Connecting to a TapeTrack Framework Server

Each TapeTrack Framework Server accepts incoming communications on a single TCP/IP port (by default this port is 5000).

These incoming communications are firstly compressed with gzip level 9 compression, and then encrypted with AES 256 bit encryption.

To allow these connections the TapeTrack Framework Server must have firewall access to accept incoming connections, and the connecting clients must have outbound firewall access to establish a single TCP/IP stateful connection.

In the event the connection is terminated, either by a connection fault or the server timing out the connection, a new connection must be established.

In addition to direct TCP/IP connections, the TapeTrack communications API also supports connections via a HTTP Proxy.

Testing your TCP/IP connection

The simplest was to test if you are able to establish a connection to a TapeTrack Framework Server is to use the TMSS10Ping command line utility.



The TMSS10Ping utility simply sends an empty TapeTrack packet and receives a response. It is available for all supported platforms, requires no login credentials, and has no other dependencies.

Presuming your TapeTrack Framework Server at address **tapetrack.gazillabyte.com**, on port **5000** a successful test would look like this:

```
[root@documentation-us conf]# TMSS10Ping -P 5000 tapetrack.gazillabyte.com
44 bytes from 192.241.211.124: seq=1 time=0.00 ms
44 bytes from 192.241.211.124: seq=2 time=0.00 ms
44 bytes from 192.241.211.124: seq=3 time=0.00 ms
44 bytes from 192.241.211.124: seq=4 time=0.00 ms

--- 192.241.211.124 TMSS10Ping statistics ---
4 packets transmitted
round-trip min/avg/max = 0.00/0.00/0.00 ms
```

Connecting via the TapeTrack Command Line

Connecting via the TapeTrack Desktop

communication

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