D2000 Ping

Process **D2000 Ping** (d2ping.exe) is an auxiliary process. It tests a connection and communication of system D2000 client with process D2000 Server. It is recommended to test a connection of network client to process **D2000 Server** before the installation of network console.
The process D2000 Ping sends the messages in blocks *Ping* or *PingUni* to process D2000 Server or to other D2000 process which must be connected to process **D2000 Server**. A target process sends back the received message to process D2000 Ping.
The length of *ping* messages can be fixed or variable. One or more messages are sent in one block that the target process sends back.
After this, a statistics about blocks is written:

- minB: the shortest response between the process of sending ping message and receiving the reply in block
- maxB: the longest response between the process of sending ping message and receiving the reply in block
- avgB: the average response between the process of sending ping message and receiving the reply in block
- rt/s: speed of sending the ping messages in block (messages per sec)

Besides the parameters common to all D2000 system processes, the process D2000 Ping recognize also following special parameters:

Parameter name	Description
/DST=process_name	Target process of pinging. In case of not setting it, the ping messages are to be sent to process D2000 Server. **Note:** Some of the D2000 processes do not reply to ping messages. It means, that process D2000 Ping sends the first blocks of messages and waits on the replies. If some replies do not get back, the process must be finished.
/BSIZE=block_size	Number of ping messages sent in one block. The process sends this messages fast and do not wait on the reply. If any number is not entered, the parameter is 1.
/BDELAY=block_delay	Delay (in sec) after processing of one block. If it is not entered then the parameter is 1.
/MSIZE=ping_size	Size of data field within *Ping* message. If it is not entered then the parameter is 0. **Note:** Total size of *Ping* message is not 0 because it contains a header common to all D2000 messages.
/MDYNAMIC=TRUE|FALSE	Dynamic size of data field within *Ping* message. If this parameter is TRUE, the size of data field will increase of one byte and the first value is MSIZE.
/USIZE=UniVal_size	If the value is 0, the message *PingUni* with the UniVal fields (System D2000 values, user flags and other attributes) is used instead of *Ping* message with data field of /MSIZE during the ping process. Parameter /USIZE defines the size of field. **Note 1:** The statistics related to the sending *Ping* and *PingUni* messages are quite different and they cannot be compared. Message containing the values of UniVal type has more complicated streaming and destreaming then the message containing simple field of bytes. Moreover, one UniVal value contains some tenths of bytes. **Note 2:** If the /USIZE is 0, the parameter /MDYNAMIC, related to *Ping* messages, is ignored.
/GS=TRUE	If the parameter /GS=TRUE is entered, both block and global statistics are written: • minP: the global shortest response between the process of sending ping message and receiving the reply • maxP: the global longest response between the process of sending ping message and receiving the reply • avgP: the global average response between the process of sending ping message and receiving the reply • nr : the global number of sent ping messages
/BS=FALSE	If parameter /BS=FALSE is set, the statistics about blocks are not written.

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