





TANGO Device Server

User's Guide

MSCShutter Class

Revision: release_1_0_3 - Author: buteau Implemented in C++

Introduction:

Class Inheritance:

Tango::Device_3ImplMSCShutter

Properties:

There is no Class properties. There is no Device Properties.

Attributes:

Scalar Attributes				
Attribute name	Data Type	R/W Type	Expert	
elapsedTime: Elapsed time of an exposure	DEV_DOUBLE	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	
Open	DEV_DOUBLE	DEV_VOID	
Close	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 descructor automatically calls the delete_device() method.

Argin:

DEV_VOID: none.

Argout:

 $\boldsymbol{DEV_VOID}$: 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 <i>device_status</i> data member) and returns it to the caller.
Argin: DEV_VOID : none.
Argout: CONST_DEV_STRING: Status description
Command allowed for:
4 - Open
Description:
Argin: DEV_DOUBLE: opens the shutter for the specified time in seconds
Argout: DEV_VOID:
Command allowed for:
5 - Close
Description:
Argin: DEV_VOID:
Argout: DEV_VOID:
Command allowed for:
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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 MSCShutter Class

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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 descructor 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:

4 - Open

- Description:
- Argin:

DEV_DOUBLE: opens the shutter for the specified time in seconds

• Argout:

 \overline{DEV}_{VOID} :

• Command allowed for:

5 - Close

- Description:
- Argin:

DEV_VOID:

• Argout:

 \overline{DEV}_{VOID} :

• Command allowed for:

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