



**TANGO**  
Device  
Server

## Event Counting User's Guide

### EventCounting Class

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Implemented in C++ - CVS repository: tango-ds

## Introduction:

Perform event counting on 7 input counters.

There is 2 modes:

- Time mode: The counters count during a certain time parametrable.
- Pulse mode: The counters count until counter1 has reached a parametrable value.

## Properties:

Device Properties		
Property name	Property type	Description
<b>BoardName</b>	Tango::DEV_STRING	The name of the board as specified in Measurement & Automation eXplorer (MAX).

## Device Properties Default Values:

Property Name	Default Values
BoardName	No default value

**There is no Class properties.**

## States:

States	
Names	Descriptions
<b>FAULT</b>	An error has occurred on the board.
<b>RUNNING</b>	The counting is running
<b>STANDBY</b>	The counting is not running.

## Attributes:

Scalar Attributes			
Attribute name	Data Type	R/W Type	Expert
<b>integrationTime:</b> (cf. description of attribute mode) - in time mode: the time to count in seconds. Use an hardware clock. - in pulse mode: the value reached by counter 1 that will stop all counters (only integer values).	DEV_DOUBLE	READ_WRITE	No
<b>countingCompleted:</b> indicate whether the counting operation is finished (1) or not (0).	DEV_SHORT	READ	No
<b>mode:</b> The chosen mode: - 1 : time mode, the counters will count for the time indicated by the attribute integrationTime (in secs) - 0: pulse mode, the counters will count until counter 1 has reached the value indicated by the attribute integrationTime (integer)	DEV_SHORT	READ_WRITE	No
<b>counter1:</b> The counter 1 current value.	DEV_DOUBLE	READ	No
<b>counter2:</b> The counter 2 current value.	DEV_DOUBLE	READ	No
<b>counter3:</b> The counter 3 current value.	DEV_DOUBLE	READ	No
<b>counter4:</b> The counter 4 current value.	DEV_DOUBLE	READ	No
<b>counter5:</b> The counter 5 current value.	DEV_DOUBLE	READ	No
<b>counter6:</b> The counter 6 current value.	DEV_DOUBLE	READ	No
<b>counter7:</b> The counter 7 current value.	DEV_DOUBLE	READ	No

## Commands:

More Details on commands....

Device Commands for Operator Level		
Command name	Argument In	Argument Out
<b>Init</b>	DEV_VOID	DEV_VOID
<b>State</b>	DEV_VOID	DEV_STATE
<b>Status</b>	DEV_VOID	CONST_DEV_STRING
<b>Start</b>	DEV_VOID	DEV_VOID
<b>Abort</b>	DEV_VOID	DEV_VOID
<b>ResetBoard</b>	DEV_VOID	DEV_VOID
<b>ResetCounter</b>	DEV_SHORT	DEV_VOID

Device Commands for Expert Level Only		
Command name	Argument In	Argument Out
<b>GetDriverVersion</b>	DEV_VOID	DEV_STRING
<b>GetBoardsInChassis</b>	DEV_VOID	DEV_STRING
<b>GetBoardType</b>	DEV_STRING	DEV_STRING

## 1 - Init

- **Description:** This commands re-initialise a device keeping the same network connection.  
After an Init command executed on a device, it is not necessary for client to re-connect to the device.  
This command first calls the device *delete\_device()* method and then execute its *init\_device()* method.  
For C++ device server, all the memory allocated in the *nit\_device()* method must be freed in the *delete\_device()* method.  
The language device desctructor automatically calls the *delete\_device()* method.
- **Argin:**  
**DEV\_VOID** : none.
- **Argout:**  
**DEV\_VOID** : none.
- **Command allowed for:**
  - Tango::FAULT
  - Tango::RUNNING
  - Tango::STANDBY

## 2 - State

- **Description:** This command gets the device state (stored in its *device\_state* data member) and returns it to the caller.
- **Argin:**  
**DEV\_VOID** : none.
- **Argout:**  
**DEV\_STATE** : State Code
- **Command allowed for:**
  - Tango::FAULT
  - Tango::RUNNING
  - Tango::STANDBY

### 3 - Status

- **Description:** This command gets the device status (stored in its *device\_status* data member) and returns it to the caller.
- **Argin:**  
**DEV\_VOID** : none.
- **Argout:**  
**CONST\_DEV\_STRING** : Status description
- **Command allowed for:**
  - Tango::FAULT
  - Tango::RUNNING
  - Tango::STANDBY

### 4 - Start

- **Description:** Start counting.
- **Argin:**  
**DEV\_VOID** :
- **Argout:**  
**DEV\_VOID** :
- **Command allowed for:**
  - Tango::FAULT
  - Tango::STANDBY

### 5 - Abort

- **Description:** Stop the current counting action.
- **Argin:**  
**DEV\_VOID** :
- **Argout:**  
**DEV\_VOID** :
- **Command allowed for:**
  - Tango::FAULT
  - Tango::RUNNING

## 6 - ResetBoard

- **Description:** Reset the physical board. The device needs to be init after.
- **Argin:**  
**DEV\_VOID :**
- **Argout:**  
**DEV\_VOID :**
- **Command allowed for:**
  - Tango::FAULT
  - Tango::STANDBY

## 7 - ResetCounter

- **Description:** Reset the current value of a counter (put it to 0). NB: To reset all counters, use Init command.
- **Argin:**  
**DEV\_SHORT :** The counter to reset ,1 to 7).
- **Argout:**  
**DEV\_VOID :**
- **Command allowed for:**
  - Tango::FAULT
  - Tango::STANDBY

## 8 - GetDriverVersion (for expert only)

- **Description:** Get the current driver version used to control the counting board.
- **Argin:**  
**DEV\_VOID :**
- **Argout:**  
**DEV\_STRING :** The driver version.
- **Command allowed for:**
  - Tango::FAULT
  - Tango::STANDBY

## 9 - GetBoardsInChassis (for expert only)

- **Description:** Get a string containing all the boards names (from NI) present in the chassis where this device is running. This names are defined in MAX.
- **Argin:**  
**DEV\_VOID :**
- **Argout:**  
**DEV\_STRING :** All the names of NI boards.
- **Command allowed for:**
  - Tango::FAULT
  - Tango::STANDBY

## 10 - GetBoardType (for expert only)

- **Description:** Returns the type (ex: PXI-6602) of a specified board.
- **Argin:**  
**DEV\_STRING :** The board name
- **Argout:**  
**DEV\_STRING :** The board type.
- **Command allowed for:**
  - Tango::FAULT
  - Tango::STANDBY

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