



**TANGO  
Device  
Server**

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# **Tango Device Server User's Guide**

## **ArrayCommand Class**

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**Revision: 1.2 - Author: katyho  
Implemented in Java**

### **Introduction:**

This device define in serveral attribute the argin of an arraycommmand. Its tango interface is dynamically created from the properties attributeLabelList and attributeEnumeratedValues.

### **Class Inheritance:**

- fr.esrf.TangoDs.Device\_Impl
  - ArrayCommand

## Properties:

<b>Device Properties</b>		
<b>Property name</b>	<b>Property type</b>	<b>Description</b>
<b>CommandName</b>	string	The reported commands

Device Properties Default Values:

<b>Property Name</b>	<b>Default Values</b>
CommandName	No default value

**There is no Class properties.**

## Attributes:

<b>Scalar Attributes</b>			
<b>Attribute name</b>	<b>Data Type</b>	<b>R/W Type</b>	<b>Expert</b>
version	DEV_STRING	READ	No

## Commands:

More Details on commands....

<b>Device Commands for Operator Level</b>		
<b>Command name</b>	<b>Argument In</b>	<b>Argument Out</b>
<b>Init</b>	DEV_VOID	DEV_VOID
<b>State</b>	DEV_VOID	DEV_STATE
<b>Status</b>	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:**

# Frame Alert

This document is designed to be viewed using the frames feature. If you see this message, you are using a non-frame-capable web client.  
[Link to Non-frame version.](#)



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## Device Commands Description

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**DEV\_VOID** : none.
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**DEV\_VOID** : none.
- **Command allowed for:**

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**DEV\_VOID** : none.
- **Argout:**  
**DEV\_STATE** : State Code
- **Command allowed for:**

### 3 - Status

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  - **Argin:**  
**DEV\_VOID** : none.
  - **Argout:**  
**CONST\_DEV\_STRING** : Status description
  - **Command allowed for:**
- 

**ESRF - Software Engineering Group**