



FairCom White Paper

Important Dynamic Dump Fix

1. Important Dynamic Dump Fix

It is important to review the information below about a change to the Dynamic Dump that may affect you. If you are using a V11.0 line with a **build date prior to 180801**, you should update to a more recent build and perform a Dynamic Dump to ensure you have a valid backup.

Truncated scheduled backups or files missing from backup

Starting in V11.0, dynamic dump backups created using the `!FREQ` backup keyword may contain no files, or files matching a wildcard could be missing. This issue was fixed in builds with a build date after **180801**.

When a `!FREQ` keyword was used, the initial backup was correct, but alternating repeated backups could contain no files. Additionally, files that match a wildcard name that do not exist at the time of the initial occurrence of a backup using the `!FREQ` keyword would never be included by successive repeating backups. An internal state variable was set and cleared in an alternating fashion based on two separate loops processing a list of files when a scheduled backup thread was active. This list management was rewritten removing redundant list handling.

Temporary workaround: Remove the `!FREQ` keyword and manually schedule backups using `ctdump`. Remove (kill) all existing scheduled dumps with `ctadmn` or c-treeACE Monitor.

In addition, a file may not be included in a backup that was listed in a dynamic dump backup script and existed at the point in time of the backup. This was a timing issue that could occur to `ctTRNLOG` files when a file create occurred immediately before a backup began, or a file delete occurred while a backup was in process. The logic has been enhanced to handle these situations.

Finally, a new check and error code, `FCYC_ERR` (1129, "A filesystem loop or cycle has been encountered.") has been added to indicate wildcard matching issues resulting in an observed dynamic dump hang.

The fixes described here are server-side, and do not require an application client-side recompile.

