

# COSMOS X.21 Option Operator Guide

ND-30.033.01



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#### Preface:

## THE PRODUCT

This manual describes the product:

COSMOS X.21 Option

ND 10403

#### THE READER

This manual should be read by all system operators (supervisors) in charge of installing, loading, testing and maintaining the product COSMOS X.21 Option.

#### PREREQUISITE KNOWLEDGE

Detailed knowledge of the operating procedures of SINTRAN III (version H or later) and the COSMOS Basic Module with Inter System XMeSsage, (IS XMSG) is assumed.

Familiarity with the basic requirements in the CCITT X.21 recommendation is helpful, but not essential.

#### RELATED MANUALS

The following manuals supply additional information about products closely related to the COSMOS X.25 Option:

SINTRAN III System Supervisor Manual ND-30.003 COSMOS Operator Guide ND-30.025

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#### 1 INTRODUCTION

#### 1.1 Synopsis ·

The first part of this chapter gives a short introduction to the CCITT network protocol X.21, starting with a section about system prerequisites.

The second part gives a short presentation of the COSMOS X.21 Product.

The last part outlines the different processes involved in the product.

## 1.2 The CCITT X.21 Standard

The CCITT X.21 Standard is a general purpose interface between Data Terminal Equipment (DTE) and Data Circuit terminating Equipment (DCE) for syncronous operation on public data networks. It is the so-called line switched network type.

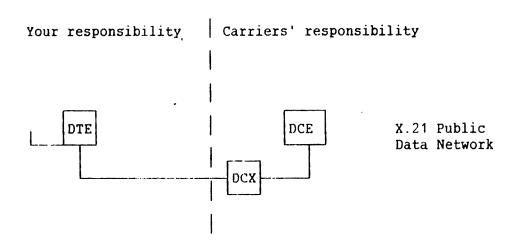


Figure 1. A Sketch of an X.21 Connection

The broken vertical line denotes the X.21 interface.

The X.21 system must always run on an ND-100 computer, or the 100 part of the ND-500 computer.

The DTE may also be a gateway for a COSMOS LAN, where it will provide the users with the same functions as provided inside the LAN. This means that you can access any remote ND system in the X.21 network and use any of the following ND communication applications:

RTA - Remote Terminal Access

FA - File Access
FT - File Transfer
RS - Remote Spooling
etc.

The figure below illustrates two connection types:

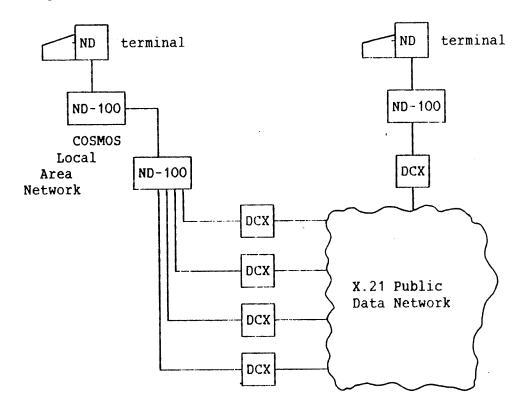


Figure 2. Example of Two Connection Types

## 1.3 The Different Processes of COSMOS X.21

In the figure below, the protocol relationship between the different products/processes in an COSMOS environment are sketched:

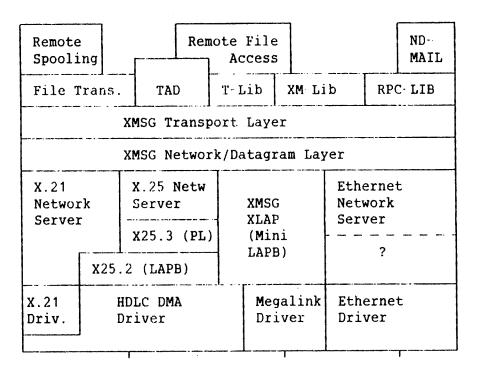


Figure 3. Protocol Relationship within a COSMOS Networking System

As shown in the figure above, COSMOS X.21 uses the same link level protocoll, X25.2, as COSMOS X.25 Option. The CCITT term for the process is Link Access Procedure Balanced (LAP B).

In the figure below, the relationships between the different processes in the COSMOS X.21 Option are shown:

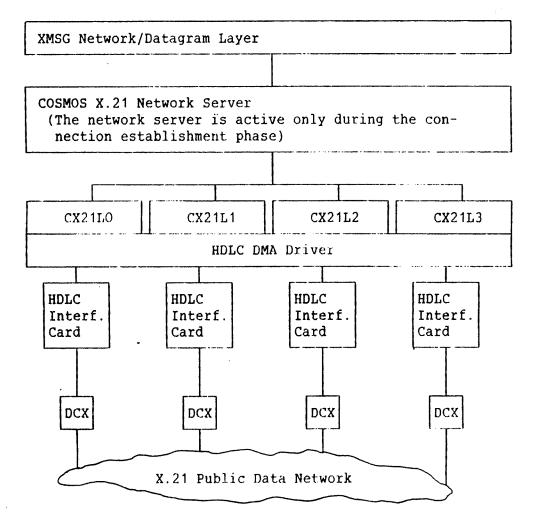


Figure 4. The COSMOS X.21 Option Protocols

When a connection is established (and no timeout has occurred), the data will flow directly between the XMSG Network/Datagram Layer and the network server, which sends the data to the link level process (CX21LO). The link level process will pass the data to the HDLC driver which handles the HDLC interface card.

The number of HDLC links must be specified when ordering SINTRAN. The maximum number will normally be 4 links. For details, see the Program Description document that comes with the system floppy diskettes.

# 1.4 The Different X.21 Processes

The SINTRAN RT names of the different X.21 real-time processes are listed in the table below:

SINTRAN RT name	Type of process	
X21NS CX21L0 CX21L1 CX21L2 CX21L3 CX21LTM CX21PF CX21LG	COSMOS X.21 Network Server COSMOS X.21 Link Level process no. Q COSMOS X.21 Link Level process no. 1 COSMOS X.21 Link Level process no. 2 COSMOS X.21 Link Level process no. 3 COSMOS X.21 Link TiMer process COSMOS X.21 Power Failure process COSMOS X.21 Log process	

Table 1. The SINTRAN RT Names of the Different X.21 Processes

These SINTRAN RT processes (programs) above constitute the real-time environment of the COSMOS X.21 Option. Together with the HDLC interface card and the operating system prerequisites (ie., SINTRAN drivers and special monitor calls) and COSMOS Basic Module, COSMOS X.21 Option offers the end user totally transparent solution.

In the following chapter we will explain the steps necessary to operate - start, stop and configure - a COSMOS X.21 Option network.

## 2 HOW TO START COSMOS X.21 OPTION

#### 2.1 Synopsis

This chapter explains the XMSG commands necessary to operate the COSMOS X.21 Option.

After an introductory explanation of the XMSG command program, the different steps involved  $\cdot$  in the operation of X.21 are introduced sequentially.

#### 2.1.1 System Prerequisites

Before reading any further, you should make sure you install your COSMOS X.21 Option properly.

This is explained in the Product Description document, that comes with the system floppy diskettes.

When you have loaded the system, include the command

@MODE X21NS-LOAD-SEGM: MODE, , ,

in the SINTRAN HENT-MODE file after XMSG has been loaded.

It is possible to follow the procedures explained in this chapter manually and step by step start the system.

# 2.1.2 The XMSG-COMMAND Program

This command program is the central tool of all COSMOS networking systems. The product XMSG binds together the different options available under the COSMOS 'umbrella' and its command program is the central tool for the system supervisor/operator.

# 2.1.3 Special X.21 XMSG Commands

The following XMSG commands are of special interest when operating the COSMOS X.21 Option:

- \*Define-network-direct connection \*Define-network-local-endpoint \*Define-network-remote-endpoint \*Define-network-remote-groupnumber \*List-network-local-endpoints \*List-network-remote-endpoints
- \*List-network-remote-endpoints
- \*List-network-remote-systems
  \*Remove-network-local-endpoint
- \*Remove-network-remote-endpoint
- \*Remove-network-remote-groupnumber
- \*Remove-network-remote-system
- \*Start-network-server
- \*Stop-network server
- \*Define-network-connection (only valid for version A of the COSMOS X.21 Option)

Table 2. The Special X.21 Commands

In addition, some general XMSG commands might prove useful. Such commands will be explained where they are used in the different examples.

Here are the most important general commands:

- \*Define local system
- \*Define remote name
- \*Exit
- \*Get-error-message
- \*Help
- \*List-links
- \*List-names
- \*List-routing-info
- \*List-systems
- \*Remove-system
- \*Set-advanced-mode
- \*Set-priveleged

Table 3. The General XMSG Commands

See appendix A for an extensive description of the different commands necessary to operate COSMOS X.21 Option. For a complete explanation of all the XMSG commands, see the COSMOS Operator Guide.

#### 2.1.4 Explanation of Parameters

An explanation of the most commonly used input parameters to the XMSG-COMMAND program is included in Appendix B. All the special X.21 parameters are included.

#### 2.2 The X21-NET-START: MODE File

In this section we will have a closer look at the X21-NET-START:MODE file. The different commands will be explained as they appear in the mode file. Below is an example of what the mode file may look like after all the substitutions explained in the Product Description document are done.

In the following example we assume that SEGMENT 301 contains data and the TPS buffer pool. The network server, X21NS, is loaded onto SEGMENT 302 and the link level routines are loaded onto SEGMENT 303.

```
@(UTILITY)XMSG-COMMAND:PROG
STOP-NETWORK-SERVER X21NS,,
EXIT
@ABORT X21NS
@ABORT CX21LO
@ABORT CX21L1
@ABORT CX21LTM
@ABORT C25LG
QCC Set TOTLG. Defined in file X25C-LOGRTN
@LOOK-AT SEG 303
113772/1
@CC Start X.21 network server
@LOOK-AT SEG 301
2064/0
@RT X21NS
@HOLD 0,0
@HOLD 5,2
QCC Allow Connect from both sides
@LOOK-AT SEG 303
125060/1
127756/1
@RT CX21LO
@RT CX21L1
@(UTILITY)XMSG-COMMAND:PROG
SET-PRIVILEGED
H cc Define remote systems
DEFINE-REMOTE-NAME, , DOLE,
                              284
DEFINE-REMOTE-NAME, , ND-284,
                              284
                              400
DEFINE-REMOTE-NAME, , KLARA,
DEFINE-REMOTE-NAME, , ND-400,
                              400
H cc Start X.21 network server
START-NETWORK-SERVER, X21NS,,,Y
H cc Define connections to the public network
Define-net-local-endpoint X21NS,,,,,Y,1273,1370,48,100736,,
Define-net-remote-endpoint DOLE, X21NS, , 100113, 200, 128, 0, 48
Define-net-remote-endpoint KLARA, X21NS, , 100104, 200, 128, 0, 48
DEFINE-SYSTEM-ROUTE,, ORION, DOLE
EXIT
@cc END OF FILE
```

Example 1. The X21-NET-START: MODE File

Note that this is only an example, but it is based upon the startup mode file on the system floppy diskettes. The system included startup mode file may change, so you must compare it to the example above before beginning to include your own connection definitions.

The mode file should be called from the SINTRAN LOAD-MODE file after the XMSG startup mode file has been run. This is explained in the Program Description document.

@MODE (UTILITY)X21NS-NET-START:MODE,...

It is impossible to start the COSMOS X.21 Option <u>before</u> XMSG has been started.

It is possible to define a new connection by giving the appropriate commands in the XMSG-COMMAND program. But each time the system is stopped, SINTRAN is restarted (warmstart) or XMSG is restarted, you have to give the same sequence of commands again to be able to reestablish your connection. Permanent connections should thus be defined in the X21NS-NET-START: MODE file.

In the following sections we will look at the different commands given in the startup mode file, explaining them in a way which should make you capable of configuring your X.21 system after your needs. The different commands are explained in the same sequence as they appear in the startup mode file.

In the examples below we assume that the commands are executed manually. All user input is underlined. For a complete explanation of the parameters see Appendices A and B.

#### 2.2.1 How to Stop the X.21 System

There are two ways of stopping the X.21 system. The normal way is to give the XMSG command Stop-network-server, which will perform a normal closedown of the system. This is shown in the next section. In the following section we will explain how to stop the system if the Stopnetwork-server command does not work.

## 2.2.1.1 Normal Stopping Procedure

Normal stopping of the X.21 system is done as follows:

```
@(UTILITY)XMSG-COMMAND:PROG

XMSG command program (ND-10130/10373H) of 84.01.14 09:13
Compiled for version 1983.07.13 (Release H)
XMSG kernel version 1983.07.13 (Release H)
Options:
    ND-100 only. PIT3. Trace.
    Inter-systenm: File server. Network gateway.

X-C:STOP-NETWORK-SERVER X21NS....
*- Warning: You can now bypass system protection mechanisms -*
OK
X-C:_
```

Example 2. Stopping the X.21 Network Server

When the network server is stopping a message, saying that the network server has stopped, is printed on the SINTRAN error device (console).

# 2.2.1.2 Manual Stopping Procedure

In some special situations it may not be possible to stop the X.21 system with the Stop-network-server command. Then you must abort the different processes manually, using the SINTRAN command ABORT. This is shown in the example below:

```
@ABORT X21NS + | @ABORT CX21LO + | @ABORT CX21L1 + | @ABORT CX21LTM + | @ABORT CZ5LG + |
```

Example 3. Manual Stopping of the X.21 Processes

The different RT programs names are abbreviations (or acronyms) for the process names. See chapter 1.

When the manual procedure has been used, you must patch one location (resetting a counter) on the segment 301 (the segment containing data and the TPS buffer pool). The procedure is shown below:

Example 4. Initializing the Network Server

# 2.2.2 Initializing the X.21 Processes

When the network server has been initialized, the next step is to start the X.21 processes:

```
@RT X21NS + | @CC Allow CONNECT from both sides @LOOK-AT SEG 303 + | 125060/ 0 1 + | 127756/ 0 1 + | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | .
```

Example 5. Initializing the X.21 Processes

The reason for allowing CONNECT from both sides, which is not standard LAPB, is to speed up the establishment of a logical connection. One specified location for each link level routine must be patched (by changing its value from 0 to 1). In the example above, only two link level routines are used. In the standard X21NS-NET-START:MODE file, where four link level processes are used, four location are patched.

## 2.2.3 Network Definitions

When all the processes has been successfully initialized or started, the next step is to define to the system the different names and DTE numbers of the systems in the network you want to establish a connection with. You must also identify to your own system the your own DTE number(s).

The name of the local system is previously defined in the XMSG-START:MODE file.

Firstly you must start the XMSG-COMMAND program and define the COSMOS names of the remote X.21 systems:

Example 6. Defining Names of Remote Systems

The next step is to start the network server.

```
X-C:START-NETWORK-SERVER, X21NS, , , Y OK

X-C:_
```

Example 7. Starting the Network Server

When the network server has been started successfully, you must define connections to the public network. Firstly you must identify to the system its own DTE number(s). At the same time you specify some of the configuration parameters. For a detailed description of the parameters, see Appendices A and B. All the DTE numbers used in this manual is fictious.

```
X-C:<u>Defi-net-local endpoint X21NS,,,,Y,1273,1370,48,123456,</u>
OK
X C:_
```

Example 8. Defining the Local Endpoint

After the local endpoint has been defined, you must identify the remote endpoints:

```
X-C:Define-net-remote-endpoint DOLE, X21NS,, 123457, 200, 128, 0, 48 OK

X-C:Defin-net-remote-endpoint KLARA, X21NS,, 123458, 200, 128, 0, 48 OK

X-C:_
```

Example 9. Defining the Remote Endpoints

The last step is to define the route to the system(s) at the remote end. These systems may also be beyond the remote X.21 gateway system.

```
X-C: DEFINE-SYSTEM-ROUTE, ORION, DOLE OK

X-C: EXIT + 

@_
```

Example 10. Defining the System Route

# 2.2.4 The SINTRAN LOAD-MODE File

You should include the command:

@MODE X21NS-NET-START: MODE,,

in the SINTRAN LOAD-MODE: MODE file after XMSG has been started. If your XMSG-START: MODE file include a general LIST-ROUTING-INFO listing, you should include the MODE command in the XMSG-START: MODE file before the LIST-ROUTING-INFO command.

# 2.2.5 The SINTRAN HENT-MODE: MODE File

As explained previously, you should include the command:

@MODE X21NS-LOAD-SEGM: MODE.,

after XMSG has been loaded.

#### 3 HOW TO CONFIGURE THE COST PARAMETERS

#### 3.1 Synopsis

This chapter gives an outline of how to determine the cost parameters according to the different tariff structures yelding in different countries.

Information about the tariff structure yielding in your country should accompany the subscription agreement documents, issued by your local common carrier (PTT).

#### 3.2 The Cost Parameters

The three parameters <u>connect charge</u>, <u>connect cost</u> and <u>connect time</u> of the <u>command Define-network-remote-endpoint</u> are all tied together in a way which is dependent of the tariff structure used by the PDN.

This implies that the meaning of a parameter may differ, depending on the differencies in tariff structures. To be able to choose the correct strategy for your network system, you must consult your local PDN authority (common carrier).

In the following sections the three different cost parameters will be explained. It is important to be aware that it is the relationship between the parameters which determines the systems costs strategy, and not the different parameters by themselves.

The three parameters are all integers, subsequently you must transform your local currency into integers. In addition the parameter (connect cost) must be multiplied by 100 when used. This means that if the (connect cost) is 22, you must enter 2200.

In this manual, we define currency as the curreny unit used in the different national tarifs. The currency unit in Germany is Pfennig. In Norway, Sweden and Denmark, the currency unit is  $\phi$ re (oere).

Generally we can say that the connect <u>charge</u> is what you have to pay for establishing (or trying to establish) a connection. The Connect <u>cost</u> is what you have to pay for keeping an active connection.

The names of the three parameters are:

Connect charge (100\*currency) (Integer)
Connect cost (currency/minute) (Integer)
Connect time (Basic Time Units) (Integer)

In the following three sections we will give the three most important tariff structures.

#### 3.3 Call Charge Independent of Line Speed

Call charge independent of the line speed means that the cost is independent of the transmission speed of the lines used in a connection.

Then you should use only two of the three cost parameters below:

```
<connect charge> - the charge specified in the tariffs.
<connect cost> - the cost specified in the tariffs.
<connect time> - not used (ie., zero).
```

It is important to remember that when one of the parameters is not used, it must always be zeroed.

## 3.4 Call Charge Dependent of Line Speed

If the call charge is depends on the line speed, this is what you should input in the costs parameters:

<pre><connect charge=""> <connect cost=""> <connect time=""></connect></connect></connect></pre>	<ul> <li>not used (ie zero).</li> <li>the cost specified in the tariffs.</li> <li>the ratio between charge specified in the tarifs and the cost specified in the tarifs. This value then gives time equivalent to the call charge. This value must be preceeded with a minus sign ('-').</li> </ul>
--	---

The formula to calculate the parameter (connect time) is as follows

Note that the <u>charge specified in the tariffs</u> in the formula above, must not be multiplied by the constant (ie., 100) used when giving the parameter (connect charge).

# 3.5 Minimum Time Charge

If the user is accounted for a minimum time (instead of a call charge), then the costs parameters should contain the following values:

<pre><connect charge=""></connect></pre>	<pre>- <connect cost=""> times <connect time=""> (must be specified).</connect></connect></pre>
<pre><connect cost=""> <connect time=""></connect></connect></pre>	<ul><li>the cost specified in the tariffs.</li><li>the minimum time the user will be charged for.</li></ul>

# APPENDIX A

THE X.21 RELATED XMSG COMMANDS

Co	and name : CLEAR-PRIVILEGED	
No:	Parameter Name:	Default Value:
1	(NO PARAMETERS)	

Rules . . . . : Only permitted for user SYSTEM.

Related Commands: Set-privelege

Set-advanced

Function. . . : Clears the state set by the command Set-

privileged.

Co	ommand name : DEFINE-LOCAL-SYSTEM	name : DEFINE-LOCAL-SYSTEM	
No:	Parameter Name:	Default Value:	
1	(system number)	<pre><local system=""></local></pre>	

Rules . . . . : Only permitted for user SYSTEM. Not necessary to

use in XMSG version I or later (when using SINTRAN version H or later), because system number is given to XROUT when XROUT is initialized. It is

illegal to redefine the local system.

Related Commands: List-systems

List-names

List-routing-info

Function. . . : This command defines in own system tables the

identity of the local system in its own system

tables.

Command name : DEFINE-NETWORK-DIRECT-CONNECTION		
No:	Parameter Name:	Default Value:
1	(server name)	_
2	<pre><system name=""></system></pre>	<pre><local system=""></local></pre>
3	(remote DTE address)	
4	<pre><speed (x100="" baud)=""></speed></pre>	<b>!</b>
5	(own DTE address)	

Rules . . . . : Only permitted for user SYSTEM. Applies only to

the COSMOS X.21 Option.

Related Commands: Define-network-local-endpoint

Define-network-remote-endpoint

Function. . . : If the additional service Direct Call is ordered,

this command must be executed in order to give the network server the necessary additional

information.

Command name : DEFINE-NETWORK-LOCAL-ENDPOINT			
No:	Parameter Name:	Default Value:	
1 1	(server name)		
2	<pre><server system=""></server></pre>	<pre><local system=""></local></pre>	
3	<pre><charging request=""></charging></pre>		
4	<pre><called identification="" line=""></called></pre>		
5	<pre><direct call=""></direct></pre>	İ	
6	<pre><calling identification="" line=""></calling></pre>		
7	(X.21 Logical Unit Number)		
8	<pre><hdlc logical="" number="" unit=""></hdlc></pre>		
9	<pre><speed (x100="" baud)=""></speed></pre>		
10	(Own DTE address)		

Rules . . . . : Only permitted user SYSTEM. Applies only to COSMOS

X.21 Option.

Related Commands: Remove-network-local-endpoint

List-network-local-endpoint

Function. . . : This command defines the local endpoint of the

X.21 based public network in own system tables.

An explanation of the four X.21 facilities

parameters is included on the next page.

EXPLANATION: The four parameters, (Charging request) (Called line identification > (Direct call) and (Calling line identification > are all called X.21 facilities. They may all be looked upon as switches, and may only be answered with yes or no.

Charging request

- The purpose of this facility is to give the DTE (your endpoint) charging information about the different connections which it is debited for. Used in connection with charge transfer.

Called line identification - The purpose of this facility is to give the <u>calling</u> DTE (your endpoint) the identification of the called DTE.

Direct Call

- The purpose of this facility is to simplify the call procedure when only one connection is used. Your endpoint will always call the same remote DTE when this service is used.

Calling line identification - The purpose of this facility is to give the called DTE (your endpoint) the identification of the calling DTE, making it possible for called DTE to deny a connection before it is fully established.

Remember that the X.21 facilities prompts may only be answered by Yes or No.

All of the X.21 facilities are additional services. The purpose of this 'group' parameter is to inform the network server that they are provided by the PTT and that you want to make use of these additional services.

Command name : DEFINE-NETWORK-REMOTE-ENDPOINT		
No:	Parameter Name:	Default Value:
1 1	(remote system)	
2	<pre><server name=""></server></pre>	İ
3	<pre><server system=""></server></pre>	(your local system)
4	<pre><remote address="" dte=""></remote></pre>	İ
5	<pre><connect charge=""></connect></pre>	•
6	<pre><connect cost="" minute=""></connect></pre>	
171	<pre><connect time=""></connect></pre>	
8	<pre><speed (x100="" bps)=""></speed></pre>	

Rules . . . . : Only permitted user system. The command applies

only to COSMOS X.21 Option.

Related Commands: Remove-network-remote-endpoint

Remove-network-remote-system

Function. . . : This command defines the remote system as an

endpoint of the network in your own system tables.

Command name : DEFINE-NETWORK-REMOTE-GROUPNUMBER		
No:	Parameter Name:	Default Value:
1 2 3 4 5	<pre><remote system=""> <server name=""> <server system=""> <remote addr.(group.no.)="" dte=""> <speed (x100="" baud)=""></speed></remote></server></server></remote></pre>	<pre><local system=""></local></pre>

Rules . . . . : Only permitted for user SYSTEM. Applies only to

the COSMOS X.21 Option.

Related Commands: Remove-network-remote-groupnumber

Define-network-remote-endpoint

Function. . . : This command defines the groupnumber received by

the remote site when ordering the additional

service, 'Multiple lines at the same address'.

The parameter  $\langle remote\ DTE\ addr.(group.no.) \rangle$  is the

groupnumber of the remote endpoint.

The purpose of this command is to inform your network server that the remote system has multiple lines at the same address. Incoming calls are then directed to any of the (4) lines, depending on

their availability, at the remote site.

Co	ommand name : DEFINE-REMOTE-NAME	
No:	Parameter Name:	Default Value:
1 2 1 3	<pre><xrout system=""> <port name="" or="" system=""> <system number=""></system></port></xrout></pre>	<local system=""></local>

Rules . . . . : Only permitted for user SYSTEM. XROUT system must

be local.

Related Commands: List-names

Function. . . : This command defines a remote system name in the

local system tables.

To delete a name entry in the local XMSG name tables, you just give the system name and answer the third parameter, (system number), with

carriage return (CR).

Co	ommand name : DEFINE-SYSTEM-ROUTE	·
No:	Parameter Name:	Default Value:
1 2 3	<pre>(XROUT system) <system) <via="" pre="" system)<=""></system)></pre>	<pre><local system="" xrout=""></local></pre>

Rules . . . . : Only permitted for user SYSTEM. The XROUT system

must be the local (default) system. The names of the different systems must be defined in local

name tables.

Related Commands: List-routing-info

Function. . . : The command updates the <u>local</u> system routing

tables.

EXPLANATION: In the example above, the (via system) parameter may be any system on the route to specified (system). The routing to (and name of) the (via system) parameter must be known by your local system. The name of the target system must also be defined in own system tables. It is not neccessary to define the route to an adjacent system.

Co	mmand name : EXIT	
No:	Parameter Name:	Default Value:
1	(NO PARAMETERS)	

Function. . . : Terminates the XMSG-COMMAND program and return the

user to SINTRAN.

Co	ommand name : GET-ERROR-MESSAGE	
No:	Parameter Name:	Default Value:
1	(Error value (dec))	·

Function. . . : This command displays the error message corresponding to the XMSG error value given in the

input parameter.

Legal input parameters are negative error code and Standard Error Codes (SEC's).

Command name : HELP		
No:	Parameter Name:	Default Value:
1	(commands)	(all commands)

Related Commands: Set-advanced

Function. . . : List all commands available to the user if default

input parameter is given. If the input parameter <commands > is specified, a subset of commands (if any) matching the given input will be displayed.

Co	ommand name : LIST-LINKS	
No:	Parameter Name:	Default Value:
1	<pre><link address="" block=""/></pre>	<all links=""></all>

Rules . . . . : Only permitted user SYSTEM.

Related Commands: Start-link Stop-link

Start-network-server

Stop-network-server

Function. . . . : This command is used to list the current status of all links being used by XMSG. This mean those

started by the START-LINK or the START-NETWORK-SERVER commands. You may specify either XMSG link

index or link block address.

A link reserved by a network server is a <u>virtual</u> link. The System Identification (Sysid) then refers to a virtual system within the local system and Sysid will be in the range of 9800 to 9803. Further, the figure in the LUN coloumn, is the XMSG Port number and not the SINTRAN Logical Unit Number. The columns giving HDLC information, (Rcv, Xmit, Hard stat), will always be zero.

Turn to the next page for an explanation of the output listing.

RXBad

**EXPLANATION:** In the table below, the output information of the command List-links is explained.

- link index in XMSG No Addr. - of link block (XL-block) State - of connection to adjacent system. Values are: DEAD - crashed (fatal timeout or hardware error) INIT - being initialised (purely internal) CALL - trying to make contact with neighbour CONN - contact made. RUN - data phase. - of neighbour (CONN and RUN states only!) Sysid - last HDLC A/C bytes received (0 if netw.serv. NS) Rcv Xmit - last HDLC A/C bytes transmitted (O if netw.serv. NS) - SINTRAN Logical Unit No (Octal) (Virt.sys.no. if NS) Lun - Timeout value in XTU's and counter value Timeout Soft-stat - HDLC software status (should be zero) - HDLC Hardware status (should be zero) -hard TXData - Number of DATA frames transm. since last startlink - Number of retransmits Retry

Note: You should note that the meanings of some of the parameters are different when the link has been reserved by a network server. Then the link is a <u>virtual link</u> and the system is a <u>virtual system</u>.

- Number of bad frames received (CRC error, etc.)

Co	Command name : LIST-NAMES	
No:	Parameter Name:	Default Value:
1	(XROUT system)	<pre><local system="" xrout=""></local></pre>

Rules . . . . : Available to all users.

Related Commands: List-systems

Function. . . : This command asks an XROUT system to dump out its

name table, listing the system, port number and number of free service points for each name in

XROUT's tables.

In an inter-system configuration, the command allows access to any XROUT, so the first prompt asks for the system number where the XROUT program

is to be found. (Default is local.)

EXPLANATION: The output parameters of this command is:

System - System number Port - XMSG port number

Free SPs - Number of free XMSG Service Points.

Name - Remote system or port name

It is not possible to specify a virtual system.

Command name : LIST-NETWORK-LOCAL-ENDPOINTS

No: Parameter Name: Default Value:

1 | (server name) | (local system)

Rules . . . . : Available to all users. Applies only to the COSMOS

X.21 Option. Not implemented in the B version of

COSMOS X.21 Option.

Related Commands: List-network-remote-endpoints

Define-network-local-endpoints

Function. . . : This command lists all local endpoints defined in

your own system tables.

**EXPLANATION**: In the table below, an explanation of the different columns in the output listing is given:

DTE number - Data Terminal Equipment number of local endpoint.

X.21 LUN - X.21 Logical Unit Number

HDLC LUN SINTRAN HDLC input Logical Unit Number

Speed (BPS) - Speed in Bits per Second (baud)

IDA - Calling line identification Yes or No

(IDentification A terminal)

IDB Called line identification Yes or No

(IDentification B terminal)

Charg.info - Charging Information Yes or No

Direct call - Direct call Yes or No

The four last parameters are all defined in the <X21 facilities> parameter in the command DEFINE-NETWORK-LOCAL-ENPOINT.

Command name : LIST-NETWORK-REMOTE-ENDPOINTS		
No:	Parameter Name:	Default Value:
1 2 3 4	<pre> ⟨server name⟩ ⟨system name⟩ ⟨remote system number⟩ ⟨speed (x100 BPS)⟩ </pre>	<local system=""></local>

Rules . . . . : Available to all users. Applies only to COSMOS

X.21 Option. Not implemented in the B version of

COSMOS X.21 Option.

Related Commands: List-network-remote-systems

Function. . . : This command lists all remote endpoints defined

in own system tables.

#### EXPLANATION:

System - Remote system number
Name - Remote system name
DTE number - Remote DTE number

Speed (BPS) - Speed in Bits Per Second (baud)

Co	Command name : LIST-NETWORK-REMOTE-SYSTEM		
No:	Parameter Name:	Default Value:	
1 2	<pre><server name=""> <server system=""></server></server></pre>	<local system=""></local>	

Rules . . . . : Available to all users. Applies only to COSMOS

X.21 Option. Not implemented in the B version of

COSMOS X.21 Option.

Related Commands: List-network remote-endpoints

Function. . . : This command lists all remote systems defined in

your own system tables.

#### EXPLANATION: Description of output information;

System number - Remote system number
System name - Remote system name

No. of DTEs - Number of DTEs connected to remote system

Group number - Remote group number
Dir. Call - Direct Call (Yes or No)

Conn charge - Connect charge (Dial up cost).

Relative value.

Conn cost - Connect cost. Relative value.

Conn time - Connect time. Minimum connect time.

Max idle time (ms) - Maximum idle time before disconnection

1

Command name : LIST-ROUTING-INFO		
No:	Parameter Name:	Default Value:
1 2	<pre><from system=""> <to system=""></to></from></pre>	<pre><local system=""> <all systems=""></all></local></pre>

Related Commands: Define-system-route Remove-system-route

Function. . . : This command lists the routing tables and checks the connections. The parameters (from system) and

<to system> are both of type 'system' which means
that 'system number' or 'system name' may be

specified.

The command checks the network by sending connection requests to the remote system(s). It is advisable to identify the name of the <to system> if you have a lot of connections through a WAN. This is because of the fact that a public data network may be congested, so it may take minutes to get a complete list.

#### EXPLANATION: Explanation of output parameters:

Path according - this is how the route is defined on the system to local tables given in the (from system) input parameter.

Path according to tables

- this is how the route is defined on the system specified in the input parameter (via system) of the command DEFINE-SYSTEM-ROUTE and the following systems (if any).

Actual path

- The actual path of the connection. The 'actual path' and 'path according to tables' should be the same. All systems on the route to the target system will be listed here.

Co	ommand name : LIST-SYSTEMS	
No:	Parameter Name:	Default Value:
1	(system)	(all systems)

Rules . . . . : Only permitted for user system if XMSG is older

than version H.

Related Commands: List-names

List-routing

Function. . . : Lists the system(s) that are defined in the local

system's tables.

### **EXPLANATION**: Description of the information listed:

Address - Address of system block descriptor

Sysno - System Number identificator

State - >0 if connected, if <0, timeout while

waiting for INIT.

Link - Address of link block descriptor.

Subaddr - Parameter to Network Server to find the way.

Send-seq-recv - Send and receive sequence numbers for

secure messages

Hops - Number of LANs and WAN hops to this system

(if state>0)

If the link is a virtual link to a network server, Sysno and Subaddr will display the same system number. This is because Sysno and Subaddr then identify a virtual system within the local system.

Command name : REMOVE-NETWORK-LOCAL-ENDPOINT			
	No:	Parameter Name:	Default Value:
1	1   2   3	<pre><server name=""> <system name=""> <own address="" dte=""></own></system></server></pre>	<local system=""></local>

Rules . . . . : Only permitted for user SYSTEM. Applies only to

the COSMOS X.21 Option.

Related Commands: Define-network-local-endpoint

List-network-local-endpoint

Function. . . . : This command removes a local endpoint of the X.21

based public network from your own system tables.

Command name : REMOVE-NETWORK-REMOTE-ENDPOINT		
No:	Parameter Name:	Default Value:
1 2 3	<pre> ⟨server name⟩ ⟨server system⟩ ⟨remote DTE address⟩</pre>	<local system=""></local>

Rules . . . . : Only permitted user SYSTEM. Applies only to COSMOS

X.21 Option.

Related Commands: Define-network-remote-endpoint

Remove-network-remote-system List-network-remote-endpoint

Function. . . : An endpoint of the X.21 based public network

installed in a remote system is removed from own

system tables.

Command name : REMOVE-NETWORK-REMOTE-GROUPNUMBER		
No:	Parameter Name:	Default Value:
1	<pre><remote system=""></remote></pre>	
2	<pre><server name=""></server></pre>	,
3	<pre><server system=""></server></pre>	<pre><local system=""></local></pre>
4	<pre><speed (x100="" bps)=""></speed></pre>	

Rules . . . . : Only permitted for user SYSTEM. Applies only to

the COSMOS X.21 Option.

Related Commands: Define-network-remote-groupnumber

Remove-network-remote-system
Remove-network-remote-endpoint

Function. . . : This command removes the group number defined by

the command Define-network-remote-groupnumber.

Command name : REMOVE-NETWORK-REMOTE-SYSTEM		
No:	Parameter Name:	Default Value:
1 2 1	<pre><remote system=""> <server name=""> <server system=""></server></server></remote></pre>	     <local system=""></local>

Rules . . . . : Only permitted for user SYSTEM. Applies only to

the COSMOS X.21 Option.

Related Commands: Define-network-remote-endpoint

Remove-network-remote-endpoint List-network-remote-system

Function. . . . : All the endpoints of the X.21 based public network

installed in the remote system are removed from your own system tables. The remote system itself

is also removed from your own system tables.

Co	ommand name : REMOVE-SYSTEM	
No:	Parameter Name:	Default Value:
1 2	<pre><xrout system=""> <system name=""></system></xrout></pre>	⟨local system⟩

Rules . . . . : Only permitted for user SYSTEM. It is illegal to

specify an XROUT system than your own.

Related Commands: List-routing-info

Function. . . : This command removes the entries of the specified

system in the routing tables of your local system. It does not remove the entry in the name table. To remove an entry in the name tables, see the

command Define-remote-name.

Co	ommand name : SET-ADVANCED	
No:	Parameter Name:	Default Value:
1	<pre><no parameters=""></no></pre>	

Related Commands: Set-privileged

Function. . . . : Sets the advanced user context. This means that

all commands are listed when typing HELP. The command does not let you use privileged commands.

Co	ommand name : SET-PRIVELEGED	
No:	Parameter Name:	Default Value:
1	<pre><no parameters=""></no></pre>	

Rules . . . . : Only permitted for user SYSTEM.

Related Commands: Clear-privileged

Set-advanced

Function. . . . : This command gives user SYSTEM the right to use

privileged functions without getting warnings printed on the screen each time privileged commands are used.

Co	ommand name : START-NETWORK-SERVER	
No:	Parameter Name:	Default Value:
1 2	<pre><server name=""> <system name=""></system></server></pre>	<pre><local system=""></local></pre>

Rules . . . . : Only permitted for user SYSTEM. Applies to any of

the COSMOS Network Options.

Related Commands: Stop-network-server

Function. . . : This command starts the specified COSMOS network

server:

Co	ommand name : STOP-NETWORK-SERVER	
No:	Parameter Name:	Default Value:
1 2	<pre><server name=""> <system name=""></system></server></pre>	<pre><local system=""></local></pre>

Rules . . . . : Only permitted for user SYSTEM. Applies to any of

the COSMOS Network Options.

Related Commands: Start-network-server

Function. . . : This command stops the specified COSMOS network

server.

## APPENDIX B

THE XMSG-COMMAND PROGRAM PARAMETERS

#### Special X.21 Parameters:

(speed (x100 BPS)

In local currency times 100. Local currency (connect charge) must be given as an integer. explanation is included in the chapter about costs. local currency per minute. Further ⟨connect cost⟩ In explanation is included in the chapter about costs. basic time units (seconds times 50). <connect time> - In Further explanation is included in the chapter about costs. Logical Unit Number for HDLC input part. (HDLC LUN in) - Logical Unit Number for the X.21 datafield. (X.21 LUN) DTE number of the DCE-X connected to the (own DTE address) public network. ASCII string. Maximum 15 characters (digits) length. DTE number of the remote DCE-X connected to (remote DTE address) the public network. ASCII string. If the remote system is outside your country, remember the international prefix leading zeroes if any. May also be the groupnumber of several lines. (remote system number) - Name or number of remote system. Name of the server to be started (no <server name> default name). The standard name for the X.21 network server is X21NS. The system on which the server is to be <server system> operated (started or stopped).

Speed rate in Bits per Second (BPS) given

as one percent of the transmission speed. To select the speed rate 9600 bps, enter

96. Range is 1200 to 9600. (12 to 96)

<X.21 facilities> - Additional services:

Charging request - Same as Charge Advice. The purpose of

this facility is to give the subscriber

cost information.

Called line identification - This facility gives the calling DTE the

identity of the called DTE.

Direct Call - This facility simplifies the call

procedure when only one connection is

required.

Calling line identification - The purpose of this facility is to give

the called DTE the identity of the

calling DTE.

#### General XMSG-COMMAND Parameters:

is all commands.

(error value (dec.)) Used in the GET-ERROR-MESSAGE command.

Value less than zero will list XMSG Error Message. A positive value will list XMSG Crash Message. Decimal notation. You may

also use SEC's.

⟨from system⟩ Used in the LIST-ROUTING command. Same as

the (system) parameter.

<record address> Used in different LIST- commands.

Octal numbers.

(server name) Name of the network server (ie., X21NS or

X25NS).

ND-666).

(system number) Number of the system (ie., 685, 10102).

<system> This parameter will accept either <system</pre>

name or (system number).

(to system) Used in the LIST-ROUTING command. Same as

the <system> parameter.

(XROUT system) Used in different commands. You are only

allowed to specify the local XROUT system in XMSG version H or later. This does not

apply to LIST commands.

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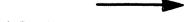


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