

Download Instructions

Contents

1.0 Introduction.....	1
1.1 The SDKs.....	1
1.2 The Server Packages.....	2
2.0 C++ SDKs.....	2
2.1 Introduction.....	2
2.2 Download Instructions.....	2
2.3 Installation Instructions.....	5
2.4 Pre-built Samples.....	5
3.0 Java SDK.....	6
3.1 Introduction.....	6
3.2 Download Instructions.....	6
3.3 Installation Instructions.....	7
3.4 Pre-built Samples.....	7
4.0 C# SDK.....	7
4.1 Introduction.....	7
4.2 Download Instructions.....	7
4.3 Installation Instructions.....	8
4.4 Pre-built Samples.....	8
5.0 Getting Started Notes.....	8
6.0 ACTIV Contribution Package.....	8
6.1 Introduction.....	8
6.2 Download Instructions.....	8
6.3 Installation Instructions.....	9
7.0 ACTIV Replay Package.....	9
7.1 Introduction.....	9
7.2 Download Instructions.....	9
7.3 Installation Instructions.....	10

1.0 Introduction

1.1 The SDKs

ACTIV makes available 4 different ACTIV Content Platform (ACP) APIs, 2 for subscribing to data (the ActivContentGateway API and ActivContentServer API) and 2 for publishing data (the ActivContributionGateway API and ActivContributionServer API). These APIs are built on (i.e. depend on) a 5th lower-level API and runtime called ActivMiddleware. These APIs are made available inside a set of SDKs for C++, Java and C# and languages. Not all APIs are made available for all languages. See Fig 1 for a list of the ACP APIs and language support along with transport protocol used for the API.

ACP API	C++	Java	C#	Transport
ActivContentGateway API	Yes	Yes	Yes	TCP
ActivContentServer API	Yes	No	No	UDP multicast
ActivContributionGateway API	Yes	Yes	Yes	TCP
ActivContributionServer API	Yes	No	No	UDP multicast

Fig 1: Language Support for the ACP APIs

1.2 The Server Packages

To aid in your testing efforts, we provide 2 server packages. The ACTIV Contribution Package can be used to test contribution applications i.e. applications that contribute data using the ActivContributionGateway API or ActivContributionServer API (see section [6.0](#) for this package). The ACTIV Replay Package can be used to test subscription applications i.e. applications that subscribe to data using the ActivContentGateway API or ActivContentServer API (see section [7.0](#) for this package).

2.0 C++ SDKs

2.1 Introduction

ACTIV makes available all 4 of the different ACP APIs along with the ActivMiddleware API in C++. To minimize your download time, the 5 APIs are made available in 3 different SDKs. The 3 SDKs are illustrated in Fig 2 below. Note that Fig 2 also depicts the “dependency tree” for the SDKs i.e. any particular SDK needs to have all the SDKs “below it” installed.

<p>ActivContribution SDK (contains the ActivContributionGateway API and ActivContributionServer API)</p>
<p>ActivFeed SDK (contains the ActivContentGateway API and ActivContentServer API)</p>
<p>ActivMiddleware SDK (contains the ActivMiddleware API)</p>

Fig 2: C++ SDK Dependencies

2.2 Download Instructions

To download, first visit our FTP site at IP address 209.213.205.195. You should have received a username and password to access this FTP site. Note you may be able to access this site through a browser by clicking on this link: <ftp://activfeed.com/> (although you’ll still need your FTP username and password).

Once inside the FTP site, enter the SDKs/C++ directory and then the directory containing the latest SDKs (currently the 1.8.3.0 directory). Then enter the SDK directory and download the following files:

1) You will need to download the “common” files that contain all the API header files, documentation and source code for the sample applications. The common files come packaged in a zip version for Windows and a tar.gz version for Linux, Solaris, FreeBSD or Mac OS X:

```

ActivContributionSdk_1.8.3.0_common.tar.gz
ActivContributionSdk_1.8.3.0_common.zip

ActivFeedSdk_1.8.3.0_common.tar.gz
ActivFeedSdk_1.8.3.0_common.zip

ActivMiddlewareSdk_1.8.3.0_common.tar.gz
ActivMiddlewareSdk_1.8.3.0_common.zip

StlPort_5.1.4.0_common.tar.gz

```

Note that if you download any libraries (see below) that use the STLport STL, then you will need to download the StlPort_5.1.4.0_common.tar.gz file.

2) You will also need to download the C++ API Doxygen reference documentation:

```

ActivC++ApiReferenceHtml_1.8.3.0.zip
ActivC++ApiReferenceChm_1.8.3.0.zip

```

The ActivC++ApiReferenceHtml_1.8.3.0.zip file contains a set of HTML API reference documents that can be viewed on any platform (the “home” page is the docs/html/index.html file). The ActivC++ApiReferenceChm_1.8.3.0.zip file contains a Microsoft compiled help document and can be used on Windows platforms. You should download the appropriate one for your system.

3) Finally, you will also need to download the libraries and runtime components that are specific to your particular CPU / operating system / compiler / STL, including:

```

ActivContributionSdk_1.8.3.0_x86_redhat_gcc34.tar.gz
ActivContributionSdk_1.8.3.0_x86_redhat_gcc34_stlport.tar.gz
ActivContributionSdk_1.8.3.0_x86_win32_vc71.zip
.
.
ActivFeedSdk_1.8.3.0_x86_redhat_gcc34.tar.gz
ActivFeedSdk_1.8.3.0_x86_redhat_gcc34_stlport.tar.gz
ActivFeedSdk_1.8.3.0_x86_win32_vc71.zip
.
.
ActivMiddlewareSdk_1.8.3.0_x86_redhat_gcc34.tar.gz
ActivMiddlewareSdk_1.8.3.0_x86_redhat_gcc34_stlport.tar.gz
ActivMiddlewareSdk_1.8.3.0_x86_win32_vc71.zip
.
.

```

The following naming conventions are used for these files:

CPU

ia64	Itanium / Itanium 2
ppc	PowerPC 32-bit
sparc	SPARC 32-bit (v8plus architecture minimum)
sparc64	SPARC 64-bit (v8plus architecture minimum)
x86	x86 (Pentium 3 minimum)
x86-64	AMD Athlon 64, AMD Opteron, Intel Xeon with Intel EM64T support, Intel Pentium 4 with Intel EM64T support

Operating System

freebsd	FreeBSD 6
redhat	RedHat, Fedora or CentOS Linux (2.6 kernel minimum)
suse	SUSE Linux (2.6 kernel minimum)
ubuntu	Ubuntu Linux (2.6 kernel minimum)
debian	Debian Linux (2.6 kernel minimum)
osx	OS X (10.4 minimum)
sol	Solaris 8 and above
win32	32-bit Windows (Win2k SP4 minimum)
win64	64-bit Windows

Compiler

gcc34	GCC 3.4
gcc40	GCC 4.0
gcc41	GCC 4.1
gcc42	GCC 4.2
sunpro58	SunPro 5.8 (SunStudio 11)
vc71	Visual Studio .NET 2003 (version 7.1)
vc80	Visual Studio 2005 SP1 (version 8.0)

Other

stlport	STLport (uses STLport rather than default compiler STL)
---------	---

Example 1

Suppose you'd like to build an ActivContentGateway API-based application for 64-bit Red Hat Linux systems using the GCC 3.4 compiler then you'd want to download the following:

```

ActivFeedSdk_1.8.3.0_common.tar.gz
ActivMiddlewareSdk_1.8.3.0_common.tar.gz

ActivC++ApiReferenceHtml_1.8.3.0.zip

ActivFeedSdk_1.8.3.0_x86-64_redhat_gcc34.tar.gz
ActivMiddlewareSdk_1.8.3.0_x86-64_redhat_gcc34.tar.gz

```

Example 2

Suppose you'd like to build a ActivContributionServer API-based application for 32-bit Windows systems using the Visual Studio 2005 SP1 compiler then you'd want to download the following:

```

ActivContributionsSdk_1.8.3.0_common.zip
ActivFeedSdk_1.8.3.0_common.zip
ActivMiddlewareSdk_1.8.3.0_common.zip

ActivC++ApiReferenceChm_1.8.3.0.chm

ActivContributionsSdk_1.8.3.0_x86_win32_vc80.zip
ActivFeedSdk_1.8.3.0_x86_win32_vc80.zip
ActivMiddlewareSdk_1.8.3.0_x86_win32_vc80.zip

```

Notes:

1. When downloading files for Windows systems, you should put them in a directory that is fairly close to the root of a drive (e.g. C:\Activ\1.8.3.0) because the path lengths of the ACTIV SDKs are quite long and the Visual Studio compiler will fail to link an application if a path length exceeds 256 characters.
2. If you don't see a library file matching your combination of CPU / operating system / compiler / STL, please ask us about availability – we release these library files as requested.
3. You can download and install as many library files as you like (without fear of files clashing). For example, if you want to build both 32-bit and 64-bit Windows applications for x86 and x86-64 based systems using the Visual Studio 2005 SP1 compiler, then you can download and install the x86_win32_vc80 and x86-64_win32_vc80 library files.

2.3 Installation Instructions

After you have downloaded all the relevant SDK files to a single directory, you simply need to uncompress all of the files to install. After uncompressing the SDK files, you should see the following directory structure:

bin	(executables and runtime libraries)
build	(makefiles)
docs	(all documents)
/ActivContentPlatform	(all ACP documents under here)
/ActivFeedSdk	(ActivFeed SDK documents)
/ActivContributionSdk	(ActivContribution SDK documents)
/ActivMiddleware	(ActivMiddleware SDK documents)
include	(header files)
lib	(compiler library files)
source	(source code for the sample applications)

2.4 Pre-built Samples

Also on the FTP site are pre-built versions of the samples (to save you having to build them yourself). To download, you need to go back up to the 1.8.3.0 directory and then

enter the `PreBuiltSamples` directory. In there you'll find pre-built samples for several combinations of CPU / operating system / compiler:

```
ActivFeedApiSamples_1.8.3.0_x86_redhat_gcc34_mds.tar.gz
ActivFeedApiSamples_1.8.3.0_x86_win32_vc71_mss.zip
.
.
ActivContributionApiSamples_1.8.3.0_x86_redhat_gcc34_mds.tar.gz
ActivContributionApiSamples_1.8.3.0_x86_win32_vc71_mss.zip
.
.
```

Simply download and uncompress the appropriate files for your system.

You should also find some sample start scripts for different platforms:

```
StartScriptsWindows.zip
```

You can download the relevant file for your system to the same directory as the pre-built samples and uncompress. The start scripts will create a `StartScripts` directory under the `bin` directory that contains sample scripts for easily starting the samples. Note that you will need to enter your ActivFeed username and password into the `bin/StartScripts/SetEnv.bat` file.

3.0 Java SDK

3.1 Introduction

ACTIV makes available 2 of the different ACP APIs (the `ActivContentGateway` API and the `ActivContributionGateway` API) along with the `ActivMiddleware` API in Java. These APIs are made available in a single SDK.

3.2 Download Instructions

To download, first visit our FTP site at IP address 209.213.205.195. You should have received a username and password to access this FTP site. Note you may be able to access this site through a browser by clicking on this link: <ftp://activfeed.com/> (although you'll still need your FTP username and password).

Once inside the FTP site, enter the `SDKS/JAVA` directory and then the directory containing the latest SDK (currently the `1.8.3.0` directory). You should then find the following files:

```
JavaSDK_1.8.3.0.zip
JavaSDK_1.8.3.0.tar.gz
```

The SDK comes packaged in a zip version and a tar.gz version and contains everything you need to start developing including documentation, source code, libraries and runtime components.

3.3 Installation Instructions

After you have downloaded the relevant SDK file for your system, you simply need to uncompress it to install. After uncompressing the SDK file, you should see the following directory structure:

bin	(Windows .bat files for running samples)
/StartScripts	(.bat files to start the samples)
docs	(all documents)
/ActivContentPlatform	(all ACP documents under here)
/ActivFeedSdk	(ActivFeed SDK documents)
/ActivContributionSdk	(ActivContribution SDK documents)
lib	(jar files for APIs and samples)
samples	(source code for the sample applications)

3.4 Pre-built Samples

Also in the lib directory are pre-built jar files for the samples. The bin/StartScripts directory contains some batch (.bat) files for starting the samples. Before you run the .bat files though, you will need to edit the SetEnv.bat file to enter your ActivFeed username and password that you should have received. Note that the Windows .bat files can be easily converted to Unix (or other) scripts to help you start the samples on other platforms.

4.0 C# SDK

4.1 Introduction

ACTIV makes available 2 of the different ACP APIs (the ActivContentGateway API and the ActivContributionGateway API) along with the ActivMiddleware API in C#. These APIs are made available in a single SDK.

4.2 Download Instructions

To download, first visit our FTP site at IP address 209.213.205.195. You should have received a username and password to access this FTP site. Note you may be able to access this site through a browser by clicking on this link: <ftp://activfeed.com/> (although you'll still need your FTP username and password).

Once inside the FTP site, enter the SDKs/C# directory and then the directory containing the latest SDK (currently the 1.8.3.0 directory). You should then find the following file:

C#SDK_1.8.3.0.zip

The SDK contains everything you need to start developing including documentation, source code, libraries and runtime components.

4.3 Installation Instructions

After you have downloaded the relevant SDK file for your system, you simply need to uncompress it to install. After uncompressing the SDK file, you should see the following directory structure:

bin	(executables, libraries and .bat files)
/StartScripts	(.bat files to start the samples)
docs	(all documents)
/ActivContentPlatform	(all ACP documents under here)
/ActivFeedSdk	(ActivFeed SDK documents)
/ActivContributionSdk	(ActivContribution SDK documents)
lib	(jar files for APIs and samples)
samples	(source code for the sample applications)

4.4 Pre-built Samples

The bin/StartScripts directory contains some batch (.bat) files for starting the samples. Before you run the .bat files though, you will need to edit the SetEnv.bat file to enter your ActivFeed username and password that you should have received.

5.0 Getting Started Notes

1. The first document that you should read is the `ActivContentPlatformOverview.pdf` document in the `docs/ActivContentPlatform` directory.
2. Next have a careful read of the relevant release notes for the API you're using e.g. if you're building ActivContentGateway API (i.e. subscription) based applications then you should have a careful read of `ActivContentGatewayApiReleaseNotes.txt` in the `docs/ActivContentPlatform/ActivFeedSdk` directory.
3. You should be familiar with ActivContentGateway API-based (i.e. subscription) applications before starting to develop contribution (i.e. publishing) applications.

6.0 ACTIV Contribution Package

6.1 Introduction

The ACTIV Contribution Package (which includes the Contribution Server, News Server, Content Gateway and Contribution Gateway applications) can be used to test contribution applications.

6.2 Download Instructions

To download, first visit our FTP site at IP address 209.213.205.195. You should have received a username and password to access this FTP site. Note you may be able to access this site through a browser by clicking on this link: <ftp://activfeed.com/> (although you'll still need your FTP username and password).

Once inside the FTP site, enter the `Servers/ActivContributionPackage` directory and then the directory containing the latest version of the ACTIV Contribution Package (currently the `1.1.0.0` directory). You should find the following files:

```
AcpServerDeveloperPackage.pdf
AcpServerDeveloperPackage_1.1.0.0_x86_win32_vc71.zip
AcpServerDeveloperPackage_1.1.0.0_x86-64_win64_vc80.zip
:
```

Download the `AcpServerDeveloperPackage.pdf` file and the appropriate binary file for your platform.

6.3 Installation Instructions

Installation is then as simple as uncompressing the downloaded file and following the instructions in the `AcpServerDeveloperPackage.pdf` document.

Note that you will need a valid `ActivLicense.ini` license file to start the server applications. If you need one of these, fill out the form at http://support.activfinancial.com/licensing/contribution_package_license.php.

7.0 ACTIV Replay Package

7.1 Introduction

The ACTIV Replay Package (which includes the Downstream Content Server and Content Gateway applications) can be used to test subscription applications.

7.2 Download Instructions

To download, first visit our FTP site at IP address `209.213.205.195`. You should have received a username and password to access this FTP site. Note you may be able to access this site through a browser by clicking on this link: <ftp://activfeed.com/> (although you'll still need your FTP username and password).

Once inside the FTP site, enter the `Servers/ActivReplayPackage` directory and then the directory containing the latest version of the ACTIV Replay Package (currently the `1.0.0.0` directory). You should find the following files:

```
ActivReplayPackage.pdf
ActivReplayPackageNa_1.0.0.0_x86_win32_vc71.zip
ActivReplayPackageOpraAddendum_1.0.0.0_x86_win32_vc71.zip
```

Download the `ActivReplayPackage.pdf` file along with the `ActivReplayPackageNa_1.0.0.0_x86_win32_vc71.zip` file (this file contains the server binaries and configuration along with the capture file for the ACTIV North American (NA) feed, which contains level 1 data for equities, futures, indices etc).

If you wish to use test with OPRA data, you'll also need to download the `ActivReplayPackageOpraAddendum_1.0.0.0_x86_win32_vc71.zip` file.

7.3 Installation Instructions

After you have downloaded all the files you need to a single directory, you simply need to unzip the zip files. Important: the `ActivReplayPackageNa_1.0.0.0_x86_win32_vc71.zip` file must be unzipped first.

Note that you will need a valid `ActivLicense.ini` license file to start the server applications. If you need one of these, fill out the form at http://support.activfinancial.com/licensing/replay_package_license.php.