



NEC

Reality 15.3

UNIX Installation Guide

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Section 1: Overview

This Installation Guide describes installation of Reality on a UNIX system.

Before starting the installation or upgrade, ensure that you have the necessary *prerequisites* and *information you must supply*.

If upgrading, read *Upgrading from an Earlier Release*.

1.1 Product overview

Reality is a software environment supporting multiple databases on a UNIX or Windows host. For information about the extensive capabilities of the Reality database management system, see *Introduction to Reality* in the online documentation.

1.1.1 Resilience

Transaction Handling is a feature that maintains the consistency of the database by keeping defined transactions (sets of updates) intact. Rapid Recovery File System, Transaction Logging, Shadow Database, and FailSafe are features offering further levels of resilience. Transaction Logging and Rapid Recovery require a single 'raw log', per Reality version being run at the same time, to be configured. Further resilience features require at least one clean log per database to be configured. Minimum configuration is described in this guide, with additional information in the Resilience reference material.

1.1.2 Networking and UNIX-Connect

Comprehensive communications facilities enable communications between a Reality database environment and another Reality database, or a host system environment (UNIX or Windows). UNIX-Connect forms an integral part of the Reality software and must be installed on a UNIX host along with the base Reality software.

1.1.3 User Documentation

Reality is supplied with comprehensive Online Documentation that you can view in an internet browser.

1.2 How to use the contents of the ISO Image/DVD for installation

The Reality ISO Image/DVD delivery must always be either burnt to a physical DVD or mounted as a virtual ISO image. The file structures must **not** be copied and then accessed from a Host Platform file system, as this can lead to issues with the operation of Reality either during or post installation, or when loading future updates.

This delivery contains the PDS History Tool, Reality, the Online Documentation and all the Reality external components. See the *Reality Release Information* for details.

The PDS History Tool must always be installed first and will be installed automatically if not already present.

For a description of how to install the external components and the Reality remote tape server, please refer to the *Reality External Components Installation Guide*.

Section 2: Prerequisites

2.1 Reality

- Refer to the Reality *Release Information* for details of supported hardware and operating systems.
- 128 Mb memory minimum (512 Mb recommended, 2-6 Mb per Reality user)
- 1 GB of available disk space to accommodate setup (actual hard disk used once installed will be between 220Mb and about 350Mb, depending on the system components installed).
- 'realman' UNIX user-id (see Set-up before Installation).
- Korn shell.
- Perl - this is normally supplied with the operating system.
- 'pam' libraries (for Linux only).
- UNIX-Connect for networking (supplied on Reality Solutions CD).
- C compiler and debugger. These are supplied with Linux. On Solaris, if a C compiler is not available you can install the GNU C Compiler from the NEC Solaris Customisation CD. For AIX, refer to *Compiler and Debugger*.
- The NEC Customisation program appropriate to your UNIX system. For *AIX Systems* and *Linux Systems*, customisation programs are provided on the Reality ISO image or DVD, while a separate install kit is available for Solaris.

2.2 UNIX-Connect

'rosi' UNIX user-id with a home directory on a file system with at least 25 Mbytes free.

2.3 Online Documentation

The online documentation is intended to be installed on a web server. If necessary, it can also be installed on file server, or on individual PCs running Windows or Linux. It can also be viewed from the Reality ISO/DVD image file.

The online documentation is compatible with most contemporary web browsers (those listed below are suitable). However, be aware that browsers can change over time as to what they allow access to, in terms of local/remote drives and/or websites, so browser settings may need to be checked. If a particular browser prevents access, please try another browser:

- Internet Explorer
- Mozilla Firefox
- Safari
- Google Chrome

Note

Although, in the previous versions of Reality, the online documentation was provided for installation onto a web server, this store is not continually updated.

The most up to date documentation is only available on the [Reality website](#).

Section 3: Information You Must Supply

The table below lists the information you will need when installing Reality. You can fill in the second column of the table so that you have the information to hand during the installation process.

Contact NEC Software Solutions for software keys. These are normally supplied in a keyfile (held anywhere on the system) and loaded from that file or you can type them in during the installation procedure.

Note

The serial number key is only valid for installation on the specified date and for the two days following.

Name and location of the keyfile.	
Serial number key for date of software install.	
Customer ID.	
Version number key for Reality V15.3.	
User Licences key (see Note 1).	
Despooler Licences key (optional).	
FailSafe or Shadow key (optional).	
Disaster Recovery key (optional)	
root password.	
realman password.	
rosi password.	
Location for the online documentation (see Note 2).	

Refer to the topic *Licences* in the online documentation for more information about user licences and other software keys.

Notes

1. If you intend using *Database Isolation*, you will need a User Licences key for each instance of Reality.
2. If you already have a Web server installed, this can be the document root directory for your Web server. Alternatively, the documentation can be installed in the default location and accessed through the Reality mini web server, which is designed to handle simple document requests with no risk to system security. See *Installing the Online Documentation*.

Section 4: Set-up before Installation

When you purchase your hardware from NEC Software Solutions (NEC), the system is configured for Reality according to your requirements; for example, the number of users and the resilience options will be defined. If you purchase your hardware from an alternative vendor, you need to carry out the procedures described in this section.

This section gives some details of the requirements of UNIX to support the Reality product. It does not, however, deal with the performance related configuration parameters of UNIX.

Important

Please review these Installation Guide notes carefully before you attempt any installation or upgrades. If you are in any doubt contact your support representative or NEC directly. Always make notes covering exactly what you do, step by step, during an installation or upgrade. If you find any issues with guidance, or ways to improve it, please feed this to NEC Helpdesk. This will help all Reality users with future upgrades.

4.1 General

4.1.1 The realman and rosi user-ids

On the host system there must be a user-id called realman (Reality manager). If one is not present, the system administrator should create one. The Reality software will be installed in the realman user's home directory, so it must be on a partition with at least 250 Mbytes of free space.

A soft link to the realman home directory must be set up in /usr by the administrator:

```
ln -s /filesystem/realman /usr/realman
```

where *filesystem* is the partition holding the realman home directory. Root privileges are required to set up this link.

The host system must also have a user-id called rosi. This must have a home directory on a partition with at least 25 Mbytes of free space.

Note

On Linux systems, 'group' and 'other' need read, write, and execute permissions to be set up on the home directories for the realman and rosi user-ids, except that on CentOS 6.3 systems the 'other' group does not exist and is not used.

4.1.2 Tape device drivers

Reality requires tape device drivers to have certain characteristics for successful operation. The name of the device driver is not important, because Reality cross references the device number as used in the ASSIGN statement with the UNIX device name as detailed in *Configuring a Database*. The characteristics required are that the device needs to be a no-rewind device and to run the Berkeley tape driver (if available). Some examples are:

- Solaris - /dev/rmt/0mbn
- AIX - /dev/rmt0.1

- Linux - /dev/nst0

Users' Reference: Administration gives more detailed examples.

4.1.3 Terminal characteristics

Reality uses the UNIX terminal independence mechanism, terminfo. A set of terminfo definitions for use with NEC PRISM terminals is supplied on the NEC Customisation CD.

4.1.4 Hosts file

Check that the file /etc/hosts includes an entry for the local system; that is, an entry that specifies the IP address of the system with the name returned by the command `uname -n`. On Linux systems, the host name must be fully qualified. For example:

```
152.114.226.12  aharries1          aharries1.necsws.com
```

4.2 Solaris Systems

The NEC Solaris Customisation CD configures Solaris to run Reality. After running the configuration program, you will need to build a new kernel by rebooting the system.

4.2.1 Shared memory

Reality uses shared memory to exchange data between processes and to cache common data used by many processes. Solaris systems default to a small limit on shared memory and this limit will need to be raised in order to run a Reality database. The actual amount of shared memory required is dependant on the number of users and the size of the application. A good starting point is to set the shared memory limit to 16 Mbytes (you can make this change by using the NEC Solaris Customisation CD).

4.2.2 OSI and X.25

On Solaris, if you are going to install UNIX-Connect and you also want to use any OSI transport services or X.25, you must install these first.

4.3 AIX Systems

The NEC AIX customisation program configures AIX to run Reality. You will also need to configure the system as described below.

4.3.1 File system options

On AIX installations, the file system on which Reality will be installed (typically under /usr/realman) must not have the 'nosuid' mount option set. You can use the smit utility to change the characteristics of the file system concerned.

4.3.2 Compiler and debugger

On AIX, if you have no licensed compiler and debugger, those on the AIX Tools CD can be used. Refer to the README file in the base directory on AIX Tools CD for more information.

4.4 Linux Systems

The NEC Linux customisation program configures Linux to run Reality. You will also need to configure the system as described below.

4.4.1 Korn shell

On Linux, the Korn shell needed by Reality is not installed by default. It can be loaded as follows:

1. Insert Red Hat Linux CD 2 into the CD drive and, if necessary, mount it.
2. From the KDE Desktop run System/Package Manager.
3. Select the new tab and then search for "pdksh".
4. When found, tag the package and install it.

4.4.2 Tape device drivers

On Linux, by default only root can access tape devices. To make them available to all users, change the permissions for the relevant device nodes (use `chmod 666 deviceNode`).

4.4.3 Telnet service

Remote user access to a Reality database uses incoming telnet. On Red Hat Linux, only outgoing telnet is configured. Incoming telnet can be enabled from the KDE Desktop by using KDE Control Panel/Services Configuration and selecting telnet.

4.5 Resilience features

4.5.1 Transaction Handling and Rapid Recovery

For transaction handling and rapid recovery, you will need a raw log, but no clean logs. It is recommended that this is held on a separate disk in its own partition. Alternatively, you can use a file as the raw log - this must be created after you install Reality.

4.5.2 Transaction Logging, Shadow Database and FailSafe

For transaction logging, shadow database and FailSafe, you will need a single raw log, used by all databases on the system, plus a clean log directory for each database. It is recommended that you allocate a separate disk for these logs, with one partition for the raw log and a second for the clean logs. Using a file as a raw log is not recommended for transaction logging and shadow database.

Note

Linux does not support raw disk access. For the raw log, use a block mode partition or a file instead.

4.5.3 Configuring a Log disk

The disk used for the raw and clean logs must be configured as follows:

- There must be no swap partitions - if there are any, they should be disabled and their use prevented in the future.

- There must be no virtual partitions. If there are any, they should be unmounted, disabled and their use prevented in the future.
- There must be no existing user file systems.

Follow these steps to create raw log and clean log partitions.

1. Check all partitions defined for the disk and ensure they are freed off as above.
2. Repartition the disk to define raw log and clean log partitions. There are no restrictions on the sizes of these partitions.

Caution

You should be extremely careful to name the partitions correctly; otherwise, another valid file system may be corrupted.

3. Make the mount point for the clean log file system.
4. Set general read/write permissions.

Section 5: Installation

5.1 Overview

To install Reality on a UNIX host, you must do the following:

1. Run the Reality installation program (see *Preliminary*).
2. Load the Reality software.
3. Install UNIX-Connect.
4. Build the Reality executable.
5. Install the Online Documentation (optional).

5.2 Preliminary

1. Log in using the root/superuser user-id.
2. Confirm that the partition (for example, /realman) has enough space for the new release. You will need at least 220 Mb.
3. Access the Reality ISO image/DVD.
4. Mount the ISO image/DVD as described in Accessing an ISO/DVD Deliverable:
 - On Solaris the ISO image/DVD is normally automatically mounted to the /media directory.

Note

If the ISO image/DVD is not automatically mounted, it can be mounted manually using:

```
mount -F hsfs -r /dev/sr0 /cdrom
```

- On other systems, create a mount point using:

```
mkdir -p /mnt/cdrom
```

then:

- On AIX manually mount the device 0 CD using:

```
mount -v cdrfs -oro /dev/cd0 /mnt/cdrom
```

- On Linux, manually mount the ISO image/DVD using:

```
mount /dev/cdrom /mnt/cdrom
```

5. Change directory to the mount point:

```
cd /cdrom/cdrom0      (Solaris)
```

```
cd /mnt/cdrom          (other systems)
```

6. If you are installing Reality on AIX or Linux, run the customisation program by entering:

```
./custom/setup
```

7. Complete all options on the customisation menu.

Note

Customisation needs to be run for Solaris systems but this is available as a separate download on the Reality website.

8. Run the installation procedure by entering:

```
./setup
```

9. The Reality licence agreement is displayed. Press the space bar to move through the agreement page by page, or q to skip to the end. You will then be asked if you accept the licence - you must answer y to continue the installation.

A menu similar to the following is then displayed:

```
Current CD-ROM:                               Version:
Please select one of

a)   Install Reality
b)   Install Client Components
e)   Install Remote Tape
f)   Install on-line documentation
g)   Install ODBC Driver

u)   Install UNIX-Connect

l)   List image components
v)   List image versions

q)   Quit

?
```

Note

At various points when installing on CentOS, passwords are prompted for after selecting an option. Once the password is entered, the menu is normally redisplayed and the option needs to be reselected. As a side effect of the menus being redisplayed, the q option has to be used to quit the redisplayed menu before you can quit to the previous menu level.

5.3 Loading the Reality software

1. From the top level Installation Menu, select option a) Install Reality: and a menu similar to the following is displayed:

```
Reality Installation Menu

Please select one of

a)   Install base software
u)   Install UNIX-Connect
f)   Install common files

m)   Build this release

r)   Archive and remove an earlier release
p)   Install 5.0 Failsafe patch
l)   List image components
```

```

v)    List image versions
q)    Quit

?
```

2. Select option a. You will be prompted to enter your name or initials for the history file record.
3. If you are upgrading to a new version of Reality, you will be asked if you want to archive and delete any previous versions.

Note

Previous versions will be saved in cpio format.

4. You are then prompted to choose the required MultiValue emulation.
As an aid to migration, Reality can be configured to emulate another type of MultiValue system (refer to the online documentation for more details). When you install Reality, you can choose an appropriate emulation. If the emulation you require is not listed, refer to the latest migration information on the NEC Reality website.

Note

An installation on CentOS does not feature this prompt.

5. The installation will then proceed (this might take several minutes). Follow the prompts that appear.
6. When the installation is complete you will be asked if you want to install the Reality keys.

Both the Reality system itself and some of its features are targeted. This means that you must obtain a date-sensitive **Serial Number Key**, and a set of feature keys that must include a **Version Key** and **User Licences Key**, from NEC Software Solutions for each system on which Reality and any targeted features are being installed (see Information You Must Supply). The feature keys are supplied in a "keyfile".

If you are upgrading from V10.0 or later, you can either install the keys now (as is strongly recommended), or later as part of the set-up after installation. However, if you are upgrading from a release prior to V10.0, you must install the keys now; you cannot install them later.

Note

If you are upgrading from a release prior to V10.0, you must install the keys now; you cannot install them later.

If you prefer, you can choose an evaluation version. You do not need any keys for this option, but will be limited to three concurrent users.

- Enter y if you have the necessary keys or intend to use the evaluation version which does not require any.
You are asked if you want to install the evaluation version - enter y or n as appropriate. Then follow the prompts that appear.
- Enter n if you either do not have the keys available now or want to install them later.
Refer to Installing the Software Key for how to install the keys at a later time.

Notes

- If your Serial Number Key was supplied separately from the other keys (that is, not in the keyfile), enter this first and then load the remaining keys from the keyfile.
- If you wish to use the evaluation version to carry out performance/stress testing, you can increase the number of users for a 30-day period by registering with NEC Software Solutions via the NEC Reality website.

5.4 Installing UNIX-Connect

1. Enter option u to install UNIX-Connect.

Note

If upgrading, you must remove the previous version of UNIX-Connect first. However, if it is necessary for you continue to run a version of Reality earlier than V15 you will need to retain UNIX-Connect 1.5 or 1.4. Please contact your support representative for further advice.

Note

Depending on which version of the ISO you are running, check the Reality website in case a later version is available.

2. Enter the rosi password if prompted.
A menu similar to the following is displayed:

```
UNIX-Connect CD-ROM Component Installation Utility
UNIX-Connect /mnt/cdrom/uxc Version: V2.0.8.0 UserID: rosi
```

- ```

a) Load and install the Revision image V2.#
b) Re-install a selected Revision
c) Uninstall & delete a selected Revision
l) List available (loaded) Revisions
u) Change user ID
s) Shell out
q) Quit

```

Please select an operation from above:

3. Select option a. You may be prompted to enter the root password in order to run the install script.
4. When prompted to confirm that you want to install UNIX-Connect enter y.
5. An onsite link of UNIX-Connect is run automatically. When this is complete, press RETURN to return to the UNIX-Connect menu, and then enter q to return to the Reality Installation Menu. Then enter q again to return to the top level Installation Menu.

## 5.5 Building the Reality executable

1. From the top level Installation Menu, select option a) Install Reality: and then select option m to build the release.
2. The modules that will be excluded from the build are listed and you are asked for confirmation before continuing. If you want to include any overlays, RPQs or fixes, answer n and follow the prompts.
3. When you enter y in response to the confirmation prompt, the build completes.

**Note**

If any error messages are displayed during the build process, take a note of them and contact NEC support.

4. If you have not yet installed the software keys, you will be prompted to enter them.
5. If you are upgrading from a previous version, you will then be prompted:

```
Rawlog currently pointed to by /usr/realman/n.n/bin/Rawlog
Continue y/n [n]
```

- If you intend to continue using your existing raw log with the new version of Reality, enter y.
  - If you enter n, you will need to create a new raw log (see *Configuring a Log Disk*).
6. If you are building a new installation of Reality, you will be asked if you want to make the new version LIVE. (If you do not enter y here, you can edit the file /usr/realman/installed to make the new version LIVE at a later date.)

**Note**

The LIVE version of Reality is the version that is used automatically when a user logs on to the UNIX host. Non-LIVE versions require special actions, after host logon, in order to use them.

## 5.6 Installing the Online Documentation

To install the online documentation, select option f, Install On-line Documentation, from the top-level installation menu. When prompted, enter the required location - the documentation will be placed in the subfolder onlinedocs relative to the install location you specify.

It is recommended that you install the Reality documentation on a web server, though it can also be installed on a file server or on individual PCs (for details, refer to the *Reality on Windows, Installation & Upgrade Guide*). In all cases, the file system must support long file names.

**Note**

If you do not have a suitable web server, you can install the documentation on the Reality server in /usr/realman/html and access it via the Reality mini web server. The mini web server listens on port 3080 (see below).

### 5.6.1 Viewing the Online Documentation

The Reality documentation can be viewed in a web browser (see *Online Documentation* for details of supported browsers).

If you install the documentation in your web server's document root, your users will be able to access it via a URL such as:

```
http://systemname/onlinedocs/default.htm.
```

If you are using the Reality mini web server, they will need to include the port number in the URL; that is, use:

`http://systemname:3080/onlinedocs/default.htm.`

If you do not use a web server, you will have to open the file `default.htm` in the folder *installLocation/onlinedocs*.

---

**Note**

Links to PDFs usually open in a separate browser window. To view these topics you must configure your browser's pop-up blocker feature to allow pop-ups from the location where you have installed the Reality documentation.

If you view the Online Documentation with Microsoft Internet Explorer from a local or network drive, or from a CD (that is, other than from a web server) then these PDF links may not work. This is a feature of Internet Explorer which is not shared by other contemporary browsers. You may be able to download the PDF to a local drive; right-click on the PDF link and try selecting **Save Target As...** from the context menu.

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**Note**

The docs on the installation kit may not be the latest. Please refer to the Reality website for the most up to date store: [https://reality.necsws.com/latest\\_docs](https://reality.necsws.com/latest_docs).

---



## Section 6: Set-up after Installation

Once you have installed Reality, you must carry out some or all of the following, depending on your installation:

1. On new Reality installations, or if the LIVE version of Reality has been changed during the installation process, logoff and logon again to ensure that the environment variables REALROOT and PATH are set correctly.
2. Install the latest Reality and UNIX-Connect updates. (See Installing Updates.)
3. Install the Software Keys.
4. If you have not already done so, start the central daemon by running `realstart`.
5. Create one or more databases.
6. Configure your databases.
7. Configure any Resilience features that you intend using.
8. If you have not already done so, make the new version live.

### 6.1 Installing the software keys

You will normally install the system serial number and software keys during the installation process.

#### Note

If you are upgrading from a release prior to V10.0, you must install software keys during the main installation; you cannot enter them subsequently.

If the key file was not available at that time, the keys can be installed by running:

```
{$REALROOT/bin/}installkeys keyFile
```

(Entering the full path should be unnecessary, because a successful installation adds \$REALROOT/bin/ to the executable path.)

#### Caution

If the root partition of the system or the /etc directory are reloaded for any reason, the installed serial number will become invalid, and will have to be re-installed from a new key file.

### 6.2 Running realstart

Before you can start using Reality you must start the Reality central daemon. If you did not run `realstart` when building the Reality executable, you can do this as follows:

1. Change user to root and run the `realstart` script:  

```
su Password:password
#$REALROOT/bin/realstart ...
... (A commentary will be given as various tasks are completed by
realstart)
...
DAEMON nn WRITING TO realman/realman/15.1/files/daemon.log
#exit
```

The new Reality is now installed (and LIVE if you accepted that option).

## 6.3 Creating a database

Before you can start using Reality you must create at least one database. Different types of database are available (see *Types of Database* in the *Reality On-line Documentation*) - this section shows you how to create a partition database using files on a single disk partition so that you can start using Reality. You can create this type of database at any convenient location in the UNIX file system.

To create a Reality database, log on to UNIX, change to the directory that will hold the database and then run the `mkdbase` command. For a database on a single file system, include the `-S` option to specify the size of the database:

```
mkdbase -S size -N databaseName
```

Where *size* is the size of the database in Mbytes (M suffix) or Gigabytes (G suffix). For example:

```
mkdbase -S 100M -N pdbase
```

creates a 100 Mbyte database called `pdbase`.

### Notes

- By default, a new database consists of 10 equal-sized host files. It can easily be enlarged by adding more files.
- When you create a new database, a Reality user-id is created for the database owner (the UNIX user who created it). This user-id should be used when connecting to the database for administration purposes. The database owner's user-id does not initially have a password.

When a database is created, it is locked to all users except the database owner. It can be unlocked with the `unlockdbase` host command or the TCL command `ENABLE-LOGONS` (refer to the Reality Online Documentation for details).

### 6.3.1 The Database Owner

When you create a new database, a Reality user-id with `SYSMAN` privileges is created for the database owner (the Windows user who created it). The owner of the database can log on even when the database is locked, without specifying a user-id. If you need to administer the database, you should log on as the database owner.

---

#### Note

The database owner's user-id does not initially have a password.

---

To log on as the database owner, use the `reality` command, specifying the database required. For example, to log on to the database `dbase0`, enter:

```
reality dbase0
```

## 6.4 Configuring a database

Reality can be configured to suit particular user requirements by using the following configuration parameters. The parameters required should be defined in the config file `/usr/realman/15.1/files/config` if they are applicable to all new databases. Otherwise change

the config file for the database concerned (*DatabasePath/configs/config*). Missing parameters are given their default value.

### Note

Changes to a specific database config file only take effect when the daemon for the database is restarted. Hence, all users should be logged off and the daemon shut down using the command:  
killreal -d database

| Parameter      | Default Value   | Purpose                                                                                                                                                                                                                                                                                                                                                                                                                        |
|----------------|-----------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| MaxPortNum     | 400             | MaxPortNum defines the maximum real port number which may connect to this database. A real port is one that is referenced in the devices file. Such ports are always allocated the same device ID. Reality will map such port identifiers, in a fixed way, to real port numbers.                                                                                                                                               |
| NumPseudoPorts | 400             | NumPseudoPorts defines the number of pseudo ports that may connect to this database. A pseudo port is one which made its connection to the host dynamically, for instance by using the rlogin or telnet protocol or via some form of network server. Pseudo ports are also always used for TIPHS. Pseudo ports are allocated device IDs dynamically. Reality will map such port identifiers to the next available pseudo port. |
| NumConnections | 128             | NumConnections is the maximum number of connections that may be active on the database at any one time. This includes TIPHS, despoolers, etc.                                                                                                                                                                                                                                                                                  |
| DateFormat     | International   | DateFormat defines the format in which the days' date will be represented in certain English expressions and DataBasic OCONV statements.<br>."Standard" for mm/dd/yy<br>."International" for dd/mm/yy                                                                                                                                                                                                                          |
| NumItemLocks   | NumConnections* | NumItemLocks defines the maximum number of item locks that can be held on the database at any one time.                                                                                                                                                                                                                                                                                                                        |
| NumDataSects   | 400             | NumDataSects defines the maximum number of data sections that may be OPEN at any one time.                                                                                                                                                                                                                                                                                                                                     |
| NumIndexSects  | 50              | NumIndexSects defines the maximum number of index sections that may be OPEN at any one time.                                                                                                                                                                                                                                                                                                                                   |
| ShareSize      | 8000            | ShareSize defines the size of memory available for shared DataBasic programs. The default is 8000Kb. Details of assessing the ShareSize and ShareModulo requirements are given in the <i>User's Reference: Administration</i> .                                                                                                                                                                                                |
| ShareModulo    | 101             | ShareModulo defines the modulo of the shared item hash table.                                                                                                                                                                                                                                                                                                                                                                  |
| HashType       |                 | If HashType is set to 1 or omitted, any new database created will use the old hashing algorithm. If HashType set to 2, the new hashing algorithm will be used.                                                                                                                                                                                                                                                                 |

### 6.4.1 Tape parameters

| Parameter            | Default Value | Purpose                                                                                                                                                                                                                  |
|----------------------|---------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| TapeNum              | 2             | TapeNum defines the number of tape drives on the database, named Tape1, Tape2, etc.                                                                                                                                      |
| TapeDevType <i>n</i> | 3             | TapeDevType1, TapeDevType2, etc define the type of tape drive for TAPE1, TAPE2, etc, respectively. The types currently supported are:<br><br>28mm (Exabyte) cartridge<br>3¼ inch (QIC) cartridge<br>54mm (DAT) cartridge |

|                   |                                        |                                                                                                                                                                                       |
|-------------------|----------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                   |                                        | 8remote tape<br>9tape image                                                                                                                                                           |
| TapeDevSizen      |                                        | TapeDevSize1, TapeDevSize2, etc defines the tape capacity size of the tape used in dbsave. Still relevant with virtual tape drives.                                                   |
| Tapen             | As defined in the supplied config file | Associates a tape number with a UNIX device name.                                                                                                                                     |
| CompressTapeImage | 0                                      | Specifies the default compression level (0 to 9) for tape images created from this database. 0 is no compression (fastest); 9 is maximum compression (slowest). Recommended level: 2. |

The *Tapen* entries define the default devices for tape attachments without density specifications. For example, the TCL command T-ATT 2 will use Tape2. Additional entries in the form *Tapen: density* can be used to define different devices. For example, the command T-ATT 1 DEN = 6250 would require an entry Tape1:6250=/dev/rmt/0cbn.

How to configure tape devices is described in greater detail in the *User's Reference: Administration*.

## 6.5 Configuring resilience features

For all resilience features - Transaction Handling, Rapid Recovery, Transaction Logging, Shadow Database or FailSafe - you must use the mklog command to create the raw log.

When you have created the rawlog, for all resilience features other than Shadow Database, you should then refer to the *Resilience* section of the on-line documentation for details of how to complete the configuration using tlmenu. If you are running Shadow Database, you should initially refer to the topic *Shadow Database* later in this section.

### 6.5.1 Creating a Raw Log using mklog

- If you intend using a dedicated partition for the raw log, you should have already created this - see *Configuring a Log Disk*. Now log in as root and use the mklog command to create the raw log. For example:

```
mklog -r /dev/rdisk/ct01d0s1
```

- If you intend using a file as your raw log, log in as root and use the mklog command to create a raw log file. For example:

```
$REALROOT/bin/mklog -r -ts10 /user5/rawlog
```

This command creates a 10 MB file /user5/rawlog, to be used as the raw log.

#### Note

Linux does not support raw disk access. For the raw log, use a block mode partition or a file instead.

When you have run mklog, stop and restart the central Reality daemon:

```
killreal
realstart
```

### 6.5.2 Shadow Database

Shadow Database is an optional feature that, when installed on a standalone host platform, provides all the functionality of Transaction Logging for data security and resilience, but in addition maintains a copy of the database in a separate disk partition that shadows the live database.

This section covers how to create the first shadow, pair0, using mount points /real0 (primary) and /real1 (secondary). A second shadow pair would be pair1 with mounts /real2 and /real3, etc.

1. Log on as superuser.
2. Create the directories to act as mount points for the primary and secondary databases.

```
mkdir /real0
mkdir /real1
```

3. Change the ownership of the database directories. For example:

```
cd /real0
chown dbaseowner .
chgrp other .
cd /real1
chown dbaseowner .
chgrp other .
```

where *dbaseowner* is the user-id of the intended database owner.

---

**Note**

This step is not necessary when installing a shadow database on CentOS 6.5.

---

4. Logon as the database owner.
5. Create the databases. For example:

```
$ mkdbase /real0/pdbase1
$ mkdbase /real1/pdbase1
```

6. Refer to the *Resilience* section of the online documentation for details of how to complete the configuration of shadow database using tlmenu.

## 6.6 Making the new version live

If you did not accept the option to make the new version of Reality live on installation, you can do so now by editing the /usr/realman/installed file to show a space and then the word LIVE (all caps) after the entry for the new version and removing the word LIVE against any other version.

## Section 7: Troubleshooting

Reality records error details in various error logs depending on what class of error has occurred. Below is a list of useful log files for diagnosing problems when starting and running Reality on UNIX:

`$REALROOT/files/daemon.log`

Records major events and errors with Reality daemons and Reality processes.

`/var/adm/RCS/RCS_SESS_LOG` (or `/usr/adm/RCS/RCS_SESS_LOG` on Linux)

Records incoming and outgoing connections both successful and failed.

`/var/adm/RCS/RCS_EVENT_LOG` (or `/usr/adm/RCS/RCS_EVENT_LOG` on Linux)

Records other SMANAGER (Reality session manager) activity.

### 7.1 Error numbers

Reality error numbers can be converted into human readable messages by using the `perror` command from the UNIX shell; for example:

```
$ perror 2004 Error 2004: RFE_NOITEM Item does not exist
```

From Reality TCL you can use:

```
: sys perror 2004
```

### 7.2 Example messages

Below is an example of a message logged in the daemon log.

```
Oct 30 07:55:20 #2240 tlrestore WARNING: Image 000000E4 Result (2027) File
section already exists
```

This message indicates that an attempt was made by the 'tlrestore' process (part of Reality resilience) to create a file, which already exists on the database. Running `perror 2027` would report:

```
Error 2027: RFE_SECTEXISTS File section already exists.
```

---

#### Note

More verbose error logging can be activated by running `killreal -l 6` from the UNIX shell prompt.

---

Below is an example of information logged in the session log:

```
Session :11 Thu, 21 Nov 2002 15:14:29 IC
System :demodb, User Id :SYSMAN, Account :SYSMAN, Server :SQLSRVR
Client Id :, PLID :INET-207.238.117.133-9
Class :Process, Flags :0, Timeout 1
Session :11 Thu, 21 Nov 2002 15:14:29 Session Terminated by Server
```

Rejection

Database Initialisation Failed 2008

Running perror 2008 would report:

Error 2008: RFE\_INVACCPASS Invalid logon attempt



## Section 8: Installing Updates

Updates to Reality are made available on the [NEC Reality Support](#) webpage in the Latest Product Updates section. These are normally supplied as a service pack containing the latest recommended updates.

To download the latest service pack, on the V15.3 support page tab click the pack for UNIX/Linux platforms and save the file.

Before downloading, please read the documents *Description of Recommended Updates* and *Installation Info File* for details of the contents of the pack and any additional configuration that might be necessary.

---

### Caution

Before you install an update, ensure that you have an up-to-date backup of your existing data.

---

Other support information is available on the NEC Reality website.

### 8.1 Procedure

1. Download the latest service pack from the Reality website to your UNIX system. It is recommended that you create an updates subdirectory in the realman user's home directory and save the update there.
2. Uncompress the downloaded file:
  - On Solaris and AIX, use the uncompress utility.
  - On Linux, use the gzip utility with the -d option.
3. Extract the individual updates from the resulting .tar file with the following command:

```
tar -xvf fileName
```

4. Ensure that no users are logged into Reality. If necessary use the LOGOFF or LOGOFF-ALL command.
5. Login to UNIX as root.
6. Execute the command:

```
$REALROOT/bin/killreal
```

to shut down the Reality daemons.

7. Switch UNIX user-id to realman.
8. Run the install\_fix command as follows:

```
install_fix -a updatesDirectory
```

where *updatesDirectory* is the path to the directory containing the downloaded updates.

For example, if you have extracted the service pack to the directory /usr/realman/updates, when run from the realman user's home directory the command would be:

```
install_fix -a updates
```

---

### Note

---

---

If you only want to install a single update, run `install_fix` without the `-a` option and specify the file containing the required update. For example, for update V15.1.0.0001 saved in the directory `/usr/realman/updates` the command would be:

```
install_fix updates/V.0.0001.tar
```

---

9. `install_fix` will ask you for your name or initials. Once you have supplied this information, the process displays a description of each update to be installed and asks you to confirm installation.

---

**Note**

- You can suppress the confirmation prompts by running `install_fix` with the `-y` option.
  - If the process detects that the current version of the update is already loaded, a message is displayed and the update is not installed.
- 

If necessary, the installation process then rebuilds Reality and/or informs you that you should logon to each database to complete the installation.

10. Log into UNIX as root and run the command:

```
$REALROOT/bin/realstart
```

to restart the Reality daemons.

11. If you were informed that you need to log onto each database to complete the operation, log on to each database as the database owner and ensure that you are logged on to the SYSMAN account. Then from TCL run:

```
DBUPDATE updateNumber
```

where *updateNumber* is the number of the update you have installed (for example, 15.1.0.0001); omit the update number to process all updates. Follow the on-screen prompts.

---

**Note**

For UNIX-Connect updates, download the latest UNIX-Connect accumulative patch from the Reality website, use.

```
tar -xvf fileName
```

to extract the components, and then follow the instructions in the extracted README.

---

## Section 9: Accessing the ISO Deliverable

### 9.0.1 On UNIX

Utilities are available that can make a standard ISO file accessible as a block device, like an optical disk, which can then be mounted and accessed as a file system. See examples below.

#### 9.0.1.1 Example: Solaris

```
mkdir /mnt/iso
lofiadm -a /tmp/rlty-V15.3.BN.10318.iso /dev/lofi/1
mount -F hsfs -o ro /dev/lofi/1 /mnt/iso
cd /mnt/iso
./setup
```

#### 9.0.1.2 Example: Linux

```
mkdir /mnt/disk
mount -o loop disk1.iso /mnt/disk
cd /mnt/disk
./setup
```

#### 9.0.1.3 Example: AIX

```
#/usr/sbin/crfs -v jfs -g rootvg -a size=800 -m/cd1iso -Ano -pro -tno -a frag=4096 -a
nbpi=4096 -a ag=8
dd if=image.iso of=/dev/rlv00 bs=10M
chfs -a vfs=cdrom cd1iso
mount /cd1iso
cd /cd1iso
./setup
```

When done unmount and remove the file system:

```
rmfs /cd1iso
```



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Our customers change lives, so we create software and services that get them better outcomes. By innovating when it matters most, we help to keep people safer, healthier and better connected worldwide.

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