



**TANGO**  
Device  
Server

# **frontend wrapper User's Guide**

## **FeWrapper Class**

**Revision: FeWrapper-Release\_2\_0 - Author: meyer  
Implemented in C++ - CVS repository: ESRF**

### **Introduction:**

Tango server to wrap the FrontEnd TACO server.

### **Class Inheritance:**

- Tango::Device\_4Impl
  - FeWrapper

### **Properties:**

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

## States:

<b>States</b>	
<b>Names</b>	<b>Descriptions</b>
OPEN	

## Attributes:

<b>Scalar Attributes</b>			
<b>Attribute name</b>	<b>Data Type</b>	<b>R/W Type</b>	<b>Expert</b>
<b>fe_state:</b> State of the front end	DEV_SHORT	READ	No
<b>fe_mode:</b> mode of the front end	DEV_SHORT	READ	No
<b>automatic_mode</b>	DEV_SHORT	READ	No
<b>Open_Close_Counter:</b> Open/Close Cycles	DEV_LONG	READ	No
<b>Delivery_Time:</b> Closed during Delivery	DEV_DOUBLE	READ	No
<b>Open_Delivery_Time:</b> Open during Delivery	DEV_DOUBLE	READ	No
<b>Close_Delivery_Time:</b> Closed during Delivery	DEV_DOUBLE	READ	No
<b>Auto_Mode_Time:</b> Auto Mode Time	DEV_DOUBLE	READ	No
<b>Gap_Opened:</b> Gap opened by FE	DEV_SHORT	READ	No
<b>Fe_Itlk_State:</b> FE Interlock State	DEV_SHORT	READ	No
<b>Pss_Itlk_State:</b> PSS Interlock State	DEV_SHORT	READ	No
<b>Exp_Itlk_State:</b> EXP Interlock State	DEV_SHORT	READ	No
<b>Uhv_Valve_State:</b> UHV Valve State	DEV_SHORT	READ	No
<b>SR_Mode:</b> SR Operation Mode	DEV_SHORT	READ	No
<b>SR_Current:</b> SR Current	DEV_DOUBLE	READ	No
<b>SR_Single_Bunch_Current:</b> SR Single Bunch Current	DEV_DOUBLE	READ	No
<b>SR_Refill_Countdown:</b> SR Refill Countdown	DEV_LONG	READ	No

# Commands:

More Details on commands....

Device Commands for Operator Level		
Command name	Argument In	Argument Out
<b>Init</b>	DEV_VOID	DEV_VOID
<b>State</b>	DEV_VOID	DEV_STATE
<b>Status</b>	DEV_VOID	CONST_DEV_STRING
<b>Open</b>	DEV_VOID	DEV_VOID
<b>Close</b>	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:**
  - Tango::OPEN

## 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:**

- Tango::OPEN

### 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:**
  - Tango::OPEN

### 4 - Open

- **Description:** open the front end
- **Argin:**  
**DEV\_VOID** :
- **Argout:**  
**DEV\_VOID** :
- **Command allowed for:**
  - Tango::OPEN

### 5 - Close

- **Description:** close the frontend
- **Argin:**  
**DEV\_VOID** :
- **Argout:**  
**DEV\_VOID** :
- **Command allowed for:**
  - Tango::OPEN

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