

Teradata® Unity™ 17.00.00.00 Release Summary

Unity 17.00.00.00 Release Notes

Release notes for Unity 17.00.00.00 will be available on TSS.

Unity 17.00.00.00 New Features

Unity Admin LDAP validation	You can now use LDAP to authenticate unityadmin sessions. Using LDAP usernames makes it easier to track administrator actions in the unity logs.
Support for SQLE 17.00	Unity 17.00 has been certified to run with Vantage SQLE 17.00.
Native Table Sync	Unity 17.00 updates the table sync functionality, replacing the use of core services. Table Sync utilizes QueryGrid 2.x to synchronize data across managed systems using T2T connectors.
Native Table Validation	Unity 17.00 updates the table validation functionality using the rowcount validation metric. This replaces the use of core services.
Self Healing improvements	Unity 17.00 introduces automatic re-validation, re-synchronization, and reactivation of tables that become unrecoverable by using Native Table Validation and Native Table Sync.

Unity 17.00.00.00 Improvements

MFS driven improvments	
	Improved performance when adding objects to a large dictionary
	Unityadmin support for filtering DATABASE LIST output
	Unityadmin support for sorting DATABASE LIST output
	Unity UI support for sorting databases on the Databases page
	Unity UI support for performing actions on multiple databases
	OBJECT REMOVE functionality for dropped objects
CDM improvements	
	CDM can now replicate non-deterministic Create Table As statements.
	New performance enhancements (Data Streaming, Multi-Stream) can provide improvement in client response time and replication time (depending on workload, data, and customer environment). Depends on SQLE 17.00 or higher.

Unity 17.00.00.00 Resolved Issues

Customer issues resolved	
GS-77578	CLM library does not support non-default column formats
GS-133498	Unity UI RPM now supports upgrade installs
GS-139125	Resolve "Too Many Spool Files" error when performing CDM replication on a table with multiple Joint Index.
GS-143338	Added ability to sort by database name on the Databases pager of the Unity UI
GS-144005	Lock queue out of sequence because access lock sequences are not reset to 0 in zeroActiveReadLockSequenceNumbers
GS-144035	Parser properly handles DELETE statements with QueryGrid syntax
GS-144255	Error is no longer thrown when attempting to filter on database name and object name without explicit wildcard
GS-144271	Improved DDL processing performance for large dictionaries
GS-144877	Unity UI requires net.ipv4.ip_forward = 1
GS-146588	TDP_SetQueryBandDisableCDC has no timeout, allowing HA to hang
GS-146678	Job fails to recover on a halted system
GS-146748	Error messages in the dispatcher for tdmstPort are inaccurate
GS-146978	Mesh_SendBlockRequest can successfully send a request to a process that is already disconnected

GS-146983	Subsequent DDL now succeeds after encountering link resolution failures upon sequencer startup.
GS-147040	Object / Database name filters now work for "Unmanaged" and "Error" objects.
GS-147041	EXEC during dictionary reload can result in NULL macro object text during execution
GS-147047	OBJECT REMOVE command now works for dropped objects.
GS-149471	ALTER TABLE on table with error information no longer causes the sequencer to crash.
GS-150765	unityadmin in unity-server-admin RPM does not support tdwallet passwords

Unity 17.00.00.000 Open Issues	

Teradata® Unity™ 16.51.00.00 Release Summary (16.50 Feature Update 1)

Unity 16.51.00.00 Release Notes

Release notes for Unity 16.51.00.00 will be available on TSS.

Unity 16.51.00.00 New Features

Support for additional	
	Support for the LATIN1250_1A0 character set
FUNCTION MAPPING Object	
	Unity now supports the Function Mapping Object type

Unity 16.51.00.00 Improvements

Manage for Success	
	Improvement for support of Source IP routing
	Bundle Table Sync and Table Validation services with Unity UI
	SAR data collected as part of the support bundle
	Enhancements to read excluded databases from an external file
	Enhancements to exclude differences in ranges for identity columns
	Improve object level error messages
	Support adjustable column widths in the Unity UI
Self Healing Improvements	
	Automatically resync and re-activate tables that become unrecoverable and are not in sync using the table sync service. (AutoSelfHealingOptions == 1)
	Dynamically configure the number of threads used to sync tables (AutoSelfHealingThreads)
	Provide resync timeout on individual tables or use global default setting
	Provide an option to never copy a table or set a global default action to control if tables are copied
	Provide ability to check what's waiting to be resynced/revalidated (RESYNC LIST)
	Provide command to automatically sync all the unrecoverable tables in a database
	Provide Idle Session timeout setting in Unity
Unity in Private mode limits	
	Obfuscation of SQL statements
	Obfuscation of IP addresses
	Exclusion of sensitive information in support bundles
Improved CDM supportability	
	Logging all CDM request information in diagnostic files
	CDM replication information in @xplain output
Configurable SQL to collect	
	Account strings are collected from the Teradata systems periodically (typically 10 minutes). This improvement allows ability to override the SQL string used to collect this information using a config setting and use a custom view instead.

Unity 16.51.00.00 Resolved Issues

GS-142134	Proper alias resolution in subquery in CASE statement
GS-142024	Unity UI: Missing dependency errors for objects missing on the first managed system are no longer suppressed
GS-140372	Unity hang following CDC Metadata response failure
GS-140368	"NO CDM" routing rule option is not handled in Unity UI
GS-138960	SESSION LIST RECOVERING in unityadmin failed to parse XML
GS-138479	Proper statement-local identifier resolution in IN clause of UPDATE/DELETE statements
GS-143752	Eliminated System disconnect due to missed sequencer heartbeats under heavy loads
GS-139770	Unity UI SSL default certificate serial number 1234 can prevent connections via Firefox

Unity 16.51.00.000 Open Issues

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Unity 16.50.00.00 New Features

2nd Gen Unity Recovery Log	
	Move Storage of Large SQL to DFS from the Recovery Log
	Unity SQL streaming recovery scaling
Secured Unity Environments	
	Unity running on SLES 12 SP3, TDC version
Simplified Unity Management	
	Unity Expansion server support - support up to 3 unity expansion servers per region. In a high availability environment, with 2 Unity servers, Expansion servers must be added in pairs.

Unity 16.50.00.00 Improvements

Simplified Unity Architecture	
	Dictionary scanner improvements
	Enhancements to the Distributed File System
	Multi-load performance enhancements
Actionable Unity Alerting	
	Make high-impact alerts actionable
	Make use of Ecosystem Manager messaging micro-services
Simplified Unity Management	
	Automatic load throttling reducing risk with heterogenous configurations
	Improved Unity UI Alert Screen
	Automatically set common configuration values
	Dictionary management improvements
	Enhanced Recovery Controls
	Two-click repair of out of sync tables
	Move Dictionary out of Teradata SQLE repository
	Unity Proxy Config and Setup Enhancements
	Improved account string collection for users on a single system to allow better routing

Unity 16.50.00.00 Resolved Issues

Customer issues resolved	
	Separation of heartbeat checks allows better detection of downed DBS
	If loadUserConfig values fails to read a configValue entry, it will use the value from the last entry
	Some BTEQ sessions could get Error "8026 The LAN message RequestNo field is invalid"
	tdwallet expect script failure - for unity system moves
	Remove benign warning message of "No user name in RSG for session data" appears every time a RepMeta message is processed
	In some cases Unity may not release a lock when a transaction is aborted if a pending transaction returns an Acknowledge message from the DBS

Unity 16.50.00.000 Open Issues

	Expansion server endpoints do not support loading LOB data