

GetRdStateAndInstance

Declaration

```
void (_stdcall * GetRdStateAndInstance)(Bool32 * RdHot, Bool32 * Instance);
```

Description

The function returns the information on whether the KOM instance is active and KOM is connected to HOT Server.

If the KOM instance is active, Bool32 value, which *Instance* points to, will be set to TRUE, otherwise FALSE.

If the KOM is connected to HOT Server, Bool32 value, which *RdHot* points to, will be set to TRUE, otherwise FALSE.

The function is implemented in KOMAPI version 1.26 (June 2015) because of the support for redundant systems. This function along with [RdStatusChanged](#) enable implement the communication protocols in the redundant systems. A behavior of protocols on passive KOM or when connecting to SBS Server is strongly protocol-dependent (from total passivity, through monitoring the communication up to the activity that is identical with active KOM connected to HOT Server).

Note: For non-redundant systems, *RdHot* always returns TRUE.

Note: For noninstance KOM, *Instance* always returns TRUE.



Related pages:

[D2000 KomAPI - call-back functions](#)