



**TANGO
Device
Server**

Tango Device Server User's Guide

EnumeratedCommand Class

**Revision: 1.5 - 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 100

Class Inheritance:

- `fr.esrf.TangoDs.Device_Impl`
 - `EnumeratedCommand`

Properties:

Device Properties		
Property name	Property type	Description
EnumeratedLabelList	Array of string	The label of the created command
EnumeratedValueList	Array of string	The enumerated values for corresponding labels defined in EnumeratedLabelList
CommandName	string	The name of the controlled command

Device Properties Default Values:

Property Name	Default Values
EnumeratedLabelList	No default value
EnumeratedValueList	No default value
CommandName	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

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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Device Commands Description

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DEV_VOID : none.
 - **Argout:**
CONST_DEV_STRING : Status description
 - **Command allowed for:**
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