



NEW FEATURE NOTE # 09015 TCP/IP Input Option

December 21, 2001

Application:	MGS3
Platform:	Sun Sparc (Solaris)
Version:	3552+
Programs/Processes:	Spooler Config/OPI
Released on:	Dec 11, 2001
Included on the Binaries of:	Dec 19, 2001 & above
Page Number:	1/2

Files:

```
s.shmem_conf.h.gz & s.out_config.h.gz  
s.readOutputConfig.c.gz & s.writeOutputConfig.c.gz  
s.spooler_setup.h.gz & s.out_conf.c.gz  
s.mgs3_bsds.c.gz & mgs3_bsds.tar.gz
```

Requires:

This update is part of the Dec 19th binaries. Since SHARED_MEMORY has changed, the whole new set of binaries is required.

Explanation:

In the past, MGS3 Spoolers were able to accept (PS) Files (File Input) and PAP (AppleTalk Protocol) jobs. There was another option to allow cascading of MGS3 Systems. (MGS3 Input)

This new TCP/IP Input Option allows MGS3 spoolers to communicate with the printer client via (RAW) TCP/IP.

Since some operational systems like Windows NT 2000, and some Editorial & Classified Applications allow despooling into (RAW) TCP/IP printers, this new option simplifies the MGS3 Spoolers connectivity.

This functionality is provided by a new daemon: "mgs3_bsds", which awaits input on any of the sockets that have been configured for spoolers, in the spooler-configuration GUI. The input must be enabled and then a unique port-number in the range 5000 to 9999 must be specified.

The user is advised of the numbers already in use and warned if two spoolers are configured to use the same port, and this input-option will be disabled for both of the (clashing) spoolers.

The daemon needs to be fired-up in "start-mgs3" and stopped in "stop-mgs3", a la "mgs3_file" or "mgs3_mgs3":

On **/mgs3/bin/start-mgs3**, add the following lines right after a similar paragraph for "mgs3_file" :

```
#  
# start the MGS3's TCPIP-i/p daemon  
#  
BSDS="mgs3_bsds"  
if [ $WHOAMI != $dbm -a -f $MGS3_BIN/$BSDS ]; then  
    $MGS3_BIN/$BSDS >/dev/console 2>/dev/console &  
    sleep 1  
fi
```

On **/mgs3/bin/stop-mgs3**, change this line:

```
PROG1='(aboutmgs3|demomgs3|flatserver|housekeep|logger_config|loggercont|mgs3_psof|mgs3_file|mgs3_mgs3|monitor|mon_rips)'
```

By this one:

```
PROG1='(aboutmgs3|demomgs3|flatserver|housekeep|logger_config|loggercont|mgs3_bsds|mgs3_psof|mgs3_file|mgs3_mgs3|monitor|mon_rips)'
```



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The "mgs3_bsds" daemon opens sockets for each spooler with TCP/IP enabled, but doesn't fork a child-process to read from an active socket until a poll (NB: which is performed on all of the the socket file-descriptors) indicates that there is data to read?

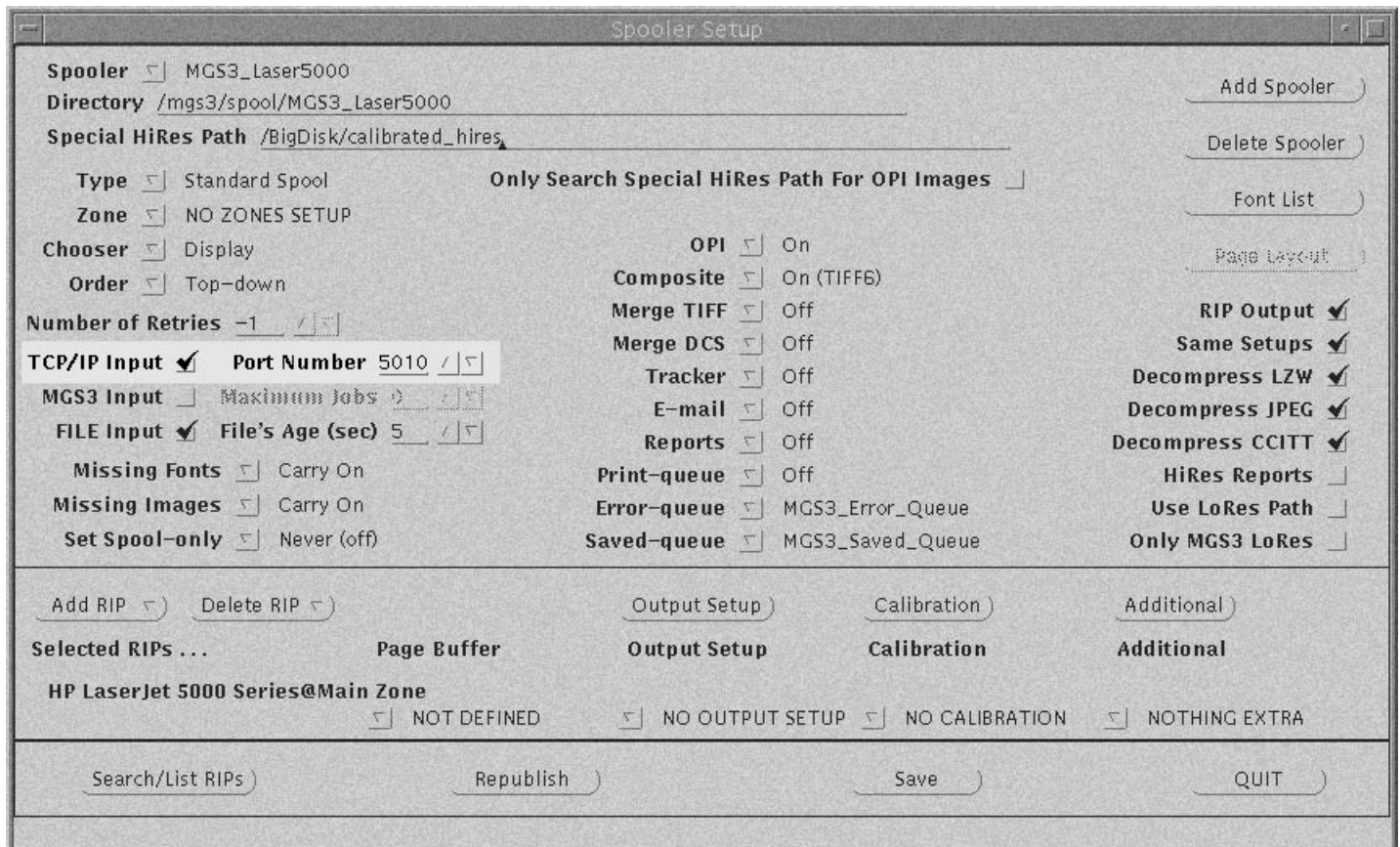
How to install it:

You can either get the latest binaries, currently from Dec 19:

```
<ftp://yourname:@ftp.monoexpress.com/MGS3/Solaris2_BINs/bin_S2_Dec.19.2001_tar.gz>
```

Then just follow the guidelines on updating the binaries or call for MGS3 Support, MonoType Systems US at (847)-427-8800.

These updates are available at no extra cost to all of our support contract customers.



New Options for TCP/IP (input) printing
inside "Spooler Setup"