

PortMapper Contents



This help file contains a list of all Help topics available for the Portmapper application. You can use the scroll bar to see the entries that are not currently visible in the Help window.

For information on how to use Help, press F1 or choose Using Help from the Help menu.

Overview

Info

Host...

Ping...

Help

Contents

About Portmapper

Overview



The port mapper program maps RPC program and version numbers to transport-specific port numbers, employing the RPC DLL and NEWT-Enhanced Windows TCP/IP stacks. This program makes dynamic binding of remote programs possible.

This is desirable because the range of reserved port numbers is very small and the number of potential remote programs is very large. By running only the port mapper on a reserved port, the port numbers of other programs can be ascertained by querying the port mapper.

The port mapper program currently supports two protocols (UDP/IP and TCP/IP). The port mapper is contacted by talking to it on assigned port number 111 on either of these protocols. The port mapper supports the following procedures:

- PMAPPROC_NULL - do nothing, for echo testing
- PMAPPROC_SET - register service
- PMAPPROC_UNSET - unregister service
- PMAPPROC_GETPORT - lookup service mapping
- PMAPPROC_DUMP - return all mappings
- PMAPPROC_CALLIT - call service from broadcast

The port mapper window displays all the current service mappings for the local machine. Each line shows the [program, version, port] mapping as well as the transport used. If the RPC program number database (RPC) is present and a match is found for the (program, version) number pair, the name of the service program is displayed as well.

Note: The port mapper also aids in broadcast RPC. A given RPC program will usually have different port number bindings on different machines, so there is no way to directly broadcast to all of these programs. The port mapper, however, does have a fixed port number. So, to broadcast to a given program, the client actually sends its message to the port mapper located at the broadcast address. Each port mapper that picks up the broadcast then calls the local service specified by the client. When the port mapper gets the reply from the local service, it sends the reply back to the client.

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Help

[Contents](#)

[About Portmapper](#)

Host...

To view the port map entries on a remote host, do the following:

1. Select the **Host...** option from the Info menu. The Host dialog box appears.
2. Enter or select the name of a valid host.
3. Choose the OK button to display a list of port entries.

Ping

Ping calls the NULLPROC of the selected program and displays a message verifying its availability. To display the status of the selected program, do the following:

1. Display a list of port entries, using the Host... option and select the desired program.
2. Select Ping from the Info menu. If the selected program is functioning, a message appears that says the program is ready and waiting. If the selected program is not functioning than the message says the program is not available.

Contents

Using Help

To choose a Help topic:

Mouse Point to the underlined topic you want to view and click the mouse button.

When the pointer is over an item you can choose, the pointer changes to a hand icon.

Keyboard Press Tab to move the highlight to the underlined topic you want to view, and then press Enter.

To exit Help:

Mouse 1 Point to the File menu and click the mouse button.

2 Click the Exit command.

Keyboard 1 Press Alt.

2 Type the letter F.

3 Type the letter X.

About Portmapper

For information about the program choose the OK button.

