


TANGO Device Server

Absorbing System Control User's Guide

AbsorbingSystem Class

Revision: release_1_0_0 - Author: elattaoui
Implemented in C++

Introduction:

This class controls two elements to be inserted in the beam line. Inserting the second element whereas the first is not, is not allowed. Incoherent position !

Class Inheritance:

- Tango::Device_3Impl
  - AbsorbingSystem

Properties:

Device Properties		
Property name	**Property type**	**Description**
DIODeviceName	Tango::DEV_STRING	Name of the underlying DIO device [DIO_7432 or compatible - no default value]
NoElemChIN	Tango::DEV_STRING	DIO device's line used to control if the elements are inserted [no default value]
FirstElemChIN	Tango::DEV_STRING	DIO device's line used to control if the first element is inserted [no default value]
BothElemChIN	Tango::DEV_STRING	DIO device's line used to control if the two elements are inserted [no default value]
FirstElemChOUT	Tango::DEV_STRING	The write channel number on the 7432 board of the first element
SecondElemChOUT	Tango::DEV_STRING	The write channel number on the 7432 board of the second element

Device Properties Default Values:

Property Name	**Default Values**
DIODeviceName	No default value
NoElemChIN	No default value
FirstElemChIN	No default value
BothElemChIN	No default value
FirstElemChOUT	No default value
SecondElemChOUT	No default value

There is no Class properties.

Attributes:

Scalar Attributes			
Attribute name	**Data Type**	**R/W Type**	**Expert**
noElementInserted: True when there is no element inserted in the beam.	DEV_BOOLEAN	READ_WRITE	No
firstElementInserted: True when the first element is inserted in the beam.	DEV_BOOLEAN	READ_WRITE	No
secondElementInserted: True when the second element is inserted in the beam.	DEV_BOOLEAN	READ_WRITE	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

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:**

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:**

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:**

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  DEV_VOID : none.

- **Argout:**
  DEV_VOID : none.

- **Command allowed for:**

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:**

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:**

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- **Argin:**
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- **Argout:**
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- **Command allowed for:**

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- **Argout:**
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- **Command allowed for:**

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