

# SMS: Error messages structure

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## Table of content

1	Aim/objective	1
2	Scope	1
3	Error list overview	1
3.1	Usages	1
4	Error definition xml structure	1
4.1	ErrorsDefinition	2
4.1.1	Error	2
5	Error status xml structure	3
5.1	ErrorMessages	3
5.1.1	Error	4

## 1 Aim/objective

This document describes the structure of the list of error messages in an xml form as it should be exchanged through the communication interfaces of the SMS.

It gives a generic view of the error list but doesn't explain each error value.

## 2 Scope

This document is intended for software engineers that need to manipulate SMS error lists.

## 3 Error messages overview

### 3.1 Usages

This xml document is used by the SMS to:

- List a definition of all known errors for the SMS.
- Report a list of current errors (error status) from the SMS but also errors from other modules like the projector main controller.



**Note: xml root nodes are different for both use cases but the body is similar. The description of the body will only be described once in this document.**

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## 4 Error definition xml structure

The following describes the xml structure of the error definition list.

# SMS: Error messages structure

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## 4.1 ErrorsDefinition

The root node for the complete error messages list is named *ErrorDefinition*. It contains the definition of all the error messages from the SMS. This doesn't include messages from other modules.

```
<ErrorDefinition xmlns="http://www.barco.com/icmp/errorsDefinition">
  <Error ShortName="NO_ERROR"/>
    <NumericalValue>0</NumericalValue>
    <Description>no error</Description>
    <Severity>SUCCESS</Severity>
    <Category>Operational</Category>
  </Error>
  ...
  <Error ShortName="PLAYER_CONTENT_NOT_FOUND"/>
    <NumericalValue>10903</NumericalValue>
    <Description>player - content not found - selection failed</Description>
    <Severity>ERROR</Severity>
    <Category>Operational</Category>
  </Error>
  ...
</ErrorDefinition>
```

### 4.1.1 Error

The *Error* node contains the description of one error message.

#### 4.1.1.1 ShortName

This *ShortName* attribute gives a quick identification of the error.

#### 4.1.1.2 NumericalValue

This is the numerical value that is used to uniquely identify an error message. The value 0 is reserved as a "no error" message.

#### 4.1.1.3 Description

This is a short the human readable English text of the error message. The SMS doesn't provide a localization mechanism of error messages.



**Note: the description should be seen as an error title rather than a complete description of the error. In depth description and troubleshooting should be provided by other means (manual, diagnostic tools...).**

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This text is usually, but not strictly, formatted in the following way:

"context - error[ - consequence]"

# SMS: Error messages structure

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## 4.1.1.4 Severity

This indicates the level of severity of the messages. The following severity levels are currently defined:

- SUCCESS: no error, informative message.
- MAINTENANCE: service maintenance is required.
- WARNING: the system or the operation is running with a warning condition
- ERROR: the system is in error or the operation failed or was rejected.

## 4.1.1.5 Category

This is an optional indication of the error message category that is defined mainly for display purpose.

The following categories are currently defined:

- Hardware: the error message is related to hardware or installation issue that probably requires the intervention of a service technician. This is the default category when none is specified.
- Operational: the error status is a consequence of an operation and doesn't indicate a hardware issue. This kind of error should not require a service technician intervention. Such error can be reported when an invalid content is selected in the player for instance and selecting another item will clear the error condition.



**Note: it should be foreseen that more categories will be defined later.**

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## 5 Error status xml structure

The following describes the xml structure of the current error list. It gives status information rather than a definition.

### 5.1 ErrorMessages

The root node for the error list is named *ErrorMessages*. It contains the list of the current error messages. It will be empty if no errors are reported by the system.



**Note: this list may contain error messages from other modules monitored by the SMS. For instance, the SMS will report errors from the projector main controller.**

**The metadata for such external messages can slightly differ from the SMS messages.**

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```
<ErrorMessages xmlns="http://www.barco.com/icmp/errorsMessages">
  <Error ShortName="PLAYER_CONTENT_NOT_FOUND"/>
    <NumericalValue>10903</NumericalValue>
    <Description>player - content not found - selection failed</Description>
    <Severity>ERROR</Severity>
  </Error>
</ErrorMessages>
```

# SMS: Error messages structure

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```
    <Category>Operational</Category>
  </Error>
  ...
</ErrorMessages>
```

## **5.1.1 Error**

The *Error* node contains the description of one error message. It follows the same structure as described in the above errors definition structure.