

**Release Notes
PAWS WRTS
Version 01.34.08
14 November 2006**

1. Critical Items
2. Known Limitations
3. Enhancements.
4. Problem Reports

PR 06114 Socket Communication between Graphics Viewer & RTS hangs up intermittently

- A> A problem was detected in the communication protocol between the Graphics Viewer & the RTS. Debug evidence suggested that the RTS kept waiting for INPUT while the input data was already read by a prior input. This locked up the handshaking between the Graphics Viewer & the RTS. This was eliminated by controlling the RTS to read only one input line from the socket input stream.
- B> To improve program handling the RTS SocketIO resource now implements a Socket Server, while the Graphics Viewer (java client) application now implements a Socket Client. The RTS will now be interactive while the Java client starts up, as against before where the RTS would remain non-interactive until the connection with the Graphics Viewer application were successful. In case of configuration errors, if the Java client application is unable to start the TPS can be unloaded.
- C> Communication protocol problems were also detected while running a TPS with the Graphics Viewer, if the "**Reset**" button on the RTS were to be clicked. Such cases resulted in erratic hang ups as in case <A> above. This has been eliminated as well.
- D> We also encourage our users to use an updated Java Runtime JRE 1.4.2_13 version supplied with this release as against JRE 1.4.2_05 version. However, this is not absolutely necessary.