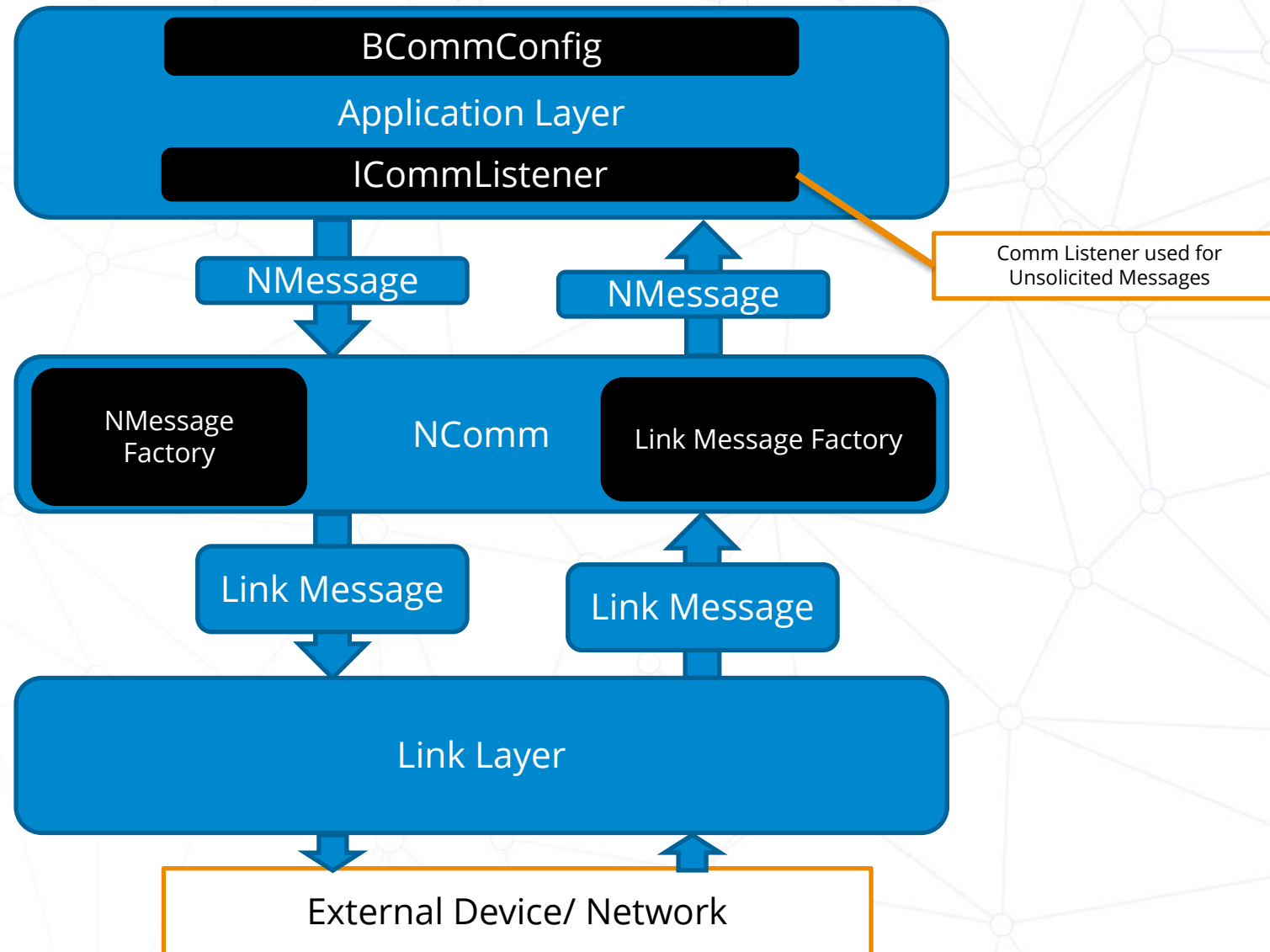
```
public class NFooMessage extends NMessage
{
    public void fromInputStream(InputStream in) throws Exception
    {
        TypedInputStream typedInStream = (TypedInputStream)in;
        int unsignedBytes = typedInStream.readUnsigned8();
        int signedBytes = typedInStream.readSigned16();
        float messageFloat = typedInStream.readFloat();
        int bit = typedInStream.readBit(7,3,2);
    }

    public boolean toOutputStream(OutputStream out) throws Exception
    {
        TypedOutputStream typedOutStream = new TypedOutputStream();
        typedOutStream.writeUnsigned8(unsignedBytes);
        typedOutStream.writeSigned16(signedBytes);
        typedOutStream.writeBit(bit,7,3,2);
        typedOutStream.toOutputStream( out );
        return false; //no frags
    }
}
```

Link Message Outbound

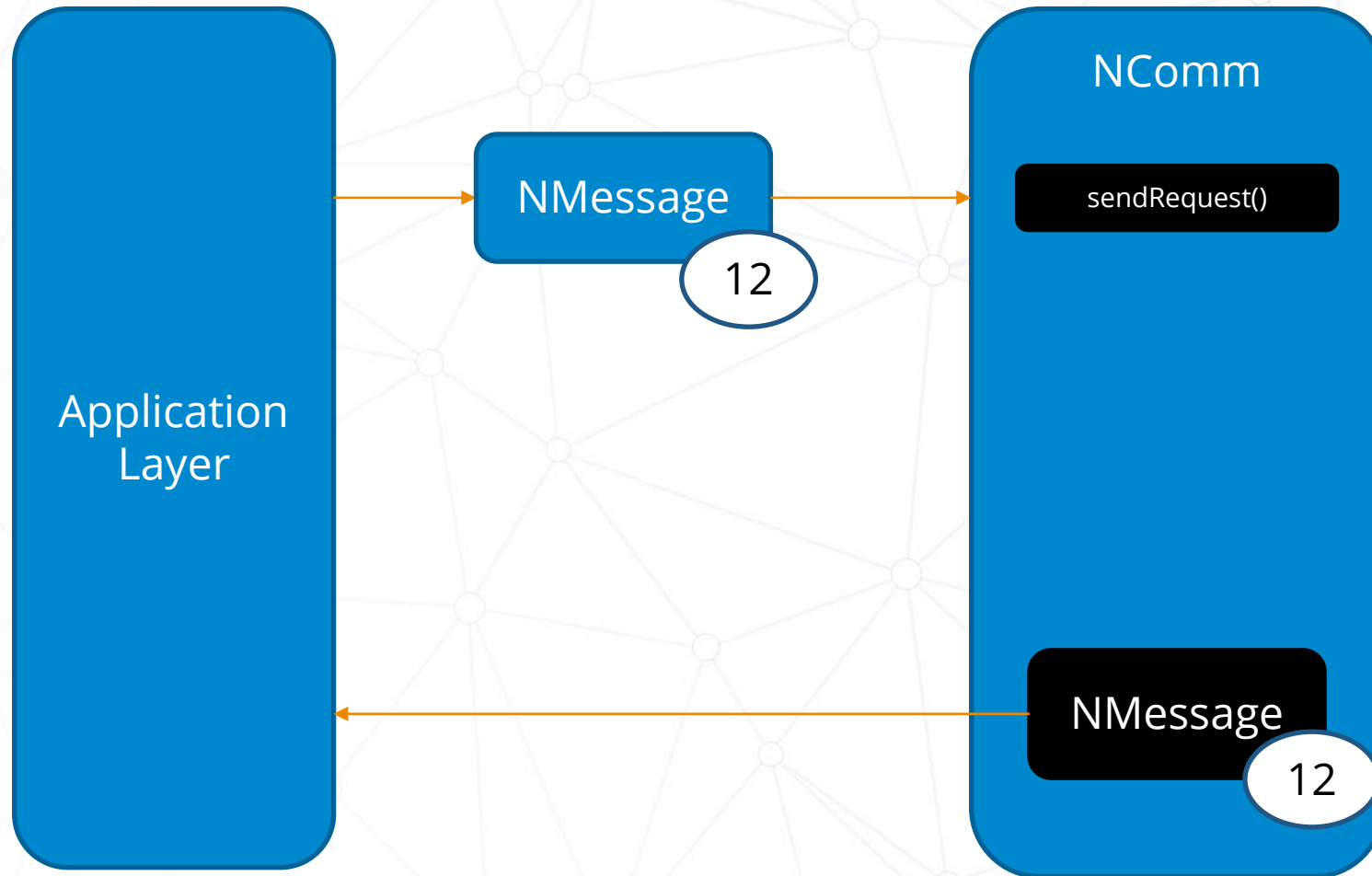
```
public class XLinkMessage extends LinkMessage
{
    ...
    public boolean setMessage(NMessage msg) throws Exception
    {
        byte[] linkMessageBytes = new byte[MAX_LINK_MSG_LENGTH];
        TypedOutputStream typedOutputStream = new TypedOutputStream(linkMessageBytes);
        msg.toOutputStream(typedOutputStream);
        OutputStream outputStream = getOutputStream();
        int msgLen = typedOutputStream.size();
        outputStream.write(BEGIN_CHAR);
        for (int i = 0; i < msgLen; ++i)
        {
            outputStream.write(linkMessageBytes[i]);
        }
        outputStream.write(END_CHAR);
        // no more fragments
        return false;
    }
}
```

The NDriver



Messaging Patterns

Message Tags



Sending Unacknowledged Messages

```
NFooMessage unacked = new NFooMessage();  
unacked.setAddress(new BlpAddress("10.10.11.100",23));  
network.tcomm().sendMessage(unacked);
```

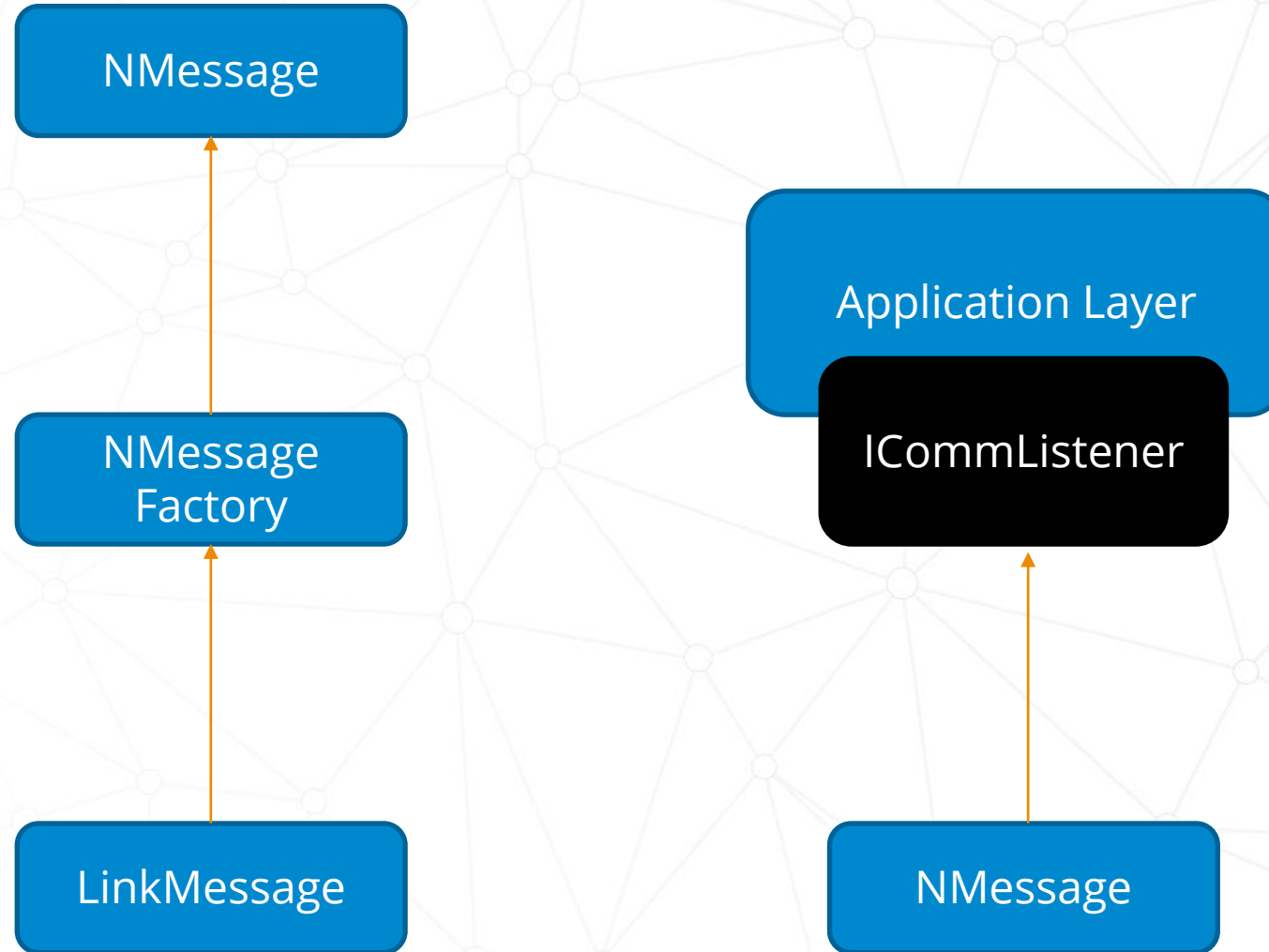
- Unacknowledged Messages can be sent with the `sendMessage()` method
- Non-blocking call

Sending Requests

```
NFooRequest request = new NFooRequest();  
unacked.setAddress(new BIpAddress("10.10.11.100",23));  
NMessage reply = network.tcomm().sendRequest(request);
```

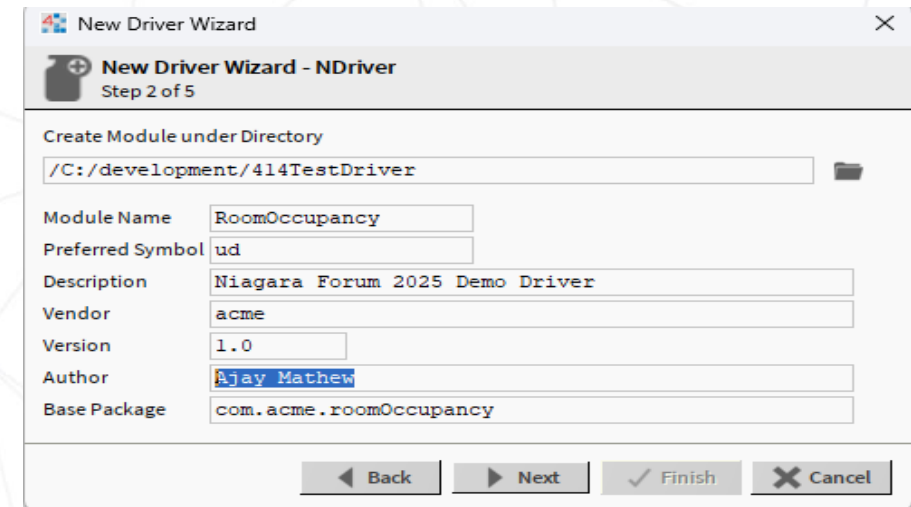
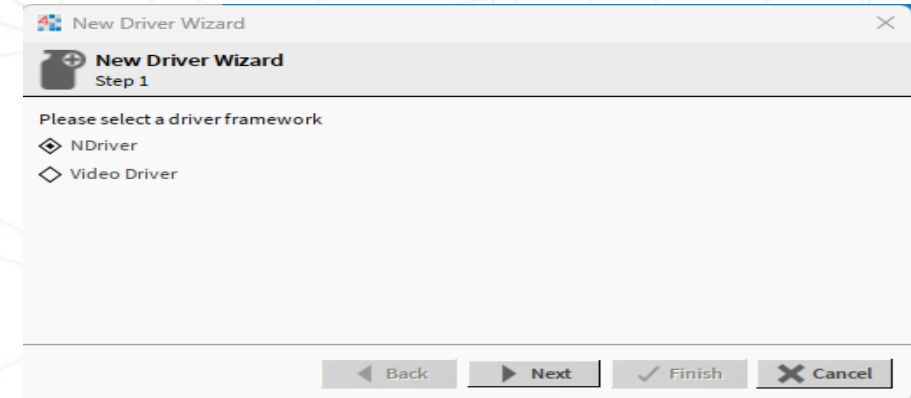
- Requests block until a response message is received
- Responses are matched to Request Messages through the getTag() method
- If protocol does not support tags, the NULL tag matches first incoming response to the outgoing request
- Response Messages are generated from LinkMessage in Message Factory and must override isResponse() method

Unsolicited Messages

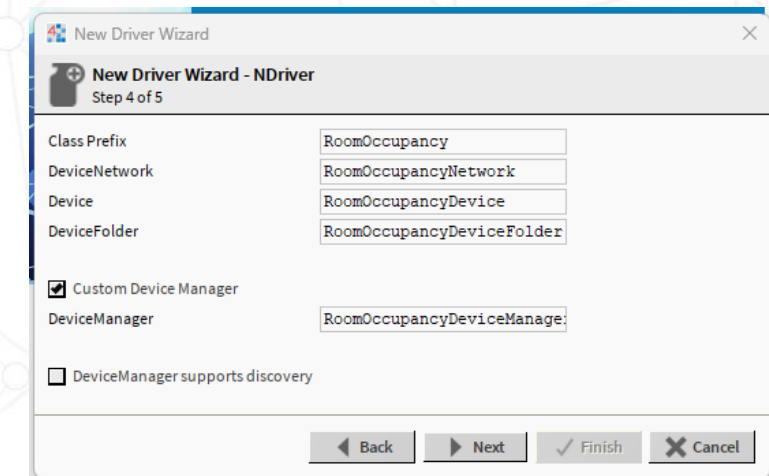
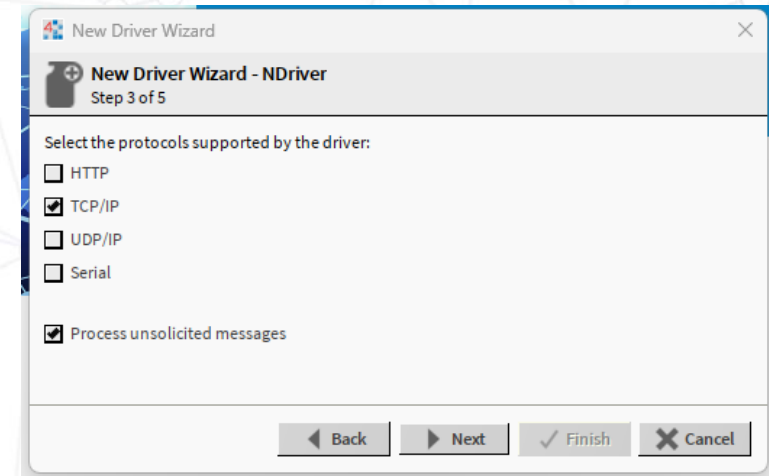


Implementing NDriver

- Tools -> New Driver
- Complete Module information
 - Base Package used for creating module packages
 - Author used for auto-generated comments



- Select Protocol Transport Type(s)
- Select **Process Unsolicited Messages** to create unsolicited message handler
- Specify class names and default prefix
- Create Custom Device Manager or use Default
- Allow DeviceManager to support Discovery



- Select to add Point Device Extension
- Provide component names
- Use auto-generated Point Manager using AutoManager features, or check to create basic Point Manager

New Driver Wizard

New Driver Wizard - NDriver
Step 5 of 5

☒ Point Device Ext

PointDeviceExt: RoomOccupancyPointDeviceE

PointFolder: RoomOccupancyPointFolder

ProxyExt: RoomOccupancyProxyExt

☒ Custom Point Manager

PointManager: RoomOccupancyPointManager

☒ PointManager supports discovery

◀ Back ▶ Next ✓ Finish ✕ Cancel

Logging

- Built in support for Spy and Log tracing
 - Log names created using BCommConfig **getResourcePrefix()** method
 - Log obtained from BNxxxNetwork.log() method
 - Custom logs should follow naming convention:

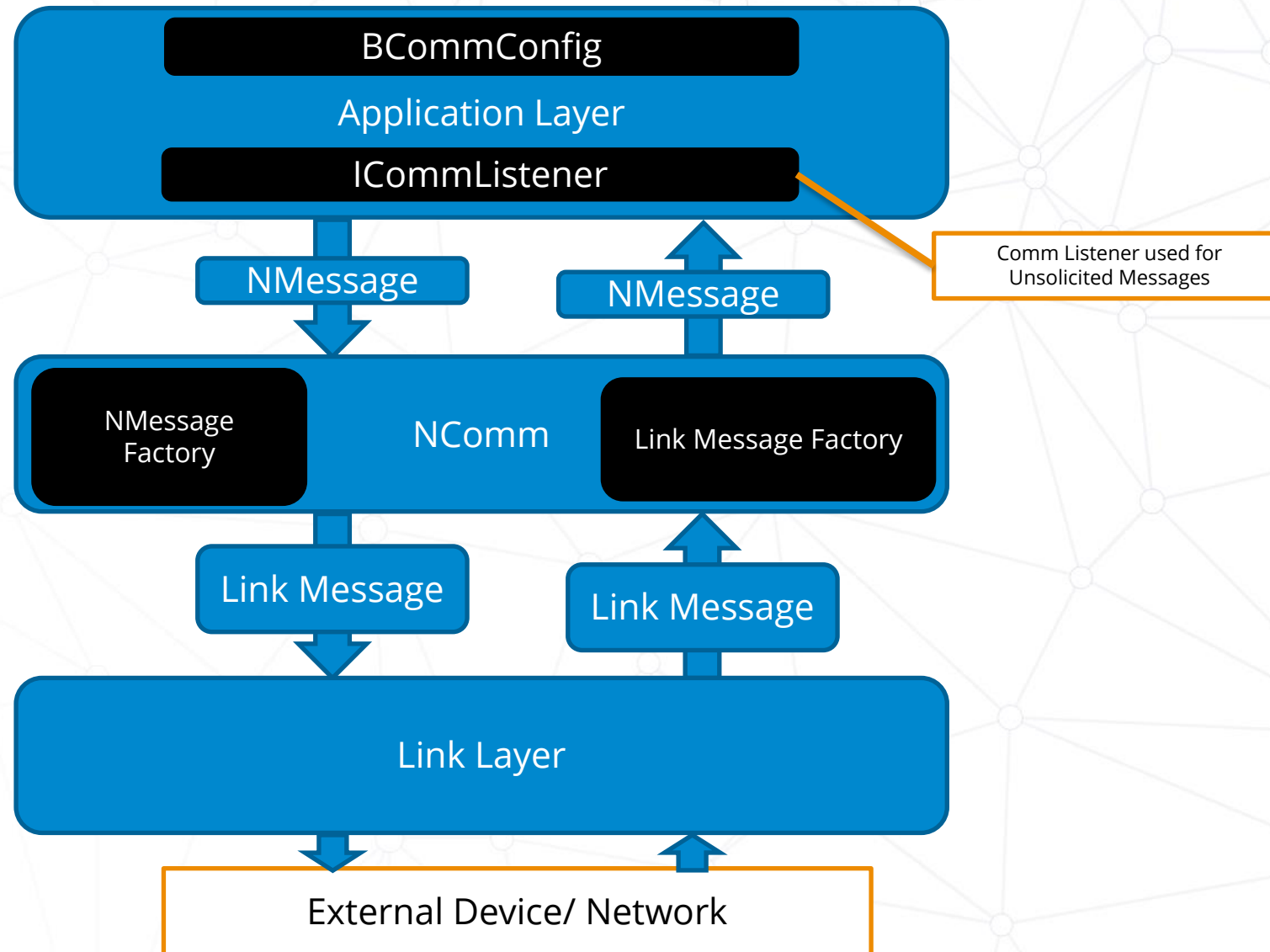
```
Logger log = Logger.getLogger(getNetworkName() + "extension");
```

- Includes Comm tracing and Link Layer tracing
 - NMessages should override **toTraceString()** to return a trace level message for Comm trace
 - LinkLayer FINE level logging includes byte array of data read from input

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Developer Q&A @ 5:30pm



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