

TIDAL ENTERPRISE SCHEDULER AGENTS VERSION 3.0

Scheduler provides agents for Windows environments and agents for Unix environments. These release notes highlight new features, enhancements and changes within Tidal Enterprise Scheduler™ (Scheduler) Agents v3.0 for the Windows Agent only. If you encounter any problems or have any questions, contact Tidal Software Technical Services at (650) 475-4600.

Prerequisites

.NET version 2 is required

.NET framework 2.0 is now a prerequisite, as the new agent is written in C#/.net.

Windows NT 4.0 is no longer supported

Tidal Enterprise Scheduler no longer supports Windows NT 4.0.

New Features

The following new features are included in this release of Tidal Enterprise Scheduler Agents v3.0.

Windows Agent

The Windows Agent has been completely re-implemented using .NET/C# technology. The installation is now an MSI package and so automated, silent installs are now possible.

Installation Syntax

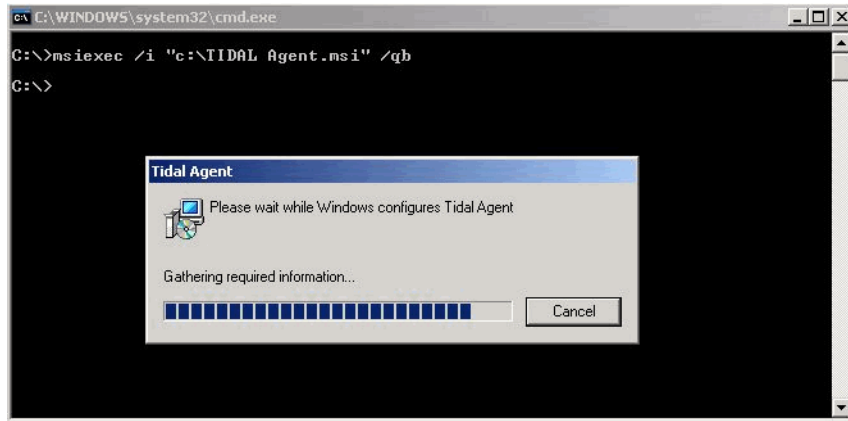
Syntax

Install

```
MSIEXEC /i package options
```

Option:

```
/qb            Basic UI
```



For additional syntaxes and options, see the following link to refer to the Microsoft Website:

<http://technet.microsoft.com/en-us/library/cc759262.aspx>

New Installation Panels

Tidal Enterprise Scheduler Agents v3.0 contains a new installation package with new panels.

► **To install the Windows agent:**

- 1 Run *Tidal Agent.msi*.

The **Welcome** panel displays.

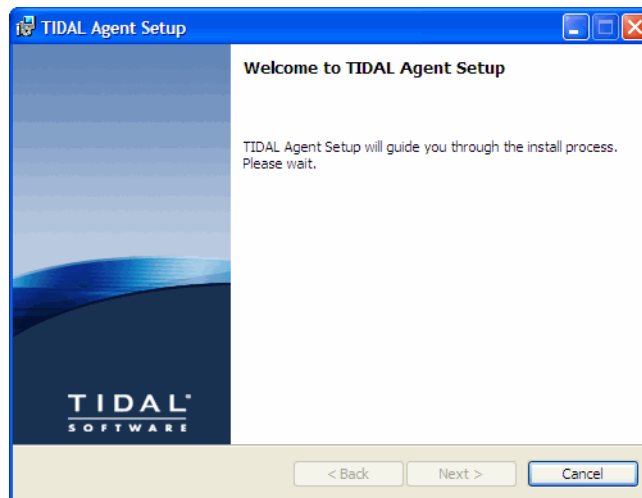


Figure 1 Welcome Panel



Figure 2 Welcome Panel 2

2 Click **Next**.

The **Destination Folder** panel displays.

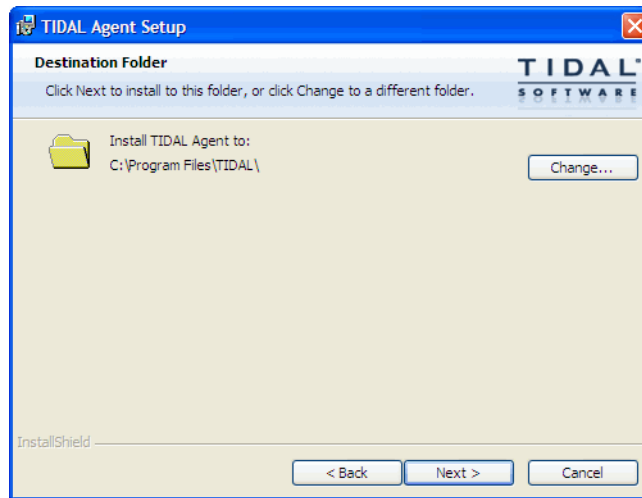


Figure 3 Destination Folder Panel

3 Select the directory where the **Scheduler** files will reside:

- ❖ Click **Browse** and select the appropriate directory.
- OR-
- ❖ Accept the default location at **C:\Program Files\TIDAL**.

- 4 Click **Next**.

The **Agent Port Number** panel displays.

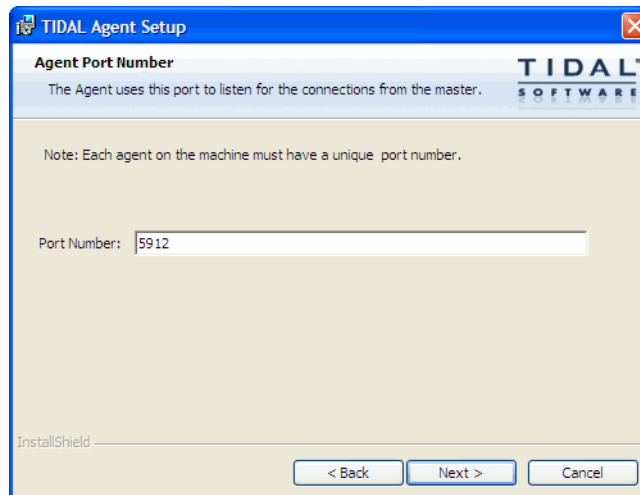


Figure 4 Agent Port Number Panel

- 5 Enter the unique port number the agent will use to listen for the connections from the master.

The default port is **5912**.

- 6 Click **Next** to display the **Installing TIDAL Agent** panel.

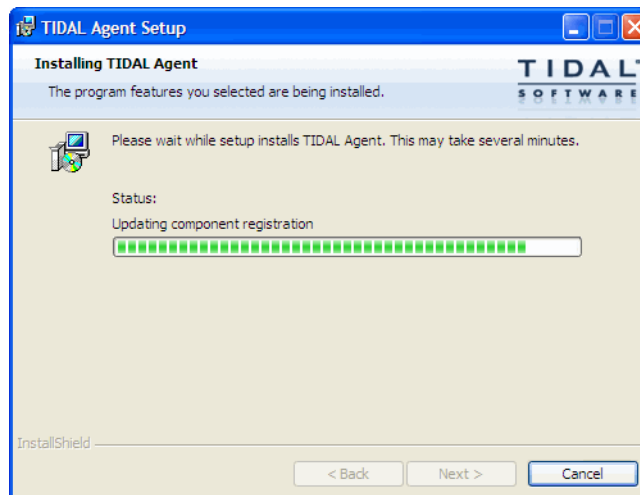


Figure 5 Installing TIDAL Agent Panel

- 7 Click **Next**.

The **Complete** panel displays.

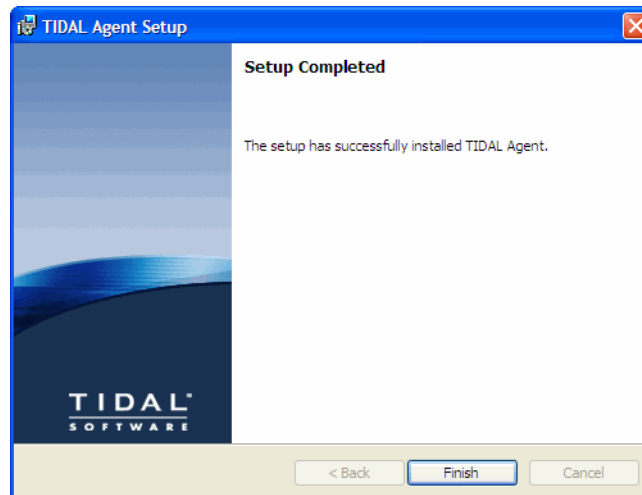


Figure 6 Complete Panel

- 8 Click **Finish**.

Improved Logging

Higher level logging is enabled by **DEBUG=Y** (for low debugging level) or **DEBUG=HIGH** (for maximum debug information) specified in the startup parameters of the Agent. Use Instance Manager or Service Manager to edit the Agent startup parameters (add them to the PATH field).

The new logs are, by default, located in:

C:\Program Files\TIDAL\Agent\TIDAL_AGENT_1\logs

There are three types of logs, Agent log, Master logs, and ftp log (when debug is turned on).

- ◆ Agent log, **_TIDAL_AGENT_1.log**
Startup information, information/errors that are Agent generic, not Master specific.
- ◆ Master log, **ES_<Master name>_1.log**
Logging information specific to a particular master.
- ◆ ftp log, **ftp.log**
Detailed debugging information for ftp jobs (only exists if debugging has been turned up).

FTPS Host Validation

Tidal Enterprise Scheduler Agents v3.0 validates the host defined in FTPS SSL certificate. This is a change in behavior from the current Windows agent. The Host Validation feature can be disabled by specifying a **SSLVLCRT** parameter on the agent command line. The default is **SSLVLCRT=Y** (yes). You can turn this off by specifying **SSLVLCRT=N**. Use

Instance Manager or Service Manager to edit the Agent startup parameters (add them to the PATH field).

Upgrading Components

Upgrading the Windows Agent from 1.x to 3.x

When upgrading your Windows agent 1.x, we recommend that you uninstall the agent first, then perform a fresh install.

Upgrading the Windows Agent from 2.x to 3.x

Before upgrading the Tidal Agent for Windows, use the Tidal Service Manager to stop the agent.

► ***To upgrade the Agent:***

- 1 Double click on the MSI file.
- 2 Answer **yes** to the prompt to upgrade.

Bugs Fixed in 3.0

BUG00428

Agent logging into single continuous file that may grow too big to read.

HOT00433

Windows Agent crashes getting invalid pointer errors.

BUG00445

SFTP List Directory Operation only returns 100 files.

BUG00465

Mget for SFTP

BUG00466

Issues with file dependencies that use the *Has Changed in* for the dependency type.

BUG00470

SSL FTP is not working.

BUG00480

TES 5.2.2 - File event doesn't work for 7 day old file.

BUG00488

FTP mget via tidal - get failed but job showed it completed normal.

BUG16417

File dependency is showing that it is met when it is no longer met.

Known Issues

If you install the new 3.0 Windows Agent into the same machine where a Master is installed, then one of these two situations may occur:

- ◆ Uninstall of pre-6.0 master removes TIDAL Software and everything below from under **Start>Programs**.
TIDAL Service Manager would also not work due to *ServiceMgr.exe*, *oem.cfg* and *TClusUtil.dll* files being removed from under ...*TIDAL* directory. You will have to uninstall then reinstall 3.0.0 Agent in order to recover.
- ◆ Uninstall of 3.0.0 Agent from the machine where you have pre-6.0 master installed will cause TIDAL Service Manager as well as Service Control Manager stop working due to *ServiceMgr.exe* along with *oem.cfg* and *TClusUtil.dll* files being removed by it.
- ▶ **To avoid or recover these situations:**
 - ◆ If you install the new 3.0 Windows Agent onto the same machine where the master is installed, first uninstall any Tidal Agent installed there. Then, when installing the new Agent, do not accept the default location. Instead, install it to an alternate location.
 - ◆ If new 3.0 Windows Agent and Master are installed into same directory structure, your options are:
 - ❖ If you need to uninstall the pre 6.0 Master, you will have to re-install the 3.0 Windows Agent.
 - ❖ If you need to uninstall the 3.0 Windows Agent, copy the *ServiceMgr.exe*, *oem.cfg* and *TClusUtil.dll* files to an alternate location, then copy them back to the <>\TIDAL directory after the uninstall to restore full functionality.

