



A Sierra Monitor Company

ENOTE 0024

Slots Usage and Counting Points on FieldServer

Rev 4

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1 INTRODUCTION

Slots are a mechanism used to enable and disable different options on the FieldServer at run-time. Each FieldServer has a maximum number of data points that may be managed. A data point is an element of a Data Array with a Responsible Map Descriptor. Responsible Map Descriptors are Client side, Active and almost always Read Map Descriptors. The file slots.ini controls the maximum number of data points. Each slots.ini file is specific to a particular FieldServer – slots.ini files are not transferable across FieldServers, and the user cannot edit or generate this file.

2 DETERMINING THE POINT COUNT

When determining the point count for a particular FieldServer application, the “length” parameter value for every Map Descriptor in the configuration is totalled and the total is divided by 4.

This allows for:

- the fact that most points will have two associated Map Descriptors
- applications with complex mapping relationships
- buffering for borderline point count applications
- weighting for a customer who is “penalized” for having lots of binary mappings.

The default for an X40 is 1000 points. The default for an X20 is 500 points.

3 WHAT HAPPENS WHEN THE MAXIMUM POINT COUNT IS EXCEEDED

At startup, or during normal operation, when the maximum number of data points is exceeded once, the FieldServer will operate for exactly 24 hours. After that, all driver connections (except Ruinet connections) will be terminated until the FieldServer is restarted.

The FieldServer Bridge ID must be provided to Tech support for them to generate a new slots.ini file. The bridge identification code can be determined using “Ruiping -b”, or by looking at the error screen panic when the number of data points is exceeded.