



TPC Benchmark™ C
Full Disclosure Report

NEC Express5800 HV8000 (8 SMP)

**Using Microsoft SQL Server, Enterprise Edition 6.5
and Microsoft Windows NT Server, Enterprise Edition 4.0**

First Edition
Submitted for Review
March 18, 1998

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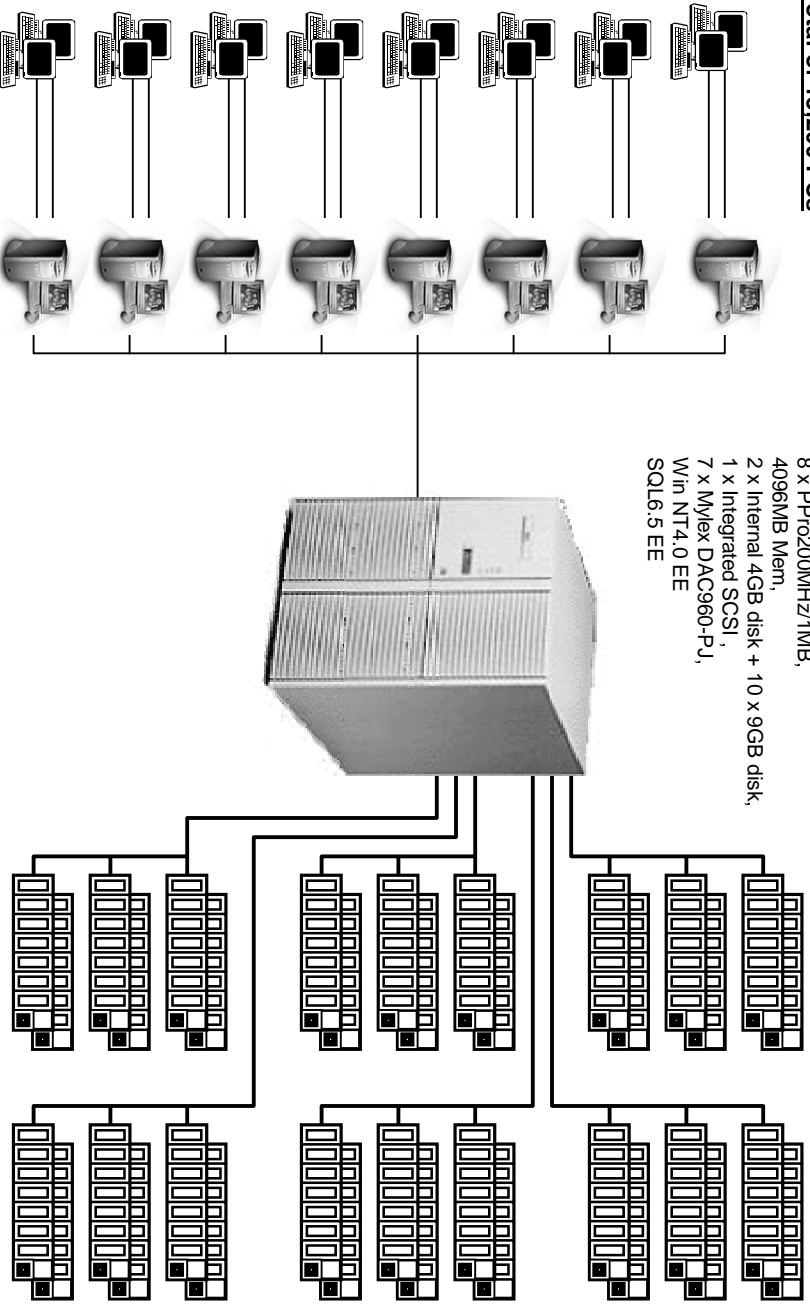
Express5800 HV8000 C/S

TPC-C Rev.332
Reported Date
March 18, 1998

Total System Cost	TPC-C Throughput	Price/Performance	Availability
\$632,405	16,216.10 tpmC	\$38.99 per tpmC	June 15, 1998
Processors	Database Manager	Operating System	Other Software
8 x PentiumPro 200MHz 1MB cache	Microsoft SQL Server 6.5 Enterprise Edition	Microsoft Windows NT4.0 Enterprise Edition	Microsoft IIS 3.0 BEA Tuxedo 6.3CFS Microsoft VC++
			Number of Users
			13,200

Total of 13,200 PCs

Server : Express5800 HV8000



8 x PowerMate Enterprise 800-233

System Component	Server	Each Client
Processors	8 Pentium Pro ® 200MHz	1 Pentium® II 233MHz
Cache	1MB L2	512KB
Memory	1 4096MB	1 256MB
Disk Controllers	7 Mylex DAC960-PJ Integrated Adapterc	1 Integrated IDE
Disk Drives	66 114 9GB (8.47GB usable) 4GB (3.99GB usable)	1 3.2GB
Total Storage	1013.88MB	3.2GB
Others	1 CD-ROM Drive DAT Drive	1 CD-ROM Drive



NEC Express 5800 HV8000

C/S

TPC-C REV 3.3.2

Report Date: March 18 1997

Description	Part Number	Brand	Third Party Pricing	Unit Price	Qty	Extended Price	5-year	
							Price	Maint. Price
Server Hardware								
Express 5800 HV/8000 4 x PentiumPro/200MHz/1MB CPU 1024MB CD-ROM, Keyboard, Mouse Integrated SCSI controller PCI 10/100Base NIC	860115000	NEC		51,550	1	51,550		12,372
Pentium Pro 200/1M CPU Upgrade Kit 1024MB ECC (4X256MB DIMM) 4GB HDD NEC 15" Multisync Monitor 4/8GB SCSI Connor 4mm DAT Drive PCI Bridge Card (+2spares)	203202 FL410-34305 OP-220-76102 JC-1576VMA FI-230-34001 2031EVM	NEC NEC NEC NEC NEC TI		3,500 10,199 699 299 749 500	4 3 2 1 1 5	14,000 30,597 1,398 299 749 1,500		0 0 0 72 0 0
Disk Subsystem								
Mylex DAC960PJ 3channel w/ 8MB EDO (+2 spares) DEC Storage Works system 4.3GB W-Use Seagate Disk(+10% spares) 9GB W-Use Seagate Disk(+10% spares) Shelf (HA702WJHC single Bus)(+10%spares) 180W Power Supply SBB (+10% spares) ULTRA 68V/HD TR-LINK (+2 spares) ULTRA 68V/HD 0.5M SCSI Cable ASSBLY(+2spares) ULTRA 68V/HD 3M SCSI Cable ASSBLY(+2spares) ULTRA 68V/HD Converter Cable(+2spares) HD 9GB U/W SCSI 10KRPV	DACPJ-3-8E-MY1	Mylex		1,845	9	16,605		450
	DS-RZ1CB-VW DS-RZ1DB-VW DS-BA356-SD DS-BA35X-HH H8861-AA BN87A-0E BN87A-03 BN88E-0B 203350	DEC DEC DEC DEC DEC DEC DEC DEC DEC		900 1,723 733 375 134 103 103 103 103	124 62 40 40 20 20 20 8 10	111,600 106,826 29,320 15,000 2,680 2,060 2,060 824 18,290		0 0 0 0 0 0 0 0 0
				Subtotal	10	405,358		12,894
Server Software								
Microsoft Windows NT Server Enterprise Edition 4.0 Microsoft SQL Server Enterprise Edition 6.5 Unlimited		Microsoft Microsoft		3,999 28,999	1 2	3,999 28,999		0 10,475
				Subtotal	1	32,998		10,475
Client Hardware								
PowerMate Enterprise 8000-233 Pentium II 233MHz 32MB 3.2GB HDD CD-ROM, KB, Mouse, Integrated Intel Pro 100 128MB DIMM EtherExpress Pro/100B NIC 20 pack (including spares) NEC 15" Multisync Monitor	P8001T2HT	NEC		1,499	8	11,992		2,878
	238-00205 PLA8465B JC-1576VMA	NEC Intel NEC		900 1,289 299	16 1 8	14,400 1,289 2,392		0 0 72
				Subtotal	8	30,073		2,950
Client Software								
Microsoft Windows NT Server 4.0 w/5 cal Microsoft Visual C++ 32-bit edition (subs cription) Microsoft SQL Workstation(includes program's toolkit) Tuxedo 6.3 Core functionality Services for NT		Microsoft Microsoft Microsoft BEA		809 499 499 3,000	8 2 1 3	6,472 499 499 24,000		0 0 0 18,000
				Subtotal	8	31,470		18,000
User Connectivity								
Linksys Fast Ethernet 100BTX HUB (+2 spares) Linksys 20-prt 10Mbps HUB (+10% spares)	FEHUB16W EW20HUB	Linksys Linksys		289 118	3 740	867 87,320		0 0
				Subtotal	3	88,187		0
				TOTAL		588,086		44,319
Notes:						Five-Year Cost of Ownership: \$632,405		
All Microsoft maintenance is covered by the maintenance costs of Microsoft SQL Server						tpmc Rating: 16216.10		
Pricing: 1-NEC 2-Microsoft 3-BEA 4-Mylex 5-TI 6-CDW 7-Tenex Data						\$ / tpm C: 38.99		
Intel offers a lifetime warranty free of charge:								
Linksys offers standard with 5-year warranty								
Audited by Francois Raab of Information Paradigm, Inc								
Prices used in TPC benchmarks reflect the actual prices a customer would pay for a one-time purchase of the stated components. Individually negotiated discounts are not permitted. Special prices based on assumptions about past or future purchases are not permitted. All discounts reflect standard pricing policies for the listed components. For complete details, see the pricing sections of the TPC benchmark specifications. If you find that the stated prices are not available according to these terms, please inform the TPC at tpc.org . Thank you.								

Numerical Quantities Summary

MQTh, Computed Maximum Qualified Throughput				16216.10 tpmC
%throughput difference ,reported & reproducibility runs				0.76%
<u>Response Times(in seconds)</u>	<u>90%</u>	<u>Average</u>	<u>Maximum</u>	
New-Order	1.09	0.66	38.29	
Payment	0.92	0.48	28.94	
Stock-Level	4.41	2.91	18.52	
Delivery(interactive portion)	0.30	0.30	1.89	
Delivery(deferred portion)	1.71	0.70	3.95	
Order-status	1.60	1.04	34.03	
Menu	0.30	0.20	2.30	
Response time delay added for emulated components				0.1
<u>Transaction Mix , in percent of total transaction</u>				
New-Order				44.83%
Payment				43.04%
Order-status				4.10%
Delivery				4.03%
Stock-level				4.01%
<u>Keying/Think Times (in seconds)</u>	<u>Min.</u>	<u>Average</u>	<u>Max</u>	
New-Order	18.01	18.01	18.03	120.70
Payment	3.0	3.01	3.03	120.70
Stock-Level	2.0	2.01	2.02	50.50
Delivery	2.0	2.01	2.02	40.23
Order-status	2.0	2.01	2.02	100.71
<u>Test Duration</u>				
Ramp-up time				47 minutes
Measurement interval				30 minutes
Number of checkpoints				1
Checkpoint interval				30 minutes
Number of transactions (all types) completed in measurement interval				1,085,280

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Abstract

This report documents the compliance of NEC Corporation's TPC Benchmark™ C tests on the NEC Express 5800/HV8000 client/server system with version 3.3.2 of the TPC Benchmark C Standard Specification. 8 Clients (NEC PowerMate Enterprise 8000-233) were used as the front-end clients.

The operating system and the DBMS used on the server were Microsoft Windows NT, Enterprise Edition 4.0 and Microsoft SQL Server, Enterprise Edition 6.5. The operating system on the clients was Microsoft Windows NT Server 4.0(SP3). Those clients ran Microsoft's IIS server 3.0 and Tuxedo 6.3 CFS for Windows NT.

Two standard metrics, transaction-per-minute-C(tpmC) and price per tpmC(\$/tpmC) are reported, in accordance with the TPC Benchmark™ C Standard. The independent auditor's report by Francois Raab appears at the end of this report.

TPC Benchmark™ C Metrics

The standard TPC Benchmark™ C metrics, tpmC (transactions per minute), price per tpmC (five year capital cost per measured tpmC) are reported.

System	SW	Total System Cost	tpmC	\$ per tpmC	Availability Date
NEC Express5800 HV8000	Microsoft Windows NT, Enterprise Edition 4.0 Microsoft SQL Server, Enterprise Edition 6.5 Tuxedo 6.3 CFS	\$632,405	16216.10	\$38.99	June 15, 1998

Standard and Executive Summary Statements

The following pages contain executive summary of results for this benchmark.

Auditor

The benchmark configuration, environment and methodology were audited by Francois Raab of Information Paradigm, Inc. to verify compliance with the relevant TPC specifications.

Preface

The TPC Benchmark™ C was developed by the Transaction Processing Performance Council (TPC). The TPC was founded to define transaction processing benchmarks and to disseminate objective, verifiable performance data to the industry. This full disclosure report is based on the TPC Benchmark™ C Standard Specifications Version 3.3.2, released June 25, 1997.

TPC Benchmark™ C Overview

The TPC describes this benchmark in Clause 0.1 of the specifications as follows:

TPC Benchmark™ C is an On Line Transaction Processing (OLTP) workload. It is a mixture of read-only and update intensive transactions that simulate the activities found in complex OLTP application environments. It does so by exercising a breadth of system components associated with such environments, which are characterized by:

- The simultaneous execution of multiple transaction types that span a breadth of complexity
- On-line and deferred transaction execution modes
- Multiple on-line terminal sessions
- Moderate system and application execution time
- Significant disk input/output
- Transaction integrity (ACID properties)
- Non-uniform distribution of data access through primary and secondary keys
- Databases consisting of many tables with a wide variety of sizes, attributes and relationships
- Contention of data access and update

The performance metric reported by TPC-C is a “business throughput” measuring the number of orders processed per minute. Multiple transactions are used to simulate the business activity of processing an order, and each transaction is subject to a response time constraint. The performance metric for this benchmark is expressed in transactions-per-minute-C (tpmC). To be compliant with the TPC-C standard, all references to tpmC results must include the tpmC rate, the associated price-per-tpmC, and the availability date of the priced configuration.

Benchmark results are highly dependent upon workload, specific application requirements, and systems design and implementation. Relative system performance will vary as a result of these and other factors. Therefore, TPC-C should not be used as a substitute for a specific customer application benchmark when critical capacity planning and/or product evaluation decisions are contemplated.

Document Structure

This TPC Benchmark™ C Full Disclosure Report is organized as follows:

- The main body of the document lists each item in Clause 8 of the TPC-C Standard and explains how each requirement is satisfied.
- Appendix A contains the source code of the TPC-C application code used to implement the TPC-C transactions.
- Appendix B contains the database definition and population code used in the tests.
- Appendix C contains the tunable parameters used in the TPC-C tests.
- Appendix D contains space calculation table.
- Appendix E contains third-party price quotations.

TPC Benchmark™ C Full Disclosure

The TPC Benchmark™ C Standard Specification requires test sponsors to publish, and make available to the public, a full disclosure report for the results to be considered compliant with the Standard. The required contents of the full disclosure report are specified in Clause 8. This report is intended to satisfy the Standard's requirement for full disclosure. It documents the compliance of the benchmark tests with each item listed in Clause 8 of the TPC Benchmark™ C Standard Specification.

In the Standard Specification, the main headings in Clause 8 are keyed to the other clauses. The headings in this report use the same sequence, so that they correspond to the titles or subjects referred to in Clause 8.

Each section in this report begins with the text of the corresponding item from Clause 8 of the Standard Specification, printed in italic type. The plain text that follows explains how the tests comply with the TPC Benchmark™ C requirement. In sections where Clause 8 requires extensive listings, the section refers to the appropriate appendix at the end of this report.

General Items

Order and titles

The order and titles of sections in the Test Sponsor's Full Disclosure Report must correspond with the order and titles of for TPC-C standard specification. The intent is to make it as easy as possible for readers to compare and contrast material in different Full Disclosure reports.

The order and titles of sections in this report correspond with that of the TPC-C standard specification.

Summary Statement

The TPC Executive Summary Statement must be included near the beginning of the Full Disclosure.

The TPC Executive Summary Statement is included at the beginning of this report.

Numerical Quantities Summary

The numerical quantities listed below must be summarized near the beginning of the Full Disclosure Report.

- *measurement interval in minutes,*
- *number of checkpoints in the measurement interval,*
- *computed maximum Qualified Throughput in tpmC,*
- *percentage difference between reported throughput and throughput obtained in reproducibility run,*
- *ninetieth percentile, average and maximum response times for the New-Order, Payment, Order-Status, Stock-Level, Delivery(deferred and interactive) and Menu transactions,*
- *time in seconds added to response time to compensate for delays associated with emulated components, and percentage of transaction mix for each transaction type.*

These numerical quantities are summarized at the beginning of this report.

Application Program

The application program (as defined in 2.1.7) must be disclosed. This includes, but is not limited to, the code implementing the five transactions and the terminal input and output functions.

Appendix A contains the application source codes used in the TPC-C benchmark.

Sponsor

A statement identifying the benchmark sponsor(s) and other participating companies must be provided.

This benchmark test was sponsored by NEC Corporation . Packard Bell NEC has authorized NEC Corp. to publish TPC-C performance and price/performance results for the NEC Epress5800 HV8000. Price quotations contained in Appendix G correspond to the NEC Express5800 HV8000 server.

Parameters and Options

Setting must be provided for all customer-tunable parameters and options that have been changed from the defaults found in the actual products, including, but not limited to:

- *Database tuning options*
- *Recovery/locking options*
- *Operating system and application configuration parameters*

Appendix C contains the tunable parameters used in the TPC-C tests.

Configuration Diagrams

Provide diagrams of both the measured and priced configurations, accompanied by a description of the differences. This includes, but not limited to:

- *Number and type of processors*
- *Size of allocated memory, and any specific mapping/partitioning or memory unique to the test*
- *Number and type of disk drive units (and controllers, if applicable)*
- *Number of channels or bus connections to disk units, including their protocol type*
- *Number of LAN(e.g. Ethernet) connections, including routers, workstations, terminals, etc., that were physically used in the test or are incorporated into the pricing structure.*
- *Type and the run-time execution location of software components(e.g., DBMS, client processes, transaction monitors, software drivers, etc.)*

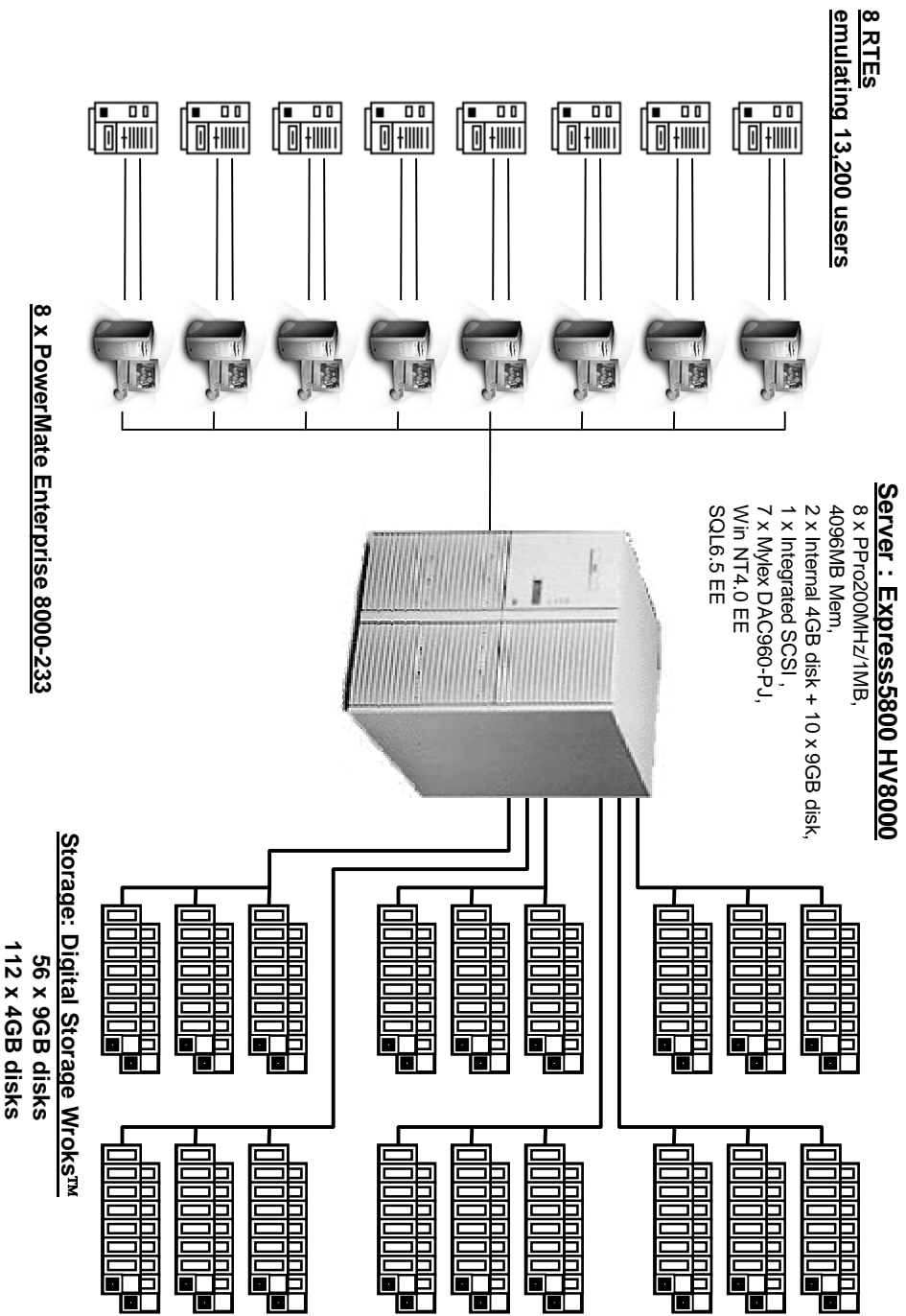
Figure 1.1 shows the measured configuration diagram.

Figure 1.2 shows the priced configuration diagram.

Measured Configuration

The following figure represents the measured configuration. The benchmark system used a remote terminal emulator(RTE) to initiate transactions and measure response times of transactions, as well as record various data for each transaction.

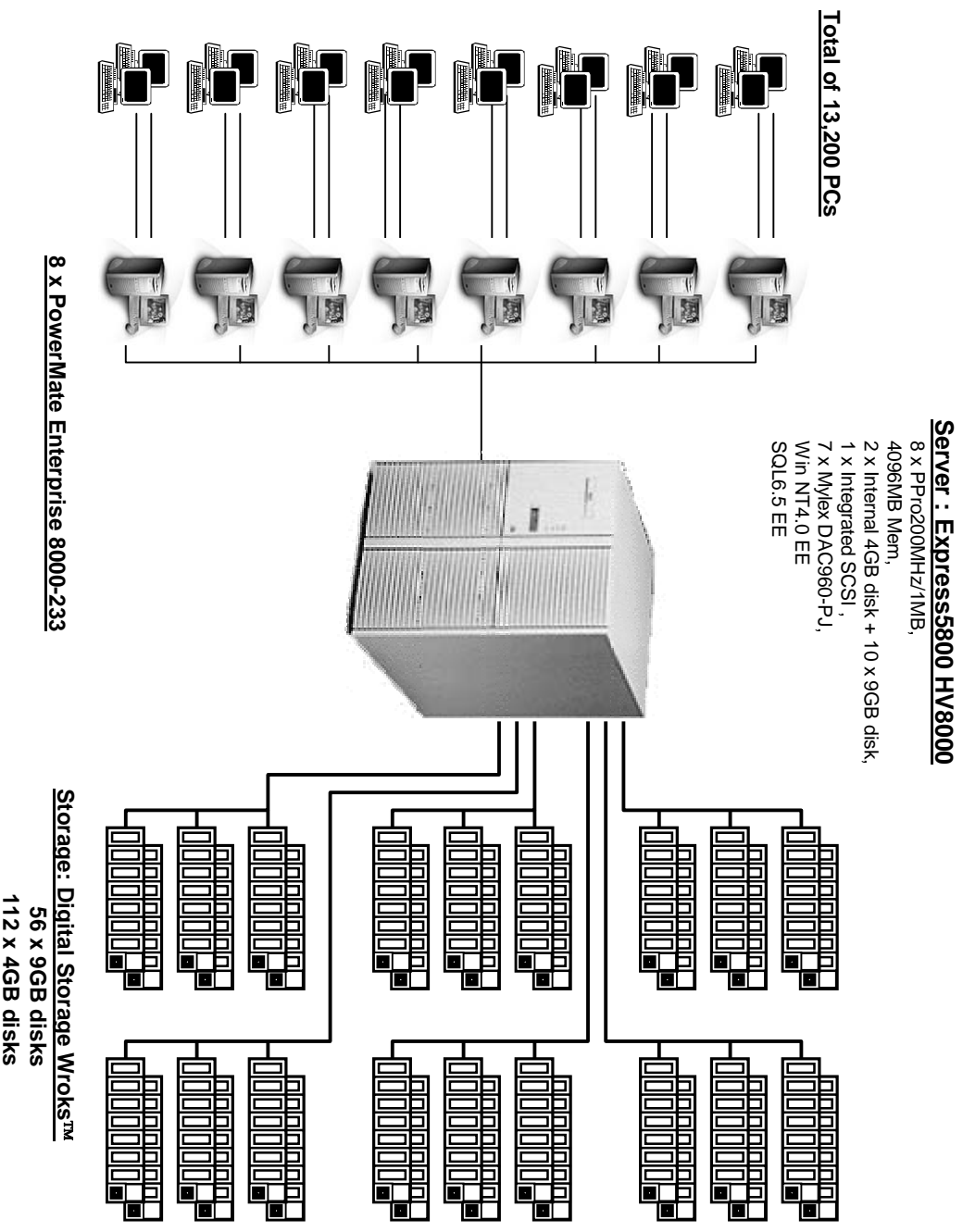
Figure 1.1 Express5800 HV8000, Measured Configuration Diagram



Priced System Configuration

The following figure depicts the priced system, whose cost determines the normalized price per rpmC reported for the test.

Figure 1.2: Express5800 HV8000 , Priced Configuration Diagram



Clause 1 : Logical Database Design and Related Items

Table Definitions

Listing must be provided for all table definition statements and all other statements used to set up the database.

Appendix B contains the code used to define and load the database tables..

Table Organization

The physical organization of tables and indices within the database must be disclosed.

Appendix B contains the code used to define the physical organization of tables and indices

Insert and Delete Operations

It must be ascertained that insert and/or delete operations to any of the tables can occur concurrently with the TPC-C transaction mix. Furthermore, any restrictions in the SUT database implementation that precludes inserts beyond the limits defined in Clause 1.4.11 must be disclosed. This includes the maximum number of rows that can be inserted and the minimum key value for these new rows.

All insert and delete functions were fully operational during the entire benchmark.

Disclosure of Partitioning

While there are a few restrictions placed upon horizontal or vertical partitioning of tables and rows in the TPC-C benchmark see Clause 1.6), any such partitioning must be disclosed.

Partitioning was not used on any table in this benchmark.

Replication of Tables

Replication of tables, if used, must be disclosed.

No tables were replicated in this benchmark test.

Additional and/or Duplicated Attributes in any Table

Additional and/or duplicated attributes in any table must be disclosed along with a statement on the impact on performance.

No duplications or additional attributes were used in this benchmark.

Clause 2 : Transaction and Terminal profiles Related Items

Random Number Generation

The method of verification for the random number generation must be described.

Random numbers were generated internally by the Microsoft BenchCraft RTE program which was already audited independently.

Terminal Input/Output Screen Layout

The actual layout of the terminal input/output screens must be disclosed.

All screen layouts followed the specifications exactly.

Terminal feature Verification

The method used to verify that the emulated terminals provide all the features described in Clause 2.2.2.4 must be explained. Although not specifically priced, the type and model of the terminals used for the demonstration in 8.1.3.3.3 must be disclosed and commercially available (including supporting software and maintenance).

Each of five transaction types was tested by the auditor. The auditor verified that all the features specified in Clause 2.2.2.4 were provided.

Presentation Manager or Intelligent Terminal

Any usage of presentation managers or intelligent terminals must be explained.

Comment1: The intent of this clause is to describe any special manipulations performed by a local terminal or workstation to off-load work from the SUT. This includes, but is not limited to : screen presentations, message bundling, and local storage of TPC-C rows.

Comment2: This disclosure also requires that all data manipulation functions also be described. Within this disclosure, the purpose of such additional function(s) must be explained.

Application code running on the client machines implemented the TPC-C user interface. No presentation manager software or intelligent terminal features were used. The source code for the applications is listed in Appendix A.

Transaction Profiles

The percentage of home and remote order-lines in the New-Order transactions must be disclosed.

The percentage of New-Order transactions that were rolled back as a result of an unused item number must be disclosed.

The number of items per orders entered by New-Order transaction s must be disclosed.

The percentage of home and remote Payment transaction s must be disclosed.

The percentage of Payment and Order-Status transaction s that used non-primary key (C_LAST) access to the database must be disclosed.

The percentage of Delivery transactions that were skipped as a result of an insufficient number of rows in the NEW-ORDER table must be disclosed.

Table I shows the numerical quantities required by Clause 8.1.3.5 through 8.1.3.10.

Transaction Mix

The Mix (i.e., percentages) of transaction types seen by the SUT must be disclosed.

Table 1 shows the mix of transaction types seen by the SUT during the reported measurement interval. Following table summarizes the data required for disclosure in section 3.5 through 3.11.

Table 1 Transaction Statistics

	Statistic	Value
New Order	Home warehouse order lines	99.02%
	Remote warehouse order lines	0.98%
	Rolled back transactions	0.93%
	Average items per order	10.00
Payment	Home warehouse payments	85.11%
	Remote warehouse payments	14.89%
	Accessed by last name	60.02%
Order Status	Accessed by last name	60.63%
Delivery	Skipped deliveries	0
Transaction Mix	New Order	44.83%
	Payment	43.04%
	Stock Level	4.01%
	Delivery	4.03%
	Order Status	4.10%

Queuing Mechanism

The queuing mechanism used to defer the execution of the Delivery transaction must be disclosed.

The client application processes submitted delivery transactions to named pipe delivery server software running on the client machines. There was a single delivery server with multiple execution threads running on each client machine. These delivery servers were responsible for processing deliveries queued to the named pipe and submitting them to the database server. The source code is listed in Appendix A.

Clause 3 : Transaction and System Properties Related Items

Transaction System Properties (ACID)

The results of the ACID tests must be disclosed along with a description of how the ACID requirements were met. This includes disclosing which case was followed for the execution of Isolation Test 7.

The TPC Benchmark™ C Standard Specification defines a set of transaction processing system properties that a system under test (SUT) must support during the execution of the benchmark. Those properties are Atomicity, Consistency, Isolation and Durability (ACID). This section quotes the specification definition of each of those properties and describes the tests done as specified and monitored by the auditor . to demonstrate compliance.

Atomicity Tests

The system under test must guarantee that the database transactions are atomic; the system will either perform all individual operations on the data or will assure that no partially completed operations leave any effects on the data.

Completed Transactions

Perform the Payment for randomly selected warehouse, district and customer by customer number as specified in Clause 2.5.1.2) and verify that the records in the CUSTOMER,DISTRICT and WAREHOUSE tables have been changed appropriately.

The value of w_ytd, d_ytd, c_balance, c_ytd_payment and c_payment_cnt of a randomly selected warehouse, district, and customer were retrieved. The Payment transaction was executed on the same warehouse, district, and customer. The transaction was committed. The values w_ytd, d_ytd, c_balance, c_ytd_payment, and c_payment_cnt were retrieved again. It was verified that all values had been changed appropriately.

Aborted Transactions

Perform the Payment transaction for randomly selected warehouse, district and customer by customer number as specified in Clause 2.5.1.2) and substitute a ROLLBACK of the transaction for the COMMIT of the transaction. Verify that records in CUSTOMER, DISTRICT and WAREHOUSE tables have Not been changed.

The value of w_ytd, d_ytd, c_balance, c_ytd_payment and c_payment_cnt of randomly selected warehouse , district, and customer were retrieved. The Payment transaction was executed on the same warehouse, district, and customer. The transaction was rolled back. The values of w_ytd, d_ytd, c_balance, c_ytd_payment, c_payment_cnt were retrieved again. It was verified that none of the values had changed.

Consistency Tests

Consistency is the property of the application that requires any execution of a database transaction to take the database from one consistent state to another, assuming that the database is initially in a consistent state.

Consistency conditions one through four were tested using a script to issue queries to the database. The results of the queries verified that the database was consistent for all four tests. A run was executed over 10 minutes and included a checkpoint under 1500 users (150 active warehouse) condition . The shell script was executed before and after the run. The result of the same queries verified that the database remained consistent after the run.

Isolation

Sufficient conditions must be enabled at either the system or application level to ensure the required isolation level is obtained.

Isolation tests one through nine were executed using shell scripts to issue queries to the database. Each script included timestamps to demonstrate the concurrency of operations. The results of the queries were captured to files. The captured files were verified to demonstrate the required isolation had been met. Case A was followed for Isolation Test 7.

Durability

The tested system must guarantee durability: the ability to preserve the effects of committed transaction and insure database consistency after recovery from any one of the failures listed in Clause 3.5.3.

- *Permanent irrecoverable failure of any single durable medium containing database, ABTH files/tables, or recovery log data.*
- *Instantaneous interruption(system crash/system hang) in processing which requires system reboot to recover.*
- *Failure of all or part of memory(loss of contents)*

Loss of Memory and Loss of Log

Because the loss of power erases the contents of memory, both of instantaneous interruption and loss of memory were combined into a single test. Also loss of log was combined into the test.

The following steps were performed on a database of 1320 warehouses under the full load of users.

1. A sum of D_NEXT_O_ID of all rows in the district table was taken.
2. Full load of users were logged in to the database and running transactions for 5 minutes.
3. A checkpoint was initiated.
4. One disk drive of mirror paired drives holding the transaction log was removed. Because log drive mirroring was done by RAID controller NT and SQL Server did not notice the disk missing. The benchmark run continued without interruption.
5. The running continued 2 minutes.
6. the system was powered off.
7. The RTE was shutted down.
8. The system was powered back up. SQL Server was restarted and automatically recovered.
9. A new count of D_NEXT_O_ID was taken.
10. This number was compared with the number of new orders reported by the RTE.

Loss of Data

Loss of data was demonstrated on a 10 Warehouse database for convenience. The standard driving mechanism was used to generate the transaction load of 100 users for the test. To demonstrate recovery from a permanent failure of durable media containing TPC-C tables, the following steps were performed.

A fully scaled database would also pass this test.

1. A 10 Warehouse database was built having similar characteristics to the large database.
2. The database was backed up using SQL Server backup facilities.
3. A sum of D_NEXT_O_ID was taken.
4. 100 users were logged in to the database and running transactions.
5. One disk drive in the array was removed causing SQL Server error. SQL Server was shutted down.
6. SQL Server was restarted and a dump of the transaction log was taken.
7. The 10 Warehouse database was restored from backup.
8. The transaction log was restored and transactions rolled forward.
9. A new count of D_NEXT_O_ID was taken.
10. This number was compared with the number of new orders reported by the RTE.

Clause 4 : Scaling and Database Population Related Items

Initial Cardinality of Tables

The cardinality (e.g. number of rows) of each table, as it existed at the start of the benchmark run, must be disclosed. If the database was over-scaled and inactive rows of the WAREHOUSE table were deleted, the cardinality of the WAREHOUSE table as initially configured and the number of rows deleted must be disclosed.

The TPC-C database was originally built with 1350 warehouses. 30 warehouses were deleted prior to benchmark run.

Table 2 Number of Rows for Server

Table	Cardinality as benchmarked
Warehouse	1,320
Distinct	13,500
Customer	40,500,000
History	40,500,001
Orders	40,500,000
New Order	12,150,000
Order Line	405,000,764
Stock	135,000,000
Item	100,000
Deleted Warehouse Rows	30

Distribution of Tables and Logs

The distribution of tables and logs across all media must be explicitly depicted for tested and priced systems.

Table 3 depicts the distribution of the database over the disks of the tested system.

Figure 1.1, 1.2 shows the disk configuration for measured and priced system.

Table 3 : Data Distribution

Disk Administrator Configuration							
Disk	Partition1	Partition2	Partition3	Unused Space	HA#	LD#	Usage
0 4095MB	C: NTFS 4095MB			(None)	1	1	System SQL Server
1 4095MB	D: NTFS 4095MB			(None)	1	2	System SQL Server
2	M: (RAW)	N: (RAW)	O: (RAW)		2	1	Data(CS,OL,Misc)
242984MB	3006MB	27009MB	8006MB	204962MB			
3	H: (RAW)	X: (NTFS)			3	1	Data(CS) Dump
242984MB	17000MB	205983MB		20000MB			
4	E: (RAW)	F: (RAW)			4	1	Log
26049MB	12100MB	13949MB		(None)			
5	V: (RAW)				4	2	Log
17366MB	(RAW) 17366MB			(None)			
6	L: (RAW)				5	1	Data(CS)
114548MB	13900MB			100647MB			
7	K: (RAW)				6	1	Data(CS)
114548MB	15400MB			99147MB			
8	J: (RAW)				7	1	Data(CS)
114548MB	13900MB			100647MB			
9	I: (RAW)				8	1	Data(CS)
114548MB	15400MB			99147MB			

Type of Database

A statement must be provided that describes:

- 1) The data model implemented by DBMS used (e.g. relational, network, hierarchical).
- 2) The database interface (e.g. embedded, call level) and access language (e.g. SQL, PL/I, COBOL read/write used to implement the TPC-C transaction. If more than one interface/access language is used to implement TPC-C, each interface/access language must be described and a list of which interface/access language is used with which transaction type must be disclosed.

Microsoft SQL Server, Enterprise Edition 6.5, a relational database, was used in this benchmark. SQL Server stored procedures were used and invoked through DB-Library function calls embedded in C code.

Database Mapping

The mapping of database partitions/replikations must be explicitly described.

No partitioning or replication was used.

180-Days Space

Details of the 180 day space computations along with proof that the database is configured to sustain 8 hours of growth for the dynamic tables (Order, Order-Line, and History) must be disclosed.

The detail of 180-day space calculation is shown in Appendix D.

To calculate the space required to sustain the database log for 8 hours of growth at steady state, the following steps were followed:

1. The free space on the log file was queried using *DBCC sqlperf(logspace)*.
2. Transactions were run against the database with a full load of users.
3. The free space was again queried using *DBCC sqlperf(logspace)*.
4. The space used was calculated as the difference between the first and second query.
5. The number of NEW-ORDERS was verified from an RTE report covering the entire run.
6. The space used was divided by the number of NEW-ORDERS giving a spaceused per NEW-ORDER transaction.
7. The space used per transaction was multiplied by the measured tpmC rate times 480 minutes.

The results of the above steps yielded a requirement of 41.16 GB to sustain the log for 8 hours.

Space available on the transaction log volume was 84.73 GB (including mirror), indicating that enough storage was configured to sustain 8 hours of growth.

The same methodology was used to compute growth requirements for dynamic tables Order, Order-Line and History.

Clause 5 : Performance Metrics and Response Time Related Items

Throughput

Measured tpmC must be reported

Table 4 : Measured tpmC

16216.10 tpmC

Response Times

Nineth percentile, maximum and average response times must be reported for all transaction types as well as for the menu response time.

Table 5 : Response Times (in seconds)

Type	Average	Maximum	90 th %
New-Order	0.66	38.29	1.09
Payment	0.48	28.94	0.92
Stock Level	2.91	18.52	4.41
Interactive Delivery	0.30	1.89	0.30
Deferred Delivery	0.70	3.95	1.71
Order Status	1.04	34.03	1.60
Menu	0.20	2.30	0.30

Keying and Think Times

The minimum, the average, and the maximum keying and think times must be reported for each transaction type.

Table 6 : Keying Times

Type	Minimum	Average	Maximum
New-Order	18.01	18.01	18.03
Payment	3.00	3.01	3.03
Stock Level	2.00	2.01	2.02
Interactive Delivery	2.00	2.01	2.02
Order Status	2.00	2.01	2.02

Table 7 : Think Times

Type	Minimum	Average	Maximum
New-Order	0.00	12.06	120.70
Payment	0.00	12.02	120.70
Stock Level	0.00	5.13	50.50
Interactive Delivery	0.00	5.03	40.23
Order Status	0.00	10.13	100.71

Response Time Frequency Distribution Curves and Other Graphs

Response Time frequency distribution curves (see Clause 5.6.1) must be reported for each transaction type.

Figure 2.1 : New Order Response Time Distribution

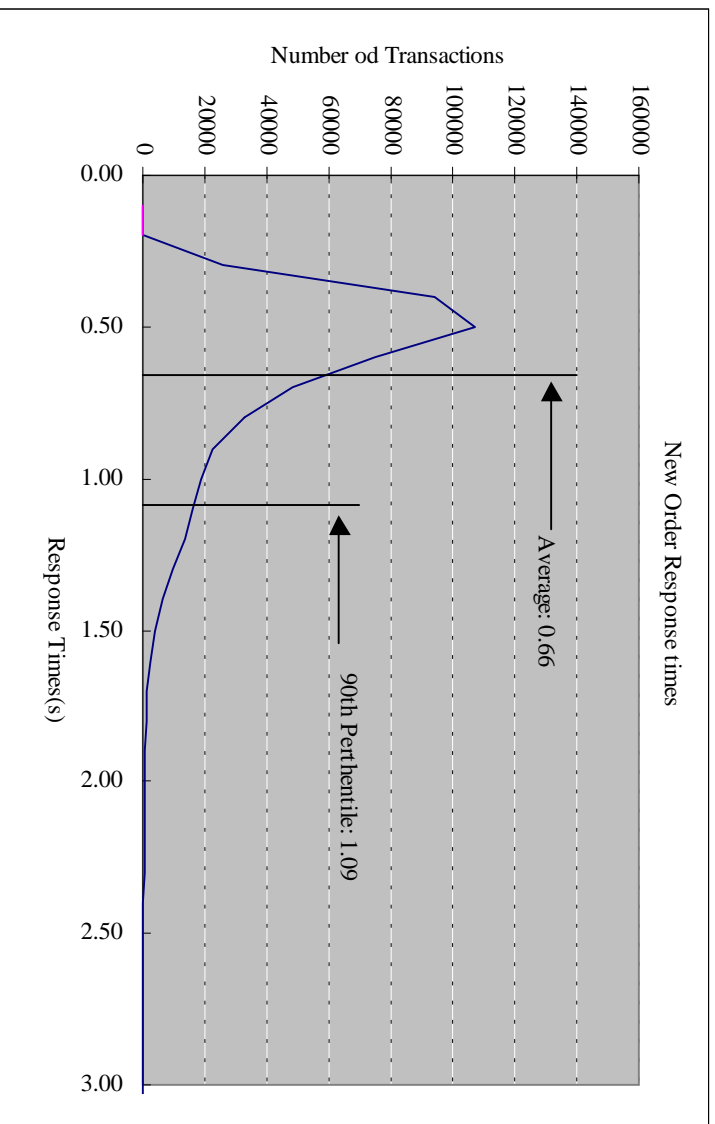


Figure 2.2 : Payment Response Time Distribution

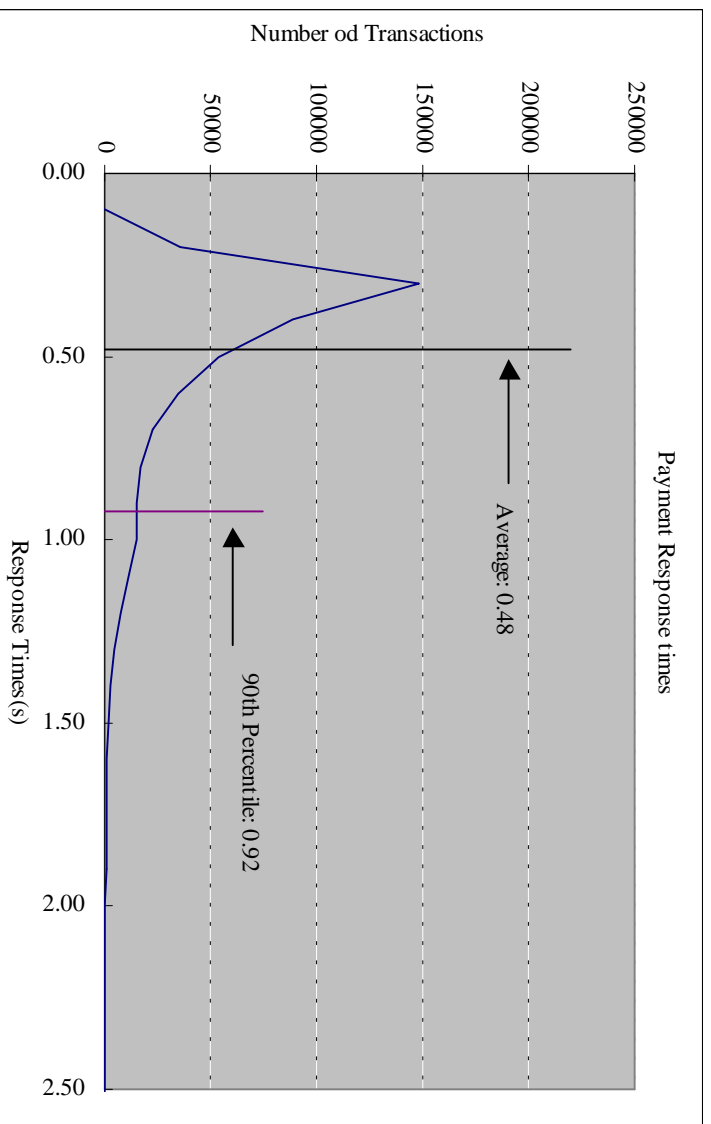


Figure 2.3 : Order Status Response Time Distribution

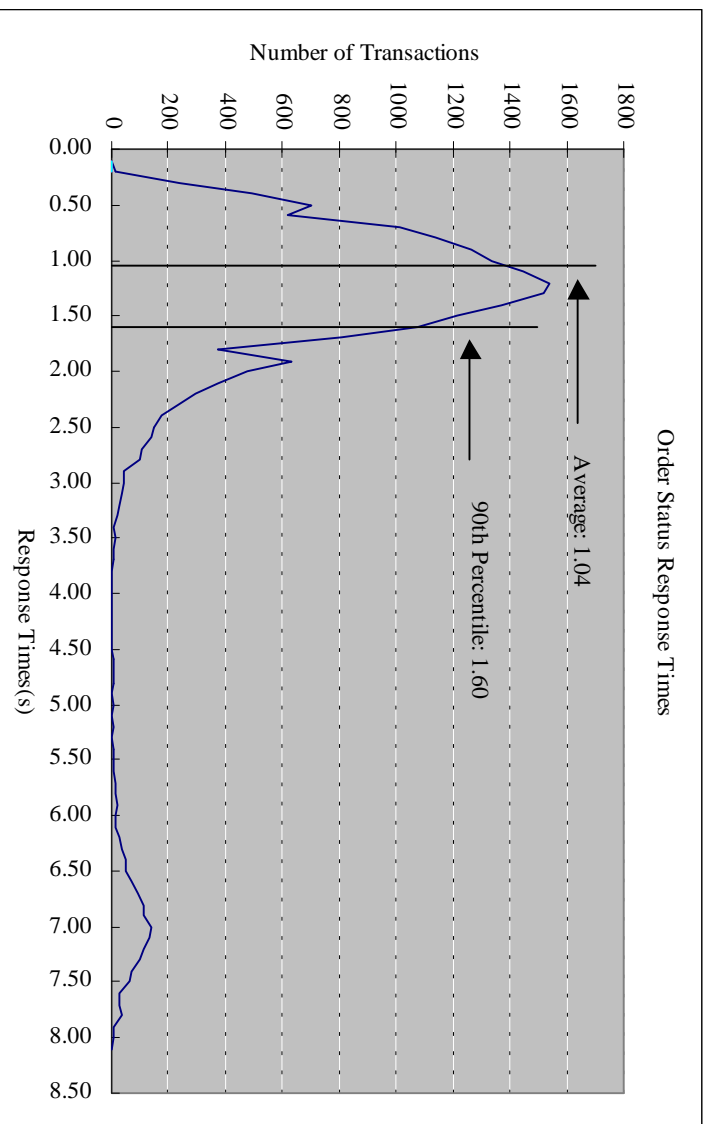


Figure 2.4 : Delivery Response Time Distribution

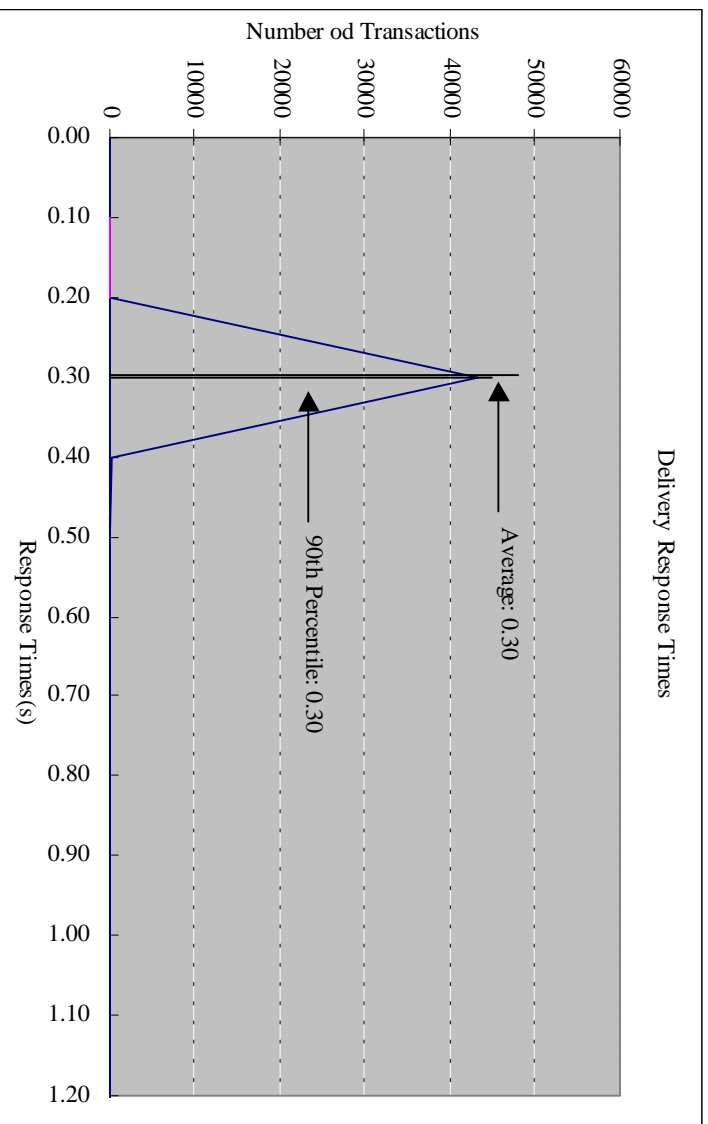
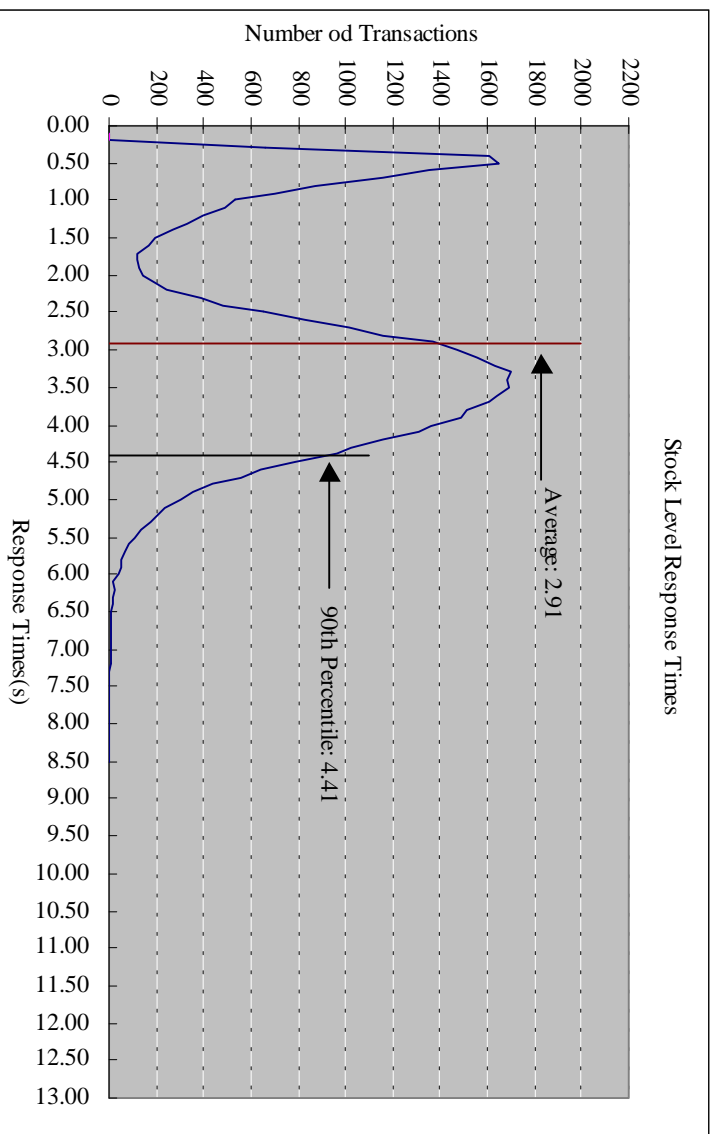


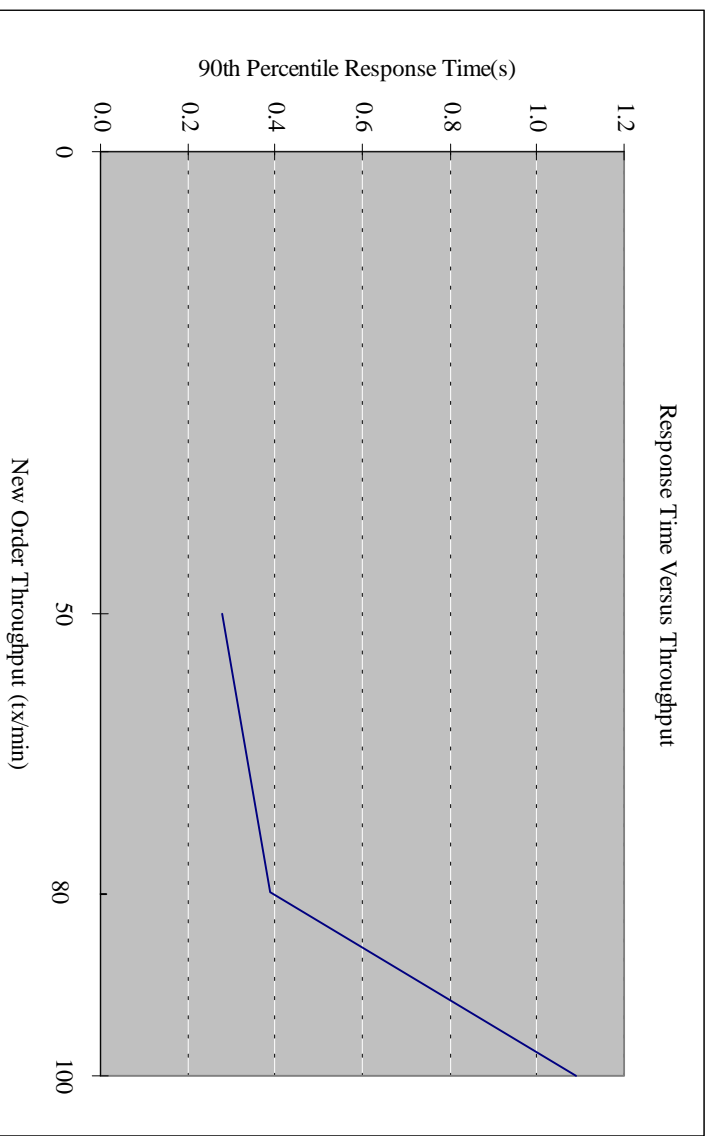
Figure 2.5 : Stock Level Response Time Distribution



Response time versus Throughput Performance Curve

The performance curve for response times versus throughput (see Clause 5.6.2) must be reported for the New-Order transaction.

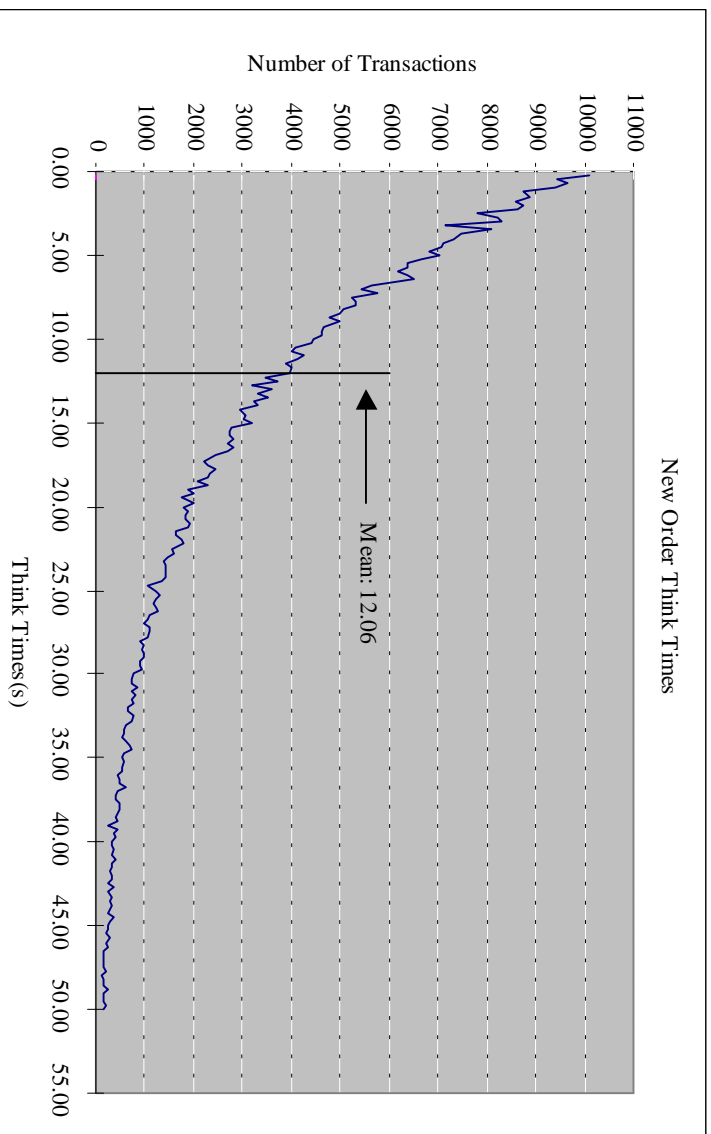
Figure 2.6 Response Time Performance vs. Throughput Curve



NEW-Order Think Time

Think Time frequency distribution curves (see Clause 5.6.3) must be reported for the New-Order transaction.

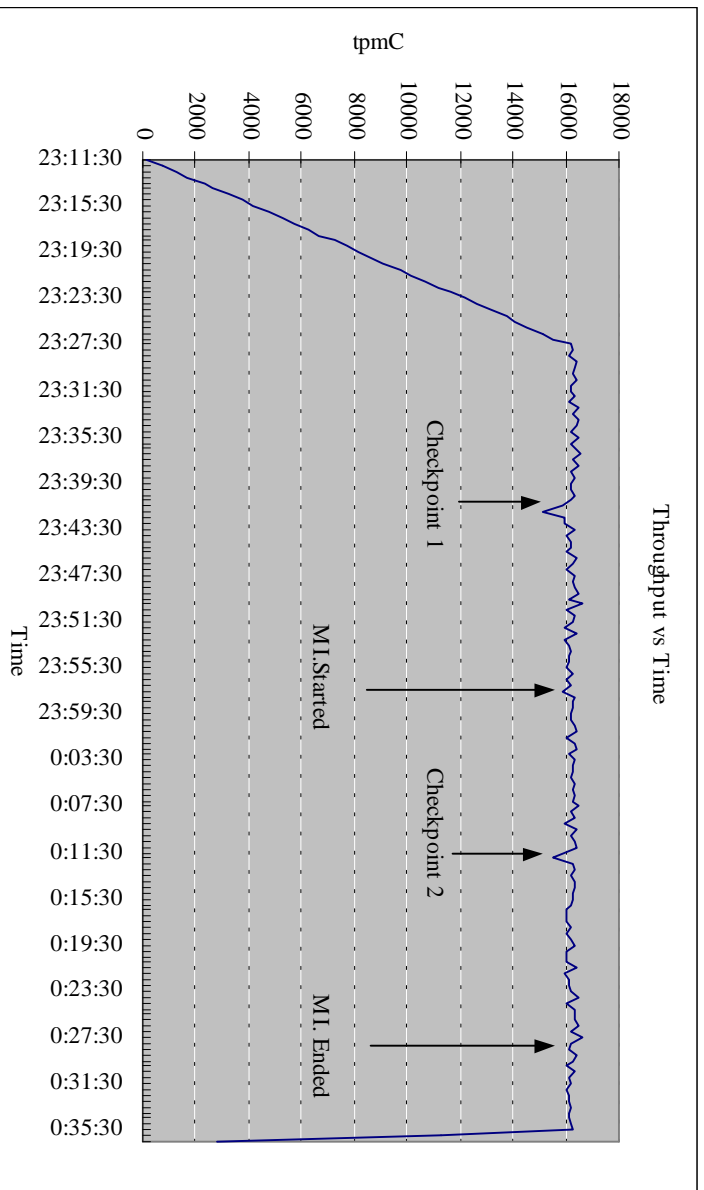
Figure 2.7 New-Order Think Time



New-Order Throughput vs. Elapsed Time

A graph of throughput versus elapsed time (see Clause 5.6.5) must be reported for the New-Order transaction.

Figure 2.8 New Order Throughput vs. Time



Steady State

The method used to determine that the SUT had reached a steady state prior to commencing the measurement interval must be disclosed.

Steady state was confirmed by the throughput data collected during the run and graphed in Figure 2.8.

Work Performed During Steady State

A description of how the work normally performed during a sustained test (for example checkpointing, writing redo/undo log records, etc.), actually occurred during the measurement interval must be reported.

A checkpoint in Microsoft SQL Server writes to disk all updated memory pages that have not been yet actually written to disk. SQL Server recovery interval parameter was set to the maximum allowable value to perform checkpoint at specific intervals. A checkpoint script, which issues specified number of checkpoint at specified (30 minutes) intervals, was started after all users logged in and sending transactions.

Reproducibility

A description of the method used to determine the reproducibility of the measurement results must be reported.

The reproducibility test result is taken from another, non-overlapping, measurement interval of the same duration as the reported interval. The throughput difference measured over that interval was within 0.34% of reported interval result.

Measurement Period Duration

A statement of the duration of the measurement interval for the reported Maximum Qualified Throughput (tpmC) must be included.

The reported measured interval was exactly 30 minutes long.

Regulation of Transaction Mix

The method of regulation of the transaction mix (e.g., card decks or weighted random distribution) must be described. If weighted distribution is used and the RTE adjusts the weights associated with each transaction type, the maximum adjustments to the weight from the initial value must be disclosed.

The RTE was given a weighted random distribution which could not be adjusted during the run.

Transaction Statistics

The percentage of the total mix for each transaction type must be disclosed. The percentage of New-Order transactions rolled back as a result of invalid item number must be disclosed. The average number of order-lines entered per New-Order transaction must be disclosed. The percentage of remote order lines per New-Order transaction must be disclosed. The percentage of remote Payment transactions must be disclosed. The percentage of customer selections by customer last name in the Payment and Order-Status transactions must be disclosed. The percentage of Delivery transactions skipped due to there being fewer than necessary orders in the New-Order table must be disclosed.

The above statistics are disclosed in Table 1.

Checkpoint Count and Location

The number of checkpoints in the Measurement Interval, the time in seconds from the start of the Measurement Interval to the first checkpoint, and the Checkpoint Interval must be disclosed.

Initial checkpoint was started 30 minutes after the start of ramp-up. Second checkpoint was started 30 minutes after the 1st checkpoint. The time from the start of the Measurement interval was 12.7 minutes after. In accord with Clause 5.5.22, there is no checkpoint within the “guard zones” 1800/4=450 seconds from the beginning and end of the measurement interval.

Clause 6 : SUT, Driver, and Communication Definition Related Items

Descriptions of RTE

The RTE input parameters, code fragments, functions, etc. used to generate each transaction input field must be disclosed.

The RTE used was the Microsoft BenchCraft RTE System. The RTE input parameters are listed in Appendix C.

Emulated Components

It must be demonstrated that the functionality and performance of the components being emulated in the Driver System are equivalent to the priced system. The results of the test described in Clause 6.6.3.4 must be disclosed..

AS configured for this test, the driver software emulates the traffic that would be observed from the users' PCs connected by Ethernet to the front-end clients using HTTP (HyperText Transfer Protocol) over TCP/IP. One tenth of a second (100 milli seconds) was added to each transaction time to compensate for the overhead of the Web browser.

Functional Diagrams and Detail of Driver System

A complete functional diagram of both the benchmark configuration and the configuration of the proposed (target) system must be disclosed. A detailed list of all hardware and software functionality being performed on the Driver System and tis interface to the SUT must be disclosed.

The diagrams in figure 1.1 and 1.2 show the tested and priced benchmark configurations.

Network configurations and Driver system

The network configuration of both the tested services and proposed (target) services which are being represented and a thorough explanation of exactly which parts of the proposed configuration are being replaced with the Driver System must be disclosed.

Figure 1.1 and 1.2 in this report has the network configurations of both the tested system and the priced system.

The front-end clients were connected over one 100Mbps 100Base-T Ethernet segments to the back-end. Each front-end client were connected to the RTE over two 10Mbps 10Base-T Ethernet segments.

The priced PCs are also connected using 10Mbps Ethernet to the front-end clients.

Network Bandwidth

The bandwidth of the networks used in the tested/priced configuration must be disclosed.

The Ethernet used in the local area network (LAN) between the emulated terminals and the front-end system complies with the IEEE 802.3 standard and has a bandwidth of 10Mbps.

Operator Intervention

If the configuration requires operator intervention (see Clause 6.6.6), the mechanism and the frequency of this intervention must be disclosed.

This configuration does not require any operator intervention to sustain eight hours of the reported throughput.

Clause 7 : Pricing Related Items

Hardware and Software Components

A detailed list of hardware and software used in the priced system must be reported. Each separately orderable item must have vendor part number, description, and release/revision level, and either general availability status or committed delivery data. If package-pricing is used, vendor part number of the package and a description uniquely identifying each of the components of the package must be disclosed. Pricing source and effective date(s) of price(s) must also be reported.

The total 5 year price of the entire configuration must be reported, including: hardware, software, and maintenance charges. Separate component pricing is recommended. The basis of all discounts used must be disclosed.

The detailed list of all hardware and software for the priced configuration is listed in the system pricing summary.

Availability

The committed delivery date for general availability (availability date) of products used in the price calculation must be reported. When the priced system included products with different availability dates, the reported availability date for the priced system must be the date at which all components are committed to be available. The single date must be reported on the first page of the Executive Summary. All availability dates, whether for individual components or for the SUT as a whole, must be disclosed to a precision of one day.

All the components used in the priced system are currently available with the exception of:

9GB 10,000RPM DISK (203350), which will be available from NEC by 15 June, 1998.

Throughput, and Price Performance

A statement of the measured tpmC as well as the respective calculations for the 5-year pricing, price/performance (price/tpmC), and the availability date must be included.

- Maximum Qualified Throughput 16216.10tpmC
- Price per tpmC : \$38.99 per tpmC
- Total 5-year cost of ownership

Country Specific Pricing

Additional Clause 7 related items may be included in the Full Disclosure Report for each country specific priced configuration. Country specific pricing is subject to Clause 7.1.7

This system is being priced for the United States of America.

Usage Pricing

For any usage pricing, the sponsor must disclose:

- *Usage level at which the component was priced.*
- *A statement of the company policy allowing such pricing.*

None

Clause 9 : Audit Related Items

Auditor's Report

The auditor's name, address, phone number, and a copy of the auditor's attestation letter indicating compliance must be included in the Full Disclosure Report.

Next page contains the complete independent auditor's report by Francois Raab of Information Paradigm Inc. for the test described in this report.

Availability of the Full Disclosure Report

The Full Disclosure Report must be readily available to the public at a reasonable charge, similar to the charges for similar documents by the test sponsor. The report must be made available when results are made public. In order to use the phrase "TPC Benchmark™ C", the Full Disclosure Report must have been submitted to the TPC Administrator as well as written permission obtained to distribute same.

Requests for this TPC Benchmark™ C Full Disclosure Report should be sent to:

Transaction Processing Performance Council
c/o Shanley Public Relations
777 North First Street, Suite 6000
San Jose, CA 95112-6311
or your local NEC / Packard Bell -NEC office.

Auditor's letter



Information Paradigm



Certified Auditor

Test Sponsor: Eiichi Kenai
NEC Corporation
3rd Development Dept
3rd Computers Software Dept
Fuchu City Tokyo 183, Japan

March 16, 1998

I verified the TPC Benchmark™ C performance of the following configuration:

Platform: Express 5800 HV8000 c/s
Database Manager: Microsoft SQL Server 6.5 Enterprise Edition
Operating System: Microsoft Windows NT 4.0 Enterprise Edition
Transaction Monitor: BEA Tuxedo Version 6.3CFS
Other Software: Microsoft IIS 3.0

The results were:

CPU's	Memory	Disks	New Order 90% Response Time	tpmc
Server: Express 5800 HV8000 c/s				
8 x Intel Pentium Pro (200 MHz)	1 MB L2 4096 MB Main	66 x 9 GB 114 x 4GB	1.09 Seconds	16.216.10
Five Clients: PowerMac Enterprise 800-233 (Specification for each)				
1 x Intel Pentium II (233 MHz)	512 KB L2 256 MB Main	1 x 3.2 GB	n/a	n/a

In my opinion, these performance results were produced in compliance with the TPC requirements for Revision 3.3.2 of the benchmark. The following verification items were given special attention:

- The transactions were correctly implemented
- The database records were the proper size
- The database was properly scaled and populated
- The ACID properties were met

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- Input data was generated according to the specified percentages
- The transaction cycle times included the required keying and think times
- The reported response times were correctly measured
- At least 90% of all delivery transactions met the 80 Second completion time limit
- All 90% response times were under the specified maximums
- The measurement interval was representative of steady state conditions
- The reported measurement interval was 30 minutes
- One checkpoint was taken during the measurement interval
- Measurement repeatability was verified
- The 180 day storage requirement was correctly computed
- The system pricing was verified for major components and maintenance

Additional Audit Notes:

None.

Respectfully Yours,



François Raab
President

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Appendix A : Application Source Code

Makefile

```
!IF "$(CFG)" == ""
CFG=Debug
!MESSAGE No configuration specified. Defaulting to Debug
!ENDIF
```

```
!IF "$(SQL_LOC)" == ""
SQL_LOC=C:\MSSQL\LIB
!MESSAGE No SQL_LOC specified. Defaulting to C:\MSSQL\LIB
!ENDIF
```

```
!IF "$(CFG)" != "Release" && "$(CFG)" != "Debug"
!MESSAGE Invalid configuration "$(CFG)" specified.
!MESSAGE You can specify a configuration when running NMAKE on this
makefile
!MESSAGE by defining the macro CFG on the command line. For example:
!MESSAGE
!MESSAGE NMAKE CFG="Debug"
!MESSAGE
!MESSAGE Possible choices for configuration are:
!MESSAGE
!MESSAGE "Release"
!MESSAGE "Debug"
!MESSAGE
!ERROR An invalid configuration is specified.
!ENDIF
```

```
OUTDIR      = .
SRCDIR      = \Src
OBJDIR      = \Obj
OUTDIR      = \Bin
ODBC        = \odbcsdk
```

```
DBLIB       = $(SQL_LOC)
DBLIBINC    = $(DBLIB)\INCLUDE
ODBCINCDir  = $(ODBC)\INCLUDE
DBLIBDIR    = $(DBLIB)\LIB
ODBCLIBDIR  = $(ODBC)\LIB32
```

```
!IF "$(CFG)" != "Debug"
LDEBUG      =
CDEBUG      =
LDEBUG_RG   =
CDEBUG_RG   =
DEBUG       =
FLAGS       = /D "WIN32" /D "_WINDOWS"
OPT         = /Ot
!ELSE
LDEBUG      = /debug /pdb:$(OBJDIR)\tpcc1.pdb
CDEBUG      = /Zi /Yd
LDEBUG_RG   = /debug /pdb:$(OBJDIR)\install.pdb
CDEBUG_RG   = /Zi /Yd /Fd$(OBJDIR)\install.pdb
FLAGS       = /D "_DEBUG" /D "WIN32" /D "_WINDOWS"
OPT         = /Od
!ENDIF
```

```
LINK32_LIBS1 = user32.lib msacm32.lib advapi32.lib
LINK32_OBJS1 = "$(OBJDIR)\tpcc1.obj" "$(OBJDIR)\tpcc1.res"
"$(OBJDIR)\tux_sql.obj" "$(OBJDIR)\error.obj" "$(OBJDIR)\util.obj"
```

```
"$(OBJDIR)\pipe_routines.obj"
LINK32_DEF1 = "$(SRCDIR)\tpcc1.def"
LINK32_FLAGS1 = /nologo /subsystem:windows /dll /incremental:no
$(LDEBUG) /def:"$(LINK32_DEF1)" /out:"$(OBJDIR)\tpcc1.dll"
```

```
LINK32_LIBS2 = user32.lib msacm32.lib advapi32.lib
$(ODBCLIBDIR)\odbc32.LIB
LINK32_OBJS2 = "$(OBJDIR)\tpcc2.obj" "$(OBJDIR)\tpcc2.res"
LINK32_DEF2 = "$(SRCDIR)\tpcc2.def"
LINK32_FLAGS2 = /nologo /subsystem:windows /dll /incremental:no
$(LDEBUG) /def:"$(LINK32_DEF2)" /out:"$(OBJDIR)\tpcc2.dll"
```

```
LINK32_LIBS_RG = user32.lib gdi32.lib advapi32.lib version.lib comctl32.lib
LINK32_OBJS_RG = "$(OBJDIR)\install.obj" "$(OBJDIR)\install.res"
LINK32_FLAGS_RG = /nologo /subsystem:windows /incremental:no
$(LDEBUG_RG) /out:$(OUTDIR)\install.exe
```

```
ALL: $(OBJDIR)\. $(OUTDIR)\. $(OUTDIR)\install.exe
```

```
$(OBJDIR)\.
if not exist $(OBJDIR) md $(OBJDIR)
```

```
$(OUTDIR)\.
if not exist $(OUTDIR) md $(OUTDIR)
```

```
"$(OBJDIR)\tpcc1.obj": "$(SRCDIR)\tpcc.c" "$(SRCDIR)\tpcc.h"
cl.exe /nologo /MT /W3 $(CDEBUG) $(OPT) /$(DBLIBINC)
$(FLAGS) /Fd$(OBJDIR)\tpcc1.pdb /Fo$(OBJDIR)\tpcc1.obj /c
"$(SRCDIR)\tpcc.c"
```

```
"$(OBJDIR)\tux_sql.obj": "$(SRCDIR)\tux_sql.c" "$(SRCDIR)\tpcc.h"
cl.exe /nologo /MT /W3 $(CDEBUG) $(OPT) /$(DBLIBINC)
$(FLAGS) /Fd$(OBJDIR)\tpcc1.pdb /Fo$(OBJDIR)\tux_sql.obj /c
"$(SRCDIR)\tux_sql.c"
```

```
"$(OBJDIR)\pipe_routines.obj": "$(SRCDIR)\pipe_routines.c" "$(SRCDIR)\tpcc.h"
cl.exe /nologo /MT /W3 $(CDEBUG) $(OPT) /$(DBLIBINC)
$(FLAGS) /Fd$(OBJDIR)\tpcc1.pdb /Fo$(OBJDIR)\pipe_routines.obj /c
$(SRCDIR)\pipe_routines.c"
```

```
"$(OBJDIR)\error.obj": "$(SRCDIR)\error.c" "$(SRCDIR)\error.h"
cl.exe /nologo /MT /W3 $(CDEBUG) $(OPT) /$(DBLIBINC)
$(FLAGS) /Fd$(OBJDIR)\tpcc1.pdb /Fo$(OBJDIR)\error.obj /c
"$(SRCDIR)\error.c"
```

```
"$(OBJDIR)\util.obj": "$(SRCDIR)\util.c" "$(SRCDIR)\util.h"
cl.exe /nologo /MT /W3 $(CDEBUG) $(OPT) /$(DBLIBINC)
$(FLAGS) /Fd$(OBJDIR)\tpcc1.pdb /Fo$(OBJDIR)\util.obj /c "$(SRCDIR)\util.c"
```

```
$(OBJDIR)\tpcc1.res: $(SRCDIR)\tpcc1.rc
rc.exe /I 0x409 /fo $(OBJDIR)\tpcc1.res $(FLAGS)
$(SRCDIR)\tpcc1.rc
```

```
$(OBJDIR)\tpcc1.dll: $(LINK32_OBJS1) $(LINK32_DEF1)
link.exe $(LINK32_FLAGS1) $(LINK32_OBJS1) $(LINK32_LIBS1)
```

```
"$(OBJDIR)\tpcc2.obj": "$(SRCDIR)\tpcc.c" "$(SRCDIR)\tpcc.h"
cl.exe /nologo /MT /W3 $(CDEBUG) $(OPT) /$(ODBCINCDir)
$(FLAGS) /Fd$(OBJDIR)\tpcc2.pdb /Fo$(OBJDIR)\tpcc2.obj /c /D"USE_ODBC"
"$(SRCDIR)\tpcc.c"
```

```
$(OBJDIR)\tpcc2.res: $(SRCDIR)\tpcc2.rc
rc.exe /I 0x409 /fo $(OBJDIR)\tpcc2.res $(FLAGS)
$(SRCDIR)\tpcc2.rc
```

```
$(OBJDIR)\tpcc2.dll: $(LINK32_OBJS2) $(LINK32_DEF2)
link.exe $(LINK32_FLAGS2) $(LINK32_OBJS2) $(LINK32_LIBS2)
```

```
$(OBJDIR)\delisrv1.exe: $(SRCDIR)\delisrv.c $(SRCDIR)\delisrv.h
cl.exe /nologo /MT /W3 $(CDEBUG) $(OPT) /I $(DBLIBINC)
$(FLAGS) /Fo$(OBJDIR)\delisrv.obj $(SRCDIR)\delisrv.c /link
```

```
/out:$(OBJDIR)\delisrv1.exe $(DBLIBDIR)\ntwdblib.lib msacm32.lib advapi32.lib
```

```
$(OBJDIR)\delisrv2.exe: $(SRCDIR)\delisrv.c $(SRCDIR)\delisrv.h
cl.exe /nologo /MT /W3 $(CDEBUG) $(OPT) /$(ODBCINCDir)
$(FLAGS) /Fo$(OBJDIR)\delisrv.obj $(SRCDIR)\delisrv.c /D"USE_ODBC" /link
/out:$(OBJDIR)\delisrv2.exe $(ODBCLIBDIR)\odbc32.lib msacm32.lib
advapi32.lib
```

```
$(OBJDIR)\install.res: $(SRCDIR)\install.rc $(OBJDIR)\tpcc1.dll
$(OBJDIR)\delisrv1.exe
rc.exe /I 0x409 /fo$(OBJDIR)\install.res /i $(OBJDIR) /i $(SRCDIR)
$(FLAGS) $(SRCDIR)\install.rc
```

```
$(OBJDIR)\install.obj: $(SRCDIR)\install.c $(OBJDIR)\tpcc1.dll
$(OBJDIR)\delisrv1.exe $(OBJDIR)\install.res
cl -W3 $(CDEBUG_RG) /Fo$(OBJDIR)\install.obj /c
$(SRCDIR)\install.c
```

```
$(OUTDIR)\install.exe: $(OBJDIR)\install.obj $(OBJDIR)\install.res
link.exe @<<
$(LINK32_FLAGS_RG) $(LINK32_OBJS_RG) $(LINK32_LIBS_RG)
<<
```

cl_build.bat

```
set CFLAGS=/MT /O2
buildclient -o tux_client -f tux_client.c -f util.c -f getopt.c -f pipe_routines.c -v
```

Sv_build.bat

```
set CFLAGS=/MD /O2
buildserver -o tux_server -f vmssql\dblib\lib\ntwdblib.lib -f tux_server.c -f
sql_routines.c -f error.c -f util.c -s NEW_ORDER -s PAYMENT -s
ORDER_STATUS -s STOCK_LEVEL
```

tpcc.def

LIBRARY TPCC.DLL

EXPORTS

```
GetExtensionVersion @1
HttpExtensionProc @2
```

tpcc1.def

LIBRARY TPCC1.DLL

EXPORTS

```
GetExtensionVersion @1
HttpExtensionProc @2
```

tpcc2.def

LIBRARY TPCC2.DLL

EXPORTS

```
GetExtensionVersion @1
HttpExtensionProc @2
```

db.h

```
#ifndef USE_ODBC
void dbsetuserdata( PDBPROCESS dbproc, void *uPtr);
void *dbgetuserdata( PDBPROCESS dbproc);
void BindParameter( PDBPROCESS dbproc, UWORD ipar, SWORD fctype,
SWORD fsqltype, UDWORD cbColDef, SWORD ibScale, PTR rgbValue,
SDWORD cbValueMax);
void ODBCError( PDBPROCESS dbproc);
BOOL ExecuteStatement( PDBPROCESS dbproc, char *szStatement);
BOOL BindColumn( PDBPROCESS dbproc, SQLSMALLINT icol,
SQLSMALLINT fctype, SQLPOINTER rgbValue, SQLINTEGER cbValueMax);
BOOL GetResults( PDBPROCESS dbproc);
BOOL MoreResults( PDBPROCESS dbproc);
BOOL ReopenConnection( PDBPROCESS dbproc);
#endif
```

delisrv.h

```
/* FILE: DELISRV.H, MSTPCC.300
 * -----
 * Microsoft TPC-C Kit Ver.
 * 3.00.000 Audited 08/23/96, By
 * Francois Raab
 * Copyright Microsoft, 1996
 *
 * PURPOSE: Header file for delivery service executable
 * Author: Philip Durr
 * philipdu@Microsoft.com
 */

#define AVAILABLE 0 //queue array element available
#define WRITE_LOCKED 1 //queue array element is being written to
#define READ_LOCKED 2 //queue array element is begin read
#define INUSE 4 //queue array element has
information stored in it
#define CTRL_C 3 //<Ctrl> C, exit key code

#define DEFCLPACKSIZE 4096 //default DB Library SQL Connection pack size

#define ERR_SUCCESS 0 //Success, no error.
#define ERR_CANNOT_CREATE_THREAD 1000 //Cannot create thread.
#define ERR_DBGETDATA_FAILED 1001 //Get data failed.
#define ERR_REGISTRY_NOT_SETUP 1002 //Registry not setup for tpcc.
#define ERR_CANNOT_ACCESS_DELIVERY_FN 1003
```

```
//Cannot access ReadDelivery cache.
#define ERR_CANNOT_ACCESS_REGISTRY 1004
//Cannot access registry key TPCC.
#define ERR_CANNOT_CREATE_RESULTS_FILE 1005
//Cannot create results file.
#define ERR_CANNOT_OPEN_PIPE 1006 //Cannot open delivery pipe.
#define ERR_READ_PIPE 1007 //Error reading pipe
#define ERR_INSUFFICIENT_MEMORY 1008 //insufficient memory
#define ERR_ODBC_SQLALLOCENV 1009 //Cannot allocated ODBC env handle
#define ERR_SQL_ATTR_ODBC_VERSION 1010 //Cannot set ODBC version
#define ERR_SQL_ATTR_CONNECTION_POOLING 1011 //Cannot set Connection Pooling

typedef struct _DELIVERY_TRANSACTION
{
    SYSTEMTIME queue; //time delivery transaction queued
    short w_id; //delivery warehouse
    short o_carrier_id; //carrier id
} DELIVERY_TRANSACTION;

typedef DELIVERY_TRANSACTION *LPDELIVERY_TRANSACTION;
//pointer to delivery transaction queue

typedef struct _DELIVERY_PACKET
{
    BOOL bInUse; //entry current in use
    OVERLAPPED ov; //pipe io
    overlapped structure
    DELIVERY_TRANSACTION trans;
    //delivery transaction information
} DELIVERY_PACKET, *LPDELIVERY_PACKET;

typedef struct _SERRORMSG
{
    int iError;
    //error message id
    char szMsg[80]; //error message
} SERRORMSG;

#ifndef USE_ODBC
typedef struct _DBPROCESS
{
    HDBC hdbc;
    HSTMT hstmt;
    int spid;
    void *uPtr;
} DBPROCESS, *PDBPROCESS;

//dblib error message return values
#define INT_EXIT 0
#define INT_CONTINUE 1
#define INT_CANCEL 2
#endif

//delivery transaction structure
typedef struct DELIVERY
{
    short w_id; //warehouse id
    short o_carrier_id; //carrier id
    int spid; //db library spid
    long o_id[10]; //returned
    delivery transaction ids
    DBPROCESS *dbproc; //db library
    DBPROCESS pointer
    SYSTEMTIME queue;
    //delivery transaction queue time
    SYSTEMTIME trans_end; //delivery
    transaction finished time
} DELIVERY;

typedef DELIVERY *LPDELIVERY; //pointer to delivery structure

//function prototypes
void main(int argc, char *argv[]);
static void cls(void);
static int RunDelivery(void);
static void QuitStatus(void);
static void AnimateWait1(void);
static void AnimateWait(void);
static int Init(void);
static void Restore(void);
static void ErrorMessage(int iError);
static BOOL GetParameters(int argc, char *argv[]);
static void PrintParameters(void);
static void PrintHeader(void);
static int ReadRegistrySettings(void);
static void CheckKey(void *ptr);
static void DeliveryHandler( void *ptr );
static void DeliveryThread( void *ptr );

#ifndef USE_ODBC
static int err_handler(DBPROCESS
*dbproc, int severity, int dberr, int oserr, char *dberrstr, char *oserrstr);
#endif

#ifndef USE_ODBC
#define DBINT int
#endif

static int msg_handler(DBPROCESS *dbproc,
DBINT msgno, int msgstate, int severity, char *msgtext);
static BOOL SQLOpenConnection(DBPROCESS **dbproc, char
*server, char *database, char *user, char *password, int *spid);
static void WriteLog(LPDELIVERY pDelivery);
static void CalculateElapsedTime(int *pElapsed,
LPSYSTEMTIME lpBegin, LPSYSTEMTIME lpEnd);
static int SQLDelivery(DELIVERY *pDelivery);
static BOOL SQLDetectDeadlock(DBPROCESS *dbproc);
static BOOL ReadDeliveryInfo(short *w_id, short *o_carrier_id);
static BOOL PostDeliveryInfo(short w_id, short o_carrier_id);
static int OpenLogFile(void);

#ifndef USE_ODBC
void dbsetuserdata(PDBPROCESS dbproc, void *uPtr);
void *dbgetuserdata(PDBPROCESS dbproc);
void BindParameter(PDBPROCESS dbproc, UWORD ipar,
SWORD fctype, SWORD fsqltype, UDWORD cbColDef, SWORD ibScale,
PTR rgbValue, SDWORD cbValueMax);
void ODBCError(PDBPROCESS dbproc);
BOOL ExecuteStatement(PDBPROCESS dbproc, char
*szStatement);
BOOL BindColumn(PDBPROCESS dbproc, SQLSMALLINT icol,
SQLSMALLINT fctype, SQLPOINTER rgbValue, SQLINTEGER cbValueMax,
SDWORD *piLength);
BOOL GetResults(PDBPROCESS dbproc);
BOOL MoreResults(PDBPROCESS dbproc);
BOOL ReopenConnection(PDBPROCESS dbproc);
#endif
```

```
long o_id[10]; //returned
delivery transaction ids
DBPROCESS *dbproc; //db library
DBPROCESS pointer
SYSTEMTIME queue;
//delivery transaction queue time
SYSTEMTIME trans_end; //delivery
transaction finished time
} DELIVERY;

typedef DELIVERY *LPDELIVERY; //pointer to delivery structure

//function prototypes
void main(int argc, char *argv[]);
static void cls(void);
static int RunDelivery(void);
static void QuitStatus(void);
static void AnimateWait1(void);
static void AnimateWait(void);
static int Init(void);
static void Restore(void);
static void ErrorMessage(int iError);
static BOOL GetParameters(int argc, char *argv[]);
static void PrintParameters(void);
static void PrintHeader(void);
static int ReadRegistrySettings(void);
static void CheckKey(void *ptr);
static void DeliveryHandler( void *ptr );
static void DeliveryThread( void *ptr );

#ifndef USE_ODBC
static int err_handler(DBPROCESS
*dbproc, int severity, int dberr, int oserr, char *dberrstr, char *oserrstr);
#endif

#ifndef USE_ODBC
#define DBINT int
#endif

static int msg_handler(DBPROCESS *dbproc,
DBINT msgno, int msgstate, int severity, char *msgtext);
static BOOL SQLOpenConnection(DBPROCESS **dbproc, char
*server, char *database, char *user, char *password, int *spid);
static void WriteLog(LPDELIVERY pDelivery);
static void CalculateElapsedTime(int *pElapsed,
LPSYSTEMTIME lpBegin, LPSYSTEMTIME lpEnd);
static int SQLDelivery(DELIVERY *pDelivery);
static BOOL SQLDetectDeadlock(DBPROCESS *dbproc);
static BOOL ReadDeliveryInfo(short *w_id, short *o_carrier_id);
static BOOL PostDeliveryInfo(short w_id, short o_carrier_id);
static int OpenLogFile(void);

#ifndef USE_ODBC
void dbsetuserdata(PDBPROCESS dbproc, void *uPtr);
void *dbgetuserdata(PDBPROCESS dbproc);
void BindParameter(PDBPROCESS dbproc, UWORD ipar,
SWORD fctype, SWORD fsqltype, UDWORD cbColDef, SWORD ibScale,
PTR rgbValue, SDWORD cbValueMax);
void ODBCError(PDBPROCESS dbproc);
BOOL ExecuteStatement(PDBPROCESS dbproc, char
*szStatement);
BOOL BindColumn(PDBPROCESS dbproc, SQLSMALLINT icol,
SQLSMALLINT fctype, SQLPOINTER rgbValue, SQLINTEGER cbValueMax,
SDWORD *piLength);
BOOL GetResults(PDBPROCESS dbproc);
BOOL MoreResults(PDBPROCESS dbproc);
BOOL ReopenConnection(PDBPROCESS dbproc);
#endif
```

error.h

```
#ifndef ERROR_H_INCLUDED
#define ERROR_H_INCLUDED
extern TERM Term;
// error message structure used in ErrorMessage API
typedef struct _SERRORMSG
{
    int iError;// error id of message
    char szMsg[ 80];// message to sent to browser
} SERRORMSG;
void WriteZString( EXTENSION_CONTROL_BLOCK *pECB, char *szStr);
void ErrorMessage( EXTENSION_CONTROL_BLOCK *pECB, int iError, int
iErrorType, char *szMsg, int iTermId, int iSynclId);
#define ERR_BAD_ITEM_ID 1// expected abort record in txnRecord
#define ERR_TYPE_DELIVERY_POST 2// expected delivery post failed
#define ERR_TYPE_WEBDLL 3// tpcc web generated error
#define ERR_TYPE_SQL 4// sql server generated error
#define ERR_TYPE_DBLIB 5// dblib generated error
#define ERR_TYPE_ODBC 6// odbc generated error
#define ERR_TYPE_SOCKET 7// error on communication socket client
rte only
#define ERR_TYPE_DEADLOCK 8// dblib and odbc only deadlock
condition
#define ERR_SUCCESS
1000// Success, no error.
#define ERR_COMMAND_UNDEFINED 1001// Command
undefined.
#define ERR_NOT_IMPLEMENTED_YET 1002// Not
Implemented Yet.
#define ERR_CANNOT_INIT_TERMINAL 1003// Cannot initialize
client connection.
#define ERR_OUT_OF_MEMORY 1004// insufficient memory.
#define ERR_NEW_ORDER_NOT_PROCESSED 1005// Cannot process new
Order form.
#define ERR_PAYMENT_NOT_PROCESSED 1006// Cannot process
payment form.
#define ERR_NO_SERVER_SPECIFIED 1007// No Server name specified.
#define ERR_ORDER_STATUS_NOT_PROCESSED 1008// Cannot process
order status form.
#define ERR_W_ID_INVALID 1009// Invalid Warehouse ID.
#define ERR_CAN_NOT_SET_MAX_CONNECTIONS 1010// Insufficient
memory to allocate # connections.
#define ERR_NOSUCH_CUSTOMER 1011// No such customer.
#define ERR_D_ID_INVALID 1012// Invalid District ID Must be 1 to 10.
#define ERR_MAX_CONNECT_PARAM 1013// Max client connections
exceeded, run install to increase.
#define ERR_INVALID_SYNC_CONNECTION 1014// Invalid Terminal Sync ID.
#define ERR_INVALID_TERMID 1015// Invalid Terminal ID.
#define ERR_PAYMENT_INVALID_CUSTOMER 1016// Payment Form, No
such Customer.
#define ERR_SQL_OPEN_CONNECTION 1017// SQLOpenConnection API
Failed.
#define ERR_STOCKLEVEL_MISSING_THRESHOLD_KEY 1018// Stock
Level missing Threshold key "TT".
#define ERR_STOCKLEVEL_THRESHOLD_INVALID 1019// Stock Level
Threshold invalid data type range = 1 - 99.
#define ERR_STOCKLEVEL_THRESHOLD_RANGE 1020// Stock Level
Threshold out of range, range must be 1 - 99.
#define ERR_STOCKLEVEL_NOT_PROCESSED 1021// Stock Level not
processed.
#define ERR_NEWORDER_FORM_MISSING_DID 1022// New Order missing
District key "DID".
#define ERR_NEWORDER_DISTRICT_INVALID 1023// New Order District ID
Invalid range 1 - 10.
#define ERR_NEWORDER_DISTRICT_RANGE 1024// New Order District ID
out of Range.Range = 1 - 10.
#define ERR_NEWORDER_CUSTOMER_KEY 1025// New Order missing
Customer key "CID".
#define ERR_NEWORDER_CUSTOMER_INVALID 1026// New Order
```

```
customer id invalid data type, range = 1 to 3000.
#define ERR_NEWORDER_CUSTOMER_RANGE 1027// New Order
customer id out of range, range = 1 to 3000.
#define ERR_NEWORDER_MISSING_ID_KEY 1028// New Order missing
Item Id key "IID".
#define ERR_NEWORDER_ITEM_BLANK_LINES 1029// New Order blank
order lines all orders must be continuous.
#define ERR_NEWORDER_ITEMID_INVALID 1030// New Order Item Id is
wrong data type, must be numeric.
#define ERR_NEWORDER_MISSING_SUPPW_KEY 1031// New Order
missing Supp_W key "SP###".
#define ERR_NEWORDER_SUPPW_INVALID 1032// New Order Supp_W
invalid data type must be numeric.
#define ERR_NEWORDER_MISSING_QTY_KEY 1033// New Order Missing
Qty key "Qty###".
#define ERR_NEWORDER_QTY_INVALID 1034// New Order Qty invalid must
be numeric range 1 - 99.
#define ERR_NEWORDER_SUPPW_RANGE 1035// New Order Supp_W
value out of range range = 1 - Max Warehouses.
#define ERR_NEWORDER_ITEMID_RANGE 1036// New Order Item Id is out
of range.Range = 1 to 999999.
#define ERR_NEWORDER_QTY_RANGE 1037// New Order Qty is out of
range.Range = 1 to 99.
#define ERR_PAYMENT_DISTRICT_INVALID 1038// Payment District ID is
invalid must be 1 - 10.
#define ERR_NEWORDER_SUPPW_WITHOUT_ITEMID 1039// New Order
Supp_W field entered without a corresponding Item_Id.
#define ERR_NEWORDER_QTY_WITHOUT_ITEMID 1040// New Order Qty
entered without a corresponding Item_Id.
#define ERR_NEWORDER_NOITEMS_ENTERED 1041// New Order Blank
Items between items, items must be continuous.
#define ERR_PAYMENT_MISSING_DID_KEY 1042// Payment missing
District Key "DID".
#define ERR_PAYMENT_DISTRICT_RANGE 1043// Payment District Out of
range, range = 1 - 10.
#define ERR_PAYMENT_MISSING_CID_KEY 1044// Payment missing
Customer Key "CID".
#define ERR_PAYMENT_CUSTOMER_INVALID 1045// Payment Customer
data type invalid, must be numeric.
#define ERR_PAYMENT_MISSING_CLT 1046// Payment missing Customer
Last Name Key "CLT".
#define ERR_PAYMENT_LAST_NAME_TO_LONG 1047// Payment Customer
last name longer than 16 characters.
#define ERR_PAYMENT_CUSTOMER_RANGE 1048// Payment Customer ID
out of range, must be 1 to 3000.
#define ERR_PAYMENT_CID_AND_CLT 1049// Payment Customer ID and
Last Name entered must be one or other.
#define ERR_PAYMENT_MISSING_CDI_KEY 1050// Payment missing
Customer district key "CDI".
#define ERR_PAYMENT_CDI_INVALID 1051// Payment Customer district
invalid must be numeric.
#define ERR_PAYMENT_CDI_RANGE 1052// Payment Customer district out
of range must be 1 - 10.
#define ERR_PAYMENT_MISSING_CWI_KEY 1053// Payment missing
Customer Warehouse key "CWI".
#define ERR_PAYMENT_CWI_INVALID 1054// Payment Customer
Warehouse invalid must be numeric.
#define ERR_PAYMENT_CWI_RANGE 1055// Payment Customer
Warehouse out of range, 1 to Max Warehouses.
#define ERR_PAYMENT_MISSING_HAM_KEY 1056// Payment missing
Amount key "HAM".
#define ERR_PAYMENT_HAM_INVALID 1057// Payment Amount invalid data
type must be numeric.
#define ERR_PAYMENT_HAM_RANGE 1058// Payment Amount out of range,
0 - 9999.99.
#define ERR_ORDERSTATUS_MISSING_DID_KEY 1059// Order Status
missing District key "DID".
#define ERR_ORDERSTATUS_DID_INVALID 1060// Order Status District
invalid, value must be numeric 1 - 10.
#define ERR_ORDERSTATUS_DID_RANGE 1061// Order Status District out
of range must be 1 - 10.
```

```
#define ERR_ORDERSTATUS_MISSING_CID_KEY 1062// Order Status
missing Customer key "CID".
#define ERR_ORDERSTATUS_MISSING_CLT_KEY 1063// Order Status
missing Customer Last Name key "CLT".
#define ERR_ORDERSTATUS_CLT_RANGE 1064// Order Status Customer
last name longer than 16 characters.
#define ERR_ORDERSTATUS_CID_INVALID 1065// Order Status Customer
ID invalid, range must be numeric 1 - 3000.
#define ERR_ORDERSTATUS_CID_RANGE 1066// Order Status Customer ID
out of range must be 1 - 3000.
#define ERR_ORDERSTATUS_CID_AND_CLT 1067// Order Status Customer
ID and LastName entered must be only one.
#define ERR_DELIVERY_MISSING_OCD_KEY 1068// Delivery missing
Carrier ID key "OCD".
#define ERR_DELIVERY_CARRIER_INVALID 1069// Delivery Carrier ID
invalid must be numeric 1 - 10.
#define ERR_DELIVERY_CARRIER_ID_RANGE 1070// Delivery Carrier ID out
of range must be 1 - 10.
#define ERR_PAYMENT_MISSING_CLT_KEY 1071// Payment missing
Customer Last Name key "CLT".
#endif
```

getopt.h

```
#ifndef _GETOPT_H_INCLUDED
#define _GETOPT_H_INCLUDED
#endif
```

Httpext.h

```
/*
 * Copyright (c) 1995 Process Software Corporation
 * Copyright (c) 1995 Microsoft Corporation
 *
 * Module Name : HttpExt.h
 *
 * Abstract :
 *
 * This module contains the structure definitions and prototypes for the
 * version 1.0 HTTP Server Extension interface.
 */
#ifndef _HTTPEXT_H_
#define _HTTPEXT_H_

#include <windows.h>

#ifdef _cplusplus
extern "C" {
#endif

#define HSE_VERSION_MAJOR 1 // major version of this spec
#define HSE_VERSION_MINOR 0 // minor version of this spec
#define HSE_LOG_BUFFER_LEN 80
#define HSE_MAX_EXT_DLL_NAME_LEN 256

typedef LPVOID HCONN;

// the following are the status codes returned by the Extension DLL

#define HSE_STATUS_SUCCESS 1
#define HSE_STATUS_SUCCESS_AND_KEEP_CONN 2
```

```

#define HSE_STATUS_PENDING      3
#define HSE_STATUS_ERROR       4

// The following are the values to request services with the
ServerSupportFunction.
// Values from 0 to 1000 are reserved for future versions of the interface

#define HSE_REQ_BASE            0
#define HSE_REQ_SEND_URL_REDIRECT_RESP (HSE_REQ_BASE
+ 1)
#define HSE_REQ_SEND_URL        (HSE_REQ_BASE + 2)
#define HSE_REQ_SEND_RESPONSE_HEADER (HSE_REQ_BASE
+ 3)
#define HSE_REQ_DONE_WITH_SESSION (HSE_REQ_BASE + 4)
#define HSE_REQ_END_RESERVED    1000

//
// These are Microsoft specific extensions
//

#define HSE_REQ_MAP_URL_TO_PATH
(HSE_REQ_END_RESERVED+1)
#define HSE_REQ_GET_SSPI_INFO
(HSE_REQ_END_RESERVED+2)

//
// passed to GetExtensionVersion
//

typedef struct _HSE_VERSION_INFO {

    DWORD dwExtensionVersion;
    CHAR lpszExtensionDesc[HSE_MAX_EXT_DLL_NAME_LEN];

} HSE_VERSION_INFO, *LPHSE_VERSION_INFO;

//
// passed to extension procedure on a new request
//
typedef struct _EXTENSION_CONTROL_BLOCK {

    DWORD cbSize;           // size of this struct.
    DWORD dwVersion;       // version info of this spec
    HCONN ConnID;          // Context number not to be modified!
    DWORD dwHttpStatusCode; // HTTP Status code
    CHAR lpszLogData[HSE_LOG_BUFFER_LEN]; // null terminated log info
specific to this Extension DLL

    LPSTR lpszMethod;       // REQUEST_METHOD
    LPSTR lpszQueryString; // QUERY_STRING
    LPSTR lpszPathInfo;     // PATH_INFO
    LPSTR lpszPathTranslated; // PATH_TRANSLATED

    DWORD cbTotalBytes;     // Total bytes indicated from client
    DWORD cbAvailable;     // Available number of bytes
    LPBYTE lpbData;        // pointer to cbAvailable bytes

    LPSTR lpszContentType; // Content type of client data

    BOOL (WINAPI *GetServerVariable) ( HCONN hConn,
LPSTR lpszVariableName,

LPVOID

lpvBuffer,

LPDWORD lpdwSize);

    BOOL (WINAPI *WriteClient) (HCONN ConnID,
LPVOID Buffer,

```

```

LPDWORD lpdwBytes,
DWORD dwReserved);

BOOL (WINAPI *ReadClient) (HCONN ConnID,
LPVOID lpvBuffer,
LPDWORD lpdwSize);

BOOL (WINAPI *ServerSupportFunction)( HCONN hConn,
DWORD dwHSERRequest,
LPVOID lpvBuffer,
LPDWORD lpdwSize,
LPDWORD lpdwDataType);

} EXTENSION_CONTROL_BLOCK, *LPEXTENSION_CONTROL_BLOCK;

//
// these are the prototypes that must be exported from the extension DLL
//

BOOL WINAPI GetExtensionVersion( HSE_VERSION_INFO *pVer );
DWORD WINAPI HttpExtensionProc( EXTENSION_CONTROL_BLOCK
*pECB );

// the following type declarations is for the server side

typedef BOOL (WINAPI *PFN_GETEXTENSIONVERSION)(
HSE_VERSION_INFO *pVer );
typedef DWORD (WINAPI *PFN_HTTPEXTENSIONPROC) (
EXTENSION_CONTROL_BLOCK *pECB );

#ifdef __cplusplus
}
#endif

#endif // end definition _HTTPEXT_H_

```

install.h

```

//{{NO_DEPENDENCIES}}
// Microsoft Developer Studio generated include file.
// Used by install.rc
//

#define IDD_DIALOG1          101
#define IDI_ICON1           102
#define IDR_TPCCDLL1        103
#define IDR_TPCCDLL2        104
#define IDD_DIALOG2         105
#define IDI_ICON2           106
#define IDR_DELIVERY1       107
#define IDD_DIALOG3         108
#define IDR_DELIVERY2       109

#define BN_LOG               1001
#define ED_KEEP              1002
#define ED_THREADS           1003
#define ED_THREADS2         1004
#define ED_MAXWARE          1006
#define IDC_PATH            1007
#define IDC_VERSION         1009
#define IDC_RESULTS         1010
#define IDC_PROGRESS1       1011
#define IDC_STATUS          1012
#define IDC_BUTTON1         1013
#define ED_MAXCONNECTION    1014
#define ED_IIS_MAX_THREAD_POOL_LIMIT 1015
#define ED_WEB_SERVICE_BACKLOG_QUEUE_SIZE 1017

```

```

#define ED_IIS_THREAD_TIMEOUT 1018
#define ED_IIS_LISTEN_BACKLOG 1019
#define IDC_DBLIB            1021
#define IDC_ODBC             1022
#define IDC_CONNECT_POOL    1023
#define ED_USER_CONNECT_DELAY_TIME 1024

// Next default values for new objects
//
#ifdef APSTUDIO_INVOKED
#ifdef APSTUDIO_READONLY_SYMBOLS
#define _APS_NEXT_RESOURCE_VALUE 111
#define _APS_NEXT_COMMAND_VALUE 40001
#define _APS_NEXT_CONTROL_VALUE 1022
#define _APS_NEXT_SYMED_VALUE 101
#endif
#endif

```

Pipe_routines.h

```

#ifdef PIPE_ROUTINES_H_INCLUDED
#define PIPE_ROUTINES_H_INCLUDED
HANDLE OpenServerPipe( int PipeNumber, int TimeOut);
BOOL ReadPipe( HANDLE hPipe, HANDLE hEvent, void *Buffer,
DWORD BufSize, DWORD *pnRead);
HANDLE OpenClientPipe( int ClientNumber);
BOOL WritePipe( HANDLE hPipe, HANDLE hEvent, void *Buffer,
DWORD BufSize, DWORD *pnWritten);
#endif

```

resource.h

```

//{{NO_DEPENDENCIES}}
// Microsoft Developer Studio generated include file.
// Used by TPCC.rc
//

// Next default values for new objects
//
#ifdef APSTUDIO_INVOKED
#ifdef APSTUDIO_READONLY_SYMBOLS
#define _APS_NEXT_RESOURCE_VALUE 101
#define _APS_NEXT_COMMAND_VALUE 40001
#define _APS_NEXT_CONTROL_VALUE 1000
#define _APS_NEXT_SYMED_VALUE 101
#endif
#endif

```

sqlroutines.h

```

// dblib error message return values //--@add
#define INT_EXIT 0
#define INT_CONTINUE 1
#define INT_CANCEL 2

// this structure allows the EXTENSION CONTROL BLOCK to be passed to the
msg and error handlers.

typedef struct _ECBINFO

```

```

{
    int          iTermId;// terminal id
    int          iSynclD;// browser sync id
    BOOL        bDeadlock;// deadlock condition flag
    BOOL        bFailed;// cleared before sql transaction, set in err
handlers if an error occurs
    EXTENSION_CONTROL_BLOCK *pECB;// inetsrv current
connection structure information
} ECBINFO, *PECBINFO;

```

```

BOOL SQLOpenConnection( EXTENSION_CONTROL_BLOCK *pECB, int
iTermId, int iSynclD, DBPROCESS **dbproc, char *server,
char *database, char *user, char *password, char *app, int *spid);
BOOL SQLCloseConnection( EXTENSION_CONTROL_BLOCK *pECB,
DBPROCESS *dbproc);
int SQLStockLevel( EXTENSION_CONTROL_BLOCK *pECB, int iTermId, int
iSynclD, DBPROCESS *dbproc, STOCK_LEVEL_DATA *pStockLevel, short
deadlock_retry);
int SQLNewOrder( EXTENSION_CONTROL_BLOCK *pECB, int
iTermId, int iSynclD, DBPROCESS *dbproc, NEW_ORDER_DATA *pNewOrder,
short deadlock_retry);
int SQLPayment( EXTENSION_CONTROL_BLOCK *pECB, int iTermId, int
iSynclD, DBPROCESS *dbproc, PAYMENT_DATA *pPayment, short
deadlock_retry);
int SQLOrderStatus( EXTENSION_CONTROL_BLOCK *pECB, int iTermId, int
iSynclD, DBPROCESS *dbproc, ORDER_STATUS_DATA *pOrderStatus, short
deadlock_retry);
BOOL SQLInit( void);
void SQLCleanup( void);
BOOL SQLThreadAttach( void);
BOOL SQLThreadDetach( void);
PECBINFO SQLGetECB( PDBPROCESS p);

```

TPCC.H

```

#ifndef TPCC_H_INCLUDED
#define TPCC_H_INCLUDED
extern char szErrorLogPath[];
#ifdef TUX //--@del
// #ifdef TUX //--@add
#include "tpcc_tux.h"
#else
#include <httpext.h>
#include "tpcc_real.h"
#endif
#endif

```

tpcc_real.h

```

/* FILE: TPCC.H
* Microsoft TPC- C Kit Ver.3.00.001
* Audited 08/ 23/ 96, By Francois Raab
*
* Copyright Microsoft, 1996
*
* PURPOSE: Header file for ISAPI TPCC.DLL, defines structures and functions
used in the isapi tpcc.dll.
* Author: Philip Durr
* philipdu@ Microsoft.com
*/
// VERSION RESOURCE DEFINES
#define _APS_NEXT_RESOURCE_VALUE 101
#define _APS_NEXT_COMMAND_VALUE 4001

```

```

#define _APS_NEXT_CONTROL_VALUE 1000
#define _APS_NEXT_SYMED_VALUE 101
// note that the welcome form must be processed first as terminal ids assigned
here, once the
// terminal id is assigned then the forms can be processed in any order.
#define WELCOME_FORM 1 // beginning form no term
id assigned,form id
#define MAIN_MENU_FORM 2 // term id assigned main
menu form id
#define NEW_ORDER_FORM 3 // new order form id
#define PAYMENT_FORM 4 // payment form id
#define DELIVERY_FORM 5 // delivery form id
#define ORDER_STATUS_FORM 6 // order status id
#define STOCK_LEVEL_FORM 7 // stock level form id
// This macro is used to prevent the compiler error unused formal parameter
#define UNUSEDPARAM(x) (x = x)
// This structure is used for posting delivery transactions
typedef struct _DELIVERY_TRANSACTION
{
    SYSTEMTIME queue;// time delivery transaction queued
    short w_id;// delivery warehouse
    short o_carrier_id;// carrier id
} DELIVERY_TRANSACTION;
#ifdef USE_ODBC
typedef struct _DBPROCESS
{
    HDBC hdbc;
    HSTMT hstmt;
    int spid;
    void* uPtr;
} DBPROCESS, *PDBPROCESS;
// dblib error message return values
#define INT_EXIT 0
#define INT_CONTINUE 1
#define INT_CANCEL 2
#endif
// This structure defines the data necessary to keep distinct for each terminal or
client connection.
typedef struct _CLIENTDATA
{
    int inUse;// in use flag allows client entries to be reused
    int w_id;// warehouse id assigned at welcome form
    int d_id;// district id assigned at welcome form
    PDBPROCESS dbproc;// dblib connection pointer
    int spid;// spid assigned from dblib
    int iSynclD;// synchronization id
    int iTickCount;// time of last access;
    int iTermId;// terminal id of http stream connection
    char szBuffer[ 4096]; // form buffer each HTML form is built
for a client in here
    NEW_ORDER_DATA newOrderData;// new
order form data
    PAYMENT_DATA paymentData;// payment
form data
    ORDER_STATUS_DATA orderStatusData;// order status form
data
    DELIVERY_DATA deliveryData;// delivery
form data
    STOCK_LEVEL_DATA stockLevelData;// stock level form data
} CLIENTDATA;
typedef CLIENTDATA *PCLIENTDATA;// pointer to client structure
// This structure is used to define the operational interface for terminal id support
typedef struct _TERM
{
    int iAvailable;
    // total allocated terminal array entries
    int iNext;
    // next available terminal array element
    int iMasterSynclD;

```

```

// synchronization id
BOOL bInit;
// structure has been initialized flag
CLIENTDATA *pClientData; // pointer to allocated
client data
void(*Init)( void); // API to
initialize this structure
int(*Allocate)( void); // API to allocate a new
terminal entry array id returned
void(*Restore)( void); // API to free terminal data
int(*Add)( EXTENSION_CONTROL_BLOCK *pECB, char
*pQueryString);// API to add a terminal id to array, this context will
// be passed from the
browser to the tpcc.dll in the
// TERMID= key in the
HTTP string.
void(* Delete)( EXTENSION_CONTROL_BLOCK *pECB, int id);
// API to free resources used by a terminal array entry
} TERM;
typedef TERM *PTERM;// pointer to terminal structure type
// function prototypes
BOOL APIENTRY DIIMain( HANDLE hModule, DWORD ul_reason_for_call,
LPVOID lpReserved);
static void DeliveryDisconnect( void *ptr);
BOOL ProcessQueryString( EXTENSION_CONTROL_BLOCK *pECB, int
*pCmd, int *pFormId, int *pTermId, int *pSynclD);
void NewOrderForm( EXTENSION_CONTROL_BLOCK *pECB, int iFormId, int
iTermId, int iSynclD);
void PaymentForm( EXTENSION_CONTROL_BLOCK *pECB, int iFormId, int
iTermId, int iSynclD);
void DeliveryForm( EXTENSION_CONTROL_BLOCK *pECB, int iFormId, int
iTermId, int iSynclD);
void OrderStatusForm( EXTENSION_CONTROL_BLOCK *pECB, int iFormId, int
iTermId, int iSynclD);
void StockLevelForm( EXTENSION_CONTROL_BLOCK *pECB, int iFormId, int
iTermId, int iSynclD);
void ExitCmd( EXTENSION_CONTROL_BLOCK *pECB, int iFormId, int iTermId,
int iSynclD);
void SubmitCmd( EXTENSION_CONTROL_BLOCK *pECB, int iFormId, int
iTermId, int iSynclD);
void BeginCmd( EXTENSION_CONTROL_BLOCK *pECB, int iFormId, int
iTermId, int iSynclD);
void ProcessCmd( EXTENSION_CONTROL_BLOCK *pECB, int iFormId, int
iTermId, int iSynclD);
void ClearCmd( EXTENSION_CONTROL_BLOCK *pECB, int iFormId, int
iTermId, int iSynclD);
void MenuCmd( EXTENSION_CONTROL_BLOCK *pECB, int iFormId, int
iTermId, int iSynclD);
void NumberOfConnectionsCmd( EXTENSION_CONTROL_BLOCK *pECB, int
iFormId, int iTermId, int iSynclD);
static void h_printf( EXTENSION_CONTROL_BLOCK *pECB, char *format, ...);
static BOOL GetKeyValue( char *pQueryString, char *pKey, char *pValue, int
iMax);
static void TermInit( void);
static void TermRestore( void);
static int TermAllocate( void);
static int TermAdd( EXTENSION_CONTROL_BLOCK *pECB, char
*pQueryString);
static void TermDelete( EXTENSION_CONTROL_BLOCK *pECB, int id);
BOOL Init( EXTENSION_CONTROL_BLOCK *pECB, int iTermId, int iSynclD,
char *szServer, char *szUser, char *szPassword,
char *szDatabase);
BOOL Close( EXTENSION_CONTROL_BLOCK *pECB, int iTermId, int iSynclD);
static void FormatString( char *szDest, char *szPic, char *szSrc);
static char *MakeStockLevelForm( int iTermId, int iSynclD, BOOL bInput);
static char *MakeMainMenuForm( int iTermId, int iSynclD);
static char *MakeWelcomeForm( void);

```

```

static char *MakeNewOrderForm( int iTermId, int iSyncId, BOOL bInput, BOOL
bValid);
static char *MakePaymentForm( int iTermId, int iSyncId, BOOL bInput);
static char *MakeOrderStatusForm( int iTermId, int iSyncId, BOOL bInput);
static char *MakeDeliveryForm( int iTermId, int iSyncId, BOOL bInput, BOOL
bSuccess);
static void ProcessNewOrderForm( EXTENSION_CONTROL_BLOCK *pECB, int
iTermId, int iSyncId);
static void ProcessPaymentForm( EXTENSION_CONTROL_BLOCK *pECB, int
iTermId, int iSyncId);
static void ProcessOrderStatusForm( EXTENSION_CONTROL_BLOCK *pECB,
int iTermId, int iSyncId);
static void ProcessDeliveryForm( EXTENSION_CONTROL_BLOCK *pECB, int
iTermId, int iSyncId);
static void ProcessStockLevelForm( EXTENSION_CONTROL_BLOCK *pECB,
int iTermId, int iSyncId);
static int GetNewOrderData( LPSTR lpszQueryString, NEW_ORDER_DATA
*pNewOrderData);
static int GetPaymentData( LPSTR lpszQueryString, PAYMENT_DATA
*pPaymentData);
static int GetOrderStatusData( LPSTR lpszQueryString,
ORDER_STATUS_DATA *pOrderStatusData);
static BOOL ReadRegistrySettings( void);
static BOOL PostDeliveryInfo( short w_id, short o_carrier_id);
static BOOL IsNumeric( char *ptr);
static void FormatHTMLString( char *szBuff, char *szStr, int iLen);
extern char szErrorLogPath[ 256];
extern EXTENSION_CONTROL_BLOCK *gpECB;

//BOOL IsValidTermId(int TermId);

```

tpcc_tux.h

```

#ifndef TPCC_TUX_H_INCLUDED
#define TPCC_TUX_H_INCLUDED
typedef char EXTENSION_CONTROL_BLOCK;
extern EXTENSION_CONTROL_BLOCK *gpECB;
typedef struct
{
    struct
    {
        char szBuffer[ 4096];
    } pClientData[ 1];
} TERM;
extern TERM Term;
#endif

```

trans.h

```

/* FILE: TRANS.H
* Microsoft TPC- C Kit Ver.3.00.000
* Audited 08/ 23/ 96By Francois Raab
* PURPOSE: Header file for ISAPI TPCC.DLL, defines structures and functions
used in the isapi tpcc.dll.
*
* Copyright Microsoft inc.1996, All Rights Reserved
*
* Author: PhilipDu, from tpcc.h by DamienL
* DamienL@ Microsoft.com
* philipdu@ Microsoft.com
*/
#ifndef _INC_TRANS
#define _INC_TRANS
#ifdef USE_ODBC

```

```

#endif
#endif
#include <sqltypes.h>
#include <sql.h>
#include <sqlxext.h>
#endif
#else
#ifdef _INC_SQLFRONT
#define DBNTWIN32
#include <sqlfront.h>
#include <sqldb.h>
#endif
#endif
#endif
#ifdef DBINT
typedef long DBINT;
#endif
#define DEFCLPCKSIZE 4096
#define DEADLOCKWAIT 10
// String length constants
#define SERVER_NAME_LEN 20
#define DATABASE_NAME_LEN 20
#define USER_NAME_LEN 20
#define PASSWORD_LEN 20
#define TABLE_NAME_LEN 20
#define I_DATA_LEN 50
#define I_NAME_LEN 24
#define BRAND_LEN 1
#define LAST_NAME_LEN 16
#define W_NAME_LEN 10
#define ADDRESS_LEN 20
#define STATE_LEN 2
#define ZIP_LEN 9
#define S_DIST_LEN 24
#define S_DATA_LEN 50
#define D_NAME_LEN 10
#define FIRST_NAME_LEN 16
#define MIDDLE_NAME_LEN 2
#define PHONE_LEN 16
#define DATETIME_LEN 30
#define CREDIT_LEN 2
#define C_DATA_LEN 250
#define H_DATA_LEN 24
#define DIST_INFO_LEN 24
#define MAX_OL_NEW_ORDER_ITEMS 15
#define MAX_OL_ORDER_STATUS_ITEMS 5
#define STATUS_LEN 25
#define OL_DIST_INFO_LEN 24
// transaction structures
typedef struct
{
    short ol_supply_w_id;
    long ol_i_id;
    char ol_i_name[ I_NAME_LEN+ 1];
    short ol_quantity;
    char ol_brand_generic[ BRAND_LEN+ 1];
    double ol_i_price;
    double ol_amount;
    short ol_stock;
    short num_warehouses;
} OL_NEW_ORDER_DATA;

typedef struct
{
    short w_id;
    short d_id;
    long c_id;
    short o_ol_cnt;
    char c_last[ LAST_NAME_LEN+ 1];
    char c_credit[ CREDIT_LEN+ 1];
    double c_discount;
    double w_tax;
    double d_tax;

```

```

    long o_id;
    short o_commit_flag;
#ifdef USE_ODBC
TIMESTAMP_STRUCT o_entry_d;
#else
DBDATAREC
o_entry_d;
#endif
short o_all_local;
double total_amount;
long num_deadlocks;
char execution_status[ STATUS_LEN];
OL_NEW_ORDER_DATA Ol[ MAX_OL_NEW_ORDER_ITEMS];
} NEW_ORDER_DATA;

typedef struct
{
    short w_id;
    short d_id;
    long c_id;
    short c_d_id;
    short c_w_id;
    double h_amount;
#ifdef USE_ODBC
TIMESTAMP_STRUCT h_date;
#else
DBDATAREC h_date;
#endif
char w_street_1[ ADDRESS_LEN+ 1];
char w_street_2[ ADDRESS_LEN+ 1];
char w_city[ ADDRESS_LEN+ 1];
char w_state[ STATE_LEN+ 1];
char w_zip[ ZIP_LEN+ 1];
char d_street_1[ ADDRESS_LEN+ 1];
char d_street_2[ ADDRESS_LEN+ 1];
char d_city[ ADDRESS_LEN+ 1];
char d_state[ STATE_LEN+ 1];
char d_zip[ ZIP_LEN+ 1];
char c_first[ FIRST_NAME_LEN+ 1];
char c_middle[ MIDDLE_NAME_LEN+ 1];
char c_last[ LAST_NAME_LEN+ 1];
char c_street_1[ ADDRESS_LEN+ 1];
char c_street_2[ ADDRESS_LEN+ 1];
char c_city[ ADDRESS_LEN+ 1];
char c_state[ STATE_LEN+ 1];
char c_zip[ ZIP_LEN+ 1];
char c_phone[ PHONE_LEN+ 1];
#ifdef USE_ODBC
TIMESTAMP_STRUCT c_since;
#else
DBDATAREC c_since;
#endif
char c_credit[ CREDIT_LEN+ 1];
double c_credit_lim;
double c_discount;
double c_balance;
char c_data[ 200+ 1];
long num_deadlocks;
char execution_status[ STATUS_LEN];
} PAYMENT_DATA;

typedef struct
{
    long ol_i_id;
    short ol_supply_w_id;
    short ol_quantity;
    double ol_amount;
#ifdef USE_ODBC
TIMESTAMP_STRUCT ol_delivery_d;
#else
DBDATAREC ol_delivery_d;

```

```

        #endif
    } OL_ORDER_STATUS_DATA;

typedef struct
{
    short w_id;
    short d_id;
    long c_id;
    char c_first[ FIRST_NAME_LEN+ 1];
    char c_middle[ MIDDLE_NAME_LEN+ 1];
    char c_last[ LAST_NAME_LEN+ 1];
    double c_balance;
    long o_id;
    #ifdef USE_ODBC
        TIMESTAMP_STRUCT o_entry_d;
    #else
        DBDATEREC o_entry_d;
    #endif
    short o_carrier_id;
    OL_ORDER_STATUS_DATA      OIOrderStatusData[
MAX_OL_ORDER_STATUS_ITEMS];
    short o_ol_cnt;
    long num_deadlocks;
    char execution_status[ STATUS_LEN];
} ORDER_STATUS_DATA;

typedef struct
{
    long o_id;
} DEL_ITEM;

typedef struct
{
    short w_id;
    short o_carrier_id;
    SYSTEMTIME queue_time;
    long num_deadlocks;
    DEL_ITEM DelItems[ 10];
    char execution_status[ STATUS_LEN];
} DELIVERY_DATA;

typedef struct
{
    short w_id;
    short d_id;
    short thresh_hold;
    long low_stock;
    long num_deadlocks;
    char execution_status[ STATUS_LEN];
    char dummy[600];
} STOCK_LEVEL_DATA;
#endif

```

tux.h

```

#ifndef TUX_H_INCLUDED
#define TUX_H_INCLUDED
#define SERVICE_CHARS 32
typedef union
{
    NEW_ORDER_DATA      NewOrderData;
    PAYMENT_DATA        PaymentData;
    ORDER_STATUS_DATA  OrderStatusData;
    DELIVERY_DATA       DeliveryData;
    STOCK_LEVEL_DATA    StockLevelData;
    char                ErrorMsg[ 4096]; // ack!!
} TRANS_DATA;
typedef struct

```

```

{
    int TermId;
    int SyncId;
    int bDeadlock;
    int bFailed;
    short DeadlockRetry;
    int Error;
    int Return;
    // Note: Trans must be last
    TRANS_DATA Trans;
} TUX_DATA;

typedef struct
{
    char Service[ SERVICE_CHARS];
    // Note: Data must be last
    TUX_DATA Data;
} TUX_MSG;

// macros to compute the size of various bits of TUX_MSG. It is
// not enough to just add up the fields because of possible alignment
// issues
#define MSG_HEADER_SIZE( p)(( DWORD)((( char *)&( p) ->Data.Trans) - ((
char *) ( p))))
#define NEW_ORDER_SIZE( p) (( MSG_HEADER_SIZE(( p)) + sizeof(
NEW_ORDER_DATA))
#define PAYMENT_SIZE( p) (( MSG_HEADER_SIZE(( p)) + sizeof(
PAYMENT_DATA))
#define ORDER_STATUS_SIZE( p) (( MSG_HEADER_SIZE(( p)) + sizeof(
ORDER_STATUS_DATA))
#define DELIVERY_SIZE( p) (( MSG_HEADER_SIZE(( p)) + sizeof(
DELIVERY_DATA))
#define STOCK_LEVEL_SIZE( p) (( MSG_HEADER_SIZE(( p)) + sizeof(
STOCK_LEVEL_DATA))
#endif

```

Util.h

```

#ifndef TPCC_UTIL_H
#define TPCC_UTIL_H
#endif

```

delisrv.c

```

/*      FILE:          DELISRV.C
 *
 *      3.00.000      Microsoft TPC-C Kit Ver.
 *
 *      Francois Raab      Audited 08/23/96, By
 *
 *      Copyright Microsoft, 1996
 *
 *      PURPOSE:      Delivery TPC-C transaction executable
 *      Author:        Philip Durr
 *
 *      philipdu@Microsoft.com
 */

#include <windows.h>
#include <process.h>
#include <stdio.h>
#include <stdarg.h>
#include <malloc.h>
#include <stdlib.h>
#include <string.h>
#include <time.h>

```

```

#include <sys/timeb.h>
#include <io.h>
#include <conio.h>
#include <ctype.h>

#ifdef USE_ODBC
    #include <sql.h>
    #include <sqlext.h>
    HENV      henv;
#else
    #define DBNTWIN32
    #include <sqlfront.h>
    #include <sqlldb.h>
#endif

#include "delisrv.h"

char                //SQL server name      szServer[32];

char                //tpcc database name  szDatabase[32];

char                //user name          szUser[32];

char                //user password      szPassword[32];

int                 //number of threads to create      = 4;
iNumThreads

int                 //delay
iDelayMs           = 1000;

between delivery queue checks

int                 //number of
iDeadlockRetry    = 3;
read check retries.

int                 //delivery
iQSlotts          = 3000;
transaction queues

int                 //delay
iConnectDelay     = 500;
between re-connect attempts if sql server refuses connection.

FILE                *fpLog;
//pointer to

log file
CRITICAL_SECTION   WriteLogCriticalSection; //critical
section for delivery write log
CRITICAL_SECTION   DeliveryCriticalSection; //critical
section for delivery transactions cache
static LPTSTR      lpSzPipeName =
TEXT("\\\\.\\pipe\\DELISRV"); //delivery pipe name

HANDLE              hPipe
= INVALID_HANDLE_VALUE; //delivery pipe handle
HANDLE              hComPort
= INVALID_HANDLE_VALUE; //delivery pipe completion
port handle.

BOOL                bDone;

//delivery executable termination request flag

BOOL                bFlush;

//Flush delivery log info when written.

LPDELIVERY_PACKET  pDeliveryCache;

int                 versionMS = 4;
//delivery executable version number.

```

```

int
    versionMM = 0;
    //formatted as MS.MM.LS, 1.00.005
int
    versionLS = 0;

/* FUNCTION: int main(int argc, char *argv[])
 *
 * PURPOSE:      This function is the beginning execution point for the
delivery executable.
 *
 * ARGUMENTS:    int          argc          number of
command line arguments passed to delivery
 *              char          *argv[]      array of command line argument pointers
 *
 * RETURNS:      None
 *
 * COMMENTS:     None
 */

void main(int argc, char *argv[])
{
    int          iError;

    if ( GetParameters(argc, argv) )
    {
        PrintParameters();
        return;
    }

    if ( (iError=Init()) )
    {
        ErrorMessage(iError);
        Restore();
        return;
    }

    if ( (iError = RunDelivery()) != ERR_SUCCESS )
        ErrorMessage(iError);

    Restore();

    return;
}

/* FUNCTION: void cls(void)
 *
 * PURPOSE:      This function clears the console window
 *
 * ARGUMENTS:    None
 *
 * RETURNS:      None
 *
 * COMMENTS:     None
 */

static void cls(void)
{
    HANDLE      hConsole;
    COORD      coordScreen = { 0, 0 };
    //here's where we'll home the cursor
    DWORD      cCharsWritten;
    CONSOLE_SCREEN_BUFFER_INFO csbi;
    //to get buffer info
    DWORD      dwConSize; //number of character cells in the current buffer

    hConsole = GetStdHandle(STD_OUTPUT_HANDLE);

```

```

//get the number of character cells in the current buffer

GetConsoleScreenBufferInfo( hConsole, &csbi );
dwConSize = csbi.dwSize.X * csbi.dwSize.Y;

//fill the entire screen with blanks
FillConsoleOutputCharacter( hConsole, (TCHAR) ' ', dwConSize,
coordScreen, &cCharsWritten );
GetConsoleScreenBufferInfo( hConsole, &csbi );

//now set the buffer's attributes accordingly
FillConsoleOutputAttribute( hConsole,
csbi.wAttributes, dwConSize, coordScreen, &cCharsWritten );

//put the cursor at (0, 0)
SetConsoleCursorPosition( hConsole, coordScreen );

return;
}

/* FUNCTION: int RunDelivery(void)
 *
 * PURPOSE:      This function executes the main delivery executable
loop.
 *
 * ARGUMENTS:    None
 *
 * RETURNS:      int
ERR_CANNOT_OPEN_PIPE      cannot open
named pipe
ERR_CANNOT_CREATE_THREAD  cannot create required
threads
ERR_SUCCESS
successfull no error
 *
 * COMMENTS:     None
 */

static int RunDelivery(void)
{
    SECURITY_ATTRIBUTES sa;
    int
    i;

    cls();

    PrintHeader();

    printf("\n<Starting Delivery Service with %d Threads.>\n",
iNumThreads);
    printf("\nPress <Ctrl>-C to exit.\n");

    bDone = FALSE;
    _beginthread( CheckKey, 0, NULL );

    printf("\nWaiting for delivery pipe: ");

    while( !bDone )
    {
        AnimateWait1();
        if ( WaitNamedPipe(lpszPipeName,
NMPWAIT_USE_DEFAULT_WAIT) )
        {
            sa.nLength
            = sizeof(sa);
            sa.lpSecurityDescriptor = NULL;

```

```

        sa.bInheritHandle
        = TRUE;

        hPipe = CreateFile(lpszPipeName,
GENERIC_READ | GENERIC_WRITE, FILE_SHARE_READ |
FILE_SHARE_WRITE, NULL, OPEN_EXISTING,
FILE_FLAG_OVERLAPPED, NULL);
        if ( hPipe ==
INVALID_HANDLE_VALUE )
            return
ERR_CANNOT_OPEN_PIPE;
        CreateIoCompletionPort(hPipe, NULL, 0, 256);
        hComPort =
        break;
        Sleep(100);
    }

    if ( !bDone )
    {
        if ( _beginthread( DeliveryHandler, 0, NULL ) == -1 )
            return
ERR_CANNOT_CREATE_THREAD;
        for(i=0; i<iNumThreads; i++)
        {
            if ( _beginthread( DeliveryThread, 0,
NULL ) == -1 )
                return
ERR_CANNOT_CREATE_THREAD;
        }
        printf(" \nRunning : ");
        while( !bDone )
            AnimateWait();
    }

    return ERR_SUCCESS;
}

/* FUNCTION: void AnimateWait1(void)
 *
 * PURPOSE:      This function provides a visual indicator that the
delivery executable is waiting for
 *              the delivery pipe to appear.
 *
 * ARGUMENTS:    None
 *
 * RETURNS:      None
 *
 * COMMENTS:     None
 */

static void AnimateWait1(void)
{
    const static char szStr[] = "+-|*";
    static char *ptr = (char *)szStr;

    printf("%c\x8", *ptr);
    ptr = (*(ptr+1)) ? ptr + 1 : (char *)szStr;
    Sleep(100);

    return;
}

/* FUNCTION: void AnimateWait(void)
 *
 * PURPOSE:      This function provides a visual indicator that the

```



```

delivery executable is waiting for
*
* and processing transactions.
* ARGUMENTS:      None
*
* RETURNS:        None
*
* COMMENTS:      None
*/

static void AnimateWait(void)
{
    const static char szStr[] = "/-\\|/^-\\|";
    static char *ptr = (char *)szStr;

    printf("%c\\x8", *ptr);
    ptr = (*(ptr+1)) ? ptr + 1 : (char *)szStr;
    Sleep(100);

    return;
}

/* FUNCTION: int Init(void)
*
* PURPOSE:        This function prepares the delivery executable for
processing.
*
* ARGUMENTS:      None
*
* RETURNS:        int          iError
Error code if unsuccessful
*
ERR_SUCCESS      No error successful code
*
* COMMENTS:      None
*/

static int Init(void)
{
    int          iError;

    InitializeCriticalSection(&WriteLogCriticalSection);
    InitializeCriticalSection(&DeliveryCriticalSection);

    fpLog       = NULL;

    if ( ! (pDeliveryCache = malloc(sizeof(DELIVERY_PACKET) *
iQSlots)) )
        return ERR_INSUFFICIENT_MEMORY;

    memset(pDeliveryCache, 0, sizeof(DELIVERY_PACKET) *
iQSlots);

    if ( (iError = ReadRegistrySettings()) )
        return iError;

    if ( (iError = OpenLogFile()) )
        return iError;

    //initialize db library for use
#ifdef USE_ODBC
    if ( SQLAllocEnv(&henv) == SQL_ERROR )
        return ERR_ODBC_SQLALLOCENV;
#else
    dbinit();

    // install Db Library error and message handlers

```

```

dbmsghandle((DBMSGHANDLE_PROC)msg_handler);
dberrhandle((DBERRHANDLE_PROC)err_handler);
#endif

return ERR_SUCCESS;
}

/* FUNCTION: void Restore(void)
*
* PURPOSE:        This function cleans up allocated objects to allow for
termination of the
delivery executable.
*
* ARGUMENTS:      None
*
* RETURNS:        None
*
* COMMENTS:      None
*/

static void Restore(void)
{
    int          ired, l, d;

    DeleteCriticalSection(&WriteLogCriticalSection);
    DeleteCriticalSection(&DeliveryCriticalSection);

    l = 1;
    ired = WriteFile(hPipe, &l, 1, &d, NULL);

    if ( hPipe != INVALID_HANDLE_VALUE )
        ired = CloseHandle(hPipe);

    if ( fpLog )
        fclose(fpLog);

    fpLog = NULL;

#ifdef USE_ODBC
    SQLFreeEnv(henv);
#else
    dbexit();
#endif

    return;
}

/* FUNCTION: void ErrorMessage(int iError)
*
* PURPOSE:        This function displays an error message in the
delivery executable's console window.
*
* ARGUMENTS:      int          iError      error id to be
displayed
*
* RETURNS:        None
*
* COMMENTS:      None
*/

static void ErrorMessage(int iError)
{
    int i;

    static SERRORMSG errorMsgs[] =
    {
        {          ERR_SUCCESS,          "Success, no
error."

```

```

},
    {          ERR_CANT_CREATE_THREAD,
"Cannot create thread."
    },
    {          ERR_DBGETDATA_FAILED,
"Get data failed."
    },
    {          ERR_REGISTRY_NOT_SETUP,
"Registry not setup for
"},
tpcc."
    {          ERR_CANT_ACCESS_DELIVERY_FN,
"Cannot access ReadDelivery cache."
    },
    {          ERR_CANT_ACCESS_REGISTRY,
"Cannot access registry key TPCC."
    },
    {          ERR_CANT_CREATE_RESULTS_FILE,
"Cannot create results file."
    },
    {          ERR_CANT_OPEN_PIPE,
"Cannot open delivery
pipe."
    },
    {          ERR_READ_PIPE,
"Reading
Delivery Pipe."
    },
    {          ERR_INSUFFICIENT_MEMORY,
"Insufficient memory."
    },
    {          ERR_ODBC_SQLALLOCENV,
"Cannot allocated ODBC
env handle."
    },
    {          ERR_SQL_ATTR_ODBC_VERSION,
"Cannot set ODBC version."
    },
    {          ERR_SQL_ATTR_CONNECTION_POOLING,
"Cannot set Connection Pooling."
    },
    {          0,
""
    },
};

for(i=0; errorMsgs[i].szMsg[0]; i++)
{
    if ( iError == errorMsgs[i].iError )
    {
        printf("\nError(%d): %s", iError,
errorMsgs[i].szMsg);

        if ( fpLog )
        {
            EnterCriticalSection(&WriteLogCriticalSection);
            fprintf(fpLog, "**Error(%d):
%s\n\n", iError, errorMsgs[i].szMsg);

            if ( bFlush )
                fflush(fpLog);

            LeaveCriticalSection(&WriteLogCriticalSection);
        }
        return;
    }
}

printf("Error(%d): Unknown Error.");

```

```

EnterCriticalSection(&WriteLogCriticalSection);
fprintf(fpLog, "Error(%d): Unknown Error.\n\n", iError);
if ( bFlush )
    fflush(fpLog);
LeaveCriticalSection(&WriteLogCriticalSection);

return;
}

/* FUNCTION: BOOL GetParameters(int argc, char *argv[])
*
* PURPOSE: This function parses the command line passed in to
the delivery executable, initializing
and filling in global variable parameters.
*
* ARGUMENTS: int argc number of
command line arguments passed to delivery
char *argv[]
array of command line argument pointers
*
* RETURNS: BOOL FALSE parameter
read successful
*
TRUE user has requested parameter information screen be
displayed.
*
* COMMENTS: None
*/

static BOOL GetParameters(int argc, char *argv[])
{
    int i;

    szServer[0] = 0;
    szPassword[0] = 0;
    bFlush = FALSE;
    strcpy(szDatabase, "tpcc");
    strcpy(szUser, "sa");

    for(i=0; i<argc; i++)
    {
        if ( argv[i][0] == '-' || argv[i][0] == '/' )
        {
            switch(argv[i][1])
            {
                case 'S':
                case 's':
                    strcpy(szServer, argv[i]+2);
                    break;

                case 'D':
                case 'd':
                    strcpy(szDatabase, argv[i]+2);
                    break;

                case 'U':
                case 'u':
                    strcpy(szUser, argv[i]+2);
                    break;

                case 'P':
                case 'p':
                    strcpy(szPassword, argv[i]+2);
                    break;

                case 'F':
                case 'f':
                    bFlush = TRUE;
                    //turn on delilog flush when written.
            }
        }
    }
}

```

```

        break;
    case '?':
        return TRUE;
}
}
return FALSE;
}

/* FUNCTION: void PrintParameters(void)
*
* PURPOSE: This function displays the supported command line
flags.
*
* ARGUMENTS: None
*
* RETURNS: None
*
* COMMENTS: None
*/

static void PrintParameters(void)
{
    PrintHeader();
    printf("DELISRV:\n\n");
    printf("Parameter Default\n");
    printf("-----\n");
    printf("-S Server\n");
    printf("-D Database tpcc\n");
    printf("-U Username sa\n");
    printf("-P Password\n");
    printf("-F Flush output to delilog file when written. OFF\n");
    printf("-? This help screen\n\n");
    printf("Note: Command line switches are NOT case sensitive.\n");

    return;
}

/* FUNCTION: void PrintHeader(void)
*
* PURPOSE: This function displays the delivery executable's
banner information.
*
* ARGUMENTS: None
*
* RETURNS: None
*
* COMMENTS: None
*/

static void PrintHeader(void)
{
    printf("*****\n");
    printf("**\n");
#ifdef USE_ODBC
    printf("** Microsoft SQL Server 6.5 (ODBC)\n");
#else
    printf("** Microsoft SQL Server 6.5 (DBLIB)\n");
#endif
    printf("**\n");
    printf("** HTML TPC-C BENCHMARK KIT: Delivery Server *\n");
    printf("** Version %d.%2d.%3d *\n",
versionMS, versionMM, versionLS);
    printf("**\n");
    printf("*****\n");

    return;
}

```

```

/* FUNCTION: int ReadRegistrySettings(void)
*
* PURPOSE: This function reads the system registry filling in
required key parameters.
*
* ARGUMENTS: None
*
* RETURNS: int
ERR_REGISTRY_NOT_SETUP registry not
setup tpcc.exe needs to be run
*
to setup registry.
*
ERR_SUCCESS
Registry read Successful, no error
*
*
* COMMENTS: None
*/

static int ReadRegistrySettings(void)
{
    HKEY hKey;
    DWORD size;
    DWORD type;
    char szTmp[256];

    if ( RegOpenKeyEx(HKEY_LOCAL_MACHINE,
"SOFTWARE\\Microsoft\\TPCC", 0, KEY_READ, &hKey) != ERROR_SUCCESS )
        return ERR_REGISTRY_NOT_SETUP;

    size = sizeof(szTmp);

    iNumThreads = 4;
    if ( RegQueryValueEx(hKey, "NumberOfDeliveryThreads", 0, &type,
szTmp, &size) == ERROR_SUCCESS )
        iNumThreads = atoi(szTmp);
    if ( !iNumThreads )
        iNumThreads = 4;

    iDelayMs = 1000;
    if ( RegQueryValueEx(hKey, "BackoffDelay", 0, &type, szTmp,
&size) == ERROR_SUCCESS )
        iDelayMs = atoi(szTmp);
    if ( !iDelayMs )
        iDelayMs = 1000;

    iDeadlockRetry = 3;
    if ( RegQueryValueEx(hKey, "DeadlockRetry", 0, &type, szTmp,
&size) == ERROR_SUCCESS )
        iDeadlockRetry = atoi(szTmp);
    if ( !iDeadlockRetry )
        iDeadlockRetry = 3;

    RegCloseKey(hKey);

    return ERR_SUCCESS;
}

/* FUNCTION: void CheckKey(void *ptr)
*
* PURPOSE: This function checks for a key press on the delivery
executable's console. If the
key press is a Ctrl C then the execution
termination flag variable bDone is set to
TRUE which will start the termination of
the delivery executable.
*

```

```

* ARGUMENTS:      void      *ptr      dummy argument passed
in though thread manager, unused NULL.
*
* RETURNS:        None
*
* COMMENTS:      None
*/

static void CheckKey(void *ptr)
{
    while( !_getch() != CTRL_C)
        ;
    bDone = TRUE;
    return;
}

/* FUNCTION: void DeliveryHandler( void *ptr )
*
* PURPOSE:        This function is executed in it's own thread what it
does is to check for delivery
*
* ARGUMENTS:      void      *ptr      dummy argument passed
in though thread manager, unused NULL.
*
* RETURNS:        None
*
* COMMENTS:      None
*/

static void DeliveryHandler( void *ptr )
{
    int      i;
    int      size;
    int      iError;

    while( !bDone )
    {
        for(i=0; i<iQSlotts; i++)
        {
            if ( !pDeliveryCache[i].blnUse )
                break;
        }
        if ( i < iQSlotts )
        {
            EnterCriticalSection(&DeliveryCriticalSection);
            pDeliveryCache[i].blnUse = TRUE;

            LeaveCriticalSection(&DeliveryCriticalSection);
        }
        else
        {
            EnterCriticalSection(&DeliveryCriticalSection);
            if ( !pDeliveryCache =
(LPDELIVERY_PACKET)realloc(pDeliveryCache, sizeof(DELIVERY_PACKET) *
(iQSlotts+512)))
            {
                ErrorMessage(ERR_INSUFFICIENT_MEMORY);
                LeaveCriticalSection(&DeliveryCriticalSection);
                return;
            }
        }
    }
}

```

```

for(i=iQSlotts; i<iQSlotts+512; i++)
    pDeliveryCache[i].blnUse

= FALSE;

    i = iQSlotts;
    pDeliveryCache[i].blnUse = TRUE;

    LeaveCriticalSection(&DeliveryCriticalSection);
}

    pDeliveryCache[i].ov.Offset

= i;

    pDeliveryCache[i].ov.Internal

= 0;

    pDeliveryCache[i].ov.InternalHigh     = 0;
    pDeliveryCache[i].ov.OffsetHigh

= 1;

    pDeliveryCache[i].ov.hEvent

= NULL;

    while( !bDone )
    {
        if ( ReadFile(hPipe,
&pDeliveryCache[i].trans, sizeof(DELIVERY_TRANSACTION), &size,
&pDeliveryCache[i].ov) )
        {
            break;
        }
        if ( bDone )
            break;
        iError = GetLastError();
        if ( iError == ERROR_IO_PENDING )
        {
            while(
                Sleep(10);
            }
            break;
        }
        else
        {
            ErrorMessage(ERR_READ_PIPE);
            return;
        }
    }
    Sleep(1);
}

return;

/* FUNCTION: void DeliveryThread( void *ptr )
*
* PURPOSE:        This function is executed inside the delivery threads.
The queue array
*
* ARGUMENTS:      void      *ptr      dummy argument passed
in though thread manager, unused NULL.
*
* RETURNS:        None
*
* COMMENTS:      The registry key
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\TPCC
*
* ARGUMENTS:      value
NumberofDeliveryThreads controls how many of these
*
* ARGUMENTS:      value
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\TPCC
*
* ARGUMENTS:      value BackoffDelay
controls the amount of time this function waits
*
* ARGUMENTS:      between checks of the

```

```

delivery queue.
*/

static void DeliveryThread( void *ptr )
{
    int      size;
    int      key;
    LPOVERLAPPED pov;
    DELIVERY delivery;
    int      iError;

    if ( SQLOpenConnection(&delivery.dbproc, szServer, szDatabase,
szUser, szPassword, &delivery.spid) )
        return; //error posting tbd

    //while delisrv running i.e. user has not requested termination
    while( !bDone )
    {
        if ( GetQueuedCompletionStatus(hComPort, &size,
&key, &pov, (DWORD)-1) )
        {
            pov->OffsetHigh = 0; //clear to
            notify delivery handler ok to read another entry.
            //some delivery to do so process it
            memcpy(&delivery.queue,
&pDeliveryCache[pov->Offset].trans.queue, sizeof(SYSTEMTIME));
            delivery.w_id
            = pDeliveryCache[pov->Offset].trans.w_id;
            delivery.o_carrier_id
            =
            pDeliveryCache[pov->Offset].trans.o_carrier_id;

            if ( (iError=SQLDelivery(&delivery)) )
            {
                ErrorMessage(iError);
                printf("Running : ");
                continue;
            }

            //update log
            WriteLog(&delivery);

            EnterCriticalSection(&DeliveryCriticalSection);
            pDeliveryCache[pov->Offset].blnUse =
FALSE;

            LeaveCriticalSection(&DeliveryCriticalSection);
        }
    }

    return;

/* FUNCTION: static int err_handler(DBPROCESS *dbproc, int severity, int dberr,
int oserr, char *dberrstr, char *oserrstr)
*
* PURPOSE:        This function handles DB-Library errors
*
* ARGUMENTS:      DBPROCESS
DBPROCESS id pointer
*
* ARGUMENTS:      severity
int
severity of error
*
* ARGUMENTS:      dberr
int
error id
*
* ARGUMENTS:      oserr
int
operating
system specific error code
*
* ARGUMENTS:      *dberrstr
char
printable error description of dberr
*
* ARGUMENTS:      char
char

```

```

*oserrstr          printable error description of oserr
* RETURNS:        int
                  continue if error is SQLETIME else
INT_CANCEL action
*
* COMMENTS:      None
*
*/

#ifndef USE_ODBC
static int err_handler(DBPROCESS *dbproc, int severity, int dberr, int oserr, char
*dberrstr, char *oserrstr)
{
    if (oserr != DBNOERR)
        printf("(%d) %s", oserr, oserrstr);

    if ((dbproc == NULL) || (DBDEAD(dbproc)))
        ExitThread((unsigned long)-1);

    return INT_CONTINUE;
}
#endif

/* FUNCTION: static int msg_handler(DBPROCESS *dbproc, DBINT msgno, int
msgstate, int severity, char *msgtext)
*
* PURPOSE:        This function handles DB-Library SQL Server error
messages
*
* ARGUMENTS:     DBPROCESS          *dbproc
                  DBPROCESS id pointer
*
*                msgno             DBINT
                  message number
*
*                msgstate          int
                  message state
*
*                severity          int
                  message severity
*
*                *msgtext          char
                  printable message description
*
* RETURNS:       int
                  continue if error is SQLETIME else
INT_CANCEL action
*
*                INT_CANCEL        cancel
operation
*
* COMMENTS:      This function also sets the dead lock dbproc variable
if necessary.
*
*/
static int msg_handler(DBPROCESS *dbproc, DBINT msgno, int msgstate, int
severity, char *msgtext)
{
    if ( (msgno == 5701) || (msgno == 2528) || (msgno == 5703) || (msgno ==
6006) )
        return INT_CONTINUE;

    // deadlock message
    if (msgno == 1205)
    {
        // set the deadlock indicator
        if (dbgetuserdata(dbproc) != NULL)
            *((BOOL *) dbgetuserdata(dbproc)) = TRUE;
        else
            printf("\nError, dbgetuserdata returned NULL.\n");

        return INT_CONTINUE;
    }
}

```

```

if (msgno == 0)
    return INT_CONTINUE;
else
    printf("SQL Server Message (%ld) : %s\n", msgno,
msgtext);
return INT_CANCEL;
}

/* FUNCTION: BOOL SQLOpenConnection(DBPROCESS **dbproc, char
*server, char *database, char *user, char *password, int *spid)
*
* PURPOSE:        This function opens the sql connection for use.
*
* ARGUMENTS:     DBPROCESS          **dbproc
                  pointer to returned DBPROCESS
*
*                *server          char
                  SQL server name
*
*                *database        char
                  SQL server database
*
*                *user            char
                  user name
*
*                *password        char
                  user password
*
*                *spid            int
                  pointer to returned spid
*
* RETURNS:       BOOL FALSE if successful
                  TRUE if an error occurs
*
* COMMENTS:      None
*/

#ifndef USE_ODBC
static BOOL SQLOpenConnection(DBPROCESS **dbproc, char
*server, char *database, char *user, char *password, int *spid)
{
    RETCODE rc;
    char buffer[30];

    *dbproc = (DBPROCESS
*)malloc(sizeof(DBPROCESS));
    if (!*dbproc)
        return TRUE;

    //set pECB data into dbproc
    dbsetuserdata(*dbproc, malloc(sizeof(BOOL)));
    *((BOOL *)dbgetuserdata(*dbproc)) = FALSE;

    if ( SQLAllocConnect(henv, &(*dbproc)->hdbc) ==
SQL_ERROR )
        return TRUE;

    if ( SQLSetConnectOption((*dbproc)->hdbc,
SQL_PACKET_SIZE, 4096) == SQL_ERROR )
        return TRUE;

    rc = SQLConnect((*dbproc)->hdbc, server, SQL_NTS,
user, SQL_NTS, password, SQL_NTS);
    if (rc != SQL_SUCCESS && rc !=
SQL_SUCCESS_WITH_INFO)
        return TRUE;
    rc = SQLAllocStmt((*dbproc)->hdbc, &(*dbproc)-
>hstmt);
    if (rc == SQL_ERROR)
        return TRUE;

    strcpy(buffer, "use tpcc");
}

```

```

rc = SQLExecDirect((*dbproc)->hstmt, buffer,
SQL_NTS);
if (rc != SQL_SUCCESS && rc !=
SQL_SUCCESS_WITH_INFO)
    return TRUE;

SQLFreeStmt((*dbproc)->hstmt, SQL_CLOSE);
sprintf(buffer, "set nocount on");
rc = SQLExecDirect((*dbproc)->hstmt, buffer,
SQL_NTS);
if (rc != SQL_SUCCESS && rc !=
SQL_SUCCESS_WITH_INFO)
    return TRUE;
SQLFreeStmt((*dbproc)->hstmt, SQL_CLOSE);
sprintf(buffer, "select @@spid");
rc = SQLExecDirect((*dbproc)->hstmt, buffer,
SQL_NTS);
if (rc != SQL_SUCCESS && rc !=
SQL_SUCCESS_WITH_INFO)
    return TRUE;

if ( SQLBindCol((*dbproc)->hstmt, 1,
SQL_C_SSHORT, &(*dbproc)->spid, 0, NULL) == SQL_ERROR )
    return TRUE;

if ( SQLFetch((*dbproc)->hstmt) == SQL_ERROR )
    return TRUE;

SQLFreeStmt((*dbproc)->hstmt, SQL_CLOSE);

return FALSE;
}

#else
static BOOL SQLOpenConnection(DBPROCESS **dbproc, char
*server, char *database, char *user, char *password, int *spid)
{
    LOGINREC *login;

    login = dblogin();
    DBSETLUSER(login, user);
    DBSETLPWD(login, password);

    DBSETLPACKET(login,
(USHORT)DEFCLPACKSIZE);

    DBSETLVERSION(login, DBVER60); // due not
to convert numeric data type to float values on server

if ((*dbproc = dbopen(login, server )) == NULL)
    return TRUE;

// Use the the right database
dbuse(*dbproc, database);

dbsetuserdata(*dbproc, malloc(sizeof(BOOL)));
*((BOOL *)dbgetuserdata(*dbproc)) = FALSE;

dbcmd(*dbproc, "select @@spid");

dbsqlxec(*dbproc);
while (dbresults(*dbproc) != NO_MORE_RESULTS)
{
    dbbind(*dbproc, 1, SMALLBIND,
(DBINT) 0, (BYTE *) spid);
    while (dbnextrow(*dbproc) !=
NO_MORE_ROWS);
}
dbcmd(*dbproc, "set nocount on");
}

```

```

        dbsqlxec(*dbproc);
        while (dbresults(*dbproc) != NO_MORE_RESULTS)
            while (dbnextrow(*dbproc) !=
NO_MORE_ROWS);

        return FALSE;
    }
#endif

//queue time, end time, elapsed time, w_id, o_carrier_id, o_id1, ... o_id10
/* FUNCTION: void WriteLog(LPDELIVERY pDelivery)
*
* PURPOSE: This function writes the delivery results to the delivery
log file.
*
* ARGUMENTS: LPDELIVERY pDelivery Pointer to
delivery information.
*
* RETURNS: None
*
* COMMENTS: None
*/

static void WriteLog(LPDELIVERY pDelivery)
{
    int elapsed;

    CalculateElapsedTime(&elapsed, &pDelivery->queue, &pDelivery-
>trans_end);

    EnterCriticalSection(&WriteLogCriticalSection);

    fprintf(fpLog,
"%2.2d%2.2d%2.2d%2.2d%2.2d%2.2d%3.3d%2.2d%2.2d%2.2d%3.3d,%
d,%d,%d,%d,%d,%d,%d,%d,%d,%d,%d,%d,%d,%d,%d\r\n",
pDelivery->trans_end.wYear - 1900, pDelivery-
>trans_end.wMonth, pDelivery->trans_end.wDay,
pDelivery->queue.wHour, pDelivery->queue.wMinute,
pDelivery->queue.wSecond, pDelivery->queue.wMilliseconds,
pDelivery->trans_end.wHour, pDelivery-
>trans_end.wMinute, pDelivery->trans_end.wSecond, pDelivery-
>trans_end.wMilliseconds,
elapsed,
pDelivery->w_id, pDelivery->o_carrier_id,
pDelivery->o_id[0], pDelivery->o_id[1], pDelivery-
>o_id[2], pDelivery->o_id[3],
pDelivery->o_id[4], pDelivery->o_id[5], pDelivery-
>o_id[6], pDelivery->o_id[7],
pDelivery->o_id[8], pDelivery->o_id[9] );

    if ( bFlush )
        fflush(fpLog);

    LeaveCriticalSection(&WriteLogCriticalSection);

    return;
}

/* FUNCTION: void CalculateElapsedTime(int *pElapsed, LPSYSTEMTIME
lpBegin, LPSYSTEMTIME lpEnd)
*
* PURPOSE: This function calculates the elapsed time a delivery
transaction took.
*
* ARGUMENTS: int
*pElapsed pointer to int variable to receive calculated elapsed
time in
milliseconds.

```

```

*
* LPSYSTEMTIME
lpBegin Pointer to system time structure
containing
*
* transaction
beginning time.
*
* LPSYSTEMTIME
lpEnd Pointer to system time structure
containing
*
* transaction
ending time.
* RETURNS: None
*
* COMMENTS: None
*/

static void CalculateElapsedTime(int *pElapsed, LPSYSTEMTIME lpBegin,
LPSYSTEMTIME lpEnd)
{
    int beginSeconds;
    int endSeconds;

    beginSeconds = (lpBegin->wHour * 3600000) + (lpBegin->wMinute
* 60000) + (lpBegin->wSecond * 1000) + lpBegin->wMilliseconds;
    endSeconds = (lpEnd->wHour * 3600000) + (lpEnd->wMinute *
60000) + (lpEnd->wSecond * 1000) + lpEnd->wMilliseconds;
    *pElapsed = endSeconds - beginSeconds;

    //check for day boundry, this will function for 24 hour period
however it will not work over 48 hours.
    if ( *pElapsed < 0 )
        *pElapsed = *pElapsed + (24 * 60 * 60 * 1000);

    return;
}

/* FUNCTION: int SQLDelivery(DELIVERY *pDelivery)
*
* PURPOSE: This function processes the delivery transaction.
*
* ARGUMENTS: DELIVERY *pDelivery
Pointer to delivery transaction structure
*
* RETURNS: int
ERR_DBGETDATA_FAILED Delivery get
data operation failed.
ERR_SUCCESS
Delivery successfull, no error
*
* COMMENTS: None
*/

#ifdef USE_ODBC
static int SQLDelivery(DELIVERY *pDelivery)
{
    int i;
    int deadlock_count;
    SDWORD iLength[10];
    BOOL bDeadlock;

    deadlock_count = 0;

    // Start new delivery
    while ( TRUE )
    {

```

```

        BindParameter(pDelivery->dbproc, 1,
SQL_C_SSHORT, SQL_SMALLINT, 0, 0, &pDelivery->w_id, 0);
        BindParameter(pDelivery->dbproc, 2,
SQL_C_SSHORT, SQL_SMALLINT, 0, 0, &pDelivery->o_carrier_id, 0);

        if ( ExecuteStatement(pDelivery-
>dbproc, "{call tpcc_delivery (?, ?)}" )
            return 1;
        bDeadlock = ((BOOL
*)dbgetuserdata(pDelivery->dbproc));
        if ( !bDeadlock )
        {
            for (i=0;i<10;i++)
            {
                if (
BindColumn(pDelivery->dbproc, (UWORD)(i+1), SQL_C_SLONG, &pDelivery-
>o_id[i], 0, &iLength[i] )
                    return 1;
            }
            if ( GetResults(pDelivery-
>dbproc )
                return 1;
            for(i=0; i<10; i++)
            {
                if ( iLength[i]
<= 0 )
                    pDelivery->o_id[i] = 0;
            }
            SQLFreeStmt(pDelivery->dbproc-
>hstmt, SQL_CLOSE);
            if ( !SQLDetectDeadlock(pDelivery-
>dbproc )
                break;
            deadlock_count++;
            Sleep(10 * deadlock_count);
        }
        GetLocalTime(&pDelivery->trans_end);
        return ERR_SUCCESS;
    }
}

#else
static int SQLDelivery(DELIVERY *pDelivery)
{
    RETCODE rc;
    int i;
    int deadlock_count;
    BYTE *pData;

    deadlock_count = 0;

    // Start new delivery
    while ( TRUE )
    {
        if (dbrpcinit(pDelivery->dbproc,
"tpcc_delivery", 0) == SUCCEED)
        {
            dbrpcparam(pDelivery-
>dbproc, NULL, 0, SQLINT2, -1, -1, (BYTE *)&pDelivery->w_id);
            dbrpcparam(pDelivery-
>dbproc, NULL, 0, SQLINT1, -1, -1, (BYTE *) &pDelivery->o_carrier_id);

            if (dbrpcxec(pDelivery-
>dbproc) == SUCCEED)
            {
                while ((rc =
dbresults(pDelivery->dbproc) != NO_MORE_RESULTS) && (rc != FAIL))
                {

```

```

while (((rc = dbnextrow(pDelivery->dbproc)) != NO_MORE_ROWS)
&& (rc != FAIL))
{
for (i=0;i<10;i++)
{
if(pData=dbdata(pDelivery->dbproc, i+1))
pDelivery->o_id[i] = *((DBINT *)pData);
else
pDelivery->o_id[i] = 0;
}
}
}
if (!SQLDetectDeadlock(pDelivery->dbproc))
break;
deadlock_count++;
Sleep(10 * deadlock_count);
printf("deadlock_count %d\n");
GetLocalTime(&pDelivery->trans_end);
return ERR_SUCCESS;
#endif
/* FUNCTION: BOOL SQLDetectDeadlock(DBPROCESS *dbproc)
*
* PURPOSE: This function is used to check for deadlock
conditions.
*
* ARGUMENTS: DBPROCESS dbproc
DBPROCESS to check
*
* RETURNS: BOOL FALSE
No lock condition present
TRUE Lock
condition detected
*
* COMMENTS: None
*/
static BOOL SQLDetectDeadlock(DBPROCESS *dbproc)
{
if (*(BOOL *) dbgetuserdata(dbproc)) == TRUE)
{
*((BOOL *) dbgetuserdata(dbproc)) = FALSE;
return TRUE;
}
return FALSE;
}
/* FUNCTION: int OpenLogFile(void)
*
* PURPOSE: This function opens the delivery log file for use.
*
* ARGUMENTS: None
*/

```

```

* RETURNS: int
ERR_REGISTRY_NOT_SETUP
Registry not setup.
*
ERR_CANNOT_CREATE_RESULTS_FILE Cannot
create results log file.
*
ERR_SUCCESS
Log file successfully opened
*
*
* COMMENTS: None
*/
static int OpenLogFile(void)
{
HKEY hKey;
BOOL bRc;
BYTE szTmp[256];
char szKey[256];
char szLogPath[256];
DWORD size;
DWORD sv;
int len;
char *ptr;

szLogPath[0] = 0;
bRc = TRUE;
if ( RegOpenKeyEx(HKEY_LOCAL_MACHINE,
"SYSTEM\\CurrentControlSet\\Services\\W3SVC\\Parameters\\Virtual Roots", 0,
KEY_ALL_ACCESS, &hKey) == ERROR_SUCCESS )
{
sv = sizeof(szKey);
size = sizeof(szTmp);

if ( RegEnumValue(hKey, 0, szKey, &sv, NULL,
NULL, szTmp, &size) == ERROR_SUCCESS )
{
strcpy(szLogPath, szTmp);
bRc = FALSE;
}
RegCloseKey(hKey);
}

if ( bRc )
return ERR_REGISTRY_NOT_SETUP;

if ( (ptr = strchr(szLogPath, '\\'))
*ptr = 0;

len = strlen(szLogPath);
if ( szLogPath[len-1] != '\\')
{
szLogPath[len] = '\\';
szLogPath[len+1] = 0;
}
strcat(szLogPath, "delilog.");

fpLog = fopen(szLogPath, "ab");

if (!fpLog)
return ERR_CANNOT_CREATE_RESULTS_FILE;

return ERR_SUCCESS;
}
#ifdef USE_ODBC
/* FUNCTION: void dbsetuserdata(PDBPROCESS dbproc, void
*uPtr)

```

```

*
* PURPOSE: This function sets a user pointer in a
dbproc structure
*
This functionality is not
provided in odbc so this function
provides it.
*
* ARGUMENTS: DBRPROCESS dbproc
ODBC dbprocess structure
void
*uPtr returned data user pointer
*
* RETURNS: none
*
* COMMENTS: The caller is responsible for the
contents of the uPtr.
*/
void dbsetuserdata(PDBPROCESS dbproc, void *uPtr)
{
dbproc->uPtr = uPtr;
}
/* FUNCTION: void dbsetuserdata(PDBPROCESS dbproc, void
*uPtr)
*
* PURPOSE: This function returns the user pointer
stored in a dbproc structure
*
This functionality is not
provided in odbc so this function
provides it.
*
* ARGUMENTS: DBRPROCESS dbproc
ODBC dbprocess structure
*
* RETURNS: none
*
* COMMENTS: The returned pointer is placed in the
dbproc structure by the dbsetuserdata() API.
*/
void *dbgetuserdata(PDBPROCESS dbproc)
{
return dbproc->uPtr;
}
/* FUNCTION: void BindParameter(PDBPROCESS dbproc,
UWORD ipar, SWORD fCType, SWORD fSqlType, UDWORD cbColDef,
SWORD ibScale, PTR rgbValue, SDWORD cbValueMax)
*
* PURPOSE: This function wraps the functionality
provided by the SQLBindParameter
allowing error process so
that each bind call does not need to provide
error and message
checking.
*
* ARGUMENTS: PDBPROCESS dbproc
pointer to odbc dbprocess structure
UWORD ipar Parameter number, ordered
sequentially left to right, starting at 1.
SWORD fParam Type The type of the parameter.
SWORD fCType The C data type of the parameter.
SWORD fSqlType The SQL data type of the parameter.
UDWORD

```

```

        cbColDef    The precision of the column or expression
        *
        parameter marker.
        *
        of the corresponding
        *
        ibScale    The scale of the column or expression
        *
        of the corresponding
        *
        parameter marker.
        *
        PTR
        *
        rgbValue   A pointer to a buffer for the parameter's data.
        *
        SDWORD
        *
        cbValueMax Maximum length of the rgbValue buffer.
        *
        void
        *
        *uPtr      returned data user pointer
        *
        * RETURNS: none
        *
        * COMMENTS: The returned pointer is placed in the
        dbproc structure by the dbset
        */

void BindParameter(PDBPROCESS dbproc, UWORD ipar,
SQL_SMALLINT fCType, SQL_SMALLINT fSqlType, UDWORD cbColDef, SQL_SMALLINT ibScale,
PTR rgbValue, SDWORD cbValueMax)
{
    RETCODE rc;

    rc = SQLBindParameter(dbproc->hstmt, ipar,
SQL_PARAM_INPUT, fCType, fSqlType, cbColDef, ibScale, rgbValue,
cbValueMax, NULL);

    if (rc == SQL_ERROR)
        ODBCError(dbproc);

    return;
}

/* FUNCTION: void ODBCError(PDBPROCESS dbproc)
*
* PURPOSE: This function wraps the odbc error call
so that the dblib msg_handler is called.
*
* This allows the deadlock
flag in the dbproc user data structure pEcblInfo in
dbproc to be set if
necessary.
*
* ARGUMENTS: DBRPROCESS dbproc
ODBC dbprocess structure
*
* RETURNS: none
*
* COMMENTS: none
*/

void ODBCError(PDBPROCESS dbproc)
{
    SDWORD iNativeError;
    char szState[6];
    char szMsg[SQL_MAX_MESSAGE_LENGTH];

    while( SQLError(henv, dbproc->hdbc, dbproc->hstmt,
szState, &iNativeError, szMsg, sizeof(szMsg), NULL) == SQL_SUCCESS )
    {
        msg_handler(dbproc, iNativeError, 0, 0,
szMsg);

        if ( !iNativeError )
        {
            printf("\nODBC Error State
= %s, %s\n", szState, szMsg);

```

```

        printf("Running : ");
    }
}

return;
}

/* FUNCTION: BOOL ExecuteStatement(PDBPROCESS dbproc,
szStatement)
*
* PURPOSE: This function wraps the odbc
SQLExecDirect API so that error handling and
and deadlock are taken
care of in a common location.
*
* ARGUMENTS: DBRPROCESS dbproc
ODBC dbprocess structure
*
* RETURNS: none
*
* COMMENTS: none
*/

BOOL ExecuteStatement(PDBPROCESS dbproc, char
*szStatement)
{
    RETCODE rc;

    rc = SQLExecDirect(dbproc->hstmt, szStatement,
SQL_NTS);

    if (rc != SQL_SUCCESS && rc !=
SQL_SUCCESS_WITH_INFO)
    {
        ODBCError(dbproc);
        if ( *((BOOL *)dbgetuserdata(dbproc)) )
            return FALSE;
        return TRUE;
    }
    return FALSE;
}

/* FUNCTION: BOOL BindColumn(PDBPROCESS dbproc,
SQL_SMALLINT icol, SQL_SMALLINT fCType, SQLPOINTER rgbValue,
SQLINTEGER cbValueMax, SDWORD FAR *piLength)
*
* PURPOSE: This function wraps the odbc
SQLBindCol API so that error handling and
and deadlock are taken
care of in a common location.
*
* ARGUMENTS: DBRPROCESS dbproc
ODBC dbprocess structure
*
* RETURNS: none
*
* COMMENTS: none
*/

void BindColumn(PDBPROCESS dbproc,
SQL_SMALLINT icol, SQL_SMALLINT fCType, SQLPOINTER rgbValue,
SQLINTEGER cbValueMax, SDWORD FAR *piLength)
{
    RETCODE rc;

    rc = SQLBindCol(dbproc->hstmt, icol, fCType,
rgbValue, cbValueMax, piLength);

    if (rc == SQL_ERROR)
    {
        ODBCError(dbproc);
        return TRUE;
    }
    return FALSE;
}

/* FUNCTION: BOOL BindColumn(PDBPROCESS dbproc,
SQL_SMALLINT icol, SQL_SMALLINT fCType, SQLPOINTER rgbValue,
SQLINTEGER cbValueMax, SDWORD FAR *piLength)
*
* PURPOSE: This function wraps the odbc
SQLBindCol API so that error handling and
and deadlock are taken
care of in a common location.
*
* ARGUMENTS: DBRPROCESS dbproc
ODBC dbprocess structure
*
* RETURNS: none
*
* COMMENTS: none
*/

void BindColumn(PDBPROCESS dbproc,
SQL_SMALLINT icol, SQL_SMALLINT fCType, SQLPOINTER rgbValue,
SQLINTEGER cbValueMax, SDWORD FAR *piLength)
{
    RETCODE rc;

    rc = SQLBindCol(dbproc->hstmt, icol, fCType,
rgbValue, cbValueMax, piLength);

    if (rc == SQL_ERROR)
    {
        ODBCError(dbproc);
        return TRUE;
    }
    return FALSE;
}

/* FUNCTION: BOOL GetResults(PDBPROCESS dbproc)
*
* PURPOSE: This function wraps the odbc SQLFetch
API so that error handling and
and deadlock are taken
care of in a common location.
*
* ARGUMENTS: DBRPROCESS dbproc
ODBC dbprocess structure
*
* RETURNS: none
*
* COMMENTS: none
*/

BOOL GetResults(PDBPROCESS dbproc)
{
    if ( SQLFetch(dbproc->hstmt) == SQL_ERROR )
    {
        ODBCError(dbproc);
        if ( *((BOOL *)dbgetuserdata(dbproc)) )
            return FALSE;
        return TRUE;
    }
    return FALSE;
}

/* FUNCTION: BOOL MoreResults(DBPROCESS dbproc)
*
* PURPOSE: This function wraps the odbc
SQLMoreResults API so that error handling and
and deadlock are taken

```

```

SQL_C_USHORT, SQL_C_UTINYINT, SQL_C_DEFAULT
*
PTR
*
rgbValue Pointer to storage for the data. If
rgbValue is a null pointer, the
driver
unbinds the column.
*
SDWORD
*
cbValueMax Maximum length of the rgbValue buffer.
*
For character data, rgbValue
must also
include space for the null-termination byte.
*
SDWORD
*
*piLength Pointer to variable to receive length of returned data.
*
* RETURNS: none
*
* COMMENTS: none
*/

BOOL BindColumn(PDBPROCESS dbproc, SQL_SMALLINT icol,
SQL_SMALLINT fCType, SQLPOINTER rgbValue, SQLINTEGER cbValueMax,
SDWORD *piLength)
{
    RETCODE rc;

    rc = SQLBindCol(dbproc->hstmt, icol, fCType,
rgbValue, cbValueMax, piLength);

    if (rc == SQL_ERROR)
    {
        ODBCError(dbproc);
        return TRUE;
    }
    return FALSE;
}

/* FUNCTION: BOOL GetResults(PDBPROCESS dbproc)
*
* PURPOSE: This function wraps the odbc SQLFetch
API so that error handling and
and deadlock are taken
care of in a common location.
*
* ARGUMENTS: DBRPROCESS dbproc
ODBC dbprocess structure
*
* RETURNS: none
*
* COMMENTS: none
*/

BOOL GetResults(PDBPROCESS dbproc)
{
    if ( SQLFetch(dbproc->hstmt) == SQL_ERROR )
    {
        ODBCError(dbproc);
        if ( *((BOOL *)dbgetuserdata(dbproc)) )
            return FALSE;
        return TRUE;
    }
    return FALSE;
}

/* FUNCTION: BOOL MoreResults(DBPROCESS dbproc)
*
* PURPOSE: This function wraps the odbc
SQLMoreResults API so that error handling and
and deadlock are taken

```

```

care of in a common location.
*
* ARGUMENTS:      DBRPROCESS      dbproc
ODBC dbprocess structure
*
* RETURNS:        none
*
* COMMENTS:      none
*
*/

BOOL MoreResults(PDBPROCESS dbproc)
{
    if ( SQLMoreResults(dbproc->hstmt) ==
SQL_ERROR )
    {
        ODBCError(dbproc);
        if ( *(BOOL *)dbgetuserdata(dbproc) )
            return FALSE;
        return TRUE;
    }
    return FALSE;
}

#endif

```

error.c

```

#include <windows.h>
#include <string.h>
#include <stdio.h>
#include "trans.h"
#include "tpcc.h"
#include "util.h"
#include "error.h"
/* FUNCTION: void ErrorMessage(EXTENSION_CONTROL_BLOCK *pECB, int
iError, int iErrorType, char *szMsg)
*
* PURPOSE: This function displays an error message in the client browser.
*
* ARGUMENTS: EXTENSION_CONTROL_BLOCK* pECBpassed in structure
pointer from inetsrv.
* intiErrorid of error message
* intiErrorTypeerror type, ERR_TYPE_SQL, ERR_TYPE_DBLIB, or
ERR_TYPE_WEBDLL
* intiTermIdterminal id from browser
* intiSyncidsync id from browser
* char *szMsgoptional error message string used with ERR_TYPE_SQL and
* ERR_TYPE_DBLIB
*
* RETURNS: None
*
* COMMENTS: If the error type is ERR_TYPE_WEBDLL the szmsg parameter
may be NULL because it
* is ignored.If the error type is ERR_TYPE_SQL or ERR_TYPE_DBLIB then the
szMsg
* parameter contains the text of the error message, so the szMsg parameter
cannot
* be NULL.
*
*/
void ErrorMessage(EXTENSION_CONTROL_BLOCK *pECB, int iError, int
iErrorType, char *szMsg, int iTermId, int iSyncId)
{
    int i;

    static SERRORMSG errorMsgs[] =
    {
        { ERR_SUCCESS,

```

```

error."
    },
    { ERR_COMMAND_UNDEFINED,
      "Command undefined."
    },
    { ERR_NOT_IMPLEMENTED_YET,
      "Not Implemented Yet."
    },
    { ERR_CANNOT_INIT_TERMINAL,
      "Cannot initialize client connection."
    },
    { ERR_OUT_OF_MEMORY,
      "insufficient
memory."
    },
    { ERR_NEW_ORDER_NOT_PROCESSED,
      "Cannot process new Order form."
    },
    { ERR_PAYMENT_NOT_PROCESSED,
      "Cannot process payment form."
    },
    { ERR_NO_SERVER_SPECIFIED,
      "No Server name specified."
    },
    { ERR_ORDER_STATUS_NOT_PROCESSED,
      "Cannot process order status form."
    },
    { ERR_W_ID_INVALID,
      "Invalid Warehouse ID."
    },
    { ERR_CAN_NOT_SET_MAX_CONNECTIONS,
      "Insufficient memory to allocate # connections."
    },
    { ERR_NOSUCH_CUSTOMER,
      "No such customer."
    },
    { ERR_D_ID_INVALID,
      "Invalid District ID Must be
1 to 10."
    },
    { ERR_MAX_CONNECT_PARAM,
      "Max client connections
exceeded, run install to increase."
    },
    { ERR_INVALID_SYNC_CONNECTION,
      "Invalid Terminal Sync ID."
    },
    { ERR_INVALID_TERMID,
      "Invalid Terminal ID."
    },
    { ERR_PAYMENT_INVALID_CUSTOMER,
      "Payment Form, No such Customer."
    },

```

```

        { ERR_SQL_OPEN_CONNECTION,
          "SQLOpenConnection API Failed."
        },
        {
          ERR_STOCKLEVEL_MISSING_THRESHOLD_KEY, "Stock Level
missing Threshold key '\TT'."
        },
        {
          ERR_STOCKLEVEL_THRESHOLD_INVALID,
          "Stock Level Threshold invalid data type range = 1 - 99."
        },
        {
          ERR_STOCKLEVEL_THRESHOLD_RANGE,
          "Stock Level Threshold out of range, range must be 1 - 99."
        },
        {
          ERR_STOCKLEVEL_NOT_PROCESSED,
          "Stock Level not processed."
        },
        {
          ERR_NEWORDER_FORM_MISSING_DID,
          "New Order missing District key '\DID'."
        },
        {
          ERR_NEWORDER_DISTRICT_INVALID,
          "New Order District ID Invalid range 1 - 10."
        },
        {
          ERR_NEWORDER_DISTRICT_RANGE,
          "New Order District ID out of Range. Range = 1 - 10."
        },
        {
          ERR_NEWORDER_CUSTOMER_KEY,
          "New Order missing Customer key
'\CID'."
        },
        {
          ERR_NEWORDER_CUSTOMER_INVALID,
          "New Order customer id invalid data type, range = 1 to 3000."
        },
        {
          ERR_NEWORDER_CUSTOMER_RANGE,
          "New Order customer id out of range, range = 1 to 3000."
        },
        {
          ERR_NEWORDER_MISSING_IID_KEY,
          "New Order missing Item Id key '\IID'."
        },
        {
          ERR_NEWORDER_ITEM_BLANK_LINES,
          "New Order blank order lines all orders must be continuous."
        },
        {
          ERR_NEWORDER_ITEMID_INVALID,
          "New Order Item Id is wrong data type, must be
numeric."
        },
        {
          ERR_NEWORDER_MISSING_SUPPW_KEY,
          "New Order missing Supp_W key '\SP#'."
        },
        {
          ERR_NEWORDER_SUPPW_INVALID,
          "New Order Supp_W invalid data type
must be numeric."
        },
        {
          ERR_NEWORDER_MISSING_QTY_KEY,
          "New Order Missing Qty key '\Qty#'."
        },
        {
          ERR_NEWORDER_QTY_INVALID,
          "New Order Qty invalid must be numeric
range 1 - 99."
        },
        {
          ERR_NEWORDER_SUPPW_RANGE,

```



```

range = 1 - Max Warehouses."
{
  ERR_NEWORDER_ITEMID_RANGE,
  "New Order Item Id is out of range."
},
Range = 1 to 999999."
{
  ERR_NEWORDER_QTY_RANGE,
  "New Order Qty is out of
range. Range = 1 to 99."
},
{
  ERR_PAYMENT_DISTRICT_INVALID,
  "Payment District ID is invalid must be 1 - 10."
},
{
  ERR_NEWORDER_SUPPW_WITHOUT_ITEMID,
  "New Order Supp_W field entered without a corresponding
Item_Id."
},
{
  ERR_NEWORDER_QTY_WITHOUT_ITEMID,
  "New Order Qty entered without a corresponding Item_Id."
},
{
  ERR_NEWORDER_NOITEMS_ENTERED,
  "New Order Blank Items between items, items must be
continuous."
},
{
  ERR_PAYMENT_MISSING_DID_KEY,
  "Payment missing District Key \"DID\"."
},
{
  ERR_PAYMENT_DISTRICT_RANGE,
  "Payment District Out of range, range =
1 - 10."
},
{
  ERR_PAYMENT_MISSING_CID_KEY,
  "Payment missing Customer Key \"CID\"."
},
},
{
  ERR_PAYMENT_CUSTOMER_INVALID,
  "Payment Customer data type invalid, must be numeric."
},
{
  ERR_PAYMENT_MISSING_CLT,
  "Payment missing Customer Last
Name Key \"CLT\"."
},
},
{
  ERR_PAYMENT_LAST_NAME_TO_LONG,
  "Payment Customer last name longer than 16 characters."
},
},
{
  ERR_PAYMENT_CUSTOMER_RANGE,
  "Payment Customer ID out of range, must be 1 to
3000."
},
{
  ERR_PAYMENT_CID_AND_CLT,
  "Payment Customer ID and Last Name
entered must be one or other."
},
{
  ERR_PAYMENT_MISSING_CDI_KEY,
  "Payment missing Customer district key \"CDI\"."
},
},
{
  ERR_PAYMENT_CDI_INVALID,
  "Payment Customer district invalid must
be numeric."
},
},
{
  ERR_PAYMENT_CDI_RANGE,
  "Payment Customer
district out of range must be 1 - 10."
},
},
{
  ERR_PAYMENT_MISSING_CWI_KEY,
  "Payment missing Customer Warehouse key
\"CWI\"."
},
},
{
  ERR_PAYMENT_CWI_INVALID,
  "Payment Customer Warehouse invalid
must be numeric."
},
},
{
  ERR_PAYMENT_CWL_RANGE,
  "Payment Customer
Warehouse out of range, 1 to Max Warehouses."
},
}

```

```

{
  ERR_PAYMENT_MISSING_HAM_KEY,
  "Payment missing Amount key \"HAM\"."
},
},
{
  ERR_PAYMENT_HAM_INVALID,
  "Payment Amount invalid data type
must be numeric."
},
},
{
  ERR_PAYMENT_HAM_RANGE,
  "Payment Amount out of
range, 0 - 9999.99."
},
},
{
  ERR_ORDERSTATUS_MISSING_DID_KEY,
  "Order Status missing District key \"DID\"."
},
},
{
  ERR_ORDERSTATUS_DID_INVALID,
  "Order Status District invalid, value must be numeric
1 - 10."
},
},
{
  ERR_ORDERSTATUS_DID_RANGE,
  "Order Status District out of range must
be 1 - 10."
},
},
{
  ERR_ORDERSTATUS_MISSING_CID_KEY,
  "Order Status missing Customer key \"CID\"."
},
},
{
  ERR_ORDERSTATUS_MISSING_CLT_KEY,
  "Order Status missing Customer Last Name key \"CLT\"."
},
},
{
  ERR_ORDERSTATUS_CLT_RANGE,
  "Order Status Customer last name
longer than 16 characters."
},
},
{
  ERR_ORDERSTATUS_CID_INVALID,
  "Order Status Customer ID invalid, range must be
numeric 1 - 3000."
},
},
{
  ERR_ORDERSTATUS_CID_RANGE,
  "Order Status Customer ID out of range
must be 1 - 3000."
},
},
{
  ERR_ORDERSTATUS_CID_AND_CLT,
  "Order Status Customer ID and LastName entered
must be only one."
},
},
{
  ERR_DELIVERY_MISSING_OCD_KEY,
  "Delivery missing Carrier ID key \"OCD\"."
},
},
},
{
  ERR_DELIVERY_CARRIER_INVALID,
  "Delivery Carrier ID invalid must be numeric 1 - 10."
},
},
},
{
  ERR_DELIVERY_CARRIER_ID_RANGE,
  "Delivery Carrier ID out of range must be 1 - 10."
},
},
{
  ERR_PAYMENT_MISSING_CLT_KEY,
  "Payment missing Customer Last Name key
\"CLT\"."
},
},
{
  0,
},
},
}
static char szNoMsg[] = "";
char *szForm;
if ( !szMsg )
    szMsg = szNoMsg;
if ( iTermId > 0 && IsValidTermId(iTermId) )

```

```

    szForm = Term.pClientData[iTermId].szBuffer; //if
termid valid use common terminal static buffer.
    else
    szForm = Term.pClientData[0].szBuffer; //else term id
invalid so use common terminal static buffer.
    switch(iErrorType)
    {
        case ERR_TYPE_WEBDLL:
            for(i=0; errorMsgs[i].szMsg[0]; i++)
            {
                if ( iError ==
errorMsgs[i].iError )
                    break;
            }
            if ( !errorMsgs[i].szMsg[0] )
                i = 1;
            strcpy(szForm,
"<HTML><HEAD><TITLE>Welcome To TPC-
C</TITLE></HEAD><BODY><FORM ACTION=\"tpcc.dll\" METHOD=\"GET\">");
            wprintf(szForm+strlen(szForm),
"<INPUT TYPE=\"hidden\" NAME=\"STATUSID\" VALUE=\"%d\">", iErrorType);
            wprintf(szForm+strlen(szForm),
"<INPUT TYPE=\"hidden\" NAME=\"TERMINID\" VALUE=\"%d\">", iTermId);
            wprintf(szForm+strlen(szForm),
"<INPUT TYPE=\"hidden\" NAME=\"SYNCID\" VALUE=\"%d\">", iSyncId);
            wprintf(szForm+strlen(szForm), "Error:
TPCCWEB(%d): %s", iError, errorMsgs[i].szMsg);
            strcat(szForm,
"</FORM><BODY></HTML>");
            WriteZString(pECB, szForm);
            break;
        case ERR_TYPE_SQL:
            strcpy(szForm,
"<HTML><HEAD><TITLE>Welcome To TPC-
C</TITLE></HEAD><BODY><FORM ACTION=\"tpcc.dll\" METHOD=\"GET\">");
            wprintf(szForm+strlen(szForm),
"<INPUT TYPE=\"hidden\" NAME=\"STATUSID\" VALUE=\"%d\">", iErrorType);
            wprintf(szForm+strlen(szForm),
"<INPUT TYPE=\"hidden\" NAME=\"TERMINID\" VALUE=\"%d\">", iTermId);
            wprintf(szForm+strlen(szForm),
"<INPUT TYPE=\"hidden\" NAME=\"SYNCID\" VALUE=\"%d\">", iSyncId);
            wprintf(szForm+strlen(szForm), "Error:
SQLSVR(%d): %s", iError, szMsg);
            strcat(szForm,
"</FORM><BODY></HTML>");
            WriteZString(pECB, szForm);
            break;
        case ERR_TYPE_DBLIB:
            strcpy(szForm,
"<HTML><HEAD><TITLE>Welcome To TPC-
C</TITLE></HEAD><BODY><FORM ACTION=\"tpcc.dll\" METHOD=\"GET\">");
            wprintf(szForm+strlen(szForm),
"<INPUT TYPE=\"hidden\" NAME=\"STATUSID\" VALUE=\"%d\">", iErrorType);
            wprintf(szForm+strlen(szForm),
"<INPUT TYPE=\"hidden\" NAME=\"TERMINID\" VALUE=\"%d\">", iTermId);
            wprintf(szForm+strlen(szForm),
"<INPUT TYPE=\"hidden\" NAME=\"SYNCID\" VALUE=\"%d\">", iSyncId);
            wprintf(szForm+strlen(szForm), "Error:
DBLIB(%d): %s", iError, szMsg);
            strcat(szForm,
"</FORM><BODY></HTML>");
            WriteZString(pECB, szForm);
            break;
        case ERR_TYPE_ODBC:
            strcpy(szForm,
"<HTML><HEAD><TITLE>Welcome To TPC-
C</TITLE></HEAD><BODY><FORM ACTION=\"tpcc.dll\" METHOD=\"GET\">");
            wprintf(szForm+strlen(szForm),
"<INPUT TYPE=\"hidden\" NAME=\"STATUSID\" VALUE=\"%d\">", iErrorType);
            wprintf(szForm+strlen(szForm),
"<INPUT TYPE=\"hidden\" NAME=\"TERMINID\" VALUE=\"%d\">", iTermId);

```

```

        wsprintf(szForm+strlen(szForm),
"<INPUT TYPE=\"hidden\" NAME=\"SYNCDID\" VALUE=\"%d\">", iSynclid);
        wsprintf(szForm+strlen(szForm), "Error:
ODBC(%d): %s", iError, szMsg);
        strcat(szForm,
        WriteZString(pECB, szForm);
        break;
    }
    return;
}

```

getopt.c

```

#ifdef __unix
/* got this off net.sources.*/
#include <stdio.h>
#include "getopt.h"
/*
* get option letter from argument vector
*/
int opterr = 1, /* useless, never set or used */
optind = 1, /* index into parent argv vector */
optopt; /* character checked for validity */
char* optarg; /* argument associated with option */
#define BADCH (int) '?'
#define NEEDARG (int) ':'
#define EMSG ""

getopt( int nargc, char* const *nargv, const char *ostr)
{
    static char* place = EMSG; /* option letter processing */
    register char* oli; /* option letter list index */
    char* strchr();
    if(!*place)
        /* update scanning pointer */
        if (optind >= nargc || *(place = nargv[optind]) != ':' ||
            return( EOF);
        if (*place == '-')
            /* found "--" */
            ++ optind;
            return( EOF);
        }
        /* option letter okay? */
        if ((optopt = (int)*place++) == (int) ':' || !(oli = strchr( ostr, optopt)))
        {
            if(!*place) ++ optind;
            return( BADCH);
        }
        if (*++ oli != ':') /* don't need argument */
            optarg = NULL;
            if (!*place) ++ optind;
        }
        else
            /* need an argument */
            if (*place)
                optarg = place; /* no white space */
                else if (nargc <= ++ optind)
                    /* no arg */
                    place = EMSG;
                    return( NEEDARG);
                }
                else
                    optarg = nargv[optind]; /* white space */
                    place = EMSG;
                    ++ optind;
            }
}

```

```

        return( optopt); /* dump back option letter */
    }
}
#endif

```

install.c

```

/* FILE: INSTALL.C Microsoft TPC-C Kit Ver.
3.00.000 Audited 08/23/96, By
Francois Raab
*
* Copyright Microsoft, 1996
*
* PURPOSE: Automated installation application for TPC-C Web Kit
* Author: Philip Durr philipdu@Microsoft.com
*/

#include <windows.h>
#include <direct.h>
#include <io.h>
#include <stdlib.h>
#include <stdio.h>
#include <commctrl.h>
#include "install.h"

HICON hIcon;
HINSTANCE hInst;

DWORD versionExeMS;
DWORD versionExeLS;
DWORD versionExeMM;
DWORD versionDIIMS;
DWORD versionDIILS;

static BOOL bLog;
static BOOL bConnectionPooling;
static int iThreads;
static int iMaxWareHouse;
static int iDelayMs;
static int iDeadlockRetry;
static int iMaxConnections;
static int iPoolThreadLimit;
static int iThreadTimeout;
static int iListenBackLog;
static int iAcceptExOutstanding;
static int iDIIType;

static int iMaxPhysicalMemory;
//max physical memory in MB
static int iConnectDelay;
static char szVersion[256];

BOOL CALLBACK UpdatedDlgProc(HWND hwnd, UINT uMsg, WPARAM
WPARAM wParam, LPARAM lParam);
BOOL CALLBACK MainDlgProc(HWND hwnd, UINT uMsg, WPARAM
WPARAM, LPARAM lParam);
BOOL CALLBACK CopyDlgProc(HWND hwnd, UINT uMsg, WPARAM
WPARAM, LPARAM lParam);
static void ProcessOK(HWND hwnd, char
*szDIIPath);
static void ReadRegistrySettings(void);
static void WriteRegistrySettings(char *szDIIPath);
static int CopyFiles(HWND hDlg,
char *szDIIPath);
static BOOL GetInstallPath(char *szDIIPath);
static void GetVersionInfo(char *szDLLPath, char

```

```

*szExePath);
static BOOL CheckWWWService(void);
static BOOL StartWWWService(void);
static BOOL StopWWWService(void);
static void UpdateDialog(HWND hDlg);

int WINAPI WinMain( HINSTANCE hInstance, HINSTANCE hPrevInstance,
LPSTR lpCmdLine, int nCmdShow )
{
    int iRc;
    hInst = hInstance;
    InitCommonControls();
    hIcon = LoadIcon(hInstance, MAKEINTRESOURCE(IDI_ICON1));
    iRc = DialogBox(hInstance, MAKEINTRESOURCE(IDD_DIALOG1),
GetDesktopWindow(), MainDlgProc);
    if ( iRc )
        DialogBoxParam(hInstance,
MAKEINTRESOURCE(IDD_DIALOG2), GetDesktopWindow(), UpdatedDlgProc,
(LPARAM)iRc);
        DestroyIcon(hIcon);
    return 0;

    BOOL CALLBACK UpdatedDlgProc(HWND hwnd, UINT uMsg, WPARAM
wParam, LPARAM lParam)
    {
        switch(uMsg)
        {
            case WM_INITDIALOG:
                switch(lParam)
                {
                    case 1:
                        SetDlgItemText(hwnd, IDC_RESULTS, "DBLIB TPC-C WEB Client
Installed");
                        break;
                    case 2:
                        SetDlgItemText(hwnd, IDC_RESULTS, "ODBC TPC-C WEB Client
Installed");
                        break;
                    case 3:
                        SetDlgItemText(hwnd, IDC_RESULTS, "ODBC Connection Pooling
TPC-C WEB Client Installed");
                        break;
                }
                return TRUE;
            case WM_COMMAND:
                if ( wParam == IDOK )
                    EndDialog(hwnd, TRUE);
                break;
            default:
                break;
        }
        return FALSE;
    }

    BOOL CALLBACK MainDlgProc(HWND hwnd, UINT uMsg, WPARAM wParam,
LPARAM lParam)
    {
        PAINTSTRUCT ps;
        MEMORYSTATUS memoryStatus;
        char szTmp[256];
        static char szDIIPath[256];
        static char szExePath[256];
    }
}

```

```

switch(uMsg)
{
    case WM_INITDIALOG:
        GlobalMemoryStatus(&memoryStatus);
        iMaxPhysicalMemory =
(memoryStatus.dwTotalPhys/ 1048576);

        if ( GetInstallPath(szDllPath) )
        {
            MessageBox(hwnd, "Error
internet service inetsrv is not installed.", NULL, MB_ICONSTOP | MB_OK);
            EndDialog(hwnd, FALSE);
            return TRUE;
        }

        bLog
= FALSE;
        iThreads
= 4;
        iMaxWareHouse
= 500;
        iDelayMs
= 500;
        iDeadlockRetry
= 3;
        iMaxConnections
= 25;
        iPoolThreadLimit
= iMaxPhysicalMemory * 2;
        iThreadTimeout
= 86400;
        iListenBackLog
= 15;
        iAcceptExOutstanding = 40;
        iDllType
= IDC_DBLIB;
        bConnectionPooling
= FALSE;

        ReadRegistrySettings();

        GetModuleFileName(hInst, szExePath,
sizeof(szExePath));

        GetVersionInfo(szDllPath, szExePath);
        if ( bLog )
            CheckDlgButton(hwnd,
BN_LOG, 1);

        wsprintf(szTmp, "Version
%d.%2.2d.%3.3d", versionExeMS, versionExeMM, versionExeLS);
        SetDlgItemText(hwnd, IDC_VERSION,
szTmp);

        SetDlgItemText(hwnd, IDC_PATH,
szDllPath);
        SetDlgItemInt(hwnd, ED_MAXWARE,
iMaxWareHouse, FALSE);
        SetDlgItemInt(hwnd, ED_THREADS,
iThreads, FALSE);
        SetDlgItemInt(hwnd,
ED_MAXCONNECTION, iMaxConnections, FALSE);
        SetDlgItemInt(hwnd,
ED_IIS_MAX_THREAD_POOL_LIMIT, iPoolThreadLimit, FALSE);
        SetDlgItemInt(hwnd,
ED_IIS_THREAD_TIMEOUT, iThreadTimeout, FALSE);
        SetDlgItemInt(hwnd,
ED_IIS_LISTEN_BACKLOG, iListenBackLog, FALSE);
        SetDlgItemInt(hwnd,
ED_WEB_SERVICE_BACKLOG_QUEUE_SIZE, iAcceptExOutstanding,
FALSE);

```

```

        SetDlgItemInt(hwnd,
ED_USER_CONNECT_DELAY_TIME, iConnectDelay, FALSE);

        if ( !strcmp(szVersion, "DBLIB") )
        {
            CheckDlgButton(hwnd,
IDC_DBLIB, 1);
            CheckDlgButton(hwnd,
IDC_ODBC, 0);
            CheckDlgButton(hwnd,
IDC_CONNECT_POOL, 0);

            EnableWindow(GetDlgItem(hwnd, IDC_CONNECT_POOL),
FALSE);

            EnableWindow(GetDlgItem(hwnd,
ED_USER_CONNECT_DELAY_TIME), FALSE);
        }
        else
        {
            CheckDlgButton(hwnd,
IDC_DBLIB, 0);
            CheckDlgButton(hwnd,
IDC_ODBC, 1);
            CheckDlgButton(hwnd,
IDC_CONNECT_POOL, bConnectionPooling);

            EnableWindow(GetDlgItem(hwnd, IDC_CONNECT_POOL),
TRUE);

            EnableWindow(GetDlgItem(hwnd,
ED_USER_CONNECT_DELAY_TIME), TRUE);
        }

        return TRUE;
    case WM_PAINT:
        if ( !IsIconic(hwnd) )
        {
            BeginPaint(hwnd, &ps);
            DrawIcon(ps.hdc, 0, 0,
hIcon);

            EndPaint(hwnd, &ps);
            return TRUE;
        }
        break;
    case WM_COMMAND:
        if ( HIWORD(wParam) ==
BN_CLICKED )
        {
            switch(
LOWORD(wParam) )
            {
                case
IDC_DBLIB:
                    bConnectionPooling = IsDlgButtonChecked(hwnd,
IDC_CONNECT_POOL);
                    CheckDlgButton(hwnd, IDC_CONNECT_POOL, 0);

                    EnableWindow(GetDlgItem(hwnd, IDC_CONNECT_POOL),
FALSE);

                    EnableWindow(GetDlgItem(hwnd,
ED_USER_CONNECT_DELAY_TIME), FALSE);

                    return TRUE;
                case
IDC_ODBC:
                    EnableWindow(GetDlgItem(hwnd, IDC_CONNECT_POOL),

```

```

TRUE);

                    CheckDlgButton(hwnd, IDC_CONNECT_POOL,
bConnectionPooling);

                    EnableWindow(GetDlgItem(hwnd,
ED_USER_CONNECT_DELAY_TIME), bConnectionPooling);

                    return TRUE;
            }
        }
        case
IDC_CONNECT_POOL:
            EnableWindow(GetDlgItem(hwnd,
ED_USER_CONNECT_DELAY_TIME), IsDlgButtonChecked(hwnd,
IDC_CONNECT_POOL) );

            return TRUE;
        case IDOK:
            ProcessOK(hwnd, szDllPath);

            return TRUE;
        case
IDCANCEL:
            EndDialog(hwnd, FALSE);

            return TRUE;

            default:
                return FALSE;
            }
        }
        default:
            break;
    }
    return FALSE;
}

static void ProcessOK(HWND hwnd, char *szDllPath)
{
    int
HWND      hDlg;
    int
        rc;

    if ( IsDlgButtonChecked(hwnd, BN_LOG) )
        bLog = TRUE;
    else
        bLog = FALSE;
    iThreads = GetDlgItemInt(hwnd, ED_THREADS, &d, FALSE);
    iMaxWareHouse = GetDlgItemInt(hwnd, ED_MAXWARE, &d,
FALSE);
    iMaxConnections = GetDlgItemInt(hwnd, ED_MAXCONNECTION,
&d, FALSE);
    iPoolThreadLimit = GetDlgItemInt(hwnd,
ED_IIS_MAX_THREAD_POOL_LIMIT, &d, FALSE);
    iThreadTimeout = GetDlgItemInt(hwnd,
ED_IIS_THREAD_TIMEOUT, &d, FALSE);
    iListenBackLog = GetDlgItemInt(hwnd,
ED_IIS_LISTEN_BACKLOG, &d, FALSE);
    iAcceptExOutstanding = GetDlgItemInt(hwnd,
ED_WEB_SERVICE_BACKLOG_QUEUE_SIZE, &d, FALSE);

    if ( IsDlgButtonChecked(hwnd, IDC_DBLIB) )
        iDllType = IDC_DBLIB;

    if ( IsDlgButtonChecked(hwnd, IDC_ODBC) )
        iDllType = IDC_ODBC;
}

```

```

if ( !IsDlgButtonChecked(hwnd, IDC_CONNECT_POOL) )
    bConnectionPooling = TRUE;
else
    bConnectionPooling = FALSE;

iConnectDelay = GetDlgItemInt(hwnd,
ED_USER_CONNECT_DELAY_TIME, &d, FALSE);

ShowWindow(hwnd, SW_HIDE);
hDlg = CreateDialog(hInst, MAKEINTRESOURCE(IDD_DIALOG3),
hwnd, CopyDlgProc);
ShowWindow(hDlg, SW_SHOWNA);
UpdateDialog(hDlg);
rc = CopyFiles(hDlg, szDllPath);
if ( !rc )
{
    ShowWindow(hwnd, SW_SHOWNA);
    DestroyWindow(hDlg);
    MessageBox(hwnd, "Error(s) ocured when creating
tpcc.dll", NULL, MB_ICONSTOP | MB_OK);
    EndDialog(hwnd, 0);
    return;
}
SetDlgItemText(hDlg, IDC_STATUS, "Updating Registry.");
SendDlgItemMessage(hDlg, IDC_PROGRESS1, PBM_STEPIT, 0,
0);
UpdateDialog(hDlg);

if ( iDllType == IDC_DBLIB )
{
    strcpy(szVersion, "DBLIB");
    rc = 1;
}
else if ( !bConnectionPooling )
{
    strcpy(szVersion, "ODBC");
    rc = 2;
}
else
{
    strcpy(szVersion, "ODBC");
    rc = 3;
}

WriteRegistrySettings(szDllPath);

Sleep(100);

ShowWindow(hwnd, SW_SHOWNA);
DestroyWindow(hDlg);

EndDialog(hwnd, rc);
return;
}

static void ReadRegistrySettings(void)
{
    HKEY    hKey;
    DWORD   size;
    DWORD   type;
    char    szTmp[256];

    if ( RegOpenKeyEx(HKEY_LOCAL_MACHINE,
"SOFTWARE\\Microsoft\\TPCC", 0, KEY_READ, &hKey) ==
ERROR_SUCCESS )
    {
        size = sizeof(szTmp);

        bLog = FALSE;
        if ( RegQueryValueEx(hKey, "LOG", 0, &type, szTmp,
&size) == ERROR_SUCCESS )

```

```

if ( !strcmp(szTmp, "ON") )
    bLog = TRUE;

iThreads = 4;
size = sizeof(szTmp);
if ( RegQueryValueEx(hKey,
"NumberOfDeliveryThreads", 0, &type, szTmp, &size) == ERROR_SUCCESS )
    iThreads = atoi(szTmp);
if ( iThreads == 0 )
    iThreads = 4;

iMaxWareHouse = 500;
size = sizeof(szTmp);
if ( RegQueryValueEx(hKey, "MaximiumWarehouses",
0, &type, szTmp, &size) == ERROR_SUCCESS )
    iMaxWareHouse = atoi(szTmp);
if ( iMaxWareHouse == 0 )
    iMaxWareHouse = 500;

iDelayMs = 500;
size = sizeof(szTmp);
if ( RegQueryValueEx(hKey, "BackoffDelay", 0, &type,
szTmp, &size) == ERROR_SUCCESS )
    iDelayMs = atoi(szTmp);
if ( iDelayMs == 0 )
    iDelayMs = 500;

iDeadlockRetry = 3;
size = sizeof(szTmp);
if ( RegQueryValueEx(hKey, "DeadlockRetry", 0,
&type, szTmp, &size) == ERROR_SUCCESS )
    iDeadlockRetry = atoi(szTmp);
if ( !iDeadlockRetry )
    iDeadlockRetry = 3;

iMaxConnections = 25;
size = sizeof(szTmp);
if ( RegQueryValueEx(hKey, "MaxConnections", 0,
&type, szTmp, &size) == ERROR_SUCCESS )
    iMaxConnections = atoi(szTmp);
if ( !iMaxConnections )
    iMaxConnections = 25;

bConnectionPooling = FALSE;
size = sizeof(szTmp);
if ( RegQueryValueEx(hKey, "ConnectionPooling", 0,
&type, szTmp, &size) == ERROR_SUCCESS )
    if ( !strcmp(szTmp, "ON") )
        bConnectionPooling =
TRUE;

iConnectDelay = 500;
size = sizeof(szTmp);
if ( RegQueryValueEx(hKey,
"ConnectionPoolRetryTime", 0, &type, szTmp, &size) == ERROR_SUCCESS )
    iConnectDelay = atoi(szTmp);
if ( !iConnectDelay )
    iConnectDelay = 500;

strcpy(szVersion, "DBLIB");
size = sizeof(szTmp);
if ( RegQueryValueEx(hKey, "LastInstalledVersion",
0, &type, szTmp, &size) == ERROR_SUCCESS )
    strcpy(szVersion, szTmp);

if ( strcmp(szVersion, "DBLIB") != 0 &&
strcmp(szVersion, "ODBC") != 0 )
    strcpy(szVersion, "DBLIB");

RegCloseKey(hKey);

if ( RegOpenKeyEx(HKEY_LOCAL_MACHINE,

```

```

"SYSTEM\\CurrentControlSet\\Services\\Ntinfo\\Parameters", 0, KEY_READ,
&hKey) == ERROR_SUCCESS )
    {
        iPoolThreadLimit =
iMaxPhysicalMemory * 2;
        size = sizeof(iPoolThreadLimit);
        if ( RegQueryValueEx(hKey,
"PoolThreadLimit", 0, &type, (char *)&iPoolThreadLimit, &size) ==
ERROR_SUCCESS )
            iPoolThreadLimit =
iMaxPhysicalMemory * 2;

        iThreadTimeout = 86400;
        size = sizeof(iThreadTimeout);
        if ( RegQueryValueEx(hKey,
"ThreadTimeout", 0, &type, (char *)&iThreadTimeout, &size) ==
ERROR_SUCCESS )
            if ( !iThreadTimeout )
                iThreadTimeout = 86400;

        iListenBackLog = 15;
        size = sizeof(iListenBackLog);
        if ( RegQueryValueEx(hKey,
"ListenBackLog", 0, &type, (char *)&iListenBackLog, &size) ==
ERROR_SUCCESS )
            if ( !iListenBackLog )
                iListenBackLog = 15;
    }
    RegCloseKey(hKey);

    if ( RegOpenKeyEx(HKEY_LOCAL_MACHINE,
"SYSTEM\\CurrentControlSet\\Services\\W3SVC\\Parameters", 0, KEY_READ,
&hKey) == ERROR_SUCCESS )
    {
        iAcceptExOutstanding = 40;
        size = sizeof(iAcceptExOutstanding);
        if ( RegQueryValueEx(hKey,
"AcceptExOutstanding", 0, &type, (char *)&iAcceptExOutstanding, &size) ==
ERROR_SUCCESS )
            if ( !iAcceptExOutstanding )
                iAcceptExOutstanding = 40;
    }
    RegCloseKey(hKey);

    return;
}

static void WriteRegistrySettings(char *szDllPath)
{
    HKEY    hKey;
    DWORD   dwDisposition;
    char    szTmp[256];
    char    *ptr;
    int     iRc;

    if ( RegCreateKeyEx(HKEY_LOCAL_MACHINE,
"SOFTWARE\\Microsoft\\TPCC", 0, NULL, REG_OPTION_NON_VOLATILE,
KEY_ALL_ACCESS, NULL, &hKey, &dwDisposition) == ERROR_SUCCESS )
    {
        strcpy(szTmp, szDllPath);
        ptr = strstr(szTmp, "tpcc");
        if ( ptr )
            *ptr = 0;
    }
}

```

```

strlen(szTmp));
    RegSetValueEx(hKey, "PATH", 0, REG_SZ, szTmp,

if ( bLog )
    RegSetValueEx(hKey, "LOG", 0,
REG_SZ, "ON", 2);
else
    RegSetValueEx(hKey, "LOG", 0,
REG_SZ, "OFF", 3);

    itoa(iThreads, szTmp, 10);
    RegSetValueEx(hKey, "NumberOfDeliveryThreads",
0, REG_SZ, szTmp, strlen(szTmp));

    itoa(iMaxWarehouse, szTmp, 10);
    RegSetValueEx(hKey, "MaximumWarehouses", 0,
REG_SZ, szTmp, strlen(szTmp));

    itoa(iDelayMs, szTmp, 10);
    RegSetValueEx(hKey, "BackoffDelay", 0, REG_SZ,
szTmp, strlen(szTmp));

    itoa(iDeadlockRetry, szTmp, 10);
    RegSetValueEx(hKey, "DeadlockRetry", 0, REG_SZ,
szTmp, strlen(szTmp));

    itoa(iMaxConnections, szTmp, 10);
    RegSetValueEx(hKey, "MaxConnections", 0,
REG_SZ, szTmp, strlen(szTmp));

    itoa(iMaxConnections, szTmp, 10);
    RegSetValueEx(hKey, "MaxConnections", 0,
REG_SZ, szTmp, strlen(szTmp));

    if ( bConnectionPooling )
        RegSetValueEx(hKey,
"ConnectionPooling", 0, REG_SZ, "ON", 2);
    else
        RegSetValueEx(hKey,
"ConnectionPooling", 0, REG_SZ, "OFF", 3);

    itoa(iConnectDelay, szTmp, 10);
    RegSetValueEx(hKey, "ConnectionPoolRetryTime",
0, REG_SZ, szTmp, strlen(szTmp));

    RegSetValueEx(hKey, "LastInstalledVersion", 0,
REG_SZ, szVersion, strlen(szVersion));

    RegFlushKey(hKey);

    RegCloseKey(hKey);
}

if ( (iRc=RegCreateKeyEx(HKEY_LOCAL_MACHINE,
"SYSTEM\\CurrentControlSet\\Services\\inetinfo\\Parameters", 0, NULL,
REG_OPTION_NON_VOLATILE, KEY_ALL_ACCESS, NULL, &hKey,
&dwDisposition)) == ERROR_SUCCESS )
{
    RegSetValueEx(hKey, "PoolThreadLimit", 0,
REG_DWORD, (char *)&iPoolThreadLimit, sizeof(iPoolThreadLimit));
    RegSetValueEx(hKey, "ThreadTimeout", 0,
REG_DWORD, (char *)&iThreadTimeout, sizeof(iThreadTimeout));
    RegSetValueEx(hKey, "ListenBackLog", 0,
REG_DWORD, (char *)&iListenBackLog, sizeof(iListenBackLog));

    RegFlushKey(hKey);
    RegCloseKey(hKey);
}

if ( (iRc=RegCreateKeyEx(HKEY_LOCAL_MACHINE,

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"SYSTEM\\CurrentControlSet\\Services\\W3SVC\\Parameters", 0, NULL,
REG_OPTION_NON_VOLATILE, KEY_ALL_ACCESS, NULL, &hKey,
&dwDisposition)) == ERROR_SUCCESS )
{
    RegSetValueEx(hKey, "AcceptExOutstanding", 0,
REG_DWORD, (char *)&iAcceptExOutstanding, sizeof(iAcceptExOutstanding));

    RegFlushKey(hKey);
    RegCloseKey(hKey);
}

return;
}

BOOL CALLBACK CopyDlgProc(HWND hwnd, UINT uMsg, WPARAM wParam,
LPARAM lParam)
{
    if ( uMsg == WM_INITDIALOG )
    {
        SendDlgItemMessage(hwnd, IDC_PROGRESS1,
PBM_SETRANGE, 0, MAKELPARAM(0, 8));
        SendDlgItemMessage(hwnd, IDC_PROGRESS1,
PBM_SETSTEP, (WPARAM)1, 0);
        return TRUE;
    }
    return FALSE;
}

static int CopyFiles(HWND hDlg, char *szDllPath)
{
    HGLOBAL hDLL;
    HGLOBAL hExe;
    HRSRC hResInfo;
    BYTE *pSrc;
    HANDLE hFile;
    DWORD dwSize;
    DWORD d;
    char szTmp[256];
    char *ptr;
    BOOL bSvcRunning;

    bSvcRunning = CheckWWWWebService();
    if ( bSvcRunning )
    {
        SetDlgItemText(hDlg, IDC_STATUS, "Stopping Web
Service.");
        SendDlgItemMessage(hDlg, IDC_PROGRESS1,
PBM_STEPIT, 0, 0);
        UpdateDialog(hDlg);

        StopWWWWebService();
        SendDlgItemMessage(hDlg, IDC_PROGRESS1,
PBM_STEPIT, 0, 0);
        UpdateDialog(hDlg);
    }

    if ( iDllType == IDC_DBLIB )
        hResInfo = FindResource(hInst,
MAKEINTRESOURCE(IDR_TPCCDLL1), "TPCCDLL");
    else // iDllType == IDC_ODBC
        hResInfo = FindResource(hInst,
MAKEINTRESOURCE(IDR_TPCCDLL2), "TPCCDLL");

    SetDlgItemText(hDlg, IDC_STATUS, "Copying Files...");
    SendDlgItemMessage(hDlg, IDC_PROGRESS1, PBM_STEPIT, 0,
0);
    UpdateDialog(hDlg);

    dwSize = SizeofResource(hInst, hResInfo);
    hDLL = LoadResource(hInst, hResInfo);

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pSrc = (BYTE *)LockResource(hDLL);
remove(szDllPath);

if ( !(hFile = CreateFile(szDllPath, GENERIC_WRITE, 0, NULL,
CREATE_ALWAYS, FILE_ATTRIBUTE_NORMAL, NULL)) )
    return 0;

if ( !WriteFile(hFile, pSrc, dwSize, &d, NULL) )
    return 0;

CloseHandle(hFile);

UnlockResource(hDLL);
FreeResource(hDLL);

SendDlgItemMessage(hDlg, IDC_PROGRESS1, PBM_STEPIT, 0,
0);
UpdateDialog(hDlg);

if ( iDllType == IDC_DBLIB )
    hResInfo = FindResource(hInst,
MAKEINTRESOURCE(IDR_DELIVERY1), "DELIVERY");
else
    hResInfo = FindResource(hInst,
MAKEINTRESOURCE(IDR_DELIVERY2), "DELIVERY");

    dwSize = SizeofResource(hInst, hResInfo);
    hExe = LoadResource(hInst, hResInfo );
    pSrc = (BYTE *)LockResource(hExe);

    strcpy(szTmp, szDllPath);
    ptr = strstr(szTmp, "tpcc");
    if ( ptr )
        *ptr = 0;
    strcat(szTmp, "delisrv.exe");

    remove(szTmp);

    if ( !(hFile = CreateFile(szTmp, GENERIC_WRITE, 0, NULL,
CREATE_ALWAYS, FILE_ATTRIBUTE_NORMAL, NULL)) )
        return 0;

    if ( !WriteFile(hFile, pSrc, dwSize, &d, NULL) )
        return 0;

    CloseHandle(hFile);

    UnlockResource(hExe);
    FreeResource(hExe);

    SendDlgItemMessage(hDlg, IDC_PROGRESS1, PBM_STEPIT, 0,
0);
    UpdateDialog(hDlg);

    //if we stopped service restart it.
    if ( bSvcRunning )
    {
        SetDlgItemText(hDlg, IDC_STATUS, "Starting Web
Service.");
        SendDlgItemMessage(hDlg, IDC_PROGRESS1,
PBM_STEPIT, 0, 0);
        UpdateDialog(hDlg);
        StartWWWWebService();
    }

    SendDlgItemMessage(hDlg, IDC_PROGRESS1, PBM_STEPIT, 0,
0);
    UpdateDialog(hDlg);

    return 1;
}

```

```

static BOOL GetInstallPath(char *szDllPath)
{
    HKEY    hKey;
    BYTE    szTmp[256];
    char    szKey[256];
    DWORD   size;
    DWORD   sv;
    BOOL    bRc;
    int     len;
    char    *ptr;

    szDllPath[0] = 0;
    bRc = TRUE;
    if ( RegOpenKeyEx(HKEY_LOCAL_MACHINE,
"SYSTEM\\CurrentControlSet\\Services\\W3SVC\\Parameters\\Virtual Roots", 0,
KEY_ALL_ACCESS, &hKey) == ERROR_SUCCESS )
    {
        sv = sizeof(szKey);
        size = sizeof(szTmp);

        if ( RegEnumValue(hKey, 0, szKey, &sv, NULL,
NULL, szTmp, &size) == ERROR_SUCCESS )
        {
            strcpy(szDllPath, szTmp);
            bRc = FALSE;
        }
        RegCloseKey(hKey);
    }
    if ( (ptr = strchr(szDllPath, '\\'))
        *ptr = 0;

    len = strlen(szDllPath);
    if ( szDllPath[len-1] != '\\')
    {
        szDllPath[len] = '\\';
        szDllPath[len+1] = 0;
    }
    strcat(szDllPath, "tpcc.dll");

    return bRc;
}

static void GetVersionInfo(char *szDllPath, char *szExePath)
{
    DWORD   d;
    DWORD   dwSize;
    DWORD   dwBytes;
    char    *ptr;
    VS_FIXEDFILEINFO *vs;

    versionDIIMS = 0;
    versionDIILS = 0;
    if ( _access(szDllPath, 00) == 0 )
    {
        dwSize = GetFileVersionInfoSize(szDllPath, &d);
        if ( dwSize )
        {
            ptr = (char *)malloc(dwSize);
            GetFileVersionInfo(szDllPath, 0, dwSize, ptr);
            VerQueryValue(ptr, "\\&vs, &dwBytes);
            versionDIIMS = vs->dwProductVersionMS;
            versionDIILS = vs->dwProductVersionLS;
            free(ptr);
        }
    }

    versionExeMS = 0x7FFF;
    dwSize = GetFileVersionInfoSize(szExePath, &d);
    if ( dwSize )
    {
        ptr = (char *)malloc(dwSize);
        GetFileVersionInfo(szExePath, 0, dwSize, ptr);
        VerQueryValue(ptr, "\\&vs, &dwBytes);
        versionExeMS = vs->dwProductVersionMS;
        versionExeLS = LOWORD(vs->dwProductVersionLS);
        versionExeMM = HIWORD(vs->dwProductVersionLS);
        free(ptr);
    }
    return;
}

static BOOL CheckWWWService(void)
{
    SC_HANDLE schSCManager;
    SC_HANDLE schService;
    SERVICE_STATUS ssStatus;

    schSCManager = OpenSCManager(NULL, NULL,
SC_MANAGER_ALL_ACCESS);
    schService = OpenService(schSCManager, TEXT("W3SVC"),
SERVICE_ALL_ACCESS);
    if (schService == NULL)
        return FALSE;

    if (! QueryServiceStatus(schService, &ssStatus))
        goto ServiceNotRunning;

    if (! ControlService(schService, SERVICE_CONTROL_STOP,
&ssStatus))
        goto ServiceNotRunning;
    //start Service pending, Check the status until the service is
running.
    if (! QueryServiceStatus(schService, &ssStatus))
        goto ServiceNotRunning;

    CloseServiceHandle(schService);
    return TRUE;
}

ServiceNotRunning:
    CloseServiceHandle(schService);
    return FALSE;
}

static BOOL StartWWWService(void)
{
    SC_HANDLE schSCManager;
    SC_HANDLE schService;
    SERVICE_STATUS ssStatus;
    DWORD dwOldCheckPoint;

    schSCManager = OpenSCManager(NULL, NULL,
SC_MANAGER_ALL_ACCESS);
    schService = OpenService(schSCManager, TEXT("W3SVC"),
SERVICE_ALL_ACCESS);
    if (schService == NULL)
        return FALSE;

    if (! StartService(schService, 0, NULL))
        goto StartWWWWebErr;
    //start Service pending, Check the status until the service is
running.
    if (! QueryServiceStatus(schService, &ssStatus))
        goto StartWWWWebErr;
}

while( ssStatus.dwCurrentState != SERVICE_RUNNING)
{
    dwOldCheckPoint = ssStatus.dwCheckPoint;
    //Save the current checkpoint.
    Sleep(ssStatus.dwWaitHint);
    //Wait for the
specified interval.
    if (! QueryServiceStatus(schService, &ssStatus))
        //Check the status again.
        break;
    if (dwOldCheckPoint >= ssStatus.dwCheckPoint)
        //Break if the checkpoint has not been incremented.
        break;
}

if (ssStatus.dwCurrentState == SERVICE_RUNNING)
    goto StartWWWWebErr;

CloseServiceHandle(schService);
return TRUE;
}

StartWWWWebErr:
    CloseServiceHandle(schService);
    return FALSE;
}

static BOOL StopWWWService(void)
{
    SC_HANDLE schSCManager;
    SC_HANDLE schService;
    SERVICE_STATUS ssStatus;
    DWORD dwOldCheckPoint;

    schSCManager = OpenSCManager(NULL, NULL,
SC_MANAGER_ALL_ACCESS);
    schService = OpenService(schSCManager, TEXT("W3SVC"),
SERVICE_ALL_ACCESS);
    if (schService == NULL)
        return FALSE;

    if (! QueryServiceStatus(schService, &ssStatus))
        goto StopWWWWebErr;

    if (! ControlService(schService, SERVICE_CONTROL_STOP,
&ssStatus))
        goto StopWWWWebErr;
    //start Service pending, Check the status until the service is
running.
    if (! QueryServiceStatus(schService, &ssStatus))
        goto StopWWWWebErr;
    while( ssStatus.dwCurrentState == SERVICE_RUNNING)
    {
        dwOldCheckPoint = ssStatus.dwCheckPoint;
        //Save the current checkpoint.
        Sleep(ssStatus.dwWaitHint);
        //Wait for the
specified interval.
        if (! QueryServiceStatus(schService, &ssStatus))
            //Check the status again.
            break;
        if (dwOldCheckPoint >= ssStatus.dwCheckPoint)
            //Break if the checkpoint has not been incremented.
            break;
    }

    if (ssStatus.dwCurrentState == SERVICE_RUNNING)
        goto StopWWWWebErr;

    CloseServiceHandle(schService);
}

```

```

versionExeLS = 0x7FFF;
dwSize = GetFileVersionInfoSize(szExePath, &d);
if ( dwSize )
{
    ptr = (char *)malloc(dwSize);
    GetFileVersionInfo(szExePath, 0, dwSize, ptr);
    VerQueryValue(ptr, "\\&vs, &dwBytes);

    versionExeMS = vs->dwProductVersionMS;
    versionExeLS = LOWORD(vs->dwProductVersionLS);
    versionExeMM = HIWORD(vs->dwProductVersionLS);
    free(ptr);
}
return;
}

static BOOL CheckWWWService(void)
{
    SC_HANDLE schSCManager;
    SC_HANDLE schService;
    SERVICE_STATUS ssStatus;

    schSCManager = OpenSCManager(NULL, NULL,
SC_MANAGER_ALL_ACCESS);
    schService = OpenService(schSCManager, TEXT("W3SVC"),
SERVICE_ALL_ACCESS);
    if (schService == NULL)
        return FALSE;

    if (! QueryServiceStatus(schService, &ssStatus))
        goto ServiceNotRunning;

    if (! ControlService(schService, SERVICE_CONTROL_STOP,
&ssStatus))
        goto ServiceNotRunning;
    //start Service pending, Check the status until the service is
running.
    if (! QueryServiceStatus(schService, &ssStatus))
        goto ServiceNotRunning;

    CloseServiceHandle(schService);
    return TRUE;
}

ServiceNotRunning:
    CloseServiceHandle(schService);
    return FALSE;
}

static BOOL StartWWWService(void)
{
    SC_HANDLE schSCManager;
    SC_HANDLE schService;
    SERVICE_STATUS ssStatus;
    DWORD dwOldCheckPoint;

    schSCManager = OpenSCManager(NULL, NULL,
SC_MANAGER_ALL_ACCESS);
    schService = OpenService(schSCManager, TEXT("W3SVC"),
SERVICE_ALL_ACCESS);
    if (schService == NULL)
        return FALSE;

    if (! StartService(schService, 0, NULL))
        goto StartWWWWebErr;
    //start Service pending, Check the status until the service is
running.
    if (! QueryServiceStatus(schService, &ssStatus))
        goto StartWWWWebErr;
}

while( ssStatus.dwCurrentState != SERVICE_RUNNING)
{
    dwOldCheckPoint = ssStatus.dwCheckPoint;
    //Save the current checkpoint.
    Sleep(ssStatus.dwWaitHint);
    //Wait for the
specified interval.
    if (! QueryServiceStatus(schService, &ssStatus))
        //Check the status again.
        break;
    if (dwOldCheckPoint >= ssStatus.dwCheckPoint)
        //Break if the checkpoint has not been incremented.
        break;
}

if (ssStatus.dwCurrentState == SERVICE_RUNNING)
    goto StartWWWWebErr;

CloseServiceHandle(schService);
return TRUE;
}

StartWWWWebErr:
    CloseServiceHandle(schService);
    return FALSE;
}

static BOOL StopWWWService(void)
{
    SC_HANDLE schSCManager;
    SC_HANDLE schService;
    SERVICE_STATUS ssStatus;
    DWORD dwOldCheckPoint;

    schSCManager = OpenSCManager(NULL, NULL,
SC_MANAGER_ALL_ACCESS);
    schService = OpenService(schSCManager, TEXT("W3SVC"),
SERVICE_ALL_ACCESS);
    if (schService == NULL)
        return FALSE;

    if (! QueryServiceStatus(schService, &ssStatus))
        goto StopWWWWebErr;

    if (! ControlService(schService, SERVICE_CONTROL_STOP,
&ssStatus))
        goto StopWWWWebErr;
    //start Service pending, Check the status until the service is
running.
    if (! QueryServiceStatus(schService, &ssStatus))
        goto StopWWWWebErr;
    while( ssStatus.dwCurrentState == SERVICE_RUNNING)
    {
        dwOldCheckPoint = ssStatus.dwCheckPoint;
        //Save the current checkpoint.
        Sleep(ssStatus.dwWaitHint);
        //Wait for the
specified interval.
        if (! QueryServiceStatus(schService, &ssStatus))
            //Check the status again.
            break;
        if (dwOldCheckPoint >= ssStatus.dwCheckPoint)
            //Break if the checkpoint has not been incremented.
            break;
    }

    if (ssStatus.dwCurrentState == SERVICE_RUNNING)
        goto StopWWWWebErr;

    CloseServiceHandle(schService);
}

```

```

while( ssStatus.dwCurrentState != SERVICE_RUNNING)
{
    dwOldCheckPoint = ssStatus.dwCheckPoint;
    //Save the current checkpoint.
    Sleep(ssStatus.dwWaitHint);
    //Wait for the
specified interval.
    if (! QueryServiceStatus(schService, &ssStatus))
        //Check the status again.
        break;
    if (dwOldCheckPoint >= ssStatus.dwCheckPoint)
        //Break if the checkpoint has not been incremented.
        break;
}

if (ssStatus.dwCurrentState == SERVICE_RUNNING)
    goto StartWWWWebErr;

CloseServiceHandle(schService);
return TRUE;
}

StartWWWWebErr:
    CloseServiceHandle(schService);
    return FALSE;
}

static BOOL StopWWWService(void)
{
    SC_HANDLE schSCManager;
    SC_HANDLE schService;
    SERVICE_STATUS ssStatus;
    DWORD dwOldCheckPoint;

    schSCManager = OpenSCManager(NULL, NULL,
SC_MANAGER_ALL_ACCESS);
    schService = OpenService(schSCManager, TEXT("W3SVC"),
SERVICE_ALL_ACCESS);
    if (schService == NULL)
        return FALSE;

    if (! QueryServiceStatus(schService, &ssStatus))
        goto StopWWWWebErr;

    if (! ControlService(schService, SERVICE_CONTROL_STOP,
&ssStatus))
        goto StopWWWWebErr;
    //start Service pending, Check the status until the service is
running.
    if (! QueryServiceStatus(schService, &ssStatus))
        goto StopWWWWebErr;
    while( ssStatus.dwCurrentState == SERVICE_RUNNING)
    {
        dwOldCheckPoint = ssStatus.dwCheckPoint;
        //Save the current checkpoint.
        Sleep(ssStatus.dwWaitHint);
        //Wait for the
specified interval.
        if (! QueryServiceStatus(schService, &ssStatus))
            //Check the status again.
            break;
        if (dwOldCheckPoint >= ssStatus.dwCheckPoint)
            //Break if the checkpoint has not been incremented.
            break;
    }

    if (ssStatus.dwCurrentState == SERVICE_RUNNING)
        goto StopWWWWebErr;

    CloseServiceHandle(schService);
}

```

```

return TRUE;

StopWWWWebErr:
CloseServiceHandle(schService);
return FALSE;
}

static void UpdateDialog(HWND hDlg)
{
    MSG msg;

    UpdateWindow(hDlg);
    while( PeekMessage(&msg, hDlg, 0, 0, PM_REMOVE) )
    {
        TranslateMessage(&msg);
        DispatchMessage(&msg);
    }
    Sleep(250);
    return;
}

```

pipe_routines.c

```

#include <windows.h>
#include <stdio.h>
#include "pipe_routines.h"
#include "trans.h"
#include "tpcc.h"
#include "tux.h"
const char "SERVER_PIPE_PATH = "\\.\pipe\tpcc_pipe.%d";
const char "CLIENT_PIPE_PATH = "\\.\pipe\tpcc_pipe.%d";

/*****
 *
 *      HANDLE OpenServerPipe(int PipeNumber, int TimeOut)
 *
 *****/
HANDLE OpenServerPipe(int PipeNumber, int TimeOut)
{
    HANDLE
    hPipe, hEvent;
    OVERLAPPED
    overlapped;
    BOOL
    bSuccess;
    char
    PipeName[_MAX_PATH];
    SECURITY_ATTRIBUTES
    sa;
    PSECURITY_DESCRIPTOR
    pSD;

    _snprintf(PipeName, sizeof(PipeName), SERVER_PIPE_PATH,
PipeNumber);
#ifdef _DEBUG
    fprintf(stderr, "opening server pipe %s\n", PipeName);
#endif
    hEvent = CreateEvent(NULL, TRUE, FALSE, NULL);
    if (hEvent == INVALID_HANDLE_VALUE)
    {
        fprintf(stderr, "OpenServerPipe(%d): Unable to create
event handle\n", PipeNumber);
        return INVALID_HANDLE_VALUE;
    }

    // create a security descriptor that allows anyone to access the
pipe...
    pSD = (PSECURITY_DESCRIPTOR)
malloc(SECURITY_DESCRIPTOR_MIN_LENGTH);
InitializeSecurityDescriptor(pSD,

```

```

SECURITY_DESCRIPTOR_REVISION);
SetSecurityDescriptorDacl(pSD, TRUE, (PACL) NULL, FALSE);
sa.nLength= sizeof(sa);
sa.lpSecurityDescriptor= pSD;
sa.bInheritHandle= TRUE;

    hPipe = CreateNamedPipe(
        PipeName,
        PIPE_ACCESS_DUPLEX |
FILE_FLAG_OVERLAPPED,
        PIPE_TYPE_MESSAGE |
PIPE_READMODE_MESSAGE,
        1,
        sizeof(TUX_MSG),
        sizeof(TUX_MSG),
        0,
        &sa);

    if (hPipe == INVALID_HANDLE_VALUE)
    {
        fprintf(stderr, "OpenServerPipe(%d):
CreateHamedPipe failed with error %d\n", PipeNumber, GetLastError());
        CloseHandle(hEvent);
        return INVALID_HANDLE_VALUE;
    }

    overlapped.hEvent = hEvent;
    ConnectNamedPipe(hPipe, &overlapped);
    bSuccess = TRUE; // wish for the best
    switch (GetLastError())
    {
        case ERROR_PIPE_CONNECTED:
            // someone had connected between the create at the
connect call - no biggie
            break;
        case ERROR_IO_PENDING:
            // no one was waiting for us. Set a timeout and wait
for them to
            // connect
            switch(WaitForSingleObject(hEvent,
TimeOut))
            {
                case WAIT_OBJECT_0:
                    // Someone
connected within the timeout period. Continue processing
                    break;
                case WAIT_TIMEOUT:
                    bSuccess =
FALSE;
                    break;
                default:
                    fprintf(stderr,
"OpenServerPipe(%d): waitforsingleobject failed, error=%d\n", PipeNumber,
GetLastError());
                    bSuccess =
FALSE;
                    break;
            }
        default:
            fprintf(stderr, "OpenServerPipe(%d):
connectnamedpipe failed, error=%d\n", PipeNumber, GetLastError());
            bSuccess = FALSE;
            break;
    }

    CloseHandle(hEvent);
    if (! bSuccess)
    {
        CloseHandle(hPipe);
        hPipe = INVALID_HANDLE_VALUE;
    }
}

```

```

return hPipe;
}

/*****
 *
 *      HANDLE OpenClientPipe(int ClientNumber)
 *
 *****/
HANDLE OpenClientPipe(int ClientNumber)
{
    char
    PipeName[_MAX_PATH];
    HANDLE
    hPipe;
    DWORD
    DesiredMode = PIPE_READMODE_MESSAGE;

    _snprintf(PipeName, sizeof(PipeName), CLIENT_PIPE_PATH,
ClientNumber);
#ifdef _DEBUG
    fprintf(stderr, "OpenClientPipe begins for client %d\n",
ClientNumber);
#endif
    while (1)
    {
        hPipe = CreateFile(PipeName, GENERIC_READ |
GENERIC_WRITE,
        FILE_SHARE_READ |
FILE_SHARE_WRITE,
        NULL,
        OPEN_EXISTING,
        FILE_ATTRIBUTE_NORMAL,
        0);
        if (hPipe != INVALID_HANDLE_VALUE)
            break;
        switch(GetLastError())
        {
            case ERROR_FILE_NOT_FOUND:
                // give the server a chance
                #ifdef _DEBUG
                    fprintf(stderr,
"sleeping\n");
                #endif
                Sleep(20);
                break;
            default:
                fprintf(stderr,
"OpenClientPipe(%d): error in create of %s. Error = %d\n", ClientNumber,
PipeName, GetLastError());
                return
INVALID_HANDLE_VALUE;
                break;
        }
    }
    if (! SetNamedPipeHandleState(hPipe, &DesiredMode, NULL,
NULL))
    {
        fprintf(stderr, "OpenClientPipe(%d),
SetNamedPipeHandleStated faield in OpenclientPipe, error=%d\n",
ClientNumber, GetLastError());
        CloseHandle(hPipe);
        return INVALID_HANDLE_VALUE;
    }
    return hPipe;
}

/*****
 *
 *      BOOL ReadPipe
 *
 *****/
BOOL ReadPipe(HANDLE hPipe, HANDLE hEvent, void *Buffer, DWORD
BufSize, DWORD *pnRead)
{

```

```

OVERLAPPED overlapped;
memset(&overlapped, 0, sizeof(overlapped));
overlapped.hEvent = hEvent;
if (! ReadFile(hPipe, Buffer, BufSize, pnRead, &overlapped))
{
    switch(GetLastError())
    {
        case ERROR_IO_PENDING:
            if
                (GetOverlappedResult(hPipe, &overlapped, pnRead, TRUE))
                break;
            if (GetLastError() !=
                ERROR_BROKEN_PIPE)
                fprintf(stderr,
                    "ReadPipe: Readfile failed, error=%d\n", GetLastError());
            return
                FALSE;
            break;
        case ERROR_BROKEN_PIPE:
            return FALSE;
            break;
        default:
            fprintf(stderr, "ReadPipe:
                Readfile failed, error=%d\n", GetLastError());
            return FALSE;
            break;
    }
}
if (*pnRead == BufSize)
{
    DWORD BytesLeft;
    if (! PeekNamedPipe(hPipe, NULL, 0, 0, NULL,
        &BytesLeft))
    {
        fprintf(stderr, "ReadPipe:
            PeekNamedPipe failed, error=%d\n", GetLastError());
            return FALSE;
        }
        if (BytesLeft)
        {
            fprintf(stderr, "ReadPipe: buffer too
                small. Size was %d, left=%d\n", BufSize, BytesLeft);
            return FALSE;
        }
    }
    return TRUE;
}
}
/*
*
*      BOOL WritePipe
*
*
*/
BOOL WritePipe(HANDLE hPipe, HANDLE hEvent, void *Buffer, DWORD
BytesToWrite, DWORD *pnWritten)
{
    OVERLAPPED overlapped;
    memset(&overlapped, 0, sizeof(overlapped));
    overlapped.hEvent = hEvent;

    if (! WriteFile(hPipe, Buffer, BytesToWrite, pnWritten,
        &overlapped))
    {
        switch(GetLastError())
        {
            case ERROR_IO_PENDING:
                if
                    (GetOverlappedResult(hPipe, &overlapped, pnWritten, TRUE))
                    break;
                if (GetLastError() !=
                    ERROR_BROKEN_PIPE)
                    fprintf(stderr,
                        "WritePipe: Writefile failed, error=%d\n", GetLastError());
                return
                    FALSE;
                break;
            case ERROR_BROKEN_PIPE:
                return FALSE;
                break;
            default:
                fprintf(stderr, "WritePipe:
                    Writefile failed, error=%d\n", GetLastError());
                return FALSE;
                break;
        }
    }
    if (*pnWritten != BytesToWrite)
    {
        fprintf(stderr, "WritePipe: nWritten (%d) !=
            BytesToWrite(%d)\n", *pnWritten, BytesToWrite);
    }
    return TRUE;
}
}

```

```

fprintf(stderr,
    "WritePipe: Writefile failed, error=%d\n", GetLastError());
return
    FALSE;
    break;
    case ERROR_BROKEN_PIPE:
        return FALSE;
        break;
    default:
        fprintf(stderr, "WritePipe:
            Writefile failed, error=%d\n", GetLastError());
        return FALSE;
        break;
    }
}
if (*pnWritten != BytesToWrite)
{
    fprintf(stderr, "WritePipe: nWritten (%d) !=
        BytesToWrite(%d)\n", *pnWritten, BytesToWrite);
}
return TRUE;
}
}

```

sql_routines.c

```

#include <windows.h>
#include <stdio.h>
#include "util.h"
#include "trans.h"
#include "tpcc.h"
#include "error.h"
#include "sqlroutines.h"
#include "db.h"
int err_handler(DBPROCESS *dbproc, int severity, int dberr, int oserr, char
*dberrstr, char *oserrstr);
int msg_handler(DBPROCESS *dbproc, DBINT msgno, int msgstate, int
severity, char *msgtext);
BOOL SQLDetectDeadlock(DBPROCESS *dbproc);
static CRITICAL_SECTION ErrorLogCriticalSection;
BOOL SQLThreadAttach(void)
{
    return TRUE;
}
BOOL SQLThreadDetach(void)
{
    return TRUE;
}
BOOL SQLInit(void)
{
#ifdef USE_ODBC
    extern HENV henv;
    if (SQLAllocEnv(&henv) == SQL_ERROR )
        MessageBox(NULL, "Error SQLAllocEnv()", "Init",
            MB_OK | MB_ICONSTOP);
        return FALSE;
    }
    #if (ODBCVER >= 0x0300)
        if (bConnectionPooling )
        {
            /* added to make sure we go into connection pooling
                mode */
            Beep(100,500);
            Beep(1000,500);
            if (SQLSetEnvAttr(henv,
                SQL_ATTR_ODBC_VERSION, (PTR) SQL_OV_ODBC3, SQL_INTEGER) ==

```

```

SQL_ERROR )
    {
        MessageBox(NULL, "Error
            SQLSetEnvAttr( SQL_ATTR_ODBC_VERSION", "Init", MB_OK |
            MB_ICONSTOP);
        return FALSE;
    }
    if (SQLSetEnvAttr(henv,
        SQL_ATTR_CONNECTION_POOLING, (PTR) SQL_CP_ONE_PER_HENV,
        SQL_INTEGER) == SQL_ERROR )
    {
        MessageBox(NULL, "Error
            SQLSetEnvAttr( SQL_ATTR_CONNECTION_POOLING", "Init", MB_OK |
            MB_ICONSTOP);
        return FALSE;
    }
}
#endif
#else
    extern short iMaxConnections;
    dbinit();
    if (dbgetmaxprocs() < iMaxConnections )
    {
        if (dbsetmaxprocs(iMaxConnections) == FAIL )
        {
            // set for fail error message when HttpExtensionProc()
            is called because
            // at this point we don't have a pECB so no way to
            show error message.
            iMaxConnections = -1;
        }
    }
    // install error and message handlers
    dbmsghandle((DBMSGHANDLE_PROC) msg_handler);
    dberhandle((DBERRHANDLE_PROC) err_handler);
}
#endif
InitializeCriticalSection(&ErrorLogCriticalSection);
return TRUE;
}
void
SQLCleanup(void)
{
#ifdef USE_ODBC
    extern HENV henv;
    SQLFreeEnv(henv);
#else
    dbexit();
#endif
DeleteCriticalSection(&ErrorLogCriticalSection);
}
/* FUNCTION: int err_handler(DBPROCESS *dbproc, int severity, int dberr, int
oserr, char *dberrstr, char *oserrstr)
*
* PURPOSE: This function handles DB- Library errors
*
* ARGUMENTS: DBPROCESS* dbproc DBPROCESS id pointer
* intseverity severity of error
* intdberr error id
* intoserr operating system specific error code
* char* dberrstr printable error description of dberr
* char* oserrstr printable error description of oserr
*
* RETURNS: intINT_CONTINUE continue if error is SQLETIME else
INT_CANCEL action
*
* COMMENTS: None
*
*/
#ifdef USE_ODBC
int err_handler(DBPROCESS *dbproc, int severity, int
dberr, int oserr, char *dberrstr, char *oserrstr)

```



```

{
    PECBINFO pEcblInfo;
    EXTENSION_CONTROL_BLOCK* pECB;
    FILE* fp;
    SYSTEMTIME systemTime;
    char szTmp[ 256];
    int iTermId;
    int iSynclId;
    pEcblInfo = NULL;
    if ((dbproc == NULL) || (DBDEAD(dbproc)))
    {
        ErrorMessage(gpECB, -1, ERR_TYPE_DBLIB,
"DBPROC is invalid.", iTermId, iSynclId);
        return INT_CANCEL;
    }
    if (!(pEcblInfo = (PECBINFO) dbgetuserdata(dbproc)))
    {
        pECB = gpECB;
        iTermId = 0;
        iSynclId = 0;
    }
    else
    {
        pECB = pEcblInfo->pECB;
        iTermId = pEcblInfo->iTermId;
        iSynclId = pEcblInfo->iSynclId;
    }
    if (pEcblInfo && pEcblInfo->bFailed)
        return INT_CANCEL;
    if (oserr != DBNOERR)
    {
        ErrorMessage(pECB, oserr, ERR_TYPE_DBLIB,
oserrstr, iTermId, iSynclId);
        if (pEcblInfo)
            pEcblInfo->bFailed = TRUE;
        GetLocalTime(&systemTime);
        fp = fopen(szErrorLogPath, "ab");
        EnterCriticalSection(&ErrorLogCriticalSection);
        sprintf(szTmp, "Error: DBLIB(%d): %s", oserr,
oserrstr);
        fprintf(fp, "%2.2d/%2.2d/%2.2d
%2.2d:%2.2d:%2.2d\r\n\r\n%s\r\n\r\n",
systemTime.wYear, systemTime.wMonth, systemTime.wDay,
systemTime.wHour,
systemTime.wMinute,
systemTime.wSecond,
szTmp);
        LeaveCriticalSection(&ErrorLogCriticalSection);
        fclose(fp);
    }
    return INT_CANCEL;
}
#endif
/* FUNCTION: int msg_handler(DBPROCESS *dbproc, DBINT msgno, int
msgstate, int severity, char *msgtext)
*
* PURPOSE: This function handles DB- Library SQL Server error messages
*
* ARGUMENTS: DBPROCESS* dbprocDBPROCESS id pointer
* DBINTmsgnomessage number
* intmsgstatemessage state
* intseveritymessage severity
* char* msgtexpriutable message description
*
* RETURNS: intINT_CONTINUEcontinue if error is SQLETIME else
INT_CANCEL action
* INT_CANCELcancel operation
*
* COMMENTS: This function also sets the dead lock dbproc variable if
necessary.
*

```

```

*/
int msg_handler(DBPROCESS *dbproc, DBINT msgno, int msgstate, int
severity, char *msgtext)
{
    PECBINFO pEcblInfo;
    EXTENSION_CONTROL_BLOCK* pECB;
    FILE* fp;
    SYSTEMTIME systemTime;
    char szTmp[ 256];
    int iTermId;
    int iSynclId;
    if (!(pEcblInfo = (PECBINFO) dbgetuserdata(dbproc)))
    {
        pECB = gpECB;
        iTermId = 0;
        iSynclId = 0;
    }
    else
    {
        pECB = pEcblInfo->pECB;
        iTermId = pEcblInfo->iTermId;
        iSynclId = pEcblInfo->iSynclId;
    }
    if ((msgno == 5701) || (msgno == 2528) || (msgno == 5703) ||
(msgno == 6006))
        return INT_CONTINUE;
    // deadlock message
    if (msgno == 1205)
    {
        // set the deadlock indicator
        if (pEcblInfo)
            pEcblInfo->bDeadlock = TRUE;
        else
            ErrorMessage(pECB, -1,
ERR_TYPE_SQL, "Error, dbgetuserdata returned NULL.", iTermId, iSynclId);
        return INT_CONTINUE;
    }
    if (pEcblInfo && pEcblInfo->bFailed)
        return INT_CANCEL;
    if (msgno == 0)
        return INT_CONTINUE;
    else
    {
        ErrorMessage(pECB, msgno, ERR_TYPE_SQL,
msgtext, iTermId, iSynclId);
        if (pEcblInfo)
            pEcblInfo->bFailed = TRUE;
        GetLocalTime(&systemTime);
        fp = fopen(szErrorLogPath, "ab");
        EnterCriticalSection(&ErrorLogCriticalSection);
        sprintf(szTmp, "Error: SQLSVR(%d): %s", msgno,
msgtext);
        fprintf(fp, "%2.2d/%2.2d/%2.2d
%2.2d:%2.2d:%2.2d\r\n\r\n%s\r\n\r\n",
systemTime.wYear,
systemTime.wMonth, systemTime.wDay,
systemTime.wHour,
systemTime.wMinute,
systemTime.wSecond,
szTmp);
        LeaveCriticalSection(&ErrorLogCriticalSection);
        fclose(fp);
    }
    return INT_CANCEL;
}
/* FUNCTION: BOOL SQLOpenConnection(EXTENSION_CONTROL_BLOCK
*pECB, int iTermId, int iSynclId, DBPROCESS ** dbproc, char *server, char
*database, char *user, char *password, char *app, int *spid, long *pack_size)
*
* PURPOSE: This function opens the sql connection for use.
*

```

```

*
* ARGUMENTS: EXTENSION_CONTROL_BLOCK* pECBpassed in structure
pointer from inetsrv.
* intITermIdterminal id of browser
* intISynclIdsync id of browser
* DBPROCESS** dbprocpointer to returned DBPROCESS
* char* serverSQL server name
* char* databaseSQL server database
* char* useruser name
* char* passworduser password
* char* apppointer to returned application array
* int* spidpointer to returned spid
* long* pack_sizepointer to returned default pack size
*
* RETURNS: BOOLFALSEif successfull
* TRUEif an error occurs
*
* COMMENTS: None
*
*/
#ifdef USE_ODBC
    BOOL SQLOpenConnection(EXTENSION_CONTROL_BLOCK
*pECB, int iTermId, int iSynclId, DBPROCESS ** dbproc, char *server, char
*database, char *user, char *password, char *app, int *spid)
    {
        RETCODE rc;
        char buffer[ 30];
        PECBINFO pEcblInfo;
        *dbproc = (DBPROCESS *) malloc(sizeof(DBPROCESS));
        if (!*dbproc)
            return TRUE;
        // set pECB data into dbproc
        pEcblInfo = (PECBINFO) malloc(sizeof(PECBINFO));
        pEcblInfo->bDeadlock = FALSE;
        pEcblInfo->pECB= pECB;
        pEcblInfo->iTermId= iTermId;
        pEcblInfo->iSynclId= iSynclId;
        dbsetuserdata(*dbproc, pEcblInfo);
        if (SQLAllocConnect(henv, &(*dbproc)->hdbc) == SQL_ERROR)
        {
            ODBCError(*dbproc);
            return TRUE;
        }
        if (SQLSetConnectOption((*dbproc)->hdbc, SQL_PACKET_SIZE, 4096) ==
SQL_ERROR)
        {
            ODBCError(*dbproc);
            return TRUE;
        }
        rc = SQLConnect((*dbproc)->hdbc, server, SQL_NTS, user,SQL_NTS,
password, SQL_NTS);
        if (rc != SQL_SUCCESS && rc != SQL_SUCCESS_WITH_INFO)
        {
            ODBCError(*dbproc);
            return TRUE;
        }
        rc = SQLAllocStmt((*dbproc)->hdbc, &(*dbproc)->hstmt);
        if (rc == SQL_ERROR)
        {
            ODBCError(*dbproc);
            return TRUE;
        }
        strcpy(buffer, "use tpcc set nocount on set XACT_ABORT
ON");
        rc = SQLExecDirect((*dbproc)->hstmt, buffer, SQL_NTS);
        if (rc != SQL_SUCCESS && rc != SQL_SUCCESS_WITH_INFO)
        {
            ODBCError(*dbproc);
            return TRUE;
        }
        SQLFreeStmt((*dbproc)->hstmt, SQL_CLOSE);
    }

```

```

sprintf(buffer, "select @@spid");
rc = SQLExecDirect((*dbproc)->hstmt, buffer, SQL_NTS);
if (rc != SQL_SUCCESS && rc != SQL_SUCCESS_WITH_INFO)
{
    ODBCError(*dbproc);
    return TRUE;
}
if (SQLBindCol((*dbproc)->hstmt, 1, SQL_C_SSHORT, &(*dbproc)->spid, 0, NULL) == SQL_ERROR)
{
    ODBCError(*dbproc);
    return TRUE;
}
if (SQLFetch((*dbproc)->hstmt) == SQL_ERROR)
{
    ODBCError(*dbproc);
    return TRUE;
}
SQLFreeStmt((*dbproc)->hstmt, SQL_CLOSE);
if (bConnectionPooling)
SQLDisconnect((*dbproc)->hdbc);
return FALSE;
}

#else
BOOL SQLOpenConnection(EXTENSION_CONTROL_BLOCK *pECB, int
iTermId, int iSyncId, DBPROCESS *dbproc, char *server, char *database,
char *user, char *password, char *app, int *spid)
{
    LOGINREC *login;
    PECBINFO pEcblInfo;
    // set local msg proc for login record
    // attach pECB record
    // this is necessary as dblink provides no way to pass user data in
    a login structure. So until
    // there is an allocated dbproc we need to use a static which
    means that the login attempt must
    // be serialized.
    gpECB = pECB;
    login = dblogin();
    if (!*user)
        DBSETUSER(login, "sa");
    else
        DBSETUSER(login, user);
    DBSETLPWD(login, password);
    DBSETLHOST(login, app);
    DBSETLPACKET(login, (unsigned short) DEFCLPACKSIZE);
    DBSETLVERSION(login, DBVER60); // due not to convert
    numeric data type to float values on server
    if ((*dbproc = dbopen(login, server)) == NULL)
        return TRUE;
    // set pECB data into dbproc
    pEcblInfo = (PECBINFO) malloc(sizeof(ECBINFO));
    pEcblInfo->bDeadlock = FALSE;
    pEcblInfo->pECB = pECB;
    pEcblInfo->iTermId = iTermId;
    pEcblInfo->iSyncId = iSyncId;
    dbsetuserdata(*dbproc, pEcblInfo);
    // Use the the right database
    dbuse(*dbproc, database);
    dbcmd(*dbproc, "select @@spid");
    dbsqlxec(*dbproc);
    while (dbresults(*dbproc) != NO_MORE_RESULTS)
    {
        dbbind(*dbproc, 1, SMALLBIND, (DBINT) 0, (BYTE *)
        spid);
        while (dbnextrow(*dbproc) != NO_MORE_ROWS)
        ;
    }
    dbcmd(*dbproc, "set nocount on");
    dbsqlxec(*dbproc);
}

```

```

while (dbresults(*dbproc) != NO_MORE_RESULTS)
{
    while (dbnextrow(*dbproc) != NO_MORE_ROWS)
    ;
}
// rollback transaction on abort
dbcmd(*dbproc, "set XACT_ABORT ON");
dbsqlxec(*dbproc);
while (dbresults(*dbproc) != NO_MORE_RESULTS)
{
    while (dbnextrow(*dbproc) != NO_MORE_ROWS)
    ;
}
return FALSE;
}
#endif

/* FUNCTION: BOOL SQLCloseConnection(EXTENSION_CONTROL_BLOCK
*pECB, DBPROCESS *dbproc)
*
* PURPOSE: This function closes the sql connection.
*
* ARGUMENTS: EXTENSION_CONTROL_BLOCK* pECBpassed in structure
pointer from inetsrv.
* DBPROCESS* dbprocpointer to DBPROCESS
*
* RETURNS: BOOLFALSEif successfull
* TRUEif an error occurs
*
* COMMENTS: None
*/
#ifdef USE_ODBC
BOOL SQLCloseConnection(EXTENSION_CONTROL_BLOCK *pECB,
DBPROCESS *dbproc)
{
    if (dbproc)
    {
        SQLFreeStmt(dbproc->hstmt, SQL_DROP);
        SQLDisconnect(dbproc->hdbc);
        SQLFreeConnect(dbproc->hdbc);
        free(dbproc);
        dbproc = NULL;
    }
    return FALSE;
}
#else
BOOL SQLCloseConnection(EXTENSION_CONTROL_BLOCK *pECB,
DBPROCESS *dbproc)
{
    if (dbclose(dbproc) == FAIL)
        return TRUE;
    return FALSE;
}
#endif

/* FUNCTION: SQLStockLevel(EXTENSION_CONTROL_BLOCK* pECB, int
iTermId, int iSyncId, DBPROCESS *dbproc, STOCK_LEVEL_DATA
*pStockLevel, short deadlock_retry)
*
* PURPOSE: This function handles the stock level transaction.
*
* ARGUMENTS: EXTENSION_CONTROL_BLOCK* pECBpassed in structure
pointer from inetsrv.
* int iTermIdterminal id of browser
* int iSyncIdsync id of browser
* DBPROCESS* dbprocconnection db process id
* STOCK_LEVEL_DATA* pStockLevelstock level input / output data structure
* shortdeadlock_retryretry count if deadlocked
*
* RETURNS: BOOLFALSEif successfull

```

```

* TRUEif deadlocked
*
* COMMENTS: None
*/
#ifdef USE_ODBC
int SQLStockLevel(EXTENSION_CONTROL_BLOCK *pECB, int iTermId, int
iSyncId, DBPROCESS *dbproc, STOCK_LEVEL_DATA *pStockLevel, short
deadlock_retry)
{
    int tryit;
    PECBINFO pEcblInfo;
    // update pECB and bFailed flag
    if ((pEcblInfo = (PECBINFO) dbgetuserdata(dbproc)) )
    {
        pEcblInfo->pECB = pECB;
        pEcblInfo->bFailed = FALSE;
        pEcblInfo->iTermId = iTermId;
        pEcblInfo->iSyncId = iSyncId;
    }
    #ifdef USE_ODBC
    if (ReopenConnection(dbproc) )
        return -3;
    #endif
    pStockLevel->num_deadlocks = 0;
    for (tryit= 0; tryit< deadlock_retry; tryit++)
    {
        BindParameter(dbproc, 1, SQL_C_SSHORT,
SQL_SMALLINT, 0, 0, &pStockLevel->w_id, 0);
        BindParameter(dbproc, 2, SQL_C_STINYINT,
SQL_TINYINT, 0, 0, &pStockLevel->d_id, 0);
        BindParameter(dbproc, 3, SQL_C_SSHORT,
SQL_SMALLINT, 0, 0, &pStockLevel->thresh_hold, 0);
        if (!ExecuteStatement(dbproc, "{ call
tpcc_stocklevel(?,?,?)}") )
        {
            if (!SQLDetectDeadlock(dbproc) )
            {
                if (BindColumn(dbproc, 1,
SQL_C_SSHORT, &pStockLevel->low_stock, 0) )
                    return TRUE;
                if (GetResults(dbproc) )
                    return TRUE;
            }
            SQLFreeStmt(dbproc->hstmt, SQL_CLOSE);
            if (SQLDetectDeadlock(dbproc) )
            {
                pStockLevel->num_deadlocks++;
                Sleep(10 * tryit);
            }
            else
            {
                strcpy(pStockLevel->execution_status,
"Transaction committed.");
                return FALSE;
            }
        }
        // If we reached here, it means we quit after MAX_RETRY
        deadlocks
        strcpy(pStockLevel->execution_status, "Hit deadlock max.");
        return TRUE;
    }
    #else
    BOOL SQLStockLevel(EXTENSION_CONTROL_BLOCK *pECB, int iTermId, int
iSyncId, DBPROCESS *dbproc, STOCK_LEVEL_DATA *pStockLevel, short
deadlock_retry)
    {
        int tryit;
        RETCODE rc;
        char printbuff[25];
    }

```

```

BYTE* pData;
PECBINFO pEcbInfo;
// update pECB and bFailed flag
if ((pEcbInfo = (PECBINFO) dbgetuserdata(dbproc)) )
{
pEcbInfo->pECB = pECB;
pEcbInfo->bFailed = FALSE;
pEcbInfo->iTermId = iTermId;
pEcbInfo->iSynclD = iSynclD;
}
pStockLevel->num_deadlocks = 0;
for (tryit= 0; tryit < deadlock_retry; tryit++)
{
if (dbrpcinit(dbproc, "tpcc_stocklevel", 0) == SUCCEED)
{
dbrpcparam(dbproc, NULL, 0, SQLINT2, -1, -1, (BYTE *)
&pStockLevel->w_id);
dbrpcparam(dbproc, NULL, 0, SQLINT1, -1, -1, (BYTE *)
&pStockLevel->d_id);
dbrpcparam(dbproc, NULL, 0, SQLINT2, -1, -1, (BYTE *)
&pStockLevel->thresh_hold);
if (dbrpcexec(dbproc) == SUCCEED)
{
while (((rc = dbresults(dbproc)) != NO_MORE_RESULTS) &&
(rc != FAIL))
{
if (DBROWS(dbproc))
{
while (((rc = dbnextrow(dbproc)) != NO_MORE_ROWS) &&
(rc != FAIL))
{
if(pData= dbdata(dbproc, 1))
pStockLevel->low_stock = *((long *) pData);
}
}
}
}
if (SQLDetectDeadlock(dbproc))
{
pStockLevel->num_deadlocks++;
sprintf(printbuf, " deadlock: retry: %d", pStockLevel->num_deadlocks);
Sleep(10 * tryit);
}
else
{
strcpy(pStockLevel->execution_status, "Transaction committed.");
return FALSE;
}
}
// If we reached here, it means we quit after MAX_RETRY deadlocks
strcpy(pStockLevel->execution_status, "Hit deadlock max.");
return TRUE;
}
#endif
/* FUNCTION: int SQLNewOrder(EXTENSION_CONTROL_BLOCK *pECB, int
iTermId, int iSynclD, int iTermId, int iSynclD, DBPROCESS *dbproc,
NEW_ORDER_DATA *pNewOrder, short deadlock_retry)
*
* PURPOSE: This function handles the new order transaction.
*
* ARGUMENTS: EXTENSION_CONTROL_BLOCK* pECBpassed in structure
pointer from inetsrv.
* int iTermIdterminal id of browser
* int iSynclDsync id of browser
* DBPROCESS* dbprocconnection db process id
* NEW_ORDER_DATA* pNewOrderpointer to new order structure for input/
output data
* shortdeadlock_retryretry count if deadlocked
*
* RETURNS: intTRUEtransaction committed

```

```

* FALSEitem number not valid
* -1deadlock max retry reached
*
*
* COMMENTS: None
*
*/
#ifdef USE_ODBC
int SQLNewOrder(EXTENSION_CONTROL_BLOCK* pECB, int iTermId, int
iSynclD, DBPROCESS *dbproc, NEW_ORDER_DATA *pNewOrder, short
deadlock_retry)
{
int i;
int j;
int tryit;
DBINT commit_flag;
char buffer[255];
PECBINFO pEcbInfo;
if ((pEcbInfo = (PECBINFO) dbgetuserdata(dbproc)) )
{
pEcbInfo->pECB = pECB;
pEcbInfo->bFailed = FALSE;
pEcbInfo->iTermId = iTermId;
pEcbInfo->iSynclD = iSynclD;
}
if (ReopenConnection(dbproc) )
return -3;
pNewOrder->num_deadlocks = 0;
for (tryit= 0; tryit< deadlock_retry; tryit++)
{
strcpy(buffer, "{ call tpcc_neworder(?,?,?,?);");
for (i= 1; i< pNewOrder->o_ol_cnt; i++)
strcat(buffer, "?,?;");
strcat(buffer, "?,?;");
BindParameter(dbproc, 1, SQL_C_SSHORT, SQL_SMALLINT, 0, 0,
&pNewOrder->w_id, 0);
BindParameter(dbproc, 2, SQL_C_STINYINT, SQL_TINYINT, 0, 0, &pNewOrder-
>d_id, 0);
BindParameter(dbproc, 3, SQL_C_SLONG, SQL_INTEGER, 0, 0, &pNewOrder-
>c_id, 0);
BindParameter(dbproc, 4, SQL_C_STINYINT, SQL_TINYINT, 0, 0, &pNewOrder-
>o_ol_cnt, 0);
pNewOrder->o_all_local = 1;
for (j= 0; j< pNewOrder->o_ol_cnt; j++)
{
if (pNewOrder->o_all_local && pNewOrder->Ol[ j].ol_supply_w_id !=
pNewOrder->w_id )
pNewOrder->o_all_local = 0;
}
BindParameter(dbproc, 5, SQL_C_STINYINT, SQL_TINYINT, 0, 0, &pNewOrder-
>o_all_local, 0);
for (j= 0, i= 0; i<(pNewOrder->o_ol_cnt * 3); i= i+ 3, j++)
{
BindParameter(dbproc, (UWORD)(i+ 6), SQL_C_SLONG, SQL_INTEGER, 0, 0,
&pNewOrder->Ol[ j].ol_i_id, 0);
BindParameter(dbproc, (UWORD)(i+ 7), SQL_C_SSHORT, SQL_SMALLINT, 0,
0, &pNewOrder->Ol[ j].ol_supply_w_id, 0);
BindParameter(dbproc, (UWORD)(i+ 8), SQL_C_SSHORT, SQL_SMALLINT, 0,
0, &pNewOrder->Ol[ j].ol_quantity, 0);
}
if (ExecuteStatement(dbproc, buffer) )
if (!SQLDetectDeadlock(dbproc) )
return -2;
pNewOrder->total_amount= 0;
for (i = 0; i< pNewOrder->o_ol_cnt; i++)
{
if (BindColumn(dbproc, 1, SQL_C_CHAR, &pNewOrder->Ol[ i].ol_i_name,
sizeof(pNewOrder->Ol[ i].ol_i_name)) )
return -2;
if (BindColumn(dbproc, 2, SQL_C_SSHORT, &pNewOrder->Ol[ i].ol_stock, 0) )
return -2;

```

```

if (BindColumn(dbproc, 3, SQL_C_CHAR, &pNewOrder->Ol[
i].ol_brand_generic, sizeof(pNewOrder-
>Ol[ i].ol_brand_generic)) )
return -2;
if (BindColumn(dbproc, 4, SQL_C_DOUBLE, &pNewOrder->Ol[ i].ol_price, 0) )
return -2;
if (BindColumn(dbproc, 5, SQL_C_DOUBLE, &pNewOrder->Ol[ i].ol_amount, 0) )
return -2;
if (GetResults(dbproc) )
return -2;
pNewOrder->total_amount = pNewOrder->total_amount + pNewOrder->Ol[
i].ol_amount;
if (!pEcbInfo->bDeadlock )
{
if (MoreResults(dbproc) )
return -2;
}
if (pEcbInfo->bDeadlock )
break;
}
if (!SQLDetectDeadlock(dbproc) )
{
if (BindColumn(dbproc, 1, SQL_C_DOUBLE, &pNewOrder->w_tax, 0) )
return -2;
if (BindColumn(dbproc, 2, SQL_C_DOUBLE, &pNewOrder->d_tax, 0) )
return -2;
if (BindColumn(dbproc, 3, SQL_C_SLONG, &pNewOrder->o_id, 0) )
return -2;
if (BindColumn(dbproc, 4, SQL_C_CHAR, &pNewOrder->c_last,
sizeof(pNewOrder->c_last)) )
return -2;
if (BindColumn(dbproc, 5, SQL_C_DOUBLE, &pNewOrder->c_discount, 0) )
return -2;
if (BindColumn(dbproc, 6, SQL_C_CHAR, &pNewOrder->c_credit,
sizeof(pNewOrder->c_credit)) )
return -2;
if (BindColumn(dbproc, 7, SQL_C_TIMESTAMP, &pNewOrder->o_entry_d, 0) )
return -2;
if (BindColumn(dbproc, 8, SQL_C_SLONG, &commit_flag, 0) )
return -2;
if (GetResults(dbproc) )
return -2;
SQLFreeStmt(dbproc->hstmt, SQL_CLOSE);
if (commit_flag == 1)
{
pNewOrder->total_amount = pNewOrder->total_amount * ((1+ pNewOrder-
>w_tax + pNewOrder->d_tax) * (1 - pNewOrder->c_discount));
strcpy(pNewOrder->execution_status, "Transaction committed.");
return TRUE;
}
else
{
strcpy(pNewOrder->execution_status, "Item number is not valid.");
return FALSE;
}
}
else
{
SQLFreeStmt(dbproc->hstmt, SQL_CLOSE);
pNewOrder->num_deadlocks++;
Sleep(DEADLOCKWAIT * tryit);
}
}
// If we reached here, it means we quit after MAX_RETRY deadlocks
strcpy(pNewOrder->execution_status, "Hit deadlock max.");
return -1;
}
}
else
int SQLNewOrder(EXTENSION_CONTROL_BLOCK* pECB, int iTermId, int
iSynclD, DBPROCESS *dbproc, NEW_ORDER_DATA

```

```

*pNewOrder, short deadlock_retry)
{
    RETCODE rc;
    int i;
    DBINT commit_flag;
    int tryit;
    char printbuf[ 25];
    char tmpbuf[ 30];
    DBDATETIME datetime;
    BYTE * pData;
    PECBINFO pEcBInfo;
    if ((pEcBInfo = (PECBINFO) dbgetuserdata(dbproc)) )
    {
        pEcBInfo->pECB = pECB;
        pEcBInfo->bFailed = FALSE;
        pEcBInfo->iTermId = iTermId;
        pEcBInfo->iSynclId = iSynclId;
    }
    pNewOrder->num_deadlocks = 0;
    strcpy(tmpbuf, "tpcc_neworder");
    for (tryit= 0; tryit < deadlock_retry; tryit++)
    {
        if (dbrpcinit(dbproc, tmpbuf, 0) == SUCCEED)
        {
            dbrpcparam(dbproc, NULL, 0, SQLINT2, -1, -1, (BYTE *) &pNewOrder->w_id);
            dbrpcparam(dbproc, NULL, 0, SQLINT1, -1, -1, (BYTE *) &pNewOrder->d_id);
            dbrpcparam(dbproc, NULL, 0, SQLINT4, -1, -1, (BYTE *) &pNewOrder->c_id);
            dbrpcparam(dbproc, NULL, 0, SQLINT1, -1, -1, (BYTE *) &pNewOrder->o_o_cnt);
            pNewOrder->o_all_local = 1;
            for (i = 0; i < pNewOrder->o_o_cnt; i++)
            {
                if (pNewOrder->o_all_local && pNewOrder->OI[ i].ol_supply_w_id !=
                    pNewOrder->w_id )
                    pNewOrder->o_all_local = 0;
            }
            dbrpcparam(dbproc, NULL, 0, SQLINT1, -1, -1, (BYTE *)
                &pNewOrder->o_all_local);
            for (i = 0; i < pNewOrder->o_o_cnt; i++)
            {
                dbrpcparam(dbproc, NULL, 0, SQLINT4, -1, -1, (BYTE *)
                    &pNewOrder->OI[ i].ol_i_id);
                dbrpcparam(dbproc, NULL, 0, SQLINT2, -1, -1, (BYTE *)
                    &pNewOrder->OI[ i].ol_supply_w_id);
                dbrpcparam(dbproc, NULL, 0, SQLINT2, -1, -1, (BYTE *)
                    &pNewOrder->OI[ i].ol_quantity);
            }
        }
        if (dbrpcexec(dbproc) == SUCCEED)
        {
            pNewOrder->total_amount= 0;
            // Get results from order line
            for (i = 0; i < pNewOrder->o_o_cnt; i++)
            {
                if (((rc = dbresults(dbproc)) != NO_MORE_RESULTS) &&
                    (rc != FAIL))
                {
                    if (DBROWS(dbproc) && (dbnumcols(dbproc) == 5))
                    {
                        while (dbnextrow(dbproc) != NO_MORE_ROWS)
                        {
                            if(pData= dbdata(dbproc, 1))
                                UtilStrCpy(pNewOrder->OI[ i].ol_i_name, pData,
                                    dbdatlen(dbproc, 1));
                            if(pData= dbdata(dbproc, 2))
                                pNewOrder->OI[ i].ol_stock = (*(DBSMALLINT *) pData);
                            if(pData= dbdata(dbproc, 3))
                                UtilStrCpy(pNewOrder->OI[ i].ol_brand_generic, pData,
                                    dbdatlen(dbproc, 3));
                            if(pData= dbdata(dbproc, 4))
                                pNewOrder->OI[ i].ol_i_price = (*(DBFLT8 *) pData);
                            if(pData= dbdata(dbproc, 5))

```

```

pNewOrder->OI[ i].ol_amount = (*(DBFLT8 *) pData);
pNewOrder->total_amount = pNewOrder->total_amount + pNewOrder->OI[
i].ol_amount;
            }
        }
    }
    while (((rc = dbresults(dbproc)) != NO_MORE_RESULTS) && (rc != FAIL))
    {
        if (DBROWS(dbproc) && (dbnumcols(dbproc) == 8))
        {
            while (((rc = dbnextrow(dbproc)) != NO_MORE_ROWS) &&
                (rc != FAIL))
            {
                if(pData= dbdata(dbproc, 1))
                    pNewOrder->w_tax = (*(DBFLT8 *) pData);
                if(pData= dbdata(dbproc, 2))
                    pNewOrder->d_tax = (*(DBFLT8 *) pData);
                if(pData= dbdata(dbproc, 3))
                    pNewOrder->o_id = (*(DBINT *) pData);
                if(pData= dbdata(dbproc, 4))
                    UtilStrCpy(pNewOrder->c_last, pData, dbdatlen(dbproc, 4));
                if(pData= dbdata(dbproc, 5))
                    pNewOrder->c_discount = (*(DBFLT8 *) pData);
                if(pData= dbdata(dbproc, 6))
                    UtilStrCpy(pNewOrder->c_credit, pData, dbdatlen(dbproc, 6));
                if(pData= dbdata(dbproc, 7))
                {
                    datetime = (*(DBDATETIME *) pData);
                    dbdatecrack(dbproc, &pNewOrder->o_entry_d, &datetime);
                }
                if(pData= dbdata(dbproc, 8)) commit_flag = (*(DBTINYINT *) pData);
            }
        }
        if (SQLDetectDeadlock(dbproc))
        {
            pNewOrder->num_deadlocks++;
            sprintf(printbuf, " deadlock: retry: %d", pNewOrder->num_deadlocks);
            Sleep(DEADLOCKWAIT * tryit);
        }
        else
        {
            if (commit_flag == 1)
            {
                pNewOrder->total_amount = pNewOrder->total_amount * ((1 + pNewOrder-
                    >w_tax + pNewOrder->d_tax) * (1 - pNewOrder->c_discount));
                strcpy(pNewOrder->execution_status, " Transaction committed.");
                return TRUE;
            }
            else
            {
                strcpy(pNewOrder->execution_status, " Item number is not valid.");
                return FALSE;
            }
        }
        // If we reached here, it means we quit after MAX_RETRY deadlocks
        strcpy(pNewOrder->execution_status, " Hit deadlock max.");
        return -1; // " deadlock max retry reached!"
    }
}
/* FUNCTION: int SQLPayment(EXTENSION_CONTROL_BLOCK *pECB, int
iTermId, int iSynclId, DBPROCESS *dbproc, PAYMENT_DATA *pPayment, short
deadlock_retry)
*
* PURPOSE: This function handles the payment transaction.
*
* ARGUMENTS: EXTENSION_CONTROL_BLOCK* pECBpassed in structure

```

```

pointer from inetsrv.
* int iTermId terminal id of browser
* int iSynclId sync id of browser
* DBPROCESS* dbproc connection db process id
* PAYMENT_DATA* pPayment pointer to payment input/ output data structure
* short deadlock_retry deadlock retry count
*
* RETURNS: int TRUE success
* -1 max deadlocked reached
*
* COMMENTS: None
*
*/
#ifdef USE_ODBC
int SQLPayment(EXTENSION_CONTROL_BLOCK *pECB, int iTermId, int
iSynclId, DBPROCESS *dbproc, PAYMENT_DATA *pPayment, short
deadlock_retry)
{
    int tryit;
    char printbuf[ 25];
    char buffer[ 255];
    BOOL deadlock_detected;
    PECBINFO pEcBInfo;
    if ((pEcBInfo = (PECBINFO) dbgetuserdata(dbproc)) )
    {
        pEcBInfo->pECB = pECB;
        pEcBInfo->bFailed = FALSE;
        pEcBInfo->iTermId = iTermId;
        pEcBInfo->iSynclId = iSynclId;
    }
    if (ReopenConnection(dbproc) )
        return -3;
    pPayment->num_deadlocks = 0;
    for (tryit= 0; tryit < deadlock_retry; tryit++)
    {
        deadlock_detected = FALSE;
        strcpy(buffer, " call tpcc_payment(?,?,?,?);");
        if (pPayment->c_id == 0)
            strcat(buffer, ",?");
        strcat(buffer, "));");
        BindParameter(dbproc, 1, SQL_C_SSHORT, SQL_SMALLINT, 0, 0,
            &pPayment->w_id, 0);
        BindParameter(dbproc, 2, SQL_C_SSHORT, SQL_SMALLINT, 0, 0,
            &pPayment->c_w_id, 0);
        BindParameter(dbproc, 3, SQL_C_DOUBLE, SQL_NUMERIC, 6, 2, &pPayment->
            >h_amount, 0);
        BindParameter(dbproc, 4, SQL_C_STINYINT, SQL_TINYINT, 0, 0, &pPayment-
            >d_id, 0);
        BindParameter(dbproc, 5, SQL_C_STINYINT, SQL_TINYINT, 0, 0, &pPayment-
            >c_d_id, 0);
        BindParameter(dbproc, 6, SQL_C_SLONG, SQL_INTEGER, (UINT) SQL_NTS,
            0, &pPayment->c_id, 0);
        if (pPayment->c_id == 0)
            BindParameter(dbproc, 7, SQL_C_CHAR, SQL_CHAR, (UINT) SQL_NTS, 0,
                &pPayment->c_last, sizeof(pPayment->c_last));
        if (ExecuteStatement(dbproc, buffer) )
            if (!pEcBInfo->bDeadlock )
                return -2;
            if (!pEcBInfo->bDeadlock )
            {
                if (BindColumn(dbproc, 1, SQL_C_SLONG, &pPayment->c_id, 0) )
                    return -2;
                if (BindColumn(dbproc, 2, SQL_C_CHAR, &pPayment->c_last,
                    sizeof(pPayment->c_last)) )
                    return -2;
                if (BindColumn(dbproc, 3, SQL_C_TIMESTAMP, &pPayment->h_date, 0) )
                    return -2;
                if (BindColumn(dbproc, 4, SQL_C_CHAR, &pPayment->w_street_1,
                    sizeof(pPayment->w_street_1)) )
                    return -2;
                if (BindColumn(dbproc, 5, SQL_C_CHAR, &pPayment->w_street_2,

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sizeof(pPayment->w_street_2))
return -2;
if (BindColumn(dbproc, 6, SQL_C_CHAR, &pPayment->w_city,
sizeof(pPayment->w_city))
return -2;
if (BindColumn(dbproc, 7, SQL_C_CHAR, &pPayment->w_state,
sizeof(pPayment->w_state))
return -2;
if (BindColumn(dbproc, 8, SQL_C_CHAR, &pPayment->w_zip,
sizeof(pPayment->w_zip))
return -2;
if (BindColumn(dbproc, 9, SQL_C_CHAR, &pPayment->d_street_1,
sizeof(pPayment->d_street_1))
return -2;
if (BindColumn(dbproc, 10, SQL_C_CHAR, &pPayment->d_street_2,
sizeof(pPayment->d_street_2))
return -2;
if (BindColumn(dbproc, 11, SQL_C_CHAR, &pPayment->d_city,
sizeof(pPayment->d_city))
return -2;
if (BindColumn(dbproc, 12, SQL_C_CHAR, &pPayment->d_state,
sizeof(pPayment->d_state))
return -2;
if (BindColumn(dbproc, 13, SQL_C_CHAR, &pPayment->d_zip,
sizeof(pPayment->d_zip))
return -2;
if (BindColumn(dbproc, 14, SQL_C_CHAR, &pPayment->c_first,
sizeof(pPayment->c_first))
return -2;
if (BindColumn(dbproc, 15, SQL_C_CHAR, &pPayment->c_middle,
sizeof(pPayment->c_middle))
return -2;
if (BindColumn(dbproc, 16, SQL_C_CHAR, &pPayment->c_street_1,
sizeof(pPayment->c_street_1))
return -2;
if (BindColumn(dbproc, 17, SQL_C_CHAR, &pPayment->c_street_2,
sizeof(pPayment->c_street_2))
return -2;
if (BindColumn(dbproc, 18, SQL_C_CHAR, &pPayment->c_city,
sizeof(pPayment->c_city))
return -2;
if (BindColumn(dbproc, 19, SQL_C_CHAR, &pPayment->c_state,
sizeof(pPayment->c_state))
return -2;
if (BindColumn(dbproc, 20, SQL_C_CHAR, &pPayment->c_zip,
sizeof(pPayment->c_zip))
return -2;
if (BindColumn(dbproc, 21, SQL_C_CHAR, &pPayment->c_phone,
sizeof(pPayment->c_phone))
return -2;
if (BindColumn(dbproc, 22, SQL_C_TIMESTAMP, &pPayment->c_since, 0)
return -2;
if (BindColumn(dbproc, 23, SQL_C_CHAR, &pPayment->c_credit,
sizeof(pPayment->c_credit))
return -2;
if (BindColumn(dbproc, 24, SQL_C_DOUBLE, &pPayment->c_credit_lim, 0)
return -2;
if (BindColumn(dbproc, 25, SQL_C_DOUBLE, &pPayment->c_discount, 0)
return -2;
if (BindColumn(dbproc, 26, SQL_C_DOUBLE, &pPayment->c_balance, 0)
return -2;
if (BindColumn(dbproc, 27, SQL_C_CHAR, &pPayment->c_data,
sizeof(pPayment->c_data))
return -2;
if (GetResults(dbproc)
return -2;
}
SQLFreeStmt(dbproc->hstmt, SQL_CLOSE);
if (SQLDetectDeadlock(dbproc)
{
pPayment->num_deadlocks++;

```

```

sprintf(printbuf, " deadlock: retry: %d", pPayment->num_deadlocks);
Sleep(DEADLOCKWAIT* tryit);
}
else
{
if (pPayment->c_id == 0)
{
strcpy(pPayment->execution_status, "Invalid Customer
id, name.");
return 0;
}
else
strcpy(pPayment->execution_status, "Transaction
committed.");
return TRUE;
}
}
// If we reached here, it means we quit after MAX_RETRY deadlocks
strcpy(pPayment->execution_status, "Hit deadlock max. ");
return -1;
}
#else
int SQLPayment(EXTENSION_CONTROL_BLOCK *pECB, int iTermId, int
iSyncl, DBPROCESS *dbproc, PAYMENT_DATA *pPayment, short
deadlock_retry)
{
RETCODE rc;
int tryit;
char printbuf[ 26];
DBDATETIME datetime;
BYTE * pData;
PECBINFO pEcbInfo;
if ((pEcbInfo = (PECBINFO) dbgetuserdata(dbproc))
{
pEcbInfo->pECB = pECB;
pEcbInfo->bFailed = FALSE;
pEcbInfo->iTermId = iTermId;
pEcbInfo->iSyncl = iSyncl;
}
pPayment->num_deadlocks = 0;
for (tryit= 0; tryit < deadlock_retry; tryit++)
{
if (dbrpcinit(dbproc, "tpcc_payment", 0) == SUCCEED)
{
dbrpcparam(dbproc, NULL, 0, SQLINT2, -1, -1, (BYTE *) &pPayment->w_id);
dbrpcparam(dbproc, NULL, 0, SQLINT2, -1, -1, (BYTE *) &pPayment->c_w_id);
dbrpcparam(dbproc, NULL, 0, SQLFLT8, -1, -1, (BYTE *) &pPayment-
>h_amount);
dbrpcparam(dbproc, NULL, 0, SQLINT1, -1, -1, (BYTE *) &pPayment->d_id);
dbrpcparam(dbproc, NULL, 0, SQLINT1, -1, -1, (BYTE *) &pPayment->c_d_id);
dbrpcparam(dbproc, NULL, 0, SQLINT4, -1, -1, (BYTE *) &pPayment->c_id);
if (pPayment->c_id == 0)
{
dbrpcparam(dbproc, NULL, 0, SQLCHAR, -1, strlen(pPayment->c_last),
pPayment->c_last);
}
}
if (dbrpcexec(dbproc) == SUCCEED)
{
while (((rc = dbresults(dbproc)) != NO_MORE_RESULTS) && (rc != FAIL))
{
if (DBROWS(dbproc) && (dbnumcols(dbproc) == 27))
{
while (((rc = dbnextrow(dbproc)) != NO_MORE_ROWS) && (rc != FAIL))
{
if(pData= dbdata(dbproc, 1))
pPayment->c_id = *((DBINT *) pData);
if(pData= dbdata(dbproc, 2))
UtilStrCpy(pPayment->c_last, pData, dbdatlen(dbproc, 2));
if(pData= dbdata(dbproc, 3))
{

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datetime = *((DBDATETIME *) pData);
dbdatecrack(dbproc, &pPayment->h_date, &datetime);
}
if(pData= dbdata(dbproc, 4))
UtilStrCpy(pPayment->w_street_1, pData,
dbdatlen(dbproc, 4));
if(pData= dbdata(dbproc, 5))
UtilStrCpy(pPayment->w_street_2, pData,
dbdatlen(dbproc, 5));
if(pData= dbdata(dbproc, 6))
UtilStrCpy(pPayment->w_city, pData, dbdatlen(dbproc,
6));
if(pData= dbdata(dbproc, 7))
UtilStrCpy(pPayment->w_state, pData, dbdatlen(dbproc,
7));
if(pData= dbdata(dbproc, 8))
UtilStrCpy(pPayment->w_zip, pData, dbdatlen(dbproc, 8));
if(pData= dbdata(dbproc, 9))
UtilStrCpy(pPayment->d_street_1, pData, dbdatlen(dbproc, 9));
if(pData= dbdata(dbproc, 10))
UtilStrCpy(pPayment->d_street_2, pData, dbdatlen(dbproc, 10));
if(pData= dbdata(dbproc, 11))
UtilStrCpy(pPayment->d_city, pData, dbdatlen(dbproc, 11));
if(pData= dbdata(dbproc, 12))
UtilStrCpy(pPayment->d_state, pData, dbdatlen(dbproc, 12));
if(pData= dbdata(dbproc, 13))
UtilStrCpy(pPayment->d_zip, pData, dbdatlen(dbproc, 13));
if(pData= dbdata(dbproc, 14))
UtilStrCpy(pPayment->c_first, pData, dbdatlen(dbproc, 14));
if(pData= dbdata(dbproc, 15))
UtilStrCpy(pPayment->c_middle, pData, dbdatlen(dbproc, 15));
if(pData= dbdata(dbproc, 16))
UtilStrCpy(pPayment->c_street_1, pData, dbdatlen(dbproc, 16));
if(pData= dbdata(dbproc, 17))
UtilStrCpy(pPayment->c_street_2, pData, dbdatlen(dbproc, 17));
if(pData= dbdata(dbproc, 18))
UtilStrCpy(pPayment->c_city, pData, dbdatlen(dbproc, 18));
if(pData= dbdata(dbproc, 19))
UtilStrCpy(pPayment->c_state, pData, dbdatlen(dbproc, 19));
if(pData= dbdata(dbproc, 20))
UtilStrCpy(pPayment->c_zip, pData, dbdatlen(dbproc, 20));
if(pData= dbdata(dbproc, 21))
UtilStrCpy(pPayment->c_phone, pData, dbdatlen(dbproc, 21));
if(pData= dbdata(dbproc, 22))
{
datetime = *((DBDATETIME *) pData);
dbdatecrack(dbproc, &pPayment->c_since, &datetime);
}
if(pData= dbdata(dbproc, 23))
UtilStrCpy(pPayment->c_credit, pData, dbdatlen(dbproc, 23));
if(pData= dbdata(dbproc, 24))
pPayment->c_credit_lim = *((DBFLT8 *) pData);
if(pData= dbdata(dbproc, 25))
pPayment->c_discount = *((DBFLT8 *) pData);
if(pData= dbdata(dbproc, 26))
pPayment->c_balance = *((DBFLT8 *) pData);
if(pData= dbdata(dbproc, 27))
UtilStrCpy(pPayment->c_data, pData, dbdatlen(dbproc, 27));
}
}
}
if (SQLDetectDeadlock(dbproc))
{
pPayment->num_deadlocks++;
sprintf(printbuf, " deadlock: retry: %d", pPayment->num_deadlocks);
Sleep(DEADLOCKWAIT* tryit);
}
else
{
if (pPayment->c_id == 0)

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```

{
strcpy(pPayment->execution_status, " Invalid Customer id, name.");
return 0;
}
else
strcpy(pPayment->execution_status, " Transaction committed.");
return TRUE;
}
}
// If we reached here, it means we quit after MAX_RETRY deadlocks
strcpy(pPayment->execution_status, " Hit deadlock max. ");
return -1; // " deadlock max retry reached!"
}
#endif
/* FUNCTION: int (EXTENSION_CONTROL_BLOCK *pECB, int iTermId, int
iSynclD, DBPROCESS *dbproc, ORDER_STATUS_DATA *pOrderStatus, short
deadlock_retry)
*
* PURPOSE: This function processes the Order Status transaction.
*
* ARGUMENTS: EXTENSION_CONTROL_BLOCK* pECBpassed in structure
pointer from inetsrv.
* intiTermIdterminal id of browser
* intiSynclDsync id of browser
* DBPROCESS* dbprocconnection db process id
* ORDER_STATUS_DATA* pOrderStatuspointer to Order Status data input/
output structure
* shortdeadlock_retrydeadlock retry count
*
* RETURNS: int- 1max deadlock reached
* 0No orders found for customer
* 1Transaction successful
*
* COMMENTS: None
*/
#ifdef USE_ODBC
int SQLOrderStatus(EXTENSION_CONTROL_BLOCK *pECB, int iTermId, int
iSynclD, DBPROCESS *dbproc, ORDER_STATUS_DATA *pOrderStatus, short
deadlock_retry)
{
int tryit;
int i;
BOOL not_done;
char buffer[ 255];
PECBINFO pEcblInfo;
if ((pEcblInfo = (PECBINFO) dbgetuserdata(dbproc)) )
{
pEcblInfo->pECB = pECB;
pEcblInfo->bFailed = FALSE;
pEcblInfo->iTermId = iTermId;
pEcblInfo->iSynclD = iSynclD;
}
if (ReopenConnection(dbproc) )
return -3;
pOrderStatus->num_deadlocks = 0;
for (tryit= 0; tryit < deadlock_retry; tryit++)
{
pEcblInfo->bDeadlock = FALSE;
strcpy(buffer, "call tpcc_orderstatus(?,?,?);");
if (pOrderStatus->c_id == 0)
strcat(buffer, ",?");
strcat(buffer, "));");
BindParameter(dbproc, 1, SQL_C_SSHORT, SQL_SMALLINT, 0, 0,
&pOrderStatus->w_id, 0);
BindParameter(dbproc, 2, SQL_C_STINYINT, SQL_TINYINT, 0, 0,
&pOrderStatus->d_id, 0);
BindParameter(dbproc, 3, SQL_C_SLONG, SQL_INTEGER, 0, 0,
&pOrderStatus->c_id, 0);
if (pOrderStatus->c_id == 0)
BindParameter(dbproc, 4, SQL_C_CHAR, SQL_CHAR, (UINT) SQL_NTS, 0,

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&pOrderStatus->c_last,
sizeof(pOrderStatus->c_last));
if (ExecuteStatement(dbproc, buffer) )
if (!SQLDetectDeadlock(dbproc) )
return -2;
not_done = TRUE;
i = 0;
while (not_done && !pEcblInfo->bDeadlock )
{
if (BindColumn(dbproc, 1, SQL_C_SSHORT, &pOrderStatus-
>OOrderStatusData[ i].ol_supply_w_id, 0) )
return -2;
if (BindColumn(dbproc, 2, SQL_C_SLONG, &pOrderStatus->OOrderStatusData[
i].ol_i_id, 0) )
return -2;
if (BindColumn(dbproc, 3, SQL_C_SSHORT, &pOrderStatus-
>OOrderStatusData[ i].ol_quantity, 0) )
return -2;
if (BindColumn(dbproc, 4, SQL_C_DOUBLE, &pOrderStatus-
>OOrderStatusData[ i].ol_amount, 0) )
return -2;
if (BindColumn(dbproc, 5, SQL_C_TIMESTAMP, &pOrderStatus-
>OOrderStatusData[ i].ol_delivery_d, 0) )
return -2;
switch(SQLFetch(dbproc->hstmt) )
{
case SQL_ERROR:
if (!pEcblInfo->bDeadlock )
return -2;
break;
case SQL_NO_DATA_FOUND:
not_done = FALSE;
break;
default:
i++;
break;
}
}
pOrderStatus->o_ol_cnt = i;
if (i)
{
if (!pEcblInfo->bDeadlock )
{
if (MoreResults(dbproc) )
{
if (!pEcblInfo->bDeadlock )
return -2;
}
else
{
if (!pEcblInfo->bDeadlock )
{
if (BindColumn(dbproc, 1, SQL_C_SLONG, &pOrderStatus->c_id, 0) )
return -2;
if (BindColumn(dbproc, 2, SQL_C_CHAR, &pOrderStatus->c_last,
sizeof(pOrderStatus->c_last) ) )
return -2;
if (BindColumn(dbproc, 3, SQL_C_CHAR, &pOrderStatus->c_first,
sizeof(pOrderStatus->c_first) ) )
return -2;
if (BindColumn(dbproc, 4, SQL_C_CHAR, &pOrderStatus->c_middle,
sizeof(pOrderStatus->c_middle) ) )
return -2;
if (BindColumn(dbproc, 5, SQL_C_TIMESTAMP,
&pOrderStatus->o_entry_d, 0) )
return -2;
if (BindColumn(dbproc, 6, SQL_C_SSHORT, &pOrderStatus->o_carrier_id, 0) )
return -2;
if (BindColumn(dbproc, 7, SQL_C_DOUBLE, &pOrderStatus->c_balance, 0) )
return -2;
if (BindColumn(dbproc, 8, SQL_C_SLONG, &pOrderStatus->o_id, 0) )

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return -2;
if (GetResults(dbproc) )
return -2;
}
}
}
else
{
SQLFreeStmt(dbproc->hstmt, SQL_CLOSE);
return 0; // " No orders found for customer"
}
SQLFreeStmt(dbproc->hstmt, SQL_CLOSE);
if (pEcblInfo->bDeadlock )
{
pOrderStatus->num_deadlocks++;
Sleep(DEADLOCKWAIT* tryit);
}
else
{
if (pOrderStatus->c_id == 0 && pOrderStatus->c_last[ 0]
== 0)
strcpy(pOrderStatus->execution_status, " Invalid Customer id, name.");
else
strcpy(pOrderStatus->execution_status, " Transaction committed.");
return 1;
}
}
// If we reached here, it means we quit after MAX_RETRY deadlocks
strcpy(pOrderStatus->execution_status, " Hit deadlock max.");
return -1;
}
}
#else
int SQLOrderStatus(EXTENSION_CONTROL_BLOCK *pECB, int iTermId, int
iSynclD, DBPROCESS *dbproc, ORDER_STATUS_DATA *pOrderStatus, short
deadlock_retry)
{
RETCODE rc;
int tryit;
int i;
char printbuff[ 25];
DBDATETIME datetime;
BYTE * pData;
PECBINFO pEcblInfo;
if ((pEcblInfo = (PECBINFO) dbgetuserdata(dbproc)) )
{
pEcblInfo->pECB = pECB;
pEcblInfo->bFailed = FALSE;
pEcblInfo->iTermId = iTermId;
pEcblInfo->iSynclD = iSynclD;
}
pOrderStatus->num_deadlocks = 0;
for (tryit= 0; tryit < deadlock_retry; tryit++)
{
if (dbrcpinit(dbproc, "tpcc_orderstatus", 0) == SUCCEED)
{
dbrcpparam(dbproc, NULL, 0, SQLINT2, -1, -1, (BYTE *) &pOrderStatus->w_id);
dbrcpparam(dbproc, NULL, 0, SQLINT1, -1, -1, (BYTE *) &pOrderStatus->d_id);
dbrcpparam(dbproc, NULL, 0, SQLINT4, -1, -1, (BYTE *) &pOrderStatus->c_id);
if (pOrderStatus->c_id == 0)
{
dbrcpparam(dbproc, NULL, 0, SQLCHAR, -1, strlen(pOrderStatus->c_last),
pOrderStatus->c_last);
}
}
}
if (dbrcpexec(dbproc) == SUCCEED)
{
while (((rc = dbresults(dbproc)) != NO_MORE_RESULTS) &&
(rc != FAIL))
{
if (DBROWS(dbproc) && (dbnumcols(dbproc) == 5))

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{
i = 0;
while (((rc = dbnextrow(dbproc)) != NO_MORE_ROWS) &&
(rc != FAIL))
{
if(pData= dbdata(dbproc, 1))
pOrderStatus->OOrderStatusData[ i].ol_supply_w_id = (*DBSMALLINT *)
pData);
if(pData= dbdata(dbproc, 2))
pOrderStatus->OOrderStatusData[ i].ol_i_id = (*DBINT *) pData);
if(pData= dbdata(dbproc, 3))
pOrderStatus->OOrderStatusData[ i].ol_quantity = (*DBSMALLINT *) pData);
if(pData= dbdata(dbproc, 4))
pOrderStatus->OOrderStatusData[ i].ol_amount = (*DBFLT8 *) pData);
if(pData= dbdata(dbproc, 5))
{
datetime = (*(DBDATETIME *) pData);
dbdatecrack(dbproc, &pOrderStatus->OOrderStatusData[ i].ol_delivery_d,
&datetime);
}
}
i++;
}
pOrderStatus->o_ol_cnt = i;
}
else if (DBROWS(dbproc) && (dbnumcols(dbproc) == 8))
{
while (((rc = dbnextrow(dbproc)) != NO_MORE_ROWS) &&
(rc != FAIL))
{
if(pData= dbdata(dbproc, 1))
pOrderStatus->c_id = (*DBINT *) pData);
if(pData= dbdata(dbproc, 2))
UtilStrCpy(pOrderStatus->c_last, pData, dbdatlen(dbproc, 2));
if(pData= dbdata(dbproc, 3))
UtilStrCpy(pOrderStatus->c_first, pData, dbdatlen(dbproc, 3));
if(pData= dbdata(dbproc, 4))
UtilStrCpy(pOrderStatus->c_middle, pData, dbdatlen(dbproc, 4));
if(pData= dbdata(dbproc, 5))
{
datetime = (*(DBDATETIME *) pData);
dbdatecrack(dbproc, &pOrderStatus->o_entry_d, &datetime);
}
}
if(pData= dbdata(dbproc, 6))
pOrderStatus->o_carrier_id = (*DBSMALLINT *) pData);
if(pData= dbdata(dbproc, 7))
pOrderStatus->c_balance = (*DBFLT8 *) pData);
if(pData= dbdata(dbproc, 8))
pOrderStatus->o_id = (*DBINT *) pData);
}
}
if (i== 0)
return 0; // " No orders found for customer"
}
}
if (SQLDetectDeadlock(dbproc))
{
pOrderStatus->num_deadlocks++;
sprintf(printbuf, " deadlock: retry: %d", pOrderStatus->num_deadlocks);
Sleep(DEADLOCKWAIT * tryit);
}
else
{
if (pOrderStatus->c_id == 0 && pOrderStatus->c_last[ 0]
== 0)
strcpy(pOrderStatus->execution_status, " Invalid Customer id, name.");
else
strcpy(pOrderStatus->execution_status, " Transaction committed.");
return 1;
}
}
}
// If we reached here, it means we quit after MAX_RETRY deadlocks

```

```

strcpy(pOrderStatus->execution_status, " Hit deadlock max.");
return -1; // " deadlock max retry reached!"
}
#endif
/* FUNCTION: BOOL SQLDetectDeadlock(DBPROCESS *dbproc)
*
* PURPOSE: This function checks to see if a sql server deadlock condition
exists.
*
* ARGUMENTS: DBPROCESS* dbprocconnection db process id to check
*
* RETURNS: BOOLFALSEno deadlock detected
* TRUEdeadlock condition exists
*
* COMMENTS: None
*
*/
BOOL SQLDetectDeadlock(DBPROCESS *dbproc)
{
PECBINFO pEcblInfo;
if ((pEcblInfo = (PECBINFO) dbgetuserdata(dbproc)) )
{
if (pEcblInfo->bDeadlock )
{
pEcblInfo->bDeadlock = FALSE;
return TRUE;
}
}
return FALSE;
}
#endif
/* FUNCTION: void dbsetuserdata(PDBPROCESS dbproc, void *uPtr)
*
* PURPOSE: This function sets a user pointer in a dbproc structure
*This functionality is not provided in odbc so this function
*provides it.
*
* ARGUMENTS: DBPROCESSdbprocODBC dbprocess structure
*void *uPtrreturned data user pointer
*
* RETURNS: none
*
* COMMENTS: The caller is responsible for the contents of the uPtr.
*
*/
void dbsetuserdata(PDBPROCESS dbproc, void *uPtr)
{
dbproc->uPtr = uPtr;
}
/* FUNCTION: void dbsetuserdata(PDBPROCESS dbproc, void *uPtr)
*
* PURPOSE: This function returns the user pointer stored in a dbproc structure
*This functionality is not provided in odbc so this function
*provides it.
*
* ARGUMENTS: DBPROCESSdbprocODBC dbprocess structure
*
* RETURNS: none
*
* COMMENTS: The returned pointer is placed in the dbproc structure by the
dbsetuserdata() API.
*
*/
void *dbgetuserdata(PDBPROCESS dbproc)
{
return dbproc->uPtr;
}
/* FUNCTION: void BindParameter(PDBPROCESS dbproc, UWORD ipar,
SWORD fCType, SWORD fSqlType, UDWORD cbColDef, SWORD ibScale,
PTR rgbValue, SDWORD cbValueMax)
*

```

```

* PURPOSE: This function wraps the functionality provided by the
SQLBindParameter
*allowing error process so that each bind call does not need to provide
*error and message checking.
*
* ARGUMENTS: PDBPROCESSdbprocpointer to odbc dbprocess structure
*UWORDiparParameter number, ordered sequentially left to right, starting at 1.
*SWORDfParamTypeThe type of the parameter.
*SWORDfCTypeThe C data type of the parameter.
*SWORDfSqlTypeThe SQL data type of the parameter.
*UDWORDcbColDefThe precision of the column or expression
*of the corresponding parameter marker.
*SWORDibScaleThe scale of the column or expression of the corresponding
*parameter marker.
*PTRrgbValueA pointer to a buffer for the parameter's data.
*SDWORDcbValueMaxMaximum length of the rgbValue buffer.
*void *uPtrreturned data user pointer
*
* RETURNS: none
*
* COMMENTS: The returned pointer is placed in the dbproc structure by the
dbset
*
*/
void BindParameter(PDBPROCESS dbproc, UWORD ipar, SWORD fCType,
SWORD fSqlType, UDWORD cbColDef, SWORD ibScale, PTR rgbValue,
SDWORD cbValueMax)
{
RETCODE rc;
if (((PECBINFO) dbgetuserdata(dbproc))->bFailed )
return;
rc = SQLBindParameter(dbproc->hstmt, ipar, SQL_PARAM_INPUT, fCType,
fSqlType, cbColDef, ibScale, rgbValue, cbValueMax, NULL);
if (rc == SQL_ERROR)
ODBCError(dbproc);
return;
}
/* FUNCTION: void ODBCError(PDBPROCESS dbproc)
*
* PURPOSE: This function wraps the odbc error call so that the dblink
msg_handler is called.
*This allows the deadlock flag in the dbproc user data structure pEcblInfo in
*dbproc to be set if necessary.
*
* ARGUMENTS: DBPROCESSdbprocODBC dbprocess structure
*
* RETURNS: none
*
* COMMENTS: none
*
*/
void ODBCError(PDBPROCESS dbproc)
{
SDWORD INativeError;
charszState[ 6];
charszMsg[ SQL_MAX_MESSAGE_LENGTH];
charszMsgText[ 256];
PECBINFOpEcblInfo;
charszTmp[ 256];
FILE* fp;
SYSTEMTIMEsystemTime;
pEcblInfo = (PECBINFO) dbgetuserdata(dbproc);
while(SQLError(henv, dbproc->hdbc, dbproc->hstmt,
szState, &INativeError, szMsg, sizeof(szMsg), NULL) ==
SQL_SUCCESS )
{
msg_handler(dbproc, INativeError, 0, 0, szMsg);
if (!INativeError )
{
sprintf(szMsgText, "State = %s, %s", szState, szMsg);
ErrorMessage(pEcblInfo->pECB, -1, ERR_TYPE_ODBC,

```

```

szMsgText, pEcblInfo->iTermId, pEcblInfo->iSyncId);
pEcblInfo->bFailed = TRUE;
GetLocalTime(&systemTime);
fp = fopen(szErrorLogPath, "ab");
EnterCriticalSection(&ErrorLogCriticalSection);
sprintf(szTmp, "Error: SQLSVR(): %s", szMsg);
fprintf(fp, "%2.2d/%2.2d/%2.2d
%2.2d:%2.2d:%2.2d\r\n\r\n%s\r\n\r\n",
systemTime.wYear, systemTime.wMonth, systemTime.wDay,
systemTime.wHour, systemTime.wMinute,
systemTime.wSecond,
szTmp);
LeaveCriticalSection(&ErrorLogCriticalSection);
fclose(fp);
}
}
return;
}
/* FUNCTION: BOOL ExecuteStatement(PDBPROCESS dbproc, szStatement)
*
* PURPOSE: This function wraps the odbc SQLExecDirect API so that error
handling and
*and deadlock are taken care of in a common location.
*
* ARGUMENTS: DBRPROCESSdbprocODBC dbprocess structure
*char* szStatementsql stored procedure statement to be executed.
*
* RETURNS: none
*
* COMMENTS: none
*/
BOOL ExecuteStatement(PDBPROCESS dbproc, char *szStatement)
{
  RETCODE rc;
  PECBINFO pEcblInfo;
  pEcblInfo = (PECBINFO) dbgetuserdata(dbproc);
  if (pEcblInfo->bFailed)
    return TRUE;
  rc = SQLExecDirect(dbproc->hstmt, szStatement, SQL_NTS);
  if (rc != SQL_SUCCESS && rc != SQL_SUCCESS_WITH_INFO)
  {
    ODBCError(dbproc);
    if (pEcblInfo->bDeadlock)
      return FALSE;
    return TRUE;
  }
  return FALSE;
}
/* FUNCTION: BOOL BindColumn(PDBPROCESS dbproc, SQLUSMALLINT
icol, SQLSMALLINT fCType, SQLPOINTER rgbValue, SQLINTEGER
cbValueMax)
*
* PURPOSE: This function wraps the odbc SQLBindCol API so that error
handling and
*and deadlock are taken care of in a common location.
*
* ARGUMENTS: DBRPROCESSdbprocODBC dbprocess structure
*UWORDicolColumn number of result data, ordered sequentially left to right,
starting at 1.
*SWORDfCTypeThe C data type of the result data. SQL_C_BINARY,
SQL_C_BIT, SQL_C_BOOKMARK,
*SQL_C_CHAR, SQL_C_DATE, SQL_C_DEFAULT, SQL_C_DOUBLE,
SQL_C_FLOAT, SQL_C_SLONG,
*SQL_C_SSHORT, SQL_C_STINYINT, SQL_C_TIME, SQL_C_TIMESTAMP,
SQL_C_ULONG,
*SQL_C_USHORT, SQL_C_UTINYINT, SQL_C_DEFAULT
*PTRrgbValuePointer to storage for the data.If rgbValue is a null pointer, the
*driver unbinds the column.
*SDWORDcbValueMaxMaximum length of the rgbValue buffer.For character
data, rgbValue

```

```

*must also include space for the null- termination byte.
* RETURNS: none
*
* COMMENTS: none
*/
BOOL BindColumn(PDBPROCESS dbproc, SQLUSMALLINT icol,
SQLSMALLINT fCType, SQLPOINTER rgbValue, SQLINTEGER cbValueMax)
{
  RETCODE rc;
  PECBINFO pEcblInfo;
  pEcblInfo = (PECBINFO) dbgetuserdata(dbproc);
  if (pEcblInfo->bFailed)
    return TRUE;
  rc = SQLBindCol(dbproc->hstmt, icol, fCType, rgbValue, cbValueMax, NULL);
  if (rc == SQL_ERROR)
  {
    ODBCError(dbproc);
    return TRUE;
  }
  return FALSE;
}
/* FUNCTION: BOOL GetResults(PDBPROCESS dbproc)
*
* PURPOSE: This function wraps the odbc SQLFetch API so that error handling
and
*and deadlock are taken care of in a common location.
*
* ARGUMENTS: DBRPROCESSdbprocODBC dbprocess structure
*
* RETURNS: none
*
* COMMENTS: none
*/
BOOL GetResults(PDBPROCESS dbproc)
{
  PECBINFO pEcblInfo;
  pEcblInfo = (PECBINFO) dbgetuserdata(dbproc);
  if (pEcblInfo->bFailed)
    return TRUE;
  if (SQLFetch(dbproc->hstmt) == SQL_ERROR)
  {
    ODBCError(dbproc);
    if (pEcblInfo->bDeadlock)
      return FALSE;
    return TRUE;
  }
  return FALSE;
}
/* FUNCTION: BOOL MoreResults(DBPROCESS dbproc)
*
* PURPOSE: This function wraps the odbc SQLMoreResults API so that error
handling and
*and deadlock are taken care of in a common location.
*
* ARGUMENTS: DBRPROCESSdbprocODBC dbprocess structure
*
* RETURNS: none
*
* COMMENTS: none
*/
BOOL MoreResults(PDBPROCESS dbproc)
{
  PECBINFO pEcblInfo;
  pEcblInfo = (PECBINFO) dbgetuserdata(dbproc);
  if (pEcblInfo->bFailed)
    return TRUE;
  if (SQLMoreResults(dbproc->hstmt) == SQL_ERROR)
  {
    ODBCError(dbproc);
    return TRUE;
  }
  return FALSE;
}

```

```

ODBCError(dbproc);
if (pEcblInfo->bDeadlock)
  return FALSE;
return TRUE;
}
return FALSE;
}
/* FUNCTION: BOOL ReopenConnection(PDBPROCESS dbproc)
*
* PURPOSE: This function is used with connection ODBC pooling to reissue the
*close hdbc connection.
*
* ARGUMENTS: DBRPROCESSdbprocODBC dbprocess structure
*
* RETURNS: FALSE if successfull
*TRUE if an error occurs
*
* COMMENTS: none
*/
BOOL ReopenConnection(PDBPROCESS dbproc)
{
  RETCODE rc;
  PECBINFO pEcblInfo;
  int iCount;
  FILE* fp;
  SYSTEMTIME systemTime;
  if (!bConnectionPooling)
    return FALSE;
  pEcblInfo = (PECBINFO) dbgetuserdata(dbproc);
  iCount = 0;
  /* I don't think this is necessary.ODBC connection pooling should remember
this - damienl
if (SQLSetConnectOption(dbproc->hdbc, SQL_PACKET_SIZE,
4096) == SQL_ERROR)
  {
    ODBCError(dbproc);
    return TRUE;
  }
*/
if (SQLAllocConnect(henv, &dbproc->hdbc) == SQL_ERROR)
  {
    ODBCError(dbproc);
    return TRUE;
  }
rc = SQLConnect(dbproc->hdbc, szServer, SQL_NTS, szUser, SQL_NTS,
szPassword, SQL_NTS);
while (rc != SQL_SUCCESS && rc != SQL_SUCCESS_WITH_INFO)
  {
    Sleep(iConnectDelay); // wait and try again
    iCount++;
    if ((iCount % 1) == 0)
    {
      fp = fopen(szErrorLogPath, "ab");
      GetLocalTime(&systemTime);
      fprintf(fp, "** CONNECTION POOL * %2.2d/%2.2d/%2.2d %2.2d:%2.2d:%2.2d
TermId = %d, SyncID = %d, Spin Count =
%d\r\n\r\n",
systemTime.wYear, systemTime.wMonth, systemTime.wDay,
systemTime.wHour, systemTime.wMinute,
systemTime.wSecond,
pEcblInfo->iTermId, pEcblInfo->iSyncId, iCount);
      fclose(fp);
    }
rc = SQLConnect(dbproc->hdbc, szServer, SQL_NTS,
szUser, SQL_NTS, szPassword, SQL_NTS);
}
rc = SQLAllocStmnt(dbproc->hdbc, &dbproc->hstmt);
if (rc == SQL_ERROR)
  {
    ODBCError(dbproc);

```



```

return TRUE;
}
rc = SQLExecDirect((dbproc)->hstmt, "use tpcc set
nocount on set XACT_ABORT ON", SQL_NTS);
if (rc != SQL_SUCCESS && rc != SQL_SUCCESS_WITH_INFO)
{
ODBCError(dbproc);
return TRUE;
}
SQLFreeStmt((dbproc)->hstmt, SQL_CLOSE);
return FALSE;
}
#endif
PECBINFO SQLGetECB(PDBPROCESS p)
{
return (PECBINFO) dbgetuserdata(p);
}

```

tpcc.c

```

/* FILE: TPCC.C
* Microsoft TPC- C Kit Ver.3.00.000
* Audited 08/ 23/ 96By Francois Raab
*
* Copyright Microsoft, 1996
*
* PURPOSE: Main module for TPCC.DLL which is an ISAPI service dll.
* Author: Philip Durr
* philipdu@ Microsoft.com
*/
#include <windows.h>
#include <process.h>
#include <stdio.h>
#include <stdarg.h>
#include <malloc.h>
#include <stdlib.h>
#include <string.h>
#include <time.h>
#include <sys\timeb.h>
#include <io.h>
#include <fcntl.h>
#include "trans.h"// tpckit transaction header contains definitions of structures
specific to TPC- C
#include "httpext.h"// ISAPI DLL information header
#include "tpcc.h"// this dlls specific structure, value e.t.header.
#include "sqlroutines.h"// the header files for the SQL routines (may be hiding
TUX)
#include "util.h"
#include "error.h"
#ifdef USE_ODBC
HENVhenv;
#endif
char szServer[32]= { 0 };// global variables used with this DLL
char szUser[32]= { 0 };
char szPassword[32]= { 0 };
char szDatabase[32]= "tpcc";
BOOL bLog= FALSE;
int iThreads= 5;
int iMaxWareHouses= 500;
int iQISlots= 3000;
int iDelayMs= 100;
int iConnectDelay= 500;
short iDeadlockRetry= (short) 3;
short iMaxConnections = (short) 25;
#ifdef USE_ODBC
int bConnectionPooling = FALSE;
#endif

```

```

// allowable client command strings i.e.CMD= command
char *szCmds[] =
{
    ".NewOrder.", ".Payment.", ".Delivery.", ".Order-Status.",
    ".Stock-Level.", ".Exit.",
    "Submit", "Begin", "Process", "Menu", "Clear", "Users",
    ""
};

// defined command string functions, called via CMD= command
http string from html client.
void (* DoCmd[])( EXTENSION_CONTROL_BLOCK *pECB, int iFormId, int
iTermId, int iSynclD) =
{
    NewOrderForm,
    PaymentForm,
    DeliveryForm,
    OrderStatusForm,
    StockLevelForm,
    Exitcmd,
    SubmitCmd,
    BeginCmd,
    ProcessCmd,
    MenuCmd,
    ClearCmd,
    NumberOfConnectionsCmd
};

// Terminal client id structure and interface definition
TERM Term = { 0, 0, 0, FALSE, NULL, TermInit, TermAllocate,
TermRestore, TermAdd, TermDelete };
// welcome to tpc- c html form buffer, this is first form client sees.
static char szWelcomeForm = "<HTML>"
"<HEAD><TITLE> Welcome To TPC-
C</TITLE></HEAD><BODY>"
"Please Identify your Warehouse and District for this
session.<BR>"
"<FORM ACTION='\" tpcc.dll\" METHOD='\" GET\">"
"<INPUT TYPE='\" hidden\" NAME='\" STATUSID\" VALUE='\" 0\">"
"<INPUT TYPE='\" hidden\" NAME='\" FORMID\" VALUE='\" 1\">"
"<INPUT TYPE='\" hidden\" NAME='\" TERMIID\" VALUE='\" -2\">"
"<INPUT TYPE='\" hidden\" NAME='\" SYNCID\" VALUE='\" 0\">"
"Warehouse ID <INPUT NAME='\" w_id\" SIZE=4><BR>"
"District ID <INPUT NAME='\" d_id\" SIZE=2><BR>"
"<HR>"
"<INPUT TYPE='\" submit\" NAME='\" CMD\" VALUE='\" Submit\">"
"</FORM><BODY>"
"</HTML>";
static char szTpccLogPath[256];// path to html log file if logging turned on in
registry.
char szErrorLogPath[256];// path to error log file.
static CRITICAL_SECTION CriticalSection;
static LPTSTR lpszPipeName= TEXT("\\\\.\\pipe\\DELISRV");
static HANDLE hDeliveryWrite= INVALID_HANDLE_VALUE;
static HANDLE hPipe = INVALID_HANDLE_VALUE;
EXTENSION_CONTROL_BLOCK * gpECB;
static int bTpccExit;// exit delivery disconnect loop as dll
exiting.

/* FUNCTION: BOOL APIENTRY DIIMain( HANDLE hModule, DWORD
ul_reason_for_call, LPVOID lpReserved)
*
* PURPOSE: This function is the entry point for the DLL this implementation is
baised on the
* fact that DLL_PROCESS_ATTACH is only called from the inet service
once.Connections
* are sent to this function as thread attachments.
*
* ARGUMENTS: HANDLEhModulemodule handle
* DWORDul_reason_for_callreason for call
* LPVOIDlpReservedreserved for future use

```

```

*
* RETURNS: BOOLFALSEErrors occured in initialization
* TRUEDLL successfully initialized
*
* COMMENTS: None
*
*/
BOOL APIENTRY DIIMain( HANDLE hModule, DWORD ul_reason_for_call,
LPVOID lpReserved)
{
    int i;
    static SECURITY_ATTRIBUTES sa;
    static PSECURITY_DESCRIPTOR pSD;
    switch( ul_reason_for_call )
    {
        case DLL_PROCESS_ATTACH:
        {
            freopen("\\temp\\tpcc.log", "a", stderr);
            setbuf( stderr, NULL);
            fprintf( stderr, "logging started\n");
        }
        if ( ReadRegistrySettings() )
        {
            MessageBox( NULL, "Cannot Find
TPCC Key in registry (run install.exe).", "Init", MB_OK | MB_ICONSTOP);
            return FALSE;
        }
        InitializeCriticalSection(&CriticalSection);
        (*Term.Init)();
        if (!(*Term.Allocate)() )
        {
            MessageBox( NULL, "Error
Trm.Allocate().", "Init", MB_OK | MB_ICONSTOP);
            return FALSE;
        }
        for( i= Term.iNext; i< Term.iAvailable; i++)
            Term.pClientData[i].inUse = 0;
        Term.pClientData[0].inUse = 1;
        // create a security descriptor that allows anyone to
        access the pipe...
        pSD = (PSECURITY_DESCRIPTOR)
        malloc(SECURITY_DESCRIPTOR_MIN_LENGTH);
        if ( pSD == NULL )
        {
            MessageBox( NULL, "Error malloc(
SECURITY_DESCRIPTOR_MIN_LENGTH)", "Init", MB_OK | MB_ICONSTOP);
            return FALSE;
        }
        if ( !InitializeSecurityDescriptor( pSD,
SECURITY_DESCRIPTOR_REVISION) )
        {
            MessageBox( NULL, "Error
InitializeSecurityDescriptor()", "Init", MB_OK | MB_ICONSTOP);
            return FALSE;
        }
        // add a NULL disc.ACL to the security descriptor.
        if ( !SetSecurityDescriptorDacl( pSD, TRUE, ( PACL)
NULL, FALSE) )
        {
            MessageBox( NULL, "Error
SetSecurityDescriptorDacl().", "Init", MB_OK | MB_ICONSTOP);
            return FALSE;
        }
        sa.nLength= sizeof( sa);
        sa.lpSecurityDescriptor= pSD;
        sa.bInheritHandle= TRUE;
    }
}

```

```

// open delivery named pipe...
hPipe = CreateNamedPipe( lpszPipeName,
FILE_FLAG_OVERLAPPED | PIPE_ACCESS_DUPLEX,
PIPE_TYPE_BYTE |
PIPE_READMODE_BYTE | PIPE_NOWAIT,
1, 65535, 65535, 250,
&sa);

if ( hPipe == INVALID_HANDLE_VALUE )
{
    MessageBox( NULL, "Error
CreateNamedPipe().", "Init", MB_OK | MB_ICONSTOP);
    free( pSD);
    return FALSE;
}

bTppcExit = FALSE;
if ( !_beginthread( DeliveryDisconnect, 0, NULL ) == -1
)
{
    MessageBox( NULL, "Error
_beginthread()", "Init", MB_OK | MB_ICONSTOP);
    return FALSE;
}
if (! SQLInit())
    return FALSE;
break;
case DLL_THREAD_ATTACH:
if (! SQLThreadAttach())
    return FALSE;
break;
case DLL_THREAD_DETACH:
if (! SQLThreadDetach())
    return FALSE;
break;
case DLL_PROCESS_DETACH:
if ( pSD )
    free( pSD );
bTppcExit = TRUE;
if ( hPipe )
    DisconnectNamedPipe( hPipe);
if (hPipe != INVALID_HANDLE_VALUE )
    CloseHandle( hPipe);
(*Term.Restore());
SQLCleanup();
DeleteCriticalSection(&CriticalSection);
break;
}
return TRUE;
}

/* FUNCTION: void DeliveryDisconnect( void *ptr)
*
* PURPOSE: This function handles disconnecting the server side of the delivery
pipe when the
* delivery handler application shuts down.
*
* ARGUMENTS: void* ptrvoid pointer normally NULL passed from thread
handler.
*
* RETURNS: None
*
* COMMENTS: This function runs as thread which allows the client pipe to
disconnect by
* sending a byte back though the pipe to the server i.e.this DLL.
*/
static void DeliveryDisconnect( void *ptr)
{
    int l, d;
    SECURITY_ATTRIBUTES sa;
    PSECURITY_DESCRIPTOR pSD;

```

```

// create a security descriptor that allows anyone to access the pipe...
pSD = (PSECURITY_DESCRIPTOR)
malloc(SECURITY_DESCRIPTOR_MIN_LENGTH );
InitializeSecurityDescriptor( pSD,SECURITY_DESCRIPTOR_REVISION);
SetSecurityDescriptorDacl( pSD, TRUE, (PACL) NULL,FALSE);
sa.nLength= sizeof( sa);
sa.lpSecurityDescriptor= pSD;
sa.bInheritHandle= TRUE;
while( !bTppcExit )
{
    if ( hPipe && ReadFile( hPipe, &l, 1, &d, NULL) )
    {
        DisconnectNamedPipe( hPipe);
        CloseHandle( hPipe);
        // open delivery named pipe...
        hPipe = CreateNamedPipe( lpszPipeName,
FILE_FLAG_OVERLAPPED | PIPE_ACCESS_DUPLEX,
PIPE_TYPE_BYTE | PIPE_READMODE_BYTE | PIPE_NOWAIT,
1, 65535, 65535, 250, &sa);
    }
    Sleep( 2000 );// check for delivery application exit once every 2 seconds.
}
free( pSD);
return;
/* FUNCTION: BOOL WINAPI GetExtensionVersion( HSE_VERSION_INFO
*pVer)
*
* PURPOSE: This function is called by the inet service when the DLL is first
loaded.
*
* ARGUMENTS: HSE_VERSION_INFO* pVerpassed in structure in which to
place expected version number.
*
* RETURNS: TRUEinet service expected return value.
*
* COMMENTS: None
*/
BOOL WINAPI GetExtensionVersion( HSE_VERSION_INFO *pVer)
{
    pVer->dwExtensionVersion = MAKELONG(
HSE_VERSION_MINOR, HSE_VERSION_MAJOR);
    lstrcpy( pVer->lpszExtensionDesc, "TPC-C Server.");
    HSE_MAX_EXT_DLL_NAME_LEN);
    return TRUE;
}

/* FUNCTION: DWORD WINAPI HttpExtensionProc(
EXTENSION_CONTROL_BLOCK *pECB)
*
* PURPOSE: This function is the main entry point for the TPC DLL.The internet
service
* calls this function passing in the http string.
*
* ARGUMENTS: EXTENSION_CONTROL_BLOCK* pECBstructure pointer to
passed in internet
* service information.
*
* RETURNS: DWORDHSE_STATUS_SUCCESSconnection can be dropped if
error
* HSE_STATUS_SUCCESS_AND_KEEP_CONNkeep connect valid comment
sent
*
* COMMENTS: None
*/
DWORD WINAPI HttpExtensionProc( EXTENSION_CONTROL_BLOCK *pECB)
{
    int iCmd, FormId, TermId, iSyncId;

```

```

FILE *fp;
if ( iMaxConnections == -1 )
{
    ErrorMessage( pECB,
ERR_CAN_NOT_SET_MAX_CONNECTIONS, ERR_TYPE_WEBDLL, NULL, -1,
-1);
    return HSE_STATUS_SUCCESS;
}
// if registry setting is for html logging then show http string passed in.

if ( bLog )
{
    SYSTEMTIME systemTime;
    fp = fopen( szTppcLogPath, "ab");
    GetLocalTime(&systemTime);
    fprintf( fp, "" QUERY * %2.2d/%2.2d/%2.2d
%2.2d:%2.2d:%2.2d\r\n\r\n%s\r\n\r\n",
systemTime.wYear,
systemTime.wMonth, systemTime.wDay, systemTime.wHour,
systemTime.wMinute,
systemTime.wSecond, pECB-
>lpszQueryString);
    fclose( fp);
}

// process http query
if ( !ProcessQueryString( pECB, &iCmd, &FormId, &TermId,
&iSyncId) )
{
    if ( TermId < 0 )
        ErrorMessage( pECB,
ERR_INVALID_TERMID, ERR_TYPE_WEBDLL, NULL, TermId, iSyncId);
    else
        ErrorMessage( pECB,
ERR_COMMAND_UNDEFINED, ERR_TYPE_WEBDLL, NULL, TermId,
iSyncId);
    return
HSE_STATUS_SUCCESS_AND_KEEP_CONN;
}
if ( TermId != 0 )
{
    if ( !IsValidTermId( TermId) )
    {
        ErrorMessage( pECB,
ERR_INVALID_TERMID, ERR_TYPE_WEBDLL, NULL, TermId, iSyncId);
        return
HSE_STATUS_SUCCESS_AND_KEEP_CONN;
    }
    // must have a valid syncid here since termid is valid
    if ( iSyncId < 1 || iSyncId !=
Term.pClientData[TermId].iSyncId )
    {
        ErrorMessage( pECB,
ERR_INVALID_SYNC_CONNECTION, ERR_TYPE_WEBDLL, NULL, TermId,
iSyncId);
        return
HSE_STATUS_SUCCESS_AND_KEEP_CONN;
    }
}
// set use time
Term.pClientData[TermId].iTickCount = GetTickCount();
// go execute http: command
(*DoCmd[iCmd])( pECB, FormId, TermId, iSyncId);
// finish up and keep connection
return HSE_STATUS_SUCCESS_AND_KEEP_CONN;
}

/* FUNCTION: static BOOL IsValidTermId( int TermId)
*
* PURPOSE: This function checks to see of the passed in terminal id is valid.

```

```

*
* ARGUMENTS: intTermIdclient terminal id
*
* RETURNS: BOOLFALSETerminal ID Invalid
* TRUETerminal ID valid
*
* COMMENTS: None
*
*/
BOOL IsValidTermId(int TermId)
{
    return (BOOL) ( TermId > 0 && TermId <= Term.iAvailable &&
Term.pClientData[TermId].inUse );
}

/* FUNCTION: BOOL ProcessQueryString( EXTENSION_CONTROL_BLOCK
*pECB, int
*pCmd, int *pFormId, int *pTermId, int *pSyncl)
*
* PURPOSE: This function extracts the relevent information out of the http
command passed in from
* the browser.
*
* ARGUMENTS: EXTENSION_CONTROL_BLOCK* pECBstructure pointer to
passed in internet
* service information.
* int* pCmdreturned command id
* int* pFormIdreturned active form client browser is on
* int* pTermIdreturned client terminal id
*
* RETURNS: BOOLFALSEsuccess
* TRUEcommand passed in is invalid
*
* COMMENTS: If this is the initial connection i.e.client is at welcome screen
then
* there will not be a terminal id or current form id if this is the case
* then the pTermId and pFormId return values are undefined.
*/
BOOL ProcessQueryString( EXTENSION_CONTROL_BLOCK *pECB, int
*pCmd, int *pFormId, int *pTermId, int *pSyncl)
{
    char *ptr;
    char szBuffer[25];
    char szTmp[25];
    char *dest = szBuffer;
    int i;
    if ( ptr = strstr( pECB->lpszQueryString, "FORMID=") )
        *pFormId = *( ptr+ 7) &0x0F;
    if ( ptr = strstr( pECB->lpszQueryString, "TERMINID=") )
    {
        *pTermId = atoi(( ptr+ 7));
        if ( *pTermId == 0 )// terminal id 0 used internally
            *pTermId = -1;
        if ( *pTermId == -2 )// login screen
            *pTermId = 0;
    }
    else
        *pTermId = 0;
    if ( ptr = strstr( pECB->lpszQueryString, "SYNCLID=") )
        *pSyncl = atoi(( ptr+ 7));
    else
        *pSyncl = 0;
    if ( !( ptr = strstr( pECB->lpszQueryString, "CMD=") ) )
    {
        ptr = szBuffer;
        if ( !strcmp( szBuffer, "Default" ) )
            strcpy( szBuffer,
"CMD=Begin");
        switch( *pFormId )

```

```

{
    case WELCOME_FORM:
        strcpy(
szBuffer, "CMD=Submit");
        break;
    case
MAIN_MENU_FORM:
        strcpy(
szBuffer, "CMD=NewOrder");
        break;
    case
NEW_ORDER_FORM:
        case PAYMENT_FORM:
        case DELIVERY_FORM:
        case
ORDER_STATUS_FORM:
        case
STOCK_LEVEL_FORM:
        if (
!( *pTermId )
            return FALSE;
        if (
GetKeyValue( pECB->lpszQueryString, "PI*", szTmp, sizeof( szTmp) )
            strcpy( szBuffer, "CMD=Process");
        else
        {
            strcpy( szBuffer, "CMD=");
            strcat( szBuffer, szCmds[*pFormId - NEW_ORDER_FORM]);
        }
        break;
        default:
            return
FALSE;
    }
    ptr += 4;
    while( *ptr && *ptr != '\&' )
        *dest++ = *ptr++;
        *dest = 0;
        for( i = 0; szCmds[i][0]; i++)
    {
        if ( !strcmp( szCmds[i], szBuffer ) )
        {
            *pCmd = i;
            return TRUE;
        }
    }
    return FALSE;
}

/* FUNCTION: void NewOrderForm( EXTENSION_CONTROL_BLOCK *pECB,
int iFormId, int iTermId, int iSyncl)
*
* PURPOSE: This function wraps the functionality needed for the TPC- C New
Order Form.
*
* ARGUMENTS: intFormIdunused
* intTermIdof calling browser, i.e.TERMINID= from http command line
* EXTENSION_CONTROL_BLOCK* pECBstructure pointer to passe in internet
* service information.
*
* RETURNS: None
*
* COMMENTS: None
*
*/
void NewOrderForm( EXTENSION_CONTROL_BLOCK *pECB, int iFormId, int

```

```

iTermId, int iSyncl)
{
    WriteZString( pECB, MakeNewOrderForm( iTermId, iSyncl,
TRUE, FALSE));
    UNUSEDPARAM( iFormId);
    return;
}

/* FUNCTION: void PaymentForm( EXTENSION_CONTROL_BLOCK *pECB, int
iFormId, int iTermId, int iSyncl)
*
* PURPOSE: This function wraps the functionality needed for the TPC- C
Payment Form.
*
* ARGUMENTS: intFormIdunused
* intTermIdof calling browser, i.e.TERMINID= from http command line
* intSynclsync id of calling browser
* EXTENSION_CONTROL_BLOCK* pECBstructure pointer to passed in internet
* service information.
* RETURNS: None
*
* COMMENTS: None
*
*/
void PaymentForm( EXTENSION_CONTROL_BLOCK *pECB, int
iFormId, int iTermId, int iSyncl)
{
    WriteZString( pECB, MakePaymentForm( iTermId, iSyncl,
TRUE));
    UNUSEDPARAM( iFormId);
}

/* FUNCTION: void DeliveryForm( EXTENSION_CONTROL_BLOCK *pECB, int
iFormId, int iTermId, int iSyncl)
*
* PURPOSE: This function wraps the functionality needed for the TPC- C
Delivery Form.
*
* ARGUMENTS: intFormIdunused
* intTermIdof calling browser, i.e.TERMINID= from http command line
* intSynclsync id of calling browser
* EXTENSION_CONTROL_BLOCK* pECBstructure pointer to passed in internet
* service information.
* RETURNS: None
*
* COMMENTS: None
*
*/
void DeliveryForm( EXTENSION_CONTROL_BLOCK *pECB, int
iFormId, int iTermId, int iSyncl)
{
    WriteZString( pECB, MakeDeliveryForm( iTermId, iSyncl, TRUE, TRUE));
    UNUSEDPARAM( iFormId);
}

/* FUNCTION: void OrderStatusForm( EXTENSION_CONTROL_BLOCK
*pECB, int iFormId, int iTermId, int iSyncl)
*
* PURPOSE: This function wraps the functionality needed for the TPC- C Order
Status Form.
*
* ARGUMENTS: intFormIdunused
* intTermIdof calling browser, i.e.TERMINID= from http command line
* intSynclsync id of calling browser
* EXTENSION_CONTROL_BLOCK* pECBstructure pointer to passed in internet
* service information.
* RETURNS: None
*
* COMMENTS: None
*
*/
void OrderStatusForm( EXTENSION_CONTROL_BLOCK *pECB, int iFormId, int
iTermId, int iSyncl)

```

```

{
WriteZString( pECB, MakeOrderStatusForm( iTermId, iSynclId, TRUE ) );
UNUSEDPARAM( iFormId);
}
/* FUNCTION: void StockLevelForm( EXTENSION_CONTROL_BLOCK
*pECB, int iFormId, int iTermId, int iSynclId)
*
* PURPOSE: This function wraps the functionality needed for the TPC- C Stock
Level Form.
*
* ARGUMENTS: intiFormIdunused
* intiTermId of calling browser, i.e.TERMID= from http command line
* intiSynclId of calling browser
* EXTENSION_CONTROL_BLOCK* pECBstructure pointer to passed in internet
* service information.
* RETURNS: None
*
* COMMENTS: None
*
*/
void StockLevelForm( EXTENSION_CONTROL_BLOCK *pECB, int iFormId, int
iTermId, int iSynclId)
{
WriteZString( pECB, MakeStockLevelForm( iTermId, iSynclId, TRUE ) );
return;
}
/* FUNCTION: void Exitcmd( EXTENSION_CONTROL_BLOCK *pECB, int
iFormId, int iTermId, int iSynclId)
*
* PURPOSE: This function removes a terminal id from use, the allocated
structure however remains
* valid so the next request for a new client will not require a new memory
allocation.
*
* ARGUMENTS: intiFormIdunused
* intiTermId of calling browser, i.e.TERMID= from http command line
* intiSynclId of calling browser
* EXTENSION_CONTROL_BLOCK* pECBstructure pointer to passed in internet
* service information.
* RETURNS: None
*
* COMMENTS: None
*
*/
void Exitcmd( EXTENSION_CONTROL_BLOCK *pECB, int iFormId, int iTermId,
int iSynclId)
{
(*Term.Delete)( pECB, iTermId);
WriteZString( pECB, MakeWelcomeForm() );
UNUSEDPARAM( iFormId);
UNUSEDPARAM( iSynclId);
return;
}
/* FUNCTION: void SubmitCmd( EXTENSION_CONTROL_BLOCK *pECB, int
iFormId, int iTermId, int iSynclId)
*
* PURPOSE: This function allocated a new terminal id in the Term structure
array.
*
* ARGUMENTS: intiFormIdunused
* intiTermId of calling browser, i.e.TERMID= from http command line
* intiSynclId of calling browser
* EXTENSION_CONTROL_BLOCK* pECBstructure pointer to passed in internet
* service information.
* RETURNS: None
*
* COMMENTS: A terminal id can be allocated but still be invalid if the requested
warehouse number
* is outside the range specified in the registry.This then will force the client id
* to be invalid and an error message sent to the users browser.
*/

```

```

void SubmitCmd( EXTENSION_CONTROL_BLOCK *pECB, int iFormId, int
iTermId, int iSynclId)
{
    int        iCurrent;
    if ( (iCurrent = (*Term.Add)( pECB, pECB->lpszQueryString)) < 0 )
    {
        ErrorMessage( pECB,
ERR_CANNOT_INIT_TERMINAL, ERR_TYPE_WEBDLL, NULL, iCurrent,
iSynclId);
        return;
    }
    if ( Term.pClientData[iCurrent].w_id > iMaxWareHouses ||
Term.pClientData[iCurrent].w_id < 1 )
    {
        ErrorMessage( pECB, ERR_W_ID_INVALID,
ERR_TYPE_WEBDLL, NULL, iCurrent, iSynclId);
        (*Term.Delete)( pECB, iCurrent);
        return;
    }
    if ( Term.pClientData[iCurrent].d_id < 1 ||
Term.pClientData[iCurrent].d_id > 10 )
    {
        ErrorMessage( pECB, ERR_D_ID_INVALID,
ERR_TYPE_WEBDLL, NULL, iCurrent, iSynclId);
        (*Term.Delete)( pECB, iCurrent);
        return;
    }
    WriteZString( pECB, MakeMainMenuForm( iCurrent,
Term.pClientData[iCurrent].iSynclId );
    return;
}
/* FUNCTION: void BeginCmd( EXTENSION_CONTROL_BLOCK *pECB, int
iFormId, int iTermId, int iSynclId)
*
* PURPOSE: This function is the first command executed.It is executed with the
command
* CMD= Begin? Server= xxx from the http command line.
*
* ARGUMENTS: intiFormIdunused
* intiTermId of calling browser, i.e.TERMID= from http command line
* intiSynclId of calling browser
* EXTENSION_CONTROL_BLOCK* pECBstructure pointer to passed in internet
* service information.
* RETURNS: None
*
* COMMENTS: SQL server must be specified, however the user and password
parameters are optional.
* The complete command line is CMD= Begin&Server= server&User=
sa&Psw=&.The &are used
* to separate parameters which is internet browser standard.
*/
void BeginCmd( EXTENSION_CONTROL_BLOCK *pECB, int iFormId,int
iTermId, int iSynclId)
{
    LPSTR pQueryString;
    pQueryString = pECB->lpszQueryString;
    if ( !GetKeyValue( pQueryString, "Server", szServer, sizeof(
szServer) ) )
    {
        ErrorMessage( pECB,
ERR_NO_SERVER_SPECIFIED, ERR_TYPE_WEBDLL, NULL, iTermId,
iSynclId);
        return;
    }
    if ( !GetKeyValue( pQueryString, "User", szUser, sizeof( szUser) ) )
        strcpy( szUser, "sa");
    if ( !GetKeyValue( pQueryString, "Psw", szPassword, sizeof(
szPassword) ) )
        strcpy( szPassword, "");
    if ( !GetKeyValue( pQueryString, "Db", szDatabase, sizeof(

```

```

szDatabase) )
        strcpy( szDatabase, "tpcc");
        WriteZString( pECB, MakeWelcomeForm() );
        UNUSEDPARAM( iFormId);
        return;
    }
/* FUNCTION: void ProcessCmd( EXTENSION_CONTROL_BLOCK *pECB, int
iFormId, int iTermId, int iSynclId)
*
* PURPOSE: This function process the passed in http command
*
* ARGUMENTS: intiFormIdunused
* intiTermId of calling browser, i.e.TERMID= from http command line
* intiSynclId of calling browser
* EXTENSION_CONTROL_BLOCK* pECBstructure pointer to passed in internet
* service information.
* RETURNS: None
*
* COMMENTS: None
*
*/
void ProcessCmd( EXTENSION_CONTROL_BLOCK *pECB, int iFormId, int
iTermId, int iSynclId)
{
    switch( iFormId )
    {
    case WELCOME_FORM:
        return;
    case MAIN_MENU_FORM:
        return;
    case NEW_ORDER_FORM:
        ProcessNewOrderForm( pECB, iTermId, iSynclId);
        return;
    case PAYMENT_FORM:
        ProcessPaymentForm( pECB, iTermId, iSynclId);
        return;
    case DELIVERY_FORM:
        ProcessDeliveryForm( pECB, iTermId, iSynclId);
        return;
    case ORDER_STATUS_FORM:
        ProcessOrderStatusForm( pECB, iTermId, iSynclId);
        return;
    case STOCK_LEVEL_FORM:
        ProcessStockLevelForm( pECB, iTermId, iSynclId);
        return;
    }
}
/* FUNCTION: void ClearCmd( EXTENSION_CONTROL_BLOCK *pECB, int
iFormId, int iTermId, int iSynclId)
*
* PURPOSE: This function frees all currently logged in terminal ids.
*
* ARGUMENTS: intiFormIdunused
* intiTermId of calling browser, i.e.TERMID= from http command line
* intiSynclId of calling browser
* EXTENSION_CONTROL_BLOCK* pECBstructure pointer to passed in internet
* service information.
* RETURNS: None
*
* COMMENTS: Use this function with caution, it may cause unpredictable
results
* if existing browsers attempt to use the web client with out
* beginning at the login screen for each client.
*/
void ClearCmd( EXTENSION_CONTROL_BLOCK *pECB, int iFormId, int
iTermId, int iSynclId)
{
    int i;
    EnterCriticalSection(&CriticalSection);
    for( i= 0; i< Term.iAvailable; i++)

```

```

{
if ( Term.pClientData[i].inUse )
(*Term.Delete)( pECB, i);
}
Term.iNext= 0;
Term.iAvailable= 0;
Term.iMasterSyncd= 1;
if ( Term.pClientData
free( Term.pClientData);
Term.pClientData= NULL;
Term.blNit= FALSE;
(*Term.Init)();
if ( !(*Term.Allocate)() )
{
ErrorMessage( pECB, ERR_MAX_CONNECT_PARAM, ERR_TYPE_WEBDLL,
NULL, iTermId, iSyncd);
return;
}
for( i= Term.iNext; i< Term.iAvailable; i++)
Term.pClientData[i].inUse = 0;
Term.pClientData[0].inUse = 1;
LeaveCriticalSection(&CriticalSection);
WriteZString( pECB, MakeWelcomeForm() );
return;
}
/* FUNCTION: void MenuCmd( EXTENSION_CONTROL_BLOCK *pECB, int
iFormId, int iTermId, int iSyncd)
*
* PURPOSE: This function causes an exit to the main menu
*
* ARGUMENTS: intiFormIdunused
* intiTermIdof calling browser, i.e.TERMID= from http command line
* intiSyncdsync id of calling browser
* EXTENSION_CONTROL_BLOCK* pECBstructure pointer to passed in internet
* service information.
* RETURNS: None
*
* COMMENTS: None
*/
void MenuCmd( EXTENSION_CONTROL_BLOCK *pECB, int iFormId,
int iTermId, int iSyncd)
{
WriteZString( pECB, MakeMainMenuForm( iTermId, iSyncd) );
return;
}
/* FUNCTION: void NumberOfConnectionsCmd(
EXTENSION_CONTROL_BLOCK *pECB, int iFormId, int iTermId, int iSyncd)
*
* PURPOSE: This function returns to the browser the total number of active
terminal ids
*
* ARGUMENTS: intiFormIdunused
* intiTermIdof calling browser, i.e.TERMID= from http command line
* intiSyncdsync id of calling browser
* EXTENSION_CONTROL_BLOCK* pECBstructure pointer to passed in internet
* service information.
* RETURNS: None
*
* COMMENTS: None
*/
void NumberOfConnectionsCmd( EXTENSION_CONTROL_BLOCK *pECB, int
iFormId, int iTermId, int iSyncd)
{
int i;
int iTTotal;
// EnterCriticalSection(&CriticalSection);
iTotal = 0;
for( i= 0; i< Term.iAvailable; i++)
{
if ( Term.pClientData[i].inUse )

```

```

iTotal++;
}
// LeaveCriticalSection(&CriticalSection);
h_printf( pECB, "Total Active Connections: %d", iTTotal);
return;
}

/* FUNCTION: void WriteZString( EXTENSION_CONTROL_BLOCK *pECB, char
*szStr)
*
* PURPOSE: This function is the low level output function. It writes a string of
text back to the
* client browser.
*
* ARGUMENTS: EXTENSION_CONTROL_BLOCK* pECBpassed in structure
pointer from inetsrv.
* char* szStrstring to display in the client browser.
*
* RETURNS: None
*
* COMMENTS: This function assumes that the string to written to the client
browser has
* been formatted in an HTML manner.
*/
void WriteZString( EXTENSION_CONTROL_BLOCK *pECB, char *szStr)
{
FILE* fp;
int i;
int iSize;
char szHeader[128];
char szHeader1[128];
lpbSize = strlen( szStr)+ 1;
if ( bLog )
{
SYSTEMTIME systemTime;
fp = fopen( szTpcLogPath, "ab");
GetLocalTime(&systemTime);
fprintf( fp, " HTML PAGE * %2.2d/%2.2d/%2.2d
%2.2d:%2.2d:%2.2d\r\n\r\n%s\r\n\r\n",
systemTime.wYear,
systemTime.wMonth, systemTime.wDay,
systemTime.wHour,
systemTime.wMinute,
systemTime.wSecond,szStr);
fclose( fp);
}
iSize = sprintf( szHeader, "200 Ok");
sprintf( szHeader1, "Connection: keep-alive\r\nContent-type:
text/html\r\nContent-length: %d\r\n\r\n", lpbSize);
(*pECB->ServerSupportFunction)( pECB->ConnId,
HSE_REQ_SEND_RESPONSE_HEADER, szHeader, &iSize,
(LPWORD) szHeader1);
(*pECB->WriteClient)( pECB->ConnID, szStr, &lpbSize, 0);
return;
}

/* FUNCTION: void h_printf( EXTENSION_CONTROL_BLOCK *pECB, char
*format, ...)
*
* PURPOSE: This function forms a high level printf for an HTML browser
*
* ARGUMENTS: EXTENSION_CONTROL_BLOCK* pECBpassed in structure
pointer from inetsrv.
* char* formatprintf style format string
* ...other arguments as required by printf style format string.
*
* RETURNS: None
*
* COMMENTS: This function is mainly used for developmental support.
*/
static void h_printf( EXTENSION_CONTROL_BLOCK *pECB, char *format, ...)

```

```

{
char szBuff[512];
char szTmp[512];
va_list marker;
va_start( marker, format );
vsprintf( szTmp, format, marker);
va_end( marker );
wsprintf( szBuff, "<html>%s</html>", szTmp) + 1;
WriteZString( pECB, szBuff);
return;
}
/* FUNCTION: BOOL GetKeyValue( char *pQueryString, char
*pKey, char *pValue, int iMax)
*
* PURPOSE: This function parses a http formatted string for specific key values.
*
* ARGUMENTS: char* pQueryStringhttp string from client browser
* char* pKeykey value to look for
* char* pValuecharacter array into which to place key's value
* intiMaxmaximum length of key value array.
*
* RETURNS: BOOLFALSEkey value not found
* TRUEkey valud found
*
* COMMENTS: http keys are formatted either KEY= value&or KEY= value\
0.This DLL formats
* TPC- C input fields in such a manner that the keys can be extracted in the
* above manner.
*/
static BOOL GetKeyValue( char *pQueryString, char *pKey, char *pValue, int
iMax)
{
char *ptr;
if ( !(ptr= strstr( pQueryString, pKey)) )
return FALSE;
if ( !(ptr= strchr( ptr, '=')) )
return FALSE;
ptr++;
iMax--;
while( *ptr && *ptr != '&' && iMax)
{
*pValue++ = *ptr++;
iMax--;
}
*pValue = 0;
return TRUE;
}

/* FUNCTION: void TermInit( void)
*
* PURPOSE: This function initializes the client terminal structure it is called
when the TPCC.DLL
* is first loaded by the inet service.
*
* ARGUMENTS: none
*
* RETURNS: None
*
* COMMENTS: None
*/
static void TermInit( void)
{
if ( Term.blNit )
return;
Term.iNext= 0;
Term.iMasterSyncd= 1;
Term.iAvailable= 0;
Term.pClientData= NULL;
Term.blNit= TRUE;
}

```

```

    return;
}

/* FUNCTION: void TermRestore( void)
*
* PURPOSE: This function frees allocated resources associated with the
terminal structure.
*
* ARGUMENTS: none
*
* RETURNS: None
*
* COMMENTS: This function is called only with the inet service unloads the
TPCC.DLL
*
*/
static void TermRestore( void)
{
    Term.iNext= 0;
    Term.iAvailable= 0;
    Term.iMasterSyncld= 0;
    if ( Term.pClientData )
        free( Term.pClientData);
    Term.pClientData= NULL;
    Term.blInit= FALSE;
    return;
}

/* FUNCTION: int TermAllocate( void)
*
* PURPOSE: This function allocates more terminal array entries in the Term
structure.
*
* ARGUMENTS: None
*
* RETURNS: intTRUE or 1 if sucessfull
* intFALSE or 0 if terminal id cannot be allocated.
*
* COMMENTS: None
*
*/
static int TermAllocate( void)
{
    Term.iAvailable += 32;
    if ( !Term.pClientData )
        Term.pClientData = (PCLIENTDATA) malloc(
Term.iAvailable * sizeof( CLIENTDATA));
    else
        Term.pClientData =
(PCLIENTDATA) realloc(
Term.pClientData, Term.iAvailable * sizeof( CLIENTDATA));
    return ( Term.pClientData ) ? 1 : 0;
}

/* FUNCTION: int TermAdd( EXTENSION_CONTROL_BLOCK *pECB, char
*pQueryString)
*
* PURPOSE: This function assigns a terminal id which is used to identify a
client browser.
*
* ARGUMENTS: EXTENSION_CONTROL_BLOCK* pECBpassed in structure
pointer from inetsrv.
* char* pQueryStringhttp query string passed to this DLL.
*
* RETURNS: int assigned terminal id
* -1 cannot assign id error
occured.
*
* COMMENTS: if the terminal id cannot be assigned it is because of insufficient
memory or the
* SQL connection cannot be allocated.

```

```

*
*/
static int TermAdd( EXTENSION_CONTROL_BLOCK *pECB, char
*pQueryString)
{
    char        szTmp[32];
    int         i, iCurrent, iTotalConnections,
iTickCount;

    EnterCriticalSection(&CriticalSection);
    for( i= 0, iTotalConnections = 0; i< Term.iAvailable; i++)
    {
        if ( Term.pClientData[i].inUse )
            iTotalConnections++;
    }
    if ( iTotalConnections >= iMaxConnections )
    {
        for( iCurrent = 1, i= 1, iTickCount = 0x7FFFFFFF; i<
iMaxConnections; i++)
        {
            if ( iTickCount >
Term.pClientData[i].iTickCount )
            {
                iTickCount =
Term.pClientData[i].iTickCount;
                iCurrent = i;
            }
        }
    }
    else
    {
        for( i= 0; i< Term.iAvailable; i++)
        {
            if ( !Term.pClientData[i].inUse )
                break;
        }
        iCurrent = i;
    }
    if ( i == Term.iAvailable )
    {
        Term.iNext = Term.iAvailable;
        if ( !(*Term.Allocate()) )
            goto TermAddErr1;
        for( i= Term.iNext; i< Term.iAvailable; i++)
            Term.pClientData[i].inUse = 0;
        iCurrent = Term.iNext;
    }
    Term.pClientData[iCurrent].inUse = 1;
    if ( !GetKeyValue( pQueryString, "w_id", szTmp, sizeof( szTmp)) )
        goto TermAddErr1;
    Term.pClientData[iCurrent].w_id = (short) atoi( szTmp);
    if ( !GetKeyValue( pQueryString, "d_id", szTmp, sizeof( szTmp)) )
        goto TermAddErr1;
    Term.pClientData[iCurrent].d_id = atoi( szTmp);
    Term.pClientData[iCurrent].iTickCount = GetTickCount();
    Term.pClientData[iCurrent].iSyncld = Term.iMasterSyncld++;
    if ( Init( pECB, iCurrent, Term.pClientData[iCurrent].iSyncld,
szServer, szUser, szPassword, szDatabase ) )
    {
        (*Term.Delete)( pECB, iCurrent);
        goto TermAddErr1;
    }
    LeaveCriticalSection(&CriticalSection);
    return iCurrent;
TermAddErr1:
    LeaveCriticalSection(&CriticalSection);
    return -1;// terminal unsuccessfully added
}

/* FUNCTION: void TermDelete( EXTENSION_CONTROL_BLOCK *pECB, int id)
*

```

```

* PURPOSE: This function makes a terminal entry in the Term array available for
reuse.
*
* ARGUMENTS: EXTENSION_CONTROL_BLOCK* pECBpassed in structure
pointer from inetsrv.
* intidTerminal id of client exiting
*
* RETURNS: None
*
* COMMENTS: None
*
*/
static void TermDelete( EXTENSION_CONTROL_BLOCK *pECB, int id)
{
    if ( id >= 0 && id < Term.iAvailable )
    {
        Close( pECB, id, -1);
        Term.pClientData[id].inUse = 0;
    }
    return;
}

/* FUNCTION: BOOL Init( EXTENSION_CONTROL_BLOCK *pECB, int iTermId,
int iSyncld, char *szServer, char *szUser, char *szPassword, char *szDatabase)
*
* PURPOSE: This function initializes the sql connection for use.
*
* ARGUMENTS: EXTENSION_CONTROL_BLOCK* pECBpassed in structure
pointer from inetsrv.
* intiTermIdid of browser client that this connection is for.
* intiSyncldsync id for this client session
* char* szServersql server name
* char* szUseruser name
* char* szPassworduser password
* char* szDatabase database to use
*
* RETURNS: BOOLFALSEif successfull
* TRUEif an error occurs and connection cannot be established.
*
* COMMENTS: None
*
*/
BOOL Init( EXTENSION_CONTROL_BLOCK *pECB, int iTermId, int iSyncld,
char *szServer, char *szUser, char *szPassword, char *szDatabase)
{
    char        szApp[32];
    char        server[256];
    char        database[256];
    char        user[256];
    char        password[256];
    sprintf( szApp, "TPCC:%ld", (int) iTermId);
    Term.pClientData[iTermId].dbproc = NULL;
    sprintf( szApp, "TPCC:%ld", (int) iTermId);
    Term.pClientData[iTermId].dbproc = NULL;
    strcpy( server, szServer);
    strcpy( database, szDatabase);
    strcpy( user, szUser);
    strcpy( password, szPassword);
    if ( !SQLOpenConnection( pECB, iTermId, iSyncld,
&Term.pClientData[iTermId].dbproc, server, database, user, password, szApp,
&Term.pClientData[iTermId].spid) )
    {
        ErrorMessage( pECB,
ERR_SQL_OPEN_CONNECTION, ERR_TYPE_WEBDLL, NULL, iTermId,
iSyncld);
        return TRUE;
    }
    return FALSE;
}

/* FUNCTION: BOOL Close( EXTENSION_CONTROL_BLOCK* pECB, int
iTermId, int iSyncld)

```

```

*
* PURPOSE: This function closes the sql connection for use.
*
* ARGUMENTS: EXTENSION_CONTROL_BLOCK* pECBpassed in structure
pointer from inetsrv.
* intiTermId of browser client that this connection is for.
* intiSynclsync id of client browser
*
* RETURNS: BOOLFALSEif successfull
* TRUEif an error occurs and connection cannot be terminated.
*
* COMMENTS: None
*
*/
static BOOL Close( EXTENSION_CONTROL_BLOCK *pECB, int iTermId, int
iSyncl)
{
    PECBINFO pEcbInfo;
    if (Term.pClientData[iTermId].dbproc != NULL)
    {
        ( pEcbInfo =
        SQLGetECB( Term.pClientData[iTermId].dbproc))
        {
            pEcbInfo->iTermId = -1;
            pEcbInfo->iSyncl = -1;
            free( pEcbInfo); // free up user info
        }
        return SQLCloseConnection( pECB,
        Term.pClientData[iTermId].dbproc);
    }
    UNUSEDPARAM( iSyncl);
}
/* FUNCTION: void FormatString( char *szDest, char *szPic, char *szSrc)
*
* PURPOSE: This function formats a character string for inclusion in the
* HTML formatted page being constructed.
*
* ARGUMENTS: char* szDestDestination buffer where formatted string is to be
placed
* char* szPicpicture string which describes how character value is to be
* formatted.
* char* szSrccharacter string value.
*
* RETURNS: None
*
* COMMENTS: This functions is used to format TPC- C phone and zip value
strings.
*/
static void FormatString( char *szDest, char *szPic, char *szSrc)
{
    while( *szPic )
    {
        if ( *szPic == 'X' )
        {
            if ( *szSrc )
            *szDest++ = *szSrc++;
            else
            *szDest++ = ' ';
        }
        else
        *szDest++ = *szPic;
        szPic++;
    }
    *szDest = 0;
    return;
}

/* FUNCTION: char *MakeStockLevelForm(int iTermId, int iSyncl, BOOL blnput)
*

```

```

* PURPOSE: This function constructs the Stock Level HTML page.
*
* ARGUMENTS:
    int iTermId client browser terminal id
    int iSyncl client browser sync id
    BOOL blnput TRUE if form is being constructed for input else
FALSE
* RETURNS: char *
    A pointer to buffer inside client structure where HTML form is built.
*
* COMMENTS: The internal client buffer is created when the terminal
id is assigned and should not be freed except when the
client terminal id is no longer needed.
*/
static char *MakeStockLevelForm(int iTermId, int iSyncl, BOOL blnput)
{
    char *szForm;

    szForm = (char *)Term.pClientData[iTermId].szBuffer;

    Term.pClientData[iTermId].stockLevelData.w_id
    = (short)Term.pClientData[iTermId].w_id;
    Term.pClientData[iTermId].stockLevelData.d_id
    = (short)Term.pClientData[iTermId].d_id;
    Term.pClientData[iTermId].stockLevelData.num_deadlocks
    = 0;

    strcpy(szForm, "<HTML><HEAD><TITLE>TPC-C Stock
Level</TITLE></HEAD>");
    strcat(szForm, "<FORM ACTION='tpcc.dll' METHOD='GET'>");
    if ( blnput )
        strcat(szForm, "<INPUT TYPE='hidden'
NAME='PI' VALUE='\"");
        strcat(szForm, "<INPUT TYPE='hidden' NAME='STATUSID'
VALUE='0'>");
        sprintf(szForm+strlen(szForm), "<INPUT TYPE='hidden'
NAME='FORMID' VALUE='%d'>", STOCK_LEVEL_FORM);
        sprintf(szForm+strlen(szForm), "<INPUT TYPE='hidden'
NAME='TERMID' VALUE='%d'>", iTermId);
        sprintf(szForm+strlen(szForm), "<INPUT TYPE='hidden'
NAME='SYNCL' VALUE='%d'>", iSyncl);
        strcat(szForm, "<PRE> Stock-Level<BR>");
        sprintf(szForm+strlen(szForm), "Warehouse: %4.4d District:
%2.2d<BR><BR>", Term.pClientData[iTermId].stockLevelData.w_id,
Term.pClientData[iTermId].stockLevelData.d_id);
        if ( blnput )
        {
            strcat(szForm, " Stock Level Threshold:
<INPUT NAME='TT' SIZE=2<BR><BR>"

            "low stock: <BR><HR>"

            "<INPUT TYPE='submit' NAME='CMD' VALUE='Process'>"

            "<INPUT TYPE='submit' NAME='CMD' VALUE='Menu'>");
        }
        else
        {
            sprintf(szForm+strlen(szForm), "Stock Level
Threshold: %2.2d<BR><BR>",
Term.pClientData[iTermId].stockLevelData.thresh_hold);

            sprintf(szForm+strlen(szForm), "low stock:
%3.3d</PRE><BR><HR>",
Term.pClientData[iTermId].stockLevelData.low_stock);
            strcat(szForm, "<INPUT TYPE='submit'

```

```

NAME='CMD' VALUE='..NewOrder..'>"
        "<INPUT TYPE='submit' NAME='CMD'
VALUE='..Payment..'>"

        "<INPUT TYPE='submit' NAME='CMD'
VALUE='..Delivery..'>"

        "<INPUT TYPE='submit' NAME='CMD' VALUE='..Order-
Status..'>"

        "<INPUT TYPE='submit' NAME='CMD' VALUE='..Stock-
Level..'>"

        "<INPUT TYPE='submit' NAME='CMD' VALUE='..Exit..'>";
    }
    strcat(szForm, "</FORM></HTML>");

    return szForm;
}

/* FUNCTION: char *MakeMainMenuForm(int iTermId, int iSyncl)
*
* PURPOSE: This function
*
* ARGUMENTS:
    int iTermId client browser terminal id
    int iSyncl client browser sync id
*
* RETURNS: char *
    A pointer to buffer inside client structure where HTML form is built.
*
* COMMENTS: The internal client buffer is created when the terminal
id is assigned and should not be freed except when the
client terminal id is no longer needed.
*/
static char *MakeMainMenuForm(int iTermId, int iSyncl)
{
    char *szForm;

    szForm = (char *)Term.pClientData[iTermId].szBuffer;

    strcpy(szForm, "<HTML><HEAD><TITLE>TPC-C Main
Menu</TITLE></HEAD><BODY>"

    "Select
Desired Transaction.<BR><HR>"

    "<FORM
ACTION='tpcc.dll' METHOD='GET'>");
    strcat(szForm, "<INPUT TYPE='hidden' NAME='STATUSID'
VALUE='0'>");
    sprintf(szForm+strlen(szForm), "<INPUT TYPE='hidden'
NAME='TERMID' VALUE='%d'>", iTermId);
    sprintf(szForm+strlen(szForm), "<INPUT TYPE='hidden'
NAME='SYNCL' VALUE='%d'>", iSyncl);
    sprintf(szForm+strlen(szForm), "<INPUT TYPE='hidden'
NAME='FORMID' VALUE='%d'>", MAIN_MENU_FORM);
    strcat(szForm, "<INPUT TYPE='submit'
NAME='CMD' VALUE='..NewOrder..'>"

    "<INPUT
TYPE='submit' NAME='CMD' VALUE='..Payment..'>"

    "<INPUT
TYPE='submit' NAME='CMD' VALUE='..Delivery..'>"

    "<INPUT
TYPE='submit' NAME='CMD' VALUE='..Order-Status..'>"

    "<INPUT
TYPE='submit' NAME='CMD' VALUE='..Stock-Level..'>"

    "<INPUT

```

```

TYPE="submit" NAME="CMD" VALUE="..Exit..!>"
</FORM>
"</HTML>");
    return szForm;
}
/* FUNCTION: char *MakeWelcomeForm(void)
 *
 * PURPOSE:          This function
 *
 * ARGUMENTS:       None
 *
 * RETURNS:         char *
 *                  A pointer to the static HTML welcome form.
 *
 * COMMENTS:        The welcome form is static.
 */
static char *MakeWelcomeForm(void)
{
    return szWelcomeForm;
}
/* FUNCTION: char *MakeNewOrderForm(int iTermId, BOOL blnput, BOOL
bValid)
 *
 * PURPOSE:          This function
 *
 * ARGUMENTS:       int
 *                  iTermId      client browser terminal id
 *                  int
 *                  iSyncId     client browser sync id
 *                  BOOL
 *                  blnput     TRUE if form is being constructed for input else
FALSE
 *                  BOOL
 *                  bValid     TRUE if NeworderData valid, ELSE FALSE effects
output only
 *
 * RETURNS:         char *
 *                  A pointer to buffer inside client structure where HTML form is built.
 *
 * COMMENTS:        The internal client buffer is created when the terminal
id is assigned and should not
 *                  be freed except when the
client terminal id is no longer needed.
 */
static char *MakeNewOrderForm(int iTermId, int iSyncId, BOOL blnput, BOOL
bValid)
{
    char *szForm;
    char szName[146];
    char szCredit[14];
    int i;

    szForm = (char *)Term.pClientData[iTermId].szBuffer;

    Term.pClientData[iTermId].newOrderData.w_id =
Term.pClientData[iTermId].w_id;

    strcpy(szForm, "<HTML>"

"<HEAD><TITLE>TPC-C New Order</TITLE></HEAD><BODY>"
"<FORM

ACTION="tpcc.dll" METHOD="GET">");

    if ( blnput )
    {
        strcat(szForm, "<INPUT TYPE="hidden"

```

```

NAME="PI" VALUE=">");
        strcat(szForm, "<INPUT TYPE="hidden"
NAME="STATUSID" VALUE="0">");
    }
    else
    {
        if ( bValid )
            strcat(szForm, "<INPUT
TYPE="hidden" NAME="STATUSID" VALUE="0">");
        else
            sprintf(szForm+strlen(szForm),
"<INPUT TYPE="hidden" NAME="STATUSID" VALUE="%d">",
ERR_BAD_ITEM_ID);
    }

    sprintf(szForm+strlen(szForm), "<INPUT TYPE="hidden"
NAME="FORMID" VALUE="%d">", NEW_ORDER_FORM);
    sprintf(szForm+strlen(szForm), "<INPUT TYPE="hidden"
NAME="TERMINID" VALUE="%d">", iTermId);
    sprintf(szForm+strlen(szForm), "<INPUT TYPE="hidden"
NAME="SYNCID" VALUE="%d">", iSyncId);
    strcat(szForm, "<PRE>          New Order<BR>");

    if ( blnput )
    {
        sprintf(szForm+strlen(szForm), "Warehouse: %4.4d
District: <INPUT NAME="DID" SIZE=1>          Date:<BR>",
Term.pClientData[iTermId].newOrderData.w_id);
        strcat(szForm, "Customer: <INPUT
NAME="CID" SIZE=4> Name:          Credit:          %Disc:<BR>"

"Order Number:          Number of Lines:          W_tax:

D_tax:<BR><BR>"

"Supp_W Item_Id Item Name          Qty Stock B/G Price
Amount<BR>"

" <INPUT NAME="SP00" SIZE=4> <INPUT NAME="IID00"
<INPUT NAME="Qty00" SIZE=1><BR>"
SIZE=6>
" <INPUT NAME="SP01" SIZE=4> <INPUT NAME="IID01"
<INPUT NAME="Qty01" SIZE=1><BR>"
SIZE=6>
" <INPUT NAME="SP02" SIZE=4> <INPUT NAME="IID02"
<INPUT NAME="Qty02" SIZE=1><BR>"
SIZE=6>
" <INPUT NAME="SP03" SIZE=4> <INPUT NAME="IID03"
<INPUT NAME="Qty03" SIZE=1><BR>"
SIZE=6>
" <INPUT NAME="SP04" SIZE=4> <INPUT NAME="IID04"
<INPUT NAME="Qty04" SIZE=1><BR>"
SIZE=6>
" <INPUT NAME="SP05" SIZE=4> <INPUT NAME="IID05"
<INPUT NAME="Qty05" SIZE=1><BR>"
SIZE=6>
" <INPUT NAME="SP06" SIZE=4> <INPUT NAME="IID06"
<INPUT NAME="Qty06" SIZE=1><BR>"
SIZE=6>
" <INPUT NAME="SP07" SIZE=4> <INPUT NAME="IID07"
<INPUT NAME="Qty07" SIZE=1><BR>"
SIZE=6>
" <INPUT NAME="SP08" SIZE=4> <INPUT NAME="IID08"
<INPUT NAME="Qty08" SIZE=1><BR>"
SIZE=6>
" <INPUT NAME="SP09" SIZE=4> <INPUT NAME="IID09"
<INPUT NAME="Qty09" SIZE=1><BR>"
SIZE=6>
" <INPUT NAME="SP10" SIZE=4> <INPUT NAME="IID10"
<INPUT NAME="Qty10" SIZE=1><BR>"
SIZE=6>
" <INPUT NAME="SP11" SIZE=4> <INPUT NAME="IID11"

```

```

SIZE=6>          <INPUT NAME="Qty11" SIZE=1><BR>"
" <INPUT NAME="SP12" SIZE=4> <INPUT NAME="IID12"
<INPUT NAME="Qty12" SIZE=1><BR>"
SIZE=6>
" <INPUT NAME="SP13" SIZE=4> <INPUT NAME="IID13"
<INPUT NAME="Qty13" SIZE=1><BR>"
SIZE=6>
" <INPUT NAME="SP14" SIZE=4> <INPUT NAME="IID14"
<INPUT NAME="Qty14" SIZE=1><BR>"
SIZE=6>
"Execution Status:          Total:<BR><HR>"

" <INPUT TYPE="submit" NAME="CMD" VALUE="Process" >"
" <INPUT TYPE="submit" NAME="CMD" VALUE="Menu" >"
"</FORM>"
"</HTML>";
    }
    else
    {
        if ( bValid )
        {
            sprintf(szForm+strlen(szForm),
"Warehouse: %4.4d District: %2.2d          Date: %2.2d-%2.2d-%4.4d
%2.2d:%2.2d:%2.2d <BR>",
Term.pClientData[iTermId].newOrderData.w_id,
Term.pClientData[iTermId].newOrderData.d_id,
Term.pClientData[iTermId].newOrderData.o_entry_d.day,
Term.pClientData[iTermId].newOrderData.o_entry_d.month,
Term.pClientData[iTermId].newOrderData.o_entry_d.year,
Term.pClientData[iTermId].newOrderData.o_entry_d.hour,
Term.pClientData[iTermId].newOrderData.o_entry_d.minute,
Term.pClientData[iTermId].newOrderData.o_entry_d.second);
        }
        else
        {
            sprintf(szForm+strlen(szForm),
"Warehouse: %4.4d District: %2.2d          Date:<BR>",
Term.pClientData[iTermId].newOrderData.w_id,
Term.pClientData[iTermId].newOrderData.d_id);
        }
        FormatHTMLString(szName,
Term.pClientData[iTermId].newOrderData.c_last, 16),
FormatHTMLString(szCredit,
Term.pClientData[iTermId].newOrderData.c_credit, 2);

        sprintf(szForm+strlen(szForm), "Customer: %4.4d
Name: %s Credit: %s ",
Term.pClientData[iTermId].newOrderData.c_id, szName, szCredit);

        if ( bValid )
        {
            sprintf(szForm+strlen(szForm),
"%%Disc: %5.2f          <BR>",

```



```

Term.pClientData[iTermId].newOrderData.c_discount);
    sprintf(szForm+strlen(szForm), "Order
Number: %8.8d Number of Lines: %2.2d W_tax: %5.2f D_tax: %5.2f
<BR><BR>";
    Term.pClientData[iTermId].newOrderData.o_id,
    Term.pClientData[iTermId].newOrderData.o_ol_cnt,
    Term.pClientData[iTermId].newOrderData.w_tax,
    Term.pClientData[iTermId].newOrderData.d_tax);
    strcat(szForm, " Supp_W Item_Id Item
Name Qty Stock B/G Price Amount<BR>");
    for(i=0;
i<Term.pClientData[iTermId].newOrderData.o_ol_cnt; i++)
    {
        FormatHTMLString(szName,
    Term.pClientData[iTermId].newOrderData.Ol[i].ol_i_name, 24);
        sprintf(szForm+strlen(szForm), "%4.4d %6.6d %s %2.2d
%3.3d %1.1s $%6.2f $%7.2f <BR>";
        Term.pClientData[iTermId].newOrderData.Ol[i].ol_supply_w_id,
        Term.pClientData[iTermId].newOrderData.Ol[i].ol_i_id,
        szName,
        Term.pClientData[iTermId].newOrderData.Ol[i].ol_quantity,
        Term.pClientData[iTermId].newOrderData.Ol[i].ol_stock,
        Term.pClientData[iTermId].newOrderData.Ol[i].ol_brand_generic,
        Term.pClientData[iTermId].newOrderData.Ol[i].ol_i_price,
        Term.pClientData[iTermId].newOrderData.Ol[i].ol_amount );
    }
    }
    else
    {
        strcat(szForm, "%Disc:<BR>");
        sprintf(szForm+strlen(szForm), "Order
Number: %8.8d Number of Lines: W_tax: D_tax:<BR><BR>";
        Term.pClientData[iTermId].newOrderData.o_id);
        Name Qty Stock B/G Price Amount<BR>");
        i = 0;
        for( i<15; i++)
            strcat(szForm, "<BR>");
        if ( bValid )
        {
            sprintf(szForm+strlen(szForm),
"Execution Status: %24.24s Total: $%8.2f ",
            Term.pClientData[iTermId].newOrderData.execution_status,
            Term.pClientData[iTermId].newOrderData.total_amount);
        }
        else
        {
            sprintf(szForm+strlen(szForm),
"Execution Status: %24.24s Total:";

```

```

Term.pClientData[iTermId].newOrderData.execution_status);
    }
    strcat(szForm, "</PRE><HR><BR>"
    "<INPUT TYPE='submit' NAME='CMD'"
    VALUE="..NewOrder..'");
    "<INPUT TYPE='submit' NAME='CMD'"
    VALUE="..Payment.."");
    "<INPUT TYPE='submit' NAME='CMD'"
    VALUE="..Delivery.."");
    "<INPUT TYPE='submit' NAME='CMD' VALUE="..Order-
Status.."");
    "<INPUT TYPE='submit' NAME='CMD' VALUE="..Stock-
Level.."");
    "<INPUT TYPE='submit' NAME='CMD' VALUE="..Exit.."");
    strcat(szForm, "</FORM></HTML>");
    }
    return szForm;
}
/* FUNCTION: char *MakePaymentForm(int iTermId, int iSyncld, BOOL blnput)
*
* PURPOSE: This function
*
* ARGUMENTS: int iTermId client browser terminal id
*             int iSyncld client browser sync id
*             BOOL blnput TRUE if form is being constructed for input else
FALSE
* RETURNS: char *
A pointer to buffer inside client structure where HTML form is built.
*
* COMMENTS: The internal client buffer is created when the terminal
id is assigned and should not be freed except when the
client terminal id is no longer needed.
*/
static char *MakePaymentForm(int iTermId, int iSyncld, BOOL blnput)
{
    char *szForm;
    char *ptr;
    char szTmp[64];
    char szW_Zip[26];
    char szD_Zip[26];
    char szC_Zip[26];
    char szC_Phone[26];
    char szTmpStr1[122];
    char szTmpStr2[122];
    char szTmpStr3[122];
    char szTmpStr4[122];
    int i;
    int i;
    char *szZipPic = "XXXX-XXXX";
    szForm = (char *)Term.pClientData[iTermId].szBuffer;
    Term.pClientData[iTermId].paymentData.w_id =
    Term.pClientData[iTermId].w_id;

```

```

strcpy(szForm, "<HTML><HEAD><TITLE>TPC-C
Payment</TITLE></HEAD><BODY>"
" <FORM
ACTION='tpcc.dll' METHOD='GET'>");
if ( blnput )
    strcat(szForm, "<INPUT TYPE='hidden'"
    NAME="PI" VALUE="");
    strcat(szForm, "<INPUT TYPE='hidden'"
    NAME="STATUSID"
    VALUE="0">");
    sprintf(szForm+strlen(szForm), "<INPUT TYPE='hidden'"
    NAME="FORMID" VALUE="%"d">", PAYMENT_FORM);
    sprintf(szForm+strlen(szForm), "<INPUT TYPE='hidden'"
    NAME="TERMD" VALUE="%"d">", iTermId);
    sprintf(szForm+strlen(szForm), "<INPUT TYPE='hidden'"
    NAME="SYNCD" VALUE="%"d">", iSyncld);
    strcat(szForm, "<PRE>
Payment<BR>");
    if ( blnput )
        sprintf(szForm+strlen(szForm), "Date:<BR><BR>");
    else
    {
        sprintf(szForm+strlen(szForm), "Date: %2.2d-
%2.2d-%4.4d %2.2d:%2.2d:%2.2d <BR><BR>";
        Term.pClientData[iTermId].paymentData.h_date.day,
        Term.pClientData[iTermId].paymentData.h_date.month,
        Term.pClientData[iTermId].paymentData.h_date.year,
        Term.pClientData[iTermId].paymentData.h_date.hour,
        Term.pClientData[iTermId].paymentData.h_date.minute,
        Term.pClientData[iTermId].paymentData.h_date.second);
    }
    sprintf(szForm+strlen(szForm), "Warehouse: %4.4d",
    Term.pClientData[iTermId].paymentData.w_id);
    if ( blnput )
    {
        sprintf(szForm, "District:
<INPUT NAME='DID'" SIZE=1><BR><BR><BR><BR><BR>"
        "Customer: <INPUT NAME='CID'" SIZE=4>"
        "Cust-Warehouse: <INPUT NAME='CWI'" SIZE=4> "
        "Cust-District: <INPUT NAME='CDI'" SIZE=1><BR>"
        "Name: <INPUT NAME='CLT'" SIZE=16>
Since:<BR>"
        " Credit:<BR>"
        " Disc:<BR>"
        " Phone:<BR><BR>"
        "Amount Paid: $<INPUT NAME='HAM'" SIZE=7> New
Cust Balance:<BR>"
        "Credit Limit:<BR><BR>Cust-Data:
<BR><BR><BR><BR></PRE><HR>"
        "<INPUT TYPE='submit' NAME='CMD'"
        VALUE="Process" ><INPUT TYPE='submit' NAME='CMD'"

```

```

VALUE="Menu">"
    "<BODY></FORM></HTML>" );
    }
    else
    {
        sprintf(szForm+strlen(szForm),
District: %2.2d<BR>",
Term.pClientData[iTermId].paymentData.d_id);
        FormatHTMLString(szTmpStr1,
Term.pClientData[iTermId].paymentData.w_street_1, 20);
        FormatHTMLString(szTmpStr2,
Term.pClientData[iTermId].paymentData.d_street_1, 20);
        sprintf(szForm+strlen(szForm),"%s
%s<BR>", szTmpStr1, szTmpStr2);
        FormatHTMLString(szTmpStr1,
Term.pClientData[iTermId].paymentData.w_street_2, 20);
        FormatHTMLString(szTmpStr2,
Term.pClientData[iTermId].paymentData.d_street_2, 20);
        sprintf(szForm+strlen(szForm),"%s
%s<BR>", szTmpStr1, szTmpStr2);
        FormatString(szW_Zip, szZipPic,
Term.pClientData[iTermId].paymentData.w_zip);
        FormatString(szD_Zip, szZipPic,
Term.pClientData[iTermId].paymentData.d_zip);
        FormatHTMLString(szTmpStr1,
Term.pClientData[iTermId].paymentData.w_city, 20);
        FormatHTMLString(szTmpStr2,
Term.pClientData[iTermId].paymentData.w_state, 2);
        FormatHTMLString(szTmpStr3,
Term.pClientData[iTermId].paymentData.d_city, 20);
        FormatHTMLString(szTmpStr4,
Term.pClientData[iTermId].paymentData.d_state, 2);
        sprintf(szForm+strlen(szForm), "%s %s %10.10s
%s %s %10.10s<BR><BR>",
szTmpStr1, szTmpStr2, szW_Zip,
szTmpStr3, szTmpStr4, szD_Zip );
        sprintf(szForm+strlen(szForm), "Customer: %4.4d
Cust-Warehouse: %4.4d Cust-District: %2.2d<BR>",
Term.pClientData[iTermId].paymentData.c_id,
Term.pClientData[iTermId].paymentData.c_w_id,
Term.pClientData[iTermId].paymentData.c_d_id);
        FormatHTMLString(szTmpStr1,
Term.pClientData[iTermId].paymentData.c_first, 16);
        FormatHTMLString(szTmpStr2,
Term.pClientData[iTermId].paymentData.c_middle, 2);
        FormatHTMLString(szTmpStr3,
Term.pClientData[iTermId].paymentData.c_last, 16);
        sprintf(szForm+strlen(szForm), "Name: %s %s %s
Since: %2.2d-%2.2d-%4.4d<BR>",
szTmpStr1, szTmpStr2, szTmpStr3,
Term.pClientData[iTermId].paymentData.c_since.day,
Term.pClientData[iTermId].paymentData.c_since.month,
Term.pClientData[iTermId].paymentData.c_since.year);

```

```

        FormatHTMLString(szTmpStr1,
Term.pClientData[iTermId].paymentData.c_street_1, 20);
        FormatHTMLString(szTmpStr2,
Term.pClientData[iTermId].paymentData.c_credit, 2);
        sprintf(szForm+strlen(szForm), " %s
Credit: %s<BR>",
szTmpStr1, szTmpStr2);
        FormatHTMLString(szTmpStr1,
Term.pClientData[iTermId].paymentData.d_street_2, 20);
        sprintf(szForm+strlen(szForm), " %s
%%Disc:
%5.2f<BR>",
szTmpStr1,
Term.pClientData[iTermId].paymentData.c_discount);
        FormatString(szC_Zip, szZipPic,
Term.pClientData[iTermId].paymentData.c_zip);
        FormatString(szC_Phone, "XXXXXX-XXX-XXX-
XXXX", Term.pClientData[iTermId].paymentData.c_phone);
        FormatHTMLString(szTmpStr1,
Term.pClientData[iTermId].paymentData.c_city, 20);
        FormatHTMLString(szTmpStr2,
Term.pClientData[iTermId].paymentData.c_state, 2);
        sprintf(szForm+strlen(szForm), " %s %s
%10.10s Phone: %-19.19s<BR><BR>",
szTmpStr1, szTmpStr2, szC_Zip,
szC_Phone );
        sprintf(szForm+strlen(szForm), "Amount Paid:
%7.2f New Cust Balance: %14.2f<BR>",
Term.pClientData[iTermId].paymentData.h_amount,
Term.pClientData[iTermId].paymentData.c_balance);
        sprintf(szForm+strlen(szForm), "Credit Limit:
%13.2f<BR><BR>",
Term.pClientData[iTermId].paymentData.c_credit_lim);
        ptr =
Term.pClientData[iTermId].paymentData.c_credit;
        if ( *ptr == 'B' && *(ptr+1) == 'C' )
        {
            ptr =
Term.pClientData[iTermId].paymentData.c_data;
            l = strlen( ptr ) / 50;
            for(i=0; i<4; i++, ptr += 50)
            {
                if ( i <= 1 )
                UtilStrCpy(szTmp, ptr, 50);
            }
            else
            szTmp[0] =
0;
            if ( !i )
            {
                FormatHTMLString(szTmpStr1, szTmp, 50);
                sprintf(szForm+strlen(szForm), "Cust-Data: %s<BR>",
szTmpStr1);
            }
            else
            {
                FormatHTMLString(szTmpStr1, szTmp, 50);

```

```

        sprintf(szForm+strlen(szForm), " %s<BR>", szTmpStr1);
    }
    }
    else
        strcat(szForm, "Cust-Data:
<BR><BR><BR><BR>");
        strcat(szForm,
        "<PRE><HR><BR>"
        "<INPUT TYPE='submit' NAME='CMD'"
        VALUE='..NewOrder..'>"
        "<INPUT TYPE='submit' NAME='CMD'"
        VALUE='..Payment..'>"
        "<INPUT TYPE='submit' NAME='CMD'"
        VALUE='..Delivery..'>"
        "<INPUT TYPE='submit' NAME='CMD' VALUE='..Order-
Status..'>"
        "<INPUT TYPE='submit' NAME='CMD' VALUE='..Stock-
Level..'>"
        "<INPUT TYPE='submit' NAME='CMD' VALUE='..Exit..'>"
        "<BODY></FORM></HTML>");
    }
    return szForm;
}
/* FUNCTION: char *MakeOrderStatusForm(int iTermId, int iSyncId, BOOL
bInpnt)
*
* PURPOSE: This function
*
* ARGUMENTS: int
iTermId client browser terminal id
int
iSyncId client browser sync id
BOOL
bInpnt TRUE if form is being constructed for input else
FALSE
*
* RETURNS: char *
A pointer to buffer inside client structure where HTML form is built.
*
* COMMENTS: The internal client buffer is created when the terminal
id is assigned and should not be freed except when the
client terminal id is no longer needed.
*/
static char *MakeOrderStatusForm(int iTermId, int iSyncId, BOOL bInpnt)
{
    char *szForm;
    char c_firs[98];
    char c_middle[14];
    char c_last[98];
    int i;
    szForm = (char *)Term.pClientData[iTermId].szBuffer;
    Term.pClientData[iTermId].orderStatusData.w_id =
Term.pClientData[iTermId].w_id;
    strcpy(szForm, "<HTML><HEAD><TITLE>TPC-C
Order-Status</TITLE></HEAD><BODY>"
"<FORM

```

```

ACTION="tpcc.dll" METHOD="GET">");
    if ( bInput )
        strcat(szForm, "<INPUT TYPE='hidden'"
NAME="PI" VALUE="");
        strcat(szForm, "<INPUT TYPE='hidden'" NAME="STATUSID"
VALUE="0");
        sprintf(szForm+strlen(szForm), "<INPUT TYPE='hidden'"
NAME="FORMID" VALUE="%d">", ORDER_STATUS_FORM);
        sprintf(szForm+strlen(szForm), "<INPUT TYPE='hidden'"
NAME="TERMINID" VALUE="%d">", iTermId);
        sprintf(szForm+strlen(szForm), "<INPUT TYPE='hidden'"
NAME="SYNCDID" VALUE="%d">", iSynCd);

        strcat(szForm, "<PRE>                Order-
Status<BR>");
        sprintf(szForm+strlen(szForm), "Warehouse: %4.4d ",
Term.pClientData[iTermId].orderStatusData.w_id);

        if ( bInput )
        {
            strcat(szForm, "District: <INPUT
NAME="DID" SIZE=1><BR>"
            "Customer: <INPUT NAME="CID" SIZE=4> Name:
<INPUT NAME="CLT" SIZE=23><BR>"
            "Cust-Balance:<BR><BR>"
            "Order-Number:      Entry-Date:      Carrier-
Number:<BR>"
            "Supply-W Item-Id Qty Amount Delivery-
Date<BR></PRE>"
            "<HR><INPUT TYPE='submit'" NAME="CMD"
VALUE="Process"><INPUT TYPE='submit'" NAME="CMD"
VALUE="Menu">"
            "</BODY></FORM></HTML>";
        }
        else
        {
            sprintf(szForm+strlen(szForm), "District:
%2.2d<BR>", Term.pClientData[iTermId].orderStatusData.d_id);
            FormatHTMLString(c_first,
Term.pClientData[iTermId].orderStatusData.c_first, 16);
            FormatHTMLString(c_middle,
Term.pClientData[iTermId].orderStatusData.c_middle, 2);
            FormatHTMLString(c_last,
Term.pClientData[iTermId].orderStatusData.c_last, 16);
            sprintf(szForm+strlen(szForm), "Customer: %4.4d
Name: %s %s %s<BR>",
            Term.pClientData[iTermId].orderStatusData.c_id, c_first, c_middle,
c_last);
            sprintf(szForm+strlen(szForm), "Cust-Balance:
%9.2f<BR><BR>",
            Term.pClientData[iTermId].orderStatusData.c_balance);
            sprintf(szForm+strlen(szForm), "Order-Number:
%8.8d Entry-Date: %2.2d-%2.2d-%4.4d %2.2d-%2.2d-%2.2d Carrier-Number:
%2.2d<BR>",
            Term.pClientData[iTermId].orderStatusData.o_id,

```

```

Term.pClientData[iTermId].orderStatusData.o_entry_d.day,
Term.pClientData[iTermId].orderStatusData.o_entry_d.month,
Term.pClientData[iTermId].orderStatusData.o_entry_d.year,
Term.pClientData[iTermId].orderStatusData.o_entry_d.hour,
Term.pClientData[iTermId].orderStatusData.o_entry_d.minute,
Term.pClientData[iTermId].orderStatusData.o_entry_d.second,
Term.pClientData[iTermId].orderStatusData.o_carrier_id);
        sprintf(szForm+strlen(szForm), "Supply-W Item-Id
Qty Amount Delivery-Date<BR>");
        for(i=0;
i<Term.pClientData[iTermId].orderStatusData.o_o_cnt; i++)
        {
            sprintf(szForm+strlen(szForm), " %4.4d
%6.6d %2.2d %9.2f %2.2d-%2.2d-%4.4d<BR>",
            Term.pClientData[iTermId].orderStatusData.OIOrderStatusData[i].o
l_supply_w_id,
            Term.pClientData[iTermId].orderStatusData.OIOrderStatusData[i].o
l_i_id,
            Term.pClientData[iTermId].orderStatusData.OIOrderStatusData[i].o
l_quantity,
            Term.pClientData[iTermId].orderStatusData.OIOrderStatusData[i].o
l_amount,
            Term.pClientData[iTermId].orderStatusData.OIOrderStatusData[i].o
l_delivery_d.day,
            Term.pClientData[iTermId].orderStatusData.OIOrderStatusData[i].o
l_delivery_d.month,
            Term.pClientData[iTermId].orderStatusData.OIOrderStatusData[i].o
l_delivery_d.year);
            sprintf(szForm,
            "<BR></PRE><HR><INPUT TYPE='submit'" NAME="CMD"
VALUE="..NewOrder..">"
            "<INPUT TYPE='submit'" NAME="CMD"
VALUE="..Payment..">"
            "<INPUT TYPE='submit'" NAME="CMD"
VALUE="..Delivery..">"
            "<INPUT TYPE='submit'" NAME="CMD" VALUE="..Order-
Status..">"
            "<INPUT TYPE='submit'" NAME="CMD" VALUE="..Stock-
Level..">"
            "<INPUT TYPE='submit'" NAME="CMD" VALUE="..Exit..">"
            "</BODY></FORM></HTML>";
        }
        return szForm;
    }
/* FUNCTION: char *MakeDeliveryForm(int iTermId, int iSynCd, BOOL bInput)
*
* PURPOSE: This function

```

```

*
* ARGUMENTS:      int
                  iTermId      client browser terminal id
*
*                  int
                  iSynCd      client browser sync id
*                  BOOL
*                  TRUE if form is being constructed for input else
FALSE
*
* RETURNS:        char *
                  A pointer to buffer inside client structure where HTML form is built.
*
* COMMENTS:      The internal client buffer is created when the terminal
id is assigned and should not
*                  be freed except when the
client terminal id is no longer needed.
*/

static char *MakeDeliveryForm(int iTermId, int iSynCd, BOOL bInput)
{
    char *szForm;
    szForm = (char *)Term.pClientData[iTermId].szBuffer;
    Term.pClientData[iTermId].deliveryData.w_id =
Term.pClientData[iTermId].w_id;
    strcpy( szForm, "<HTML><HEAD><TITLE>TPC-C
Delivery</TITLE></HEAD><BODY>"
            "<FORM
ACTION="tpcc.dll" METHOD="GET">");
    if ( bInput )
        strcat(szForm, "<INPUT TYPE='hidden'"
NAME="PI" VALUE="");
        strcat(szForm, "<INPUT TYPE='hidden'" NAME="STATUSID"
VALUE="0");
        sprintf(szForm+strlen(szForm), "<INPUT TYPE='hidden'"
NAME="FORMID" VALUE="%d">", DELIVERY_FORM);
        sprintf(szForm+strlen(szForm), "<INPUT TYPE='hidden'"
NAME="TERMINID" VALUE="%d">", iTermId);
        sprintf(szForm+strlen(szForm), "<INPUT TYPE='hidden'"
NAME="SYNCDID" VALUE="%d">", iSynCd);

        strcat(szForm, "<PRE>
Delivery<BR>");
        sprintf(szForm+strlen(szForm), "Warehouse: %4.4d<BR><BR>",
Term.pClientData[iTermId].deliveryData.w_id);
        if ( bInput )
            sprintf(szForm+strlen(szForm), "Carrier Number: <INPUT
NAME="OCD" SIZE=1><BR><BR>");
        else
        {
            sprintf(szForm+strlen(szForm), "Carrier Number:
%2.2d<BR><BR>",
            Term.pClientData[iTermId].deliveryData.o_carrier_id);
        }
        if ( bInput )
        {
            sprintf(szForm, "Execution Status:<BR></PRE>"
            "<HR><INPUT TYPE='submit'" NAME="CMD"
VALUE="Process">"
            "<INPUT TYPE='submit'" NAME="CMD" VALUE="Menu">"
            );
        }
        else

```

```

    {
        wsprintf(szForm+strlen(szForm), "Execution Status:
        %25.25s<BR></PRE>",
        Term.pClientData[iTermId].deliveryData.execution_status);
        strcat(szForm,
        TYPE="submit" NAME="CMD" VALUE="..NewOrder..">"
        "<INPUT TYPE="submit" NAME="CMD"
        VALUE="..Payment..">"
        "<INPUT TYPE="submit" NAME="CMD"
        VALUE="..Delivery..">"
        "<INPUT TYPE="submit" NAME="CMD" VALUE="..Order
        Status..">"
        "<INPUT TYPE="submit" NAME="CMD" VALUE="..Stock
        Level..">"
        "<INPUT TYPE="submit" NAME="CMD" VALUE="..Exit..">" );
    }
    strcat( szForm,
    return szForm;
}

```

```

/* FUNCTION: void ProcessNewOrderForm( EXTENSION_CONTROL_BLOCK*
pECB, int iTermId, int iSyncId)
*
* PURPOSE: This function gets and validates the input data from the new order
form
* filling in the required input variables.it then calls the SQLNewOrder
* transaction, constructs the output form and writes it back to client
* browser.
*
* ARGUMENTS: EXTENSION_CONTROL_BLOCK* pECBpassed in structure
pointer from inetsrv.
* intiTermIdclient browser terminal id
* intiSyncId client browser sync id
*
* RETURNS: None
*
* COMMENTS: None
*/
static void ProcessNewOrderForm( EXTENSION_CONTROL_BLOCK *pECB, int
iTermId, int iSyncId)
{
    int iRc;
    int iError;
    PECBINFO pEcblInfo;
    memset(&Term.pClientData[iTermId].newOrderData, 0, sizeof(
NEW_ORDER_DATA));
    Term.pClientData[iTermId].newOrderData.w_id =
    Term.pClientData[iTermId].w_id;
    if ( (iError= GetNewOrderData( pECB->lpszQueryString,
&Term.pClientData[iTermId].newOrderData) != ERR_SUCCESS )
    {
        ErrorMessage( pECB, iError, ERR_TYPE_WEBDLL,
NULL, iTermId, iSyncId);
        return;
    }
    iRc = SQLNewOrder( pECB, iTermId,
iSyncId,Term.pClientData[iTermId].dbproc,
&Term.pClientData[iTermId].newOrderData, iDeadlockRetry);
#ifdef USE_ODBC

```

```

#ifdef ODBCVER >= 0x0300)
    if ( bConnectionPooling && iRc != -3 )
        SQLDisconnect(
Term.pClientData[iTermId].dbproc->hdbc);
#endif
#endif
if ( ( pEcblInfo =
SQLGetECB( Term.pClientData[iTermId].dbproc)
&&pEcblInfo->bFailed)
    return;
    if ( iRc < 0 )
        ErrorMessage( pECB,
ERR_NEW_ORDER_NOT_PROCESSED, ERR_TYPE_WEBDLL, NULL,
iTermId, iSyncId);
    else
        WriteZString( pECB, MakeNewOrderForm( iTermId,
iSyncId, FALSE, (BOOL) iRc ) );
    return;
}

/* FUNCTION: void ProcessPaymentForm( EXTENSION_CONTROL_BLOCK
*pECB, int iTermId, int iSyncId)
*
* PURPOSE: This function gets and validates the input data from the payment
form
* filling in the required input variables.It then calls the SQLPayment
* transaction, constructs the output form and writes it back to client
* browser.
*
* ARGUMENTS: EXTENSION_CONTROL_BLOCK* pECBpassed in structure
pointer from inetsrv.
* intiTermIdclient browser terminal id
* intiSyncId client browser sync id
*
* RETURNS: None
*
* COMMENTS: None
*/
static void ProcessPaymentForm( EXTENSION_CONTROL_BLOCK *pECB, int
iTermId, int iSyncId)
{
    int iRc;
    int iError;
    PECBINFO pEcblInfo;
    memset(&Term.pClientData[iTermId].paymentData, 0, sizeof(
PAYMENT_DATA));
    Term.pClientData[iTermId].paymentData.w_id =
    Term.pClientData[iTermId].w_id;
    if ( (iError= GetPaymentData( pECB->lpszQueryString,
&Term.pClientData[iTermId].paymentData) != ERR_SUCCESS )
    {
        ErrorMessage( pECB, iError, ERR_TYPE_WEBDLL,
NULL, iTermId, iSyncId);
        return;
    }
    iRc = SQLPayment( pECB, iTermId, iSyncId,
Term.pClientData[iTermId].dbproc, &Term.pClientData[iTermId].paymentData,
iDeadlockRetry);
#ifdef USE_ODBC
    if ( ODBCVER >= 0x0300)
        if ( bConnectionPooling && iRc != -3 )
            SQLDisconnect(
Term.pClientData[iTermId].dbproc->hdbc);
#endif
#endif
if ( ( pEcblInfo = SQLGetECB( Term.pClientData[iTermId].dbproc)
&& pEcblInfo->bFailed)
    return;

```

```

    if ( iRc == 0 )
        ErrorMessage( pECB,
ERR_PAYMENT_INVALID_CUSTOMER, ERR_TYPE_WEBDLL, NULL,
iTermId, iSyncId);
    else if ( iRc < 0 )
        ErrorMessage( pECB,
ERR_PAYMENT_NOT_PROCESSED, ERR_TYPE_WEBDLL, NULL, iTermId,
iSyncId);
    else
        WriteZString( pECB, MakePaymentForm( iTermId,
iSyncId, FALSE ) );
    return;
}

/* FUNCTION: void ProcessOrderStatusForm( EXTENSION_CONTROL_BLOCK
*pECB, int iTermId, int iSyncId)
*
* PURPOSE: This function gets and validates the input data from the Order
Status
* form filling in the required input variables.It then calls the
* SQLOrderStatus transaction, constructs the output form and writes it
* back to client browser.
*
* ARGUMENTS: EXTENSION_CONTROL_BLOCK* pECBpassed in structure
pointer from inetsrv.
* intiTermIdclient browser terminal id
* intiSyncId client browser sync id
*
* RETURNS: None
*
* COMMENTS: None
*/
static void ProcessOrderStatusForm( EXTENSION_CONTROL_BLOCK *pECB,
int iTermId, int iSyncId)
{
    int iRc;
    int iError;
    PECBINFO pEcblInfo;
    memset(&Term.pClientData[iTermId].orderStatusData, 0, sizeof(
ORDER_STATUS_DATA));
    Term.pClientData[iTermId].orderStatusData.w_id =
    Term.pClientData[iTermId].w_id;
    if ( (iError= GetOrderStatusData( pECB-
>lpszQueryString,&Term.pClientData[iTermId].orderStatusData) !=
ERR_SUCCESS )
    {
        ErrorMessage( pECB, iError, ERR_TYPE_WEBDLL, NULL, iTermId, iSyncId);
        return;
    }
    iRc = SQLOrderStatus( pECB, iTermId, iSyncId,
Term.pClientData[iTermId].dbproc,
&Term.pClientData[iTermId].orderStatusData, iDeadlockRetry);
#ifdef USE_ODBC
    if ( ODBCVER >= 0x0300)
        if ( bConnectionPooling && iRc != -3 )
            SQLDisconnect( Term.pClientData[iTermId].dbproc->hdbc);
#endif
#endif
if ( ( pEcblInfo = SQLGetECB( Term.pClientData[iTermId].dbproc)
&& pEcblInfo->bFailed)
    return;
    if ( iRc == 0 )
        ErrorMessage( pECB, ERR_NOSUCH_CUSTOMER, ERR_TYPE_WEBDLL,
NULL, iTermId, iSyncId);
    else if ( iRc < 0 )
        ErrorMessage( pECB, ERR_ORDER_STATUS_NOT_PROCESSED,
ERR_TYPE_WEBDLL, NULL, iTermId, iSyncId);
    else
        WriteZString( pECB, MakeOrderStatusForm( iTermId, iSyncId, FALSE ) );
    return;
}

```

```

}
/* FUNCTION: void ProcessDeliveryForm( EXTENSION_CONTROL_BLOCK
*pECB, int iTermId, int iSyncId)
*
* PURPOSE: This function gets and validates the input data from the delivery
form
* filling in the required input variables.It then calls the PostDeliveryInfo
* Api, The client is then informed that the transaction has been posted.
*
* ARGUMENTS: EXTENSION_CONTROL_BLOCK* pECBpassed in structure
pointer from inetsrv.
* intiTermIdclient browser terminal id
* intiSyncIdclient browser sync id
*
* RETURNS: None
*
* COMMENTS: None
*/
static void ProcessDeliveryForm( EXTENSION_CONTROL_BLOCK *pECB, int
iTermId, int iSyncId)
{
    char        szTmp[26];
    BOOL        bSuccess;
    memset(&Term.pClientData[iTermId].deliveryData, 0, sizeof(
DELIVERY_DATA));
    Term.pClientData[iTermId].deliveryData.w_id =
Term.pClientData[iTermId].w_id;
    if ( !GetKeyValue( pECB->lpszQueryString, "OCD*", szTmp, sizeof(
szTmp)) )
    {
        ErrorMessage( pECB,
ERR_DELIVERY_MISSING_OCD_KEY, ERR_TYPE_WEBDLL, NULL, iTermId,
iSyncId);
        return;
    }
    if ( !IsNumeric( szTmp ) )
    {
        ErrorMessage( pECB,
ERR_DELIVERY_CARRIER_INVALID, ERR_TYPE_WEBDLL, NULL, iTermId,
iSyncId);
        return;
    }
    Term.pClientData[iTermId].deliveryData.o_carrier_id= atoi( szTmp);
    if (Term.pClientData[iTermId].deliveryData.o_carrier_id > 10 ||
Term.pClientData[iTermId].deliveryData.o_carrier_id < 1 )
    {
        ErrorMessage( pECB,
ERR_DELIVERY_CARRIER_ID_RANGE, ERR_TYPE_WEBDLL, NULL,
iTermId, iSyncId);
        return;
    }
    // post delivery info
    if (PostDeliveryInfo( Term.pClientData[iTermId].deliveryData.w_id ,
Term.pClientData[iTermId].deliveryData.o_carrier_id ) )
    {
        strcpy(
Term.pClientData[iTermId].deliveryData.execution_status, "Delivery Post
Failed");
        bSuccess = FALSE;
    }
    else
    {
        strcpy(
Term.pClientData[iTermId].deliveryData.execution_status, "Delivery has been
queued.");
        bSuccess = TRUE;
    }
    WriteZString( pECB, MakeDeliveryForm( iTermId, iSyncId, FALSE,
bSuccess));
    return;
}

```

```

}
/* FUNCTION: void ProcessStockLevelForm( EXTENSION_CONTROL_BLOCK
*pECB, int iTermId, int iSyncId)
*
* PURPOSE: This function gets and validates the input data from the Stock
Level
* form filling in the required input variables.It then calls the
* SQLStockLevel transaction, constructs the output form and writes it
* back to client browser.
*
* ARGUMENTS: EXTENSION_CONTROL_BLOCK* pECBpassed in structure
pointer from inetsrv.
* intiTermIdclient browser terminal id
* intiSyncIdclient browser sync id
*
* RETURNS: None
*
* COMMENTS: None
*/
static void ProcessStockLevelForm( EXTENSION_CONTROL_BLOCK *pECB,
int iTermId, int iSyncId)
{
    char        szTmp[26];
    int         iRc;
    PECBINFO    pECbInfo;
    memset(&Term.pClientData[iTermId].stockLevelData, 0, sizeof(
STOCK_LEVEL_DATA));
    Term.pClientData[iTermId].stockLevelData.w_id =
Term.pClientData[iTermId].w_id;
    Term.pClientData[iTermId].stockLevelData.d_id =
Term.pClientData[iTermId].d_id;
    if ( !GetKeyValue( pECB->lpszQueryString, "TT*", szTmp, sizeof( szTmp) ) )
    {
        ErrorMessage( pECB, ERR_STOCKLEVEL_MISSING_THRESHOLD_KEY,
ERR_TYPE_WEBDLL, NULL, iTermId, iSyncId);
        return;
    }
    if ( !IsNumeric( szTmp ) )
    {
        ErrorMessage( pECB, ERR_STOCKLEVEL_THRESHOLD_INVALID,
ERR_TYPE_WEBDLL, NULL, iTermId, iSyncId);
        return;
    }
    Term.pClientData[iTermId].stockLevelData.thresh_hold = atoi( szTmp);
    if (
Term.pClientData[iTermId].stockLevelData.thresh_hold >= 100
|| Term.pClientData[iTermId].stockLevelData.thresh_hold < 0 )
    {
        ErrorMessage( pECB, ERR_STOCKLEVEL_THRESHOLD_RANGE,
ERR_TYPE_WEBDLL, NULL, iTermId, iSyncId);
        return;
    }
    iRc = SQLStockLevel( pECB, iTermId, iSyncId,
Term.pClientData[iTermId].dbproc,
&Term.pClientData[iTermId].stockLevelData, iDeadlockRetry);
    #ifdef USE_ODBC
    #if (ODBCVER >= 0x0300)
    if ( bConnectionPooling && iRc != -3 )
        SQLDisconnect( Term.pClientData[iTermId].dbproc->hdbc);
    #endif
    #endif
    if (( pECbInfo =
SQLGetECB( Term.pClientData[iTermId].dbproc) ) && pECbInfo->bFailed)
        return;
    if ( iRc )
        ErrorMessage( pECB, ERR_STOCKLEVEL_NOT_PROCESSED,
ERR_TYPE_WEBDLL, NULL, iTermId, iSyncId);
    else

```

```

WriteZString( pECB, MakeStockLevelForm( iTermId, iSyncId,
FALSE) );
return;
}
/* FUNCTION: int GetNewOrderData(LPSTR lpszQueryString,
NEW_ORDER_DATA *pNewOrderData)
*
* PURPOSE: This function extracts and validates the new order
form data from an http command string.
*
* ARGUMENTS: LPSTR client browser http
lpszQueryString NEW_ORDER_DATA
command string pointer to new order data
*pNewOrderData
*
* RETURNS: int
error code indicating reason for failure ERR_SUCCESS
new order input data successfully parsed
*
* COMMENTS: None
*/
static int GetNewOrderData(LPSTR lpszQueryString, NEW_ORDER_DATA
*pNewOrderData)
{
    char        szTmp[26];
    char        szKey[26];
    int         i;
    short       items;
    BOOL        bCheck;

    if ( !GetKeyValue(lpszQueryString, "DID*", szTmp, sizeof(szTmp)) )
        return ERR_NEWORDER_FORM_MISSING_DID;

    if ( !IsNumeric( szTmp ) )
        return ERR_NEWORDER_DISTRICT_INVALID;

    pNewOrderData->d_id = atoi(szTmp);

    if ( !GetKeyValue(lpszQueryString, "CID*", szTmp, sizeof(szTmp)) )
        return ERR_NEWORDER_CUSTOMER_KEY;

    if ( !IsNumeric(szTmp) )
        return ERR_NEWORDER_CUSTOMER_INVALID;
    pNewOrderData->c_id = atoi(szTmp);

    bCheck = FALSE;
    for(i=0, items=0; i<15; i++)
    {
        wsprintf(szKey, "IID%2.2d*", i);
        if ( !GetKeyValue(lpszQueryString, szKey, szTmp,
sizeof(szTmp)) )
            return
ERR_NEWORDER_MISSING_IID_KEY;
        if ( szTmp[0] )
        {
            //if blank lines between item ids
            if ( bCheck )
                return
ERR_NEWORDER_ITEM_BLANK_LINES;
            if ( !IsNumeric(szTmp) )
                return
ERR_NEWORDER_ITEMID_INVALID;

```

```

        pNewOrderData->Ol[i].ol_i_id =
atoi(szTmp);

        wsprintf(szKey, "SP%2.2d", i);
if ( !GetKeyValue(lpszQueryString,
szKey, szTmp, sizeof(szTmp)) )
        return
ERR_NEWORDER_MISSING_SUPPW_KEY;
if ( !IsNumeric(szTmp) )
        return
ERR_NEWORDER_SUPPW_INVALID;
pNewOrderData->Ol[i].ol_supply_w_id
= (short)atoi(szTmp);

        wsprintf(szKey, "Qty%2.2d", i);
if ( !GetKeyValue(lpszQueryString,
szKey, szTmp, sizeof(szTmp)) )
        return
ERR_NEWORDER_MISSING_QTY_KEY;
if ( !IsNumeric(szTmp) )
        return
ERR_NEWORDER_QTY_INVALID;

        pNewOrderData->Ol[i].ol_quantity =
atoi(szTmp);
        items++;

        if ( pNewOrderData->Ol[i].ol_i_id >
1000000 || pNewOrderData->Ol[i].ol_i_id < 1 )
                return
ERR_NEWORDER_ITEMID_RANGE;
        if ( pNewOrderData->Ol[i].ol_quantity >=
100 || pNewOrderData->Ol[i].ol_quantity < 1 )
                return
ERR_NEWORDER_QTY_RANGE;
    }
    else
    {
        wsprintf(szKey, "SP%2.2d", i);
if ( !GetKeyValue(lpszQueryString,
szKey, szTmp, sizeof(szTmp)) )
        return
ERR_NEWORDER_MISSING_QTY_KEY;

        if ( szTmp[0] )
                return
ERR_NEWORDER_SUPPW_WITHOUT_ITEMID;

        wsprintf(szKey, "Qty%2.2d", i);
if ( !GetKeyValue(lpszQueryString,
szKey, szTmp, sizeof(szTmp)) )
        return
ERR_NEWORDER_MISSING_QTY_KEY;

        if ( szTmp[0] )
                return
ERR_NEWORDER_QTY_WITHOUT_ITEMID;

        bCheck = TRUE;
    }
}
if ( items == 0 )
    return ERR_NEWORDER_NOITEMS_ENTERED;

pNewOrderData->o_ol_cnt = items;

return ERR_SUCCESS;
}

```

```

/* FUNCTION: int GetPaymentData(LPSTR lpszQueryString, PAYMENT_DATA

```

```

*pPaymentData)
*
* PURPOSE:          This function extracts and validates the payment form
data from an http command string.
*
* ARGUMENTS:       LPSTR          client browser http
                    lpszQueryString  command string
*
                    *pPaymentData  pointer to payment data
structure
*
* RETURNS:         int
                    error code indicating reason for failure
*
ERR_SUCCESS
all input data successfully parsed
*
* COMMENTS:       None
*/

static int GetPaymentData(LPSTR lpszQueryString, PAYMENT_DATA
*pPaymentData)
{
    char    szTmp[26];
    char    *ptr;

    if ( !GetKeyValue(lpszQueryString, "DID*", szTmp, sizeof(szTmp)) )
        return ERR_PAYMENT_MISSING_DID_KEY;
    if ( !IsNumeric(szTmp) )
        return ERR_PAYMENT_DISTRICT_INVALID;
    pPaymentData->d_id = atoi(szTmp);

    if ( !GetKeyValue(lpszQueryString, "CID*", szTmp, sizeof(szTmp)) )
        return ERR_PAYMENT_MISSING_CID_KEY;

    if ( szTmp[0] && !IsNumeric(szTmp) )
        return ERR_PAYMENT_CUSTOMER_INVALID;

    pPaymentData->c_id = atoi(szTmp);

    if ( szTmp[0] == 0 )
    {
        if ( !GetKeyValue(lpszQueryString, "CLT*", szTmp,
sizeof(szTmp)) )
                return ERR_PAYMENT_MISSING_CLT;
        _strupr( szTmp );

//        pPaymentData->c_id = 10; //----- add oba -----//

        strcpy(pPaymentData->c_last, szTmp);
if ( strlen(pPaymentData->c_last) > 16 )
                return
ERR_PAYMENT_LAST_NAME_TO_LONG;
    }
    else
    {
        if ( !GetKeyValue(lpszQueryString, "CLT*", szTmp,
sizeof(szTmp)) )
                return
ERR_PAYMENT_MISSING_CLT_KEY;
        if ( szTmp[0] )
                return ERR_PAYMENT_CID_AND_CLT;
    }

    if ( !GetKeyValue(lpszQueryString, "CDI*", szTmp, sizeof(szTmp)) )

```

```

        return ERR_PAYMENT_MISSING_CDI_KEY;
if ( !IsNumeric(szTmp) )
        return ERR_PAYMENT_CDI_INVALID;
pPaymentData->c_d_id = atoi(szTmp);

if ( !GetKeyValue(lpszQueryString, "CWI*", szTmp, sizeof(szTmp)) )
        return ERR_PAYMENT_MISSING_CWI_KEY;

if ( !IsNumeric(szTmp) )
        return ERR_PAYMENT_CWI_INVALID;

pPaymentData->c_w_id = atoi(szTmp);

if ( !GetKeyValue(lpszQueryString, "HAM*", szTmp, sizeof(szTmp)) )
        return ERR_PAYMENT_MISSING_HAM_KEY;

ptr = szTmp;
while( *ptr )
{
    if ( *ptr == '.' )
    {
        ptr++;
if ( !*ptr )
                break;
if ( *ptr < '0' || *ptr > '9' )
                return
ERR_PAYMENT_HAM_INVALID;
        ptr++;
if ( !*ptr )
                break;
if ( *ptr < '0' || *ptr > '9' )
                return
ERR_PAYMENT_HAM_INVALID;
if ( !*ptr )
                return
ERR_PAYMENT_HAM_INVALID;
    }
    else if ( *ptr < '0' || *ptr > '9' )
        return
ERR_PAYMENT_HAM_INVALID;
        ptr++;
}

pPaymentData->h_amount = atof(szTmp);
if ( pPaymentData->h_amount >= 10000.00 || pPaymentData-
>h_amount < 0 )
        return ERR_PAYMENT_HAM_RANGE;

return ERR_SUCCESS;
}

/* FUNCTION: int GetOrderStatusData(LPSTR lpszQueryString,
ORDER_STATUS_DATA *pOrderStatusData)
*
* PURPOSE:          This function extracts and validates the payment form
data from an http command string.
*
* ARGUMENTS:       LPSTR          client browser http
                    lpszQueryString  command string
*
                    *pOrderStatusData  pointer to order status data structure
*
* RETURNS:         int
                    error code indicating reason for failure
ERR_SUCCESS

```

```

        successfully parsed all required input data
    *
    * COMMENTS:      None
    *
    */
static int GetOrderStatusData(LPSTR lpszQueryString, ORDER_STATUS_DATA
*pOrderStatusData)
{
    char        szTmp[26];

    if ( !GetKeyValue(lpszQueryString, "DID", szTmp, sizeof(szTmp)) )
        return ERR_ORDERSTATUS_MISSING_DID_KEY;
    if ( !IsNumeric(szTmp) )
        return ERR_ORDERSTATUS_DID_INVALID;
    pOrderStatusData->d_id = atoi(szTmp);

    if ( !GetKeyValue(lpszQueryString, "CID", szTmp, sizeof(szTmp)) )
        return ERR_ORDERSTATUS_MISSING_CID_KEY;

    if ( szTmp[0] == 0 )
    {
        pOrderStatusData->c_id = 0;
        if ( !GetKeyValue(lpszQueryString, "CLT", szTmp,
sizeof(szTmp)) )
            return
ERR_ORDERSTATUS_MISSING_CLT_KEY;
        //      _strupr( szTmp );
        //      strcpy(pOrderStatusData->c_last, szTmp);
        //      if ( strlen(pOrderStatusData->c_last) > 16 )
        //          return
ERR_ORDERSTATUS_CLT_RANGE;
        //
        pOrderStatusData->c_id = 10;
    }
    else
    {
        if ( !IsNumeric(szTmp) )
            return
ERR_ORDERSTATUS_CID_INVALID;
        pOrderStatusData->c_id = atoi(szTmp);
        if ( !GetKeyValue(lpszQueryString, "CLT", szTmp,
sizeof(szTmp)) )
            return
ERR_ORDERSTATUS_MISSING_CLT_KEY;
        if ( szTmp[0] )
            return
ERR_ORDERSTATUS_CID_AND_CLT;
    }

    return ERR_SUCCESS;
}

/* FUNCTION: BOOL ReadRegistrySettings(void)
 *
 * PURPOSE:      This function reads the NT registry for startup
parameters. There parameters are
 *              under the TPCC key.
 *
 * ARGUMENTS:   None
 *
 * RETURNS:     None
 *
 * COMMENTS:    This function also sets up required operation
variables to their default value
 *              so if registry is not setup
the default values will be used.
 *
 */

```

```

static BOOL ReadRegistrySettings(void)
{
    HKEY        hKey;
    DWORD       size;
    DWORD       type;
    char        szTmp[256];

    bLog
iMaxWareHouses = 500;
iThreads = 5;
iDelayMs = 100;
iDeadlockRetry = (short)3;
strcpy(szTpccLogPath, "tpcclog.");

    if ( RegOpenKeyEx(HKEY_LOCAL_MACHINE,
"SOFTWARE\\Microsoft\\TPCC", 0, KEY_READ, &hKey) != ERROR_SUCCESS )
        return TRUE;
    size = sizeof(szTmp);

    if ( RegQueryValueEx(hKey, "PATH", 0, &type, szTmp, &size) ==
ERROR_SUCCESS )
    {
        strcpy(szTpccLogPath, szTmp);
        strcat(szTpccLogPath, "tpcclog.");
        strcpy(szErrorLogPath, szTmp);
        strcat(szErrorLogPath, "tpccerr.");
    }

    size = sizeof(szTmp);
    if ( RegQueryValueEx(hKey, "LOG", 0, &type, szTmp, &size) ==
ERROR_SUCCESS )
    {
        if ( !strcmp(szTmp, "ON") )
            bLog = TRUE;
    }

    size = sizeof(szTmp);
    if ( RegQueryValueEx(hKey, "MaximumWarehouses", 0, &type,
szTmp, &size) == ERROR_SUCCESS )
    {
        iMaxWareHouses = atoi(szTmp);
        if ( iMaxWareHouses == 0 )
            iMaxWareHouses = 500;
    }

    size = sizeof(szTmp);
    if ( RegQueryValueEx(hKey, "NumberOfDeliveryThreads", 0, &type,
szTmp, &size) == ERROR_SUCCESS )
        iThreads = atoi(szTmp);
    if ( !iThreads )
        iThreads = 5;

    size = sizeof(szTmp);
    if ( RegQueryValueEx(hKey, "BackoffDelay", 0, &type, szTmp,
&size) == ERROR_SUCCESS )
        iDelayMs = atoi(szTmp);
    if ( !iDelayMs )
        iDelayMs = 100;

    size = sizeof(szTmp);
    if ( RegQueryValueEx(hKey, "DeadlockRetry", 0, &type, szTmp,
&size) == ERROR_SUCCESS )
        iDeadlockRetry = (short)atoi(szTmp);
    if ( !iDeadlockRetry )
        iDeadlockRetry = (short)3;

    size = sizeof(szTmp);
    if ( RegQueryValueEx(hKey, "MaxConnections", 0, &type, szTmp,
&size) == ERROR_SUCCESS )

```

```

        iMaxConnections = (short)atoi(szTmp);
        if ( !iMaxConnections )
            iMaxConnections = (short)25;

    RegCloseKey(hKey);

    return FALSE;
}

/* FUNCTION: BOOL PostDeliveryInfo(short w_id, short o_carrier_id)
 *
 * PURPOSE:      This function writes the delivery information to the
delivery pipe. The information is
 *              sent as a long.
 *
 * ARGUMENTS:   short        w_id
                warehouse id
                short        o_carrier_id
                carrier id
 *
 * RETURNS:     BOOL        FALSE    delivery
information posted successfully
                TRUE        error cannot post delivery info
 *
 * COMMENTS:    The pipe is initially created with 16K buffer size this
should allow for
 *              up to 4096 deliveries to be
queued before an overflow condition would
 *              occur. The only reason
that an overflow would occur is if the delivery
 *              application stopped
listening while deliveries were being posted.
 *
 */

static BOOL PostDeliveryInfo(short w_id, short o_carrier_id)
{
    DELIVERY_TRANSACTION    deliveryTransaction;
    int                      d;
    int                      i;

    GetLocalTime(&deliveryTransaction.queue);

    deliveryTransaction.w_id =
w_id;
    deliveryTransaction.o_carrier_id =
o_carrier_id;

    for(i=0; i<4; i++)
    {
        if ( WriteFile(hPipe, &deliveryTransaction,
sizeof(deliveryTransaction), &d, NULL) )
            return FALSE;
        if ( GetLastError() != ERROR_PIPE_BUSY )
            //ERROR_PIPE_LISTENING
            return TRUE;
    }

    return TRUE;
}

/* FUNCTION: BOOL IsNumeric(char *ptr)
 *
 * PURPOSE:      This function determines if a string is numeric. It fails
if any characters other
 *              than numeric and null terminator are
present.

```

```

*
* ARGUMENTS:      char          *ptr
                 pointer to string to check.
*
* RETURNS:        BOOL          FALSE   if string is not
all numeric
*
                 TRUE          if string contains only numeric characters i.e. '0' - '9'
*
* COMMENTS:      None
*/

static BOOL IsNumeric(char *ptr)
{
    if ( *ptr == 0 )
        return FALSE;

    while( *ptr && isdigit(*ptr) )
        ptr++;
    return ( !*ptr );
}

#ifdef USE_ODBC
/* FUNCTION: static int ODBCError(DBPROCESS *dbproc)
*
* PURPOSE:        This function Handles the processing of
errors from ODBC APIs
*
* ARGUMENTS:      PDBPROCESS
*
* RETURNS:        BOOL          FALSE
if string is not all numeric
*
                 TRUE          if string contains only numeric characters i.e. '0' - '9'
*
* COMMENTS:      None
*/

static int ODBCError(DBPROCESS *dbproc)
{
    RETCODE   rc;
    SDWORD   INativeError;
    BOOL      bError;
    char     szState[6];
    char     szMsg[SQL_MAX_MESSAGE_LENGTH];
    char     timebuf[128];
    char     datebuf[128];

    pdbproc->deadlock_detected = TRUE;
    bError = FALSE;

    while( SQLError(dbproc->henv,

dbproc->hdbc,

dbproc->hstmt,

szState,

&INativeError,

szMsg,

sizeof(szMsg),

NULL) != SQL_NO_DATA_FOUND )
    {
        if (INativeError == 1205)
            dbproc-

```

```

->deadlock_detected = TRUE;
    else
    {
        _strtime(timebuf);
        _strdate(datebuf);

        h_printf(dbproc->pECB,
"%s %s : ODBC Error: State=%s, Error=%ld, %s\n", datebuf, timebuf, szState,
INativeError, szMsg);
        bError = TRUE;
    }
    if ( bError )
        return -1;
    return dbproc->deadlock_detected;
}

#endif

/* FUNCTION: void FormatHTMLString(char *szBuff, int iLen, char *szStr)
*
* PURPOSE:        This function Handles translation of HTML specific
character field data
                 when an HTML output form is
generated.
*
* ARGUMENTS:      char          *szBuff   Returned string
information
                 char          *szStr
                 input string to be formatted.
*
                 iLen          Length of returned string
*
* RETURNS:        none
*
* COMMENTS:      The length paramter is the absolute length of the
returned string in
                 HTML characters. For
example the input string > would be returned as
                 &gt; which would be
counted as 1 character. If the number of input
                 characters is less than the
iLen parameter spaces are appended to
                 the end of the string to
ensure that at least iLen characters are
                 returned in the szBuff
parameter.
*/

static void FormatHTMLString(char *szBuff, char *szStr, int iLen)
{
    while( iLen && *szStr )
    {
        switch( *szStr )
        {
            case '>':
                *szBuff++ = '&';
                *szBuff++ = 'g';
                *szBuff++ = 't';
                *szBuff++ = ' ';
                szStr++;
                break;
            case '<':
                *szBuff++ = '&';
                *szBuff++ = 'l';
                *szBuff++ = 't';
                *szBuff++ = ' ';
                szStr++;
                break;
            case '&':
                *szBuff++ = '&';

```

```

                *szBuff++ = 'a';
                *szBuff++ = 'm';
                *szBuff++ = 'p';
                *szBuff++ = ' ';
                szStr++;
                break;
            case '\\':
                *szBuff++ = '\\';
                *szBuff++ = ' ';
                szStr++;
                break;
            default:
                *szBuff++ = *szStr++;
                break;
        }
        iLen--;
    }
    while( iLen-- )
        *szBuff++ = ' ';
    *szBuff = 0;
    return;
}

```

tux_client.c

```

#include <windows.h>
#include <stdio.h>
#include <string.h>
#include <direct.h>
#include "atmi.h" /* TUXEDO Header File */
#ifdef USE_ODBC
#include <sqltypes.h>
#include <sql.h>
#include <sqlext.h>
#include <henv.h>
#else
#define DBNTWIN32
#include <sqlfront.h>
#include <sqldb.h>
#endif

#include "trans.h"
#include "tpcc.h"
#include "pipe_routines.h"
#include "tux.h"
#define SERVICE_BUF_SIZE 16
typedef char *EXTENSION_CONROL_BLOCK;
const int TIMEOUT = 1000* 30; // timeout in milliseconds
const int ARGSIZE = 1024;
const char *LOG_PATH="c:\\temp\\tux_logs\\";
const char *LOG_NAME="client_%d.txt";
// Global variables set as parameters
int InitialCreate = 0;
int ClientNumber = 0;
char *TuxBuffer;

//-----@add -----//
char *TuxBuffer_no;
char *TuxBuffer_pay;
char *TuxBuffer_os;
char *TuxBuffer_stock;

```



```

/*****
 *
 *      BOOL TuxInit()
 *
 *****/
BOOL TuxInit()
{
    BOOL bReturn = FALSE;
    if (tpinit((TPINIT *) NULL) == -1)
        fprintf(stderr, "tpinit failed\n");
    else
    {
        TuxBuffer = (char *) tmalloc("CARRAY", NULL,
sizeof(TUX_MSG));
        if (TuxBuffer != NULL)
            bReturn = TRUE;
        else
        {
            fprintf(stderr, "tpalloc of buffer failed\n");
            tpterm();
        }
        TuxBuffer_no = (char *) tmalloc("CARRAY", NULL,
sizeof(TUX_MSG));
        if (TuxBuffer_no != NULL)
            bReturn = TRUE;
        else
        {
            fprintf(stderr, "tpalloc of buffer failed\n");
            tpterm();
        }
        TuxBuffer_pay = (char *) tmalloc("CARRAY", NULL,
sizeof(TUX_MSG));
        if (TuxBuffer_pay != NULL)
            bReturn = TRUE;
        else
        {
            fprintf(stderr, "tpalloc of buffer failed\n");
            tpterm();
        }
        TuxBuffer_os = (char *) tmalloc("CARRAY", NULL,
sizeof(TUX_MSG));
        if (TuxBuffer_os != NULL)
            bReturn = TRUE;
        else
        {
            fprintf(stderr, "tpalloc of buffer failed\n");
            tpterm();
        }
        TuxBuffer_stock = (char *) tmalloc("CARRAY", NULL,
sizeof(TUX_MSG));
        if (TuxBuffer_stock != NULL)
            bReturn = TRUE;
        else
        {
            fprintf(stderr, "tpalloc of buffer failed\n");
            tpterm();
        }
    }
    return bReturn;
}

/*****
 *
 *      void TuxCleanup(void)
 *
 *****/
void TuxCleanup(void)
{

```

```

        tpterm(TuxBuffer);
        tpterm(TuxBuffer_no);
        tpterm(TuxBuffer_pay);
        tpterm(TuxBuffer_os);
        tpterm(TuxBuffer_stock);
        tpterm();
    }
}

/*****
 *
 *      BOOL TuxTransaction(char *Service, void *Data, long BufSize, long
 *pnRead)
 *
 *****/
BOOL TuxTransaction(char *Service, void *Data, long BufSize, long *pnRead)
{
    if (strcmp(Service, "NEW_ORDER")){
        memcpy(TuxBuffer_no, Data, BufSize);
        TuxBuffer = TuxBuffer_no;
    }
    else if (strcmp(Service, "PAYMENT")){
        memcpy(TuxBuffer_pay, Data, BufSize);
        TuxBuffer = TuxBuffer_pay;
    }
    else if (strcmp(Service, "ORDER_STATUS")){
        memcpy(TuxBuffer_os, Data, BufSize);
        TuxBuffer = TuxBuffer_os;
    }
    else if (strcmp(Service, "STOCK_LEVEL")){
        memcpy(TuxBuffer_stock, Data, BufSize);
        TuxBuffer = TuxBuffer_stock;
    }
}

*/

        memcpy(TuxBuffer, Data, BufSize);
#ifdef _DEBUG
        fprintf(stderr, "about to tpcall Service %s,
bufsize=%d\n", Service, BufSize);
#endif
        if (tpcall(Service, TuxBuffer, BufSize, &TuxBuffer, pnRead,
TPNOTIME) == -1)
        {
            extern int tpermo;
            fprintf(stderr, "TuxTransaction: tpcall failed,
tpermo=%d\n", tpermo);
            return FALSE;
        }
#ifdef _DEBUG
        fprintf(stderr, "tp call returned %d bytes\n", *pnRead);
#endif
        if (*pnRead < BufSize)
        {
            fprintf(stderr, "TuxTransaction: nRead(%d) <
BufSize(%d)\n", *pnRead, BufSize);
            return FALSE;
        }
        memcpy(Data, TuxBuffer, *pnRead);
        return TRUE;
    }
}

/*****
 *
 *      void HandleTransactions(HANDLE hPipe)
 *
 *****/
void HandleTransactions(HANDLE hPipe)
{
    TUX_MSG msg;
    DWORD nRead;

```

```

        HANDLE hEvent;
        hEvent = CreateEvent(NULL, TRUE, FALSE, NULL);
        if (hEvent == INVALID_HANDLE_VALUE)
        {
            fprintf(stderr, "Unable to create event handle\n");
            return;
        }
        while(ReadPipe(hPipe, hEvent, &msg, sizeof(msg), &nRead))
        {
            DWORD nWritten;
            //printf("%s", msg.Data.Trans);
            if (!TuxTransaction(msg.Service, &msg.Data, nRead,
&nRead))
            {
                fprintf(stderr, "TuxTransaction failed\n");
                break;
            }
            if (!WritePipe(hPipe, hEvent, &msg, nRead,
&nWritten))
            {
                fprintf(stderr, "WritePipe Failed in
HandleTransactions()\n");
                break;
            }
            if (nWritten != nRead)
            {
                fprintf(stderr, "HandleTransactions:
nWritten(%d) != nRead(%d)\n", nWritten, nRead);
            }
            CloseHandle(hEvent);
        }
}

/*****
 *
 *      BOOL StartAnother(char *name, int number, int InitialCreate)
 *
 *****/
BOOL StartAnother(char *name, int number, int InitialCreate)
{
    STARTUPINFO si;
    PROCESS_INFORMATION pi;
    char args[1024];
    sprintf(args, "%s -n %d %d", name, number, InitialCreate);
    memset(&si, 0, sizeof(si));
    si.cb = sizeof(si);
    // Start the child process.

    if(!CreateProcess(NULL, // No module name (use command line).
args, // Command line.
NULL, // Process handle not inheritable.
NULL, // Thread handle not inheritable.
FALSE, // Set handle inheritance to FALSE.
0, // No creation flags.
NULL, // Use parent's environment block.
NULL, // Use parent's starting directory.
&si, // Pointer to STARTUPINFO
structure,
&pi) // Pointer to PROCESS_INFORMATION
structure.
)
    {
        fprintf(stderr, "Unable to start another,
number=%d\n", number);
        return FALSE;
    }
    return TRUE;
}

/*****
 *
 *
 *****/

```

```

*
*      void Usage(char *ProgName)
*
*****/
void Usage(char *ProgName)
{
    fprintf(stderr,"usage: %s <initial create>\n", ProgName);
}

/*****
*
*      BOOL Parse(int argc, char ** argv)
*
*****/
BOOL Parse(int argc, char **argv)
{
    int c;
    BOOL bReturn= TRUE;
    extern char *optarg;
    extern int optind, optopt;
    while(bReturn && ((c = getopt(argc, argv, "n:") != -1 ))
    {
        switch(c)
        {
        case 'n':
            ClientNumber = atoi(optarg);
            if (ClientNumber <= 0)
                bReturn = FALSE;
            break;

        case ':':
            fprintf(stderr, "option %c requires an
argument\n", optopt);
            bReturn = FALSE;
            break;

        case '?':
            bReturn = FALSE;
            break;

        default:
            // should not happen
            fprintf(stderr, "Parse in default case.\n");
            bReturn = FALSE;
            break;
        }
    }
    // See if we have any arguments left
    switch (argc - optind)
    {
        case 1:
            InitialCreate = atoi(argv[ optind]);
            if (InitialCreate < 0)
            {
                bReturn = FALSE;
                break;
            }
            // fall through
        case 0:
            // nothing else specified - OK
            break;
        default:
            fprintf(stderr,"only one <initial_create>
allowed\n");
            bReturn = FALSE;
            break;
    }
    return bReturn;
}

/*****
*
*      void SetUpStderr(void)
*

```

```

*****/
void SetUpStderr(void)
{
    char buf[_MAX_PATH];
    strcpy(buf, LOG_PATH);
    _mkdir(LOG_PATH);
    sprintf(buf+ strlen(buf), LOG_NAME, ClientNumber);
    freopen(buf, "w", stderr);
    setbuf(stderr, NULL);
}

/*****
*
*      int main(int argc, char ** argv)
*
*****/
int main(int argc, char **argv)
{
    HANDLE hPipe;
    if (! Parse(argc, argv)
    {
        Usage(argv[ 0]);
        exit(1);
    }
    #ifdef _DEBUG
        fprintf(stderr, "client %d starting (as thread 0x%x)\n",
ClientNumber, GetCurrentThreadId());
    #endif
    SetUpStderr();

    if (!Tuxnit())
    {
        fprintf(stderr, "tuxinit failed\n");
        exit(1);
    }

    if (ClientNumber == 0)
    {
        int i;
        #ifdef _DEBUG
            fprintf(stderr, "Doing initial create of
%d\n", InitialCreate);
        #endif
        for (i= 1; i< InitialCreate; i++)
            StartAnother(argv[ 0], i, InitialCreate);
    }
    hPipe = OpenServerPipe(ClientNumber, INFINITE);
    if (hPipe == INVALID_HANDLE_VALUE)
        fprintf(stderr, "OpenServerPipe failed, error=%d\n",
GetLastError());
    {
        if (ClientNumber >= InitialCreate)
            StartAnother(argv[ 0], ClientNumber + 1,
InitialCreate);

        HandleTransactions(hPipe);

        CloseHandle(hPipe);
    }
    TuxCleanup();
    return 0;
}



tux_server.c



#include <windows.h>
#include <stdio.h>

```

```

#include <time.h>
#include <stdarg.h>
// Tuxedo include files
#include <atmi.h>
#include <userlog.h>
// Database include files
#ifdef USE_ODBC
    #include <sqltypes.h>
    #include <sql.h>
    #include <sqlext.h>
    HENV henv;
#else
    #define DBNTWIN32
    #include <sqlfront.h>
    #include <sqldb.h>
#endif

// include files for this project
#include "util.h"
#include "trans.h"
#include "tpcc.h"
#include "sqlroutines.h"
#include "tux.h"
// Global variables
short    iMaxConnections= 1;
char     szErrorLogPath[]="\\inetpub\\wwwroot\\lerr_tpcc_tux.txt";
DBPROCESS *pdbproc;
char     *Server           =NULL;
char     *Database        ="tpcc";
char     *User             ="sa";
char     *Password        ="";
int      spld;
TUX_DATA data;
TERM     Term;
EXTENSION_CONTROL_BLOCK *gpECB= NULL;

/*****
*
*      void Log(char *format, ...)
*
*****/
void Log(char *format, ...)
{
    va_list args;
    char     buf[ 4096];
    int      len;
    va_start(args, format);
    _strtime(buf);
    strcat(buf, " ");
    len = strlen(buf);
    (void)_vsprintf(buf + len, sizeof(buf)- len- 1, format, args);
    buf[ sizeof(buf)- 1]= '\0';
    va_end(args);
    userlog(buf);
}

/*****
*
*      void WriteZString(EXTENSION_CONTROL_BLOCK *pECB, char
*szStr)
*
*****/
void WriteZString(EXTENSION_CONTROL_BLOCK *pECB, char *szStr)
{
    strcpy(data.Trans.ErrorMessage, szStr);
    data.Error = 1;
}

/*****
*
*      BOOL IsValidTermId(int TermId)
*

```

```

*****/
BOOL IsValidTermId(int TermId)
{
    return FALSE;
}

/*****
 *
 *      int tpsvrinit(int argc, char *argv[])
 *
 *****/
int tpsvrinit(int argc, char *argv[])
{
    char App[ 1024];
    {
        int i;
        for(i= 0; i< argc; i++)
            printf("argv[%d]=%s\n", i, argv[ i]);
    }
    Log("starting the tuxedo TPCC server");
    if (gethostname(App, sizeof(App))
        strcpy(App, "TPCC");
    if (! SQLInit())
    {
        Log("SQLInit failed");
        return -1;
    }
    if (getenv("SERVER"))
        Server = strdup(getenv("SERVER"));
    if (Server == NULL)
    {
        Log("SERVER Environment variable not set");
        return -1;
    }
    if (SQLOpenConnection(NULL, 0, 0, &pdbproc, Server, Database,
User, Password, App, &spld)
    {
        Log("SQLOpenconnection failed");
        SQLCleanup();
        return -1;
    }
    return 0;
}

/*****
 *
 *      void tpsvrdone(void)
 *
 *****/
void tpsvrdone(void)
{
    Log("shutting down the tuxedo TPCC server");
    free(Server);
    SQLCloseConnection(NULL, pdbproc);
    SQLCleanup();
}

/*****
 *
 *      void NEW_ORDER(TPSVCINFO *rqst)
 *
 *****/
void NEW_ORDER(TPSVCINFO *rqst)
{
    PECBINFO pECBInfo = SQLGetECB(pdbproc);
    int size = rqst->len;
    #ifdef _DEBUG
        Log("Beginning NEW_ORDER transaction\n");
    #endif
    memcpy(&data, rqst->data, size);
}

```

```

        data.Return = SQLNewOrder(NULL, data.TermId, data.SyncId,
pdbproc, &data.Trans.NewOrderData, data.DeadlockRetry);
        data.bDeadlock = pECBInfo->bDeadlock;
        data.bFailed = pECBInfo->bFailed;
        if (data.Error)
        {
            size = sizeof(data);
            strcpy(data.Trans.ErrorMessage, Term.pClientData[
0].szBuffer);
        }
        memcpy(rqst->data, &data, size);
    #ifdef _DEBUG
        Log("Finished NEWORDER transaction,
bFailed=%d\n", data.bFailed);
    #endif
    tpretum(TPSUCCESS, 0, rqst->data, size, 0);
}

/*****
 *
 *      void STOCK_LEVEL(TPSVCINFO *rqst)
 *
 *****/
void STOCK_LEVEL(TPSVCINFO *rqst)
{
    PECBINFO pECBInfo = SQLGetECB(pdbproc);
    int size = rqst->len;
    memcpy(&data, rqst->data, size);
    #ifdef _DEBUG
        Log("Beginning STOCK_LEVEL transaction\n");
    #endif
    data.Return = SQLStockLevel(NULL, data.TermId, data.SyncId,
pdbproc, &data.Trans.StockLevelData, data.DeadlockRetry);
    data.bDeadlock = pECBInfo->bDeadlock;
    data.bFailed = pECBInfo->bFailed;
    if (data.Error)
    {
        size = sizeof(data);
        strcpy(data.Trans.ErrorMessage, Term.pClientData[
0].szBuffer);
    }
    memcpy(rqst->data, &data, size);
    #ifdef _DEBUG
        Log("Finished STOCK_LEVEL transaction,
bFailed=%d\n", data.bFailed);
    #endif
    tpretum(TPSUCCESS, 0, rqst->data, size, 0);
}

/*****
 *
 *      void PAYMENT(TPSVCINFO *rqst)
 *
 *****/
void PAYMENT(TPSVCINFO *rqst)
{
    PECBINFO pECBInfo = SQLGetECB(pdbproc);
    int size = rqst->len;
    memcpy(&data, rqst->data, size);
    #ifdef _DEBUG
        Log("Beginning PAYMENT transaction\n");
    #endif
    data.Return = SQLPayment(NULL, data.TermId, data.SyncId,
pdbproc, &data.Trans.PaymentData, data.DeadlockRetry);
    data.bDeadlock = pECBInfo->bDeadlock;
    data.bFailed = pECBInfo->bFailed;
    if (data.Error)
    {
        size = sizeof(data);
        strcpy(data.Trans.ErrorMessage, Term.pClientData[
0].szBuffer);
    }
}

```

```

    }
    memcpy(rqst->data, &data, size);
    #ifdef _DEBUG
        Log("Finished PAYMENT transaction\n");
    #endif
    tpretum(TPSUCCESS, 0, rqst->data, size, 0);
}

/*****
 *
 *      void ORDER_STATUS(TPSVCINFO *rqst)
 *
 *****/
void ORDER_STATUS(TPSVCINFO *rqst)
{
    PECBINFO pECBInfo = SQLGetECB(pdbproc);
    int size = rqst->len;
    memcpy(&data, rqst->data, size);
    #ifdef _DEBUG
        Log("Beginning ORDER_STATUS transaction, rqst-
>len=%d\n", rqst->len);
    #endif
    data.Return = SQLOrderStatus(NULL, data.TermId, data.SyncId,
pdbproc, &data.Trans.OrderStatusData, data.DeadlockRetry);
    data.bDeadlock = pECBInfo->bDeadlock;
    data.bFailed = pECBInfo->bFailed;
    if (data.Error)
    {
        size = sizeof(data);
        strcpy(data.Trans.ErrorMessage, Term.pClientData[
0].szBuffer);
    }
    memcpy(rqst->data, &data, size);
    #ifdef _DEBUG
        Log("Finished ORDER_STATUS transaction\n");
    #endif
    tpretum(TPSUCCESS, 0, rqst->data, size, 0);
}

util.c

#include <windows.h>
#include <string.h>
#include "util.h"
/* FUNCTION: void UtilStrCpy( char * pDest, char * pSrc, int n)
 *
 * PURPOSE: This function copies n characters from string pSrc to pDst and
places a
 * null character at the end of the destination string.
 *
 * ARGUMENTS: char* pDestdestination string pointer
 * char* pSrcsource string pointer
 * intrnnumber of characters to copy
 *
 * RETURNS: None
 *
 * COMMENTS: Unlike strcpy this function ensures that the result string is
 * always null terminated.
 *
 */
void UtilStrCpy( char *pDest, char *pSrc, int n)
{
    strcpy( pDest, pSrc, n);
    pDest[ n] = '\0';
    return;
}

```

delirpt.c

```
/* FILE: DELIRPT.C
 * Microsoft TPC-C Kit Ver.
 * 3.00.000
 * Copyright Microsoft, 1996
 *
 * PURPOSE: Delivery report processing application
 * Author: Philip Durr
 * philipdu@Microsoft.com
 */

#include <windows.h>
#include <stdio.h>
#include <stdlib.h>

#define LOGFILE_READ_EOF 0 //check log
//file flag return current state
#define LOGFILE_CLEAR_EOF 1 //clear end of
log file flag
#define LOGFILE_SET_EOF 2 //set flag end of log file reached

#define INTERVAL .01 //90th percentile calculation bucket interval

#define ERR_SUCCESS 1000 //success no
error
#define ERR_READING_LOGFILE 1001 //io errors
occured reading delivery log file
#define ERR_INSUFFICIENT_MEMORY 1002 //insuficient
memory to process 90th percentile report
#define ERR_CANNOT_OPEN_RESULTS_FILE 1005 //Cannot open delivery results file delilog.

typedef struct _RPTLINE
{
    SYSTEMTIME start;
    //delilog report line start time
    SYSTEMTIME end;
    //delilog report line end time
    int response;
    //delilog report line time delivery took in milliseconds
    int w_id;
    //delilog report line warehouse id for delivery
    int o_carrier_id;
    //delilog report line carier id for delivery
    int items[10];
    //delilog report line delivery line items
} RPTLINE, *PRPTLINE;

//error message structure used in ErrorMessage API
typedef struct _SERRORMSG
```

```
{
    int iError;
    //error id of message
    char szMsg[80]; //message to
sent to browser
} SERRORMSG;

int versionMS = 3; //delirpt
version int versionMM = 0;
int versionLS = 2;
int iReport; //delirpt

report to process int iStartTime; //begin times
to accept for report int iEndTime; //end times
to accept for report FILE *fpLog; //log file
stream

//Local function prototypes
void main(int argc, char *argv[]);
static int Init(void);
static void Restore(void);
static int DoReport(void);
int AverageResponse(void);
int SkippedDelivery(void);
int Percentile90th(void);
BOOL CheckTimes(PRPTLINE pRptLine);
static int OpenLogFile(void);
static void CloseLogFile(void);
static void ResetLogFile(void);
static BOOL LogEOF(int iOperation);
static BOOL ReadReportLine(char *szBuffer, PRPTLINE pRptLine);
static BOOL ParseReportLine(char *szLine, PRPTLINE pRptLine);
static BOOL ParseDate(char *szDate, LPSYSTEMTIME pTime);
static BOOL ParseTime(char *szTime, LPSYSTEMTIME pTime);
static void ErrorMessage(int iError);
static BOOL GetParameters(int argc, char *argv[]);
static void PrintParameters(void);
static void PrintHeader(void);
static void cls(void);
static BOOL IsNumeric(char *ptr);

/* FUNCTION: int main(int argc, char *argv[])
 *
 * PURPOSE: This function is the beginning execution point for the
delivery executable.
 *
 * ARGUMENTS: int argc number of
command line arguments passed to delivery
 * char *argv[]
array of command line argument pointers
 *
 * RETURNS: None
 *
 * COMMENTS: None
 */

void main(int argc, char *argv[])
{
    int iError;
    PrintHeader();
```

```
if ( GetParameters(argc, argv )
{
    PrintParameters();
return;
}

if ( (iError=Init()) != ERR_SUCCESS )
{
    ErrorMessage(iError);
Restore();
return;
}

if ( (iError = DoReport()) != ERR_SUCCESS )
ErrorMessage(iError);

Restore();

return;
}

/* FUNCTION: static int Init(void)
 *
 * PURPOSE: This function initializes the delirtp application.
 *
 * ARGUMENTS: None
 *
 * RETURNS: None
 *
 * COMMENTS: None
 */

static int Init(void)
{
    int iError;

    if ( (iError = OpenLogFile()) )
return iError;

return TRUE;
}

/* FUNCTION: static void Restore(void)
 *
 * PURPOSE: This function cleans up the delirtp application before
termination.
 *
 * ARGUMENTS: None
 *
 * RETURNS: None
 *
 * COMMENTS: None
 */

static void Restore(void)
{
    CloseLogFile();
return;
}

/* FUNCTION: static int DoReport(void)
 *
 * PURPOSE: This function dispatches the requested
report.
 *
 * ARGUMENTS: None
 *
 * RETURNS: ERR_SUCCESS if successfull or error
code if an error occurs.
```

```

*
* COMMENTS:      None
*
*/

static int DoReport(void)
{
    int iRc;

    switch(iReport)
    {
        case 1:
            iRc = AverageResponse();
            break;
        case 2:
            iRc = Percentile90th();
            break;
        case 3:
            iRc = SkippedDelivery();
            break;
        case 4:
            if ( (iRc = AverageResponse()) !=
                ERR_SUCCESS )
                break;
            if ( (iRc = Percentile90th()) !=
                ERR_SUCCESS )
                break;
            if ( (iRc = SkippedDelivery()) !=
                ERR_SUCCESS )
                break;
            break;
    }
    return iRc;
}

/* FUNCTION: int AverageResponse(void)
*
* PURPOSE:      This function processes the
AverageResponse report.
*
* ARGUMENTS:   None
*
* RETURNS:     ERR_SUCCESS if successfull or error
code if an error occurs.
*
* COMMENTS:   None
*/

int AverageResponse(void)
{
    RPTLINE reportLine;
    int iTotalResponse;
    int iLines;
    double fAverage;
    char szDelivery[128];

    ResetLogFile();

    iTotalResponse = 0;
    iLines = 0;
    printf("\n\n***** Average Response Time Report *****\n");
    while ( !LogEOF(LOGFILE_READ_EOF) )
    {
        if ( ReadReportLine(szDelivery, &reportLine) )
            return ERR_READING_LOGFILE;
        if ( szDelivery[0] == '*' )
            continue;
        if ( !LogEOF(LOGFILE_READ_EOF) )
        {
            if ( CheckTimes(&reportLine) )

```

```

                continue;
                iLines++;
                iTotalResponse += reportLine.response;
            }
            if ( iLines % 10 == 0 )
                printf("Reading Report
                Line:%t%d\r", iLines);
        }
        printf("\r");
        if ( iLines == 0 )
        {
            printf("No deliveries found.\n");
        }
        else
        {
            fAverage = ((double)iTotalResponse /
                (double)iLines)/(double)1000;
            printf("Total Deliveries:  %10.0f\n", (float)iLines);
            printf("Total Response Times: %10.3f\n",
                ((float)iTotalResponse/(float)1000));
            printf("Average Response Time: %10.3f\n", fAverage);
        }
        return ERR_SUCCESS;
    }

/* FUNCTION: int Percentile90th(void)
*
* PURPOSE:      This function processes the 90th
percentile report.
*
* ARGUMENTS:   None
*
* RETURNS:     ERR_SUCCESS if successfull or error
code if an error occurs.
*
* COMMENTS:   This function requires enough space to allocate
needed
                buckets which will be 2 *
max response time in
                deci-seconds.
*/

int Percentile90th(void)
{
    RPTLINE reportLine;
    int iBucketSize;
    int i;
    int iResponseSeconds;
    int iMaxSeconds;
    int iTotalBuckets;
    double iTotal;
    double i90thPercent;
    short *psBuckets;
    char szDelivery[128];

    printf("\n\n***** 90th Percentile *****\n");
    printf("Calculating Max Response Seconds...\n");

    ResetLogFile();

    iMaxSeconds = -1;
    while ( !LogEOF(LOGFILE_READ_EOF) )
    {
        if ( ReadReportLine(szDelivery, &reportLine) )
            return ERR_READING_LOGFILE;
        if ( szDelivery[0] == '*' )
            continue;
        if ( !LogEOF(LOGFILE_READ_EOF) )

```

```

        {
            if ( iMaxSeconds < reportLine.response
                iMaxSeconds =
                reportLine.response;
            }
            printf("Max Response = %d.%d
            \n",iMaxSeconds/1000,iMaxSeconds%1000 );
            iTotalBuckets = iMaxSeconds + 1;

            printf("Allocating Buckets...\n");
            iBucketSize = iTotalBuckets * sizeof(short);
            if ( !(psBuckets = (short *)malloc(iBucketSize)) )
                return ERR_INSUFFICIENT_MEMORY;

            ZeroMemory(psBuckets, iBucketSize);
            iTotal = 0;

            ResetLogFile();
            printf("Calculating Distribution...\n");

            while ( !LogEOF(LOGFILE_READ_EOF) )
            {
                if ( ReadReportLine(szDelivery, &reportLine) )
                    return ERR_READING_LOGFILE;
                if ( szDelivery[0] == '*' )
                    continue;
                if ( !LogEOF(LOGFILE_READ_EOF) )
                {
                    if ( CheckTimes(&reportLine) )
                        continue;
                    psBuckets[reportLine.response]++;
                    iTotal++;
                }
            }

            i90thPercent = iTotal * .9;

            for(i=0, iTotal = 0.0; iTotal < i90thPercent; iTotal +=
                (double)psBuckets[i]
                i++);

            printf("90th Percentile = %d.%d\n", i/1000, (i % 1000));

            free(psBuckets);

            return ERR_SUCCESS;
        }

/* FUNCTION: int SkippedDelivery(void)
*
* PURPOSE:      This function processes the Skipped
Deliveries report.
*
* ARGUMENTS:   None
*
* RETURNS:     ERR_SUCCESS if successfull or error
code if an error occurs.
*
* COMMENTS:   None
*/

int SkippedDelivery(void)
{
    RPTLINE reportLine;

```

```

char      szDelivery[128];
int       i;
int       items[10];

ResetLogFile();

printf("\n\n***** Skipped Delivery Report *****\n");
memset(items, 0, sizeof(items));
printf("Reading Delivery Log File...");

while ( !LogEOF(LOGFILE_READ_EOF) )
{
    if ( ReadReportLine(szDelivery, &reportLine) )
        return ERR_READING_LOGFILE;
    if ( szDelivery[0] == '*' )
        continue;
    if ( !LogEOF(LOGFILE_READ_EOF) )
    {
        if ( CheckTimes(&reportLine) )
            continue;
        for(i=0; i<10; i++)
        {
            if ( !reportLine.items[i] )
                items[i]++;
        }
    }
    printf("\n");
    printf("Skipped delivery table.\n");
    printf(" 1  2  3  4  5  6  7  8  9  10\n");
    printf("-----\n");
    for(i=0; i<10; i++)
        printf("%4.4d ", items[i]);

    printf("\n");

    return ERR_SUCCESS;
}

/* FUNCTION: BOOL CheckTimes(PRPTLINE pRptLine)
*
* PURPOSE:      This function checks to see if the delilog record falls
withing the
*
*                begin and end time from the command
line.
*
* ARGUMENTS:   PRPTLINE  pRptLine  delilog processed report
line.
*
* RETURNS:     BOOL      FALSE      if report line
is not within the
*
*                requested start and end times.
*
*                TRUE      if the report line is within the
*
*                requested start and end times.
*
* COMMENTS:    If startTime and endTime are both 0 then the user
requested
*
*                the default behavior which
is all records in delilog are
*
*                valid.
*/

BOOL CheckTimes(PRPTLINE pRptLine)
{
    int      iRptEndTime;
    int      iRptStartTime;

    iRptStartTime = (pRptLine->start.wHour * 3600000) + (pRptLine->
start.wMinute * 60000) + (pRptLine->start.wSecond * 1000) + pRptLine-

```

```

>start.wMilliseconds;
    iRptEndTime = (pRptLine->end.wHour * 3600000) + (pRptLine->
end.wMinute * 60000) + (pRptLine->end.wSecond * 1000) + pRptLine-
>end.wMilliseconds;

    if ( iStartTime == 0 && iEndTime == 0 )
        return FALSE;

    if ( iStartTime <= iRptStartTime && iEndTime >= iRptEndTime )
        return FALSE;

    return TRUE;
}

/* FUNCTION: int OpenLogFile(void)
*
* PURPOSE:      This function opens the delivery log file for use.
*
* ARGUMENTS:    None
*
* RETURNS:      int
                ERR_CANNOT_OPEN_RESULTS_FILE      Cannot
create results log file.
                ERR_SUCCESS
                Log file successfully opened
*
* COMMENTS:     None
*/

static int OpenLogFile(void)
{
    fpLog = fopen("delilog.", "rb");

    if ( !fpLog )
        return ERR_CANNOT_OPEN_RESULTS_FILE;

    return ERR_SUCCESS;
}

/* FUNCTION: int CloseLogFile(void)
*
* PURPOSE:      This function closes the delivery log file.
*
* ARGUMENTS:    None
*
* RETURNS:      None
*
* COMMENTS:     None
*/

static void CloseLogFile(void)
{
    if ( fpLog )
        fclose(fpLog);

    return;
}

/* FUNCTION: static void ResetLogFile(void)
*
* PURPOSE:      This function prepares the delilog. file for reading
*
* ARGUMENTS:    None
*
* RETURNS:      None
*/

```

```

* COMMENTS:     None
*/

static void ResetLogFile(void)
{
    fseek(fpLog, 0L, SEEK_SET);
    LogEOF(LOGFILE_CLEAR_EOF);

    return;
}

/* FUNCTION: static BOOL LogEOF(int iOperation)
*
* PURPOSE:      This function tracks and reports the end of file
condition
*
*                on the delilog file.
*
* ARGUMENTS:    int iOperation      requested operation this
can be:
*
*                LOGFILE_READ_EOF      check log file
flag return current state
*
*                LOGFILE_CLEAR_EOF      clear end of
log file flag
*
*                LOGFILE_SET_EOF
*
*                set flag end of log file reached
*
* RETURNS:      None
*
* COMMENTS:     None
*/

static BOOL LogEOF(int iOperation)
{
    static BOOL bEOF;

    switch(iOperation)
    {
        case LOGFILE_READ_EOF:
            return bEOF;
            break;
        case LOGFILE_CLEAR_EOF:
            bEOF = FALSE;
            break;
        case LOGFILE_SET_EOF:
            bEOF = TRUE;
            break;
    }

    return FALSE;
}

/* FUNCTION: static BOOL ReadReportLine(char *szBuffer, PRPTLINE
pRptLine)
*
* PURPOSE:      This function reads a text line from the delilog file.
*
*                on the delilog file.
*
* ARGUMENTS:    char      *szBuffer  buffer to
placed read delilog file line into.
*
*                PRPTLINE  pRptLine
returned structure containing parsed delilog
*
*                report line.
*
* RETURNS:      FALSE      if successfull or TRUE if
an error occurs.

```

```

*
* COMMENTS:      None
*
*/
static BOOL ReadReportLine(char *szBuffer, PRPTLINE pRptLine)
{
    int i = 0;
    int ch;
    int iEof;

    while ( i < 128 )
    {
        ch = fgetc(fpLog);
        if ( iEof = feof(fpLog) )
            break;
        if ( ch == '\r' )
        {
            if ( i )
                continue;
            break;
        }
        if ( ch == '\n' )
            continue;
        szBuffer[i++] = ch;
    }

    //delivery item format is to long cannot be a valid delivery item
    if ( i >= 128 )
        return TRUE;

    szBuffer[i] = 0;
    if ( iEof )
    {
        LogEOF(LOGFILE_SET_EOF);
        if ( i == 0 )
            return FALSE;
    }
    if ( szBuffer[0] == '*' )
    {
        //error line ignore
        return FALSE;
    }
    return ParseReportLine(szBuffer, pRptLine);
}

/* FUNCTION: static BOOL ParseReportLine(char *szLine, PRPTLINE pRptLine)
*
* PURPOSE:      This function reads a text line from the delilog file.
*               on the delilog file.
*
* ARGUMENTS:   char          *szLine
*               buffer containing the delilog file line to be parsed.
*               PRPTLINE    pRptLine
*               returned structure containing parsed delilog
*               report line values.
*
* RETURNS:     FALSE      if successfull or TRUE if
an error occurs.
*
* COMMENTS:    None
*
*/
static BOOL ParseReportLine(char *szLine, PRPTLINE pRptLine)
{
    int i;

    if ( ParseDate(szLine, &pRptLine->start) )

```

```

        return TRUE;

    pRptLine->end.wYear = pRptLine->start.wYear;
    pRptLine->end.wMonth = pRptLine->start.wMonth;
    pRptLine->end.wDay = pRptLine->start.wDay;

    if ( !(szLine = strchr(szLine, ',')) )
        return TRUE;
    szLine++;

    if ( ParseTime(szLine, &pRptLine->start) )
        return TRUE;

    if ( !(szLine = strchr(szLine, ',')) )
        return TRUE;
    szLine++;

    if ( ParseTime(szLine, &pRptLine->end) )
        return TRUE;

    if ( !(szLine = strchr(szLine, ',')) )
        return TRUE;
    szLine++;

    if ( !IsNumeric(szLine) )
        return TRUE;
    pRptLine->response = atoi(szLine);

    if ( !(szLine = strchr(szLine, ',')) )
        return TRUE;
    szLine++;

    if ( !IsNumeric(szLine) )
        return TRUE;
    pRptLine->w_id = atoi(szLine);

    if ( !(szLine = strchr(szLine, ',')) )
        return TRUE;
    szLine++;

    if ( !IsNumeric(szLine) )
        return TRUE;
    pRptLine->o_carrier_id = atoi(szLine);

    if ( !(szLine = strchr(szLine, ',')) )
        return TRUE;
    szLine++;

    for(i=0; i<10; i++)
    {
        if ( !IsNumeric(szLine) )
            return TRUE;
        pRptLine->items[i] = atoi(szLine);

        if ( i<9 && !(szLine = strchr(szLine, ',')) )
            return TRUE;
        szLine++;
    }

    return FALSE;
}

/* FUNCTION: static BOOL ParseDate(char *szDate, LPSYSTEMTIME pTime)
*
* PURPOSE:      This function validates and extracts a date string in
the format
*               yy/mm/dd into an SYSTEMTIME
*               structure.
*
* ARGUMENTS:   char          *szDate
*               buffer containing the date to be parsed.

```

```

*               LPSYSTEMTIME
*               system time structure where date will
be placed.
*
* RETURNS:     FALSE if successfull or TRUE if an error
occurs.
*
* COMMENTS:    None
*
*/
static BOOL ParseDate(char *szDate, LPSYSTEMTIME pTime)
{
    if ( !isdigit(*szDate) || !isdigit(*(szDate+1)) || *(szDate+2) != '/' ||
        !isdigit(*(szDate+3)) || !isdigit(*(szDate+4)) ||
        *(szDate+5) != '/' ||
        !isdigit(*(szDate+6)) || !isdigit(*(szDate+7)) )
        return TRUE;

    pTime->wYear = atoi(szDate);
    pTime->wMonth = atoi(szDate+3);
    pTime->wDay = atoi(szDate+6);

    if ( pTime->wMonth > 12 || pTime->wMonth < 0 || pTime->wDay >
31 || pTime->wDay < 0 )
        return TRUE;

    return FALSE;
}

/* FUNCTION: static BOOL ParseTime(char *szTime, LPSYSTEMTIME pTime)
*
* PURPOSE:      This function validates and extracts a time string in
the format
*               hh:mm:ss:mmm into an SYSTEMTIME
*               structure.
*
* ARGUMENTS:   char          *szTime
*               buffer containing the time to be parsed.
*               LPSYSTEMTIME
*               pTime
*               system time structure where date will
be placed.
*
* RETURNS:     FALSE if successfull or TRUE if an error
occurs.
*
* COMMENTS:    None
*
*/
static BOOL ParseTime(char *szTime, LPSYSTEMTIME pTime)
{
    if ( !isdigit(*szTime) || !isdigit(*(szTime+1)) || *(szTime+2) != ':' ||
        !isdigit(*(szTime+3)) || !isdigit(*(szTime+4)) ||
        *(szTime+5) != ':' ||
        !isdigit(*(szTime+6)) || !isdigit(*(szTime+7)) ||
        *(szTime+8) != ':' ||
        !isdigit(*(szTime+9)) || !isdigit(*(szTime+10)) ||
        !isdigit(*(szTime+11)) )
        return TRUE;

    pTime->wHour = atoi(szTime);
    pTime->wMinute = atoi(szTime+3);
    pTime->wSecond = atoi(szTime+6);
    pTime->wMilliseconds = atoi(szTime+9);

    if ( pTime->wHour > 23 || pTime->wHour < 0 ||
        pTime->wMinute > 59 || pTime->wMinute < 0 ||
        pTime->wSecond > 59 || pTime->wSecond < 0 ||

```

```

        pTime->wMilliseconds < 0 )
        return TRUE;

    if ( pTime->wMilliseconds > 999 )
    {
        pTime->wSecond += (pTime->wMilliseconds/1000);
        pTime->wMilliseconds = pTime->wMilliseconds %
1000;
    }

    return FALSE;
}

/* FUNCTION: void ErrorMessage(int iError)
*
* PURPOSE:      This function displays an error message in the
delivery executable's console window.
*
* ARGUMENTS:   int          iError      error id to be
displayed
*
* RETURNS:     None
*
* COMMENTS:    None
*/

static void ErrorMessage(int iError)
{
    int i;

    static SERRORMSG errorMsgs[] =
    {
        { ERR_SUCCESS,          "Success, no
error."
        },
        { ERR_CANNOT_OPEN_RESULTS_FILE,
"Cannot open delivery results file delilog."
        },
        { ERR_READING_LOGFILE,
"Reading delivery log file,
Delivery item format incorrect."
        },
        { ERR_INSUFFICIENT_MEMORY,
"insufficient memory to process 90th
percentile report."
        },
        { 0,
""
        }
    };

    for(i=0; errorMsgs[i].szMsg[0]; i++)
    {
        if ( iError == errorMsgs[i].iError )
        {
            printf("\nError(%d): %s", iError,
errorMsgs[i].szMsg);
            return;
        }
    }
    printf("Error(%d): %s", errorMsgs[0].szMsg);
    return;
}

/* FUNCTION: BOOL GetParameters(int argc, char *argv[])
*
* PURPOSE:      This function parses the command line passed in to
the delivery executable, initializing

```

```

and filling in global variable parameters.
*
* ARGUMENTS:   int          argc      number of
command line arguments passed to delivery
*
* ARGUMENTS:   char          *argv[]  array of command line argument pointers
*
* RETURNS:     BOOL         FALSE     parameter
read successful
*
* RETURNS:     TRUE        user has requested parameter information screen be
displayed.
*
* COMMENTS:    None
*/

static BOOL GetParameters(int argc, char *argv[])
{
    int          i;
    SYSTEMTIME  startTime;
    SYSTEMTIME  endTime;

    iStartTime = 0;
    iEndTime = 0;
    iReport = 4;

    for(i=0; i<argc; i++)
    {
        if ( argv[i][0] == '-' || argv[i][0] == '/' )
        {
            switch(argv[i][1])
            {
                case 'S':
                case 's':
                    if (
ParseTime(argv[i]+2, &startTime) )
                        return TRUE;

                    (startTime.wHour * 3600000) + (startTime.wMinute * 60000) +
                    (startTime.wSecond * 1000) + startTime.wMilliseconds;

                    break;

                case 'E':
                case 'e':
                    if (
ParseTime(argv[i]+2, &endTime) )
                        return TRUE;

                    (endTime.wHour * 3600000) + (endTime.wMinute * 60000) +
                    (endTime.wSecond * 1000) + endTime.wMilliseconds;

                    break;

                case 'R':
                case 'r':
                    iReport =
atoi(argv[i]+2);

                    if ( iReport >
4 || iReport < 1 )
                        iReport = 4;

                    break;

                case '?':
                    return TRUE;

                    break;
            }
        }
    }

    return FALSE;
}

/* FUNCTION: void PrintParameters(void)

```

```

*
* PURPOSE:      This function displays the supported command line
flags.
*
* ARGUMENTS:    None
*
* RETURNS:      None
*
* COMMENTS:     None
*/

static void PrintParameters(void)
{
    PrintHeader();
    printf("DELIRPT:\n\n");
    printf("Parameter                                Default\n");
    printf("-----S Start Time HH:MM:SS:MMM                All\n");
    printf("-----E End Time HH:MM:SS:MMM                All\n");
    printf("-----R 1)Average Response, 2)90th 3) Skipped 4) All\n");
    printf("-----? This help screen\n\n");
    printf("Note: Command line switches are NOT case sensitive.\n");

    return;
}

/* FUNCTION: void PrintHeader(void)
*
* PURPOSE:      This function displays the delivery report applications
banner information.
*
* ARGUMENTS:    None
*
* RETURNS:      None
*
* COMMENTS:     None
*/

static void PrintHeader(void)
{
    cls();

    printf("*****\n");
    printf("**                               *\n");
    printf("** Microsoft SQL Server 6.5         *\n");
    printf("**                               *\n");
    printf("** HTML TPC-C BENCHMARK KIT: Delivery Report *\n");
    printf("** Version %d.%2d.%3d               *\n",
versionMS, versionMM, versionLS);
    printf("**                               *\n");
    printf("*****\n");

    return;
}

/* FUNCTION: void cls(void)
*
* PURPOSE:      This function clears the console window
*
* ARGUMENTS:    None
*
* RETURNS:      None
*
* COMMENTS:     None
*/

```



```

static void cls(void)
{
    HANDLE    hConsole;
    COORD     coordScreen = { 0, 0 };
    //here's where we'll home the cursor
    DWORD     cCharsWritten;
    CONSOLE_SCREEN_BUFFER_INFO csbi;
    //to get buffer info
    DWORD     dwConSize; //number of character cells in the current buffer

    hConsole = GetStdHandle(STD_OUTPUT_HANDLE);

    //get the number of character cells in the current buffer

    GetConsoleScreenBufferInfo( hConsole, &csbi );
    dwConSize = csbi.dwSize.X * csbi.dwSize.Y;

    //fill the entire screen with blanks
    FillConsoleOutputCharacter( hConsole, (TCHAR) ' ', dwConSize,
coordScreen, &cCharsWritten );
    GetConsoleScreenBufferInfo( hConsole, &csbi );

    //now set the buffer's attributes accordingly
    FillConsoleOutputAttribute( hConsole,
csbi.wAttributes,dwConSize, coordScreen, &cCharsWritten );

    //put the cursor at (0, 0)
    SetConsoleCursorPosition( hConsole, coordScreen );

    return;
}

/* FUNCTION: BOOL IsNumeric(char *ptr)
 *
 * PURPOSE:          This function determines if a string is numeric. It fails
if any characters other than numeric and null terminator are
 *                  present.
 *
 * ARGUMENTS:       char          *ptr
 *                  pointer to string to check.
 *
 * RETURNS:         BOOL          FALSE   if string is not
all numeric
 *
 *                  TRUE          if string contains only numeric characters i.e. '0' - '9'
 *
 * COMMENTS:       A comma is counted as a valid delimiter.
 *
 */

static BOOL IsNumeric(char *ptr)
{
    if ( *ptr == 0 )
        return FALSE;

    while( *ptr && isdigit(*ptr) )
        ptr++;
    if ( !*ptr || *ptr == ',' )
        return TRUE;
    else
        return FALSE;
}

```

Appendix B : Database Design

Build Scripts

CREATEDB.SQL

```
/* TPC-C Benchmark Kit */
/* */
/* CREATEDB.SQL */
/* */
/* This script is used to create the database */

use master
go

if exists ( select name from sysdatabases where name = "tpcc" )
    drop database tpcc
go

create database tpcc on

        c_cs1_dev = 10800,
        c_cs2_dev = 10800,
        c_cs3_dev = 10800,
        c_cs4_dev = 10800,
        c_cs5_dev = 10800,

        c_cs6_dev = 1500,
        c_cs2_dev = 1500,
        c_cs6_dev = 1500,
        c_cs1_dev = 1500,

        c_cs1_dev = 1500,
        c_cs2_dev = 1500,
        c_cs3_dev = 1500,
        c_cs4_dev = 1500,
        c_cs5_dev = 1500,

        c_cs1_dev = 1500,
        c_cs5_dev = 1500,
        c_cs3_dev = 1500,
        c_cs2_dev = 1500,
        c_cs4_dev = 1500,

        c_cs4_dev = 1500,
        c_cs1_dev = 1500,

        c_ol_dev = 27000,

        c_misc_dev = 8000

log on c_log1_dev = 12000
go
```

DISKINIT.SQL

```
/* TPC-C Benchmark Kit */
/* */
/* DISKINIT.SQL */
/* */
/* This script is used create the database devices for a 500 */
```

```
/* warehouse database. */
/* NOTE! This version of DISKINIT.SQL assumes that you are using */
/* some form of NT partitioning. If you wish to use raw */
/* partitions, YOU MUST SPECIFY A DRIVE LETTER ONLY for the */
/* physname parm! Raw partitions will not accept a file name. */
/* Also note that use of a drive letter only for the physname */
/* parm will result in corruption of any normal NT partition! */
```

```
use master
go

disk init name = "c_log1_dev",
        physname = "E:",
        vdevno = 25,
        size = 6144000
go

disk init name = "c_log2_dev",
        physname = "F:",
        vdevno = 15,
        size = 6656000
go

/* disk init name="c_log3_dev", */
/* physname = "V:", */
/* vdevno = 16, */
/* size = 8192000 */

disk init name = "c_cs1_dev",
        physname = "H:",
        vdevno = 27,
        size = 8601600
go

disk init name = "c_cs2_dev",
        physname = "I:",
        vdevno = 28,
        size = 7833600
go

disk init name = "c_cs3_dev",
        physname = "J:",
        vdevno = 29,
        size = 7065600
go

disk init name = "c_cs4_dev",
        physname = "K:",
        vdevno = 30,
        size = 7833600
go

disk init name = "c_cs5_dev",
        physname = "L:",
        vdevno = 31,
        size = 7065600
go

disk init name = "c_cs6_dev",
        physname = "M:",
        vdevno = 32,
        size = 1536000
go

disk init name = "c_ol_dev",
        physname = "N:",
        vdevno = 33,
        size = 13824000
go

disk init name = "c_misc_dev",
        physname = "O:",
```

```
vdevno = 34,
size = 4096000
go
```

SEGMENT.SQL

```
/* TPC-C Benchmark Kit */
/* */
/* SEGMENT.SQL */
/* */
/* This script is used to create the database segments */

use tpcc
go

exec sp_addsegment cs_seg, c_cs1_dev
exec sp_extendsegment cs_seg, c_cs2_dev
exec sp_extendsegment cs_seg, c_cs3_dev
exec sp_extendsegment cs_seg, c_cs4_dev
exec sp_extendsegment cs_seg, c_cs5_dev
exec sp_extendsegment cs_seg, c_cs6_dev

exec sp_addsegment ol_seg, c_ol_dev

exec sp_addsegment misc_seg, c_misc_dev

go
```

Addlog2.SQL

```
alter database tpcc on c_log2_dev = 12000
go

sp_logdevice tpcc, c_log2_dev
go
```

Addlog3.SQL

```
disk init name = "c_log3_dev",
        physname = "V:",
        vdevno = 16,
        size = 8192000

go

alter database tpcc on c_log3_dev = 16000
go

sp_logdevice tpcc, c_log3_dev
go
```

TABLES.SQL

```
/* TPC-C Benchmark Kit */
/* */
/* TABLES.SQL */
/* */
/* Creates TPC-C tables (seg) */

use tpcc
go

checkpoint
```

```

go

if exists ( select name from sysobjects where name = 'warehouse' )
    drop table warehouse

go

create table warehouse
(
    w_id                smallint,
    w_name              char(10),
    w_street_1         char(20),
    w_street_2         char(20),
    w_city             char(20),
    w_state            char(2),
    w_zip              char(9),
    w_tax              numeric(4,4),
    w_ytd              numeric(12,2)
) on misc_seg
go

if exists ( select name from sysobjects where name = 'district' )
    drop table district

go

create table district
(
    d_id                tinyint,
    d_w_id              smallint,
    d_name              char(10),
    d_street_1         char(20),
    d_street_2         char(20),
    d_city             char(20),
    d_state            char(2),
    d_zip              char(9),
    d_tax              numeric(4,4),
    d_ytd              numeric(12,2),
    d_next_o_id        int
) on misc_seg
go

if exists ( select name from sysobjects where name = 'customer' )
    drop table customer

go

create table customer
(
    c_id                int,
    c_d_id              tinyint,
    c_w_id              smallint,
    c_first             char(16),
    c_middle            char(2),
    c_last              char(16),
    c_street_1         char(20),
    c_street_2         char(20),
    c_city             char(20),
    c_state            char(2),
    c_zip              char(9),
    c_phone            char(16),
    c_since            datetime,
    c_credit            char(2),
    c_credit_lim        numeric(12,2),
    c_discount          numeric(4,4),
    c_balance           numeric(12,2),
    c_ytd_payment       numeric(12,2),
    c_payment_cnt       smallint,
    c_delivery_cnt      smallint
)

```

```

    c_data_1           char(250),
    c_data_2           char(250)
) on cs_seg
go

if exists ( select name from sysobjects where name = 'history' )
    drop table history

go

create table history
(
    h_c_id             int,
    h_c_d_id           tinyint,
    h_c_w_id           smallint,
    h_d_id             tinyint,
    h_w_id             smallint,
    h_date             datetime,
    h_amount           numeric(6,2),
    h_data             char(24)
) on misc_seg
go

if exists ( select name from sysobjects where name = 'new_order' )
    drop table new_order

go

create table new_order
(
    no_o_id            int,
    no_d_id            tinyint,
    no_w_id            smallint
) on misc_seg
go

if exists ( select name from sysobjects where name = 'orders' )
    drop table orders

go

create table orders
(
    o_id               int,
    o_d_id             tinyint,
    o_w_id             smallint,
    o_c_id             int,
    o_entry_d          datetime,
    o_carrier_id       tinyint,
    o_ol_cnt           tinyint,
    o_all_local        tinyint
) on misc_seg
go

if exists ( select name from sysobjects where name = 'order_line' )
    drop table order_line

go

create table order_line
(
    ol_o_id            int,
    ol_d_id            tinyint,
    ol_w_id            smallint,
    ol_number          tinyint,
    ol_i_id            int,
    ol_supply_w_id     smallint,
    ol_delivery_d       datetime,
    ol_quantity        smallint,
    ol_amount          numeric(6,2),
    ol_dist_info       char(24)
)

```

```

) on ol_seg
go

if exists ( select name from sysobjects where name = 'item' )
    drop table item

go

create table item
(
    i_id               int,
    i_im_id            int,
    i_name             char(24),
    i_price            numeric(5,2),
    i_data             char(50)
) on misc_seg
go

if exists ( select name from sysobjects where name = 'stock' )
    drop table stock

go

create table stock
(
    s_i_id             int,
    s_w_id             smallint,
    s_quantity         smallint,
    s_dist_01         char(24),
    s_dist_02         char(24),
    s_dist_03         char(24),
    s_dist_04         char(24),
    s_dist_05         char(24),
    s_dist_06         char(24),
    s_dist_07         char(24),
    s_dist_08         char(24),
    s_dist_09         char(24),
    s_dist_10         char(24),
    s_ytd              int,
    s_order_cnt       smallint,
    s_remote_cnt       smallint,
    s_data             char(50)
) on cs_seg
go



IDXCUSCL.SQL



```

/* TPC-C Benchmark Kit */
/*
/* IDXCUSCL.SQL
/*
/* Creates clustered index on customer (seg) */

use tpcc
go

if exists (select name from sysindexes where name = 'customer_c1')
 drop index customer.customer_c1

go

select getdate()
go
create unique clustered index customer_c1 on customer(c_w_id, c_d_id, c_id)
with sorted_data on cs_seg

go
select getdate()
go

```


```

IDXCUSNC.SQL

```
/* TPC-C Benchmark Kit */
/* IDXCUSNC.SQL */
/* Creates non-clustered index on customer (seg) */
```

```
use tpcc
go
```

```
if exists ( select name from sysindexes where name = 'customer_nc1' )
drop index customer.customer_nc1
```

```
go
```

```
select getdate()
go
create unique nonclustered index customer_nc1 on customer(c_w_id, c_d_id,
c_last, c_first, c_id)
on cs_seg
```

```
go
select getdate()
go
```

IDXDISCL.SQL

```
/* TPC-C Benchmark Kit */
/* IDXDISCL.SQL */
/* Creates clustered index on district (seg) */
```

```
use tpcc
go
```

```
if exists ( select name from sysindexes where name = 'district_c1' )
drop index district.district_c1
```

```
go
```

```
select getdate()
go
create unique clustered index district_c1 on district(d_w_id, d_id)
with fillfactor=1 on misc_seg
```

```
go
select getdate()
go
```

IDXITMCL.SQL

```
/* TPC-C Benchmark Kit */
/* IDXITMCL.SQL */
/* Creates clustered index on item (seg) */
```

```
use tpcc
go
```

```
if exists ( select name from sysindexes where name = 'item_c1' )
drop index item.item_c1
```

```
go
```

```
select getdate()
go
create unique clustered index item_c1 on item(i_id)
with sorted_data on misc_seg
```

```
go
select getdate()
go
```

IDXNODCL.SQL

```
/* TPC-C Benchmark Kit */
/* IDXNODCL.SQL */
/* Creates clustered index on new-order (seg) */
```

```
use tpcc
go
```

```
if exists ( select name from sysindexes where name = 'new_order_c1' )
drop index new_order.new_order_c1
```

```
go
```

```
select getdate()
go
create unique clustered index new_order_c1 on new_order(no_w_id, no_d_id,
no_o_id)
with sorted_data on misc_seg
```

```
go
select getdate()
go
```

IDXODLCL.SQL

```
/* TPC-C Benchmark Kit */
/* IDXODLCL.SQL */
/* Creates clustered index on order-line (seg) */
```

```
use tpcc
go
```

```
if exists ( select name from sysindexes where name = 'order_line_c1' )
drop index order_line.order_line_c1
```

```
go
```

```
select getdate()
go
create unique clustered index order_line_c1 on order_line(ol_w_id, ol_d_id,
ol_o_id, ol_number)
with sorted_data on ol_seg
```

```
go
select getdate()
go
```

IDXORDCL.SQL

```
/* TPC-C Benchmark Kit */
/* IDXORDCL.SQL */
```

```
/* Creates clustered index on orders (seg) */
```

```
use tpcc
go
```

```
if exists ( select name from sysindexes where name = 'orders_c1' )
drop index orders.orders_c1
```

```
go
```

```
select getdate()
go
create unique clustered index orders_c1 on orders(o_w_id, o_d_id, o_id)
with sorted_data on misc_seg
```

```
go
select getdate()
go
```

IDXSTKCL.SQL

```
/* TPC-C Benchmark Kit */
/* IDXSTKCL.SQL */
/* Creates clustered index on stock (seg) */
```

```
use tpcc
go
```

```
if exists ( select name from sysindexes where name = 'stock_c1' )
drop index stock.stock_c1
```

```
go
```

```
select getdate()
go
create unique clustered index stock_c1 on stock(s_i_id, s_w_id)
with sorted_data on cs_seg
```

```
go
select getdate()
go
```

IDXWARCL.SQL

```
/* TPC-C Benchmark Kit */
/* IDXWARCL.SQL */
/* Creates clustered index on warehouse (seg) */
```

```
use tpcc
go
```

```
if exists ( select name from sysindexes where name = 'warehouse_c1' )
drop index warehouse.warehouse_c1
```

```
go
```

```
select getdate()
go
create unique clustered index warehouse_c1 on warehouse(w_id)
with fillfactor=1 on misc_seg
```

```
go
select getdate()
```

go

DBOPT1.SQL

```

/* TPC-C Benchmark Kit */
/* DBOPT1.SQL */
/* Set database options for database load */

```

```

use master
go

sp_dboption tpcc,'select into/bulkcopy',true
go

sp_dboption tpcc,'trunc. log on chkpt.',true
go

use tpcc
go

checkpoint
go

use tpcc_admin
go

sp_dboption tpcc,'trunc. log on chkpt.',true
go

```

DBOPT2.SQL

```

/* TPC-C Benchmark Kit */
/* DBOPT2.SQL */
/* Reset database options after database load */

```

```

use master
go

sp_dboption tpcc,'select ',false
go

sp_dboption tpcc,'trunc. ',false
go

use tpcc
go

checkpoint
go

```

PINTABLE.SQL

```

use tpcc
go

/* ----- *
* pin-tables: warehouse *

```

```

* district *
* item *
* new_order (disable) *
/* ----- */
sp_tableoption "warehouse","pintable",true
go

sp_tableoption "district","pintable",true
go

sp_tableoption "item","pintable",true
go

sp_tableoption "new_order","pintable",false
go

/* ----- *
* insert row-locking: history *
* new_order *
* orders *
* new_orders *
/* ----- */

sp_tableoption "history","insert row lock",true
go
sp_tableoption "new_order","insert row lock",true
go
sp_tableoption "orders","insert row lock",true
go
sp_tableoption "order_line","insert row lock",true
go

```

```

dbcc gaminit
go

/* ----- *
* prefetch tables: warehouse *
* district *
* item *
/* ----- */

```

```

select count(*) from warehouse
go

```

```

select count(*) from district
go

```

```

select count(*) from item
go

```

```

use master
go
sp_dboption tpcc,"select into/bulkcopy",false
go

```

```

sp_dboption tpcc,"trunc. log on chkpt.",false
go

```

Cache.sql

```

use tpcc
go
update sysobjects set cache = 2 from sysobjects where name = 'stock'

```

```

go
update sysobjects set cache = 5 from sysobjects where name = 'customer'
go
update sysobjects set cache = 2 from sysobjects where name = 'orders'
go
update sysobjects set cache = 2 from sysobjects where name = 'new_order'
go
update sysobjects set cache = 2 from sysobjects where name = 'order_line'
go

```

TPCCBCP.SQL

```

/* TPC-C Benchmark Kit */
/* TPCCBCP.SQL */
/* This script file sets the table lock option for bulk load */

```

```

use tpcc
go

```

```

exec sp_tableoption "warehouse","table lock on bulk load",true
exec sp_tableoption "district","table lock on bulk load",true
exec sp_tableoption "stock","table lock on bulk load",true
exec sp_tableoption "item","table lock on bulk load",true
exec sp_tableoption "customer","table lock on bulk load",true
exec sp_tableoption "history","table lock on bulk load",true
exec sp_tableoption "orders","table lock on bulk load",true
exec sp_tableoption "order_line","table lock on bulk load",true
exec sp_tableoption "new_order","table lock on bulk load",true
go

```

TPCCIRL.SQL

```

/* TPC-C Benchmark Kit */
/* TPCCIRL.SQL */
/* This script file sets the insert row lock option on selected tables */

```

```

use tpcc
go

```

```

exec sp_tableoption "history","insert row lock",true
exec sp_tableoption "new_order","insert row lock",true
exec sp_tableoption "orders","insert row lock",true
exec sp_tableoption "order_line","insert row lock",true
go

```

Stored Procedure

DELIVERY.SQL

```

/* File: DELIVERY.SQL */
/* Microsoft TPC-C Kit Ver. 3.00.000 */
/* Audited 08/23/96, By Francois Raab */
/* Copyright Microsoft, 1996 */
/* Purpose: Delivery transaction for Microsoft TPC-C Benchmark Kit */

```

```

/* Author: Damien Lindauer */
/* damienl@Microsoft.com */

use tpcc
go

/* delivery transaction */

if exists (select name from sysobjects where name = "tpcc_delivery")
    drop procedure tpcc_delivery
go

create proc tpcc_delivery @w_id smallint,
                        @o_carrier_id smallint
as

declare @d_id tinyint,
        @o_id int,
        @c_id int,
        @total numeric(12,2),
        @oid1 int,
        @oid2 int,
        @oid3 int,
        @oid4 int,
        @oid5 int,
        @oid6 int,
        @oid7 int,
        @oid8 int,
        @oid9 int,
        @oid10 int

select @d_id = 0

begin tran d

while (@d_id < 10)
begin

select @d_id = @d_id + 1,
       @total = 0,
       @o_id = 0

select @o_id = min(no_o_id)
from new_order holdlock
where no_w_id = @w_id and
      no_d_id = @d_id

if (@@rowcount <> 0)
begin

/* claim the order for this district */

delete new_order
where no_w_id = @w_id and
      no_d_id = @d_id and
      no_o_id = @o_id

/* set carrier_id on this order (and get customer id) */

update orders
set o_carrier_id = @o_carrier_id,
    @c_id = o_c_id
where o_w_id = @w_id and
      o_d_id = @d_id and
      o_id = @o_id

/* set date in all lineitems for this order (and sum amounts) */

```

```

update order_line
set ol_delivery_d = getdate(),
    @total = @total + ol_amount
where ol_w_id = @w_id and
      ol_d_id = @d_id and
      ol_o_id = @o_id

/* accumulate lineitem amounts for this order into customer */

update customer
set c_balance = c_balance + @total,
    c_delivery_cnt = c_delivery_cnt + 1
where c_w_id = @w_id and
      c_d_id = @d_id and
      c_id = @c_id

end

select @oid1 = case @d_id when 1 then @o_id else @oid1 end,
       @oid2 = case @d_id when 2 then @o_id else @oid2 end,
       @oid3 = case @d_id when 3 then @o_id else @oid3 end,
       @oid4 = case @d_id when 4 then @o_id else @oid4 end,
       @oid5 = case @d_id when 5 then @o_id else @oid5 end,
       @oid6 = case @d_id when 6 then @o_id else @oid6 end,
       @oid7 = case @d_id when 7 then @o_id else @oid7 end,
       @oid8 = case @d_id when 8 then @o_id else @oid8 end,
       @oid9 = case @d_id when 9 then @o_id else @oid9 end,
       @oid10 = case @d_id when 10 then @o_id else @oid10 end

end

commit tran d

select @oid1,
       @oid2,
       @oid3,
       @oid4,
       @oid5,
       @oid6,
       @oid7,
       @oid8,
       @oid9,
       @oid10

go

use tpcc
go

/* new-order transaction stored procedure */

if exists (select name from sysobjects where name = "tpcc_neworder")
    drop procedure tpcc_neworder

go

```

NEWORDER.SQL

```

/* File: NEWORDER.SQL */
/* Microsoft TPC-C Kit Ver. 3.00.000 */
/* Audited 08/23/96, By Francois Raab */
/* Copyright Microsoft, 1996 */
/* Purpose: New-Order transaction for Microsoft TPC-C Benchmark Kit */
/* Author: Damien Lindauer */
/* damienl@Microsoft.com */

```

```

/* Modified by rick vicik, 2/4/97 */
/* Combined initialization of local variables into district update statement */
/* Combined 3 huge case select statements into a single one */

create proc tpcc_neworder
        @w_id smallint,
        @d_id tinyint,
        @c_id int,
        @o_ol_cnt tinyint,
        @o_all_local tinyint,
        @i_id1 int = 0, @s_w_id1 smallint = 0, @ol_qty1 smallint = 0,
        @i_id2 int = 0, @s_w_id2 smallint = 0, @ol_qty2 smallint = 0,
        @i_id3 int = 0, @s_w_id3 smallint = 0, @ol_qty3 smallint = 0,
        @i_id4 int = 0, @s_w_id4 smallint = 0, @ol_qty4 smallint = 0,
        @i_id5 int = 0, @s_w_id5 smallint = 0, @ol_qty5 smallint = 0,
        @i_id6 int = 0, @s_w_id6 smallint = 0, @ol_qty6 smallint = 0,
        @i_id7 int = 0, @s_w_id7 smallint = 0, @ol_qty7 smallint = 0,
        @i_id8 int = 0, @s_w_id8 smallint = 0, @ol_qty8 smallint = 0,
        @i_id9 int = 0, @s_w_id9 smallint = 0, @ol_qty9 smallint = 0,
        @i_id10 int = 0, @s_w_id10 smallint = 0, @ol_qty10 smallint = 0,
        @i_id11 int = 0, @s_w_id11 smallint = 0, @ol_qty11 smallint = 0,
        @i_id12 int = 0, @s_w_id12 smallint = 0, @ol_qty12 smallint = 0,
        @i_id13 int = 0, @s_w_id13 smallint = 0, @ol_qty13 smallint = 0,
        @i_id14 int = 0, @s_w_id14 smallint = 0, @ol_qty14 smallint = 0,
        @i_id15 int = 0, @s_w_id15 smallint = 0, @ol_qty15 smallint = 0

as

declare @w_tax numeric(4,4),
        @d_tax numeric(4,4),
        @c_last char(16),
        @c_credit char(2),
        @c_discount numeric(4,4),
        @i_price numeric(5,2),
        @i_name char(24),
        @i_data char(50),
        @o_entry_d datetime,
        @remote_flag int,
        @s_quantity smallint,
        @s_data char(50),
        @s_dist char(24),
        @li_no int,
        @o_id int,
        @commit_flag int,
        @i_id int,
        @li_s_w_id smallint,
        @li_qty smallint,
        @ol_number int,
        @c_id_local int

begin

```

```

begin transaction n

/* get district tax and next available order id and update */
/* plus initialize local variables */

update district
  set @d_tax      = d_tax,
      @o_id       = d_next_o_id,
          d_next_o_id = d_next_o_id + 1,
      @o_entry_d = getdate(),
      @li_no=0,
      @commit_flag = 1
  where d_w_id = @w_id and
        d_id = @d_id

/* process orderlines */
while (@li_no < @o_ol_cnt)
begin
  select @li_no = @li_no + 1

  /* Set i_id, s_w_id, and qty for this lineitem */

  select @li_id = case @li_no
    when 1 then @i_id1
    when 2 then @i_id2
    when 3 then @i_id3
    when 4 then @i_id4
    when 5 then @i_id5
    when 6 then @i_id6
    when 7 then @i_id7
    when 8 then @i_id8
    when 9 then @i_id9
    when 10 then @i_id10
    when 11 then @i_id11
    when 12 then @i_id12
    when 13 then @i_id13
    when 14 then @i_id14
    when 15 then @i_id15
  end,
        @li_s_w_id = case @li_no
    when 1 then @s_w_id1
    when 2 then @s_w_id2
    when 3 then @s_w_id3
    when 4 then @s_w_id4
    when 5 then @s_w_id5
    when 6 then @s_w_id6
    when 7 then @s_w_id7
    when 8 then @s_w_id8
    when 9 then @s_w_id9
    when 10 then @s_w_id10
    when 11 then @s_w_id11
    when 12 then @s_w_id12
    when 13 then @s_w_id13
    when 14 then @s_w_id14
    when 15 then @s_w_id15
  end,
        @li_qty = case @li_no
    when 1 then @ol_qty1
    when 2 then @ol_qty2
    when 3 then @ol_qty3
    when 4 then @ol_qty4
    when 5 then @ol_qty5
    when 6 then @ol_qty6
    when 7 then @ol_qty7
    when 8 then @ol_qty8
    when 9 then @ol_qty9
    when 10 then @ol_qty10
  end

```

```

when 11 then @ol_qty11
when 12 then @ol_qty12
when 13 then @ol_qty13
when 14 then @ol_qty14
when 15 then @ol_qty15
end

/* get item data (no one updates item) */

select @i_price = i_price,
      @i_name = i_name,
      @i_data = i_data
from item (tablelock holdlock)
  where i_id = @li_id

/* if there actually is an item with this id, go to work */

if (@@rowcount > 0)
begin
  update stock set s_ytd      = s_ytd + @li_qty,
                  s_quantity = s_quantity - @li_qty +
                    case when (s_quantity - @li_qty < 10) then 91 else 0 end,
                  @s_quantity = s_quantity,
                  s_order_cnt = s_order_cnt + 1,
                  s_remote_cnt = s_remote_cnt + case
                    when (@li_s_w_id = @w_id) then 0 else 1 end,
                  @s_data      = s_data,
                  @s_dist      = case @d_id
                    when 1 then s_dist_01
                    when 2 then s_dist_02
                    when 3 then s_dist_03
                    when 4 then s_dist_04
                    when 5 then s_dist_05
                    when 6 then s_dist_06
                    when 7 then s_dist_07
                    when 8 then s_dist_08
                    when 9 then s_dist_09
                    when 10 then s_dist_10
                  end
  where s_i_id = @li_id and
        s_w_id = @li_s_w_id

  /* insert order_line data (using data
  from item and stock) */

  insert into order_line values(@o_id, /* from district update */
                              @d_id, /* input param */
                              @w_id, /* input param */
                              @li_no, /* orderline number */
                              @li_id, /* lineitem id */
                              @li_s_w_id, /* lineitem warehouse */
                              "jan 1, 1900", /* constant */
                              @li_qty, /* lineitem qty */
                              @i_price * @li_qty, /* ol_amount */
                              @s_dist) /* from stock */

  /* send line-item data to client */

  select @i_name,
        @s_quantity,
        b_g = case when ( (patindex("%ORIGINAL%",@i_data) > 0) and
                          (patindex("%ORIGINAL%",@s_data) > 0) )
          then "B" else "G" end,
        @i_price,
        @i_price * @li_qty
  end
else
  begin

```

```

/* no item found - triggers rollback condition */

select "",0,"",0,0
select @commit_flag = 0

end

/* get customer last name, discount, and credit rating */

select @c_last = c_last,
      @c_discount = c_discount,
      @c_credit = c_credit,
          @c_id_local = c_id
from customer holdlock
  where c_id = @c_id and
        c_w_id = @w_id and
        c_d_id = @d_id

/* insert fresh row into orders table */

insert into orders values (@o_id,
                          @d_id,
                          @w_id,
                          @c_id_local,
                          @o_entry_d,
                          @o_ol_cnt,
                          @o_all_local)

/* insert corresponding row into new-order table */

insert into new_order values (@o_id,
                             @d_id,
                             @w_id)

/* select warehouse tax */

select @w_tax = w_tax
from warehouse holdlock
  where w_id = @w_id

if (@commit_flag = 1)
  commit transaction n
else
  /* all that work for nuthin!!! */
  rollback transaction n

/* return order data to client */
select @w_tax,
      @d_tax,
          @o_id,
          @c_last,
          @c_discount,
          @c_credit,
          @o_entry_d,
          @commit_flag
end

go

```

ORDSTAT.SQL

```

/* File:   ORDSTAT.SQL                               */
/* Microsoft TPC-C Kit Ver. 3.00.000                 */
/* Audited 08/23/96, By Francois Raab                */
/* Copyright Microsoft, 1996                          */
/* Purpose: Order-Status transaction for Microsoft TPC-C Benchmark Kit */
/* Author:  Damien Lindauer                          */
/*          damienl@Microsoft.com                    */

use tpcc
go

if exists ( select name from sysobjects where name = "tpcc_orderstatus" )
    drop procedure tpcc_orderstatus
go

/* Modified by rick vicik, 2/4/97 */
/* Eliminated @val local variable */

create proc tpcc_orderstatus @w_id          smallint,
    @d_id          tinyint,
    @c_id          int,
    @c_last        char(16) = ""
as

declare @c_balance numeric(12,2),
    @c_first        char(16),
    @c_middle        char(2),
    @o_id           int,
    @o_entry_d       datetime,
    @o_carrier_id    smallint,
    @cnt            smallint

begin tran o

    if (@c_id = 0)
        begin
            /* get customer id and info using last name */

            select @cnt = (count(*)+1)/2
            from customer holdlock
            where c_last = @c_last and
                  c_w_id = @w_id and
            c_d_id = @d_id
            set rowcount @cnt

            select @c_id = c_id,
                @c_balance = c_balance,
                @c_first = c_first,
                @c_last = c_last,
                @c_middle = c_middle
            from customer holdlock
            where c_last = @c_last and
                  c_w_id = @w_id and
            c_d_id = @d_id
            order by c_w_id, c_d_id, c_last, c_first

            set rowcount 0
        end

    else
        begin

```

```

/* get customer info if by id */

select @c_balance = c_balance,
    @c_first = c_first,
    @c_middle = c_middle,
    @c_last = c_last
from customer holdlock
where c_id = @c_id and
    c_d_id = @d_id and
    c_w_id = @w_id

select @cnt = @@rowcount

end

/* if no such customer */
if (@cnt = 0)
begin
    raiserror("Customer not found",18,1)
    goto custnotfound

end

/* get order info */

select @o_id = o_id,
    @o_entry_d = o_entry_d,
    @o_carrier_id = o_carrier_id
from orders holdlock
where o_w_id = @w_id and
    o_d_id = @d_id and
    o_c_id = @c_id

/* select order lines for the current order */

select ol_supply_w_id,
    ol_i_id,
    ol_quantity,
    ol_amount,
    ol_delivery_d
from order_line holdlock
where ol_o_id = @o_id and
    ol_d_id = @d_id and
    ol_w_id = @w_id

custnotfound:

commit tran o

/* return data to client */

select @c_id,
    @c_last,
    @c_first,
    @c_middle,
    @o_entry_d,
    @o_carrier_id,
    @c_balance,
    @o_id

go

```

PAYMENT.SQL

```

/* File:   PAYMENT.SQL                               */
/* Microsoft TPC-C Kit Ver. 3.00.000                 */
/* Audited 08/23/96, By Francois Raab                */
/* Copyright Microsoft, 1996                          */

```

```

/* Purpose: Payment transaction for Microsoft TPC-C Benchmark Kit */
/* Author:  Damien Lindauer                          */
/*          damienl@Microsoft.com                    */

use tpcc
go

if exists (select name from sysobjects where name = "tpcc_payment" )
    drop procedure tpcc_payment
go

create proc tpcc_payment @w_id          smallint,
    @c_w_id        smallint,
    @h_amount       numeric(6,2),
    @d_id           tinyint,
    @c_d_id         tinyint,
    @c_id           int,
    @c_last         char(16) = ""
as

declare @w_street_1 char(20),
    @w_street_2      char(20),
    @w_city          char(20),
    @w_state         char(2),
    @w_zip           char(9),
    @w_name          char(10),
    @d_street_1      char(20),
    @d_street_2      char(20),
    @d_city          char(20),
    @d_state         char(2),
    @d_zip           char(9),
    @d_name          char(10),
    @c_first         char(16),
    @c_middle        char(2),
    @c_street_1      char(20),
    @c_street_2      char(20),
    @c_city          char(20),
    @c_state         char(2),
    @c_zip           char(9),
    @c_phone         char(16),
    @c_since         datetime,
    @c_credit         char(2),
    @c_credit_lim    numeric(12,2),
    @c_balance       numeric(12,2),
    @c_discount      numeric(4,4),
    @data1           char(250),
    @data2           char(250),
    @c_data_1        char(250),
    @c_data_2        char(250),
    @datetime        datetime,
    @w_ytd           numeric(12,2),
    @d_ytd           numeric(12,2),
    @cnt            smallint,
    @val            smallint,
    @screen_data     char(200),
    @d_id_local     tinyint,
    @w_id_local     smallint,
    @c_id_local     int

select @screen_data = ""

begin tran p

```



```

/* get payment date */
select @datetime = getdate()

if (@c_id = 0)
begin
    /* get customer id and info using last name */

    select @cnt = count(*)
    from customer holdlock
    where c_last = @c_last and
           c_w_id = @c_w_id and
           c_d_id = @c_d_id

    select @val = (@cnt + 1) / 2
    set rowcount @val

    select @c_id = c_id
    from customer holdlock
    where c_last = @c_last and
           c_w_id = @c_w_id and
           c_d_id = @c_d_id
    order by c_w_id, c_d_id, c_last, c_first

    set rowcount 0

end

/* get customer info and update balances */

update customer set
    @c_balance = c_balance -
    @h_amount,
    c_payment_cnt = c_payment_cnt + 1,
    c_ytd_payment = c_ytd_payment + @h_amount,
    @c_first = c_first,
    @c_middle = c_middle,
    @c_last = c_last,
    @c_street_1 = c_street_1,
    @c_street_2 = c_street_2,
    @c_city = c_city,
    @c_state = c_state,
    @c_zip = c_zip,
    @c_phone = c_phone,
    @c_credit = c_credit,
    @c_credit_lim = c_credit_lim,
    @c_discount = c_discount,
    @c_since = c_since,
    @data1 = c_data_1,
    @data2 = c_data_2,
    @c_id_local = c_id
where c_id = @c_id and
      c_w_id = @c_w_id and
      c_d_id = @c_d_id

/* if customer has bad credit get some more info */

if (@c_credit = "BC")
begin
    /* compute new info */

    select @c_data_2 = substring(@data1,209,42) +
    substring(@data2, 1, 208)
    select @c_data_1 = convert(char(5),@c_id) +
    convert(char(4),@c_d_id) +
    convert(char(5),@c_w_id) +

```

```

convert(char(4),@d_id) +
convert(char(5),@w_id) +
convert(char(19),@h_amount) +
                                substring(@data1,
1, 208)

/* update customer info */

update customer set
    c_data_1 = @c_data_1,
    c_data_2 = @c_data_2
where c_id = @c_id and
      c_w_id = @c_w_id and
      c_d_id = @c_d_id

select @screen_data = substring (@c_data_1,1,200)

end

/* get district data and update year-to-date */

update district
set d_ytd = d_ytd + @h_amount,
    @d_street_1 = d_street_1,
    @d_street_2 = d_street_2,
    @d_city = d_city,
    @d_state = d_state,
    @d_zip = d_zip,
    @d_name = d_name,
    @d_id_local = d_id
where d_w_id = @w_id and
      d_id = @d_id

/* get warehouse data and update year-to-date */

update warehouse
set w_ytd = w_ytd + @h_amount,
    @w_street_1 = w_street_1,
    @w_street_2 = w_street_2,
    @w_city = w_city,
    @w_state = w_state,
    @w_zip = w_zip,
    @w_name = w_name,
    @w_id_local = w_id
where w_id = @w_id

/* create history record */

insert into history values (@c_id_local,
    @c_d_id,
    @c_w_id,
    @d_id_local,
    @w_id_local,
    @datetime,
    @h_amount,
    @w_name + " " + @d_name)

commit tran p

/* return data to client */

```

```

select @c_id,
    @c_last,
    @datetime,
    @w_street_1,
    @w_street_2,
    @w_city,
    @w_state,
    @w_zip,
    @d_street_1,
    @d_street_2,
    @d_city,
    @d_state,
    @d_zip,
    @c_first,
    @c_middle,
    @c_street_1,
    @c_street_2,
    @c_city,
    @c_state,
    @c_zip,
    @c_phone,
    @c_since,
    @c_credit,
    @c_credit_lim,
    @c_discount,
    @c_balance,
    @screen_data

go

```

STOCKLEV.SQL

```

/* File: STOCKLEV.SQL */
/* Microsoft TPC-C Kit Ver. 3.00.000 */
/* Audited 08/23/96, By Francois Raab */
/* Copyright Microsoft, 1996 */
/* Purpose: Stock-Level transaction for Microsoft TPC-C Benchmark Kit */
/* Author: Damien Lindauer */
/* damienl@Microsoft.com */

use tpcc
go

/* stock-level transaction stored procedure */

if exists (select name from sysobjects where name = "tpcc_stocklevel")
drop procedure tpcc_stocklevel
go

/* Modified by rick vicki, 2/4/97 */
/* Eliminate 1 local variable, use derived table to eliminate duplicate item#'s */

create proc tpcc_stocklevel @w_id smallint,
    @d_id tinyint,
    @threshold smallint
as
declare @o_id int

select @o_id = d_next_o_id
from district
where d_w_id = @w_id and
      d_id = @d_id

select count(*) from stock,

```

```
(select distinct(ol_i_id) from order_line
where ol_w_id = @w_id and
      ol_d_id = @d_id and
      ol_o_id between (@o_id-20) and (@o_id-1)) OL

where s_w_id = @w_id and
      s_i_id = OL.ol_i_id and
      s_quantity < @threshold
go
```

Loader Source Code

TPCCLDR.C

```
/* FILE:      TPCCLDR.C
 *           Microsoft TPC-C Kit Ver. 3.00.000
 *           Audited 08/23/96, By Francois Raab
 *
 *           Copyright Microsoft, 1996
 *
 * PURPOSE:   Database loader for Microsoft TPC-C Benchmark Kit
 * Author:    Damien Lindauer
 *           damienl@Microsoft.com
 */

// Includes
#include "tpcc.h"
#include "search.h"

// Defines
#define MAXITEMS      100000
#define CUSTOMERS_PER_DISTRICT 3000
#define DISTRICT_PER_WAREHOUSE 10
#define ORDERS_PER_DISTRICT 3000
#define MAX_CUSTOMER_THREADS 2
#define MAX_ORDER_THREADS 3
#define MAX_MAIN_THREADS 4

// Functions declarations
long NURand();
void LoadItem();
void LoadWarehouse();

void Stock();
void District();

void LoadCustomer();
void CustomerBufInit();
void CustomerBufLoad();
void LoadCustomerTable();
void LoadHistoryTable();

void LoadOrders();
void OrdersBufInit();
void OrdersBufLoad();
void LoadOrdersTable();
void LoadNewOrderTable();
void LoadOrderLineTable();
void GetPermutation();
void CheckForCommit();
void OpenConnections();

void BuildIndex();
```

```
void CurrentDate();

// Shared memory structures

typedef struct
{
    long      ol;
    long      ol_i_id;
    short     ol_supply_w_id;
    short     ol_quantity;
    double    ol_amount;
    char      ol_dist_info[DIST_INFO_LEN+1];
    // Added to insure ol_delivery_d set properly during load
    char      ol_delivery_d[30];
} ORDER_LINE_STRUCT;

typedef struct
{
    long      o_id;
    short     o_d_id;
    short     o_w_id;
    long      o_c_id;
    short     o_carrier_id;
    short     o_ol_cnt;
    short     o_all_local;
    ORDER_LINE_STRUCT  o_ol[15];
} ORDERS_STRUCT;

typedef struct
{
    long      c_id;
    short     c_d_id;
    short     c_w_id;
    char      c_first[FIRST_NAME_LEN+1];
    char      c_middle[MIDDLE_NAME_LEN+1];
    char      c_last[LAST_NAME_LEN+1];
    char      c_street_1[ADDRESS_LEN+1];
    char      c_street_2[ADDRESS_LEN+1];
    char      c_city[ADDRESS_LEN+1];
    char      c_state[STATE_LEN+1];
    char      c_zip[ZIP_LEN+1];
    char      c_phone[PHONE_LEN+1];
    char      c_credit[CREDIT_LEN+1];
    double    c_credit_lim;
    double    c_discount;
    double    c_balance;
    double    c_ytd_payment;
    short     c_payment_cnt;
    short     c_delivery_cnt;
    char      c_data_1[C_DATA_LEN+1];
    char      c_data_2[C_DATA_LEN+1];
    double    h_amount;
    char      h_data[H_DATA_LEN+1];
} CUSTOMER_STRUCT;

typedef struct
{
    char      c_last[LAST_NAME_LEN+1];
    char      c_first[FIRST_NAME_LEN+1];
    long      c_id;
} CUSTOMER_SORT_STRUCT;

typedef struct
{
    long      time_start;
} LOADER_TIME_STRUCT;

// Global variables
char      errfile[20];
DBPROCESS *i_dbproc1;
```

```
DBPROCESS *w_dbproc1, *w_dbproc2;
DBPROCESS *c_dbproc1, *c_dbproc2;
DBPROCESS *o_dbproc1, *o_dbproc2, *o_dbproc3;
ORDERS_STRUCT  orders_buf[ORDERS_PER_DISTRICT];
CUSTOMER_STRUCT customer_buf[CUSTOMERS_PER_DISTRICT];
long      main_threads_completed;
long      customer_threads_completed;
long      order_threads_completed;
long      orders_rows_loaded;
long      new_order_rows_loaded;
long      order_line_rows_loaded;
long      history_rows_loaded;
long      customer_rows_loaded;
long      stock_rows_loaded;
long      district_rows_loaded;
long      item_rows_loaded;
long      warehouse_rows_loaded;
long      main_time_start;
long      main_time_end;
TPCCLDR_ARGS  *aptr, args;

//=====
//
// Function name: main
//
//=====

int main(int argc, char **argv)
{
    DWORD      dwThreadId[MAX_MAIN_THREADS];
    HANDLE      hThread[MAX_MAIN_THREADS];
    FILE        *fLoader;
    char        buffer[255];
    int         main_threads_started;
    RETCODE    retcode;
    LOGINREC    *login;

    printf("\n*****");
    printf("\n* Microsoft SQL Server 6.5          *");
    printf("\n*                               *");
    printf("\n* TPC-C BENCHMARK KIT: Database loader *");
    printf("\n* Version %s                *", TPCKIT_VER);
    printf("\n*                               *");
    printf("\n*****\n\n");

    // process command line arguments

    aptr = &args;
    GetArgsLoader(argc, argv, aptr);

    if (aptr->build_index == 0)
        printf("data load only\n");
    if (aptr->build_index == 1)
        printf("data load and index creation\n");

    // install dblib error handlers

    dbmsghandle((DBMSGHANDLE_PROC)SQLMsgHandler);
    dberrhandle((DBERRHANDLE_PROC)SQLErrHandler);

    // open connections to SQL Server

    OpenConnections();

    // open file for loader results
    fLoader = fopen(aptr->loader_res_file, "a");
```

```

if (fLoader == NULL)
{
    printf("Error, loader result file open failed.");
    exit(-1);
}

// start loading data

sprintf(buffer, "TPC-C load started for %ld warehouses: ", aptr-
>num_warehouses);
if (aptr->build_index = 0)
    strcat(buffer, "data load only\n");
if (aptr->build_index = 1)
    strcat(buffer, "data load and index creation\n");

printf("%s", buffer);
fprintf(fLoader, "%s", buffer);

main_time_start = (TimeNow() / MILLI);

// start parallel load threads

main_threads_completed = 0;
main_threads_started = 0;

if ((aptr->table == NULL) || !(strcmp(aptr->table, "item")))
{
    fprintf(fLoader, "\nStarting loader threads for: item\n");

    hThread[0] = CreateThread(NULL,
        0,
        (LPTHREAD_START_ROUTINE)
LoadItem,
        NULL,
        0,
        &dwThreadId[0]);

    if (hThread[0] == NULL)
    {
        printf("Error, failed in creating creating thread = 0.\n");
        exit(-1);
    }

    main_threads_started++;
}

if ((aptr->table == NULL) || !(strcmp(aptr->table, "warehouse")))
{
    fprintf(fLoader, "Starting loader threads for: warehouse\n");

    hThread[1] = CreateThread(NULL,
        0,
        (LPTHREAD_START_ROUTINE)
LoadWarehouse,
        NULL,
        0,
        &dwThreadId[1]);

    if (hThread[1] == NULL)
    {
        printf("Error, failed in creating creating thread = 1.\n");
        exit(-1);
    }

    main_threads_started++;
}

if ((aptr->table == NULL) || !(strcmp(aptr->table, "customer")))
{

```

```

    fprintf(fLoader, "Starting loader threads for: customer\n");

    hThread[2] = CreateThread(NULL,
        0,
        (LPTHREAD_START_ROUTINE)
LoadCustomer,
        NULL,
        0,
        &dwThreadId[2]);

    if (hThread[2] == NULL)
    {
        printf("Error, failed in creating creating main thread = 2.\n");
        exit(-1);
    }

    main_threads_started++;
}

if ((aptr->table == NULL) || !(strcmp(aptr->table, "orders")))
{
    fprintf(fLoader, "Starting loader threads for: orders\n");

    hThread[3] = CreateThread(NULL,
        0,
        (LPTHREAD_START_ROUTINE)
LoadOrders,
        NULL,
        0,
        &dwThreadId[3]);

    if (hThread[3] == NULL)
    {
        printf("Error, failed in creating creating main thread = 3.\n");
        exit(-1);
    }

    main_threads_started++;
}

while (main_threads_completed != main_threads_started)
    Sleep(1000L);

main_time_end = (TimeNow() / MILLI);

sprintf(buffer, "\nTPC-C load completed successfully in %ld minutes.\n",
    (main_time_end - main_time_start)/60);

printf("%s", buffer);
fprintf(fLoader, "%s", buffer);

fclose(fLoader);

dbexit();

exit(0);
}

//=====
//
// Function : LoadItem
//
// Function name: LoadItem
//
//=====
void LoadItem()
{
    long i_id;

```

```

    long i_im_id;
    char i_name[L_NAME_LEN+1];
    double i_price;
    char i_data[L_DATA_LEN+1];
    char name[20];
    long time_start;

    printf("\nLoading item table...\n");

    // Seed with unique number
    seed(1);

    InitString(i_name, L_NAME_LEN+1);
    InitString(i_data, L_DATA_LEN+1);

    sprintf(name, "%s..%s", aptr->database, "item");
    bcp_init(i_dbproc1, name, NULL, "logs\item.err", DB_IN);

    bcp_bind(i_dbproc1, (BYTE *) &i_id, 0, -1, NULL, 0, 0, 1);
    bcp_bind(i_dbproc1, (BYTE *) &i_im_id, 0, -1, NULL, 0, 0, 2);
    bcp_bind(i_dbproc1, (BYTE *) i_name, 0, L_NAME_LEN, NULL, 0, 0, 3);
    bcp_bind(i_dbproc1, (BYTE *) &i_price, 0, -1, NULL, 0, SQLFLT8, 4);
    bcp_bind(i_dbproc1, (BYTE *) i_data, 0, L_DATA_LEN, NULL, 0, 0, 5);

    time_start = (TimeNow() / MILLI);

    item_rows_loaded = 0;

    for (i_id = 1; i_id <= MAXITEMS; i_id++)
    {
        i_im_id = RandomNumber(1L, 10000L);

        MakeAlphaString(14, 24, L_NAME_LEN, i_name);

        i_price = ((float) RandomNumber(100L, 10000L))/100.0;

        MakeOriginalAlphaString(26, 50, L_DATA_LEN, i_data, 10);

        if (bcp_sendrow(i_dbproc1))
            printf("Error, LoadItem() failed calling bcp_sendrow(). Check
error file.\n");
        item_rows_loaded++;
        CheckForCommit(i_dbproc1, item_rows_loaded, "item", &time_start);
    }

    bcp_done(i_dbproc1);
    dbclose(i_dbproc1);

    printf("Finished loading item table.\n");

    if (aptr->build_index == 1)
        BuildIndex("idxitmcl");

    InterlockedIncrement(&main_threads_completed);
}

//=====
//
// Function : LoadWarehouse
//
// Loads WAREHOUSE table and loads Stock and District as Warehouses are
// created
//
//=====
void LoadWarehouse()
{
    short w_id;

```

```

char w_name[W_NAME_LEN+1];
char w_street_1[ADDRESS_LEN+1];
char w_street_2[ADDRESS_LEN+1];
char w_city[ADDRESS_LEN+1];
char w_state[STATE_LEN+1];
char w_zip[ZIP_LEN+1];
double w_tax;
double w_ytd;
char name[20];
long time_start;

printf("\nLoading warehouse table...\n");

// Seed with unique number
seed(2);

InitString(w_name, W_NAME_LEN+1);
InitAddress(w_street_1, w_street_2, w_city, w_state, w_zip);

sprintf(name, "%s..%s", aptr->database, "warehouse");
bcp_init(w_dbproc1, name, NULL, "logs\warehouse.err", DB_IN);

bcp_bind(w_dbproc1, (BYTE *) &w_id, 0, -1, NULL, 0, 0, 1);
bcp_bind(w_dbproc1, (BYTE *) w_name, 0, W_NAME_LEN, NULL, 0,
0, 2);
bcp_bind(w_dbproc1, (BYTE *) w_street_1, 0, ADDRESS_LEN, NULL,
0, 0, 3);
bcp_bind(w_dbproc1, (BYTE *) w_street_2, 0, ADDRESS_LEN, NULL,
0, 0, 4);
bcp_bind(w_dbproc1, (BYTE *) w_city, 0, ADDRESS_LEN, NULL, 0,
0, 5);
bcp_bind(w_dbproc1, (BYTE *) w_state, 0, STATE_LEN, NULL, 0, 0,
6);
bcp_bind(w_dbproc1, (BYTE *) w_zip, 0, ZIP_LEN, NULL, 0, 0, 7);
bcp_bind(w_dbproc1, (BYTE *) &w_tax, 0, -1, NULL, 0,
SQLFLT8, 8);
bcp_bind(w_dbproc1, (BYTE *) &w_ytd, 0, -1, NULL, 0,
SQLFLT8, 9);

time_start = (TimeNow() / MILLI);

warehouse_rows_loaded = 0;

for (w_id = aptr->starting_warehouse; w_id < aptr->num_warehouses+1;
w_id++)
{
    MakeAlphaString(6,10, W_NAME_LEN, w_name);

    MakeAddress(w_street_1, w_street_2, w_city, w_state, w_zip);

    w_tax = ((float) RandomNumber(0L,2000L))/10000.00;

    w_ytd = 300000.00;

    if (!bcp_sendrow(w_dbproc1))
        printf("Error, LoadWarehouse() failed calling bcp_sendrow(). Check
error file.\n");
    warehouse_rows_loaded++;
    CheckForCommit(i_dbproc1, warehouse_rows_loaded, "warehouse",
&time_start);
}

bcp_done(w_dbproc1);
dbclose(w_dbproc1);

printf("Finished loading warehouse table.\n");

if (aptr->build_index == 1)
    BuildIndex("idxwarcl");

```

```

stock_rows_loaded = 0;
district_rows_loaded = 0;

District(w_id);
Stock(w_id);

InterlockedIncrement(&main_threads_completed);
}

//=====
//
// Function : District
//
//=====
void District()
{
    short d_id;
    short d_w_id;
    char d_name[D_NAME_LEN+1];
    char d_street_1[ADDRESS_LEN+1];
    char d_street_2[ADDRESS_LEN+1];
    char d_city[ADDRESS_LEN+1];
    char d_state[STATE_LEN+1];
    char d_zip[ZIP_LEN+1];
    double d_tax;
    double d_ytd;
    char name[20];
    long d_next_o_id;
    int rc;
    long time_start;
    int w_id;

    for (w_id = aptr->starting_warehouse; w_id < aptr->num_warehouses+1;
w_id++)
    {
        printf("...Loading district table: w_id = %d\n", w_id);

        // Seed with unique number
        seed(4);

        InitString(d_name, D_NAME_LEN+1);

        InitAddress(d_street_1, d_street_2, d_city, d_state, d_zip);

        sprintf(name, "%s..%s", aptr->database, "district");
        rc = bcp_init(w_dbproc2, name, NULL, "logs\district.err", DB_IN);

        bcp_bind(w_dbproc2, (BYTE *) &d_id, 0, -1, NULL, 0, 0,
1);
        bcp_bind(w_dbproc2, (BYTE *) &d_w_id, 0, -1, NULL, 0, 0,
2);
        bcp_bind(w_dbproc2, (BYTE *) d_name, 0, D_NAME_LEN,
NULL, 0, 0, 3);
        bcp_bind(w_dbproc2, (BYTE *) d_street_1, 0, ADDRESS_LEN,
NULL, 0, 0, 4);
        bcp_bind(w_dbproc2, (BYTE *) d_street_2, 0, ADDRESS_LEN,
NULL, 0, 0, 5);
        bcp_bind(w_dbproc2, (BYTE *) d_city, 0, ADDRESS_LEN,
NULL, 0, 0, 6);
        bcp_bind(w_dbproc2, (BYTE *) d_state, 0, STATE_LEN, NULL,
0, 0, 7);
        bcp_bind(w_dbproc2, (BYTE *) d_zip, 0, ZIP_LEN, NULL, 0,
0, 8);
        bcp_bind(w_dbproc2, (BYTE *) &d_tax, 0, -1, NULL, 0,
SQLFLT8, 9);

```

```

        bcp_bind(w_dbproc2, (BYTE *) &d_ytd, 0, -1, NULL, 0,
SQLFLT8, 10);
        bcp_bind(w_dbproc2, (BYTE *) &d_next_o_id, 0, -1, NULL, 0,
0, 11);

        d_w_id = w_id;

        d_ytd = 300000.0;

        d_next_o_id = 3001L;

        time_start = (TimeNow() / MILLI);

        for (d_id = 1; d_id <= DISTRICT_PER_WAREHOUSE; d_id++)
        {
            MakeAlphaString(6,10,D_NAME_LEN, d_name);

            MakeAddress(d_street_1, d_street_2, d_city, d_state, d_zip);

            d_tax = ((float) RandomNumber(0L,2000L))/10000.00;

            if (!bcp_sendrow(w_dbproc2))
                printf("Error, District() failed calling bcp_sendrow(). Check
error file.\n");
            district_rows_loaded++;
            CheckForCommit(w_dbproc2, district_rows_loaded, "district",
&time_start);
        }

        rc = bcp_done(w_dbproc2);
    }

    printf("Finished loading district table.\n");

    if (aptr->build_index == 1)
        BuildIndex("idxdscrl");

    return;
}

//=====
//
// Function : Stock
//
//=====
void Stock()
{
    long s_i_id;
    short s_w_id;
    short s_quantity;
    char s_dist_01[S_DIST_LEN+1];
    char s_dist_02[S_DIST_LEN+1];
    char s_dist_03[S_DIST_LEN+1];
    char s_dist_04[S_DIST_LEN+1];
    char s_dist_05[S_DIST_LEN+1];
    char s_dist_06[S_DIST_LEN+1];
    char s_dist_07[S_DIST_LEN+1];
    char s_dist_08[S_DIST_LEN+1];
    char s_dist_09[S_DIST_LEN+1];
    char s_dist_10[S_DIST_LEN+1];
    long s_ytd;
    short s_order_cnt;
    short s_remote_cnt;
    char s_data[S_DATA_LEN+1];
    short i;
    short len;
    int rc;

```

```

char name[20];
long time_start;

// Seed with unique number
seed(3);

sprintf(name, "%s..%s", apr->database, "stock");
rc = bcp_init(w_dbproc2, name, NULL, "logs\\stock.err", DB_IN);

bcp_bind(w_dbproc2, (BYTE *) &s_i_id, 0, -1, NULL, 0, 0, 1);
bcp_bind(w_dbproc2, (BYTE *) &s_w_id, 0, -1, NULL, 0, 0, 2);
bcp_bind(w_dbproc2, (BYTE *) &s_quantity, 0, -1, NULL, 0, 0, 3);
bcp_bind(w_dbproc2, (BYTE *) s_dist_01, 0, S_DIST_LEN, NULL, 0, 0,
4);
bcp_bind(w_dbproc2, (BYTE *) s_dist_02, 0, S_DIST_LEN, NULL, 0, 0,
5);
bcp_bind(w_dbproc2, (BYTE *) s_dist_03, 0, S_DIST_LEN, NULL, 0, 0,
6);
bcp_bind(w_dbproc2, (BYTE *) s_dist_04, 0, S_DIST_LEN, NULL, 0, 0,
7);
bcp_bind(w_dbproc2, (BYTE *) s_dist_05, 0, S_DIST_LEN, NULL, 0, 0,
8);
bcp_bind(w_dbproc2, (BYTE *) s_dist_06, 0, S_DIST_LEN, NULL, 0, 0,
9);
bcp_bind(w_dbproc2, (BYTE *) s_dist_07, 0, S_DIST_LEN, NULL, 0, 0,
10);
bcp_bind(w_dbproc2, (BYTE *) s_dist_08, 0, S_DIST_LEN, NULL, 0, 0,
11);
bcp_bind(w_dbproc2, (BYTE *) s_dist_09, 0, S_DIST_LEN, NULL, 0, 0,
12);
bcp_bind(w_dbproc2, (BYTE *) s_dist_10, 0, S_DIST_LEN, NULL, 0, 0,
13);
bcp_bind(w_dbproc2, (BYTE *) &s_ytd, 0, -1, NULL, 0, 0, 14);
bcp_bind(w_dbproc2, (BYTE *) &s_order_cnt, 0, -1, NULL, 0, 0, 15);
bcp_bind(w_dbproc2, (BYTE *) &s_remote_cnt, 0, -1, NULL, 0, 0, 16);
bcp_bind(w_dbproc2, (BYTE *) s_data, 0, S_DATA_LEN, NULL, 0, 0,
17);

s_ytd = s_order_cnt = s_remote_cnt = 0;

time_start = (TimeNow() / MILLI);

printf("...Loading stock table\n");

for (s_i_id=1; s_i_id <= MAXITEMS; s_i_id++)
{
    for (s_w_id = apr->starting_warehouse; s_w_id < apr-
>num_warehouses+1; s_w_id++)
    {
        s_quantity = RandomNumber(10L,100L);
        len = MakeAlphaString(24,24,S_DIST_LEN, s_dist_01);
        len = MakeAlphaString(24,24,S_DIST_LEN, s_dist_02);
        len = MakeAlphaString(24,24,S_DIST_LEN, s_dist_03);
        len = MakeAlphaString(24,24,S_DIST_LEN, s_dist_04);
        len = MakeAlphaString(24,24,S_DIST_LEN, s_dist_05);
        len = MakeAlphaString(24,24,S_DIST_LEN, s_dist_06);
        len = MakeAlphaString(24,24,S_DIST_LEN, s_dist_07);
        len = MakeAlphaString(24,24,S_DIST_LEN, s_dist_08);
        len = MakeAlphaString(24,24,S_DIST_LEN, s_dist_09);
        len = MakeAlphaString(24,24,S_DIST_LEN, s_dist_10);

        len = MakeOriginalAlphaString(26,50, S_DATA_LEN, s_data,10);

        if (!bcp_sendrow(w_dbproc2))
            printf("Error, Stock() failed calling bcp_sendrow(). Check error
file.\n");

        stock_rows_loaded++;
        CheckForCommit(w_dbproc2, stock_rows_loaded, "stock",
&time_start);
    }
}

```

```

    }
}

bcp_done(w_dbproc2);
dbclose(w_dbproc2);

printf("Finished loading stock table.\n");

if (apr->build_index == 1)
    BuildIndex("idxstkcl");

return;
}

//=====
//
// Function : LoadCustomer
//
//=====

void LoadCustomer()
{
    LOADER_TIME_STRUCT customer_time_start;
    LOADER_TIME_STRUCT history_time_start;
    short w_id;
    short d_id;
    DWORD dwThreadId[MAX_CUSTOMER_THREADS];
    HANDLE hThread[MAX_CUSTOMER_THREADS];
    char name[20];
    char buf[250];

    printf("\nLoading customer and history tables...\n");

    // Seed with unique number
    seed(5);

    // Initialize bulk copy
    sprintf(name, "%s..%s", apr->database, "customer");
    bcp_init(c_dbproc1, name, NULL, "logs\\customer.err", DB_IN);

    sprintf(name, "%s..%s", apr->database, "history");
    bcp_init(c_dbproc2, name, NULL, "logs\\history.err", DB_IN);

    customer_rows_loaded = 0;
    history_rows_loaded = 0;

    CustomerBufInit();

    customer_time_start.time_start = (TimeNow() / MILLI);
    history_time_start.time_start = (TimeNow() / MILLI);

    for (w_id = apr->starting_warehouse; w_id <= apr->num_warehouses;
w_id++)
    {
        for (d_id = 1L; d_id <= DISTRICT_PER_WAREHOUSE; d_id++)
        {
            CustomerBufLoad(d_id, w_id);

            // Start parallel loading threads here...

            customer_threads_completed=0;

            // Start customer table thread

            printf("...Loading customer table for: d_id = %d, w_id = %d\n",
d_id, w_id);

```

```

        hThread[0] = CreateThread(NULL,
0,
(LPTHREAD_START_ROUTINE)
LoadCustomerTable,
&customer_time_start,
0,
&dwThreadId[0]);

        if (hThread[0] == NULL)
        {
            printf("Error, failed in creating creating thread = 0.\n");
            exit(-1);
        }

        // Start History table thread

        printf("...Loading history table for: d_id = %d, w_id = %d\n", d_id,
w_id);

        hThread[1] = CreateThread(NULL,
0,
(LPTHREAD_START_ROUTINE)
LoadHistoryTable,
&history_time_start,
0,
&dwThreadId[1]);

        if (hThread[1] == NULL)
        {
            printf("Error, failed in creating creating thread = 1.\n");
            exit(-1);
        }

        while (customer_threads_completed != 2)
            Sleep(1000L);
    }
}

// flush the bulk connection
bcp_done(c_dbproc1);
bcp_done(c_dbproc2);

sprintf(buf,"update customer set c_first = 'C_LOAD = %d' where c_id = 1 and
c_w_id = 1 and c_d_id = 1",LOADER_NURAND_C);
dbcmd(c_dbproc1, buf);
dbsqlxexec(c_dbproc1);
while (dbresults(c_dbproc1) != NO_MORE_RESULTS);

dbclose(c_dbproc1);
dbclose(c_dbproc2);

printf("Finished loading customer table.\n");

if (apr->build_index == 1)
    BuildIndex("idxcuscl");

if (apr->build_index == 1)
    BuildIndex("idxcusnc");

InterlockedIncrement(&main_threads_completed);

return;
}

//=====
//
// Function : CustomerBufInit

```

```

//
//=====
void CustomerBufInit()
{
    int i;

    for (i=0;i<CUSTOMERS_PER_DISTRICT;+++)
    {
        customer_buf[i].c_d_id = 0;
        customer_buf[i].c_w_id = 0;
        customer_buf[i].c_d_id = 0;
        customer_buf[i].c_w_id = 0;

        strcpy(customer_buf[i].c_first,"");
        strcpy(customer_buf[i].c_middle,"");
        strcpy(customer_buf[i].c_last,"");
        strcpy(customer_buf[i].c_street_1,"");
        strcpy(customer_buf[i].c_street_2,"");
        strcpy(customer_buf[i].c_city,"");
        strcpy(customer_buf[i].c_state,"");
        strcpy(customer_buf[i].c_zip,"");
        strcpy(customer_buf[i].c_phone,"");
        strcpy(customer_buf[i].c_credit,"");

        customer_buf[i].c_credit_lim = 0;
        customer_buf[i].c_discount = (float) 0;
        customer_buf[i].c_balance = 0;
        customer_buf[i].c_ytd_payment = 0;
        customer_buf[i].c_payment_cnt = 0;
        customer_buf[i].c_delivery_cnt = 0;

        strcpy(customer_buf[i].c_data_1,"");
        strcpy(customer_buf[i].c_data_2,"");

        customer_buf[i].h_amount = 0;

        strcpy(customer_buf[i].h_data,"");
    }

//=====
//
// Function : CustomerBufLoad
//
// Fills shared buffer for HISTORY and CUSTOMER
//=====
void CustomerBufLoad(int d_id, int w_id)
{
    long i;
    CUSTOMER_SORT_STRUCT c[CUSTOMERS_PER_DISTRICT];

    for (i=0;i<CUSTOMERS_PER_DISTRICT;+++)
    {
        if (i < 1000)
            LastName(i, c[i].c_last);
        else
            LastName(NURand(255,0,999,LOADER_NURAND_C),
c[i].c_last);

        MakeAlphaString(8,16,FIRST_NAME_LEN, c[i].c_first);

        c[i].c_id = i+1;
    }
}

```

```

}

printf("...Loading customer buffer for: d_id = %d, w_id = %d\n",
d_id, w_id);

for (i=0;i<CUSTOMERS_PER_DISTRICT;+++)
{
    customer_buf[i].c_d_id = d_id;
    customer_buf[i].c_w_id = w_id;
    customer_buf[i].h_amount = 10.0;
    customer_buf[i].c_ytd_payment = 10.0;
    customer_buf[i].c_payment_cnt = 1;
    customer_buf[i].c_delivery_cnt = 0;

    // Generate CUSTOMER and HISTORY data

    customer_buf[i].c_id = c[i].c_id;

    strcpy(customer_buf[i].c_first, c[i].c_first);
    strcpy(customer_buf[i].c_last, c[i].c_last);

    customer_buf[i].c_middle[0] = 'O';
    customer_buf[i].c_middle[1] = 'E';

    MakeAddress(customer_buf[i].c_street_1,
customer_buf[i].c_street_2,
customer_buf[i].c_city,
customer_buf[i].c_state,
customer_buf[i].c_zip);

    MakeNumberString(16, 16, PHONE_LEN, customer_buf[i].c_phone);

    if (RandomNumber(1L, 100L) > 10)
        customer_buf[i].c_credit[0] = 'G';
    else
        customer_buf[i].c_credit[0] = 'B';
    customer_buf[i].c_credit[1] = 'C';

    customer_buf[i].c_credit_lim = 50000.0;
    customer_buf[i].c_discount = ((float) RandomNumber(0L, 5000L)) /
10000.0;
    customer_buf[i].c_balance = -10.0;

    MakeAlphaString(250, 250, C_DATA_LEN, customer_buf[i].c_data_1);
    MakeAlphaString(50, 250, C_DATA_LEN, customer_buf[i].c_data_2);

    // Generate HISTORY data
    MakeAlphaString(12, 24, H_DATA_LEN, customer_buf[i].h_data);
}

//=====
//
// Function : LoadCustomerTable
//
//=====
void LoadCustomerTable(LOADER_TIME_STRUCT *customer_time_start)
{
    int i;
    long c_id;
    short c_d_id;
    short c_w_id;
    char c_first[FIRST_NAME_LEN+1];
    char c_middle[MIDDLE_NAME_LEN+1];
    char c_last[LAST_NAME_LEN+1];
    char c_street_1[ADDRESS_LEN+1];
}

```

```

char c_street_2[ADDRESS_LEN+1];
char c_city[ADDRESS_LEN+1];
char c_state[STATE_LEN+1];
char c_zip[ZIP_LEN+1];
char c_phone[PHONE_LEN+1];
char c_credit[CREDIT_LEN+1];
double c_credit_lim;
double c_discount;
double c_balance;
double c_ytd_payment;
short c_payment_cnt;
short c_delivery_cnt;
char c_data_1[C_DATA_LEN+1];
char c_data_2[C_DATA_LEN+1];
char name[20];
char c_since[50];

bcp_bind(c_dbproc1, (BYTE *) &c_id, 0, -1, NULL,0,0, 1);
bcp_bind(c_dbproc1, (BYTE *) &c_d_id, 0, -1, NULL,0,0, 2);
bcp_bind(c_dbproc1, (BYTE *) &c_w_id, 0, -1, NULL,0,0, 3);
bcp_bind(c_dbproc1, (BYTE *) c_first, 0, FIRST_NAME_LEN, NULL,0,0,
4);
bcp_bind(c_dbproc1, (BYTE *) c_middle, 0,
MIDDLE_NAME_LEN,NULL,0,0, 5);
bcp_bind(c_dbproc1, (BYTE *) c_last, 0, LAST_NAME_LEN, NULL,0,0,
6);
bcp_bind(c_dbproc1, (BYTE *) c_street_1, 0, ADDRESS_LEN, NULL,0,0,
7);
bcp_bind(c_dbproc1, (BYTE *) c_street_2, 0, ADDRESS_LEN, NULL,0,0,
8);
bcp_bind(c_dbproc1, (BYTE *) c_city, 0, ADDRESS_LEN, NULL,0,0,
9);
bcp_bind(c_dbproc1, (BYTE *) c_state, 0, STATE_LEN, NULL,0,0,10);
bcp_bind(c_dbproc1, (BYTE *) c_zip, 0, ZIP_LEN, NULL,0,0,11);
bcp_bind(c_dbproc1, (BYTE *) c_phone, 0, PHONE_LEN,
NULL,0,0,12);
bcp_bind(c_dbproc1, (BYTE *) c_since, 0, 50,
NULL,0,SQLCHAR,13);
bcp_bind(c_dbproc1, (BYTE *) c_credit, 0, CREDIT_LEN, NULL,0,0,14);
bcp_bind(c_dbproc1, (BYTE *) &c_credit_lim, 0, -1,
NULL,0,SQLFLT8,15);
bcp_bind(c_dbproc1, (BYTE *) &c_discount, 0, -1,
NULL,0,SQLFLT8,16);
bcp_bind(c_dbproc1, (BYTE *) &c_balance, 0, -1,
NULL,0,SQLFLT8,17);
bcp_bind(c_dbproc1, (BYTE *) &c_ytd_payment, 0, -1,
NULL,0,SQLFLT8,18);
bcp_bind(c_dbproc1, (BYTE *) &c_payment_cnt, 0, -1, NULL,0,0,19);
bcp_bind(c_dbproc1, (BYTE *) &c_delivery_cnt, 0, -1, NULL,0,0,20);
bcp_bind(c_dbproc1, (BYTE *) c_data_1, 0, C_DATA_LEN,
NULL,0,0,21);
bcp_bind(c_dbproc1, (BYTE *) c_data_2, 0, C_DATA_LEN,
NULL,0,0,22);

for (i = 0; i < CUSTOMERS_PER_DISTRICT; i++)
{
    c_id = customer_buf[i].c_id;
    c_d_id = customer_buf[i].c_d_id;
    c_w_id = customer_buf[i].c_w_id;

    strcpy(c_first, customer_buf[i].c_first);
    strcpy(c_middle, customer_buf[i].c_middle);
    strcpy(c_last, customer_buf[i].c_last);
    strcpy(c_street_1, customer_buf[i].c_street_1);
    strcpy(c_street_2, customer_buf[i].c_street_2);
    strcpy(c_city, customer_buf[i].c_city);
    strcpy(c_state, customer_buf[i].c_state);
    strcpy(c_zip, customer_buf[i].c_zip);
    strcpy(c_phone, customer_buf[i].c_phone);
    strcpy(c_credit, customer_buf[i].c_credit);
}

```

```

CurrentDate(&c_since);

c_credit_lim = customer_buff[i].c_credit_lim;
c_discount = customer_buff[i].c_discount;
c_balance = customer_buff[i].c_balance;
c_ytd_payment = customer_buff[i].c_ytd_payment;
c_payment_cnt = customer_buff[i].c_payment_cnt;
c_delivery_cnt = customer_buff[i].c_delivery_cnt;

strcpy(c_data_1, customer_buff[i].c_data_1);
strcpy(c_data_2, customer_buff[i].c_data_2);

// Send data to server
if (!bcp_sendrow(c_dbproc1))
    printf("Error, LoadCustomerTable() failed calling bcp_sendrow().
Check error file.\n");
customer_rows_loaded++;
CheckForCommit(c_dbproc1, customer_rows_loaded, "customer",
&customer_time_start->time_start);
}

InterlockedIncrement(&customer_threads_completed);
}

//=====
//
// Function : LoadHistoryTable
//
//=====
void LoadHistoryTable(LOADER_TIME_STRUCT *history_time_start)
{
    int i;
    long c_id;
    short c_d_id;
    short c_w_id;
    double h_amount;
    char h_data[H_DATA_LEN+1];
    char h_date[50];

    bcp_bind(c_dbproc2, (BYTE *) &c_id, 0, -1, NULL, 0, 0, 1);
    bcp_bind(c_dbproc2, (BYTE *) &c_d_id, 0, -1, NULL, 0, 0, 2);
    bcp_bind(c_dbproc2, (BYTE *) &c_w_id, 0, -1, NULL, 0, 0, 3);
    bcp_bind(c_dbproc2, (BYTE *) &c_d_id, 0, -1, NULL, 0, 0, 4);
    bcp_bind(c_dbproc2, (BYTE *) &c_w_id, 0, -1, NULL, 0, 0, 5);
    bcp_bind(c_dbproc2, (BYTE *) h_date, 0, 50, NULL, 0, SQLCHAR,
6);
    bcp_bind(c_dbproc2, (BYTE *) &h_amount, 0, -1, NULL, 0,
SQLFLT8, 7);
    bcp_bind(c_dbproc2, (BYTE *) h_data, 0, H_DATA_LEN, NULL, 0, 0, 8);

    for (i = 0; i < CUSTOMERS_PER_DISTRICT; i++)
    {
        c_id = customer_buff[i].c_id;
        c_d_id = customer_buff[i].c_d_id;
        c_w_id = customer_buff[i].c_w_id;
        h_amount = customer_buff[i].h_amount;
        strcpy(h_data, customer_buff[i].h_data);
        CurrentDate(&h_date);

        // send to server
        if (!bcp_sendrow(c_dbproc2))
            printf("Error, LoadHistoryTable() failed calling bcp_sendrow(). Check
error file.\n");
        history_rows_loaded++;
        CheckForCommit(c_dbproc2, history_rows_loaded, "history",
&history_time_start->time_start);
    }
}

```

```

}

InterlockedIncrement(&customer_threads_completed);
}

//=====
//
// Function : LoadOrders
//
//=====
void LoadOrders()
{
    LOADER_TIME_STRUCT orders_time_start;
    LOADER_TIME_STRUCT new_order_time_start;
    LOADER_TIME_STRUCT order_line_time_start;
    short w_id;
    short d_id;
    DWORD dwThreadID[MAX_ORDER_THREADS];
    HANDLE hThread[MAX_ORDER_THREADS];
    char name[20];

    printf("\nLoading orders...\n");

    // seed with unique number
    seed(6);

    // initialize bulk copy
    sprintf(name, "%s..%s", apr->database, "orders");
    bcp_init(o_dbproc1, name, NULL, "logs\\orders.err", DB_IN);

    sprintf(name, "%s..%s", apr->database, "new_order");
    bcp_init(o_dbproc2, name, NULL, "logs\\neword.err", DB_IN);

    sprintf(name, "%s..%s", apr->database, "order_line");
    bcp_init(o_dbproc3, name, NULL, "logs\\ordline.err", DB_IN);

    orders_rows_loaded = 0;
    new_order_rows_loaded = 0;
    order_line_rows_loaded = 0;

    OrdersBufInit();

    orders_time_start.time_start = (TimeNow() / MILLI);
    new_order_time_start.time_start = (TimeNow() / MILLI);
    order_line_time_start.time_start = (TimeNow() / MILLI);

    for (w_id = apr->starting_warehouse; w_id <= apr->num_warehouses;
w_id++)
    {
        for (d_id = 1L; d_id <= DISTRICT_PER_WAREHOUSE; d_id++)
        {
            OrdersBufLoad(d_id, w_id);

            // start parallel loading threads here...

            order_threads_completed=0;

            // start Orders table thread

            printf("...Loading Order Table for: d_id = %d, w_id = %d\n", d_id,
w_id);

            hThread[0] = CreateThread(NULL,
0,

```

```

(LPTHREAD_START_ROUTINE)
LoadOrdersTable,
&orders_time_start,
0,
&dwThreadID[0]);

if (hThread[0] == NULL)
{
    printf("Error, failed in creating creating thread = 0.\n");
    exit(-1);
}

// start NewOrder table thread

printf("...Loading New-Order Table for: d_id = %d, w_id = %d\n",
d_id, w_id);

hThread[1] = CreateThread(NULL,
0,
(LPTHREAD_START_ROUTINE)
LoadNewOrderTable,
&new_order_time_start,
0,
&dwThreadID[1]);

if (hThread[1] == NULL)
{
    printf("Error, failed in creating creating thread = 1.\n");
    exit(-1);
}

// start Order-Line table thread

printf("...Loading Order-Line Table for: d_id = %d, w_id = %d\n",
d_id, w_id);

hThread[2] = CreateThread(NULL,
0,
(LPTHREAD_START_ROUTINE)
LoadOrderLineTable,
&order_line_time_start,
0,
&dwThreadID[2]);

if (hThread[2] == NULL)
{
    printf("Error, failed in creating creating thread = 2.\n");
    exit(-1);
}

while (order_threads_completed != 3)
    Sleep(1000L);
}

printf("Finished loading orders.\n");

InterlockedIncrement(&main_threads_completed);

return;
}

//=====
//
// Function : OrdersBufInit
//
// Clears shared buffer for ORDERS, NEWORDER, and ORDERLINE
//

```

```

//=====
//=====
void OrdersBufInIt()
{
    int i;
    int j;

    for (i=0;i<ORDERS_PER_DISTRICT;i++)
    {
        orders_buf[i].o_id = 0;
        orders_buf[i].o_d_id = 0;
        orders_buf[i].o_w_id = 0;
        orders_buf[i].o_c_id = 0;
        orders_buf[i].o_carrier_id = 0;
        orders_buf[i].o_ol_cnt = 0;
        orders_buf[i].o_all_local = 0;

        for (j=0;j<=14;j++)
        {
            orders_buf[i].o_ol[j].ol = 0;
            orders_buf[i].o_ol[j].ol_i_id = 0;
            orders_buf[i].o_ol[j].ol_supply_w_id = 0;
            orders_buf[i].o_ol[j].ol_quantity = 0;
            orders_buf[i].o_ol[j].ol_amount = 0;
            strcpy(orders_buf[i].o_ol[j].ol_dist_info,"");
        }
    }
}

//=====
//=====
// Function : OrdersBufLoad
//
// Fills shared buffer for ORDERS, NEWORDER, and ORDERLINE
//
//=====
void OrdersBufLoad(int d_id, int w_id)
{
    int cust{ORDERS_PER_DIST+1};
    long o_id;
    short ol;

    printf("...Loading Order Buffer for: d_id = %d, w_id = %d\n",
        d_id, w_id);

    GetPermutation(cust, ORDERS_PER_DIST);

    for (o_id=0;o_id<ORDERS_PER_DISTRICT;o_id++)
    {
        // Generate ORDER and NEW-ORDER data

        orders_buf[o_id].o_d_id = d_id;
        orders_buf[o_id].o_w_id = w_id;
        orders_buf[o_id].o_id = o_id+1;
        orders_buf[o_id].o_c_id = cust[o_id+1];
        orders_buf[o_id].o_ol_cnt = RandomNumber(5L, 15L);

        if (o_id < 2100)
        {
            orders_buf[o_id].o_carrier_id = RandomNumber(1L, 10L);
            orders_buf[o_id].o_all_local = 1;
        }
        else
    }
}

```

```

{
    orders_buf[o_id].o_carrier_id = 0;
    orders_buf[o_id].o_all_local = 1;
}

for (ol=0;ol<orders_buf[o_id].o_ol_cnt;ol++)
{
    orders_buf[o_id].o_ol[ol].ol = ol+1;
    orders_buf[o_id].o_ol[ol].ol_i_id = RandomNumber(1L,
MAXITEMS);
    orders_buf[o_id].o_ol[ol].ol_supply_w_id = w_id;
    orders_buf[o_id].o_ol[ol].ol_quantity = 5;
    MakeAlphaString(24, 24, OL_DIST_INFO_LEN,
&orders_buf[o_id].o_ol[ol].ol_dist_info);

    // Generate ORDER-LINE data
    if (o_id < 2100)
    {
        orders_buf[o_id].o_ol[ol].ol_amount = 0;
        // Added to insure ol_delivery_d set properly during load
        CurrentDate(&orders_buf[o_id].o_ol[ol].ol_delivery_d);
    }
    else
    {
        orders_buf[o_id].o_ol[ol].ol_amount =
RandomNumber(1,999999)/100.0;
        // Added to insure ol_delivery_d set properly during load
        strcpy(orders_buf[o_id].o_ol[ol].ol_delivery_d,"Dec 31,
1889");
    }
}
}

//=====
//=====
// Function : LoadOrdersTable
//
//=====
void LoadOrdersTable(LOADER_TIME_STRUCT *orders_time_start)
{
    int i;
    long o_id;
    short o_d_id;
    short o_w_id;
    long o_c_id;
    short o_carrier_id;
    short o_ol_cnt;
    short o_all_local;
    char o_entry_d[50];

    // bind ORDER data
    bcp_bind(o_dbproc1, (BYTE *) &o_id, 0, -1, NULL, 0, 0, 1);
    bcp_bind(o_dbproc1, (BYTE *) &o_d_id, 0, -1, NULL, 0, 0, 2);
    bcp_bind(o_dbproc1, (BYTE *) &o_w_id, 0, -1, NULL, 0, 0, 3);
    bcp_bind(o_dbproc1, (BYTE *) &o_c_id, 0, -1, NULL, 0, 0, 4);
    bcp_bind(o_dbproc1, (BYTE *) o_entry_d, 0, 50, NULL, 0,
SQLCHAR, 5);
    bcp_bind(o_dbproc1, (BYTE *) &o_carrier_id, 0, -1, NULL, 0, 0, 6);
    bcp_bind(o_dbproc1, (BYTE *) &o_ol_cnt, 0, -1, NULL, 0, 0, 7);
    bcp_bind(o_dbproc1, (BYTE *) &o_all_local, 0, -1, NULL, 0, 0, 8);

    for (i = 0; i < ORDERS_PER_DISTRICT; i++)
    {
        o_id = orders_buf[i].o_id;
        o_d_id = orders_buf[i].o_d_id;
    }
}

```

```

o_w_id = orders_buf[i].o_w_id;
o_c_id = orders_buf[i].o_c_id;
o_carrier_id = orders_buf[i].o_carrier_id;
o_ol_cnt = orders_buf[i].o_ol_cnt;
o_all_local = orders_buf[i].o_all_local;
CurrentDate(&o_entry_d);

// send data to server
if (!bcp_sendrow(o_dbproc1))
    printf("Error, LoadOrdersTable() failed calling bcp_sendrow(). Check
error file.\n");
orders_rows_loaded++;
// CheckForCommit(o_dbproc1, orders_rows_loaded, "ORDERS",
&orders_time_start->time_start);
}
bcp_batch(o_dbproc1);
if ((o_w_id == apr->num_warehouses) && (o_d_id == 10))
{
    bcp_done(o_dbproc1);
    dbclose(o_dbproc1);

    if (aptr->build_index == 1)
        BuildIndex("idxordcl");
}

InterlockedIncrement(&order_threads_completed);
}

//=====
//=====
// Function : LoadNewOrderTable
//
//=====
void LoadNewOrderTable(LOADER_TIME_STRUCT *new_order_time_start)
{
    int i;
    long o_id;
    short o_d_id;
    short o_w_id;

    // Bind NEW-ORDER data
    bcp_bind(o_dbproc2, (BYTE *) &o_id, 0, -1, NULL, 0, 0, 1);
    bcp_bind(o_dbproc2, (BYTE *) &o_d_id, 0, -1, NULL, 0, 0, 2);
    bcp_bind(o_dbproc2, (BYTE *) &o_w_id, 0, -1, NULL, 0, 0, 3);

    for (i = 2100; i < 3000; i++)
    {
        o_id = orders_buf[i].o_id;
        o_d_id = orders_buf[i].o_d_id;
        o_w_id = orders_buf[i].o_w_id;

        if (!bcp_sendrow(o_dbproc2))
            printf("Error, LoadNewOrderTable() failed calling bcp_sendrow().
Check error file.\n");
        new_order_rows_loaded++;
        // CheckForCommit(o_dbproc2, new_order_rows_loaded,
"NEW_ORDER", &new_order_time_start->time_start);
    }
    bcp_batch(o_dbproc2);
    if ((o_w_id == apr->num_warehouses) && (o_d_id == 10))
    {
        bcp_done(o_dbproc2);
        dbclose(o_dbproc2);

        if (aptr->build_index == 1)
    }
}

```



```

        BuildIndex("idxnodcl");
    }

    InterlockedIncrement(&order_threads_completed);
}

//=====
//
// Function : LoadOrderLineTable
//
//=====

void LoadOrderLineTable(LOADER_TIME_STRUCT *order_line_time_start)
{
    int    i,j;
    long   o_id;
    short  o_d_id;
    short  o_w_id;
    long   ol;
    long   ol_i_id;
    short  ol_supply_w_id;
    short  ol_quantity;
    double ol_amount;
    short  o_all_local;
    char   ol_dist_info[DIST_INFO_LEN+1];
    char   ol_delivery_d[50];

    // bind ORDER-LINE data
    bcp_bind(o_dbproc3, (BYTE *) &o_id,      0, -1, NULL, 0, 0, 1);
    bcp_bind(o_dbproc3, (BYTE *) &o_d_id,    0, -1, NULL, 0, 0, 2);
    bcp_bind(o_dbproc3, (BYTE *) &o_w_id,    0, -1, NULL, 0, 0, 3);
    bcp_bind(o_dbproc3, (BYTE *) &ol,       0, -1, NULL, 0, 0, 4);
    bcp_bind(o_dbproc3, (BYTE *) &ol_i_id,   0, -1, NULL, 0, 0, 5);
    bcp_bind(o_dbproc3, (BYTE *) &ol_supply_w_id, 0, -1, NULL, 0, 0, 6);
    bcp_bind(o_dbproc3, (BYTE *) ol_delivery_d, 0, 50, NULL, 0,
    SQLCHAR, 7);
    bcp_bind(o_dbproc3, (BYTE *) &ol_quantity, 0, -1, NULL, 0, 0, 8);
    bcp_bind(o_dbproc3, (BYTE *) &ol_amount,  0, -1, NULL, 0, SQLFLT8,
    9);
    bcp_bind(o_dbproc3, (BYTE *) ol_dist_info, 0, DIST_INFO_LEN, NULL,
    0, 0, 10);

    for (i = 0; i < ORDERS_PER_DISTRICT; i++)
    {
        o_id = orders_buff[i].o_id;
        o_d_id = orders_buff[i].o_d_id;
        o_w_id = orders_buff[i].o_w_id;

        for (j=0; j < orders_buff[i].o_ol_cnt; j++)
        {
            ol = orders_buff[i].o_ol[j].ol;
            ol_i_id = orders_buff[i].o_ol[j].ol_i_id;
            ol_supply_w_id = orders_buff[i].o_ol[j].ol_supply_w_id;
            ol_quantity = orders_buff[i].o_ol[j].ol_quantity;
            ol_amount = orders_buff[i].o_ol[j].ol_amount;
            // Changed to insure ol_delivery_d set properly (now set in
OrdersBufLoad)
            // CurrentDate(&ol_delivery_d);
            strcpy(ol_delivery_d,orders_buff[i].o_ol[j].ol_delivery_d);

            strcpy(ol_dist_info,orders_buff[i].o_ol[j].ol_dist_info);

            if (!bcp_sendrow(o_dbproc3))
                printf("Error, LoadOrderLineTable() failed calling
bcp_sendrow(). Check error file.\n");
            order_line_rows_loaded++;
            // CheckForCommit(o_dbproc3, order_line_rows_loaded,

```

```

"ORDER_LINE", &order_line_time_start->time_start);
    }
}

    bcp_batch(o_dbproc3);
    if ((o_w_id == apr->num_warehouses) && (o_d_id == 10))
    {
        bcp_done(o_dbproc3);
        dbcloses(o_dbproc3);

        if (apr->build_index == 1)
            BuildIndex("idxnodcl");
    }

    InterlockedIncrement(&order_threads_completed);
}

//=====
//
// Function : GetPermutation
//
//=====

void GetPermutation(int perm[], int n)
{
    int i, r, t;

    for (i=1; i<=n; i++)
        perm[i] = i;

    for (i=1; i<=n; i++)
    {
        r = RandomNumber(i,n);
        t = perm[i];
        perm[i] = perm[r];
        perm[r] = t;
    }
}

//=====
//
// Function : CheckForCommit
//
//=====

void CheckForCommit(DBPROCESS *dbproc,
                    int rows_loaded,
                    char *table_name,
                    long *time_start)
{
    long time_end, time_diff;

    // commit every "batch" rows

    if ( !(rows_loaded % apr->batch) )
    {
        bcp_batch(dbproc);

        time_end = (TimeNow() / MILLI);
        time_diff = time_end - *time_start;

        printf("-> Loaded %ld rows into %s in %ld sec - Total = %d (%.2f

```

```

rps)\n",
        apr->batch,
        table_name,
        time_diff,
        rows_loaded,
        (float) apr->batch / (time_diff ? time_diff : 1L));

        *time_start = time_end;
    }

    return;
}

//=====
//
// Function : OpenConnections
//
//=====

void OpenConnections()
{
    RETCODE retcode;

    LOGINREC *login;

    login = dblogin();

    retcode = DBSETLUSER(login, apr->user);
    if (retcode == FAIL)
    {
        printf("DBSETLUSER failed.\n");
    }
    retcode = DBSETLPWD(login, apr->password);
    if (retcode == FAIL)
    {
        printf("DBSETLPWD failed.\n");
    }

    retcode = DBSETLPACKET(login, (USHORT) apr->pack_size);
    if (retcode == FAIL)
    {
        printf("DBSETLPACKET failed.\n");
    }

    printf("DB-Library packet size: %ld\n", apr->pack_size);

    // turn connection into a BCP connection
    retcode = BCP_SETL(login, TRUE);
    if (retcode == FAIL)
    {
        printf("BCP_SETL failed.\n");
    }

    // open connections to SQL Server */

    if ((i_dbproc1 = dbopen(login, apr->server)) == NULL)
    {
        printf("Error on login 1 to server %s.\n", apr->server);
        exit(-1);
    }

    if ((w_dbproc1 = dbopen(login, apr->server)) == NULL)
    {
        printf("Error on login 2 to server %s.\n", apr->server);
        exit(-1);
    }

    if ((w_dbproc2 = dbopen(login, apr->server)) == NULL)

```

```

    printf("Error on login 3 to server %s.\n", aptr->server);
    exit(-1);
}
if ((c_dbproc1 = dbopen(login, aptr->server)) == NULL)
{
    printf("Error on login 4 to server %s.\n", aptr->server);
    exit(-1);
}
if ((c_dbproc2 = dbopen(login, aptr->server)) == NULL)
{
    printf("Error on login 5 to server %s.\n", aptr->server);
    exit(-1);
}
if ((o_dbproc1 = dbopen(login, aptr->server)) == NULL)
{
    printf("Error on login 6 to server %s.\n", aptr->server);
    exit(-1);
}
if ((o_dbproc2 = dbopen(login, aptr->server)) == NULL)
{
    printf("Error on login 7 to server %s.\n", aptr->server);
    exit(-1);
}
if ((o_dbproc3 = dbopen(login, aptr->server)) == NULL)
{
    printf("Error on login 8 to server %s.\n", aptr->server);
    exit(-1);
}
}

//=====
//
// Function name: SQLErrHandler
//
//=====
int SQLErrHandler(SQLCONN *dbproc,
    int severity,
    int err,
    int oserr,
    char *dberrstr,
    char *oserrstr)
{
    char msg[256];
    FILE *fp1;
    char timebuf[128];
    char datebuf[128];

    _strtime(timebuf);
    _strdate(datebuf);

    sprintf(msg, "%s %s : DBLibrary (%ld) %s\n", datebuf, timebuf, err,
        dberrstr);
    printf("%s",msg);

    fp1 = fopen("logs\tpccldr.err","a");
    if (fp1 == NULL)
    {
        printf("Error in opening errorlog file.\n");
    }
}

```

```

    }
    else
    {
        fprintf(fp1, msg);
        fclose(fp1);
    }
}
if (oserr != DBNOERR)
{
    sprintf(msg, "%s %s : OSErrror (%ld) %s\n", datebuf, timebuf, oserr,
        oserrstr);
    printf("%s",msg);

    fp1 = fopen("logs\tpccldr.err","a");
    if (fp1 == NULL)
    {
        printf("Error in opening errorlog file.\n");
    }
    else
    {
        fprintf(fp1, msg);
        fclose(fp1);
    }
}
}
if ((dbproc == NULL) || (DBDEAD(dbproc)))
{
    exit(-1);
}
return (INT_CANCEL);
}

//=====
//
// Function name: SQLMsgHandler
//
//=====
int SQLMsgHandler(SQLCONN *dbproc,
    DBINT msgno,
    int msgstate,
    int severity,
    char *msgtext)
{
    char msg[256];
    FILE *fp1;
    char timebuf[128];
    char datebuf[128];

    if ( (msgno == 5701) || (msgno == 2528) || (msgno == 5703) || (msgno ==
        6006) )
    {
        return(INT_CONTINUE);
    }

    if (msgno == 0)
    {
        return(INT_CONTINUE);
    }
    else
    {
        _strtime(timebuf);
        _strdate(datebuf);

        sprintf(msg, "%s %s : SQLServer (%ld) %s\n", datebuf, timebuf,
            msgno, msgtext);
    }
}

```

```

    printf("%s",msg);

    fp1 = fopen("logs\tpccldr.err","a");
    if (fp1 == NULL)
    {
        printf("Error in opening errorlog file.\n");
    }
    else
    {
        fprintf(fp1, msg);
        fclose(fp1);
    }
    exit(-1);
}
return (INT_CANCEL);
}

//=====
//
// Function name: CurrentDate
//
//=====
void CurrentDate(char *datetime)
{
    char timebuf[128];
    char datebuf[128];

    _strtime(timebuf);
    _strdate(datebuf);

    sprintf(datetime, "%s %s", datebuf, timebuf);
}

//=====
//
// Function name: BuildIndex
//
//=====
void BuildIndex(char *index_script)
{
    char cmd[256];

    printf("Starting index creation: %s\n",index_script);

    sprintf(cmd, "isql -S%s -U%s -P%s -e -i%s\\%s.sql >> logs\\%s.out",
        aptr->server,
        aptr->user,
        aptr->password,
        aptr->index_script_path,
        index_script,
        index_script);

    system(cmd);

    printf("Finished index creation: %s\n",index_script);
}

```

GETARGS.C

```
// TPC-C Benchmark Kit
//
// Module: GETARGS.C
// Author: DamienL
```

```
// Includes
#include "tpcc.h"
```

```
//=====
//
// Function name: GetArgsLoader
//
//=====
```

```
void GetArgsLoader(int argc, char **argv, TPCCLDR_ARGS *pargs)
```

```
{
    int          i;
    char        *ptr;

#ifdef DEBUG
    printf("[%d]DBG: Entering GetArgsLoader()\n", (int) GetCurrentThreadId());
#endif
```

```
    /* init args struct with some useful values */
    pargs->server      = SERVER;
    pargs->user         = USER;
    pargs->password     = PASSWORD;
    pargs->database     = DATABASE;
    pargs->batch        = BATCH;
    pargs->num_warehouses = UNDEF;
    pargs->table        = NULL;
    pargs->loader_res_file = LOADER_RES_FILE;
    pargs->pack_size    = DEFLDPACKSIZE;
    pargs->starting_warehouse =
DEF_STARTING_WAREHOUSE;
    pargs->build_index =
BUILD_INDEX;
    pargs->index_script_path = INDEX_SCRIPT_PATH;
```

```
    /* check for zero command line args */
    if ( argc == 1 )
        GetArgsLoaderUsage();
```

```
    for ( i = 1; i < argc; ++i )
    {
        if (argv[i][0] != '-' && argv[i][0] != '/')
        {
            printf("\nUnrecognized command");
            GetArgsLoaderUsage();
            exit(1);
        }

        ptr = argv[i];

        switch (ptr[1])
        {
            case 'h': /* Fall through */
            case 'H':
                GetArgsLoaderUsage();
                break;

            case 'D':
```

```
                pargs->database = ptr+2;
                break;

            case 'P':
                pargs->password = ptr+2;
                break;

            case 'S':
                pargs->server = ptr+2;
                break;

            case 'U':
                pargs->user = ptr+2;
                break;

            case 'b':
                pargs->batch = atol(ptr+2);
                break;

            case 'W':
                pargs->num_warehouses
                = atol(ptr+2);
                break;

            case 's':
                pargs->starting_warehouse = atol(ptr+2);
                break;

            case 't':
                pargs->table = ptr+2;
                break;

            case 'f':
                pargs->loader_res_file =
                ptr+2;
                break;

            case 'p':
                pargs->pack_size =
                atol(ptr+2);
                break;

            case 'i':
                pargs->build_index =
                atol(ptr+2);
                break;

            case 'd':
                pargs->index_script_path
                = ptr+2;
                break;

            default:
                GetArgsLoaderUsage();
                exit(-1);
                break;
        }
    }

    /* check for required args */
    if (pargs->num_warehouses == UNDEF )
    {
        printf("Number of Warehouses is required\n");
        exit(-2);
    }

    return;
}
```

```
//=====
//
// Function name: GetArgsLoaderUsage
//
//=====

void GetArgsLoaderUsage()
{
#ifdef DEBUG
    printf("[%d]DBG: Entering GetArgsLoaderUsage()\n", (int)
GetCurrentThreadId());
#endif

    printf("TPCCLDR:\n\n");
    printf("Parameter                      Default\n");
    printf("-----\n");
    printf("-W Number of Warehouses to Load      Required\n");
    printf("-S Server                               %s\n", SERVER);
    printf("-U Username                             %s\n", USER);
    printf("-P Password                             %s\n", PASSWORD);
    printf("-D Database                             %s\n", DATABASE);
    printf("-b Batch Size                           %ld\n", (long)
BATCH);
    printf("-p TDS packet size                       %ld\n", (long)
DEFLDPACKSIZE);
    printf("-f Loader Results Output Filename      %s\n",
LOADER_RES_FILE);
    printf("-s Starting Warehouse                   %ld\n", (long)
DEF_STARTING_WAREHOUSE);
    printf("-i Build Option (data = 0, data and index = 1) %ld\n",
(long) BUILD_INDEX);
    printf("-d Index Script Path                     %s\n",
INDEX_SCRIPT_PATH);
    printf("-t Table to Load                         all tables\n");
    printf(" [item|warehouse|customer|orders]\n");

    printf("\nNote: Command line switches are case sensitive.\n");

    exit(0);
}

//=====
//
// Function name: GetArgsMaster
//
//=====

void GetArgsMaster(int argc, char **argv, MASTER_DATA *pargs)
{
    int          i;
    char        *ptr;

#ifdef DEBUG
    printf("[%d]DBG: Entering GetArgsMaster()\n", (int) GetCurrentThreadId());
#endif

    pargs->server      = SERVER;
    pargs->database     = DATABASE;
    pargs->admin_database = ADMIN_DATABASE;
    pargs->user         = USER;
    pargs->password     = PASSWORD;
    pargs->ramp_up       = RAMP_UP;
    pargs->steady_state  = STEADY_STATE;
    pargs->ramp_down     = RAMP_DOWN;
```

```

pargs->num_users      = NUM_USERS;
pargs->num_warehouses = NUM_WAREHOUSES;
pargs->think_times    = THINK_TIMES;
pargs->display_data    = DISPLAY_DATA;
pargs->deadlock_retry = DEADLOCK_RETRY;
pargs->tran           = TRANSACTION;
pargs->client_mode    = CLIENT_MODE;
pargs->comment        = NULL;
pargs->load_multiplier = DEF_LOAD_MULTIPLIER;
pargs->checkpoint_interval = DEF_CHECKPOINT_INTERVAL;
pargs->first_checkpoint = DEF_FIRST_CHECKPOINT;
pargs->delivery_backoff = DELIVERY_BACKOFF;
pargs->num_deliveries = NUM_DELIVERIES;
pargs->disable_90th   = DISABLE_90TH;
pargs->enable_sqlstat =
ENABLE_SQLSTAT;
pargs->resfilename    =
RESFILENAME;
pargs->sqlstat_filename =
SQLSTAT_FILENAME;
pargs->sqlstat_period =
SQLSTAT_PERIOD;
pargs->shutdown_server =
SHUTDOWN_SERVER;
pargs->auto_run       =
AUTO_RUN;
pargs->disable_sqlperf =
DISABLE_SQLPERF;

/* check for zero command line args */
if ( argc == 1 )
    GetArgsMasterUsage();

for ( i = 1; i < argc; ++i )
{
    if ( argv[i][0] != '-' && argv[i][0] != '/' )
    {
        printf("\nUnrecognized command");
        GetArgsMasterUsage();
        exit(1);
    }

    ptr = argv[i];

    switch ( ptr[1] )
    {
        case 'h': /* Fall throught */
            GetArgsMasterUsage();
            break;

        case 'S':
            pargs->server = ptr+2;
            break;

        case 'D':
            pargs->database = ptr+2;
            break;

        case 'A':
            pargs->admin_database = ptr+2;
            break;

        case 'U':
            pargs->user = ptr+2;
            break;

        case 'P':
            pargs->password = ptr+2;
            break;
    }
}

```

```

        case 'u':
            pargs->ramp_up =
            break;

        case 's':
            pargs->steady_state =
            break;

        case 'd':
            pargs->ramp_down =
            break;

        case 'c':
            pargs->num_users =
            break;

        case 'w':
            pargs->num_warehouses =
            break;

        case 'T':
            pargs->think_times =
            break;

        case 'o':
            pargs->display_data =
            break;

        case 'm':
            pargs->load_multiplier =
            break;

        case 'f':
            pargs->first_checkpoint =
            break;

        case 'i':
            pargs->checkpoint_interval =
            break;

        case 'C':
            pargs->comment = ptr+2;
            break;

        case 'B':
            pargs->client_mode =
            break;

        case 'n':
            pargs->num_deliveries =
            break;

        case 'b':
            pargs->delivery_backoff =
            break;

        case 'r':

```

```

            pargs->deadlock_retry =
            break;

        case 't':
            pargs->tran = ptr+2;
            break;

        case 'E':
            pargs->enable_sqlstat =
            break;

        case 'e':
            pargs->sqlstat_filename =
            break;

        case 'g':
            pargs->shutdown_server =
            break;

        case 'F':
            pargs->resfilename =
            break;

        case 'N':
            pargs->disable_90th =
            break;

        case 'a':
            pargs->auto_run =
            break;

        case 'q':
            pargs->disable_sqlperf =
            break;

        case 'W':
            pargs->sqlstat_period =
            break;

        default:
            GetArgsMasterUsage();
            exit(-1);
            break;
    }

    return;
}

//=====
//
// Function name: GetArgsMasterUsage
//
//=====
void GetArgsMasterUsage()
{
#ifdef DEBUG

```

```

printf("[%d]DBG: Entering GetArgsMasterUsage()\n", (int)
GetCurrentThreadId());
#endif

printf("MASTER:\n\n");
printf("Parameter                                Default\n");
printf("-----\n");
printf("-S Server                                %s\n",
SERVER);
printf("-D Database                                %s\n", DATABASE);
printf("-A Admin Database                                %s\n",
ADMIN_DATABASE);
printf("-U Username                                %s\n", USER);
printf("-P Password                                %s\n", PASSWORD);
printf("-u Ramp Up Time (seconds)                    %ld\n",
(long) RAMP_UP);
printf("-s Steady State Time (seconds)                %ld\n",
(long) STEADY_STATE);
printf("-d Ramp Down Time (seconds)                    %ld\n",
(long) RAMP_DOWN);
printf("-c Number of Users                                %ld\n", (long)
NUM_USERS);
printf("-w Number of Warehouses                        %ld\n",
(long) NUM_WAREHOUSES);
printf("-f First Checkpoint (seconds)                    %ld\n",
(long) DEF_FIRST_CHECKPOINT);
printf("-i Checkpoint Interval (seconds)                %ld\n",
(long) DEF_CHECKPOINT_INTERVAL);
printf("-B Client mode (TPC-C Scaled = 0, TPC-C Batch = 1)
%ld\n", (long) CLIENT_MODE);
printf("-n Number of Delivery Threads per Client Driver
%ld\n", (long) NUM_DELIVERIES);
printf("-b Delivery Queue Backoff Delay (seconds)
%ld\n", (long) DELIVERY_BACKOFF);
printf("-r Deadlock Retries                                %ld\n",
(long) DEADLOCK_RETRY);
printf("-T Use Think Times (no = 0, yes = 1)
%ld\n", (long) THINK_TIMES);
printf("-m Think Time Load Multiplier
%0.4f\n", DEF_LOAD_MULTIPLIER);
printf("-o Display Data to Console (no = 0, yes = 1)
%ld\n", (long) DISPLAY_DATA);
printf("-t Transaction (0, 1, 2, 3, 4, 5)
%ld\n",
(long) TRANSACTION);
printf("-N Disable 90th Per. Calc. (no = 0, yes = 1)
%ld\n", (long) DISABLE_90TH);
printf("-E Enable Steady State Sqlstats Collection (no = 0, yes = 1)
%ld\n", (long) ENABLE_SQLSTAT);
printf("-W Sqlstats Collection Period (seconds)
%ld\n", (long) SQLSTAT_PERIOD);
printf("-e Sqlstats File Name                                %s\n",
SQLSTAT_FILENAME);
printf("-g Shutdown SQL Server at End of Test (no = 0, yes = 1)
%ld\n", (long) SHUTDOWN_SERVER);
printf("-F Result File Name                                %s\n",
RESFILENAME);
printf("-a Automated Test Run (no = 0, yes = 1)
%ld\n", (long)
AUTO_RUN);
printf("-C Comment to Include in Result File
None\n");
printf("\nNote: Command line switches are case sensitive.\n");

exit(0);
}

//=====
//
// Function name: GetArgsClient
//

```

```

//=====
//=====
void GetArgsClient(int argc, char **argv, GLOBAL_CLIENT_DATA *pClient)
{
int i;
char *ptr;

#ifdef DEBUG
printf("[%d]DBG: Entering GetArgsClient()\n", (int) GetCurrentThreadId());
#endif

pClient->num_threads = NUM_THREADS;
pClient->server = SERVER;
pClient->database = DATABASE;
pClient->admin_database = ADMIN_DATABASE;
pClient->user = USER;
pClient->password = PASSWORD;
pClient->pack_size = (long) DEFCLPACKSIZE;
pClient->synch_servername = SYNCH_SERVERNAME;
pClient->disable_delivery_resfiles =
DISABLE_DELIVERY_RESFILES;
pClient->enable_qj =
ENABLE_QJ;

/* check for 1 or more command line args */
if (argc != 1)
{
for (i = 1; i < argc; ++i)
{
if (argv[i][0] != '-' && argv[i][0] != '/')
printf("\nUnrecognized
command");
GetArgsClientUsage();
exit(1);
}

ptr = argv[i];

switch (ptr[1])
{
case 'S': pClient-
>server = ptr+2; break;
case 'D': pClient-
>database = ptr+2; break;
case 'A': pClient-
>admin_database = ptr+2; break;
case 'U': pClient-
>user = ptr+2; break;
case 'P': pClient-
>password = ptr+2; break;
case 'c': pClient-
>num_threads = atol(ptr+2); break;

```

```

case 'p': pClient-
>pack_size = atol(ptr+2); break;
case 'd': pClient-
>disable_delivery_resfiles = atol(ptr+2); break;
case 's': pClient-
>synch_servername = ptr+2; break;
case 'q': pClient-
>enable_qj = atol(ptr+2); break;
default:
GetArgsClientUsage(); exit(-1); break;
}
}

return;
}

//=====
//
// Function name: GetArgsClientUsage
//
//=====
void GetArgsClientUsage()
{
#ifdef DEBUG
printf("[%d]DBG: Entering GetArgsClientUsage()\n", (int)
GetCurrentThreadId());
#endif

printf("CLIENT:\n\n");
printf("Parameter                                Default\n");
printf("-----\n");
printf("-S Server                                %s\n", SERVER);
printf("-D Database                                %s\n", DATABASE);
printf("-A Admin Database                                %s\n",
ADMIN_DATABASE);
printf("-U Username                                %s\n", USER);
printf("-P Password                                %s\n", PASSWORD);
printf("-c Number of User Connections                    %ld\n", (long)
NUM_THREADS);
printf("-p TDS Packet Size                                %ld\n", (long)
DEFCLPACKSIZE);
printf("-d Disable Delivery Result Files (no = 0, yes = 1)
%ld\n", (long) DISABLE_DELIVERY_RESFILES);
printf("-s Master Driver Servername                    %s\n",
SYNCH_SERVERNAME);

printf("\nNote: Command line switches are case sensitive.\n");

exit(0);
}

```

```

}

//=====
//
// Function name: GetArgsDelivery
//
//=====
void GetArgsDelivery(int argc, char **argv, DELIVERY_ARGS *pDelivery)
{
    int         i;
    char        *ptr;

#ifdef DEBUG
    printf("[%d]DBG: Entering GetArgsDelivery()\n", (int) GetCurrentThreadId());
#endif

    pDelivery->pipe_num = 0;

    /* check for 1 or more command line args */
    if ( argc != 1 )
    {
        for ( i = 1; i < argc; ++i)
        {
            if (argv[i][0] != '-' && argv[i][0] != '/')
            {
                printf("\nUnrecognized
command");
                GetArgsClientUsage();
                exit(1);
            }
            ptr = argv[i];
            switch (ptr[1])
            {
                case 'p':
                    pDelivery->pipe_num = (long) atol(ptr+2);
                    break;
                default:
                    printf("ERROR: No pipe number specified.");
                    exit(-1);
                    break;
            }
        }
    }
    return;
}

//=====
//
// Function name: GetArgsSQLStat
//
//=====
void GetArgsSQLStat(int argc, char **argv, SQLSTAT_ARGS *pargs)
{
    int         i;
    char        *ptr;

    /* init args struct with some useful values */
    pargs->server = SERVER;

```

```

    pargs->user = USER;
    pargs->password = PASSWORD;
    pargs->admin_database = ADMIN_DATABASE;
    pargs->sqlstat_filename = SQLSTAT_FILENAME;
    pargs->run_id = UNDEF;

    /* check for zero command line args */
    if ( argc == 1 )
        GetArgsSQLStatUsage();

    for ( i = 1; i < argc; ++i)
    {
        if (argv[i][0] != '-' && argv[i][0] != '/')
        {
            printf("\nUnrecognized command");
            GetArgsSQLStatUsage();
            exit(1);
        }
        ptr = argv[i];
        switch (ptr[1])
        {
            case 'S':
                pargs->server = ptr+2;
                break;
            case 'U':
                pargs->user = ptr+2;
                break;
            case 'P':
                pargs->password = ptr+2;
                break;
            case 'A':
                pargs->admin_database = ptr+2;
                break;
            case 'i':
                pargs->run_id = atol(ptr+2);
                break;
            case 'f':
                pargs->sqlstat_filename = ptr+2;
                break;
            default:
                GetArgsSQLStatUsage();
                exit(-1);
                break;
        }
    }

    /* check for required args */
    if (pargs->run_id == UNDEF )
    {
        printf("Error, Run ID is required.\n");
        exit(-2);
    }
    return;
}

```

```

//=====
//
// Function name: GetArgsSQLStatUsage
//
//=====
void GetArgsSQLStatUsage()
{
    printf("SQLSTAT:\n\n");
    printf("Parameter Default\n");
    printf("-----\n");
    printf("-S Server %s\n", SERVER);
    printf("-U Username %s\n", USER);
    printf("-P Password %s\n", PASSWORD);
    printf("-A Admin Database %s\n", ADMIN_DATABASE);
    printf("-i Run ID (required)\n");
    printf("-f Statistics Result file %s\n", SQLSTAT_FILENAME);

    printf("\nNote: Command line switches are case sensitive.\n");

    exit(0);
}

UTIL.C
// TPC-C Benchmark Kit
//
// Module: UTIL.C
// Author: DamienL

// Includes
#include "tpcc.h"

//=====
//
// Function name: UtilSleep
//
//=====
void UtilSleep(long delay)
{
#ifdef DEBUG
    printf("[%d]DBG: Entering UtilSleep()\n", (int) GetCurrentThreadId());
#endif

#ifdef DEBUG
    printf("[%d]DBG: Sleeping for %ld seconds...\n", (int) GetCurrentThreadId(), delay);
#endif

    Sleep(delay * 1000);
}

//=====
//
// Function name: UtilSleep
//

```

```

//=====
//=====
void UtilSleepMs(long delay)
{
#ifdef DEBUG
    printf("[%d]DBG: Entering UtilSleepMs()\n", (int) GetCurrentThreadId());
#endif

#ifdef DEBUG
    printf("[%d]DBG: Sleeping for %ld milliseconds...\n", (int)
    GetCurrentThreadId(), delay);
#endif

    Sleep(delay);
}

//=====
//=====
// Function name: UtilPrintNewOrder
//
//=====
void UtilPrintNewOrder(NEW_ORDER_DATA *pNewOrder)
{
    int i;

#ifdef DEBUG
    printf("[%d]DBG: Entering UtilPrintNewOrder()\n", (int) GetCurrentThreadId());
#endif

    EnterCriticalSection(&ConsoleCritSec);

    printf("\n[%04d]tNewOrder Transaction\n\n", (int)
    GetCurrentThreadId());

    printf("Warehouse: %ld\n"
           "District: %ld\n"
           "Date: %02ld/%02ld/%04ld
           %02ld:%02ld:%02ld\n\n"
           "Customer Number: %ld\n"
           "Customer Name: %s\n"
           "Customer Credit: %s\n"
           "Cusotmer Discount: %02.2f%%\n\n"
           "Order Number: %ld\n"
           "Warehouse Tax: %02.2f%%\n"
           "District Tax: %02.2f%%\n\n"
           "Number of Order Lines: %ld\n\n",
           (int) pNewOrder->w_id,
           (int) pNewOrder->d_id,
           (char *) pNewOrder->o_entry_d.month,
           (char *) pNewOrder->o_entry_d.day,
           (char *) pNewOrder->o_entry_d.year,
           (char *) pNewOrder->o_entry_d.hour,
           (char *) pNewOrder->o_entry_d.minute,
           (char *) pNewOrder->o_entry_d.second,
           (int) pNewOrder->c_id,
           (char *) pNewOrder->c_last,
           (char *) pNewOrder->c_credit,
           (float) pNewOrder->c_discount,
           (int) pNewOrder->o_id,
           (float) pNewOrder->w_tax,
           (float) pNewOrder->d_tax,
           (int) pNewOrder->o_ol_cnt);

    printf("Supp_W Item_Id Item Name      Qty Stock B/G Price
    Amount \n");
    printf("-----\n");
}

```

```

for (i=0; i < pNewOrder->o_ol_cnt; i++)
{
    printf("%04ld %06ld %24s %02ld %03ld %1s
    %8.2f %9.2f\n",
           (int) pNewOrder->Ol[i].ol_supply_w_id,
           (int) pNewOrder->Ol[i].ol_i_id,
           (char *) pNewOrder->Ol[i].ol_i_name,
           (int) pNewOrder->Ol[i].ol_quantity,
           (int) pNewOrder->Ol[i].ol_stock,
           (char *) pNewOrder->Ol[i].ol_brand_generic,
           (float) pNewOrder->Ol[i].ol_i_price,
           (float) pNewOrder->Ol[i].ol_amount);
}

printf("\nTotal: $%05.2f\n\n",
       (float) pNewOrder->total_amount);

printf("Execution Status: %s\n\n",
       (char *) pNewOrder->execution_status);

LeaveCriticalSection(&ConsoleCritSec);
}

//=====
//=====
// Function name: UtilPrintPayment
//
//=====
void UtilPrintPayment(PAYMENT_DATA *pPayment)
{
    char tmp_data[201];
    char data_line_1[51];
    char data_line_2[51];
    char data_line_3[51];
    char data_line_4[51];

#ifdef DEBUG
    printf("[%d]DBG: Entering UtilPrintPayment()\n", (int) GetCurrentThreadId());
#endif

    EnterCriticalSection(&ConsoleCritSec);

    printf("\n[%04d]tPayment Transaction\n\n", (int)
    GetCurrentThreadId());

    printf("Date: %02ld/%02ld/%04ld %02ld:%02ld:%02ld\n\n",
           (int) pPayment->h_date.month,
           (int) pPayment->h_date.day,
           (int) pPayment->h_date.year,
           (int) pPayment->h_date.hour,
           (int) pPayment->h_date.minute,
           (int) pPayment->h_date.second);

    printf("Warehouse: %ld\n"
           "District: %ld\n\n",
           (int) pPayment->w_id,
           (int) pPayment->d_id);

    printf("Warehouse Address Street 1: %s\n"
           "Warehouse Address Street 2: %s\n",
           (char *) pPayment->w_street_1,
           (char *) pPayment->w_street_2);

    printf("Warehouse Address City: %s\n"
           "Warehouse Address State: %s\n"
           "Warehouse Address Zip: %s\n\n",
           (char *) pPayment->w_city,
           (char *) pPayment->w_state,
           (char *) pPayment->w_zip);

    printf("District Address Street 1: %s\n"
           "District Address Street 2: %s\n",
           (char *) pPayment->d_street_1,
           (char *) pPayment->d_street_2);

    printf("District Address City: %s\n"
           "District Address State: %s\n"
           "District Address Zip: %s\n\n",
           (char *) pPayment->d_city,
           (char *) pPayment->d_state,
           (char *) pPayment->d_zip);

    printf("Customer Number: %ld\n"
           "Customer Warehouse: %ld\n"
           "Customer District: %ld\n",
           (int) pPayment->c_id,
           (int) pPayment->c_w_id,
           (int) pPayment->c_d_id);

    printf("Customer Name: %s %s %s\n"
           "Customer Since: %02ld-%02ld-%04ld\n",
           (char *) pPayment->c_first,
           (char *) pPayment->c_middle,
           (char *) pPayment->c_last,
           (int) pPayment->c_since.month,
           (int) pPayment->c_since.day,
           (int) pPayment->c_since.year);

    printf("Customer Address Street 1: %s\n"
           "Customer Address Street 2: %s\n"
           "Customer Address City: %s\n"
           "Customer Address State: %s\n"
           "Customer Address Zip: %s\n"
           "Customer Phone Number: %s\n\n",
           (char *) pPayment->c_street_1,
           (char *) pPayment->c_street_2,
           (char *) pPayment->c_city,
           (char *) pPayment->c_state,
           (char *) pPayment->c_zip,
           (char *) pPayment->c_phone,
           (char *) pPayment->c_credit,
           (double) pPayment->c_discount);

    printf("Amount Paid: $%04.2f\n"
           "New Customer Balance: $%10.2f\n",
           (float) pPayment->h_amount,
           (double) pPayment->c_balance);

    printf("Credit Limit: $%10.2f\n\n",
           (double) pPayment->c_credit_lim);

    if (strcmp(pPayment->c_data, "") != 0)
    {
        strcpy(tmp_data, pPayment->c_data);
        strcpy(data_line_1, tmp_data, 50);
        data_line_1[50] = '\0';
        strcpy(data_line_2, &tmp_data[50], 50);
        data_line_2[50] = '\0';
        strcpy(data_line_3, &tmp_data[100], 50);
        data_line_3[50] = '\0';
        strcpy(data_line_4, &tmp_data[150], 50);
        data_line_4[50] = '\0';
    }
}

```

```

"Warehouse Address State: %s\n"
"Warehouse Address Zip: %s\n\n",
(char *) pPayment->w_city,
(char *) pPayment->w_state,
(char *) pPayment->w_zip);

printf("District Address Street 1: %s\n"
       "District Address Street 2: %s\n",
       (char *) pPayment->d_street_1,
       (char *) pPayment->d_street_2);

printf("District Address City: %s\n"
       "District Address State: %s\n"
       "District Address Zip: %s\n\n",
       (char *) pPayment->d_city,
       (char *) pPayment->d_state,
       (char *) pPayment->d_zip);

printf("Customer Number: %ld\n"
       "Customer Warehouse: %ld\n"
       "Customer District: %ld\n",
       (int) pPayment->c_id,
       (int) pPayment->c_w_id,
       (int) pPayment->c_d_id);

printf("Customer Name: %s %s %s\n"
       "Customer Since: %02ld-%02ld-%04ld\n",
       (char *) pPayment->c_first,
       (char *) pPayment->c_middle,
       (char *) pPayment->c_last,
       (int) pPayment->c_since.month,
       (int) pPayment->c_since.day,
       (int) pPayment->c_since.year);

printf("Customer Address Street 1: %s\n"
       "Customer Address Street 2: %s\n"
       "Customer Address City: %s\n"
       "Customer Address State: %s\n"
       "Customer Address Zip: %s\n"
       "Customer Phone Number: %s\n\n",
       (char *) pPayment->c_street_1,
       (char *) pPayment->c_street_2,
       (char *) pPayment->c_city,
       (char *) pPayment->c_state,
       (char *) pPayment->c_zip,
       (char *) pPayment->c_phone,
       (char *) pPayment->c_credit,
       (double) pPayment->c_discount);

printf("Amount Paid: $%04.2f\n"
       "New Customer Balance: $%10.2f\n",
       (float) pPayment->h_amount,
       (double) pPayment->c_balance);

printf("Credit Limit: $%10.2f\n\n",
       (double) pPayment->c_credit_lim);

if (strcmp(pPayment->c_data, "") != 0)
{
    strcpy(tmp_data, pPayment->c_data);
    strcpy(data_line_1, tmp_data, 50);
    data_line_1[50] = '\0';
    strcpy(data_line_2, &tmp_data[50], 50);
    data_line_2[50] = '\0';
    strcpy(data_line_3, &tmp_data[100], 50);
    data_line_3[50] = '\0';
    strcpy(data_line_4, &tmp_data[150], 50);
    data_line_4[50] = '\0';
}
}

```

```

    }
    else
    {
        strcpy(data_line_1, ""); strcpy(data_line_2, "");
        strcpy(data_line_3, ""); strcpy(data_line_4, "");
    }

    printf("-----\n");
    printf("Customer Data: |%50s|\n", data_line_1);
    printf("          |%50s|\n", data_line_2);
    printf("          |%50s|\n", data_line_3);
    printf("          |%50s|\n", data_line_4);
    printf("-----\n");

    printf("Execution Status: %s\n",
           (char *) pPayment->execution_status);

    LeaveCriticalSection(&ConsoleCritSec);
}

//=====
//
// Function name: UtilPrintOrderStatus
//
//=====
void UtilPrintOrderStatus(ORDER_STATUS_DATA *pOrderStatus)
{
    int i;

#ifdef DEBUG
    printf("[%d]DBG: Entering UtilPrintOrderStatus()\n", (int)
    GetCurrentThreadId());
#endif

    EnterCriticalSection(&ConsoleCritSec);

    printf("\n[%04d]tOrder-Status Transaction\n", (int)
    GetCurrentThreadId());

    printf("Warehouse: %d\n"
           "District: %d\n",
           (int) pOrderStatus->w_id,
           (int) pOrderStatus->d_id);

    printf("Customer Number: %d\n"
           "Customer Name: %s %s %s\n",
           (int) pOrderStatus->c_id,
           (char *) pOrderStatus->c_first,
           (char *) pOrderStatus->c_middle,
           (char *) pOrderStatus->c_last);

    printf("Customer Balance: $%5.2f\n",
           (double) pOrderStatus->c_balance);

    printf("Order Number: %d\n"
           "Entry Date: %02d/%02d/%04d %02d:%02d:%02d\n"
           "Carrier Number: %d\n"
           "Number of order lines: %d\n",
           (int) pOrderStatus->o_id,
           (int) pOrderStatus->o_entry_d.month,
           (int) pOrderStatus->o_entry_d.day,
           (int) pOrderStatus->o_entry_d.year,
           (int) pOrderStatus->o_entry_d.hour,
           (int) pOrderStatus->o_entry_d.minute,
           (int) pOrderStatus->o_entry_d.second,
           (int) pOrderStatus->o_carrier_id,

```

```

           (int) pOrderStatus->o_ol_cnt);

    printf("Supply-W Item-Id Delivery-Date Qty Amount \n");
    printf("----- -- -- -- --\n");

    for (i=0; i < pOrderStatus->o_ol_cnt; i++)
    {
        printf("%04d %06d %02d/%02d/%04d
        %02d %9.2f\n",
        (int) pOrderStatus-
        >OIOrderStatusData[i].ol_supply_w_id,
        (int) pOrderStatus-
        >OIOrderStatusData[i].ol_i_id,
        (int) pOrderStatus-
        >OIOrderStatusData[i].ol_delivery_d.month,
        (int) pOrderStatus-
        >OIOrderStatusData[i].ol_delivery_d.day,
        (int) pOrderStatus-
        >OIOrderStatusData[i].ol_delivery_d.year,
        (int) pOrderStatus-
        >OIOrderStatusData[i].ol_quantity,
        (double) pOrderStatus-
        >OIOrderStatusData[i].ol_amount);
    }

    if (pOrderStatus->o_ol_cnt == 0)
        printf("\nNo Order-Status items.\n");

    printf("\nExecution Status: %s\n",
           (char *) pOrderStatus-
           >execution_status);

    LeaveCriticalSection(&ConsoleCritSec);
}

//=====
//
// Function name: UtilPrintDelivery
//
//=====
void UtilPrintDelivery(DELIVERY_DATA *pQueuedDelivery)
{
#ifdef DEBUG
    printf("[%d]DBG: Entering UtilPrintDelivery()\n", (int)
    GetCurrentThreadId());
#endif

    EnterCriticalSection(&ConsoleCritSec);

    printf("\n[%04d]tDelivery Transaction\n", (int)
    GetCurrentThreadId());

    printf("Warehouse: %d\n", (int) pQueuedDelivery->w_id);

    printf("Carrier Number: %d\n", (int) pQueuedDelivery-
    >o_carrier_id);

    printf("Execution Status: %s\n", (char *) pQueuedDelivery-
    >execution_status);

    LeaveCriticalSection(&ConsoleCritSec);
}

```

```

//=====
//
// Function name: UtilPrintStockLevel
//
//=====
void UtilPrintStockLevel(STOCK_LEVEL_DATA *pStockLevel)
{
#ifdef DEBUG
    printf("[%d]DBG: Entering UtilPrintStockLevel()\n", (int)
    GetCurrentThreadId());
#endif

    EnterCriticalSection(&ConsoleCritSec);

    printf("\n[%04d]tStock-Level Transaction\n", (int)
    GetCurrentThreadId());

    printf("Warehouse: %d\nDistrict: %d\n",
           (int) pStockLevel->w_id,
           (int) pStockLevel->d_id);

    printf("Stock Level Threshold: %d\n", (int) pStockLevel-
    >thresh_hold);

    printf("Low Stock Count: %d\n", (int) pStockLevel->low_stock);

    printf("Execution Status: %s\n", (char *) pStockLevel-
    >execution_status);

    LeaveCriticalSection(&ConsoleCritSec);
}

//=====
//
// Function name: UtilError
//
//=====
void UtilError(long threadid, char * header, char *msg)
{
#ifdef DEBUG
    printf("[%d]DBG: Entering UtilError()\n", (int)
    GetCurrentThreadId());
#endif

    printf("[%d] %s: %s\n", (int) threadid, header, msg);
}

//=====
//
// Function name: UtilFatalError
//
//=====
void UtilFatalError(long threadid, char * header, char *msg)
{
#ifdef DEBUG
    printf("[%d]DBG: Entering UtilFatalError()\n", (int)
    GetCurrentThreadId());
#endif

    printf("[Thread: %d]... %s: %s\n", (int) threadid, header, msg);
    exit(-1);
}

```



```

//=====
//
// Function name: UtilStrCpy
//
//=====
void UtilStrCpy(char * pDest, char * pSrc, int n)
{
#ifdef DEBUG
    printf("[%d]DBG: Entering UtilStrCpy()\n", (int) GetCurrentThreadId());
#endif

    strncpy(pDest, pSrc, n);
    pDest[n] = '\0';
}

#ifdef USE_COMMON
//=====
//
// Function name: WriteConsoleString
//
//=====
void WriteConsoleString(HANDLE hConMon, char *str, short x, short y, short
color, BOOL pad)
{
    COORD dwWriteCoord = {0, 0};
    DWORD cCharsWritten;
    LPVOID dummy;
    int len, i;

#ifdef DEBUG
    printf("[%d]DBG: Entering WriteConsoleString()\n", (int)
GetCurrentThreadId());
#endif

    dwWriteCoord.X = x;
    dwWriteCoord.Y = y;

    if (pad)
    {
        len = strlen(str);
        if (len < CON_LINE_SIZE)
        {
            for(i=1; i<CON_LINE_SIZE-len; i++)
            {
                strcat(str, " ");
            }
        }
    }

    EnterCriticalSection(&ConsoleCritSec);

    switch (color)
    {
        case YELLOW:
            SetConsoleTextAttribute(hConMon,
                FOREGROUND_INTENSITY | FOREGROUND_GREEN |
                FOREGROUND_RED | BACKGROUND_BLUE);
            break;

        case RED:
            SetConsoleTextAttribute(hConMon,

```

```

                FOREGROUND_INTENSITY | FOREGROUND_RED |
                BACKGROUND_BLUE);
            break;

        case GREEN:
            SetConsoleTextAttribute(hConMon,
                FOREGROUND_INTENSITY | FOREGROUND_GREEN |
                BACKGROUND_BLUE);
            break;
    }

    SetConsoleCursorPosition(hConMon, dwWriteCoord);
    WriteConsole(hConMon, str, strlen(str), &cCharsWritten, dummy);
    LeaveCriticalSection(&ConsoleCritSec);
}
#endif

//=====
//
// Function name: AddDeliveryQueueNode
//
//=====
BOOL AddDeliveryQueueNode(DELIVERY_PTR node_to_add)
{
    DELIVERY_PTR local_node;
#ifdef DEBUG
    DELIVERY_PTR ptrtmp;
    short i;
#endif

    EnterCriticalSection(&QueuedDeliveryCritSec);

    if ((local_node = malloc(sizeof(struct delivery_node))) == NULL)
    {
        printf("ERROR: problem allocating memory for
        delivery queue.\n");
        exit(-1);
    }
    else
    {
        memcpy(local_node, node_to_add, sizeof (struct
        delivery_node));

        if (queued_delivery_cnt == 0)
        {
            delivery_head = local_node;
            delivery_head->next_delivery = NULL;
            delivery_tail = delivery_head;
        }
        else
        {
            local_node->next_delivery = NULL;
            delivery_tail->next_delivery =
            local_node;

            delivery_tail = local_node;
        }

        queued_delivery_cnt++;
    }
#ifdef DEBUG

```

```

        i=0;
        printf("Add to delivery list: %d\n", queued_delivery_cnt);
        ptrtmp=delivery_head;
        while (ptrtmp != NULL)
        {
            i++;
            printf("%d - w_id %d - o_carrier_id %d - queue_time
            %d/%d/%d %d:%d:%d\n",
            i, ptrtmp->w_id, ptrtmp->
            o_carrier_id,
            ptrtmp->queue_time.wMonth,
            ptrtmp->queue_time.wDay,
            ptrtmp->queue_time.wYear,
            ptrtmp->queue_time.wHour,
            ptrtmp->queue_time.wMinute,
            ptrtmp->queue_time.wSecond,
            ptrtmp->queue_time.wMilliseconds);

            ptrtmp=ptrtmp->next_delivery;
        }
    }

    LeaveCriticalSection(&QueuedDeliveryCritSec);

    return TRUE;
}

//=====
//
// Function name: GetDeliveryQueueNode
//
//=====
BOOL GetDeliveryQueueNode(DELIVERY_PTR node_to_get)
{
    DELIVERY_PTR local_node;
    BOOL rc;
#ifdef DEBUG
    DELIVERY_PTR ptrtmp;
    short i;
#endif

    EnterCriticalSection(&QueuedDeliveryCritSec);

    if (queued_delivery_cnt == 0)
    {
#ifdef DEBUG
        printf("No delivery nodes found.\n");
#endif
        rc = FALSE;
    }
    else
    {
        memcpy(node_to_get, delivery_head, sizeof(struct
        delivery_node));

        if (queued_delivery_cnt == 1)

```

```

    {
        free(delivery_head);
        delivery_head = NULL;
        queued_delivery_cnt = 0;
    }
    else
    {
        local_node = delivery_head;
        delivery_head = delivery_head->next_delivery;

        free(local_node);
        queued_delivery_cnt--;
    }

#ifdef DEBUG
    i=0;
    printf("Get from delivery list:
    %ld\n",queued_delivery_cnt);
    ptrtmp=delivery_head;
    while (ptrtmp != NULL)
    {
        i++;
        printf("%ld - w_id %ld - o_carrier_id %ld
        - queue_time %d/%d/%d %d:%d:%d:%d\n",
        i, ptrtmp->w_id, ptrtmp->o_carrier_id,
        ptrtmp->queue_time.wMonth,
        ptrtmp->queue_time.wDay,
        ptrtmp->queue_time.wYear,
        ptrtmp->queue_time.wHour,
        ptrtmp->queue_time.wMinute,
        ptrtmp->queue_time.wSecond,
        ptrtmp->queue_time.wMilliseconds);

        ptrtmp=ptrtmp->next_delivery;
    }
#endif

    rc = TRUE;
}

LeaveCriticalSection(&QueuedDeliveryCritSec);

return rc;
}

//=====
//
// Function name: WriteDeliveryString
//
//=====
void WriteDeliveryString(char buf[255])
{
    DWORD bytesWritten;
    DWORD retCode;

```

```

#ifdef DEBUG
    printf("[%ld]DBG: Entering UtilDeliveryMsg()\n", (int) GetCurrentThreadId());
#endif

    EnterCriticalSection(&WriteDeliveryCritSec);

    retCode = WriteFile (hDeliveryMonPipe, buf, PLEASE_WRITE,
        &bytesWritten, NULL);

    LeaveCriticalSection(&WriteDeliveryCritSec);
}

```

RANDOM.C

```

/*
 * FILE: RANDOM.C
 * Microsoft TPC-C Kit Ver.
 * 3.00.000
 * Audited 08/23/96, By
 * Francois Raab
 *
 * Copyright Microsoft, 1996
 *
 * PURPOSE: Random number generation functions for Microsoft
 * TPC-C Benchmark Kit
 * Author: Damien Lindauer
 * damienl@Microsoft.com
 */

// Includes
#include "tpcc.h"
#include "math.h"

// Defines
#define A 16807
#define M 2147483647
#define Q 127773 /* M div A */
#define R 2836 /* M mod A */
#define Thread __declspec(thread)

// Globals
long Thread Seed = 0; /* thread local seed */

/*
 * random -
 * Implements a GOOD pseudo random number generator. This generator
 * will/should? run the complete period before repeating.
 *
 * Copied from:
 * Random Numbers Generators: Good Ones Are Hard to Find.
 * Communications of the ACM - October 1988 Volume 31 Number 10
 *
 * Machine Dependencies:
 * long must be 2 ^ 31 - 1 or greater.
 */

/*
 * seed - load the Seed value used in irand and drand. Should be used before
 * first call to irand or drand.
 */

void seed(long val)
{
#ifdef DEBUG
    printf("[%ld]DBG: Entering seed()...\n", (int) GetCurrentThreadId());
    printf("Old Seed %ld New Seed %ld\n",Seed, val);

```

```

#endif

    if ( val < 0 )
        val = abs(val);

    Seed = val;
}

/*
 * irand - returns a 32 bit integer pseudo random number with a period of
 * 1 to 2 ^ 32 - 1.
 *
 * parameters:
 * none.
 *
 * returns:
 * 32 bit integer - defined as long ( see above ).
 *
 * side effects:
 * seed get recomputed.
 */

long irand()
{
    register long s; /* copy of seed */
    register long test; /* test flag */
    register long hi; /* tmp value for speed */
    register long lo; /* tmp value for speed */

#ifdef DEBUG
    printf("[%ld]DBG: Entering irand()...\n", (int) GetCurrentThreadId());
#endif

    s = Seed;
    hi = s / Q;
    lo = s % Q;

    test = A * lo - R * hi;
    if ( test > 0 )
        Seed = test;
    else
        Seed = test + M;

    return( Seed );
}

/*
 * drand - returns a double pseudo random number between 0.0 and 1.0.
 * See irand.
 */

double drand()
{
#ifdef DEBUG
    printf("[%ld]DBG: Entering drand()...\n", (int) GetCurrentThreadId());
#endif

    return( (double)irand() / 2147483647.0);
}

//=====
//
// Function : RandomNumber
//
// Description:

```

```

//=====
long RandomNumber(long lower, long upper)
{
    long rand_num;

#ifdef DEBUG
    printf("[%d]DBG: Entering RandomNumber(...)\n", (int) GetCurrentThreadId());
#endif

    if ( upper == lower ) /* pgd 08-13-96 perf enhancement */
        return lower;

    upper++;

    if ( upper <= lower )
        rand_num = upper;
    else
        rand_num = lower + irand() % (upper - lower); /* pgd
08-13-96 perf enhancement */

#ifdef DEBUG
    printf("[%d]DBG: RandomNumber between %ld & %ld ==> %ld\n",
        (int) GetCurrentThreadId(),
        lower, upper, rand_num);
#endif

    return rand_num;
}

#if 0
//Original code pgd 08/13/96
long RandomNumber(long lower,
                    long upper)
{
    long rand_num;

#ifdef DEBUG
    printf("[%d]DBG: Entering RandomNumber(...)\n", (int) GetCurrentThreadId());
#endif

    upper++;

    if ((upper <= lower))
        rand_num = upper;
    else
        rand_num = lower + irand() % ((upper > lower) ?
upper - lower : upper);

#ifdef DEBUG
    printf("[%d]DBG: RandomNumber between %ld & %ld ==> %ld\n",
        (int) GetCurrentThreadId(),
        lower, upper, rand_num);
#endif

    return rand_num;
}
#endif

//=====
// Function : NURand
//
// Description:

```

```

//=====
long NURand(int iConst,
            long x,
            long y,
            long C)
{
    long rand_num;

#ifdef DEBUG
    printf("[%d]DBG: Entering NURand(...)\n", (int) GetCurrentThreadId());
#endif

    rand_num = (((RandomNumber(0,iConst) | RandomNumber(x,y)) + C) % (y-
x+1))+x;

#ifdef DEBUG
    printf("[%d]DBG: NURand: num = %d\n", (int) GetCurrentThreadId(),
rand_num);
#endif

    return rand_num;
}



STRINGS.C


/* FILE: STRINGS.C
 * Microsoft TPC-C Kit Ver.
 * 3.00.000
 * Audited 08/23/96, By
 * Francois Raab
 * Copyright Microsoft, 1996
 * PURPOSE: String generation functions for Microsoft TPC-C
 * Benchmark Kit
 * Author: Damien Lindauer
 * damienl@Microsoft.com
 */

// Includes
#include "tpcc.h"
#include <string.h>
#include <ctype.h>

//=====
//
// Function name: MakeAddress
//
//=====
void MakeAddress(char *street_1,
                 char *street_2,
                 char *city,
                 char *state,
                 char *zip)
{
#ifdef DEBUG
    printf("[%d]DBG: Entering MakeAddress()\n", (int) GetCurrentThreadId());
#endif

    MakeAlphaString (10, 20, ADDRESS_LEN, street_1);
    MakeAlphaString (10, 20, ADDRESS_LEN, street_2);
    MakeAlphaString (10, 20, ADDRESS_LEN, city);
    MakeAlphaString ( 2,  2, STATE_LEN, state);
    MakeZipNumberString( 9,  9, ZIP_LEN, zip);
}

```

```

#ifdef DEBUG
    printf("[%d]DBG: MakeAddress: street_1: %s, street_2: %s, city: %s, state:
%s, zip: %s\n",
        (int) GetCurrentThreadId(), street_1,
        street_2, city, state, zip);
#endif

    return;
}

//=====
//
// Function name: LastName
//
//=====
void LastName(int num,
              char *name)
{
    int i;
    int len;
    static char *n[] =
    {
        "BAR", "OUGHT", "ABLE", "PRI", "PRES",
        "ESE", "ANTI", "CALLY", "ATION", "EING"
    };

#ifdef DEBUG
    printf("[%d]DBG: Entering LastName()\n", (int) GetCurrentThreadId());
#endif

    if ((num >= 0) && (num < 1000))
    {
        strcpy(name, n[(num/100)%10]);
        strcat(name, n[(num/10)%10]);
        strcat(name, n[(num/1)%10]);

        if (strlen(name) < LAST_NAME_LEN)
        {
            PaddString(LAST_NAME_LEN, name);
        }
        else
        {
            printf("\nError in LastName()... num < %ld> out of
range (0,999)\n", num);
            exit(-1);
        }
    }

#ifdef DEBUG
    printf("[%d]DBG: LastName: num = [%d] ==> [%d][%d][%d]\n",
        (int) GetCurrentThreadId(), num,
        num/100, (num/10)%10, num%10);
    printf("[%d]DBG: LastName: String = %s\n", (int)
GetCurrentThreadId(), name);
#endif

    return;
}

//=====
//

```

```

// Function name: MakeAlphaString
//
//=====
//philipdu 08/13/96 Changed MakeAlphaString to use A-Z, a-z, and 0-9 in
//accordance with spec see below:
//The spec says:
//4.3.2.2 The notation random a-string [x .. y]
//(respectively, n-string [x .. y]) represents a string of random alphanumeric
//(respectively, numeric) characters of a random length of minimum x, maximum
y,
//and mean (y+x)/2. Alphanumerics are A..Z, a..z, and 0..9. The only other
//requirement is that the character set used "must be able to represent a
minimum
//of 128 different characters". We are using 8-bit chars, so this is a non issue.
//It is completely unreasonable to stuff non-printing chars into the text fields.
//CLevine 08/13/96

int MakeAlphaString( int x, int y, int z, char *str)
{
    int len;
    int i;
    static char chArray[] =
"0123456789ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz";
    static int chArrayMax = 61;

#ifdef DEBUG
    printf("[%d]DBG: Entering MakeAlphaString()\n", (int) GetCurrentThreadId());
#endif

    len= RandomNumber(x, y);
    for (i=0; i<len; i++)
        str[i] = chArray[RandomNumber(0, chArrayMax)];
    if ( len < z )
        memset(str+len, '-', z - len);
    str[len] = 0;

    return len;
}

#if 0
//philipdu 08/13/96 Original MakeAlphaString
int MakeAlphaString( int x, int y, int z, char *str)
{
    int len;
    int i;

#ifdef DEBUG
    printf("[%d]DBG: Entering MakeAlphaString()\n", (int) GetCurrentThreadId());
#endif

    len= RandomNumber(x, y);
    for (i=0; i<len; i++)
    {
        MAXPRINTASCII);
        str[i] = RandomNumber(MINPRINTASCII,
    }

    str[len] = '\0';

    if (len < z)
    {

```

```

        PaddString(z, str);
    }
}
return (len);
}
#endif

//=====
//
// Function name: MakeOriginalAlphaString
//
//=====
int MakeOriginalAlphaString(int x,
int y,
int z,
char *str,
int percent)
{
    int len;
    int val;
    int start;

#ifdef DEBUG
    printf("[%d]DBG: Entering MakeOriginalAlphaString()\n", (int)
GetCurrentThreadId());
#endif
    // verify percentage is valid
    if ((percent < 0) || (percent > 100))
    {
        printf("MakeOriginalAlphaString: Invalid percentage:
%d\n", percent);
        exit(-1);
    }

    // verify string is at least 8 chars in length
    if ((x + y) <= 8)
    {
        printf("MakeOriginalAlphaString: string length must
be >= 8\n");
        exit(-1);
    }

    // Make Alpha String
    len = MakeAlphaString(x,y, z, str);

    val = RandomNumber(1,100);
    if (val <= percent)
    {
        start = RandomNumber(0, len - 8);
        strncpy(str + start, "ORIGINAL", 8);
    }

#ifdef DEBUG
    printf("[%d]DBG: MakeOriginalAlphaString:: %s\n",
(int) GetCurrentThreadId(), str);
#endif

return strlen(str);
}

```

```

//=====
//
// Function name: MakeNumberString
//
//=====
int MakeNumberString(int x, int y, int z, char *str)
{
    char tmp[16];

    //MakeNumberString is always called MakeZipNumberString(16,
16, 16, string)

    memset(str, '0', 16);
    itoa(RandomNumber(0, 99999999), tmp, 10);
    memcpy(str, tmp, strlen(tmp));

    itoa(RandomNumber(0, 99999999), tmp, 10);
    memcpy(str+8, tmp, strlen(tmp));

    str[16] = 0;

    return 16;
}

#if 0
int MakeNumberString(int x, int y, int z, char *str)
{
    int len;
    int i;

#ifdef DEBUG
    printf("[%d]DBG: Entering MakeNumberString()\n", (int)
GetCurrentThreadId());
#endif

    len = RandomNumber(x,y);

    for (i=0; i < len; i++)
    {
        str[i] = (char) (RandomNumber(48,57));
    }

    str[len] = '\0';

    PaddString(z, str);

    return strlen(str);
}

#endif

//=====
//
// Function name: MakeZipNumberString
//
//=====
int MakeZipNumberString(int x, int y, int z, char *str)
{
    char tmp[16];

    //MakeZipNumberString is always called MakeZipNumberString(9,
9, 9, string)

```

```

strcpy(str, "000011111");

itoa(RandomNumber(0, 9999), tmp, 10);
memcpy(str, tmp, strlen(tmp));

return 9;
}

#if 0
//pgd 08/14/96 Original Code Below
int MakeZipNumberString(int x,
                        int y,
                        int z,
                        char *str)
{
    int len;
    int i;

    #ifdef DEBUG
    printf("[%d]DBG: Entering MakeZipNumberString()\n", (int)
    GetCurrentThreadId());
    #endif

    len = RandomNumber(x-5,y-5);

    for (i=0; i < len; i++)
    {
        str[i] = (char) (RandomNumber(48,57));
    }

    str[len] = '\0';

    strcat(str, "11111");

    PaddString(z, str);

    return strlen(str);
}
#endif

//=====
//
// Function name: InitString
//
//=====
void InitString(char *str, int len)
{
    int i;

    #ifdef DEBUG
    printf("[%d]DBG: Entering InitString()\n", (int) GetCurrentThreadId());
    #endif

    memset(str, '\0', len);
    str[len] = 0;
}

#if 0
//Original pgd 08/14/96
void InitString(char *str, int len)
{
    int i;

    #ifdef DEBUG
    printf("[%d]DBG: Entering InitString()\n", (int) GetCurrentThreadId());
    #endif

```

```

for (i=0; i < len; i++)
    str[i] = '\0';
}

#endif

//=====
// Function name: InitAddress
//
// Description:
//
//=====
void InitAddress(char *street_1, char *street_2, char *city, char *state, char *zip)
{
    int i;

    memset(street_1, '\0', ADDRESS_LEN+1);
    memset(street_2, '\0', ADDRESS_LEN+1);
    memset(city, '\0', ADDRESS_LEN+1);

    street_1[ADDRESS_LEN+1] = 0;
    street_2[ADDRESS_LEN+1] = 0;
    city[ADDRESS_LEN+1] = 0;

    memset(state, '\0', STATE_LEN+1);
    state[STATE_LEN+1] = 0;

    memset(zip, '\0', ZIP_LEN+1);
    zip[ZIP_LEN+1] = 0;
}

#if 0
//Original pgd 08/14/96
void InitAddress(char *street_1,
                char *street_2,
                char *city,
                char *state,
                char *zip)
{
    int i;

    #ifdef DEBUG
    printf("[%d]DBG: Entering InitAddress()\n", (int) GetCurrentThreadId());
    #endif

    for (i=0; i < ADDRESS_LEN+1; i++)
    {
        street_1[i] = '\0';
        street_2[i] = '\0';
        city[i] = '\0';
    }

    street_1[ADDRESS_LEN+1] = '\0';
    street_2[ADDRESS_LEN+1] = '\0';
    city[ADDRESS_LEN+1] = '\0';

    for (i=0; i < STATE_LEN+1; i++)
        state[i] = '\0';
    state[STATE_LEN+1] = '\0';

    for (i=0; i < ZIP_LEN+1; i++)
        zip[i] = '\0';
    zip[ZIP_LEN+1] = '\0';
}

#endif

```

```

//=====
//
// Function name: PaddString
//
//=====
void PaddString(int max, char *name)
{
    int i;
    int len;

    len = strlen(name);
    if ( len < max )
        memset(name+len, '\0', max - len);
    name[max] = 0;

    return;
}

#if 0
//pgd 08/14/96 Original code below
void PaddString(int max,
                char *name)
{
    int i;
    int len;

    #ifdef DEBUG
    printf("[%d]DBG: Entering PaddString()\n", (int)
    GetCurrentThreadId());
    #endif

    len = strlen(name);

    for (i=1;i<=(max - len);i++)
    {
        strcat(name, " ");
    }
}

#endif

```

Appendix C : Tunable Parameters

RTE input parameter

The following parameters were used with Microsoft BenchCraft RTE..

Profile: 1320
File Path: C:\Benchcraft\master\1320.pro
Version: 1.0.1

Number of Engines: 8

Name: DRIVER1
Description: 1
Directory: \rte01.out
Machine: rte01
Parameter Set: PARAM2
Index: 0
Seed: 81242
Configured Users: 1650
Pipe Name: DRIVER154202759
Connect Rate: 200
Start Rate: 0
CLIENT_NURAND: 233
CPU: 0

Name: DRIVER2
Description: 2
Directory: \rte02.out
Machine: rte02
Parameter Set: PARAM2
Index: 100000
Seed: 81242
Configured Users: 1650
Pipe Name: DRIVER254305557
Connect Rate: 200
Start Rate: 0
CLIENT_NURAND: 233
CPU: 0

Name: DRIVER3
Description: 3
Directory: \rte03.out
Machine: rte03
Parameter Set: PARAM2
Index: 200000
Seed: 81242
Configured Users: 1650
Pipe Name: DRIVER354343301
Connect Rate: 200
Start Rate: 0
CLIENT_NURAND: 233
CPU: 0

Name: DRIVER4
Description: 4
Directory: \rte04.out
Machine: rte04
Parameter Set: PARAM2
Index: 300000
Seed: 81242
Configured Users: 1650
Pipe Name: DRIVER454371241
Connect Rate: 200

Start Rate: 0
CLIENT_NURAND: 233
CPU: 0

Name: DRIVER5
Description: 5
Directory: \rte05.out
Machine: rte05
Parameter Set: PARAM2
Index: 400000
Seed: 81242
Configured Users: 1650
Pipe Name: DRIVER554393864
Connect Rate: 200
Start Rate: 0
CLIENT_NURAND: 233
CPU: 0

Name: DRIVER6
Description: 6
Directory: \rte06.out
Machine: rte06
Parameter Set: PARAM2
Index: 500000
Seed: 81242
Configured Users: 1650
Pipe Name: DRIVER654417067
Connect Rate: 200
Start Rate: 0
CLIENT_NURAND: 233
CPU: 0

Name: DRIVER7
Description: 7
Directory: \rte07.out
Machine: rte07
Parameter Set: PARAM2
Index: 600000
Seed: 81242
Configured Users: 1650
Pipe Name: DRIVER754442454
Connect Rate: 200
Start Rate: 0
CLIENT_NURAND: 233
CPU: 0

Name: DRIVER8
Description: 8
Directory: \rte08.out
Machine: rte08
Parameter Set: PARAM2
Index: 700000
Seed: 81242
Configured Users: 1650
Pipe Name: DRIVER854467940
Connect Rate: 200
Start Rate: 0
CLIENT_NURAND: 233
CPU: 0

Number of User groups: 16

Driver Engine: DRIVER1
IIS Server: client011
SQL Server: i100a-2
User: sa
Protocol: Html
w_id Range: 1 - 82
w_id Max Warehouse: 1320
Scale: Normal
User Count: 820

District id: 1
Scale Down: No

Driver Engine: DRIVER8
IIS Server: client082
SQL Server: i100a-2
User: sa
Protocol: Html
w_id Range: 1238 - 1320
w_id Max Warehouse: 1320
Scale: Normal
User Count: 830
District id: 1
Scale Down: No

Driver Engine: DRIVER1
IIS Server: client012
SQL Server: i100a-2
User: sa
Protocol: Html
w_id Range: 83 - 165
w_id Max Warehouse: 1320
Scale: Normal
User Count: 830
District id: 1
Scale Down: No

Driver Engine: DRIVER2
IIS Server: client021
SQL Server: i100a-2
User: sa
Protocol: Html
w_id Range: 166 - 247
w_id Max Warehouse: 1320
Scale: Normal
User Count: 820
District id: 1
Scale Down: No

Driver Engine: DRIVER2
IIS Server: client022
SQL Server: i100a-2
User: sa
Protocol: Html
w_id Range: 248 - 330
w_id Max Warehouse: 1320
Scale: Normal
User Count: 830
District id: 1
Scale Down: No

Driver Engine: DRIVER3
IIS Server: client031
SQL Server: i100a-2
User: sa
Protocol: Html
w_id Range: 331 - 412
w_id Max Warehouse: 1320
Scale: Normal
User Count: 820
District id: 1
Scale Down: No

Driver Engine: DRIVER3
IIS Server: client032
SQL Server: i100a-2
User: sa
Protocol: Html
w_id Range: 413 - 495
w_id Max Warehouse: 1320
Scale: Normal

User Count: 830
 District id: 1
 Scale Down: No

Driver Engine: DRIVER4
 IIS Server: client041
 SQL Server: i100a-2
 User: sa
 Protocol: Html
 w_id Range: 496 - 577
 w_id Max Warehouse: 1320
 Scale: Normal
 User Count: 820
 District id: 1
 Scale Down: No

Driver Engine: DRIVER4
 IIS Server: client042
 SQL Server: i100a-2
 User: sa
 Protocol: Html
 w_id Range: 578 - 660
 w_id Max Warehouse: 1320
 Scale: Normal
 User Count: 830
 District id: 1
 Scale Down: No

Driver Engine: DRIVER5
 IIS Server: client051
 SQL Server: i100a-2
 User: sa
 Protocol: Html
 w_id Range: 661 - 742
 w_id Max Warehouse: 1320
 Scale: Normal
 User Count: 820
 District id: 1
 Scale Down: No

Driver Engine: DRIVERS5
 IIS Server: client052
 SQL Server: i100a-2
 User: sa
 Protocol: Html
 w_id Range: 743 - 825
 w_id Max Warehouse: 1320
 Scale: Normal
 User Count: 830
 District id: 1
 Scale Down: No

Driver Engine: DRIVER6
 IIS Server: client061
 SQL Server: i100a-2
 User: sa
 Protocol: Html
 w_id Range: 826 - 907
 w_id Max Warehouse: 1320
 Scale: Normal
 User Count: 820
 District id: 1
 Scale Down: No

Driver Engine: DRIVER6
 IIS Server: client062
 SQL Server: i100a-2
 User: sa
 Protocol: Html
 w_id Range: 908 - 990
 w_id Max Warehouse: 1320

Scale: Normal
 User Count: 830
 District id: 1
 Scale Down: No

Driver Engine: DRIVER7
 IIS Server: client071
 SQL Server: i100a-2
 User: sa
 Protocol: Html
 w_id Range: 991 - 1072
 w_id Max Warehouse: 1320
 Scale: Normal
 User Count: 820
 District id: 1
 Scale Down: No

Driver Engine: DRIVER7
 IIS Server: client072
 SQL Server: i100a-2
 User: sa
 Protocol: Html
 w_id Range: 1073 - 1155
 w_id Max Warehouse: 1320
 Scale: Normal
 User Count: 830
 District id: 1
 Scale Down: No

Driver Engine: DRIVER8
 IIS Server: client081
 SQL Server: i100a-2
 User: sa
 Protocol: Html
 w_id Range: 1156 - 1237
 w_id Max Warehouse: 1320
 Scale: Normal
 User Count: 820
 District id: 1
 Scale Down: No

0.10	20.00	Stock Level	4.05	5.05	2.01
		0.10			
0.10	5.00	Order Status	4.05	10.07	2.01
		0.10			

Number of Parameter Sets: 2

		~Default					
		Default Parameter Set					
		Txn	Think	Key	RT	RT	Menu
		Weight	Time	Time	Delay	Fence	
Delay							
0.10	5.00	New Order	10.00	12.05	18.01		
		0.10					
0.10	5.00	Payment	10.00	12.05	3.01		
		0.10					
0.10	5.00	Delivery	1.00	5.05	2.01		
		0.10					
0.10	20.00	Stock Level	1.00	5.05	2.01		
		0.10					
0.10	5.00	Order Status	1.00	10.05	2.01		
		0.10					
		PARAM2					
		1200-1					
		Txn	Think	Key	RT	RT	Menu
		Weight	Time	Time	Delay	Fence	
Delay							
0.10	5.00	New Order	44.80	12.07	18.01		
		0.10					
0.10	5.00	Payment	43.05	12.07	3.01		
		0.10					
0.10	5.00	Delivery	4.05	5.07	2.01		
		0.10					

<Server Configuration>

Microsoft Windows NT Server version 4.0 Configuration Parameters

The following services were disabled in the Windows NT Control Panel/Service:

- Alerter
- Computer Browser
- License Logging Service
- Messenger
- NT LM Security Support Provider
- Plug and Play
- Server
- Spooler
- TCP/IP Netbios Helper

BOOT. INI

The /3gb switch was added to the boot. ini file to cause NT Enterprise Server to allow 3GB of user and 1GB of kernel virtual address space, rather than the usual 2GB of virtual address space.

NT Registry

No Windows NT registry parameters were modified for this benchmark.

System Configuration Report

Microsoft Diagnostics Report For \\\100A-2

OS Version Report

Microsoft (R) Windows NT (TM) Server
Version 4.0 (Build 1381: Service Pack 3) x86 Multiprocessor Free
Registered Owner: 3cs3dev, nec
Product Number: 50382-270-6427925-53492

System Report

System: AT/AT COMPATIBLE
Hardware Abstraction Layer: MPS 1.4 - APIC platform
BIOS Date: 09/04/97
BIOS Version: PhoenixBIOS 4.0 Rel 5.12

Processor list:

- 0: x86 Family 6 Model 1 Stepping 9 GenuineIntel ~200 Mhz
- 1: x86 Family 6 Model 1 Stepping 9 GenuineIntel ~200 Mhz
- 2: x86 Family 6 Model 1 Stepping 9 GenuineIntel ~200 Mhz
- 3: x86 Family 6 Model 1 Stepping 9 GenuineIntel ~200 Mhz
- 4: x86 Family 6 Model 1 Stepping 9 GenuineIntel ~200 Mhz
- 5: x86 Family 6 Model 1 Stepping 9 GenuineIntel ~200 Mhz
- 6: x86 Family 6 Model 1 Stepping 9 GenuineIntel ~200 Mhz

7: x86 Family 6 Model 1 Stepping 9 GenuineIntel ~200 Mhz

Video Display Report

BIOS Date: 05/22/96
BIOS Version: CL-GD5436/46 PCI VGA BIOS Version 1.25

Adapter:

Setting: 1024 x 768 x 256
70 Hz
Type: cirrus compatible display adapter
String: Cirrus Logic Compatible
Memory: 1 MB
Chip Type: Cirrus Logic 5446
DAC Type: Integrated RAMDAC
Driver:
Vendor: Microsoft Corporation
File(s): cirrus.sys, vga.dll, cirrus.dll, vga256.dll, vga64K.dll
Version: 4.00, 4.0.0

Drives Report

C:\ (Local - NTFS) Total: 0KB, Free: 0KB
Serial Number: 489 - 22DD
Bytes per cluster: 512
Sectors per cluster: 1
Filename length: 255
D:\ (Local - NTFS) Total: 4,192,932KB, Free: 1,237,216KB
Serial Number: ECFE - A867
Bytes per cluster: 512
Sectors per cluster: 8
Filename length: 255
X:\ (Local - NTFS) Total: 222,804,972KB, Free: 125,743,040KB
Serial Number: 8C1B - B794
Bytes per cluster: 512
Sectors per cluster: 8
Filename length: 255

Memory Report

Handles: 750
Threads: 72
Processes: 12

Physical Memory (K)
Total: 4,140,464
Available: 3,957,684
File Cache: 15,864

Kernel Memory (K)
Total: 259,452
Paged: 4,056
Nonpaged: 255,396

Commit Charge (K)
Total: 16,412
Limit: 6,076,156
Peak: 16,540

Pagefile Space (K)
Total: 2,097,152
Total in use: 0
Peak: 0

D:\pagefile.sys
Total: 2,097,152
Total in use: 0
Peak: 0

Services Report

Alerter Stopped (Manual)
C:\WINNT\System32\services.exe
Service Account Name: LocalSystem
Error Severity: Normal
Service Flags: Shared Process
Service Dependencies:
LanmanWorkstation
Computer Browser Stopped (Disabled)
C:\WINNT\System32\services.exe
Service Account Name: LocalSystem
Error Severity: Normal
Service Flags: Shared Process
Service Dependencies:
LanmanWorkstation
LanmanServer
LmHosts
ClipBook Server Stopped (Disabled)
C:\WINNT\system32\clipsrv.exe
Service Account Name: LocalSystem
Error Severity: Normal
Service Flags: Own Process
Service Dependencies:
NetDDE
DHCP Client (TDI) Stopped (Disabled)
C:\WINNT\System32\services.exe
Service Account Name: LocalSystem
Error Severity: Normal
Service Flags: Shared Process
Service Dependencies:
Tcpip
Afd
NetBT
EventLog (Event log) Running (Automatic)
C:\WINNT\system32\services.exe
Service Account Name: LocalSystem
Error Severity: Normal
Service Flags: Shared Process
Server Stopped (Manual)
C:\WINNT\System32\services.exe
Service Account Name: LocalSystem
Error Severity: Normal
Service Flags: Shared Process
Group Dependencies:
TDI
Workstation (NetworkProvider) Running (Automatic)
C:\WINNT\System32\services.exe
Service Account Name: LocalSystem
Error Severity: Normal
Service Flags: Shared Process
Group Dependencies:
TDI
License Logging Service Stopped (Manual)
C:\WINNT\System32\lssrv.exe
Service Account Name: LocalSystem
Error Severity: Normal
Service Flags: Own Process
TCP/IP NetBIOS Helper Stopped (Disabled)
C:\WINNT\System32\services.exe
Service Account Name: LocalSystem
Error Severity: Normal
Service Flags: Shared Process
Group Dependencies:
NetworkProvider
Messenger Stopped (Disabled)
C:\WINNT\System32\services.exe
Service Account Name: LocalSystem
Error Severity: Normal

Service Flags: Shared Process
Service Dependencies:
LanmanWorkstation
Netbios
MSDTC (MS Transactions) Stopped (Manual)
C:\MSSQL\BINN\msdtc.exe
Service Account Name: LocalSystem
Error Severity: Normal
Service Flags: Own Process
Service Dependencies:
RPCSS
MSSQLServer Stopped (Manual)
C:\MSSQL\BINN\SQLSERVR.EXE
Service Account Name: LocalSystem
Error Severity: Normal
Service Flags: Own Process, Interactive
Network DDE (NetDDEGroup) Stopped (Manual)
C:\WINNT\system32\netdde.exe
Service Account Name: LocalSystem
Error Severity: Normal
Service Flags: Shared Process
Service Dependencies:
NetDDEDSDM
Network DDE DSDM Stopped (Manual)
C:\WINNT\system32\netdde.exe
Service Account Name: LocalSystem
Error Severity: Normal
Service Flags: Shared Process
Net Logon (RemoteValidation) Stopped (Manual)
C:\WINNT\System32\lsass.exe
Service Account Name: LocalSystem
Error Severity: Normal
Service Flags: Shared Process
Service Dependencies:
LanmanWorkstation
LmHosts
NT LM Security Support Provider Stopped (Manual)
C:\WINNT\System32\SERVICES.EXE
Service Account Name: LocalSystem
Error Severity: Normal
Service Flags: Shared Process
Plug and Play (PlugPlay) Stopped (Manual)
C:\WINNT\system32\services.exe
Service Account Name: LocalSystem
Error Severity: Normal
Service Flags: Shared Process
Directory Replicator Stopped (Manual)
C:\WINNT\System32\lmrpl.exe
Service Account Name: LocalSystem
Error Severity: Normal
Service Flags: Own Process
Service Dependencies:
LanmanWorkstation
LanmanServer
Remote Procedure Call (RPC) Locator Stopped (Manual)
C:\WINNT\System32\LOCATOR.EXE
Service Account Name: LocalSystem
Error Severity: Normal
Service Flags: Own Process
Service Dependencies:
LanmanWorkstation
Rdr
Remote Procedure Call (RPC) Service Running (Automatic)
C:\WINNT\system32\RpcSs.exe
Service Account Name: LocalSystem
Error Severity: Normal
Service Flags: Own Process
Schedule Stopped (Manual)
C:\WINNT\System32\AtSvc.Exe
Service Account Name: LocalSystem
Error Severity: Normal

Service Flags: Own Process
SNMP Stopped (Manual)
C:\WINNT\System32\snmp.exe
Service Account Name: LocalSystem
Error Severity: Normal
Service Flags: Own Process
Service Dependencies:
Tcpiip
EventLog
SNMP Trap Service Stopped (Manual)
C:\WINNT\System32\snmptrap.exe
Service Account Name: LocalSystem
Error Severity: Normal
Service Flags: Own Process
Service Dependencies:
Tcpiip
EventLog
Spooler (SpoolerGroup) Stopped (Disabled)
C:\WINNT\system32\spoolss.exe
Service Account Name: LocalSystem
Error Severity: Normal
Service Flags: Own Process, Interactive
SQLExecutives Stopped (Manual)
C:\MSSQL\BINN\SQLEXEC.EXE
Service Account Name: LocalSystem
Error Severity: Normal
Service Flags: Own Process
Telephony Service Stopped (Manual)
C:\WINNT\system32\tapisrv.exe
Service Account Name: LocalSystem
Error Severity: Normal
Service Flags: Own Process
UPS Stopped (Manual)
C:\WINNT\System32\ups.exe
Service Account Name: LocalSystem
Error Severity: Normal
Service Flags: Own Process

Drivers Report

Abiosdsk (Primary disk) Stopped (Disabled)
Error Severity: Ignore
Service Flags: Kernel Driver, Shared Process
AFD Networking Support Environment (TDI) Running (Automatic)
C:\WINNT\System32\drivers\afd.sys
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
Aha154x (SCSI miniport) Stopped (Disabled)
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
Aha174x (SCSI miniport) Stopped (Disabled)
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
aic78xx (SCSI miniport) Running (Boot)
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
Always (SCSI miniport) Stopped (Disabled)
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
amiOnt (SCSI miniport) Stopped (Disabled)
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
amsint (SCSI miniport) Stopped (Disabled)
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
Arrow (SCSI miniport) Stopped (Disabled)
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
atapi (SCSI miniport) Stopped (Disabled)

Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
Atdisk (Primary disk) Stopped (Disabled)
Error Severity: Ignore
Service Flags: Kernel Driver, Shared Process
ati (Video) Stopped (Disabled)
Error Severity: Ignore
Service Flags: Kernel Driver, Shared Process
Beep (Base) Running (System)
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
BusLogic (SCSI miniport) Stopped (Disabled)
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
Busmouse (Pointer Port) Stopped (Disabled)
Error Severity: Ignore
Service Flags: Kernel Driver, Shared Process
Cdaudio (Filter) Stopped (Disabled)
Error Severity: Ignore
Service Flags: Kernel Driver, Shared Process
Cdfs (File system) Running (System)
Error Severity: Normal
Service Flags: File System Driver, Shared Process
Group Dependencies:
SCSI CDROM Class
Cdrom (SCSI CDROM Class) Running (System)
Error Severity: Ignore
Service Flags: Kernel Driver, Shared Process
Group Dependencies:
SCSI miniport
Changer (Filter) Stopped (System)
Error Severity: Ignore
Service Flags: Kernel Driver, Shared Process
cirrus (Video) Running (System)
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
Cpqarray (SCSI miniport) Stopped (Disabled)
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
cpqfw2e (SCSI miniport) Stopped (Disabled)
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
dac960nt (SCSI miniport) Running (Boot)
C:\WINNT\System32\drivers\dac960nt.sys
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
dce376nt (SCSI miniport) Stopped (Disabled)
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
Delldsa (SCSI miniport) Stopped (Disabled)
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
Dell_DGX (Video) Stopped (Disabled)
Error Severity: Ignore
Service Flags: Kernel Driver, Shared Process
Disk (SCSI Class) Running (Boot)
Error Severity: Ignore
Service Flags: Kernel Driver, Shared Process
Group Dependencies:
SCSI miniport
Diskperf (Filter) Stopped (Disabled)
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
DptScsi (SCSI miniport) Stopped (Disabled)
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
dte329x (SCSI miniport) Stopped (Disabled)
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
Intel 82557-based Ethernet PCI Adapter (NDIS) Running (Automatic)
C:\WINNT\System32\drivers\et100bnt.sys

Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
em (Base) Stopped (Disabled)
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
et4000 (Video) Stopped (Disabled)
Error Severity: Ignore
Service Flags: Kernel Driver, Shared Process
Fastfat (Boot file system) Stopped (Disabled)
Error Severity: Normal
Service Flags: File System Driver, Shared Process
Fd16_700 (SCSI miniport) Stopped (Disabled)
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
Fd7000ex (SCSI miniport) Stopped (Disabled)
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
Fd8xx (SCSI miniport) Stopped (Disabled)
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
flashpnt (SCSI miniport) Stopped (Disabled)
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
Floppy (Primary disk) Running (System)
Error Severity: Ignore
Service Flags: Kernel Driver, Shared Process
Ftdisk (Filter) Stopped (Disabled)
Error Severity: Ignore
Service Flags: Kernel Driver, Shared Process
i8042 Keyboard and PS/2 Mouse Port Driver (Keyboard Port) Running (System)
System32\DRIVERS\i8042prt.sys
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
Inport (Pointer Port) Stopped (Disabled)
Error Severity: Ignore
Service Flags: Kernel Driver, Shared Process
Jazzg300 (Video) Stopped (Disabled)
Error Severity: Ignore
Service Flags: Kernel Driver, Shared Process
Jazzg364 (Video) Stopped (Disabled)
Error Severity: Ignore
Service Flags: Kernel Driver, Shared Process
Jzvx484 (Video) Stopped (Disabled)
Error Severity: Ignore
Service Flags: Kernel Driver, Shared Process
Keyboard Class Driver (Keyboard Class) Running (System)
System32\DRIVERS\kbdclass.sys
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
KSecDD (Base) Running (System)
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
mainte (Extended Base) Stopped (Manual)
C:\WINNT\System32\drivers\mainte.sys
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
mga (Video) Stopped (Disabled)
Error Severity: Ignore
Service Flags: Kernel Driver, Shared Process
mga_mil (Video) Stopped (Disabled)
Error Severity: Ignore
Service Flags: Kernel Driver, Shared Process
mitsumi (SCSI miniport) Stopped (Disabled)
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
mkecr5xx (SCSI miniport) Stopped (Disabled)
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
Modem (Extended base) Stopped (Manual)
Error Severity: Ignore

Service Flags: Kernel Driver, Shared Process
Mouse Class Driver (Pointer Class) Running (System)
System32\DRIVERS\mouclass.sys
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
mraid (Primary disk) Stopped (Disabled)
Error Severity: Ignore
Service Flags: Kernel Driver, Shared Process
mraid35x (SCSI Miniport) Stopped (Disabled)
C:\WINNT\System32\DRIVERS\mraid35x.sys
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
Msfs (File system) Running (System)
Error Severity: Normal
Service Flags: File System Driver, Shared Process
Mup (Network) Running (Manual)
C:\WINNT\System32\drivers\mup.sys
Error Severity: Normal
Service Flags: File System Driver, Shared Process
Ncr53c9x (SCSI miniport) Stopped (Disabled)
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
ncr77c22 (Video) Stopped (Disabled)
Error Severity: Ignore
Service Flags: Kernel Driver, Shared Process
Ncr700 (SCSI miniport) Stopped (Disabled)
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
Ncr710 (SCSI miniport) Stopped (Disabled)
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
Microsoft NDIS System Driver (NDIS) Running (System)
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
NetBIOS Interface (NetBIOSGroup) Stopped (Manual)
C:\WINNT\System32\drivers\netbios.sys
Error Severity: Normal
Service Flags: File System Driver, Shared Process
Group Dependencies:
TDI
WINS Client(TCP/IP) (PNP_TDI) Running (Automatic)
C:\WINNT\System32\drivers\netbt.sys
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
Service Dependencies:
Tcpiip
NetDetect Stopped (Manual)
C:\WINNT\system32\drivers\netdetect.sys
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
Npfs (File system) Running (System)
Error Severity: Normal
Service Flags: File System Driver, Shared Process
Ntfs (File system) Running (Disabled)
Error Severity: Normal
Service Flags: File System Driver, Shared Process
Null (Base) Running (System)
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
Oliscsi (SCSI miniport) Stopped (Disabled)
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
Parallel (Extended base) Stopped (Automatic)
Error Severity: Ignore
Service Flags: Kernel Driver, Shared Process
Service Dependencies:
Parport
Group Dependencies:
Parallel arbitrator
Parport (Parallel arbitrator) Stopped (Automatic)
Error Severity: Ignore

Service Flags: Kernel Driver, Shared Process
ParVdm (Extended base) Stopped (Automatic)
Error Severity: Ignore
Service Flags: Kernel Driver, Shared Process
Service Dependencies:
Parport
Group Dependencies:
Parallel arbitrator
PCIDump (PCI Configuration) Stopped (System)
Error Severity: Ignore
Service Flags: Kernel Driver, Shared Process
Pcmcia (System Bus Extender) Stopped (Disabled)
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
PnP ISA Enabler Driver (Base) Stopped (System)
Error Severity: Ignore
Service Flags: Kernel Driver, Shared Process
psidisp (Video) Stopped (Disabled)
Error Severity: Ignore
Service Flags: Kernel Driver, Shared Process
Ql10wnt (SCSI miniport) Stopped (Disabled)
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
qv (Video) Stopped (Disabled)
Error Severity: Ignore
Service Flags: Kernel Driver, Shared Process
Rdr (Network) Running (Manual)
C:\WINNT\System32\drivers\rdr.sys
Error Severity: Normal
Service Flags: File System Driver, Shared Process
s3 (Video) Stopped (Disabled)
Error Severity: Ignore
Service Flags: Kernel Driver, Shared Process
Scsipnt (Extended base) Stopped (Automatic)
Error Severity: Ignore
Service Flags: Kernel Driver, Shared Process
Group Dependencies:
SCSI miniport
Scsiscan (SCSI Class) Running (System)
Error Severity: Ignore
Service Flags: Kernel Driver, Shared Process
Group Dependencies:
SCSI miniport
Serial (Extended base) Stopped (Automatic)
Error Severity: Ignore
Service Flags: Kernel Driver, Shared Process
Sermouse (Pointer Port) Stopped (Disabled)
Error Severity: Ignore
Service Flags: Kernel Driver, Shared Process
Sfloppy (Primary disk) Stopped (System)
Error Severity: Ignore
Service Flags: Kernel Driver, Shared Process
Group Dependencies:
SCSI miniport
Simbad (Filter) Stopped (Disabled)
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
slcd32 (SCSI miniport) Stopped (Disabled)
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
Sparrow (SCSI miniport) Stopped (Disabled)
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
Spock (SCSI miniport) Stopped (Disabled)
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
Srv (Network) Stopped (Manual)
C:\WINNT\System32\drivers\srv.sys
Error Severity: Normal
Service Flags: File System Driver, Shared Process
symc810 (SCSI miniport) Stopped (Disabled)

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Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
T128 (SCSI miniport)      Stopped (Disabled)
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
T13B (SCSI miniport)     Stopped (Disabled)
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
TCP/IP Service (PNP_TDI)  Running (Automatic)
C:\WINNT\System32\drivers\tcpip.sys
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
tga (Video)              Stopped (Disabled)
Error Severity: Ignore
Service Flags: Kernel Driver, Shared Process
tmv1 (SCSI miniport)     Stopped (Disabled)
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
Ultra124 (SCSI miniport) Stopped (Disabled)
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
Ultra14f (SCSI miniport) Stopped (Disabled)
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
Ultra24f (SCSI miniport) Stopped (Disabled)
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
v7vram (Video)          Stopped (Disabled)
Error Severity: Ignore
Service Flags: Kernel Driver, Shared Process
VgaSave (Video Save)    Stopped (System)
C:\WINNT\System32\drivers\vga.sys
Error Severity: Ignore
Service Flags: Kernel Driver, Shared Process
VgaStart (Video Init)   Stopped (System)
C:\WINNT\System32\drivers\vga.sys
Error Severity: Ignore
Service Flags: Kernel Driver, Shared Process
Wd33c93 (SCSI miniport) Stopped (Disabled)
Error Severity: Normal
Service Flags: Kernel Driver, Shared Process
wd90c24a (Video)        Stopped (Disabled)
Error Severity: Ignore
Service Flags: Kernel Driver, Shared Process
wdvga (Video)           Stopped (Disabled)
Error Severity: Ignore
Service Flags: Kernel Driver, Shared Process
weitek9 (Video)         Stopped (Disabled)
Error Severity: Ignore
Service Flags: Kernel Driver, Shared Process
Xga (Video)             Stopped (Disabled)
Error Severity: Ignore
Service Flags: Kernel Driver, Shared Process

```

IRQ and Port Report

Devices	Vector	Level	Affinity
MPS 1.4 - APIC platform	8	8	0x000000ff
MPS 1.4 - APIC platform	0	0	0x000000ff
MPS 1.4 - APIC platform	1	1	0x000000ff
MPS 1.4 - APIC platform	2	2	0x000000ff
MPS 1.4 - APIC platform	3	3	0x000000ff
MPS 1.4 - APIC platform	4	4	0x000000ff
MPS 1.4 - APIC platform	5	5	0x000000ff
MPS 1.4 - APIC platform	6	6	0x000000ff
MPS 1.4 - APIC platform	7	7	0x000000ff
MPS 1.4 - APIC platform	8	8	0x000000ff
MPS 1.4 - APIC platform	9	9	0x000000ff

```

MPS 1.4 - APIC platform 10 10 0x000000ff
MPS 1.4 - APIC platform 11 11 0x000000ff
MPS 1.4 - APIC platform 12 12 0x000000ff
MPS 1.4 - APIC platform 13 13 0x000000ff
MPS 1.4 - APIC platform 14 14 0x000000ff
MPS 1.4 - APIC platform 15 15 0x000000ff
MPS 1.4 - APIC platform 16 16 0x000000ff
MPS 1.4 - APIC platform 17 17 0x000000ff
MPS 1.4 - APIC platform 18 18 0x000000ff
MPS 1.4 - APIC platform 19 19 0x000000ff
MPS 1.4 - APIC platform 20 20 0x000000ff
MPS 1.4 - APIC platform 21 21 0x000000ff
MPS 1.4 - APIC platform 22 22 0x000000ff
MPS 1.4 - APIC platform 23 23 0x000000ff
MPS 1.4 - APIC platform 24 24 0x000000ff
MPS 1.4 - APIC platform 25 25 0x000000ff
MPS 1.4 - APIC platform 26 26 0x000000ff
MPS 1.4 - APIC platform 27 27 0x000000ff
MPS 1.4 - APIC platform 28 28 0x000000ff
MPS 1.4 - APIC platform 29 29 0x000000ff
MPS 1.4 - APIC platform 30 30 0x000000ff
MPS 1.4 - APIC platform 31 31 0x000000ff
MPS 1.4 - APIC platform 32 32 0x000000ff
MPS 1.4 - APIC platform 33 33 0x000000ff
MPS 1.4 - APIC platform 34 34 0x000000ff
MPS 1.4 - APIC platform 35 35 0x000000ff
MPS 1.4 - APIC platform 36 36 0x000000ff
MPS 1.4 - APIC platform 37 37 0x000000ff
MPS 1.4 - APIC platform 38 38 0x000000ff
MPS 1.4 - APIC platform 39 39 0x000000ff
MPS 1.4 - APIC platform 40 40 0x000000ff
MPS 1.4 - APIC platform 41 41 0x000000ff
MPS 1.4 - APIC platform 42 42 0x000000ff
MPS 1.4 - APIC platform 43 43 0x000000ff
MPS 1.4 - APIC platform 44 44 0x000000ff
MPS 1.4 - APIC platform 45 45 0x000000ff
MPS 1.4 - APIC platform 46 46 0x000000ff
MPS 1.4 - APIC platform 47 47 0x000000ff
MPS 1.4 - APIC platform 61 61 0x000000ff
MPS 1.4 - APIC platform 65 65 0x000000ff
MPS 1.4 - APIC platform 80 80 0x000000ff
MPS 1.4 - APIC platform 193 193 0x000000ff
MPS 1.4 - APIC platform 225 225 0x000000ff
MPS 1.4 - APIC platform 253 253 0x000000ff
MPS 1.4 - APIC platform 254 254 0x000000ff
MPS 1.4 - APIC platform 255 255 0x000000ff
i8042prt 1 1 0xfffffff
i8042prt 12 12 0xfffffff
E100B 5 5 0x00000000
Floppy 6 6 0x00000000
aic78xx 3 3 0x00000000
dac960nt 11 11 0x00000000
dac960nt 10 10 0x00000000
dac960nt 15 15 0x00000000
dac960nt 9 9 0x00000000
dac960nt 7 7 0x00000000
dac960nt 4 4 0x00000000
dac960nt 14 14 0x00000000

```

Devices	Physical Address	Length
MPS 1.4 - APIC platform	0x00000000	0x0000000010
MPS 1.4 - APIC platform	0x00000020	0x0000000002
MPS 1.4 - APIC platform	0x00000040	0x0000000004
MPS 1.4 - APIC platform	0x00000048	0x0000000004
MPS 1.4 - APIC platform	0x00000061	0x0000000001
MPS 1.4 - APIC platform	0x00000070	0x0000000002
MPS 1.4 - APIC platform	0x00000080	0x0000000010
MPS 1.4 - APIC platform	0x00000092	0x0000000001
MPS 1.4 - APIC platform	0x000000a0	0x0000000002
MPS 1.4 - APIC platform	0x000000c0	0x0000000010

```

MPS 1.4 - APIC platform 0x000000d0 0x0000000010
MPS 1.4 - APIC platform 0x000000f0 0x0000000010
MPS 1.4 - APIC platform 0x00000400 0x0000000010
MPS 1.4 - APIC platform 0x00000461 0x0000000002
MPS 1.4 - APIC platform 0x00000464 0x0000000002
MPS 1.4 - APIC platform 0x00000480 0x0000000010
MPS 1.4 - APIC platform 0x000004c2 0x000000000e
MPS 1.4 - APIC platform 0x000004d0 0x0000000002
MPS 1.4 - APIC platform 0x000004d4 0x0000000002c
MPS 1.4 - APIC platform 0x00000c84 0x0000000001
i8042prt 0x00000060 0x0000000001
i8042prt 0x00000064 0x0000000001
E100B 0x0000e0ce0 0x0000000014
Floppy 0x000003f0 0x0000000006
Floppy 0x000003f7 0x0000000001
aic78xx 0x0000e800 0x0000000100
cirrus 0x000003b0 0x000000000c
cirrus 0x000003c0 0x0000000020

```

DMA and Memory Report

Devices	Channel	Port
Floppy	2	0

Devices	Physical Address	Length
MPS 1.4 - APIC platform	0xfec00000	0x00000400
MPS 1.4 - APIC platform	0xfec00000	0x00000400
E100B	0xfe9fb000	0x00000014
aic78xx	0xfe9f0000	0x00001000
dac960nt	0xfe9fc000	0x00002000
dac960nt	0xfcefc000	0x00002000
dac960nt	0xfcefa000	0x00002000
dac960nt	0xfcef8000	0x00002000
dac960nt	0xfcdcf000	0x00002000
dac960nt	0xfcdfa000	0x00002000
dac960nt	0xfcd80000	0x00002000
cirrus	0x000a0000	0x00002000
cirrus	0xfd000000	0x01000000

Environment Report

```

System Environment Variables
ComSpec=C:\WINNT\system32\cmd.exe
HOME=C:/
NUMBER_OF_PROCESSORS=8
OS=Windows_NT
Os2LibPath=C:\WINNT\system32\os2dll;
Path=c:\tools\mksnt;c:\WINNT\system32;c:\WINNT;c:\MSSQL\BINN
PROCESSOR_ARCHITECTURE=x86
PROCESSOR_IDENTIFIER=x86 Family 6 Model 1 Stepping 9, GenuineIntel
PROCESSOR_LEVEL=6
PROCESSOR_REVISION=0109
ROOTDIR=c:/tools
SHELL=c:/tools/mksnt/sh.exe
TMPDIR=C:/TEMP
windir=C:\WINNT

```

```

Environment Variables for Current User
TEMP=C:\TEMP
TMP=C:\TEMP

```

Network Report

Your Access Level: Admin & Local
Workgroup or Domain: WORKGROU
Network Version: 4.0
LanRoot: WORKGROU
Logged On Users: 1
Current User (1): Administrator
Logon Domain: I100A-2
Logon Server: I100A-2

Transport: NetBT_E100B1, 00-A0-C9-81-AF-F7, VC's: 0, Wan: Wan

Character Wait: 3,600
Collection Time: 250
Maximum Collection Count: 16
Keep Connection: 600
Maximum Commands: 5
Session Time Out: 45
Character Buffer Size: 512
Maximum Threads: 50
Lock Quota: 6,144
Lock Increment: 10
Maximum Locks: 500
Pipe Increment: 10
Maximum Pipes: 500
Cache Time Out: 40
Dormant File Limit: 45
Read Ahead Throughput: 4,294,967,295
Mailslot Buffers: 3
Server Announce Buffers: 20
Illegal Datagrams: 5
Datagram Reset Frequency: 60
Log Election Packets: False
Use Opportunistic Locking: True
Use Unlock Behind: True
Use Close Behind: True
Buffer Pipes: True
Use Lock, Read, Unlock: True
Use NT Caching: True
Use Raw Read: True
Use Raw Write: True
Use Write Raw Data: True
Use Encryption: True
Buffer Deny Write Files: True
Buffer Read Only Files: True
Force Core Creation: True
512 Byte Max Transfer: False
Bytes Received: 0
SMB's Received: 0
Paged Read Bytes Requested: 0
Non Paged Read Bytes Requested: 0
Cache Read Bytes Requested: 0
Network Read Bytes Requested: 0
Bytes Transmitted: 0
SMB's Transmitted: 0
Paged Read Bytes Requested: 0
Non Paged Read Bytes Requested: 0
Cache Read Bytes Requested: 0
Network Read Bytes Requested: 0
Initially Failed Operations: 0
Failed Completion Operations: 0
Read Operations: 0
Random Read Operations: 0
Read SMB's: 0
Large Read SMB's: 0
Small Read SMB's: 0
Write Operations: 0

Random Write Operations: 0
Write SMB's: 0
Large Write SMB's: 0
Small Write SMB's: 0
Raw Reads Denied: 0
Raw Writes Denied: 0
Network Errors: 0
Sessions: 0
Failed Sessions: 0
Reconnects: 0
Core Connects: 0
LM 2.0 Connects: 0
LM 2.x Connects: 0
Windows NT Connects: 0
Server Disconnects: 0
Hung Sessions: 0
Use Count: 0
Failed Use Count: 0
Current Commands: 0
Server File Opens: 837,580,843
Server Device Opens: 0
Server Jobs Queued: 589,824
Server Session Opens: 2
Server Sessions Timed Out: 2,147,483,736
Server Sessions Errored Out: 3
Server Password Errors: 2,147,483,776
Server Permission Errors: 4
Server System Errors: 2,147,483,856
Server Bytes Sent: 9,223,373,033,287,188,485
Server Bytes Received: 9,223,373,892,280,647,686
Server Average Response Time: 9
Server Request Buffers Needed: 2,147,484,632
Server Big Buffers Needed: 11

<Client Configuration>

Tuxedo Configuration

This configuration file is used on each of other 7 clients with the exception of the Hostname CLIENT01, which is replaced by CLIENT02 through CLIENT08.

```
#ident      "@(#)apps:simpapp/ubbsimple      60.3"  
#Skeleton UBBCONFIG file for the TUXEDO Simple Application.  
#Replace the <bracketed> items with the appropriate values.
```

```
*RESOURCES  
IPCKEY      123456  
DOMAINID   tpcc  
MASTER     tpcc  
MAXACCESSERS 512  
MAXSERVERS 128  
MAXSERVICES 512  
MODEL      SHM  
LDBAL      N
```

```
*MACHINES  
DEFAULT:  
APPDIR="C:\TUX_AP"  
TUXCONFIG="c:\TUX_AP\TUXCONFIG"  
TUXDIR="C:\TUXEDO"  
CLIENT01      LMID=tpcc
```

```
*GROUPS  
GROUP1 LMID=tpcc GRPNO=1 OPENINFO=NONE
```

```
*SERVERS  
DEFAULT: CLOPT="-A"  
tux_server SRVGRP=GROUP1 SRVID=1 RQADDR=tpcc REPLYQ=Y  
MIN=28 MAX=120
```

```
*SERVICES  
NEW_ORDER  
PAYMENT  
ORDER_STATUS  
STOCK_LEVEL
```

IIS Registry

```
Key Name:      SYSTEM\CurrentControlSet\Services\InetInfo  
Class Name:    <NO CLASS>  
Last Write Time: 10/10/97 - 2:26 PM
```

```
Key Name:      SYSTEM\CurrentControlSet\Services\InetInfo\Parameters  
Class Name:    <NO CLASS>  
Last Write Time: 11/17/97 - 6:26 PM  
Value 0
```

```
Name:      BandwidthLevel  
Type:      REG_DWORD  
Data:      0xffffffff
```

```
Value 1  
Name:      ListenBackLog  
Type:      REG_DWORD  
Data:      0xf
```

```
Value 2  
Name:      PoolThreadLimit  
Type:      REG_DWORD  
Data:      0x96
```

```
Value 3  
Name:      ThreadTimeout  
Type:      REG_DWORD  
Data:      0x15180
```

```
Key Name:      SYSTEM\CurrentControlSet\Services\InetInfo\Parameters\Filter  
Class Name:    <NO CLASS>  
Last Write Time: 10/10/97 - 2:26 PM
```

```
Value 0  
Name:      FilterType  
Type:      REG_DWORD  
Data:      0
```

```
Value 1  
Name:      NumDenySites  
Type:      REG_DWORD  
Data:      0
```

```
Value 2  
Name:      NumGrantSites  
Type:      REG_DWORD  
Data:      0
```

```
Key Name:      SYSTEM\CurrentControlSet\Services\InetInfo\Parameters\MimeMap  
Class Name:    <NO CLASS>  
Last Write Time: 10/10/97 - 2:26 PM
```

```
Value 0  
Name:      application/envoy,envy,,5  
Type:      REG_SZ  
Data:
```

```
Value 1  
Name:      application/mac-binhex40,hqx,,4  
Type:      REG_SZ  
Data:
```

```
Value 2  
Name:      application/msword,doc,,5  
Type:      REG_SZ  
Data:
```

```
Value 3  
Name:      application/msword,dot,,5  
Type:      REG_SZ  
Data:
```

```
Value 4  
Name:      application/octet-stream,*,,5  
Type:      REG_SZ  
Data:
```

```
Value 5  
Name:      application/octet-stream,bin,,5  
Type:      REG_SZ  
Data:
```

```
Value 6  
Name:      application/octet-stream,exe,,5  
Type:      REG_SZ  
Data:
```

```
Value 7  
Name:      application/oda,oda,,5
```

```
Type:      REG_SZ  
Data:
```

```
Value 8  
Name:      application/pdf,pdf,,5  
Type:      REG_SZ  
Data:
```

```
Value 9  
Name:      application/postscript,ai,,5  
Type:      REG_SZ  
Data:
```

```
Value 10  
Name:      application/postscript,eps,,5  
Type:      REG_SZ  
Data:
```

```
Value 11  
Name:      application/postscript,ps,,5  
Type:      REG_SZ  
Data:
```

```
Value 12  
Name:      application/rtf,rtf,,5  
Type:      REG_SZ  
Data:
```

```
Value 13  
Name:      application/winhelp,hlp,,5  
Type:      REG_SZ  
Data:
```

```
Value 14  
Name:      application/x-bcpio,bcpio,,5  
Type:      REG_SZ  
Data:
```

```
Value 15  
Name:      application/x-cpio,cpio,,5  
Type:      REG_SZ  
Data:
```

```
Value 16  
Name:      application/x-csh,csh,,5  
Type:      REG_SZ  
Data:
```

```
Value 17  
Name:      application/x-director,dcr,,5  
Type:      REG_SZ  
Data:
```

```
Value 18  
Name:      application/x-director,dir,,5  
Type:      REG_SZ  
Data:
```

```
Value 19  
Name:      application/x-director,dxr,,5  
Type:      REG_SZ  
Data:
```

```
Value 20  
Name:      application/x-dvi,dvi,,5  
Type:      REG_SZ  
Data:
```

```
Value 21  
Name:      application/x-gtar,gtar,,9  
Type:      REG_SZ
```

Data:

Value 22
Name: application/x-hdf,hdf,,5
Type: REG_SZ
Data:

Value 23
Name: application/x-latex,latex,,5
Type: REG_SZ
Data:

Value 24
Name: application/x-msaccess,mdb,,5
Type: REG_SZ
Data:

Value 25
Name: application/x-mscardfile,crd,,5
Type: REG_SZ
Data:

Value 26
Name: application/x-msclip,clip,,5
Type: REG_SZ
Data:

Value 27
Name: application/x-msexcel,xla,,5
Type: REG_SZ
Data:

Value 28
Name: application/x-msexcel,xlc,,5
Type: REG_SZ
Data:

Value 29
Name: application/x-msexcel,xlm,,5
Type: REG_SZ
Data:

Value 30
Name: application/x-msexcel,xls,,5
Type: REG_SZ
Data:

Value 31
Name: application/x-msexcel,xlt,,5
Type: REG_SZ
Data:

Value 32
Name: application/x-msexcel,xlw,,5
Type: REG_SZ
Data:

Value 33
Name: application/x-msmediaview,m13,,5
Type: REG_SZ
Data:

Value 34
Name: application/x-msmediaview,m14,,5
Type: REG_SZ
Data:

Value 35
Name: application/x-smetafile,wmf,,5
Type: REG_SZ
Data:

Value 36
Name: application/x-msmoney,mny,,5
Type: REG_SZ
Data:

Value 37
Name: application/x-mspowerpoint,ppt,,5
Type: REG_SZ
Data:

Value 38
Name: application/x-msproject,mpp,,5
Type: REG_SZ
Data:

Value 39
Name: application/x-mspublisher,pub,,5
Type: REG_SZ
Data:

Value 40
Name: application/x-msterminal,trm,,5
Type: REG_SZ
Data:

Value 41
Name: application/x-msworks,wks,,5
Type: REG_SZ
Data:

Value 42
Name: application/x-mswrite,wri,,5
Type: REG_SZ
Data:

Value 43
Name: application/x-netcdf,cdf,,5
Type: REG_SZ
Data:

Value 44
Name: application/x-netcdf,nc,,5
Type: REG_SZ
Data:

Value 45
Name: application/x-perfmon,pma,,5
Type: REG_SZ
Data:

Value 46
Name: application/x-perfmon,pmc,,5
Type: REG_SZ
Data:

Value 47
Name: application/x-perfmon,pml,,5
Type: REG_SZ
Data:

Value 48
Name: application/x-perfmon,pmr,,5
Type: REG_SZ
Data:

Value 49
Name: application/x-perfmon,pmw,,5
Type: REG_SZ
Data:

Value 50
Name: application/x-sh,sh,,5
Type: REG_SZ
Data:

Value 51
Name: application/x-shar,shar,,5
Type: REG_SZ
Data:

Value 52
Name: application/x-sv4cpio,sv4cpio,,5
Type: REG_SZ
Data:

Value 53
Name: application/x-sv4crc,sv4crc,,5
Type: REG_SZ
Data:

Value 54
Name: application/x-tar,tar,,5
Type: REG_SZ
Data:

Value 55
Name: application/x-tcl,tcl,,5
Type: REG_SZ
Data:

Value 56
Name: application/x-tex,tex,,5
Type: REG_SZ
Data:

Value 57
Name: application/x-texinfo,texi,,5
Type: REG_SZ
Data:

Value 58
Name: application/x-texinfo,texinfo,,5
Type: REG_SZ
Data:

Value 59
Name: application/x-troff,roff,,5
Type: REG_SZ
Data:

Value 60
Name: application/x-troff,t,,5
Type: REG_SZ
Data:

Value 61
Name: application/x-troff,tr,,5
Type: REG_SZ
Data:

Value 62
Name: application/x-troff-man,man,,5
Type: REG_SZ
Data:

Value 63
Name: application/x-troff-me,me,,5
Type: REG_SZ
Data:

Value 64

Name: application/x-troff-ms,ms,,5
Type: REG_SZ
Data:

Value 65
Name: application/x-ustar,ustar,,5
Type: REG_SZ
Data:

Value 66
Name: application/x-wais-source,src,,7
Type: REG_SZ
Data:

Value 67
Name: application/zip,zip,,9
Type: REG_SZ
Data:

Value 68
Name: audio/basic,au,,<
Type: REG_SZ
Data:

Value 69
Name: audio/basic,snd,,<
Type: REG_SZ
Data:

Value 70
Name: audio/x-aiff,aif,,<
Type: REG_SZ
Data:

Value 71
Name: audio/x-aiff,aifc,,<
Type: REG_SZ
Data:

Value 72
Name: audio/x-aiff,aiff,,<
Type: REG_SZ
Data:

Value 73
Name: audio/x-pn-realaudio,ram,,<
Type: REG_SZ
Data:

Value 74
Name: audio/x-wav,wav,,<
Type: REG_SZ
Data:

Value 75
Name: image/bmp,bmp,,:
Type: REG_SZ
Data:

Value 76
Name: image/cis-cod,cod,,5
Type: REG_SZ
Data:

Value 77
Name: image/gif,gif,g
Type: REG_SZ
Data:

Value 78
Name: image/ief,ief,,:

Type: REG_SZ
Data:

Value 79
Name: image/jpeg,jpe,,:
Type: REG_SZ
Data:

Value 80
Name: image/jpeg,jpeg,,:
Type: REG_SZ
Data:

Value 81
Name: image/jpeg,jpg,,:
Type: REG_SZ
Data:

Value 82
Name: image/tiff,tif,,:
Type: REG_SZ
Data:

Value 83
Name: image/tiff,tiff,,:
Type: REG_SZ
Data:

Value 84
Name: image/x-cmu-raster,ras,,:
Type: REG_SZ
Data:

Value 85
Name: image/x-cmx,cmx,,5
Type: REG_SZ
Data:

Value 86
Name: image/x-portable-anymap,pnm,,:
Type: REG_SZ
Data:

Value 87
Name: image/x-portable-bitmap,pbm,,:
Type: REG_SZ
Data:

Value 88
Name: image/x-portable-graymap,pgm,,:
Type: REG_SZ
Data:

Value 89
Name: image/x-portable-pixmap,ppm,,:
Type: REG_SZ
Data:

Value 90
Name: image/x-rgb,rgb,,:
Type: REG_SZ
Data:

Value 91
Name: image/x-xbitmap,xbm,,:
Type: REG_SZ
Data:

Value 92
Name: image/x-xpixmap,xpm,,:
Type: REG_SZ

Data:
Value 93
Name: image/x-xwindowdump,xwd,,:
Type: REG_SZ
Data:

Value 94
Name: text/html,html,,h
Type: REG_SZ
Data:

Value 95
Name: text/html,html,,h
Type: REG_SZ
Data:

Value 96
Name: text/html,stm,,h
Type: REG_SZ
Data:

Value 97
Name: text/plain,bas,,0
Type: REG_SZ
Data:

Value 98
Name: text/plain,c,,0
Type: REG_SZ
Data:

Value 99
Name: text/plain,h,,0
Type: REG_SZ
Data:

Value 100
Name: text/plain,txt,,0
Type: REG_SZ
Data:

Value 101
Name: text/richtext,rtx,,0
Type: REG_SZ
Data:

Value 102
Name: text/tab-separated-values,tsv,,0
Type: REG_SZ
Data:

Value 103
Name: text/x-setext,etx,,0
Type: REG_SZ
Data:

Value 104
Name: video/mpeg,mpe,,:
Type: REG_SZ
Data:

Value 105
Name: video/mpeg,mpeg,,:
Type: REG_SZ
Data:

Value 106
Name: video/mpeg,mpg,,:
Type: REG_SZ
Data:

Value 107
Name: video/quicktime.mov,;
Type: REG_SZ
Data:

Value 108
Name: video/quicktime.qt,;
Type: REG_SZ
Data:

Value 109
Name: video/x-msvideo.avi,;<
Type: REG_SZ
Data:

Value 110
Name: video/x-sgi-movie.movie,;<
Type: REG_SZ
Data:

Value 111
Name: x-world/x-vmi.flr,,5
Type: REG_SZ
Data:

Value 112
Name: x-world/x-vmi.wrl,,5
Type: REG_SZ
Data:

Value 113
Name: x-world/x-vmi.wrz,,5
Type: REG_SZ
Data:

Value 114
Name: x-world/x-vmi.xaf,,5
Type: REG_SZ
Data:

Value 115
Name: x-world/x-vmi.xof,,5
Type: REG_SZ
Data:

Key Name: SYSTEM\CurrentControlSet\Services\InetInfo\Performance
Class Name: <NO CLASS>
Last Write Time: 10/10/97 - 2:26 PM

Value 0
Name: Close
Type: REG_SZ
Data: Close\INFOPerformanceData

Value 1
Name: Collect
Type: REG_SZ
Data: Collect\INFOPerformanceData

Value 2
Name: First Counter
Type: REG_DWORD
Data: 0x738

Value 3
Name: First Help
Type: REG_DWORD
Data: 0x739

Value 4

Name: Last Counter
Type: REG_DWORD
Data: 0x756

Value 5
Name: Last Help
Type: REG_DWORD
Data: 0x757

Value 6
Name: Library
Type: REG_SZ
Data: infoctrs.DLL

Value 7
Name: Open
Type: REG_SZ
Data: Open\INFOPerformanceData

TPC-C application registry

Key Name: SOFTWARE\Microsoft\TPCC
Class Name: <NO CLASS>
Last Write Time: 3/2/98 - 11:05 AM

Value 0
Name: BackoffDelay
Type: REG_SZ
Data: 500

Value 1
Name: ConnectionPooling
Type: REG_SZ
Data: OFF

Value 2
Name: ConnectionPoolRetryTime
Type: REG_SZ
Data: 0

Value 3
Name: DeadlockRetry
Type: REG_SZ
Data: 3

Value 4
Name: LastInstalledVersion
Type: REG_SZ
Data: DBLIB

Value 5
Name: LOG
Type: REG_SZ
Data: OFF

Value 6
Name: MaxConnections
Type: REG_SZ
Data: 1660

Value 7
Name: MaximumWarehouses
Type: REG_SZ
Data: 1320

Value 8
Name: NumberOfDeliveryThreads
Type: REG_SZ
Data: 3

Value 9
Name: PATH
Type: REG_SZ
Data: C:\inetPub\wwwroot\

WWW Service Registry

Key Name: SYSTEM\CurrentControlSet\Services\W3SVC
Class Name: <NO CLASS>
Last Write Time: 10/10/97 - 2:26 PM

Value 0
Name: DependOnGroup
Type: REG_MULTI_SZ
Data:

Value 1
Name: DependOnService
Type: REG_MULTI_SZ
Data: RPCSS
NTLMSSP

Value 2
Name: DisplayName
Type: REG_SZ
Data: World Wide Web Publishing Service

Value 3
Name: ErrorControl
Type: REG_DWORD
Data: 0

Value 4
Name: ImagePath
Type: REG_EXPAND_SZ
Data: C:\WINNT\System32\inetrv\inetinfo.exe

Value 5
Name: ObjectName
Type: REG_SZ
Data: LocalSystem

Value 6
Name: Start
Type: REG_DWORD
Data: 0x2

Value 7
Name: Type
Type: REG_DWORD
Data: 0x20

Key Name: SYSTEM\CurrentControlSet\Services\W3SVC\Enum
Class Name: <NO CLASS>
Last Write Time: 11/25/97 - 1:25 PM

Value 0
Name: 0
Type: REG_SZ
Data: Root\LEGACY_W3SVC\0000

Value 1
Name: Count

Type: REG_DWORD
Data: 0x1

Value 2
Name: NextInstance
Type: REG_DWORD
Data: 0x1

Key Name: SYSTEM\CurrentControlSet\Services\W3SVC\HTMLA
Class Name: <NO CLASS>
Last Write Time: 10/10/97 - 2:27 PM

Key Name: SYSTEM\CurrentControlSet\Services\W3SVC\Parameters
Class Name: <NO CLASS>
Last Write Time: 11/6/97 - 7:30 PM

Value 0
Name: AcceptExOutstanding
Type: REG_DWORD
Data: 0x7d0

Value 1
Name: AccessDeniedMessage
Type: REG_SZ
Data: Error: Access is Denied.

Value 2
Name: AdminEmail
Type: REG_SZ
Data: Admin@corp.com

Value 3
Name: AdminName
Type: REG_SZ
Data: Administrator

Value 4
Name: AnonymousUserName
Type: REG_SZ
Data: IUSR_CLIENT01

Value 5
Name: Authorization
Type: REG_DWORD
Data: 0x5

Value 6
Name: CacheExtensions
Type: REG_DWORD
Data: 0x1

Value 7
Name: CheckForWAISDB
Type: REG_DWORD
Data: 0

Value 8
Name: ConnectionTimeOut
Type: REG_DWORD
Data: 0x1c20

Value 9
Name: DebugFlags
Type: REG_DWORD
Data: 0x8

Value 10
Name: Default Load File
Type: REG_SZ
Data: Default.htm

Value 11
Name: Dir Browse Control
Type: REG_DWORD
Data: 0x4000001e

Value 12
Name: Filter DLLs
Type: REG_SZ
Data: C:\WINNT\System32\inetnr\ssppifilt.dll

Value 13
Name: GlobalExpire
Type: REG_DWORD
Data: 0xfffffff

Value 14
Name: InstallPath
Type: REG_SZ
Data: C:\WINNT\System32\inetnr\

Value 15
Name: LogFileDirectory
Type: REG_EXPAND_SZ
Data: %SystemRoot%\System32\LogFiles

Value 16
Name: LogFileFormat
Type: REG_DWORD
Data: 0

Value 17
Name: LogFilePeriod
Type: REG_DWORD
Data: 0x1

Value 18
Name: LogFileTruncateSize
Type: REG_DWORD
Data: 0x1388000

Value 19
Name: LogSqlDataSource
Type: REG_SZ
Data: HTTPLOG

Value 20
Name: LogSqlPassword
Type: REG_SZ
Data: sqllog

Value 21
Name: LogSqlTableName
Type: REG_SZ
Data: Internetlog

Value 22
Name: LogSqlUserName
Type: REG_SZ
Data: InternetAdmin

Value 23
Name: LogType
Type: REG_DWORD
Data: 0

Value 24
Name: MajorVersion
Type: REG_DWORD
Data: 0x2

Value 25

Name: MaxConnections
Type: REG_DWORD
Data: 0x186a0

Value 26
Name: MinorVersion
Type: REG_DWORD
Data: 0

Value 27
Name: NTAuthenticationProviders
Type: REG_SZ
Data: NTLM

Value 28
Name: ScriptTimeout
Type: REG_DWORD
Data: 0x384

Value 29
Name: SecurePort
Type: REG_DWORD
Data: 0x1bb

Value 30
Name: ServerComment
Type: REG_SZ
Data:

Value 31
Name: ServerSideIncludesEnabled
Type: REG_DWORD
Data: 0x1

Value 32
Name: ServerSideIncludesExtension
Type: REG_SZ
Data: .stm

Key Name: SYSTEM\CurrentControlSet\Services\W3SVC\Parameters\Script Map
Class Name: <NO CLASS>
Last Write Time: 10/10/97 - 2:26 PM

Value 0
Name: .idc
Type: REG_SZ
Data: C:\WINNT\System32\inetnr\httpodbc.dll

Key Name: SYSTEM\CurrentControlSet\Services\W3SVC\Parameters\Virtual Roots
Class Name: <NO CLASS>
Last Write Time: 10/16/97 - 6:05 PM

Value 0
Name: /,
Type: REG_SZ
Data: C:\inetPub\wwwroot,5

Value 1
Name: /iisadmin,
Type: REG_SZ
Data: C:\WINNT\System32\inetnr\iisadmin,1

Value 2
Name: /Scripts,
Type: REG_SZ
Data: C:\inetPub\scripts,4

Key Name: SYSTEM\CurrentControlSet\Services\W3SVC\Performance

Class Name: <NO CLASS>
Last Write Time: 10/10/97 - 2:27 PM

Value 0
Name: Close
Type: REG_SZ
Data: CloseW3PerformanceData

Value 1
Name: Collect
Type: REG_SZ
Data: CollectW3PerformanceData

Value 2
Name: First Counter
Type: REG_DWORD
Data: 0x758

Value 3
Name: First Help
Type: REG_DWORD
Data: 0x759

Value 4
Name: Last Counter
Type: REG_DWORD
Data: 0x790

Value 5
Name: Last Help
Type: REG_DWORD
Data: 0x791

Value 6
Name: Library
Type: REG_SZ
Data: w3ctrs.DLL

Value 7
Name: Open
Type: REG_SZ
Data: OpenW3PerformanceData

Key Name: SYSTEM\CurrentControlSet\Services\W3SVC\Security
Class Name: <NO CLASS>
Last Write Time: 10/10/97 - 2:26 PM

Value 0
Name: Security
Type: REG_BINARY
Data:

```
00000000 01 00 14 80 c0 00 00 00 - cc 00 00 00 14 00 00 00 .....  
00000010 34 00 00 00 02 00 20 00 - 01 00 00 00 02 80 18 00 4.....  
00000020 ff 01 0f 00 01 01 00 00 - 00 00 00 01 00 00 00 00 .....  
00000030 20 02 00 00 02 00 8c 00 - 05 00 00 00 00 00 18 00 .....  
00000040 8d 01 02 00 01 01 00 00 - 00 00 00 01 00 00 00 00 .....  
00000050 00 00 63 00 00 00 1c 00 - fd 01 02 00 01 02 00 00 ..C.....  
00000060 00 00 00 05 20 00 00 00 - 23 02 00 00 c8 00 14 00 ....#.....  
00000070 00 00 1c 00 ff 01 0f 00 - 01 02 00 00 00 00 00 05 .....  
00000080 20 00 00 00 20 02 00 00 - c8 00 14 00 00 00 1c 00 .....  
00000090 ff 01 0f 00 01 02 00 00 - 00 00 00 05 20 00 00 00 .....  
000000a0 25 02 00 00 c8 00 14 00 - 00 00 18 00 fd 01 02 00 %.....  
000000b0 01 01 00 00 00 00 00 05 - 12 00 00 00 25 02 00 00 .....%..  
000000c0 01 01 00 00 00 00 00 05 - 12 00 00 00 01 01 00 00 .....  
000000d0 00 00 00 05 12 00 00 00 - .....
```

Key Name: SYSTEM\CurrentControlSet\Services\W3SVC\W3SAMP
Class Name: <NO CLASS>
Last Write Time: 10/10/97 - 2:27 PM

<Microsoft SQL Server 6.5 setting>

Startup Parameters

```
sqlservr -c -x -t1081 -t3502 -t812 -T1140 -Cd1440000 -Cp4500
```

-c	Sart SQL Server independently of the Microsoft Windows NT Service Control Manager.
-x	Disable the keeping of CPU time and cache-hit ration statistics.
-t1081	Allow the index pages a second trip through cache before those pages are released.
-t3502	Prints a message to the log at the beginning and end of each checkpoint.
-t812	Disables checkpoint buffer sorting
-T1140	Optimizes free space allocation.
-Cd1440000	Defines the number of 2KB database cache buffers
-Cp4500	Defines the number of buffers for the procedure cache

DBCC GAMINIT

Prior to the execution of the benchmark, the following script was run to proactively populate the Global Allocation Map (GAM) rather than allowing it to be populated on an as- needed basis.

```
Use tpcc
go
dbcc gaminit
go
```

'Cache' Column of Sysobjects Table

Prior to the execution of the benchmark, the following script was run and SQL Server was restarted to improve cache performance of tables which are accessed non-uniformly.

```
Use tpcc
go
update sysobjects set cache= 2 from sysobjects where name= 'stock'
go
update sysobjects set cache= 5 from sysobjects where name= 'customer'
```

```
go
update sysobjects set cache= 2 from sysobjects where name= 'orders'
go
update sysobjects set cache= 2 from sysobjects where name= 'new_orders'
go
update sysobjects set cache= 2 from sysobjects where name= 'order_line'
go
reconfigure with override
go
```

Microsoft SQL Server Stack Size

The default stack size of Microsoft SQL Server was changed using the EDITBIN utility. The EDITBIN utility ships with Microsoft Visual C++ .
The command used was editbin /stack:65536 sqlservr.exe.

Disables Performance counter

The SQL Perfmon integration was disabled from SQL server's setup command.

Microsoft SQL Server 6.5 Configuration Parameters

name	min	max	config_value	run_value
affinity mask	0	2147483647	255	255
allow updates	0	1	1	1
backup buffer size	1	32	1	1
backup threads	0	32	5	5
cursor threshold	-1	2147483647	-1	-1
database size	2	10000	2	2
default language	0	9999	0	0
default sortorder id	0	255	50	50
fill factor	0	100	0	0
free buffers	20	524288	4000	4000
hash buckets	4999	1000003	1000003	1000003
language in cache	3	100	3	3
LE threshold maximum	2	500000	350	350
LE threshold minimum	2	500000	20	20
LE threshold percent	1	100	0	0
locks	5000	2147483647	7000	7000
LogLRU buffers	0	2147483647	6000	6000
logwrite sleep (ms)	-1	500	-1	-1
max async IO	1	1024	22	22
max lazywrite IO	1	1024	90	90
max text repl size	0	2147483647	65536	65536
max worker threads	10	1024	250	250
media retention	0	365	0	0
memory	2800	1048576	900000	900000
nested triggers	0	1	1	1
network packet size	512	32767	4096	4096
open databases	5	32767	10	10
open objects	100	2147483647	500	500
priority boost	0	1	0	0
procedure cache	1	99	2	2
Protection cache size	1	8192	15	15
RA cache hit limit	1	255	4	4
RA cache miss limit	1	255	3	3
RA delay	0	500	15	15
RA pre-fetches	1	1000	3	3
RA slots per thread	1	255	5	5
RA worker threads	0	255	0	0
recovery flags	0	1	0	0
recovery interval	1	32767	32767	32767
remote access	0	1	0	0
remote conn timeout	-1	32767	10	10
remote login timeout	0	2147483647	5	5
remote proc trans	0	1	0	0
remote query timeout	0	2147483647	0	0
remote sites	0	256	10	0
resource timeout	5	2147483647	10	10
set working set size	0	1	1	1
show advanced options	0	1	1	1
SMP concurrency	-1	64	-1	-1
sort pages	64	511	64	64
spin counter	1	2147483647	10000	10000
tempdb in ram (MB)	0	2044	5	5
time slice	50	1000	100	100
user connections	5	32767	250	250
user options	0	4095	0	0

<Disk Array configuration>

The disk array configuration was as follows

```

*****
*           MYLEX Disk Array Controller - Configuration Utility           *
*                                     Version 4.71                         *
*****

CONFIGURATION INFORMATION OF :
=====

3 Channel - 15 Target DAC960PJ #1   Firmware version 4.01

PHYSICAL PACK INFORMATION :
=====

Number of Packs = 4

Pack 0 : [2:0] [1:0] [0:0] [2:1] [1:1] [0:1] [2:2]
Pack 1 : [1:2] [0:2] [2:3] [1:3] [0:3] [2:4] [1:4]
Pack 2 : [0:4] [2:5] [1:5] [0:5] [2:6] [1:6] [0:6]
Pack 3 : [2:8] [1:8] [0:8] [2:9] [1:9] [0:9] [2:10]

SYSTEM DRIVE INFORMATION :
=====

Number of System Drives = 1

Sys Drv #   Phy. Size   Raid Level   Eff. Size   Write Policy
=====
0           242984 MB    0            242984 MB   Write Thru
*****
*           MYLEX Disk Array Controller - Configuration Utility           *
*                                     Version 4.71                         *
*****

CONFIGURATION INFORMATION OF :
=====

3 Channel - 15 Target DAC960PJ #2   Firmware version 4.01

PHYSICAL PACK INFORMATION :
=====

Number of Packs = 4

Pack 0 : [2:0] [1:0] [0:0] [2:1] [1:1] [0:1] [2:2]
Pack 1 : [1:2] [0:2] [2:3] [1:3] [0:3] [2:4] [1:4]
Pack 2 : [0:4] [2:5] [1:5] [0:5] [2:6] [1:6] [0:6]
Pack 3 : [2:8] [1:8] [0:8] [2:9] [1:9] [0:9] [2:10]

SYSTEM DRIVE INFORMATION :
=====

Number of System Drives = 1

Sys Drv #   Phy. Size   Raid Level   Eff. Size   Write Policy
=====
0           242984 MB    0            242984 MB   Write Thru

```

```

*****
*       MYLEX Disk Array Controller - Configuration Utility       *
*                               Version 4.71                     *
*****

```

```

CONFIGURATION INFORMATION OF :
=====

```

```

3 Channel - 15 Target DAC960PJ #3 Firmware version 4.01

```

```

PHYSICAL PACK INFORMATION :
=====

```

```

Number of Packs = 5

```

```

Pack 0 : [1:0] [2:0]
Pack 1 : [1:1] [2:1]
Pack 2 : [1:2] [2:2]
Pack 3 : [1:3] [2:3]
Pack 4 : [1:4] [2:4]

```

```

SYSTEM DRIVE INFORMATION :
=====

```

```

Number of System Drives = 2

```

Sys Drv #	Phy. Size	Raid Level	Eff. Size	Write Policy
0	52098 MB	1	26049 MB	Write Thru
1	34732 MB	1	17366 MB	Write Thru

```

*****
*       MYLEX Disk Array Controller - Configuration Utility       *
*                               Version 4.71                     *
*****

```

```

CONFIGURATION INFORMATION OF :
=====

```

```

3 Channel - 15 Target DAC960PJ #4 Firmware version 4.01

```

```

PHYSICAL PACK INFORMATION :
=====

```

```

Number of Packs = 4

```

```

Pack 0 : [2:0] [1:0] [0:0] [2:1] [1:1] [0:1] [2:2]
Pack 1 : [1:2] [0:2] [2:3] [1:3] [0:3] [2:4] [1:4]
Pack 2 : [0:4] [2:5] [1:5] [0:5] [2:6] [1:6] [0:6]
Pack 3 : [2:8] [1:8] [0:8] [2:9] [1:9] [0:9] [2:10]

```

```

SYSTEM DRIVE INFORMATION :
=====

```

```

Number of System Drives = 1

```

Sys Drv #	Phy. Size	Raid Level	Eff. Size	Write Policy
0	114548 MB	0	114548 MB	Write Thru

```

*****
*       MYLEX Disk Array Controller - Configuration Utility       *
*                               Version 4.71                     *
*****

```

```

CONFIGURATION INFORMATION OF :
=====

```

```

3 Channel - 15 Target DAC960PJ #5 Firmware version 4.01

```

```

PHYSICAL PACK INFORMATION :
=====

```

```

Number of Packs = 4

```

```

Pack 0 : [2:0] [1:0] [0:0] [2:1] [1:1] [0:1] [2:2]
Pack 1 : [1:2] [0:2] [2:3] [1:3] [0:3] [2:4] [1:4]
Pack 2 : [0:4] [2:5] [1:5] [0:5] [2:6] [1:6] [0:6]
Pack 3 : [2:8] [1:8] [0:8] [2:9] [1:9] [0:9] [2:10]

```

```

SYSTEM DRIVE INFORMATION :
=====

```

```

Number of System Drives = 1

```

Sys Drv #	Phy. Size	Raid Level	Eff. Size	Write Policy
0	114548 MB	0	114548 MB	Write Thru

```

*****
*       MYLEX Disk Array Controller - Configuration Utility       *
*                               Version 4.71                     *
*****

```

```

CONFIGURATION INFORMATION OF :
=====

```

```

3 Channel - 15 Target DAC960PJ #6 Firmware version 4.01

```

```

PHYSICAL PACK INFORMATION :
=====

```

```

Number of Packs = 4

```

```

Pack 0 : [2:0] [1:0] [0:0] [2:1] [1:1] [0:1] [2:2]
Pack 1 : [1:2] [0:2] [2:3] [1:3] [0:3] [2:4] [1:4]
Pack 2 : [0:4] [2:5] [1:5] [0:5] [2:6] [1:6] [0:6]
Pack 3 : [2:8] [1:8] [0:8] [2:9] [1:9] [0:9] [2:10]

```

```

SYSTEM DRIVE INFORMATION :
=====

```

```

Number of System Drives = 1

```

Sys Drv #	Phy. Size	Raid Level	Eff. Size	Write Policy
0	114548 MB	0	114548 MB	Write Thru

```

*****
*       MYLEX Disk Array Controller - Configuration Utility       *
*                               Version 4.71                     *
*****

```

```

CONFIGURATION INFORMATION OF :
=====

```

```

3 Channel - 15 Target DAC960PJ #7 Firmware version 4.01

```

```

PHYSICAL PACK INFORMATION :
=====

```

```

Number of Packs = 4

```

```

Pack 0 : [2:0] [1:0] [0:0] [2:1] [1:1] [0:1] [2:2]
Pack 1 : [1:2] [0:2] [2:3] [1:3] [0:3] [2:4] [1:4]
Pack 2 : [0:4] [2:5] [1:5] [0:5] [2:6] [1:6] [0:6]
Pack 3 : [2:8] [1:8] [0:8] [2:9] [1:9] [0:9] [2:10]

```

```

SYSTEM DRIVE INFORMATION :
=====

```

Number of System Drives = 1

Sys Drv #	Phy. Size	Raid Level	Eff. Size	Write Policy
0	114548 MB	0	114548 MB	Write Thru

Appendix D : Space Calculation

180 Day Space

Note : Num bers are in KBytes unless otherwise specified							
Warehouses	1320	tpm C	16216	tpm C/M	12.28		
Table	Rows	Data	Index	5% Space	8H Space	TotalSpace	
Warehouse	1,350	2,700	14	136		2,850	
District	13,500	27,000	112	1,356		28,468	
Item	100,000	9,100	46	210		9,356	
New-order	12,150,000	135,000	820		27,000	162,820	
History	40,500,001	2,025,004	0		324,002	2,349,006	
Orders	40,500,000	1,053,000	6,348		169,496	1,228,844	
Customer	40,500,000	27,005,400	2,095,990	669,332		29,770,722	
Orderline	405,000,764	22,513,178	147,152		3,625,664	26,285,994	
Stock	135,000,000	45,009,000	248,676	1,040,927		46,298,603	
Totals		97,779,382	2,499,158	1,711,960	4,146,162	106,136,662	
Segment	LogDev Cnt	Seg. Size	Needed	Overhead	NotNeeded		
mtc_seg	1	8,192,000	3,819,157	38,192	4,334,651		
cs_seg	21	79,872,000	76,830,018	768,300	2,273,682		
ol_seg	1	27,648,000	26,548,854	265,489	833,657		
Totals		115,712,000	107,198,029	1,071,980	7,441,991		
Dynamic space	24,900,220	Sum ofData Order, Orderline and History (excluding free extents)					
Static space	78,162,260	Data + Index + 5% Space + Overhead -Dynamic space					
Free space	5,207,529	TotalSeg. Size -Dynamic Space -Static Space -NotNeeded					
Daily growth	4,785,564	Dynamic space/M * 62.5)* tpm C					
Daily spread	(1,970,817)	Free space - 1.5 * Daily growth (zero ifnegative)					
180 day (KB)	939,563,794	Static space + 180 (daily growth + daily spread)					
180 day (GB)	896.04	Excludes OS, Paging and RDBMS Logs					
Log size (MB)	25000	Total size of log file					
% Log used	26.6741	% of log file used during entire run					
TotalIN-O Txn	1231559	Total count of N-O transactions during entire run					
Log perN-O txn	2.7723	Number of 2K b blocks per New-O rder transaction					
8 Hour Log (GB)	41.16						
os, file sys, sw ap	8.00						
Database, Sys	Disks	Qty	Total	Needed	Extra		
	8.47	56.00	474.49	904.04	53.81		
	4.24	114.00	483.36				
Mirrorred Log	8.47	10.00	84.73	82.32	2.41		

Appendix E : Price Quotation

Microsoft

March 9, 1998

Mr. Martin Strakhovsky
Sr. Product Manager - Servers
NEC Computer Corporation
1414 Massachusetts Avenue
Boxborough, MA 01719-2298

via FAX: (978) 635 - 6888

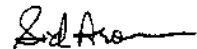
Dear Marty,

Here is the information you requested regarding US pricing of certain Microsoft products:

Microsoft SQL Server, Enterprise Edition 6.5, unlimited user license	\$28999
Microsoft Windows NT Server, Enterprise Edition 4.0, incl 25 CALs	\$3999
Windows NT Server 4.0, incl 3 CALs	\$809
Microsoft SQL Workstation (includes programmers toolkit)	\$499
Visual C++ 32-bit edition (subscription)	\$499
5-yr maintenance for above software @ \$2095/yr	\$10475

This quote is valid for the next 60 days. Please let me know if I can be of any further assistance.

Best regards,



Sid Arora
Product Manager, Microsoft SQL Server
Applications and Tools Group

MYLEX
MOVING DATA - SMARTER

March 5, 1998

NEC Computer Systems Division
Server Hardware Engineering

Attn: Mr. Robin Gomi

RE: Your Inquiry - Quotation

Dear Mr. Gomi:

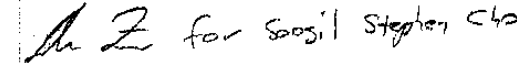
Mylex is pleased to submit the following quotation to you for the DACPJ series product.

<u>P/N</u>	<u>DESCRIPTION</u>	<u>UNIT PRICE (US\$)</u>
1. DACPJ-3-8E-MY1	3 channel with 8MB EDO	\$ 1,845
2. DBBPG-MYL	Battery Backup	\$ 345

NOTES: 1. Above price is firm for 90 days and based on FOB, ex-factory, Fremont, CA.
2. Normal warranty is 3 years, and estimated maintenance cost for additional 2 years is US\$ 50.
3. Normal delivery lead time is 30 days ARO.

Should you have any questions or require any additional information, please advise me immediately.

Sincerely,



Soogil Stephen Cho
Vice President
Asia/Pacific Sales

Mylex Corporation
34551 Ardenwood Blvd.
Fremont, CA 94555-3607
Telephone 510.796.6100
Sales Fax 510.745.8016
www.mylex.com

3 E A ENTERPRISE MIDDLEWARE SOLUTIONS

TP
19
Co

BEA SYSTEMS, INC.

Systems (Class 8)				
Tier 5 - Massively Parallel	Unlimited	\$250,000.00	\$37,500.00	\$55,000.00

130


TENEX DATA
The Data Storage Specialists

DATE: February 25, 1988

TO: Robin Gomi

MEMORANDUM

h



SALES QUOTATION
2-24-98
10:20AM

ORDER NO.
7524547

Page 2

BILL TO: 208712

SHIP TO:

NEC TECHNOLOGIES
1414 MASSACHUSETTS AVE

NEC TECHNOLOGIES
1414 MASSACHUSETTS AVE

ACCOUNTS PAYABLE
BOXBORO ,MA 01719-2298

ACCOUNTS PAYABLE
BOXBORO ,MA 01719-229

PHONE# 9782648000

CUST PO# DAY/DRAKE QUOTE

QUOTE DATE 2-24-98 SHIPPED VIA EE TERMS NET 30 Days SLS 1779 RESALE NO.

EDC CD	QTY ORD	ITEM NUMBER/ DESCRIPTION	UNIT	UNIT PRICE	EXTENDED PRICE
075530	722	075530 LINKSYS 20PORT 10BT 1BNC ENET HUB	EA	118.00	85,196.00
059241	1	059241 INTEL ETHEREXPRESS 10/100 PCI B 20PK	EA	1,289.00	1,289.00
106622	3	106622 LINKSYS ETHERFAST 16PORT 100BTX HUB	EA	289.00	867.00

SUB-TOTAL 87,352.00
SHIPPING 712.35
SALES TAX .00
TOTAL DUE 88,064.35

200 N. Milwaukee Avenue, Vernon Hills, IL 60061, (847) 465-6000 FAX (847) 465-6800
315 W. Grand Avenue, Chicago, IL 60610, (312) 527-2700 FAX (312) 527-2798