

How do I set and check the RSS flags with Sniffer10G?

Model:

ARC Series E Adapters

Software:

Sniffer10G

Operating System:

Supports both Windows and Linux Operating Systems.

Information:

You can set the RSS flags via the environment variable `SNF_RSS_FLAGS`.

The easiest way to view the RSS parameter setting, as well as other parameter values (e.g., `SNF_PORTNUM`, `SNF_NUM_RINGS`, `SNF_DATARING_SIZE`, `SNF_DESCRING_SIZE`, `SNF_FLAGS`, `SNF_DEBUG_FILENAME`), is to run your Sniffer10G application with the environment variable `SNF_DEBUG_MASK` set to `0x3`. Then when `snf_open()` is called by the program it displays the current parameter settings and how they have been set (i.e. from the environment, hard-coded by the application or the default value).

For example:

```
$ SNF_DEBUG_MASK=0x3 SNF_RSS_FLAGS=0x1 ./snf_simple_recv
snf.0.0 P (userset) SNF_PORTNUM = 0
snf.0.0 P (default) SNF_NUM_RINGS = 1 (0x1)
snf.0.0 P (default) SNF_RSS_FLAGS = 1 (0x1)
snf.0.0 P (default) SNF_DATARING_SIZE = 268435456 (0x10000000) (256.0 MiB)
snf.0.0 P (default) SNF_DESCRING_SIZE = 67108864 (0x4000000) (64.0 MiB)
snf.0.0 P (default) SNF_FLAGS = 0
snf.0.0 P (environ) SNF_DEBUG_MASK = 3 (0x3)
snf.0.0 P (default) SNF_DEBUG_FILENAME = stderr
...
```

SNF_DEBUG_MASK=0x3

Users can ensure that the Sniffer10G library is linked to the application by setting `SNF_DEBUG_MASK=0x3` in the environment when operating the Sniffer10G application. For example:

```
$ SNF_DEBUG_MASK=0x3 SNF_RSS_FLAGS=0x1 ./snf_simple_recv
```

Setting this `SNF_DEBUG_MASK` variable causes the SNF API to output memory mapping information when the application is run. If no information is dumped to the screen, it is likely that your application is not correctly linked against the Sniffer10G library. Monitor **myri_counters** to verify that traffic is in fact being received.

<u>Revision</u>	<u>Date</u>	<u>Change</u>
1	7/15/2016	Initial Draft
2	8/19/2016	Feedback Edits

