



**TANGO
Device
Server**

Tango Device Server User's Guide

SampleData Class

**Revision: 1.1 - Author: marechal
Implemented in Java**

Introduction:

Class Inheritance:

- fr.esrf.TangoDs.Device_Impl
 - SampleData

Properties:

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

Attributes:

Scalar Attributes			
Attribute name	Data Type	R/W Type	Expert
Name	DEV_STRING	READ_WRITE	No
Type	DEV_STRING	READ_WRITE	No
Situation	DEV_STRING	READ_WRITE	No
Description	DEV_STRING	READ_WRITE	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:**

ESRF - Software Engineering Group

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.](#)



TANGO
Device
Server

Tango Device Server

Device Commands Description

SampleData Class

Revision: 1.1 - Author: marechal

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 *init_device()* method must be freed in the *delete_device()* method.
The language device destructor 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:**
-

ESRF - Software Engineering Group