



TANGO
Device
Server

Screen Manager User's Guide

ScreenManager Class

Revision: REL1_0 - Author: pons
Implemented in C++ - CVS repository: ESRF

Introduction:

A class to manage insertion and extraction of the screens of the machine.

Class Inheritance:

- Tango::Device_4Impl
 - ScreenManager

Properties:

Device Properties		
Property name	Property type	Description
InsertionName	Tango::DEV_STRING	Name of the insertion device
VideoMuxName	Tango::DEV_STRING	Name of the video mux device
VideoMuxChannel	Tango::DEV_SHORT	Video mux channel.
VideoMatrixName	Tango::DEV_STRING	Name of the video matrix device
VideoMatrixChannel	Tango::DEV_SHORT	Video matrix channel
AcquisitionName	Tango::DEV_STRING	Name of the acquisition device
AcquisitionChannel	Tango::DEV_SHORT	Acquisition channel
RelayName	Tango::DEV_STRING	Name of the relay device
RelayPosition	Tango::DEV_SHORT	Position of the relay (0=Open 1=Close)

Device Properties Default Values:

Property Name	Default Values
InsertionName	No default value
VideoMuxName	No default value
VideoMuxChannel	No default value
VideoMatrixName	No default value
VideoMatrixChannel	No default value
AcquisitionName	No default value
AcquisitionChannel	No default value
RelayName	No default value
RelayPosition	No default value

There is no Class properties.

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
Insert	DEV_VOID	DEV_VOID
Extract	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:**

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 - Insert

- **Description:** Inserts the screen and apply hardware settings.
- **Argin:**
DEV_VOID :
- **Argout:**
DEV_VOID :
- **Command allowed for:**

5 - Extract

- **Description:** Extract the screen
- **Argin:**
DEV_VOID :
- **Argout:**
DEV_VOID :
- **Command allowed for:**

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