Release Notes 93000221C
for
PORTSERVER II Operating System
40001260C
Version 3.0.0
Product Manual P/N 90030500B
Command Reference Guide 92000246A
12/17/96

Introduction

The Version 3.0.0 release of the PortServer II software is incompatible with previous release versions of the PortServer II software. Certain parts of the non-volatile storage formats used to store configuration information have been changed. Because of this, it is necessary to clear the portserver configuration when changing from a previous release version of the software to Version 3.

The addition of Frame Relay to this release causes the size of the boot image to exceed the space available in the flash ROM of the PortServer II units built prior to the Rev K models.. These PortServers must be booted via TFTP over the ethernet port. A smaller version of the OS, without FrameRelay will be available on Digi's ftp site for those who wish to use the other new features and need to have the OS installed in the flash ROM of older PortServer II models.

Manual Errata

None.

Upgrading Flash ROM

Should it be necessary to update the PortServer II OS contained in Flash ROM on your PortServer II, the recommended procedure is:

1. Obtain the new version of the software from Digi and place it on your TFTP server.
2. Save your current configuration using `cpconf`. This should not be necessary, but it is advisable to maintain a backup of your current configuration when re-writing a sizable portion of flash.
3. Boot your portserver with the new operating system via TFTP, by using `set config boothost=`*hostip* `bootfile=`*filename* `tftpboot=yes`, and then rebooting your portserver. See page 45 of the *User's Guide and Reference Manual* for more details. This step ensures that you have a good copy of the new version of the software, and also that you can still boot your PortServer II in the unlikely event that your flash image gets corrupted in the process of writing it.
4. After booting your PortServer via TFTP, load the new version of the software into the flash ROM by using the command `boot load=`*host*`:`*filename*. If all goes well, the PortServer will reply "`The image now in flash memory appears valid.`"
5. Now you can return your PortServer II to booting from its flash ROM image by entering the command `set config tftpboot=no`.

Change from Beta

Sync parameters are automatically set when FrameRelay is brought up on a port. It is no longer necessary to set line or set port.

Miscellaneous routing fixes were made.

The TFTP timeout algorithm was improved.

The RealPort daemon will survive ICMP messages in a more reliable manner.

In the cases where PPP is started before the identity of the remote is known, the async map starts out a 0x00000000, not 0xFFFFFFFF. The result is we don't have to go through LCP negotiations twice if the user's desired async map is 0x00000000 (most often the case). Also, the software flow control flags on the port are checked, and if set, the flow control characters are used to determine the async map.

PPP changes, mostly to work through problems connecting with Microsoft Windows NT.

Bug Fixes

The bug fixes addressed by this release include, but are by no means limited to:

1. PR #4350 - No more socket connections.
2. PR #4363 - reboots on telnet to a hunt group when dev=host is set.
3. PR #4364 - cannot reset a hunt group to '0'.
4. PR #4421, #4502- kill command will now work on most connections; probably not RealPort or FrameRelay.
5. PR #4418 - many "off-by-one' errors when addressing ports were fixed.
6. PR #4457 - unable to telnet to a port set to dev=mio.
7. PR #4696 - setting dev=host for RealPort will raise dtr.
8. PR #4738 - multiple screen problem on outgoing network connections.
9. PR #4745 - the interrupt character caused the shell to hang, urgent data handling problem.
10. PR #4756 - "set modem" will now accept 'no' or 'none' to disable the script settings.
11. PR #4765 - cannot telnet to NetBSD systems.
12. PR #4767 - attempts have been made to make the RealPort Daemon in the PortServer more robust.

Un-numbered

1. A problem with the scripting where un-matched brackets caused a reboot.
2. A screen switch would allow a switch to a session which no longer exists, resulted in a "humg" session.

The problem report number (PR #) is included to enable Digi Tech Support to reference a complete description of the problem,.if necessary.