Scraper wrapper
User's Guide

ScraperWrapper Class

Revision: - Author: peru
Implemented in C++ - CVS repository: ESRF

Introduction:

A Tango device server wrapping the scraper Taco device server.

Class Identification:

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

Class Inheritance:

- Tango::Device_4Impl
  - ScraperWrapper

Properties:

Device Properties		
Property name	**Property type**	**Description**
TacoDeviceName	Tango::DEV_STRING	The device name of the wrapped Taco device.

Device Properties Default Values:

Property Name	Default Values
TacoDeviceName	No default value

There is no Class properties.

Attributes:

Scalar Attributes			
Attribute name	**Data Type**	**R/W Type**	**Expert**
Position	DEV_FLOAT	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
Off	DEV_VOID	DEV_VOID
On	DEV_VOID	DEV_VOID
Open	DEV_VOID	DEV_VOID
Close	DEV_VOID	DEV_VOID
GoHome	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 - Off

- **Description:**

- **Argin:**
  DEV_VOID :

- **Argout:**
  DEV_VOID :

- **Command allowed for:**

5 - On

- **Description:**

- **Argin:**
  DEV_VOID :

- **Argout:**
  DEV_VOID :

- **Command allowed for:**

6 - Open

- **Description:**

- **Argin:**
  DEV_VOID :

- **Argout:**
  DEV_VOID :

- **Command allowed for:**

7 - Close

- **Description:**

- **Argin:**
  DEV_VOID :

- **Argout:**
  DEV_VOID :

- **Command allowed for:**

8 - GoHome

- **Description:**

- **Argin:**
  DEV_VOID :

- **Argout:**
  DEV_VOID :

- **Command allowed for:**