





TANGO Device Server

# Tango Device Server User's Guide

#### AttributeListWriter Class

Revision: 1.4 - Author: katyho Implemented in Java

#### **Introduction:**

This device predefines an enumerated list of values for a simple scalar attribute. Its tango interface is dynamically created from the properties attributeLabelList and attributeEnumeratedValues. The dynamically created attributes are boolean. For example: EnumeratedLabelList="isInserted", "isExtracted" EnumeratedValueList = "0","100" Then 2 attributes are created: isInserted and isExtracted. When isInserted is set to true then the controlled attribute is set to 0 When isExtracted is set to true then the controlled attribute is set to

#### **Class Inheritance:**

- fr.esrf.TangoDs.Device\_Impl
  - O AttributeListWriter

# **Properties:**

Device Properties				
Property name Property type Description		Description		
AttributeNameList	Array of string	The reported attributes		
CommandNameList	Array of string	The reported commands		
StateCondition	string	The state on witch the attribute considered arrived		
DelayCondition	Tango::DEV_LONG	The waited delay before check the condition (in ms)		

## Device Properties Default Values:

<b>Property Name</b>	<b>Default Values</b>	
AttributeNameList	No default value	
CommandNameList	No default value	
StateCondition	No default value	
DelayCondition	No default value	

There is no Class properties.

### **Attributes:**

Scalar Attributes						
Attribute name Data Type R/W Type			Expert			
version	DEV_STRING	READ	No			
State	DEV_STRING	READ	No			
executedCommand	DEV_STRING	READ	No			
executedTimeStamp	DEV_STRING	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		

#### 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
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