

# Console Commands

(currently work-in-progress)

Despite the graphical integration in [Odysseus Studio](#), OdysseusNet provides console commands to control distributed data stream processing in the OSGi-Console. These console commands are available if OdysseusNet is activated (see [OdysseusNet](#)).

Remark: Some command may not work with the REST based communication in a Master/Worker scenario.

The following commands are supported:

- Configuration of OdysseusNet
- Data stream processing
- Development
- General
- Help
- Logging
- Nodes
- Ping
- Remote execution
- Resource management
- System properties
- Threads

## Configuration of OdysseusNet

Command	Description	Example
listNetConfiguration	Lists all currently set settings for OdysseusNet (see <a href="#">OdysseusNet Configuration</a> ).	
lsNetConfiguration	See listNetConfiguration.	
setNetConfiguration <key> <value>	Sets a configuration key-value-pair of OdysseusNet. Depending on the specific setting, changing the value has different effects.	setNetConfiguration net.node.name NewNodeName
saveNetConfiguration	Saves the configuration settings of OdysseusNet into the configuration file (see <a href="#">OdysseusNet Configuration</a> )	

## Data stream processing

Command	Description	Example
dumpStream <hash   name> <time>	Prints the current output data stream elements of the specified physical operator (specified by its hash or name). Printing stops after the specified amount of time.	
dumpPlan <queryID>	Prints the physical plan (with its operators) of the query with the specified queryID.	

## Development

Command	Description	Example
listOdysseusNetComponents	Lists all features/components of OdysseusNet	
lsOdysseusNetComponents	See listOdysseusNetComponents	

## General

Command	Description	Example
startOdysseusNet	Starts/Activates OdysseusNet, if not activated	
stopOdysseusNet	Stops/Deactivated OdysseusNet, if activated	
isOdysseusNetStarted	Prints out if OdysseusNet is started or not	
reinstallNode	Shuts down Odysseus (and OdysseusNet) and reinstall the newest version of Odysseus (with OdysseusNet). Only applicable to RaspberryPi (yet).	
updateNode	Invokes the update mechanism to update Odysseus (and OdysseusNet, if needed)	

restartNode	Restarts Odysseus (and OdysseusNet)	
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## Help

Command	Description	Example
helpNet	Prints help text for these console commands	

## Logging

Command	Description	Example
log <logLevel> <message>	Logs a message with the specified log level. Supported log levels are trace, debug, info, warn and error.	log debug "I am a message"
setLogger <loggerName> <logLevel> (duration)	Sets the log level for the specified logger. If optional duration (in milliseconds) is specified, the log level is reset back to previous level after this amount of time.	setLogger de.uniol.inf.is.odysseus.core debug 20000
setLoggerOdysseus <loggerName> <logLevel> (duration)	Like setLogger, except the prefix de.uniol.inf.is.odysseus for the logger name must not be specified.	setLoggerOdysseus core debug 20000
listLoggers (filter)	Lists all available/active loggers. Filters the list if filter is specified.	listLoggers core
lsLoggers (filters)	See listLoggers	

## Nodes

Command	Description	Example
listNodes	Lists all known nodes (connected and not connected ones) with names and ids	
lsNodes	See listNodes.	
describeNode <nodename   nodeid>	Prints available information about the specified node (by name or by id)	
descNode <nodename   nodeid>	See describeNode	
showLocalNode	Prints node information of the own (local) node	
listConnectedNodes	Lists all nodes which are connected to own node	
lsConnectedNodes	See listConnectedNodes	
isConnected <nodename   nodeid>	Prints if the specified node is connected to own node or not.	

## Ping

Command	Description	Example
ping	Lists pings to all known nodes	
listPingPositions	Lists the positions of all known nodes in the <a href="#">PingMap</a>	
lsPingPositions	See listPingPositions	

## Remote execution

Command	Description	Example
loginNode <nodename   nodeid> <username> <password>	Logs in to remote node (specified by name or id) with specified username and password. Needed to execute other commands remotely at that node.	
logoutNode <nodename   nodeid>	Logs out from the specified remote node.	
listLoggedInNodes	Lists all remote nodes which are logged in to own local node	

lsLoggedInNodes	See <code>listLoggedInNodes</code>	
listLoggedInNodes	Lists all remote nodes which the own local node is logged in	
lsLoggedToNodes	See <code>listLoggedToNodes</code>	
revokeLogin <nodename   nodeid>	Remove login of remote node	
loginStatus	<code>listLoggedInNodes</code> and <code>listLoggedToNodes</code>	
executeCommand <nodename   nodeid> <command>	Remotely executes a console command at the specified remote node	executeCommand MyRemoteNode1 restartNode
execCommand <nodename   nodeid> <command>	See <code>executeCommand</code>	
execCmd <nodename   nodeid> <command>	See <code>executeCommand</code>	
execCmdAll <username> <password> <command>	Tries to login to all connected nodes, execute the specified command remotely and finally logout.	
remoteUpdate <nodename   nodeid>	Remotely updates the specified node. Remote node must allow this (see <a href="#">OdysseusNet Configuration</a> ).	
remoteUpdateAll	Remotely updates all connected nodes. Remote nodes must allow this (see <a href="#">OdysseusNet Configuration</a> ).	
remoteReinstall <nodename   nodeid>	Remotely reinstalls the specified node. Remote node must allow this (see <a href="#">OdysseusNet Configuration</a> ).	
remoteReinstallAll	Remotely reinstalls all connected nodes. Remote nodes must allow this (see <a href="#">OdysseusNet Configuration</a> ).	
remoteRestart <nodename   nodeid>	Remotely restarts the specified node. Remote node must allow this (see <a href="#">OdysseusNet Configuration</a> ).	
remoteRestartAll	Remotely restarts all connected nodes. Remote nodes must allow this (see <a href="#">OdysseusNet Configuration</a> ).	

## Resource management

Command	Description	Example
<code>resourceStatus</code>	Prints information about current resource status (like processor load, memory)	

## System properties

Command	Description	Example
<code>listSystemProperties (filter)</code>	Lists all system properties (and values). Filters the list if <code>filter</code> is specified.	<code>listSystemProperties os</code>
<code>lsSystemProperties (filter)</code>	See <code>listSystemProperties</code>	
<code>setSystemProperty &lt;propName&gt; &lt;value&gt;</code>	Sets the system property <code>propName</code> to <code>value</code> .	<code>setSystemProperty user.home Lala</code>

## Threads

Command	Description	Example
<code>listThreads (filter)</code>	Lists all currently running threads of the virtual machine. Filters the list if <code>filter</code> is specified.	
<code>lsThreads (filter)</code>	See <code>listThreads</code>	