



**TANGO**  
Device  
Server

# Lucia Beam Energy User's Guide

## BeamEnergy Class

Revision: release\_1\_2\_2 - Author: langlois  
Implemented in C++

### Introduction:

Class representing the Lucia Energy.

### Properties:

Device Properties		
Property name	Property type	Description
<b>UndulatorAttachment</b>	Tango::DEV_STRING	Name of the Undulator Device Server
<b>MonochromatorAttachment</b>	Tango::DEV_STRING	Name of the Monochromator device server (Main rotation)

## Device Properties Default Values:

Property Name	Default Values
UndulatorAttachment	No default value
MonochromatorAttachment	No default value

**There is no Class properties.**

## States:

States	
Names	Descriptions
<b>MOVING</b>	The Energy is Changing
<b>STANDBY</b>	The Energy is not changing
<b>FAULT</b>	The BeamEnergy is on Fault (Monochromator,Undulator...

## Attributes:

Scalar Attributes			
Attribute name	Data Type	R/W Type	Expert
<b>Energy:</b> Energy read on Monochromator (calculated from theta angle with $2d\sin(\theta)$ formula.	DEV_DOUBLE	READ_WRITE	No
<b>UndulatorEnergy:</b> Energy of the undulator	DEV_DOUBLE	READ	No
<b>MonochromatorEnergy:</b> Energy read on Monochromator (calculated from theta angle with $2d\sin(\theta)$ formula.	DEV_DOUBLE	READ	No
<b>Theta:</b> Angle Theta of the monochromator	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>Stop</b>	DEV_VOID	DEV_VOID

### 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::MOVING
  - Tango::STANDBY
  - Tango::FAULT

### 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::MOVING
  - Tango::STANDBY
  - Tango::FAULT

### 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::MOVING
  - Tango::STANDBY
  - Tango::FAULT

### 4 - Stop

- **Description:** Stop the Changing of Energy
- **Argin:**  
**DEV\_VOID** :
- **Argout:**  
**DEV\_VOID** :
- **Command allowed for:**
  - Tango::MOVING
  - Tango::STANDBY
  - Tango::FAULT

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**There is no Class properties.**

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Scalar Attributes			
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<b>UndulatorEnergy:</b> Energy of the undulator	DEV_DOUBLE	READ	No
<b>MonochromatorEnergy:</b> Energy read on Monochromator (calculated from theta angle with $2d\sin(\theta)$ formula.	DEV_DOUBLE	READ	No
<b>Theta:</b> Angle Theta of the monochromator	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>Stop</b>	DEV_VOID	DEV_VOID

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**DEV\_VOID** : none.
- **Command allowed for:**
  - Tango::MOVING
  - Tango::STANDBY
  - Tango::FAULT

### 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::MOVING
  - Tango::STANDBY
  - Tango::FAULT

### 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::MOVING
  - Tango::STANDBY
  - Tango::FAULT

### 4 - Stop

- **Description:** Stop the Changing of Energy
- **Argin:**  
**DEV\_VOID :**
- **Argout:**  
**DEV\_VOID :**
- **Command allowed for:**
  - Tango::MOVING
  - Tango::STANDBY
  - Tango::FAULT

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- **Description:** This command gets the device state (stored in its *device\_state* data member) and returns it to the caller.
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- **Argout:**  
**DEV\_STATE** : State Code

- **Command allowed for:**

- Tango::MOVING
- Tango::STANDBY
- Tango::FAULT

### 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::MOVING
- Tango::STANDBY
- Tango::FAULT

### 4 - Stop

- **Description:** Stop the Changing of Energy

- **Argin:**

**DEV\_VOID** :

- **Argout:**

**DEV\_VOID** :

- **Command allowed for:**

- Tango::MOVING
- Tango::STANDBY
- Tango::FAULT