



**TANGO**  
Device  
Server

# FOFB Manager User's Guide

## FOFBManager Class

Revision: REL1\_0 - Author: pons  
Implemented in C++ - CVS repository: ESRF

### Introduction:

A class to manage libera network links and status of the Fast Orbit FeedBack

### Class Identification:

- **Contact** : at esrf.fr - pons
- **Class Family** : BeamDiag
- **Platform** : Unix Like
- **Bus** : Not Applicable

### Class Inheritance:

- Tango::Device\_4Impl
  - FOFBManager

## Class Description:

IT Libera BPM Device Server

## Properties:

<b>Class Properties</b>		
<b>Property name</b>	<b>Property type</b>	<b>Description</b>
<b>ErrorRate</b>	Tango::DEV_SHORT	Allowed error rate (error/second)

Class Properties Default Values:

<b>Property Name</b>	<b>Default Values</b>
ErrorRate	No default value

**There is no Device Properties.**

## Attributes:

<b>Spectrum Attributes</b>			
<b>Attribute name</b>	<b>Data Type</b>	<b>X Data Length</b>	<b>Expert</b>
<b>Links</b>	DEV_STATE	7	No
<b>ID</b>	DEV_LONG	7	No
<b>LinkP1</b>	DEV_LONG	7	No
<b>LinkP2</b>	DEV_LONG	7	No
<b>LinkP3</b>	DEV_LONG	7	No
<b>LinkP4</b>	DEV_LONG	7	No
<b>BPMCount</b>	DEV_LONG	7	No
<b>HardwareErrorCount1</b>	DEV_LONG	7	No
<b>HardwareErrorCount2</b>	DEV_LONG	7	No
<b>HardwareErrorCount3</b>	DEV_LONG	7	No
<b>HardwareErrorCount4</b>	DEV_LONG	7	No
<b>SoftwareErrorCount1</b>	DEV_LONG	7	No

<b>SoftwareErrorCount2</b>	DEV_LONG	7	No
<b>SoftwareErrorCount3</b>	DEV_LONG	7	No
<b>SoftwareErrorCount4</b>	DEV_LONG	7	No
<b>FrameErrorCount1</b>	DEV_LONG	7	No
<b>FrameErrorCount2</b>	DEV_LONG	7	No
<b>FrameErrorCount3</b>	DEV_LONG	7	No
<b>FrameErrorCount4</b>	DEV_LONG	7	No
<b>ReceivedPacketCount1</b>	DEV_LONG	7	No
<b>ReceivedPacketCount2</b>	DEV_LONG	7	No
<b>ReceivedPacketCount3</b>	DEV_LONG	7	No
<b>ReceivedPacketCount4</b>	DEV_LONG	7	No
<b>TransmittedPacketCount1</b>	DEV_LONG	7	No
<b>TransmittedPacketCount2</b>	DEV_LONG	7	No
<b>TransmittedPacketCount3</b>	DEV_LONG	7	No
<b>TransmittedPacketCount4</b>	DEV_LONG	7	No
<b>TimeFrameCounter</b>	DEV_LONG	7	No
<b>FodProcessTime</b>	DEV_LONG	7	No
<b>TimeFrameLength</b>	DEV_LONG	7	No
<b>SystemStatus</b>	DEV_LONG	7	No
<b>LinkP1State</b>	DEV_STATE	7	No
<b>LinkP2State</b>	DEV_STATE	7	No
<b>LinkP3State</b>	DEV_STATE	7	No
<b>LinkP4State</b>	DEV_STATE	7	No

## Commands:

More Details on commands....

<b>Device Commands for Operator Level</b>		
<b>Command name</b>	<b>Argument In</b>	<b>Argument Out</b>
<b>Init</b>	DEV_VOID	DEV_VOID
<b>State</b>	DEV_VOID	DEV_STATE
<b>Status</b>	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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