

RTX64 RT-TCP/IP Stack

Overview

The Real-time TCP/IP stack (RT-TCP/IP) is a separate purchasable feature of RTX64. RT-TCP/IP allows real-time processes to use standard socket API calls for communication. RT-TCP/IP is a deterministic stack based on the Treck Inc., Treck TCP/IP stack, a high performance TCP/IP protocol suite that is RFC compliant.

Determinism

- Guaranteed Precision – set timer periods down to 1 microsecond, and Interrupt Service Thread (IST) latencies of less the 10 microseconds
- Separation from Windows – Windows processes cannot interfere with RT-TCP/IP stack

Control

- Flexibility to configure the amount of processing capability used for the RT-TCP/IP stack
- Full control of the RT-TCP/IP stack; load balance threads as needed. RT-TCP/IP stack provides the ability to set thread and interrupt affinities for the stack
- Peace of mind if Windows issues a STOP message or shutdown. RT-TCP/IP stack has the ability to continue running until communication is completed

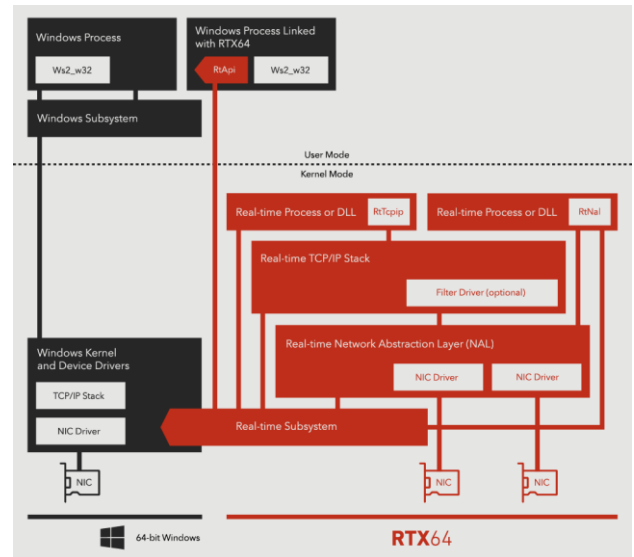
Simplify

- Use a single RT-TCP/IP stack for all real-time applications. The RT-TCP/IP stack is a dual stack that supports IPv4 and IPv6
- RT-TCP/IP is Symmetric Multiprocessing (SMP) aware and can handle multiple applications running across multiple processors
- Use standard socket and basic Winsock API calls for networking communication. The same code can be run in Windows or real-time processes
- Standard interface is provided for writing MAC layer filters

Key Features

Real-time Stack Runtime

- Dual stack support IPv4 and IPv6
- Supports Ethernet, and null link-layers
- Backward compatible IPv4 socket API extensions, compliant with RFC-2553
- IPv6 Address Resolution independent of link
- IPv6 Host functionality
- Built-in support for IPv6 address
- IPv6 functionality



- Duplicate address detection
- Prefix discovery with stateless address auto-configuration
- Multicast listener discovery
- Neighbor unreachability detection
- Basic Winsock support
- MAC layer filter driver support per interface
- Virtual Network – point to point connection between Windows and RTSS
- Included protocols
 - ICMPv6
 - IPv4
 - IPv6
 - ARP
 - TCP
 - Ethernet
 - UDP
 - Raw Sockets
 - ICMPv4
 - Multicast
- Utilities
 - RtssArp
 - RtssPing
 - RtssIpConfig
 - RtssRoute
- Documentation consisting of installation and user guides, API references, and details on real-time programming concepts

Architecture

