

System Application Support Libraries (SASL)

version 1.9

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Chapter 1

SASL User's Guide

1.1 About this document

The SASL application provides support for:

- error logging
- alarm handling
- overload regulation
- release handling
- report browsing.

In addition to this introductory part, the User's Guide includes the following chapters:

- Chapter 2: "SASL Error Logging" describes the error handler which produces the supervisor, progress, and crash reports which can be written to screen, or to a specified file. It also describes the report browser `rb_server`.
- Chapter 3: "The Release Structure" provides an overview of the Erlang release tools and processes.
- Chapter 4: "Release Handling" describes the administration and principles of release handling in detail.

Chapter 2

SASL Error Logging

The SASL application introduces three types of reports:

- supervisor report
- progress report
- crash report.

When the SASL application is started, it adds a handler that formats and writes these reports, as specified in the configuration parameters for sasl, i.e the environment variables in the SASL application specification, which is found in the .app file of SASL. See `sasl(Application)` [page 53], and `app(File)` in the Kernel Reference Manual for the details.

2.1 Supervisor Report

A supervisor report is issued when a supervised child terminates in an unexpected way. A supervisor report contains the following items:

Supervisor. The name of the reporting supervisor.

Context. Indicates in which phase the child terminated from the supervisor's point of view. This can be `start_error`, `child_terminated`, or `shutdown_error`.

Reason. The termination reason.

Offender. The start specification for the child.

2.2 Progress Report

A progress report is issued whenever a supervisor starts or restarts. A progress report contains the following items:

Supervisor. The name of the reporting supervisor.

Started. The start specification for the successfully started child.

2.3 Crash Report

Processes started with the `proc_lib:spawn` or `proc_lib:spawn_link` functions are wrapped within a catch. A crash report is issued whenever such a process terminates with an unexpected reason, which is any reason other than `normal` or `shutdown`. Processes using the `gen_server` and `gen_fsm` behaviours are examples of such processes. A crash report contains the following items:

Crasher. Information about the crashing process is reported, such as initial function call, exit reason, and message queue.

Neighbours. Information about processes which are linked to the crashing process and do not trap exits. These processes are the neighbours which will terminate because of this process crash. The information gathered is the same as the information for Crasher, shown in the previous item.

2.3.1 An Example

The following example shows the reports which are generated when a process crashes. The example process is an permanent process supervised by the `test_sup` supervisor. A division by zero is executed and the error is first reported by the faulty process. A crash report is generated as the process was started using the `proc_lib:spawn/3` function. The supervisor generates a supervisor report showing the process that has crashed, and then a progress report is generated when the process is finally re-started.

```
=ERROR REPORT==== 27-May-1996::13:38:56 ===
<0.63.0>: Divide by zero !

=CRASH REPORT==== 27-May-1996::13:38:56 ===
crasher:
pid: <0.63.0>
registered_name: []
error_info: {badarith,{test,s,[]}}
initial_call: {test,s,[]}
ancestors: [test_sup,<0.46.0>]
messages: []
links: [<0.47.0>]
dictionary: []
trap_exit: false
status: running
heap_size: 128
stack_size: 128
reductions: 348
neighbours:

=SUPERVISOR REPORT==== 27-May-1996::13:38:56 ===
Supervisor: {local,test_sup}
Context:    child_terminated
Reason:     {badarith,{test,s,[]}}
Offender:   [{pid,<0.63.0>},
             {name,test},
             {mfa,{test,t,[]}},
             {restart_type,permanent},
             {shutdown,200},
             {child_type,worker}]
```



```
=PROGRESS REPORT===== 27-May-1996::13:38:56 ===  
Supervisor: {local,test_sup}  
Started:  [{pid,<0.64.0>},  
  {name,test},  
  {mfa,{test,t,[]}},  
  {restart_type,permanent},  
  {shutdown,200},  
  {child_type,worker}]
```

2.4 Multi-File Error Report Logging

Multi-file error report logging is used to store error messages, which are received by the `error_logger`. The error messages are stored in several files and each file is smaller than a specified amount of kilobytes, and no more than a specified number of files exist at the same time. The logging is very fast because each error message is written as a binary term.

Refer to `sas1` application in the Reference Manual for more details.

2.5 Report Browser

The report browser is used to browse and format error reports written by the error logger handler `error_logger_mf_h`.

The `error_logger_mf_h` handler writes all reports to a report logging directory. This directory is specified when configuring the SASL application.

If the report browser is used off-line, the reports can be copied to another directory which is specified when starting the browser. If no such directory is specified, the browser reads reports from the SASL `error_logger_mf_dir`.

2.5.1 Starting the Report Browser

Start the `rb_server` with the function `rb:start([Options])` as shown in the following example:

```
5> rb:start([max, 20]).  
rb: reading report...done.  
rb: reading report...done.  
rb: reading report...done.  
rb: reading report...done.
```

2.5.2 On-line Help

Enter the command `rb:help()` to access the report browser on-line help system.

2.5.3 List Reports in the Server

The function `rb:list()` lists all loaded reports:

```
4> rb:list().
No          Type          Process          Date          Time
==          ==          =====          ==          ==
20          progress      <0.17.0> 1996-10-16 16:14:54
19          progress      <0.14.0> 1996-10-16 16:14:55
18          error        <0.15.0> 1996-10-16 16:15:02
17          progress      <0.14.0> 1996-10-16 16:15:06
16          progress      <0.38.0> 1996-10-16 16:15:12
15          progress      <0.17.0> 1996-10-16 16:16:14
14          progress      <0.17.0> 1996-10-16 16:16:14
13          progress      <0.17.0> 1996-10-16 16:16:14
12          progress      <0.14.0> 1996-10-16 16:16:14
11          error        <0.17.0> 1996-10-16 16:16:21
10          error        <0.17.0> 1996-10-16 16:16:21
9           crash_report  release_handler 1996-10-16 16:16:21
8           supervisor_report <0.17.0> 1996-10-16 16:16:21
7           progress      <0.17.0> 1996-10-16 16:16:21
6           progress      <0.17.0> 1996-10-16 16:16:36
5           progress      <0.17.0> 1996-10-16 16:16:36
4           progress      <0.17.0> 1996-10-16 16:16:36
3           progress      <0.14.0> 1996-10-16 16:16:36
2           error        <0.15.0> 1996-10-16 16:17:04
1           progress      <0.14.0> 1996-10-16 16:17:09
ok
```

2.5.4 Show Reports

To show details of a specific report, use the function `rb:show(Number)`:

```
10> rb:show(1).
7> rb:show(4).
```

```
PROGRESS REPORT <0.20.0> 1996-10-16 16:16:36
=====
supervisor {local,sasl_sup}
started
[ {pid,<0.24.0>},
  {name,release_handler},
  {mfa,{release_handler,start_link,[]}},
  {restart_type,permanent},
  {shutdown,2000},
  {child_type,worker}]

ok
8> rb:show(9).

CRASH REPORT <0.24.0> 1996-10-16 16:16:21
```

```

=====
Crashing process
pid                                     <0.24.0>
registered_name                       release_handler
error_info                           {undef,{release_handler,mbj_func,[]}}
initial_call
{gen_init_it,
 [gen_server,
  <0.20.0>,
  <0.20.0>,
  {erlang,register},
  release_handler,
  release_handler,
  [],
  []]}
ancestors                             [sas1_sup,<0.18.0>]
messages                              []
links                                 [<0.23.0>,<0.20.0>]
dictionary                            []
trap_exit                             false
status                                running
heap_size                             610
stack_size                             142
reductions                             54

ok

```

2.5.5 Search the Reports

It is possible to show all reports which contain a common pattern. Suppose a process crashes because it tries to call a non-existing function `release_handler:mbj_func`. We could then show reports as follows:

```

12> rb:grep("mbj_func").
Found match in report number 11

ERROR REPORT  <0.24.0>                                     1996-10-16 16:16:21
=====

** undefined function: release_handler:mbj_func[] **
Found match in report number 10

ERROR REPORT  <0.24.0>                                     1996-10-16 16:16:21
=====

** Generic server release_handler terminating
** Last message in was {unpack_release,hej}
** When Server state == {state,[],
"/home/dup/otp2/otp_beam_sunos5_p1g.7",
[{release,
"OTP APN 181 01",

```

```
"P1G",
undefined,
[],
permanent}],
undefined}
** Reason for termination ==
** {undef,{release_handler,mbj_func,[]}}
Found match in report number 9
```

CRASH REPORT <0.24.0> 1996-10-16 16:16:21

```
=====
Crashing process
pid <0.24.0>
registered_name release_handler
error_info {undef,{release_handler,mbj_func,[]}}
initial_call
{gen,init_it,
[gen_server,
<0.20.0>,
<0.20.0>,
{erlang,register},
release_handler,
release_handler,
[],
[]]}
ancestors [sas1_sup,<0.18.0>]
messages []
links [<0.23.0>,<0.20.0>]
dictionary []
trap_exit false
status running
heap_size 610
stack_size 142
reductions 54

Found match in report number 8
```

SUPERVISOR REPORT <0.20.0> 1996-10-16 16:16:21

```
=====
Reporting supervisor {local,sas1_sup}

Child process
errorContext child_terminated
reason {undef,{release_handler,mbj_func,[]}}
pid <0.24.0>
name release_handler
start_function {release_handler,start_link,[]}
restart_type permanent
shutdown 2000
child_type worker

ok
```

Stop the Server

Stop the `rb_server` with the function `rb:stop()`:

```
13> rb:stop().  
ok
```


Chapter 3

The Release Structure

Erlang programs are organized into modules. Each module in a release must have a unique name.

Collections of modules which cooperate to solve a particular problem are organized into applications.

Applications are described in an application resource file.

Collections of applications are organized into a release. Releases are described in a release resource file.

3.1 Naming of Modules, Applications and Releases

Each module in the system has a version number. An Erlang module should start with

```
-module(Mod).  
-vsn(Vsn).  
...
```

and should be stored in a file named as `Mod.erl`.

The name of the module is `Mod` and the version of the module is `Vsn`. `Mod` must be an atom while `Vsn` can be any valid Erlang term. For example, the version can be an integer or a string, which represents an Ericsson product number.

Also the applications have versions, but the version must be a string. For example, the application resource file for the application named `snmp` must be stored in a file named `snmp.app` and must start:

```
{application, snmp,  
  [{vsn, Va},  
   {modules,  
     [{lists, V1},  
      {ordsets, V2}  
     ...
```

Here, *Va* is the version of the application (a string). The application uses the Erlang module versions *V1*, *V2*, ..., where *V1*, *V2*, ... can be any valid Erlang terms. The only requirement is that the module version types (integers, strings, etc.) agrees with the convention used in the module declarations.

Note:

In the application resource file, the name of a module must be specified in `modules`, but the version number is not a mandatory requirement. Hence the following is also valid contents for an application resource file:

```
{application, snmp,
  [{vsn, Va},
   {modules,
    [lists,
     ordsets,
     ...
```

Applications can be upgraded and the instructions to do this are placed in the `.appup` file for the application. For example, for the `snmp` application these instructions are placed in the `snmp.appup` file. An `.appup` file contains the following:

```
{Vsn,
  [{UpFromVsn, UpFromScript}, ...],
  [{DownToVsn, DownToScript}, ...]
}.
```

- `Vsn` is the version of the application
- `UpFromVsn` is a version we can upgrade from
- `UpFromScript` is the script which describes the sequence of release upgrade instructions. Refer to the section [Release Handling Instructions](#) [page 29]
- `DownToVsn` is a version to which we can downgrade
- `DownToScript` is the script which describes the sequence of downgrade instructions.

In the case of `UpFromScript` and `DownFromScript`, the scripts typically contain one line for each module in the application.

A release resource file has a structure similar to an application resource file. The file `ReleaseFileName.rel`, which describes the release contains the following:

```
{release, {Name,Vsn}, {erts, EVsn},
  [{AppName, AppVsn}, {AppName, AppVsn, AppType}, {AppName, AppVsn,
IncApps}, {AppName, AppVsn, AppType, IncApps} ...]}.
```

- `Name` is the name of the release (a string). `Name` needs not to be the same as `ReleaseFileName` above.
- `Vsn` is the version of the release (a string).

- `{erts, EVsn}` indicates which Erlang runtime system version `EVsn` the release is intended for, for example “4.4”. `EVsn` must be a string.
- `AppName` is the name of an application included in the release (an atom).
- `AppVsn` is the version of the `AppName` application (a string).
- The application is started by a call to `application:start(AppName, AppType)`, if the `AppType` is `permanent`, `transient` or `temporary`. If `AppType` is `load` the application is loaded but not started, and if it is `none` the application is neither loaded or started.
- `IncApps` is a list of applications that are included by an application, for example `[AppName, ...]`. This list overrides the `included_applications` key in the application resource file `.app`. It must be a subset of the list of included applications which are specified in the `.app` file.

Note:

The list of applications must contain the `kernel` and the `stdlib` applications.

Releases can also be upgraded and instructions for this should be written in the `relup` file (see the definition of the `relup` file [page 23]). The tedious work of writing the `relup` file is automated and in most cases, the file will be automatically generated from the `.appup` files for the applications in the release.

3.2 Release Tools

There are tools available to build and check release packages. These tools read the release resource file, the application resource files and upgrade files, and they generate a boot script, a release upgrade script, and also build a release package.

The following functions are in the `systools` module:

- `make_script` generates a boot script
- `make_relup` generates a release upgrade script
- `make_tar` generates a release package `.tar` file .

These functions read the `.rel` release resource file from the current directory and perform syntax and dependency checks before the output is generated.

Note:

The generated files are written to the current directory as well.

Refer to the Reference Manual for more information about these functions.

3.3 Release Directories

A release should be divided into the following directories:

```
$ROOTDIR/lib/App1-AVsn1/ebin
                        /priv
/App2-AVsn2/ebin
                        /priv
...
/AppN-AVsnN/ebin
                        /priv
/erts-EVsn/bin
/releases/Vsn
/bin
```

The release resource file includes one AppN-AVsnN directory per application. AppN is the name and AVsnN is the version of the application.

- The ebin directory contains the Erlang object code and the application resource file.
- The priv directory contains any application private data. Specifically, port programs should be located in the priv directory. The priv directory of an application is found by a call to `code:priv_dir(AppName)`.
- The boot script and relup files should be located in the releases/Vsn directory. Vsn is the release version found in the release resource file.
- The Erlang runtime system executables are located in the erts-EVsn/bin directory.
- The releases directory should also contain the ReleaseFileName.rel files, and new release packages are installed here.
- The bin directory contains the top level Erlang executable program erl.

Applications are not required to be located under the \$ROOTDIR/lib directory. Accordingly, several installation directories may exist which contain different parts of a system. For example, the previous example could be extended as follows:

```
$SECOND_ROOT/.../SApp1-SAVsn1/ebin
                        /priv
/SApp2-SAVsn2/ebin
                        /priv
...
/SAppN-SAVsnN/ebin
                        /priv

$THIRD_ROOT/TApp1-TAVsn1/ebin
                        /priv
/TApp2-TAVsn2/ebin
                        /priv
...
/TAppN-TAVsnN/ebin
                        /priv
```

The \$SECOND_ROOT and \$THIRD_ROOT are introduced as variables in the call to the `systools:make_script/2` function.

3.3.1 Disk-less and/or Read-Only Clients

If a complete system consists of some disk-less and/or read-only client nodes, a `clients` directory should be added to the `$ROOTDIR` directory. By a read-only node we mean a node with a read-only file system.

The `clients` directory should have one sub-directory per supported client node. The name of each client directory should be the name of the corresponding client node. As a minimum, each client directory should contain the `bin` and `releases` sub-directories. These directories are used to store information about installed releases and to appoint the current release to the client. Accordingly, the `$ROOTDIR` directory contains the following:

```
$ROOTDIR/...
    /clients/ClientName1/bin
                        /releases/Vsn
    /ClientName2/bin
                        /releases/Vsn
    ...
    /ClientNameN/bin
                        /releases/Vsn
```

This structure should be used if all clients are running the same type of Erlang machine. If there are clients running different types of Erlang machines, or on different operating systems, the `clients` directory could be divided into one sub-directory per type of Erlang machine. Alternatively, you can set up one `ROOTDIR` per type of machine. For each type, some of the directories specified for the `ROOTDIR` directory should be included:

```
$ROOTDIR/...
    /clients/Type1/lib
                        /erts-EVsn
                        /bin
                        /ClientName1/bin
                                /releases/Vsn
                        /ClientName2/bin
                                /releases/Vsn
                        ...
                        /ClientNameN/bin
                                /releases/Vsn
    ...
    /TypeN/lib
                        /erts-EVsn
                        /bin
                        ...
```

With this structure, the root directory for clients of `Type1` is `$ROOTDIR/clients/Type1`.

3.4 Example

Suppose we have a system called “test”, which consists of the three applications: `snmp`, `kernel` and `stdlib`. The `snmp` application is described in the application resource file `snmp.app` as follows:

```
{application, snmp,
  [{vsn, "10"},
   {modules,
    [{snmp_table, 2},
     {snmp_map, 3},
     {snmp_stuff, 5}]},
   {applications,
    [stdlib,
     kernel]}},
  {mod,
   {snmp_stuff, [12,34]}}
]}.
```

Note:

The resource file shown contains only a sub-set of the information available in the actual resource files. Refer to the Design Principles chapter, section *Applications* for a more detailed description of the contents of an application resource file.

In the example shown, version “10” of `snmp` uses version 2 of `snmp_table`, version 3 of `snmp_map` and so on. It requires that `stdlib` and `kernel` are started before this application is started. It is started by evaluating the function `snmp_stuff:start(normal, [12,34])`. `snmp_stuff` is the SNMP application call-back module for the application complying with the behavior `application`.

Note:

We have used integer version numbers written as strings for the application version. In our further discussion we will simplify things by using integer version numbers. We will also assume that version `N+1` is the successor of version `N` of a system component.

The application resource file `stdlib.app` for `stdlib` version “6” contains the following:

```
{application, stdlib,
  [{vsn, "6"},
   {modules,
    [{lists, 2},
     {dict, 4},
     {ordsets, 7}]},
   {applications,
    []}},
]}.
```

Note:

`stdlib` is a “code only” application and has no call-back module.

Finally, the `kernel.app` file of the `kernel` application version “2” contains the following:

```
{application, kernel,
 [{vsn, "2"},
  {modules,
   [{net_kernel, 3},
    {auth, 3},
    {rcp, 5}]},
  {applications,
   [stdlib]},
  {mod,
   {net_kernel, []}}
 ]}.
```

We can now in the `test1.rel` file define release “5” of the “test” release in terms of these applications:

```
{release,
 {"test", "5"},
 {erts, "4.4"},
 [{kernel, "2"},
  {stdlib, "6"},
  {snmp, "10"}
 ]}.
```

Note:

This means that release “5” of the “test” system is built from `kernel` version “2”, `stdlib` version “6”. The release requires the Erlang runtime system “4.4”.

3.4.1 Making the Start Script

In the example shown, we have defined enough to be able to generate a system. We now have to generate a start script off-line which will be used when the system is loaded. We evaluate:

```
systools:make_script("test1")
```

where `test1` refers to the `test1.rel` file.

This command reads the `test1.rel` file and checks that all applications required for the release can be found and that all the modules which are required can be located and have the correct version numbers.

All required application resource files and all required Erlang files must be located somewhere within the current code path, `{path, Path}`.

If there were no errors, a start script called `test1.script` and a boot file called `test1.boot` are created. The latter is a binary version of the former, and is used when starting the system (e.g. by issuing the command `erl -boot test1`).

3.4.2 Changing an Application

Suppose now that we make a change to `snmp` which results in new versions of the modules `snmp_map` and `snmp_stuff`. This is specified as follows in a new version of `snmp.app`:

```
{application, snmp,
 [{vsn, "11"},
  {modules,
   [{snmp_table, 2},
    {snmp_map, 4},
    {snmp_stuff, 6}]},
  {applications,
   [stdlib,
    kernel]}},
 {mod,
  {snmp_stuff, [12, 34]}}
].
```

Note:

We have changed the two modules `snmp_map` and `snmp_stuff`. Everything else remains the same.

We can now define a new release of the system in the file `test2.rel` as follows:

```
{release,
 {"test", "6"},
 {erts, "4.4"},
 [{kernel, "2"},
  {stdlib, "6"},
  {snmp, "11"}
].
```

As before we generate the `test2.script` and `test2.boot` file by calling

```
systools:make_script("test2").
```

So far we have version “5” and “6” of the “test” release defined in the `test1.rel` and `test2.rel` files, and the generated script and boot files `test1.script`, `test1.boot`, `test2.script`, and `test2.boot`. In our example two versions of the “test” release only differ in the contents of the `snmp` application. In order to be able to update from version “5” to version “6” of the “test” release, we have to provide a specification of the upgrade of the `snmp` application in the form of an application upgrade file `snmp.appup`.

The contents of the `snmp.appup` file is as follows:

```
{ "11",
  [ { "10", [ { update, snmp_map, soft, soft_purge, soft_purge, [] },
              { update, snmp_stuff, soft, soft_purge, soft_purge, [] } ] ],

    [ { "10", [ { update, snmp_map, soft, soft_purge, soft_purge, [] },
                { update, snmp_stuff, soft, soft_purge, soft_purge, [] } ] } ]
  ].
}
```

The `snmp` application is upgraded by changing code for the `snmp_map` and `snmp_stuff` modules. It is downgraded by changing code for the same two modules.

Since only the `snmp` application was changed between version “5” and version “6” of the “test” release, no `.appup` files are needed for the other applications.

In order to finish the specification of the upgrade of the complete “test” release, a release upgrade file, `relup`, has to be created (`relup` is not a file suffix; the complete name of the file is `relup`). The `relup` file is created by evaluating:

```
systools:make_relup("test2", ["test1"], ["test1"]).
```

Here the first argument is name of the `.rel` file we upgrade to or downgrade from. The second and third arguments are lists of `.rel` files, specifying releases to upgrade from, and downgrade to, respectively.

A `relup` file contains low-level code change instructions for the whole release, based on all application `.appup` files.

3.4.3 Making a Release Package

Next, we want to generate a release package which can be installed in the target system. After evaluating `make_script/1` and `make_relup/3` as described above, we do it by evaluating

```
systools:make_tar("test2").
```

A release package file, named `test2.tar.gz` is generated. The release package file may be installed in a target system by using the `release_handler`. [page 21]

In this example, the release package file will contain all applications of version “6” of the “test” release, and also a `releases` directory with the following contents:

```
$ROOTDIR/releases/test2.rel
    /6/relup
    /start.boot
```

where `start.boot` is a copy of the original `test2.boot`.

Chapter 4

Release Handling

4.1 Introduction

A new release is assembled into a *release package*. Such a package is installed in a running system by giving commands to the *release handler*, which is an SASL process. A system has a unique *system version*, which is updated whenever a new release is installed. The system version is the version of the entire system, not just the OTP version.

If the system consists of several nodes, each node has its own system version. Release handling can be synchronized between nodes, or be done at one node at a time.

Changes may require a node to be brought down. If that is the case and the system consists of several nodes, the release upgrade can be done as follows;

1. move all applications from the node to be changed to other nodes,
2. take down the node,
3. do the change,
4. restart the node and move the applications back.

There are several different types of releases:

Operating system change. Can only be done by taking down the node. This kind of change is not supported by the release handler and therefore has to be performed manually. It is not possible to roll back automatically to a previous release, if there is an error.

Application code or data change. The release is installed without bringing down the running node. Some changes, for example change of C-programs, may be done by shutting down and restarting the affected processes.

Erlang emulator change. Can only be made by taking down the node. However, the release handler supports this type of change.

4.2 Administering Releases

This section describes how to build and install releases. Also refer to the SASL Reference Manual, `release_handler`, for more details.

The following steps are involved in administering releases:

1. A release package is built by using release building commands in the `systools` module. The package is assembled from application specification files, code files, data files, and a file, which describes how the release is installed in the system.
2. The release package is transferred to the target machine, e.g. by using `ftp`.
3. The release package is unpacked, which makes the system version in the release package available for installation by the `release_handler`, which interprets the *release upgrade script*, containing instructions for updating to the new version. If an installation fails in some way, the entire system is restarted from the old system version.
4. When the installation is complete, the system version must be made *permanent*. When permanent, the new version is used if the system restarts.

It is also possible to reinstall an old version, or reboot the system from an old version. There are functions to remove old releases from disk as well.

4.3 File Structure

The file structure used in an OTP system is described in Release Directories [page 14]. There are two ways of using this file structure together with the release handler.

The simplest way is to store all user-defined applications under `$OTP_ROOT/lib` in the same way as other OTP applications. The release handler takes care of everything, from unpacking a release to the removal of it. The release packages should be stored in the *releases directory* (default `$OTP_ROOT/releases`). This is where `release_handler:unpack_release/1` searches for the packages, and where the release handler stores its files. Each package is a compressed tar file. The files in the tar file are named relative to the `$OTP_ROOT` directory. For example, if a new version (say 1.3) of the application `snmp` is contained in the release package, the files in the tar file should be named `lib/snmp-1.3/*`.

The second way is to store all user-defined applications in some other place in the file system. In this case, some more work has to be done outside the release handler. Specifically, the release packages must be unpacked in some way and the release handler must be notified of where the new release is located. The following three functions are available in the module `release_handler` to handle this case:

- `set_unpacked/2`
- `set_removed/1`
- `install_file/2`.

4.4 Release Installation Files

The following files must be present when a release is installed. All file names are relative to the *releases* directory.

- `ReleaseFileName.rel`
- `Vsn/relup`
- `Vsn/start.boot`
- `Vsn/sys.config`

The location of the *releases* directory is specified with the configuration parameter `releases_dir` (default `$OTP_ROOT/releases`). In a target system, the default location is preferred, but during testing it may be more convenient to let the release handler write its files in a user specified directory, than in the `$OTP_ROOT` directory.

The files listed above are either present in the release package, or generated at the target machine and copied to their correct places using `release_handler:install_file/2`.

`Vsn` is the system version string.

4.4.1 ReleaseFileName.rel

The `ReleaseFileName.rel` file contains the name of the system, version of the release, the version of erts (the Erlang runtime system) and the applications, which are parts of the release. The file must contain the following Erlang term:

```
{release, {Name, Vsn}, {erts, EVsn},
  [{App, AVsn} | {App, AVsn, AType} | {App, AVsn, [App]} |
   {App, AVsn, AType, [App]}]}.
```

`Name`, `Vsn`, `EVsn` and `AVsn` are strings, `App` and `AType` are atoms. `ReleaseFileName` is a string given in the call to `release_handler:unpack_release(ReleaseFileName)`. `Name` is the name of the system (the same as found in the boot file). This file is further described in Release Structure [page 12].

4.4.2 relup

The `relup` file contains instructions on how to install the new version in the system. It must contain one Erlang term:

```
{Vsn, [{FromVsn, Descr, RuScript}], [{ToVsn, Descr, RuScript}]}.
```

`Vsn`, `FromVsn` and `ToVsn` are strings, `RuScript` is a release upgrade script. `Descr` is a user defined parameter, which is not processed by any release handling functions. It can be used to describe the release to an operator. Finally, it will be returned by `release_handler:install_release/1` and `release_handler:check_install_release/1`.

There is one tuple `{FromVsn, Descr, RuScript}` for each old system version which can be upgraded to the new version, and one tuple `{ToVsn, Descr, RuScript}` for each old version to which the new version can be downgraded.

4.4.3 start.boot

The `start.boot` file is the compiled `start.script` file. It is used to boot the Erlang machine.

4.4.4 sys.config

The `sys.config` is the system configuration file.

4.5 Release Handling Principles

The following sections describe the principles for updating parts of an OTP system.

4.5.1 Erlang Code

The code change feature in Erlang is made possible because Erlang allows two versions of a module to be present in the system: the *current* version and the *old* version. There is always a current version of a loaded module, but an old version of a module only exists if the module has been replaced in run-time by loading a new version. When a new version is loaded, the previously current version becomes the old version, and the new version becomes the current version. However, if there are both a current and old version of a module, a new version cannot be loaded, unless the old version is first explicitly purged.

A global function call is a call where a qualified module name is used, i.e. the call is of the form `M:F(A)` (or `apply(M, F, A)`). A global call causes `M:F` to be dynamically linked into the run-time code, which means that `M:F(A)` will be evaluated using the latest available version of the module, i.e. the current version.

A local function call is a call without a qualified module name, i.e. the call is of the form `F(A)`. The reference to `F` is resolved at compile time (irrespective of whether `F` is exported or not). By the very nature of `F(A)` being a local function call, `F` can only be called by a function that is defined in the very same module as that where `F` is defined. Hence a local function call is always evaluated in the same version of a module as that of the caller.

A *fun* is a function without a name. Like ordinary functions (i.e. functions which have names) its implementation is always bound to some module, and therefore funs are affected by code change as well. A reference to a fun is always indirect, as is the case for a global function call, where the reference is `M:F` (through an export table entry for the module), but the reference is not necessarily global. In fact, if a fun is called in the same module where it is defined, its reference will be resolved in the same way as a local function call is resolved. If a fun is called from a different module, its reference will be resolved as if the call was a global call, but with the additional requirement that the reference also match the particular implementation of the module where the fun was defined.

For each process there is a current function, i.e. the function that the process is currently evaluating. That function resides in some module. Hence a process has always a reference to at least one module. It may of course have references to other modules as well, because of nested, not yet finished calls.

Before a new version of a module can be loaded, the current version must be made old. If there is no old version, the new version is merely loaded, making the previously current version to the old version, and the new version becomes current. All processes that execute the version, which became old, will continue to do so, until they have no unfinished calls within the old version.

If there is an old version, it must first be purged to make room for the current version to become old. However, an old version should not be purged if there are processes that have references to it. Such processes must either be terminated, or the loading of the new version must be postponed until they

have terminated by themselves or no longer have references to the old version. There are options for controlling this in release upgrade scripts.

To prevent processes from making calls to other processes during the release installation, they may be *suspended*. All processes implemented with the standard behaviors, or with `sys`, can be suspended. When suspended a process enters a special suspend loop instead of its usual main process loop. In the suspend loop, the process can only receive system messages and shut-down messages from its supervisor. The code change message is a special system message, and this message causes the process to change code to the new version, and possibly to transform its internal state. After the code change a process is *resumed*, i.e. it returns to its main loop.

We highlight here three different types of modules.

Functional module. A module, which does not contain a process loop, i.e. no process has constant references to this kind of module. `lists` is an example of a functional module.

Process module. A module, which contains a process loop, i.e. some process has constant reference to the module. `init` is an example of a process module.

Call-back module. A special case of a functional module which serves as a call-back module for a generic behavior such as `gen_server`. `file` is an example of a call-back module. A call to a call-back module is always a global call (i.e. it refers to the latest version of the module). This has some impacts upon how updates must be handled.

Modules of the above types are handled differently when changing code.

Functional Module

If the API of a new version of a functional module is backward compatible, as may be the case of a bug fix or new functionality, we simply load the new version. After a short while, when no processes have references to the old version, the old module is purged.

A more complicated situation arises if the API of a functional module is changed so it is not longer backwards compatible. We must then make sure that no processes, directly or indirectly, try to call functions that have changed. We do this by writing new versions of all modules that use the API. Then, when performing the code change, all potential caller processes are suspended, new versions of the modules that uses the API are loaded, the new version of the functional module is loaded, and finally all suspended processes are resumed.

There are two alternatives available to manage this type of change:

1. Find all calls to the module, change them, and write dependencies in your release upgrade script. This may be manageable, if a function that has been incompatibly changed is called from only a few other functions.
2. Avoid this type of change. This is the only reasonable solution, if an incompatible function is called from many other modules. Instead a completely new function should be introduced, and the original function should be kept for backward compatibility. In the next release, when all other modules are changed as well, the original function can be deleted.

Process Module

A process module should never contain global calls to itself (except for code that makes explicit code change). Therefore, a new version of a process module is merely loaded and all processes which are executing the module are told to change their code and, if required, to transform their internal state.

In practice, few modules are pure in the sense that they never contain global calls to themselves. If you use higher-order functions such as `lists:map/2` in a process module, there will be global calls to the module. Therefore, we cannot merely load the module because a process might, still running the old version of the module, make a call to the new version, which might be incompatible.

The only safe way to change code for a process module, is to have its implementation to understand system messages, and to change code by first suspending all processes that run the module, then order them to change code, and finally resume them.

Call-back Module

As long as the type of the internal state of a call-back module has not changed, we can just simply load the new version of the module without suspending and resuming the processes involved in the code change. This case is similar to the case of a functional module.

If the type of the internal state has changed, we must first suspend the processes, tell them to change code and at the same time give them the possibility to transform their states, and finally resume them. This is similar to the case of a process module.

Dependencies Between Processes

It is possible that a group of processes, which communicate, must perform code changes while they are suspended. Some of the processes may otherwise use the old protocol while others use the new protocol. On the other hand, there may be time-out dependencies which restrict the number of processes that can perform a synchronized code change as one set. The more processes that are included in the set, the longer the processes are suspended.

There may also be problems with circular dependencies. The following scenario illustrates this situation.

- two modules `a` and `b` are dependent on each other,
- each module is executed by one process with the same name as the corresponding module,
- both are updated at the same time because the internal protocol between them has changed.

The following sequence of events may occur:

1. `a` is suspended.
2. the release handler tries to suspend `b`, but some microsecond before this happens, `b` tries to communicate with `a` which is now suspended
3. If `b` hangs in its call to `a`, the suspension of `b` fails and only `a` is updated.
4. If `b` notices that `a` does not answer and is able to deal with it, then `b` receives the suspend message and is suspended. Then both modules are updated and the processes are resumed.
5. When `a` resumes, there is a message waiting from `b`. This message may be of an old format which `a` does not recognize.

Situations of the type described, and many others, are highly application dependent. The author of the release upgrade script has to predict and avoid them. If the consequences are too difficult to manage, it may be better to entirely shut down and restart all affected processes. This reduces the problem of introducing new code and removes the need to do a synchronized change.

Finding Processes

For each application the `.appup` file specifies how the application is upgraded. The file contains specifications of which modules to change, and how to change them. The `relup` file is an assembly of all the `.appup` files.

For each application the release handler searches for all processes that have to perform a code change. It traverses the application supervision tree to find all child specifications of every supervisor in the tree. Each child specification lists all modules of the application that the child uses.

Hence it is by combining the list of modules to change with all children of supervisors that the release handler finds all processes that are subject to code change.

4.5.2 Port Programs

A port program runs as an external program in the operating system. The simplest way to do code change for a port program is to terminate it, and then start a new version of it.

If that is not adequate, code change may be performed by sending the port program a message telling it to return any data that must survive the termination. Then the program is terminated, and the new version is started and the survived data is to the new version of the port program.

Changing code for port programs is very application dependent. There is no special support for it in SASL.

4.5.3 Application Specification and Configuration Parameters

In each release, each application specification (i.e. the contents of the `.app` file of the application) is known to the release handler. Before any code change is performed for an application, the new environment variables are made available for the application, i.e. those parameters specified by the `env` tag in the application specification. When the new version of an application is running it will be informed of any changed, new or removed environment variables (see `application(Module)` in the *KERNEL Reference Manual*). This means that old processes may read new variables before they are informed of the new release. We advise against the immediate removal of the old variables. Neither do we recommend that they be syntactically changed, although they may of course change their values. They can be safely removed in the next release, by which time it is known that no processes will read the old variables.

4.5.4 Mnesia Data or Schema Changes

Changing data or schemas in Mnesia is similar to changing code for functional modules. Many processes may read or write in the same table at the same time. If we change a table definition, we must make sure that all code which uses the table is changed at the same time.

One way of doing it is to let one process be responsible for one or several tables. This process creates the tables and changes the table definitions or table data. In this way a set of tables is connected with a module (process module or call-back module). When the process performs a code change, the tables are changed as well.

4.5.5 Upgrade vs. Downgrade

When a new release is installed, the system is *upgraded* to the new release. The release handler reads the `relup` file of the new release, and finds the upgrade script that corresponds to an upgrade from the current version to the new version of the system.

When an old release is reinstalled, the release handler reads the `relup` in the current release, and finds the *downgrade* script that corresponds to a downgrade from the current version to the old version of the system.

Usually a `relup` file for a new release contains one upgrade script and one downgrade script for each old version. If a soft downgrade is not wanted (an alternative is to reboot the system from the old release) the downgrade script is left out.

For each modified module in the new release, there are some instructions that specifies how to install that module in a system. When performing an *upgrade*, the following steps are typically involved:

1. Suspend the processes running the module.
2. Load the new code.
3. Tell the processes to switch to new code.
4. Tell the processes to change the internal state. This usually involves calling, *in the new module*, a `code_change` function that is responsible for state updates, e.g. transforming the state from the old format to the new.
5. Resume the processes.

The code change step is always performed when new code has been loaded and all processes are running the new code. The reason for this is that it is always the new version of the module that knows how to change the state from the old version.

When performing a *downgrade* the situation is different. The old module does not know how to transform the new state to the old version: the new format is unknown to the old code. Therefore, it is the responsibility of new code to revert the state back to the old version during downgrade. The following steps are involved:

1. Suspend the processes running the module.
2. Tell the processes to change the internal state. This usually involves calling, *in the current module*, a `code_change` function that is responsible for state reversals, i.e. transforming the state from the current format to the old.
3. Load the new code.
4. Tell the processes to switch code.
5. Resume the processes.

We note that for a process module, it is possible to load the code before a process change its internal state (since a process module never contains global calls to itself), thus making the steps needed for downgrade almost the same as for upgrade. The difference between the two cases is still in the order of switching code and changing state.

For a call-back module it is not actually necessary to tell the processes to switch code, since all calls to the call-back module are global calls. The difference between upgrade and downgrade is still in the order of loading code and performing state change.

The difference between how process modules and a call-back modules are handled in the downgrade case comes from the fact that a process module never contains global calls to itself. The code is thus *static* in the sense that a process executing a process module does not spontaneously switch to new loaded code. The opposite situation is a *dynamic* module, where a process executing the module

spontaneously switches to the new code when it is loaded. A call-back module is always dynamic, and a process module static. A functional module is always dynamic.

4.6 Release Handling Instructions

This section describes the release upgrade and downgrade scripts. A script is a list of instructions which are interpreted by the release handler when an upgrade or downgrade is made.

There are two levels of instructions; the high-level instructions and the low-level instructions. High- and low-level instructions may be mixed in one script. However, the high-level instructions are translated to low-level instructions by the `sys tools:make_relp/3` command, because the release handler understands only low-level instructions.

Scripts have to be placed in the `.appup` file for each application. `sys tools:make_relp/3` assembles the scripts in all `.appup` files to form a `relp` file containing low-level instructions.

4.6.1 High-level Instructions

The high-level instructions are:

- `{update, Module, Change, PrePurge, PostPurge, [Mod]} | {update, Module, Timeout, Change, PrePurge, PostPurge, [Mod]} | {update, Module, ModType, Timeout, Change, PrePurge, PostPurge, [Mod]}`
 - `Module = atom()`
 - `Timeout = default | infinity | int() > 0`
 - `ModType = static | dynamic`
 - `Change = soft | {advanced, Extra}`
 - `PrePurge = soft_purge | brutal_purge`
 - `PostPurge = soft_purge | brutal_purge`
 - `Mod = atom()`. If the module is dependent on changes in other modules, these other modules are listed here.

The instruction is used to update a process module or a call-back module. All processes that run the code of `Module` are suspended, and if the change is `advanced` they have to transform their states into the new states. Then the processes are resumed. If `Module` is dependent on other modules, the release handler will suspend processes in `Module` before suspending processes in the `[Mod]` modules. In case of circular dependencies, it will suspend processes in the order that update instructions appear in the script.

`soft` means backwards compatible changes and `advanced` means internal data changes, or changes which are not backwards compatible. `Extra` is any term, which is used in the argument list of the `code_change` function in `Module` (call-back module); otherwise it becomes part of a code change message (process module).

The optional parameter `Timeout` defines the time-out for the call to `sys:suspend`. It specifies how long to wait for a process to handle a suspend message and to get suspended. If no value is specified (or `default` is given), the default value defined in `sys` is used.

The optional parameter `ModType` specifies if the code is static or dynamic, as defined in Upgrade vs. Downgrade [page 28] above. It needs to be specified only in the case of soft downgrades. Its value defaults to `dynamic`. Note; if this parameter is specified, `Timeout` is needed as well.

`PrePurge` controls what action to take with processes that are executing an old version of this module. These are processes, which are left since an earlier release upgrade (or downgrade).

Usually there are no such processes. If the value is `soft_purge` and such processes are found, the

release will not be installed and the `install_release/1` function returns `{error, {old_processes, Module}}`. If the value is `brutal_purge`, the processes which run old code are killed.

`PostPurge` controls what action to take with processes that are executing old code when the new module has been installed. If the value is `soft_purge`, the release handler will purge the old code when no remaining processes execute the code. If the value is `brutal_purge`, the code is purged when the release is made permanent. All processes, which still are running old code are killed.

The `update` instruction can also be used for functional modules. However, no processes will be suspended because no processes will have the functional module as its main module. Therefore, no processes perform code change.

- `{load_module, Module, PrePurge, PostPurge, [Mod]}`
 - `Module = atom()`.
 - `PrePurge = soft_purge | brutal_purge`
 - `PostPurge = soft_purge | brutal_purge`
 - `Mod = atom()`. If the module is dependent on changes in other modules, these other modules are listed here.

The instruction is used to update a functional module or a call-back module. It only loads the module. A call-back module which must perform a code change, or synchronize by being suspended, should use `update` instead.

The object code is fetched in the beginning of the release upgrade, but the module is loaded when this instruction occurs.

- `{add_module, Mod}` The instruction adds a new module to the system. It loads the module.
- `{remove_application, Appl}` Removes an application. It calls `application:stop` and `application:unload` for the application.
- `{add_application, Appl}` Adds a new application. It calls `application:load` and `application:start` for the application.
- `{restart_application, Appl}` Restarts an existing application. The current version of the application is stopped and removed, and the new version of the application is loaded and started. The instruction is useful when the simplest way to change code for an application is to stop and restart the whole application.

4.6.2 Low-level instructions

The low-level instructions are:

- `{load_object_code, {Lib, LibVsn, [Module]}}` Reads each `Module` from the library `Lib-LibVsn` as a binary. It does not install the code, it just reads the files. The instruction should be placed first in the script in order to read all new code from file. This makes the suspend-load-resume cycle less time consuming. After this instruction has been executed, the code server is updated with the new version of `Lib`. Calls to `code:priv_dir(Lib)` which are made after this instruction return the new `priv_dir`. `Lib` is typically the application name.
- `point_of_no_return` If a crash occurs after this instruction, the system cannot recover and is restarted from the old version. The instruction must only occur once in a script. It should be placed after all `load_object_code` operations and after user defined checks, which are performed with `apply`. The function `check_install_release/1` tries to evaluate all instructions before this command occurs in the script. Therefore, user defined checks must not have side effects, as they may be evaluated many times.

- `{load, {Module, PrePurge, PostPurge}}` Before this instruction occurs, the Module object code must have been loaded with the `load_object_code` instruction. This instruction makes code out of the binary. `PrePurge = soft_purge | brutal_purge`, and `PostPurge = soft_purge | brutal_purge`.
- `{remove, {Module, PrePurge, PostPurge}}` Makes the current version of Module old. When it has been executed, there is no current version in the system. `PrePurge = soft_purge | brutal_purge`, and `PostPurge = soft_purge | brutal_purge`.
- `{purge, [Module]}` Kills all processes that run the old versions of the modules in [Module] and deletes all old versions.
- `{suspend, [Module | {Module, Timeout}]}` Tries to suspend all processes that execute Module. If a process does not respond, it is ignored. This may cause the process to die, either because it crashes when it spontaneously switches to new code, or as a result of a purge operation. If no Timeout is specified (or if default is given), the default time-out defined in the module `sys` is used.
- `{code_change, [{Module, Extra}]} | {code_change, Mode, [{Module, Extra}]}` This instruction sends a `code_change` system message using the function `change_code` in the module `sys` with the Extra argument to the *suspended* processes that run this code. Mode is either up or down. Default is up. In case of an upgrade, the message is sent to the suspended process, *after* the new code is loaded (the new version must contain functions to convert from the old internal state, to the the new internal state). In case of a downgrade, the message is sent to the suspended process, *before* the new code is loaded (the current version must contain functions to convert from the current internal state, to the the old internal state).
Module uses the Extra argument internally in its code change function. Refer to the Reference Manual, module `sys` for further details.
One of the arguments to the function `sys:change_code` is `OldVsn`. In the case of an upgrade it obtains its value from the attribute `vsn` in the old code, or `undefined` if no such attribute was defined. In the case of downgrade, it is the tuple `{down, Vsn}`, where `Vsn` is the version of the module as defined in the `.app` file, or `undefined` otherwise.
- `{resume, [Module]}` Resumes all previously suspended processes which execute in any of the modules in the list [Module].
- `{stop, [Module]}` Stops all processes which are in any of the modules in the list [Module]. The instruction is useful when the simplest way to change code for the [Module] is to stop and restart the processes which run the code. If a supervisor is stopped, all its children are stopped as well.
- `{start, [Module]}` Starts all previously stopped processes which are in any member of [Module]. The processes will regain their positions in the supervision tree.
- `{sync_nodes, Id, [Node] | {M, F, A}}` If `{M, F, A}` is specified, `apply(M, F, A)` is evaluated and must return a list of nodes. The instruction synchronizes the release installation with other nodes. Each node in the list of nodes must evaluate this command, with the same Id. The local node waits for all other nodes to evaluate the instruction before execution continues. In case a node goes down, it is considered to be an unrecoverable error, and the local node is restarted from the old release. There is no time-out for this instruction, which implies that it may hang forever if a user defined `apply` enters an infinite loop at some node. It is up to the user to ensure that the `apply` command eventually returns or makes the node to crash.
- `{apply, {M, F, A}}` Applies the function to the arguments. If the instruction appears before the `point_of_no_return` instruction, a failure of the application `M:F(A)` is caught, causing `release_handler:install_release/1` to return `{error, {'EXIT', Reason}}`. If `{error, Error}` is thrown or returned by `M:F`, `install_release/1` returns `{error, Error}`.
If the instruction appears after the `point_of_no_return` instruction, and if the application `M:F(A)` fails, the system is restarted.

- `restart_new_emulator` Shuts down the current emulator and starts a new one. All processes are terminated gracefully. The new release must still be made permanent when the new emulator is up and running. Otherwise, the old emulator is started in case of a emulator restart. This instruction should be used when a new emulator is introduced, or if a complete reboot of the system should be done.

4.7 Release Handling Examples

This section includes several examples that show how different types of upgrades are handled. In call-back modules having the `gen_server` behavior, all call-back functions have been provided for reasons of clarity.

4.7.1 Update of Erlang Code

Several update examples are shown. Unless otherwise stated, it is assumed that all original modules are in the application `foo`, version "1.1", and the updated version is "1.2".

Simple Functional Module

This example is about a pure functional module, i.e. a module the functions of which have no side effects. The original version of the module `lists2` has the following contents:

```
-module(lists2).  
-vsn(1).  
  
-export([assoc/2]).  
  
assoc(Key, [{Key, Val} | _]) -> {ok, Val};  
assoc(Key, [H | T]) -> assoc(Key, T);  
assoc(Key, []) -> false.
```

The new version of the module adds a new function:

```
-module(lists2).  
-vsn(2).  
  
-export([assoc/2, multi_map/2]).  
  
assoc(Key, [{Key, Val} | _]) -> {ok, Val};  
assoc(Key, [H | T]) -> assoc(Key, T);  
assoc(Key, []) -> false.  
  
multi_map(Func, [[] | ListOfLists]) -> [];  
multi_map(Func, ListOfLists) ->  
    [apply(Func, lists:map({erlang, hd}, ListOfLists)) |  
     multi_map(Func, lists:map({erlang, tl}, ListOfLists))].
```

The release upgrade instructions are:

```
[{load_module, lists2, soft_purge, soft_purge, []}]
```

Alternatively, the low-level instructions are:

```
[{load_object_code, {foo, "1.2", [lists2]}},
 point_of_no_return,
 {load, [lists2, soft_purge, soft_purge]}]
```

A More Complicated Functional Module

Here we have a functional module `bar` that uses the module `lists2` of the previous example. The original version is only dependent on the original version of `lists2`.

```
-module(bar).
-vsn(1).

-export([simple/1, complicated_sum/1]).

simple(X) ->
    case lists2:assoc(simple, X) of
        {ok, Val} -> Val;
        false -> false
    end.

complicated_sum([X, Y, Z]) -> cs(X, Y, Z).

cs([HX | TX], [HY | TY], [HZ | TZ]) ->
    NewRes = cs(TX, TY, TZ),
    [HX + HY + HZ | NewRes];
cs([], [], []) -> [].
```

The new version of `bar` uses the new functionality of `lists2` in order to simplify the implementation of the useful function `complicated_sum/1`. It does not change its API in any way.

```
-module(bar).
-vsn(2).

-export([simple/1, complicated_sum/1]).

simple(X) ->
    case lists2:assoc(simple, X) of
        {ok, Val} -> Val;
        false -> false
    end.

complicated_sum(X) ->
    lists2:multi_map(fun(A,B,C) -> A+B+C end, X).
```

The release upgrade instructions, including instructions for `lists2`, are as follows:

```
[{load_module, lists2, soft_purge, soft_purge, []},
 {load_module, bar, soft_purge, soft_purge, [lists2]}]
```

Note:

We must state that `bar` is dependent on `lists2` to make the release handler to load `lists2` before it loads `bar`.

The low-level instructions are:

```
[{load_object_code, {foo, "1.2", [lists2, bar]}},  
 point_of_no_return,  
 {load, {lists2, soft_purge, soft_purge}}  
 {load, {bar, soft_purge, soft_purge}}]
```

Advanced Functional Module

Suppose now that we modify the return value of `lists2:assoc/2` from `{ok, Val}` to `{Key, Val}`. In order to do an upgrade, we would have to find all modules that call `lists2:assoc/2` directly or indirectly, and specify that these modules are dependent on `lists2`. In practice this might be an unwieldy task, if many other modules are using the `lists2` module, and the only reasonable way to perform an upgrade which restarts the whole system.

If we insist on doing a soft upgrade, the modification should be made backward compatible by introducing a new function (`assoc2/2`, say) that has the new return value, and not make any changes to the original function at all.

Advanced `gen_server`

This example assumes that we have a `gen_server` process that must be updated because we have introduced a new function, and added a new data field in our internal state. The contents of the original module are as follows:

```
-module(gs1).  
-vsn(1).  
-behaviour(gen_server).  
  
-export([get_data/0]).  
-export([init/1, handle_call/3, handle_cast/2, handle_info/2,  
         terminate/2, code_change/3]).  
  
-record(state, {data}).  
  
get_data() ->  
    gen_server:call(gs1, get_data).  
  
init([Data]) ->  
    {ok, #state{data = Data}}.  
  
handle_call(get_data, _From, State) ->  
    {reply, {ok, State#state.data}, State}.  
  
handle_cast(_Request, State) ->  
    {noreply, State}.
```

```
handle_info(_Info, State) ->
    {noreply, State}.

terminate(_Reason, _State) ->
    ok.

code_change(_OldVsn, State, _Extra) ->
    {ok, State}.
```

The new module must translate the old state into the new state. Recall that a record is just syntactic sugar for a tuple:

```
-module(gs1).
-vsn(2).
-behaviour(gen_server).

-export([get_data/0, get_time/0]).
-export([init/1, handle_call/3, handle_cast/2, handle_info/2,
        terminate/2, code_change/3]).

-record(state, {data, time}).

get_data() ->
    gen_server:call(gs1, get_data).

get_time() ->
    gen_server:call(gs1, get_time).

init([Data]) ->
    {ok, #state{data = Data, time = erlang:time()}}.

handle_call(get_data, _From, State) ->
    {reply, {ok, State#state.data}, State};
handle_call(get_time, _From, State) ->
    {reply, {ok, State#state.time}, State}.

handle_cast(_Request, State) ->
    {noreply, State}.

handle_info(_Info, State) ->
    {noreply, State}.

terminate(_Reason, _State) ->
    ok.

code_change(1, {state, Data}, _Extra) ->
    {ok, #state{data = Data, time = erlang:time()}}.
```

The release upgrade instructions are as follows:

```
[[update, gs1, {advanced, []}, soft_purge, soft_purge, []]]
```

The alternative low-level instructions are:

```
[{load_object_code, {foo, "1.2", [gs1]}},
 point_of_no_return,
 {suspend, [gs1]}},
 {load, {gs1, soft_purge, soft_purge}},
 {code_change, [{gs1, []}]},
 {resume, [gs1]}
```

If we want to handle soft downgrade as well, the code would be as follows:

```
-module(gs1).
-vsn(2).
-behaviour(gen_server).

-export([get_data/0, get_time/0]).
-export([init/1, handle_call/3, handle_cast/2, handle_info/2,
         terminate/2, code_change/3]).

-record(state, {data, time}).

get_data() ->
    gen_server:call(gs1, get_data).
get_time() ->
    gen_server:call(gs1, get_time).

init([Data]) ->
    {ok, #state{data = Data, time = erlang:time()}}.

handle_call(get_data, _From, State) ->
    {reply, {ok, State#state.data}, State};
handle_call(get_time, _From, State) ->
    {reply, {ok, State#state.time}, State}.

handle_cast(_Request, State) ->
    {noreply, State}.

handle_info(_Info, State) ->
    {noreply, State}.

terminate(_Reason, _State) ->
    ok.

code_change(1, {state, Data}, _Extra) ->
    {ok, #state{data = Data, time = erlang:time()}};
code_change({down, 1}, #state{data = Data}, _Extra) ->
    {ok, {state, Data}}.
```

Note that we take care of translating the new state to the old format as well. The low-level instructions are:

```
[{load_object_code, {foo, "1.2", [gs1]}},
 point_of_no_return,
 {suspend, [gs1]}},
```



```
{code_change, [{gs1, []}]},
{load, {gs1, soft_purge, soft_purge}},
{resume, [gs1]}
```

Advanced gen_server with Dependencies

This example assumes that we have `gen_server` process that uses the `gs1` as defined in the previous example.

The contents of the original module are as follows:

```
-module(gs2).
-vsn(1).
-behaviour(gen_server).

-export([is_operation_ok/1]).
-export([init/1, handle_call/3, handle_cast/2, handle_info/2,
        terminate/2, code_change/3]).

is_operation_ok(Op) ->
    gen_server:call(gs2, {is_operation_ok, Op}).

init([Data]) ->
    {ok, []}.

handle_call({is_operation_ok, Op}, _From, State) ->
    Data = gs1:get_data(),
    Reply = lists2:assoc(Op, Data),
    {reply, Reply, State}.

handle_cast(_Request, State) ->
    {noreply, State}.

handle_info(_Info, State) ->
    {noreply, State}.

terminate(_Reason, _State) ->
    ok.

code_change(_OldVsn, State, _Extra) ->
    {ok, State}.
```

The new version does not have to transform the internal state, hence the `code_change/3` function is not really needed (it will not be called since the upgrade of `gs2` is soft).

```
-module(gs2).
-vsn(2).
-behaviour(gen_server).

-export([is_operation_ok/1]).
-export([init/1, handle_call/3, handle_cast/2, handle_info/2,
        terminate/2, code_change/3]).
```

```
is_operation_ok(Op) ->
    gen_server:call(gs2, {is_operation_ok, Op}).

init([Data]) ->
    {ok, []}.

handle_call({is_operation_ok, Op}, _From, State) ->
    Data = gs1:get_data(),
    Time = gs1:get_time(),
    Reply = do_things(lists2:assoc(Op, Data), Time),
    {reply, Reply, State}.

handle_cast(_Request, State) ->
    {noreply, State}.

handle_info(_Info, State) ->
    {noreply, State}.

terminate(_Reason, _State) ->
    ok.

code_change(_OldVsn, State, _Extra) ->
    {ok, State}.

do_things({ok, Val}, Time) ->
    Val;
do_things(false, Time) ->
    {false, Time}.
```

The release upgrade instructions are:

```
[{update, gs1, {advanced, []}, soft_purge, soft_purge, []},
 {update, gs2, soft, soft_purge, soft_purge, [gs1]},
```

The corresponding low-level instructions are:

```
[{load_object_code, {foo, "1.2", [gs1, gs2]}},
 point_of_no_return,
 {suspend, [gs1, gs2]},
 {load, {gs1, soft_purge, soft_purge}},
 {load, {gs2, soft_purge, soft_purge}},
 {code_change, [{gs1, []}]},    % No gs2 here!
 {resume, [gs1, gs2]}]
```

Other Worker Processes

All other worker processes in a supervision tree, such as processes of the types `gen_event`, `gen_fsm`, and processes implemented by using `proc_lib` and `sys`, are handled in exactly the same way as processes of type `gen_server` are handled. Examples follow.

Simple gen_event

This example shows how an event handler may be updated. We do not make any assumptions about which event manager processes the handler is installed in, it is the responsibility of the release handler to find them. The contents of the original module is as follows:

```
-module(ge_h).
-vsn(1).
-behaviour(gen_event).

-export([get_events/1]).
-export([init/1, handle_event/2, handle_call/2, handle_info/2,
        terminate/2, code_change/3]).

get_events(Mgr) ->
    gen_event:call(Mgr, ge_h, get_events).

init(_) -> {ok, undefined}.

handle_event(Event, _LastEvent) ->
    {ok, Event}.

handle_call(get_events, LastEvent) ->
    {ok, [LastEvent], LastEvent}.

handle_info(Info, LastEvent) ->
    {ok, LastEvent}.

terminate(Arg, LastEvent) ->
    ok.

code_change(_OldVsn, LastEvent, _Extra) ->
    {ok, LastEvent}.
```

The new module decides to keep the two latest events in a list and must translate the old state into the new state.

```
-module(ge_h).
-vsn(2).
-behaviour(gen_event).

-export([get_events/1]).
-export([init/1, handle_event/2, handle_call/2, handle_info/2,
        terminate/2, code_change/3]).

get_events(Mgr) ->
    gen_event:call(Mgr, ge_h, get_events).

init(_) -> {ok, []}.

handle_event(Event, []) ->
    {ok, [Event]};
handle_event(Event, [Event1 | _]) ->
```

```
{ok, [Event, Event1]}.  
  
handle_call(get_events, Events) ->  
    Events.  
  
handle_info(Info, Events) ->  
    {ok, Events}.  
  
terminate(Arg, Events) ->  
    ok.  
  
code_change(1, undefined, _Extra) ->  
    {ok, []};  
code_change(1, LastEvent, _Extra) ->  
    {ok, [LastEvent]}.
```

The release upgrade instructions are:

```
[{update, ge_h, {advanced, []}, soft_purge, soft_purge, []}]
```

The low-level instructions are:

```
[{load_object_code, {foo, "1.2", [ge_h]}},  
 point_of_no_return,  
 {suspend, [ge_h]},  
 {load, {ge_h, soft_purge, soft_purge}},  
 {code_change, [{ge_h, []}]},  
 {resume, [ge_h]}]
```

Note:

These instructions are identical to those used for the `gen_server`.

Process Implemented with `sys` and `proc_lib`

Processes implemented with `sys` and `proc_lib` are changed in the same way as processes that are implemented according to the `gen_server` behavior (which should not come as surprise, since `gen_server` et al. are implemented on top of `sys` and `proc_lib`). However, the code change function is defined differently. The original is as follows:

```
-module(sp).  
-vsn(1).  
  
-export([start/0, get_data/0]).  
-export([init/1, system_continue/3, system_terminate/4]).  
  
-record(state, {data}).  
  
start() ->
```

```

    Pid = proc_lib:spawn_link(?MODULE, init, [self()]),
    {ok, Pid}.

get_data() ->
    sp_server ! {self(), get_data},
    receive
        {sp_server, Data} -> Data
    end.

init(Parent) ->
    register(sp_server, self()),
    process_flag(trap_exit, true),
    loop(#state{}, Parent).

loop(State, Parent) ->
    receive
        {system, From, Request} ->
            sys:handle_system_msg(Request, From, Parent, ?MODULE, [], State);
        {'EXIT', Parent, Reason} ->
            cleanup(State),
            exit(Reason);
        {From, get_data} ->
            From ! {sp_server, State#state.data},
            loop(State, Parent);
        _Any ->
            loop(State, Parent)
    end.

cleanup(State) -> ok.

%% Here are the sys call back functions
system_continue(Parent, _, State) ->
    loop(State, Parent).

system_terminate(Reason, Parent, _, State) ->
    cleanup(State),
    exit(Reason).

```

The new code, which takes care of up- and downgrade is as follows:

```

-module(sp).
-vsn(2).

-export([start/0, get_data/0, set_data/1]).
-export([init/1, system_continue/3, system_terminate/4,
        system_code_change/4]).

-record(state, {data, last_pid}).

start() ->
    Pid = proc_lib:spawn_link(?MODULE, init, [self()]),
    {ok, Pid}.

```

```
get_data() ->
    sp_server ! {self(), get_data},
    receive
        {sp_server, Data} -> Data
    end.

set_data(Data) ->
    sp_server ! {self(), set_data, Data}.

init(Parent) ->
    register(sp_server, self()),
    process_flag(trap_exit, true),
    loop(#state{last_pid = no_one}, Parent).

loop(State, Parent) ->
    receive
        {system, From, Request} ->
            sys:handle_system_msg(Request, From, Parent,
                                   ?MODULE, [], State);
        {'EXIT', Parent, Reason} ->
            cleanup(State),
            exit(Reason);
        {From, get_data} ->
            From ! {sp_server, State#state.data},
            loop(State, Parent);
        {From, set_data, Data} ->
            loop(State#state{data = Data, last_pid = From}, Parent);
        _Any ->
            loop(State, Parent)
    end.

cleanup(State) -> ok.

%% Here are the sys call back functions
system_continue(Parent, _, State) ->
    loop(State, Parent).

system_terminate(Reason, Parent, _, State) ->
    cleanup(State),
    exit(Reason).

system_code_change({state, Data}, _Mod, 1, _Extra) ->
    {ok, #state{data = Data, last_pid = no_one}};
system_code_change(#state{data = Data}, _Mod, {down, 1}, _Extra) ->
    {ok, {state, Data}}.
```

The release upgrade instructions are:

```
[{update, sp, static, default, {advanced, []}, soft_purge, soft_purge, []}]
```

The low-level instructions are the same for upgrade and downgrade:

```
[{load_object_code, {foo, "1.2", [sp]}},
 point_of_no_return,
 {suspend, [sp]},
 {load, {sp, soft_purge, soft_purge}},
 {code_change, [{sp, []}]},
 {resume, [sp]}]
```

Supervisor

This example assumes that a new version of an application adds a new process, and deletes one process from a supervisor. The original code is as follows:

```
-module(sup).
-vsn(1).
-behaviour(supervisor).
-export([init/1]).

init([]) ->
    SupFlags = {one_for_one, 4, 3600},
    Server = {my_server, {my_server, start_link, []},
              permanent, 2000, worker, [my_server]},
    GS1 = {gs1, {gs1, start_link, []}, permanent, 2000, worker, [gs1]},
    {ok, {SupFlags, [Server, GS1]}}.
```

The new code is as follows:

```
-module(sup).
-vsn(2).
-behaviour(supervisor).
-export([init/1]).

init([]) ->
    SupFlags = {one_for_one, 4, 3600},
    GS1 = {gs1, {gs1, start_link, []}, permanent, 2000, worker, [gs1]},
    GS2 = {gs2, {gs2, start_link, []}, permanent, 2000, worker, [gs2]},
    {ok, {SupFlags, [GS1, GS2]}}.
```

The release upgrade instructions are:

```
[{update, sup, {advanced, []}, soft_purge, soft_purge, []}
 {apply, {supervisor, terminate_child, [sup, my_server]}},
 {apply, {supervisor, delete_child, [sup, my_server]}},
 {apply, {supervisor, restart_child, [sup, gs2]}}]
```

The low-level instructions are:

```
[{load_object_code, {foo, "1.2", [sup]}},  
 point_of_no_return,  
 {suspend, [sup]}},  
 {load, {sup, soft_purge, soft_purge}},  
 {code_change, [{sup, []}]},  
 {resume, [sup]},  
 {apply, {supervisor, terminate_child, [sup, my_server]}},  
 {apply, {supervisor, delete_child, [sup, my_server]}},  
 {apply, {supervisor, restart_child, [sup, gs2]}}
```

High-level update instruction for a supervisor is mapped to a low-level advanced code change instruction. In the `code_change` function of the supervisor, the new child specification is installed, but no children are explicitly terminated or started. Therefore, children must be terminated, deleted and started by using the `apply` instruction.

Complex Dependencies

As already mentioned, sometimes the simplest and safest way to introduce a new release is to terminate parts of the system, load the new code, and restart that part. However, individual processes cannot simply be killed, since their supervisors will restart them again. Instead supervisors must first be ordered to stop their children before new code can be loaded. Then supervisors are ordered to restart their children. All this is done by issuing the `stop` and `start` instructions.

The following example assumes that we have a supervisor `a` with two children `b` and `c`, where `b` is a worker and `c` is a supervisor for `d`. We want to restart all processes except for `a`. The upgrade instructions are as follows:

```
[{load_object_code, {foo, "1.2", [b,c,d]}},  
 point_of_no_return,  
 {stop, [b, c]},  
 {load, {b, soft_purge, soft_purge}},  
 {load, {c, soft_purge, soft_purge}},  
 {load, {d, soft_purge, soft_purge}},  
 {start, [b, c]}}
```

Note:

We do not need to explicitly stop `d`, this is done by the supervisor `c`.

A whole application cannot be stopped and started with the `stop` and `start` instructions. The instruction `restart_application` has to be used instead.

New Application

The examples shown so far have dealt with changing an existing application. In order to introduce a completely new application we just have to have an `add_application` instruction, but we also have to make sure that the boot file of the new release contains enough in order to start it. The following example shows how to introduce the application `new_appl`, which has just one module: `new_mod`.

The release upgrade instructions are:

```
[{add_application, new_appl}]
```

The corresponding low-level instructions are as follows (note that the application specification is used as argument to `application:start_application/1`):

```
[{load_object_code, {new_appl, "1.0", [new_mod]}},
 point_of_no_return,
 {load, {new_mod, soft_purge, soft_purge}},
 {apply, {application, start,
          [{application, new_appl,
            [{description, "NEW APPL"},
             {vsn, "1.0"},
             {modules, [new_mod]},
             {registered, []},
             {applications, [kernel, foo]},
             {env, []},
             {mod, {new_mod, start_link, []}}]}],
          permanent}}}]
```

Remove an Application

An application is removed in the same way as new applications are introduced. This example assumes that we want to remove the `new_appl` application:

```
[{remove_application, new_appl}]
```

The corresponding low_level instructions are:

```
[point_of_no_return,
 {apply, {application, stop, [new_appl]}},
 {remove, {new_mod, soft_purge, soft_purge}}]
```

4.7.2 Update of Port Programs

Each port program is controlled by a Erlang process called the *port controller*. A port program is updated by the port controller process. It is always done by terminating the old port program, and starting the new one.

Port Controller

In this example we have a port controller process, where we must take care of the termination and restart of the port program ourselves. Also, we may prepare for the possibility of changing the Erlang code of the port controller only. The `gen_server` behavior is used to implement the port controller. The contents of the original module is as follows.

```
-module(portc).
-vsn(1).
-behaviour(gen_server).

-export([get_data/0]).
-export([init/1, handle_call/3, handle_info/2, code_change/3]).

-record(state, {port, data}).

get_data() -> gen_server:call(portc, get_data).

init([]) ->
    PortProg = code:priv_dir(foo) ++ "/bin/portc",
    Port = open_port({spawn, PortProg}, [binary, {packet, 2}]),
    {ok, #state{port = Port}}.

handle_call(get_data, _From, State) ->
    {reply, {ok, State#state.data}, State}.

handle_info({Port, Cmd}, State) ->
    NewState = do_cmd(Cmd, State),
    {noreply, NewState}.

code_change(_, State, change_port_only) ->
    State#state.port ! close,
    receive
        {Port, closed} -> true
    end,
    NPortProg = code:priv_dir(foo) ++ "/bin/portc",    % get new version
    NPort = open_port({spawn, NPortProg}, [binary, {packet, 2}]),
    {ok, State#state{port = NPort}}.
```

To change the port program without changing the Erlang code, we can use the following code:

```
[point_of_no_return,
 {suspend, [portc]},
 {code_change, [{portc, change_port_only}]},
 {resume, [portc]}]
```

Here we used low-level instructions only. In this example we also make use of the `Extra` argument of the `code_change/3` function.

Suppose now that we wish to change only the Erlang code. The new version of `portc` is as follows:

```

-module(portc).
-vsn(2).
-behaviour(gen_server).

-export([get_data/0]).
-export([init/1, handle_call/3, handle_info/2, code_change/3]).

-record(state, {port, data}).

get_data() -> gen_server:call(portc, get_data).

init([]) ->
    PortProg = code:priv_dir(foo) ++ "/bin/portc",
    Port = open_port({spawn, PortProg}, [binary, {packet, 2}]),
    {ok, #state{port = Port}}.

handle_call(get_data, _From, State) ->
    {reply, {ok, State#state.data}, State}.

handle_info({Port, Cmd}, State) ->
    NewState = do_cmd(Cmd, State),
    {noreply, NewState}.

code_change(_, State, change_port_only) ->
    State#state.port ! close,
    receive
        {Port, closed} -> true
    end,
    NPortProg = code:priv_dir(foo) ++ "/bin/portc",    % get new version
    NPort = open_port({spawn, NPortProg}, [binary, {packet, 2}]),
    {ok, State#state{port = NPort}};
code_change(1, State, change_erl_only) ->
    NState = transform_state(State),
    {ok, NState}.

```

The high-level instruction is:

```
[{update, portc, {advanced, change_erl_only}, soft_purge, soft_purge, []}]
```

The corresponding low-level instructions are:

```

[{load_object_code, {portc, 2, [portc]}},
 point_of_no_return,
 {suspend, [portc]},
 {load, {portc, soft_purge, soft_purge}},
 {code_change, [{portc, change_erl_only}]},
 {resume, [portc]}]

```


SASL Reference Manual

Short Summaries

- Application **sasl** [page 53] – The SASL Application
- Erlang Module **alarm_handler** [page 56] – An Alarm Handling Process
- Erlang Module **overload** [page 58] – An Overload Regulation Process
- Erlang Module **rb** [page 60] – The Report Browser Tool
- Erlang Module **release_handler** [page 62] – A process to Unpack and Install Releases
- Erlang Module **systools** [page 67] – A Set of Release Handling Tools.
- File **appup** [page 72] – Application upgrade file.
- File **rel** [page 75] – Release resource file
- File **relup** [page 77] – Release upgrade file
- File **script** [page 78] – Boot script

sasl

No functions are exported.

alarm_handler

The following functions are exported:

- `clear_alarm(AlarmId) -> void()`
[page 56] Clear the specified alarms
- `get_alarms() -> [alarm()]`
[page 56] Get all active alarms
- `set_alarm(alarm())`
[page 56] Set an alarm with an id

overload

The following functions are exported:

- `request() -> accept | reject`
[page 59] Request to proceed with current job
- `get_overload_info() -> OverloadInfo`
[page 59] Return current overload information data

rb

The following functions are exported:

- `grep(RegExp)`
[page 60] Search the reports for a regular expression
- `h()`
[page 60] Print help information
- `help()`
[page 60] Print help information
- `list()`
[page 60] List all reports
- `list(Type)`
[page 60] List all reports
- `rescan()`
[page 60] Rescan the report directory
- `rescan(Options)`
[page 60] Rescan the report directory
- `show()`
[page 60] Show reports
- `show(Report)`
[page 60] Show reports
- `start()`
[page 61] Start the RB server
- `start(Options)`
[page 61] Start the RB server
- `start_log(FileName)`
[page 61] Redirect all output to FileName
- `stop()`
[page 61] Stop the RB server
- `stop_log()`
[page 61] Stop logging to file

release_handler

The following functions are exported:

- `check_install_release(Vsn) -> {ok, FromVsn, Descr} | {error, Reason}`
[page 63] Check installation of the release in the system
- `create_RELEASES(Root, RelDir, RelFile, LibDirs) -> ok | {error, Reason}`
[page 64] Create an initial RELEASES file
- `install_file(Vsn, FileName) -> ok | {error, Reason}`
[page 64] Install a release file in the release handler
- `install_release(Vsn) -> {ok, FromVsn, Descr} | {error, Reason}`
[page 64] Install the release in the system
- `install_release(Vsn, Opt) -> {ok, FromVsn, Descr} | {error, Reason}`
[page 64] Install the release in the system

- `make_permanent(Vsn) -> ok | {error, Reason}`
[page 65] Make the specified release to be used at system start-up
- `remove_release(Vsn) -> ok | {error, Reason}`
[page 65] Delete all files unique for this release
- `reboot_old_release(Vsn) -> ok | {error, Reason}`
[page 65] Reboot the system from an old release
- `set_removed(Vsn) -> ok | {error, Reason}`
[page 65] Mark a release as removed
- `set_unpacked(RelFile, LibDirs) -> {ok, Vsn} | {error, Reason}`
[page 65] Mark a release as unpacked
- `unpack_release(ReleaseName) -> {ok, Vsn} | {error, Reason}`
[page 66] Unpack and extracts files from the release package
- `which_releases() -> [{Name, Vsn, [Lib], Status}]`
[page 66] Return all known releases

systools

The following functions are exported:

- `make_relp(Name, UpFromNames, DownToNames) -> Result`
[page 67] Generate a release resource file relup.
- `make_relp(Name, UpFromNames, DownToNames, Opts) -> Result`
[page 67] Generate a release resource file relup.
- `make_script(Name) -> Result`
[page 68] Generate a boot script .script/.boot.
- `make_script(Name, Opts) -> Result`
[page 68] Generate a boot script .script/.boot.
- `make_tar(Name) -> Result`
[page 70] Create a release package.
- `make_tar(Name, Opts) -> Result`
[page 70] Create a release package.
- `script2boot(File) -> ok | error`
[page 71] Generate a binary form of a boot script.

appup

No functions are exported.

rel

No functions are exported.

relup

No functions are exported.

script

No functions are exported.

sasl

Application

This section describes the SASL application which provides the following services:

- `alarm_handler`
- `overload`
- `release_handler`

The SASL application also includes `error_logger` event handlers for formatting SASL error and crash reports.

Error logger event handlers

The following error logger event handlers are defined in the SASL application.

`sasl_report_tty.h` Formats and writes *supervisor report*, *crash report* and *progress report* to `stdio`.

`sasl_report_file.h` Formats and writes *supervisor report*, *crash report* and *progress report* to a single file.

`error_logger_mf.h` This error logger writes *all* events sent to the error logger to disk. It installs the `log_mf.h` event handler in the `error_logger` process.

Configuration

The following configuration parameters are defined for the SASL application. Refer to `application(3)` for more information about configuration parameters:

`sasl_error_logger` = Value <optional> Value is one of:

`tty` Installs `sasl_report_tty.h` in the error logger. This is the default option.

`{file, FileName}` Installs `sasl_report_file.h` in the error logger. This makes all reports go to the file `FileName`. `FileName` is a string.

`false` No SASL error logger handler is installed.

`errlog_type` = `error` | `progress` | `all` <optional> Restricts the error logging performed by the specified `sasl_error_logger` to error reports, progress reports, or both. Default is `all`.

`error_logger_mf_dir` = `string()` | `false` <optional> Specifies in which directory the files are stored. If this parameter is undefined or `false`, the `error_logger_mf.h` is not installed.

`error_logger_mf_maxbytes = integer() <optional>` Specifies how large each individual file can be. If this parameter is undefined, the `error_logger_mf_h` is not installed.

`error_logger_mf_maxfiles = 0 < integer() < 256 <optional>` Specifies how many files are used. If this parameter is undefined, the `error_logger_mf_h` is not installed.

`overload_max_intensity = float() > 0 <optional>` Specifies the maximum intensity for overload. Default is 0.8.

`overload_weight = float() > 0 <optional>` Specifies the overload weight. Default is 0.1.

`start_prg = string() <optional>` Specifies which program should be used when restarting the system. Default is `$OTP_ROOT/bin/start`.

`masters = [atom()] <optional>` Specifies which nodes this node uses to read/write release information. This parameter is ignored if the `client_directory` parameter is not set.

`client_directory = string() <optional>` This parameter specifies the client directory at the master nodes. Refer to Release Handling in the SASL User's Guide for more information. This parameter is ignored if the `masters` parameter is not set.

`static_emulator = true | false <optional>` Indicates if the Erlang emulator is statically installed. A node with a static emulator cannot switch dynamically to a new emulator as the executable files are written into memory statically. This parameter is ignored if the `masters` and `client_directory` parameters are not set.

`releases_dir = string() <optional>` Indicates where the releases directory is located. The release handler writes all its files to this directory. If this parameter is not set, the OS environment parameter `RELDIR` is used. By default, this is `$OTP_ROOT/releases`.

SNMP MIBs

The following MIBs are defined in SASL:

OTP-REG This MIB contains the top-level OTP registration objects, used by all other MIBs.

OTP-TC This MIB contains the general Textual Conventions, which can be used by any other MIB.

OTP-MIB This MIB contains objects for instrumentation of the Erlang nodes, the Erlang machines and the applications in the system.

The MIBs are stored in the `mibs` directory. All MIBs are defined in SNMPv2 SMI syntax. SNMPv1 versions of the mibs are delivered in the `mibs/v1` directory.

The compiled MIBs are located under `priv/mibs`, and the generated `.hrl` files under the `include` directory. To compile a MIB that **IMPORTS** the **OTP-MIB**, give the option `{il, ["sasl/priv/mibs"]}` to the MIB compiler.

The only MIB with Managed Objects is **OTP-MIB**. If it is to be used in a system, it must be loaded into an agent with a call to `otp_mib:init(Agent)`, where `Agent` is the `Pid` or registered name of an SNMP agent. Use `otp_mib:stop(Agent)` to unload the MIB. The implementation of this MIB uses Mnesia to store a cache with data needed, which means that Mnesia must run if the implementation of the MIB should be performed.

See Also

alarm_handler(3), error_logger(3), log_mf_h(3), overload(3), release_handler(3),
systools(3), appup(4), rel(4), relup(4), script(4), application(3), snmp(6)

alarm_handler

Erlang Module

The alarm handler process is a `gen_event` event manager process which receives alarms in the system. This process is not intended to be a complete alarm handler. It defines a place to which alarms can be sent. One simple event handler is installed in the alarm handler at start-up, but users are encouraged to write and install their own handlers.

The simple event handler sends all alarms as info reports to the error logger, and saves all of them in a list which can be passed to a user defined event handler, which may be installed at a later stage. The list can grow large if many alarms are generated. So it is a good reason to install a better user defined handler.

There are functions to set and clear alarms. The format of alarms are defined by the user. For example, an event handler for SNMP could be defined, together with an alarm MIB.

The alarm handler is part of the SASL application.

When writing new event handlers for the alarm handler, the following events must be handled:

```
{set_alarm, {AlarmId, AlarmDescr}} This event is generated by
    alarm_handler:set_alarm({AlarmId, AlarmDescr}).
{clear_alarm, AlarmId} This event is generated by
    alarm_handler:clear_alarm(AlarmId).
```

The default simple handler is called `alarm_handler` and it may be exchanged by calling `gen_event:swap_handler/3` as `gen_event:swap_handler(alarm_handler, {alarm_handler, swap}, {NewHandler, Args})`. `NewHandler:init({Args, {alarm_handler, Alarms}})` is called. Refer to `gen_event(3)` for further details.

Exports

```
clear_alarm(AlarmId) -> void()
```

Types:

- `AlarmId = term()`

Clears all alarms with id `AlarmId`.

```
get_alarms() -> [alarm()]
```

Returns a list of all active alarms. This function can only be used when the simple handler is installed.

```
set_alarm(alarm())
```

Types:

- `alarm()` = {AlarmId, AlarmDescription}
- `AlarmId` = `term()`
- `AlarmDescription` = `term()`

Sets an alarm with id `AlarmId`. This id is used at a later stage when the alarm is cleared.

See Also

`error_logger(3)`, `gen_event(3)`

overload

Erlang Module

`overload` is a process which indirectly regulates CPU usage in the system. The idea is that a main application calls the `request/0` function before starting a major job, and proceeds with the job if the return value is positive; otherwise the job must not be started.

`overload` is part of the `sasl` application, and all configuration parameters are defined there.

A set of two intensities are maintained, the `total_intensity` and the `accept_intensity`. For that purpose there are two configuration parameters, the `MaxIntensity` and the `Weight` value (both are measured in 1/second).

Then total and accept intensities are calculated as follows. Assume that the time of the current call to `request/0` is $T(n)$, and that the time of the previous call was $T(n-1)$.

- The current `total_intensity`, denoted $TI(n)$, is calculated according to the formula,

$$TI(n) = \exp(-Weight * (T(n) - T(n-1))) * TI(n-1) + Weight,$$
 where $TI(n-1)$ is the previous total intensity.
- The current `accept_intensity`, denoted $AI(n)$, is determined by the formula,

$$AI(n) = \exp(-Weight * (T(n) - T(n-1))) * AI(n-1) + Weight,$$
 where $AI(n-1)$ is the previous accept intensity, provided that the value of $\exp(-Weight * (T(n) - T(n-1))) * AI(n-1)$ is less than `MaxIntensity`; otherwise the value is

$$AI(n) = \exp(-Weight * (T(n) - T(n-1))) * AI(n-1).$$

The value of configuration parameter `Weight` controls the speed with which the calculations of intensities will react to changes in the underlying input intensity. The inverted value of `Weight`,

$$T = 1/Weight$$

can be thought of as the “time constant” of the intensity calculation formulas. For example, if `Weight` = 0.1, then a change in the underlying input intensity will be reflected in the total and accept intensities within approximately 10 seconds.

The overload process defines one alarm, which it sets using `alarm_handler:set_alarm(Alarm)`. Alarm is defined as:

```
{overload, []} This alarm is set when the current accept intensity exceeds
MaxIntensity.
```

A new overload alarm is not set until the current accept intensity has fallen below `MaxIntensity`. To prevent the overload process from generating a lot of set/reset alarms, the alarm is not reset until the current accept intensity has fallen below 75% of `MaxIntensity`, and it is not until then that the alarm can be set again.

Exports

`request()` -> `accept` | `reject`

Returns `accept` or `reject` depending on the current value of the accept intensity.

The application calling this function should be processed with the job in question if the return value is `accept`; otherwise it should not continue with that job.

`get_overload_info()` -> `OverloadInfo`

Types:

- `OverloadInfo` = [{`total_intensity`, `TotalIntensity`}, {`accept_intensity`, `AcceptIntensity`}, {`max_intensity`, `MaxIntensity`}, {`weight`, `Weight`}, {`total_requests`, `TotalRequests`}, {`accepted_requests`, `AcceptedRequests`}].
- `TotalIntensity` = `float()` > 0
- `AcceptIntensity` = `float()` > 0
- `MaxIntensity` = `float()` > 0
- `Weight` = `float()` > 0
- `TotalRequests` = `integer()`
- `AcceptedRequests` = `integer()`

Returns the current total and accept intensities, the configuration parameters, and absolute counts of the total number of requests, and accepted number of requests (since the overload process was started).

See Also

`alarm_handler(3)`, `sasl(3)`

rb

Erlang Module

The Report Browser (RB) tool makes it possible to browse and format error reports written by the error logger handler `log_mf_h`.

Exports

`grep(RegExp)`

Types:

- `RegExp = string()`

All reports containing the regular expression `RegExp` are printed.

`RegExp` is a string containing the regular expression. Refer to the module `regexp` in the `STDLIB` reference manual for a definition of valid regular expressions. They are essentially the same as the UNIX command `egrep`.

`h()`

`help()`

Prints the on-line help information.

`list()`

`list(Type)`

Types:

- `Type = type()`
- `type() = crash_report | supervisor_report | error | progress`

This function lists all reports loaded in the `rb_server`. Each report is given a unique number that can be used as a reference to the report in the `show/1` function.

If no `Type` is given, all reports are listed.

`rescan()`

`rescan(Options)`

Types:

- `Options = [opt()]`

Rescans the report directory. `Options` is the same as for `start()`.

`show()`

`show(Report)`

Types:

- Report = int() | type()

If a type argument is given, all loaded reports of this type are printed. If an integer argument is given, the report with this reference number is printed. If no argument is given, all reports are shown.

`start()`

`start(Options)`

Types:

- Options = [opt[]]
- opt() = {start_log, FileName} | {max, MaxNoOfReports} | {report_dir, DirString} | {type, ReportType}
- FileName = string() | standard_io
- MaxNoOfReports = int() | all
- DirString = string()
- ReportType = type() | [type()] | all

The function `start/1` starts the `rb_server` with the specified options, while `start/0` starts with default options. The `rb_server` must be started before reports can be browsed. When the `rb_server` is started, the files in the specified directory are scanned. The other functions assume that the server has started.

{start_log, FileName} starts logging to file. All reports will be printed to the named file. The default is `standard_io`.

{max, MaxNoOfReports}. Controls how many reports the `rb_server` should read on start-up. This option is useful as the directory may contain 20.000 reports. If this option is given, the `MaxNoOfReports` latest reports will be read. The default is 'all'.

{report_dir, DirString}. Defines the directory where the error log files are located. The default is {`sasl`, `error_logger_mf_dir`}.

{type, ReportType}. Controls what kind of reports the `rb_server` should read on start-up. `ReportType` is a supported type, 'all', or a list of supported types. The default is 'all'.

`start_log(FileName)`

Types:

- FileName = string()

Redirects all report output from the RB tool to the specified file.

`stop()`

Stops the `rb_server`.

`stop_log()`

Closes the log file. The output from the RB tool will be directed to `standard_io`.

release_handler

Erlang Module

The release handler process is a SASL process that handles unpacking, installation, and removal of release packages. As an example, a release package could contain applications, a new emulator, and new configuration parameters. In this text, the directory `ROOT` refers to the installation root directory (`code:root_dir()`). A release package is a compressed tar file that is written to the *releases* directory, for example via ftp. The location of this directory is specified with the configuration parameter `releases_dir`, or the OS environment variable `RELDIR`. Default is `ROOT/releases`. The release handler must have write access to this directory in order to install new releases. The persistent state of the release handler, for example information about installed releases, is stored in a file called `RELEASES` in the releases directory.

The package can be *unpacked*, which extracts the files from the package. When the release is unpacked, it can be *installed*. This operation evaluates the release upgrade script. An installed release can be made *permanent*. There can only be one permanent release in the system, and this is the release that is used when the system is started. An installed release, except the permanent one, can be *removed*. When a release is removed, all files that belong to that release only are deleted. The system can be *rebooted* from an old release.

Each release has a status. The status can be unpacked, current, permanent, or old. There is always one latest release which either has status permanent (normal case), or current (installed, but not yet made permanent). The following table illustrates the meaning of the status values.

Status	Action	NextStatus

-	unpack	unpacked
unpacked	install	current
	remove	-
current	make_permanent	permanent
	install other	old
	remove	-
permanent	make other permanent	old
	install	permanent
old	reboot_old	permanent
	install	current
	remove	-

A release package always contains two special files, the `ReleaseName.rel` file and the `relup` file. The `ReleaseName.rel` file contains information about the release, such as its name, version, and which system and library versions it uses. The `relup` file contains release upgrade scripts. There is one release upgrade script for each old version that can be updated to the new version.

The release handler process is a locally registered process on each node. When a release is installed in a distributed system, the release handler on each node must be called. The release installation may be synchronized between nodes. From an operator view, it may be unsatisfactory to specify each node. The aim is to install one release package in the system, no matter how many nodes there are. If this is the case, it is recommended that software management functions are written which take care of this problem. Such a function may have knowledge of the system architecture, so it can contact each individual release handler to install the package.

A new release may restart the system, using `start_prg`. This is a configuration parameter to the application `sasl`. The default is `ROOT/bin/start`

The emulator restart on Windows NT expects that the system is started using the `erlsrv` program (as a service). Furthermore the release handler expects that the service is named `NodeName_Release`, where `NodeName` is the first part of the Erlang nodename (up to, but not including the “@”) and `Release` is the current release of the application. The release handler furthermore expects that a program like `start_erl.exe` is specified as “machine” to `erlsrv`. During upgrading with restart, a new service will be registered and started. The new service will be set to automatic and the old service removed as soon as the new release is made permanent.

The release handler at a node which runs on a diskless machine, or with a read-only file system, must be configured accordingly using the following `sasl` configuration parameters:

masters This node uses a number of master nodes in order to store and fetch release information. All master nodes must be up and running whenever release information is written by this node.

client_directory The `client_directory` in the directory structure of the master nodes must be specified.

static_emulator This parameter specifies if the Erlang emulator is statically installed at the client node. A node with a static emulator cannot dynamically switch to a new emulator because the executable files are statically written into memory.

There are additional functions for using another file structure than the structure defined in OTP. These functions can be used to test a release upgrade locally.

Exports

```
check_install_release(Vsn) -> {ok, FromVsn, Descr} | {error, Reason}
```

Types:

- `Vsn = FromVsn = string()`
- `Descr = term()`

The release must not have status `current`. Checks that there is a `relup` release upgrade script from the `FromVsn` (current version) to `Vsn`. Checks that all required libs (or applications) are present and that all new code can be loaded. Checks that there is a `start.boot` file and a `sys.config` for the new release.

This function evaluates all instructions that occur before the `point_of_no_return` instruction in the release upgrade script.

Returns the same as `install_release/1`.

```
create_RELEASES(Root, RelDir, RelFile, LibDirs) -> ok | {error, Reason}
```

Types:

- Root = RelDir = RelFile = string()
- LibDirs = [{LibName, LibVsn, Dir}]
- LibName = atom()
- LibVsn = Dir = string()

This function can be called to create an initial RELEASES file to be used by the release_handler. This file must exist in order to install new releases. When the system is installed, a default RELEASES file is created in the default releases directory ROOT/releases.

Root is the root of the installation as described above. RelDir is the the releases directory where the RELEASES file should be created. RelFile is the name of the .rel file that describes the initial release.

LibDirs can be used to specify from where the modules for an application should be loaded. LibName is the name of the lib (or application), LibVsn is the version, and Dir is the name of the directory where the lib directory LibName-LibVsn is located. The corresponding modules should be located under Dir/LibName-LibVsn/ebin.

```
install_file(Vsn, FileName) -> ok | {error, Reason}
```

Types:

- FileName = string()
- Vsn = string()

Installs a release dependent file in the release structure. A release dependent file is a file that must be in the release structure when the release is installed. Currently there are three such mandatory files, start.boot, sys.config and relup.

This function should be called to install release dependent files, for example when these files are generated at the target. It should be called when set_unpacked/2 has been called.

```
install_release(Vsn) -> {ok, FromVsn, Descr} | {error, Reason}
```

```
install_release(Vsn, Opt) -> {ok, FromVsn, Descr} | {error, Reason}
```

Types:

- Vsn = FromVsn = string()
- Opt = [{error_action, Error_action} | {code_change_timeout, Timeout} | {suspend_timeout, Timeout}]
- Error_action = restart | reboot
- Descr = term()
- Timeout = default | infinity | int() > 0

The release must not have status `current`. Installs the delivered release in the system by evaluating the release upgrade script found in the `relup` file. This function returns `{ok, FromVsn, Descr}` if successful, or `{error, Reason}` if a recoverable error occurs. `Descr` is a user defined parameter, found in the `relup` file, used to describe the release. The system is restarted if a non-recoverable error occurs. There can be many installed releases at the same time in the system.

It is possible to define if the node should be restarted or rebooted in case of an error during the installation. Default is `restart`.

The option `code_change_timeout` defines the time-out for all calls to `sys:change_code`. If no value is specified or `default` is given, the default value defined in `sys` is used.

The option `suspend_timeout` defines the time-out for all calls to `sys:suspend`. If no value is specified, the values defined by the `Timeout` parameter of the upgrade or suspend instructions are used. If `default` is specified, the default value defined in `sys` is used.

Note that if an `old` or the permanent release is installed, a downgrade will occur. There must a corresponding downgrade script in the `relup` file.

```
make_permanent(Vsn) -> ok | {error, Reason}
```

Types:

- `Vsn = string()`

Makes the current release permanent. This causes the specified release to be used at system start-up.

```
remove_release(Vsn) -> ok | {error, Reason}
```

Types:

- `Vsn = string()`

Removes a release and its files from the system. The release must not be the permanent release. Removes only the files and directories not in use by another release.

```
reboot_old_release(Vsn) -> ok | {error, Reason}
```

Types:

- `Vsn = string()`
- `Reason = {no_such_release, Vsn}`

Reboots the system by making the old release permanent, and calls `init:reboot()` directly. The release must have status `old`.

```
set_removed(Vsn) -> ok | {error, Reason}
```

Types:

- `Vsn = string()`
- `Reason = {no_such_release, Vsn} | {permanent, Vsn}`

Makes it possible to handle removal of releases outside the `release_handler`. Tells the `release_handler` that the release is removed from the system. This function does not delete any files.

```
set_unpacked(RelFile, LibDirs) -> {ok, Vsn} | {error, Reason}
```

Types:

- RelFile = string()
- LibDirs = [{LibName, LibVsn, Dir}]
- LibName = atom()
- LibVsn = Dir = string()
- Vsn = string()

Makes it possible to handle the unpacking of releases outside the `release_handler`. Makes the `release_handler` aware that the release is unpacked. `Vsn` is extracted from the release file `RelFile` and is used as parameter to the other functions.

`LibDirs` can be used to specify from where the modules for an application should be loaded. `LibName` is the name of the lib (or application), `LibVsn` is the version, and `Dir` is the name of the directory where the lib directory `LibName-LibVsn` is located. The corresponding modules should be located under `Dir/LibName-LibVsn/ebin`.

```
unpack_release(ReleaseName) -> {ok, Vsn} | {error, Reason}
```

Types:

- ReleaseName = string()
- Vsn = string()

The `ReleaseName` is the name of the release package. This is the name of the package file, without `.tar.gz`. `ReleaseName` may or may not be the same as the release version. `Vsn` is extracted from the release package and is used as parameter to the other functions.

Performs some checks on the package - for example checks that all mandatory files are present - and extracts its contents.

```
which_releases() -> [{Name, Vsn, [Lib], Status}]
```

Types:

- Name = string()
- Vsn = string()
- Lib = string()
- Status = unpacked | current | permanent | old

Returns all releases known to the release handler. `Name` is the name of the system. `Lib` is the name of a library. This name may be the application name followed by its version, for example "kernel-1.0".

See Also

`systools(3)`

systools

Erlang Module

This module contains functions to generate boot scripts (`.boot`, `.script`), release upgrade scripts (`relup`), and release packages.

Exports

```
make_relup(Name, UpFromNames, DownToNames) -> Result  
make_relup(Name, UpFromNames, DownToNames, Opts) -> Result
```

Types:

- Name = string()
- UpFromNames = DownToNames = [Name | {Name,Description}]
- Description = term()
- Opts = [Opt]
- Opt = {path,Path} | restart_emulator | silent | noexec
- Path = [Dir]
- Dir = string()
- Result = ok | error
- | {ok,Relup,Module,Warnings} | {error,Module,Error}
- Relup - see relup(4)
- Module = atom()
- Warnings = Error = term()

Generates a release upgrade file `relup` containing a script which describes how to upgrade the system from a number of previous releases, and how to downgrade to a number of previous releases. The script is used by `release_handler` when installing a new version of a release in run-time.

The function compares the release resource file `Name.rel` with all release resource files `Name2.rel` specified in `UpFromNames` and `DownToNames`. For each such pair, it is deducted:

- Which applications should be deleted, that is applications which are listed in `Name.rel` but not in `Name2.rel`.
- Which applications should be added, that is applications which are listed in `Name2.rel` but not in `Name.rel`.
- Which applications should be upgraded/downgraded, that is applications listed in both `Name.rel` and `Name2.rel`, but with different versions.
- If the emulator needs to be restarted after upgrading/downgrading, that is if the ERTS version differs between the two release versions.

Instructions for this are added to the `relup` script in the above order. Instructions for upgrading/downgrading between application versions are fetched from the relevant application upgrade files `Application.appup`, sorted in the same order as when generating a boot script, see `make_script/1,2`. High-level instructions are translated into low-level instructions and the result is printed to `relup` in the current working directory.

The optional `Description` parameter is included as-is in the `relup` script, see `relup(4)`. Defaults to the empty list.

All the files are searched for in the code path. It is assumed that the `app` and `appup` file for an application is located in the same directory.

If the option `{path,Path}` is provided, `Path` is appended to the code path. A directory in the path can be given with a wildcard `*`, this is expanded to all matching directories.

If the `restart_emulator` option is supplied, a low-level instruction to restart the emulator is appended to the `relup` scripts. This ensures that a complete reboot of the system is done when the system is upgraded or downgraded.

By default, errors and warnings are printed to `tty` and the function returns `ok` or `error`. If the option `silent` is provided, the function instead returns `{ok,Relup,Module,Warnings}` where `Relup` is the release upgrade script, or it returns `{error,Module,Error}`. Warnings and errors can be converted to strings by calling `Module:format_warning(Warnings)` or `Module:format_error(Error)`.

If the option `noexec` is provided, the function returns the same values as for `silent` but no `relup` file is created.

```
make_script(Name) -> Result
```

```
make_script(Name, Opts) -> Result
```

Types:

- `Name = string()`
- `Opts = [Opt]`
- `Opt = no_module_tests | {path,Path} |`
`| local | {variables,[Var]}`
- `| exref | {exref,[Application]}`
- `| silent`
- `Path = [Dir]`
- `Dir = string()`
- `Var = {VarName,PrefixDir}`
- `VarName = PrefixDir = string()`
- `Application = atom()`
- `Result = ok | error`
- `| {ok,Module,Warnings} | {error,Module,Error}`
- `Module = atom()`
- `Warnings = Error = term()`

Generates a boot script `Name.script` and a binary version `Name.boot`, specifying which code should be loaded and which applications should be started when the Erlang runtime system is started.

The function checks the contents of the release resource file `Name.rel` to find out which applications are included in the release. It then checks the relevant application resource files `Application.app` for the values of the `modules` and `mod` keys, see `app(4)`, to find out which modules should be loaded and if and how the application should be started.

The correctness of each application is checked:

- The version of an application specified in the release resource file should be the same as the version specified in the application resource file.
- There should be no undefined applications, that is, dependencies to applications which are not included in the release.
- There should be no circular dependencies among the applications.
- There should no duplicated modules, that is, modules with the same name but belonging to different applications.
- A warning is issued if the object code for a module is older than the source code. If the `no_module_tests` option is specified, this check is omitted.

The applications are sorted according to the dependencies between the applications. Where there are no dependencies, the order in the release resource file is kept. The result is printed to `Name.script` and `Name.boot` in the current working directory (or to the directory where `Name.rel` is located, if `Name` contains a path).

All the files are searched for in the code path. It is assumed that the `.app` and `.beam` files for an application is located in the same directory. The `.erl` files are also assumed to be located in this directory, unless it ends with `ebin` in which case they are assumed to be in the corresponding `src` directory.

If the option `{path, Path}` is provided, `Path` is appended to the code path. A directory in the path can be given with a wildcard `*`, this is expanded to all matching directories.

In the generated boot script all applications are assumed to be located in `$ROOT/lib`, where `$ROOT` is the root directory of the installed release. If the `local` option is supplied, the actual directories where the applications were found are used instead. This is a useful way to test a generated boot script locally.

The `variables` option can be used to specify an installation directory other than `$ROOT/lib` for some of the applications. This is easiest illustrated using an example:

If the option `{variables, [{"TEST", "/test/lib"}]}` is supplied, all applications found underneath `/test/lib` will get the path `$TEST` in the generated boot script.

When starting the system with the generated boot script, the `TEST` variable is given a value using the `-boot_var Var Dir` command line flag (see `erl(1)`).

The checks performed before the boot script is generated can be extended with some cross reference checks by specifying the `exref` option. These checks are performed with the `Xref` tool. All applications, or the applications specified with `{exref, [Application]}`, are checked by `Xref` and warnings are generated for calls to undefined functions.

By default, errors and warnings are printed to `tty` and the function returns `ok` or `error`. If the option `silent` is provided, the function instead returns `{ok, Module, Warnings}` or `{error, Module, Error}`. Warnings and errors can be converted to strings by calling `Module:format_warning(Warnings)` or `Module:format_error(Error)`.

```
make_tar(Name) -> Result
```

```
make_tar(Name, Opts) -> Result
```

Types:

- Name = string()
- Opts = [Opt]
- Opt = {path,Path} | silent | {dirs,Dirs} | {erts,ErtsDir} | no_module_tests | {variables,Vars} | {var_tar,VarTar} | {machine,Machine} | exref | {exref,[AppName]}
- Path = [Dir]
- Dir = string()
- Dirs = [atom()]
- ErtsDir = string()
- Vars = [Var]
- Var = {VarName,PreFixDir}
- VarName = atom() | string()
- PreFixDir = string()
- VarTar = include | ownfile | omit
- Machine = atom()
- AppName = atom()
- Result = ok | error
- | {ok,Module,Warnings} | {error,Module,Error}
- Module = atom()
- Warning = Error = term()

A release package file is generated from the `Name.rel` file. The `Name.tar.gz` file is generated. This file must be uncompressed and unpacked on the target system before the new release can be activated, using the `release_handler`.

By default, the generated release package contains a directory under the `lib` directory for each included application. Each application directory is named `ApplicationName-ApplicationVsn`. For each application, the `ebin` and `priv` directories are included. These directories are copied from where the applications were found. If more directories are needed, it is possible to specify these with the `{dirs,Dirs}` option. For example, if the `src` and `example` directories should be included for each application in the release package, the `{dirs,[src,examples]}` option should be supplied.

The `variables` option can be used to specify an installation directory other than the Erlang installation directory for the user provided applications. If the option `{variables,[{"TEST","/home/xxx/applications"}]}` is supplied, all applications found underneath this directory will be packed into the `TEST.tar.gz` file. Accordingly, a separate package is created for each defined variable. By default, all these files are included at the top level in the `ReleaseName.tar.gz` file and should be unpacked to an appropriate installation directory. The `{var_tar,VarTar}` option can be used to specify if and where a separate package should be stored. In this option, `VarTar` is:

- `include`. Each separate (variable) package is included in the main `ReleaseName.tar.gz` file. This is the default.
- `ownfile`. Each separate (variable) package is generated as separate files in the same directory as the `ReleaseName.tar.gz` file.

- `omit`. No separate (variable) packages are generated and applications which are found underneath a variable directory are ignored.

The normal code server path is searched for the release file `ReleaseName.rel` and the application files (`ApplicationName.app`). The code server path can be appended with a path specified with the `{path, Path}` option. `Path` can contain wildcards (*) as described for the `make_script` function.

The `machine` option can be used to generate a release package file for an Erlang machine other than the running machine. This ensures that object code files with the expected file extension are included in the package, for example `.beam` files.

A directory called `releases/RelVsn` is also included in the release package. The release version `RelVsn` is found in the release package. This directory contains the boot script (`ReleaseName.boot` copied to `start.boot`), the `relup` file (generated by `make_relup`), and the system configuration file (`sys.config`).

If the release package shall contain a new Erlang runtime system, the `bin` directory of the specified (`{erts, ErtsDir}`) runtime system is copied to `erts-ErtsVsn/bin`.

Finally, the `releases` directory contains the `ReleaseName.rel` file.

All checks performed with the `make_script` function are performed before the release package is created. The `no_module_tests` and `exref` options are also valid here.

The return value `TarRet` and the handling of errors and warnings are as described for the `make_script` function above.

```
script2boot(File) -> ok | error
```

Types:

- `File = string()`

The Erlang runtime system requires that the contents of the script used to boot the system is a binary Erlang term. This function transforms the `File.script` boot script to a binary term which is stored in the file `File.boot`.

A boot script generated using the `make_script` function is already transformed to the binary form.

SEE ALSO

`app(4)`, `appup(4)`, `erl(1)`, `rel(4)`, `release_handler(3)`, `relup(4)`, `script(4)`

appup

File

The *application upgrade file* defines how an application is upgraded in a running system. This file is used by the functions in `systools` when generating a release upgrade file (`relup`).

FILE SYNTAX

The application upgrade file should be called `Application.appup` where `Application` is the name of the application. The file should be located in the `ebin` directory for the application.

The `.appup` file contains one single Erlang term, which defines the instructions used to upgrade the application. The file has the following syntax:

```
{Vsn,
 [{UpFromVsn, Instructions}, ...],
 [{DownToVsn, Instructions}, ...]}.
```

- `Vsn = string()` is the current version of the application.
- `UpFromVsn = string()` is an earlier version of the application to upgrade from.
- `Instructions` is a list of *release upgrade instructions*, see below.
- `DownToVsn = string()` is an earlier version of the application to downgrade to.

RELEASE UPGRADE INSTRUCTIONS

Release upgrade instructions are interpreted by the release handler when an upgrade or downgrade is made. For more information about release handling, refer to SASL User's Guide.

High-level instructions

```
{update, Module, Change, PrePurge, PostPurge, [Mod]}
{update, Module, Timeout, Change, PrePurge, PostPurge, [Mod]}
{update, Module, ModType, Timeout, Change, PrePurge, PostPurge, [Mod]}
  Module = atom()
  ModType = static | dynamic
  Timeout = int()>0 | default | infinity
  Change = soft | {advanced,Extra}
  PrePurge = PostPurge = soft_purge | brutal_purge
  Mod = atom()

{load_module, Module, PrePurge, PostPurge, [Mod]}
```

```

{add_module, Module}

{remove_application, Application}

{add_application, Application}

{restart_application, Application}

```

Low-level instructions

```

{load_object_code, {Lib, LibVsn, [Module]}}
  Lib = atom()
  LibVsn = string()
  Module = atom()

point_of_no_return

{load, {Module, PrePurge, PostPurge}}
  PrePurge = PostPurge = soft_purge | brutal_purge

{remove, {Module, PrePurge, PostPurge}}

{purge, [Module]}

{suspend, [Module | {Module, Timeout}]}
  Timeout = int()>0 | default | infinity

{code_change, [{Module, Extra}]}
{code_change, Mode, [{Module, Extra}]}
  Mode = up | down
  Extra = term()

{resume, [Module]}

{stop, [Module]}

{start, [Module]}

{sync_nodes, Id, [Node]}
{sync_nodes, Id, {M, F, A}}
  Id = term()
  M = F = atom()
  A = [term()]

{apply, {M, F, A}}

restart_new_emulator

```

SEE ALSO

relup(4), release_handler(3), systools(3)

rel

File

The *release resource file* specifies which applications are included in a release (system) based on Erlang/OTP.

This file is used by the functions in `systools` when generating start scripts (`.script`, `.boot`) and release upgrade files (`relup`).

FILE SYNTAX

The release resource file should be called `Name.rel`.

The `.rel` file contains one single Erlang term, which is called a *release specification*. The file has the following syntax:

```
{release, {RelName,Vsn}, {erts, EVsn},  
  [{Application, AppVsn} |  
   {Application, AppVsn, Type} |  
   {Application, AppVsn, IncApps} |  
   {Application, AppVsn, Type, IncApps}]]}.
```

- `RelName = string()` is the name of the release.
- `Vsn = string()` is the version of the release.
- `EVsn = string()` is the version of ERTS the release is intended for.
- `Application = atom()` is the name of an application included in the release.
- `AppVsn = string()` is the version of an application included in the release.
- `Type = permanent | transient | temporary | load | none` is the start type of an application included in the release.
If `Type = permanent | transient | temporary`, the application will be loaded and started in the corresponding way, see `application(3)`. If `Type = load`, the application will only be loaded. If `Type = none`, the application will be neither loaded nor started, although the code for its modules will be loaded. Defaults to `permanent`.
- `IncApps = [atom()]` is a list of applications that are included by an application included in the release.

The list must be a subset of the included applications specified in the application resource file (`Application.app`) and overrides this value. Defaults to the empty list.

Note:

The list of applications must contain the `kernel` and `stdlib` applications.

SEE ALSO

application(3), relup(4), systools(3)

relup

File

The *release upgrade file* describes how a release is upgraded in a running system.

This file is automatically generated by `systools:make_relup/3,4`, using a release resource file (`.rel`), application resource files (`.app`) and application upgrade files (`.appup`) as input.

FILE SYNTAX

In a target system, the release upgrade file should be located in the `OTP_ROOT/erts-EVsn/Vsn` directory.

The `relup` file contains one single Erlang term, which defines the instructions used to upgrade the release. The file has the following syntax:

```
{Vsn,  
 [{UpFromVsn, Descr, Instructions}, ...],  
 [{DownToVsn, Descr, Instructions}, ...]}.
```

- `Vsn = string()` is the current version of the release.
- `UpFromVsn = string()` is an earlier version of the release to upgrade from.
- `Descr = term()` is a user defined parameter passed from the `systools:make_relup/3,4` function. It will be used in the return value of `release_handler:install_release/1,2`.
- `Instructions` is a list of low-level release upgrade instructions, see `appup(4)`. It consists of the release upgrade instructions from the respective application upgrade files (high-level instructions are translated to low-level instructions), in the same order as in the start script.
- `DownToVsn = string()` is an earlier version of the release to downgrade to.

When upgrading from `UpFromVsn` with `release_handler:install_release/1,2`, there does not have to be an exact match of versions, but `UpFromVsn` can be a sub-string of the current release version.

SEE ALSO

`app(4)`, `appup(4)`, `rel(4)`, `release_handler(3)`, `systools(3)`

script

File

The *boot script* describes how the Erlang runtime system is started. It contains instructions on which code to load and which processes and applications to start.

The command `erl -boot Name` starts the system with a boot file called `Name.boot`, which is generated from the `Name.script` file, using `systools:script2boot/1`.

The `.script` file is generated by `systools` from a `.rel` file and `.app` files.

FILE SYNTAX

The boot script is stored in a file with the extension `.script`

The file has the following syntax:

```
{script, {Name, Vsn},
 [
   {progress, loading},
   {preLoaded, [Mod1, Mod2, ...]},
   {path, [Dir1, "$ROOT/Dir", ...]},
   {primLoad, [Mod1, Mod2, ...]},
   ...
   {kernel_load_completed},
   {progress, loaded},
   {kernelProcess, Name, {Mod, Func, Args}},
   ...
   {apply, {Mod, Func, Args}},
   ...
   {progress, started}]]}.
```

- `Name = string()` defines the name of the system.
- `Vsn = string()` defines the version of the system.
- `{progress, Term}` sets the “progress” of the initialization program. The function `init:get_status()` returns the current value of the progress, which is `{InternalStatus, Term}`.
- `{path, [Dir]}` where `Dir` is a string. This argument sets the load path of the system to `[Dir]`. The load path used to load modules is obtained from the initial load path, which is given in the script file, together with any path flags which were supplied in the command line arguments. The command line arguments modify the path as follows:
 - `-pa Dir1 Dir2 ... DirN` adds the directories `Dir1`, `Dir2`, ..., `DirN` to the front of the initial load path.
 - `-pz Dir1 Dir2 ... DirN` adds the directories `Dir1`, `Dir2`, ..., `DirN` to the end of the initial load path.

- `-path Dir1 Dir2 ... DirN` defines a set of directories `Dir1`, `Dir2`, ..., `DirN` which replaces the search path given in the script file. Directory names in the path are interpreted as follows:
 - * Directory names starting with `/` are assumed to be absolute path names.
 - * Directory names not starting with `/` are assumed to be relative the current working directory.
 - * The special `$ROOT` variable can only be used in the script, not as a command line argument. The given directory is relative the Erlang installation directory.
- `{primLoad, [Mod]}` loads the modules `[Mod]` from the directories specified in `Path`. The script interpreter fetches the appropriate module by calling the function `erl_prim_loader:get_file(Mod)`. A fatal error which terminates the system will occur if the module cannot be located.
- `{kernel_load_completed}` indicates that all modules which *must* be loaded *before* any processes are started are loaded. In interactive mode, all `{primLoad, [Mod]}` commands interpreted after this command are ignored, and these modules are loaded on demand. In embedded mode, `kernel_load_completed` is ignored, and all modules are loaded during system start.
- `{kernelProcess, Name, {Mod, Func, Args}}` starts a “kernel process”. The kernel process `Name` is started by evaluating `apply(Mod, Func, Args)` which is expected to return `{ok, Pid}` or `ignore`. The `init` process monitors the behaviour of `Pid` and terminates the system if `Pid` dies. Kernel processes are key components of the runtime system. Users do not normally add new kernel processes.
- `{apply, {Mod, Func, Args}}`. The `init` process simply evaluates `apply(Mod, Func, Args)`. The system terminates if this results in an error. The boot procedure hangs if this function never returns.

Note:

In the interactive system the code loader provides demand driven code loading, but in the embedded system the code loader loads all the code immediately. The same version of code is used in both cases. The code server calls `init:get_argument(mode)` to find out if it should run in demand mode, or non-demand driven mode.

SEE ALSO

`systools(3)`

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