## **TINE Release 4.0 News**

(July 8, 2013: That was the month that was!)

"What a long, strange trip it's been ...."

- Notable Embellishments/Bug fixes
  - C-Lib (Save and Restore Properties):
    - direct use of SavePropertyValues() API
      - problem if supplied transfer buffer different from internal
  - Stock Property Alias: SYS\_MASK
    - alias for 'DEVMASK'
    - do NOT alias if DOOCS server!
      - problem as 'stock properties' cannot be over-riden!
  - Globals
    - now supply micro-second timestamp resolution

- Notable Embellishments/Bug fixes
  - local histories of IMAGES
    - some problems fixed (see below).
  - java: bitfield interpretation problem
    - some TDataType.getData() methods.
    - methods now much more efficient concerning primitives!
      - If raw data buffer (un-swapped bytes) and data array of primitives are in sync then copy and return!
      - (but remember the globals data!)

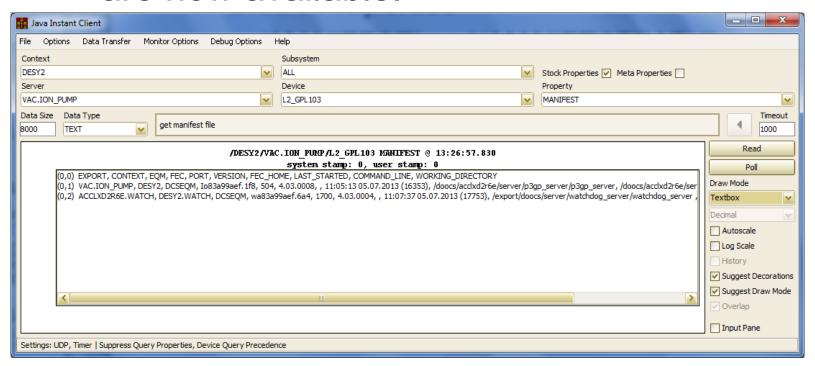
- Performance Enhancements
  - Transfer Layer (C-Lib):
    - TCP transfers handled independent of UDP flow control settings (mostly).
    - Still some issues:
      - 'fast' server with 'fast' TCP client and 'slow' TCP client ?
    - Life would be easy if everyone were 'fast'.
      - can I still be nice to everyone?
      - o do slow-pokes disturb the jet-set?

- Performance Enhancements Remarks
  - Contract data acquisition (from the EQM handler):
    - establishes the payload!
    - is independent of :
      - the number of clients
      - who they are
      - how fast they are
      - what protocol they are using
  - Logical delays in refreshing contract data if the last data set is still being delivered!

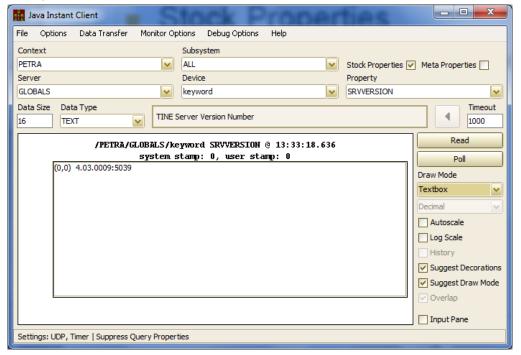
- Diagnostics
  - new command line utilities (via attachfec if necessary)
    - get settings
      - Now displays directory settings
        - e.g. FEC\_HOME, HISTORY\_HOME, etc.
    - get relinks
      - (client-side) displays re-linked connections (due to contract coercion)
    - get deadbands
      - (server-side) displays all 'deadband' properties and any remaining time.
    - get sockets
      - Displays all open sockets and their buffer settings.

- Diagnostics
  - History home manifest (historymf.csv)
    - In a server's HISTORY\_HOME directory
    - All long-term (i.e. on the disk) local histories with relevant information
    - Issue: multiple servers on the same host use the same HISTORY HOME.
      - Are there record index collisions?
        - Now noted in log file (but server is NOT halted).
  - API: LaunchRuntimeDebugWindow()
    - Windows: starts a 'pipe' and launches 'attachfec' using the PID as the 'FEC' name
    - Using 'attachfec' to 'attach' to a client application!

- Stock Properties
  - "MANIFEST" and "SRVMANIFESTPATH" are now available.



- Stock Properties
  - "SRVVERSION" now appends the library's 'build id':



- Features:
- New contract coercion:

From last time:

- Fix a contract's output
  - Apply access CA\_FORCEOUTPUT to the property registration
  - Callers are coerced to use the registered data type and size!
    - Issue:
      - Property delivers 100 float values
      - Caller asks for 1000 double values
      - Server converts float values to double values and returns only 100 values
      - BUT server is possibly servicing multiple contracts for essentially the same thing!
      - Can become an issue for large payloads (video frames).
- Make all callers ask for the same data the same way!

Now applies to any data format or length!

### Features:

- a property can register a DEADBAND!
  - Successive WRITE commands not accepted faster than the given deadband!
  - column ACCESS\_DEADBAND in exports.csv
  - tag ACCESS\_DEADBAND in fec.xml.
  - => supply deadband in milliseconds
- Or API:

Assigns a minimum access deadband to the designated property.

By assigning a minimum access deadband to a property, a server can require that successive WRITE calls cannot be processed at a smaller time interval than the given deadband. Attempts to do so will receive an 'operation\_busy' return code.

### Parameters:

eqm is the local equipment module name (maximum 6 characters in length) For example: "BPMEQM".

**property** is the property name in question (up to 64 characters).

access is the data access for which the deadband is to be applied. (usually one of CA\_READ, CA\_WRITE, or CA\_READ|CA\_WRITE).

deadbandInMilliSeconds is the desired deadband in milliseonds. A value of 0 (or less than 0) turns off the deadband checking.

### Returns:

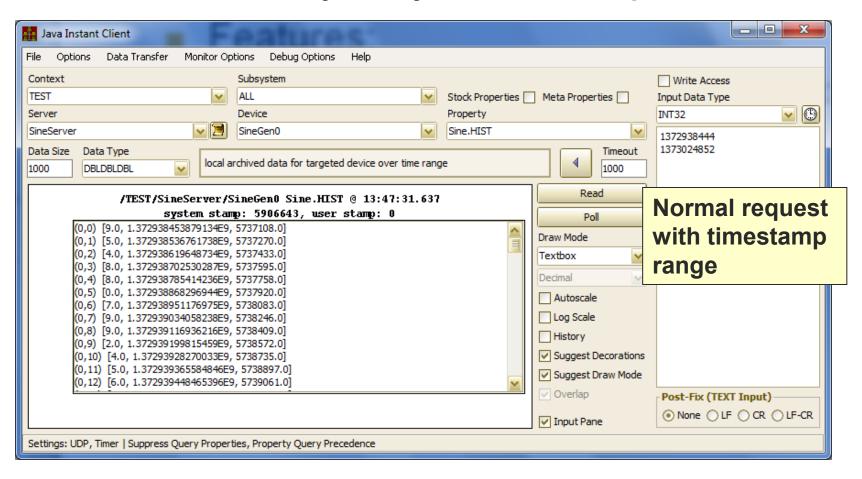
0 if successful, otherwise the a TINE return code.

### See also:

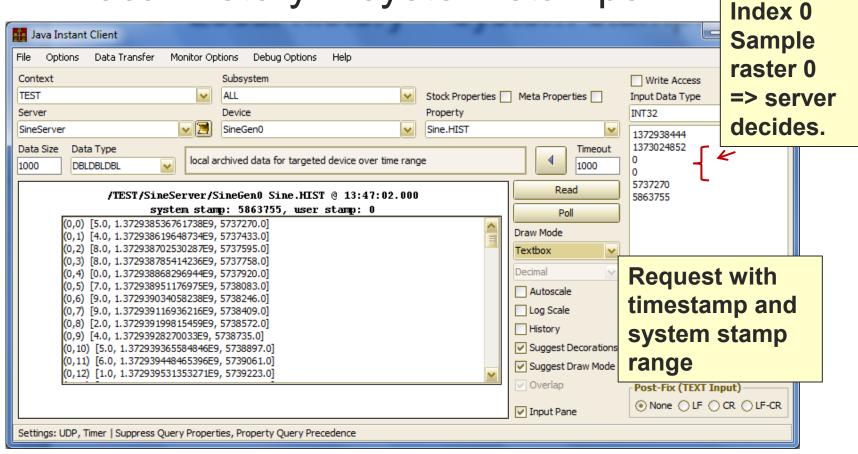
RegisterProperty(), RegisterPropertyInformation(), GetPropertyId()

- Features:
  - Local histories now allow range selection to include 'system stamps'
    - A range interval
    - A snapshot

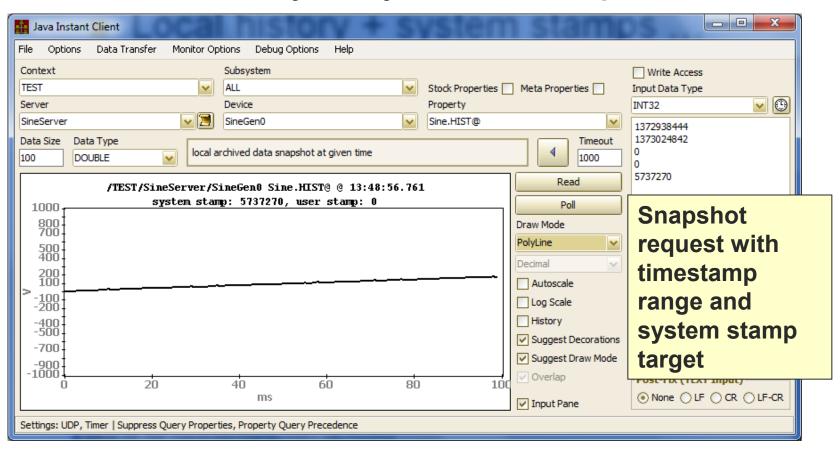
Local history + system stamps ...



Local history + system stamps ...

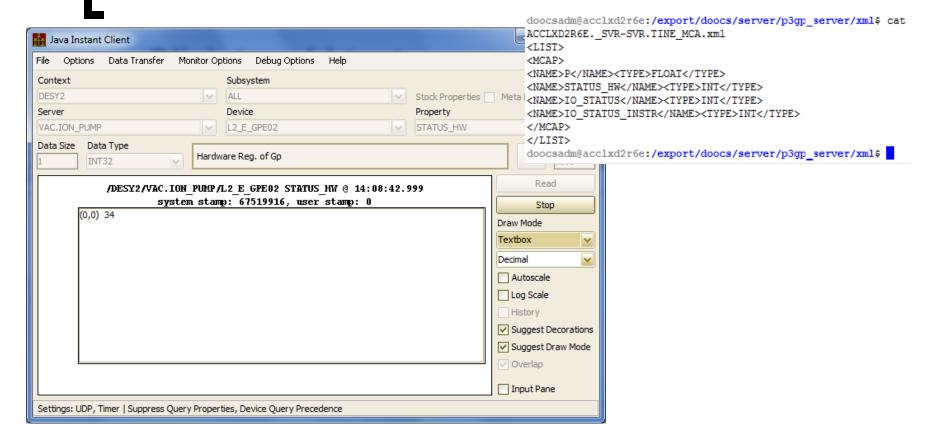


Local history + system stamps ...



- Doocs2Tine news
  - DOOCS watchdog integration in FEC Remote Panel
    - Systematics requires:
      - watchdog server has name
        - <host>.WATCH in same context as server
        - => are there servers on same host in different contexts?
      - subsystem should be 'WATCH'
        - decorated context <context>.WATCH
    - Watched server should have location name
      - SVR.<server name>
        - and NOT SVR.<br/>binary name>!

- Doocs2Tine news
  - Multi-Channel Arrays seem to work
    - Recent bug-fix:
      - restriction on property name >= 3 characters.



### Current Connection Table

- [0] /DEFAULT/ENS/DESY2[TAGS] cancel @500 msec <0> (203 values read)
- [1] /DESY2/VAC.ION\_PUMP/L2\_E\_GPE02[STATUS\_HW] register is bound to /DESY2/VAC.ION\_PUMP/DEVGRP87[STATUS\_HW] (as an MCA element) @1000 msec <0> ((value: L2\_E\_GPE02: 34)
- [2] /DESY2/VAC.ION\_PUMP/DEVGRP87[STATUS\_HW] timer @1000 msec <0> (76 values read)

