



TANGO
Device
Server

DGG2

User's Guide

DGG2 Class

Revision: - Author: tere29
Implemented in C++

Introduction:

dual gate generator, version 2, DESY

Class Inheritance:

- Tango::DeviceImpl
 - Timer
 - DGG2

Properties:

Device Properties		
Property name	Property type	Description
Base	Tango::DEV_ULONG	vme base address
Channel	Tango::DEV_ULONG	channel no.
SimulationMode	Tango::DEV_ULONG	0 real mode, 1 simulation mode.

Device Properties Default Values:

Property Name	Default Values
Base	No default value
Channel	No default value
SimulationMode	No default value

There is no Class properties.

States:

States	
Names	Descriptions
ON	Timer is ready
MOVING	

Attributes:

Scalar Attributes			
Attribute name	Data Type	R/W Type	Expert
SampleTime: SampleTime in sec	DEV_DOUBLE	READ_WRITE	No
RemainingTime: Remaining time in sec	DEV_DOUBLE	READ	No

Commands:

More Details on commands....

Device Commands for Operator Level		
Command name	Argument In	Argument Out
Init	DEV_VOID	DEV_VOID
State	DEV_VOID	DEV_STATE
Status	DEV_VOID	CONST_DEV_STRING
Start	DEV_VOID	DEV_LONG
Stop	DEV_VOID	DEV_LONG
Check	DEV_VOID	DEV_LONG
StartAndWaitForTimer	DEV_VOID	DEV_LONG
WaitForTimer	DEV_VOID	DEV_LONG
Read	DEV_VOID	DEV_LONG
StartPreset	DEV_VOID	DEV_LONG

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::ON
 - Tango::MOVING

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::ON
 - Tango::MOVING

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::ON
 - Tango::MOVING

4 - Start

- **Description:** start the timer, sample time is an attribute
- **Argin:**
DEV_VOID :
- **Argout:**
DEV_LONG : return status
- **Command allowed for:**

- Tango::ON
- Tango::MOVING

5 - Stop

- **Description:** stops the timer
- **Argin:**
DEV_VOID :
- **Argout:**
DEV_LONG : return status
- **Command allowed for:**
 - Tango::ON
 - Tango::MOVING

6 - Check

- **Description:** returns 1, if the timer is busy
- **Argin:**
DEV_VOID :
- **Argout:**
DEV_LONG : return status
- **Command allowed for:**
 - Tango::ON
 - Tango::MOVING

7 - StartAndWaitForTimer

- **Description:** starts and waits for the timer, sample time is an attribute
- **Argin:**
DEV_VOID :
- **Argout:**
DEV_LONG : return status
- **Command allowed for:**

- Tango::ON
- Tango::MOVING

8 - WaitForTimer

- **Description:** waits for the timer
- **Argin:**
DEV_VOID :
- **Argout:**
DEV_LONG : return status
- **Command allowed for:**
 - Tango::ON
 - Tango::MOVING

9 - Read

- **Description:** returns the remaining time in musecs
- **Argin:**
DEV_VOID :
- **Argout:**
DEV_LONG : Remaining time in musecs
- **Command allowed for:**
 - Tango::ON
 - Tango::MOVING

10 - StartPreset

- **Description:** start the timer in preset mode, sample time is an attribute
- **Argin:**
DEV_VOID :
- **Argout:**
DEV_LONG : return status
- **Command allowed for:**

- Tango::ON
- Tango::MOVING

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