# **TINE Release 5.2.7 News**

(Nov 28, 2023: inching toward perfection ...)

It's been a while, but ...

"Remember: Only the dead fish go with the flow ..."

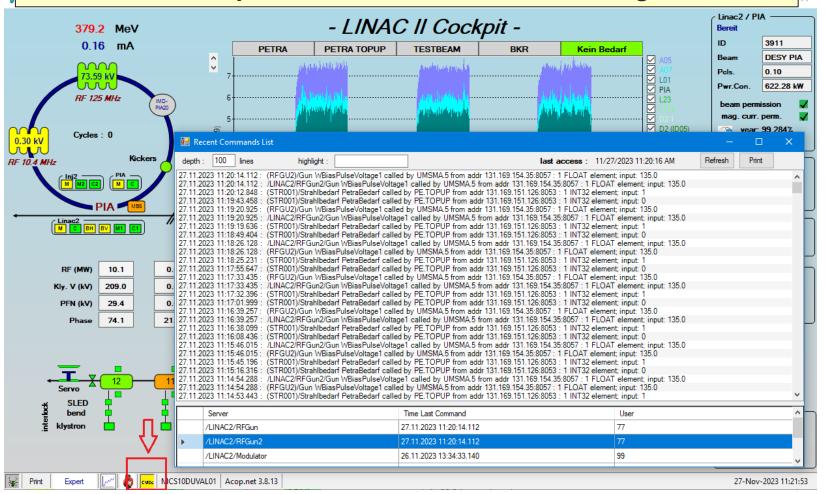


- Officially Open Source!
- Fixes, Features, and Issues ...
  - exotica: diagnostic improvements
  - new features
  - some doocs/jddd issues
  - Bug-of-the-Year!



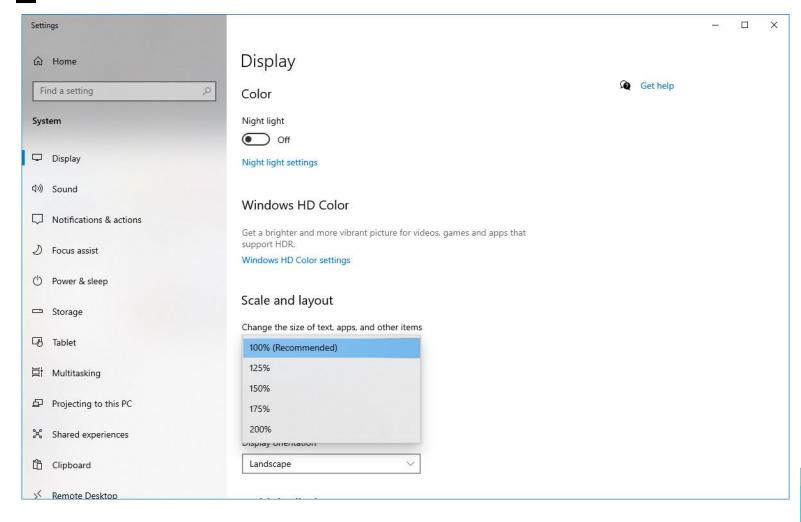
- Diagnostic improvements
  - Commands.log -> prints more input to log file (up to 512 chars) ...
  - e.g. BPM (Libera) server :

CMDs icon on Acop Status Bar collects commands log entries ...

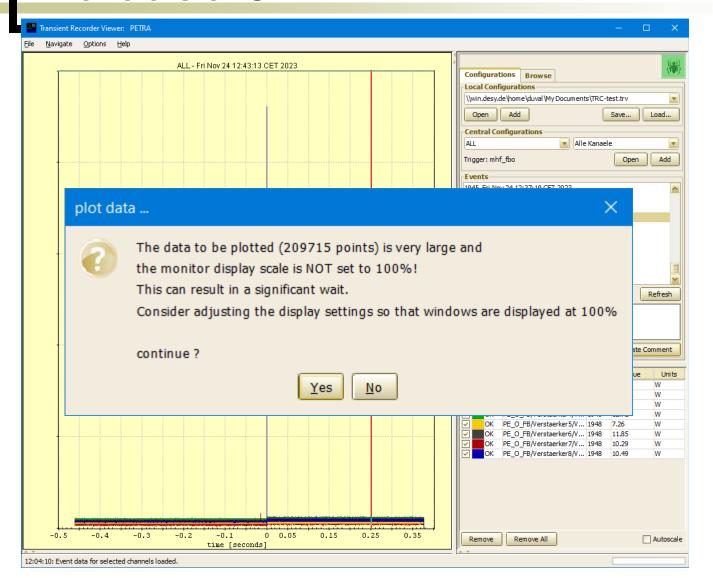


#### New stuff ...

- Remember the *umlaut problem*?
  - Umlaut killer now applied to structure fields!
- Boolean parser (strtobool()) now accepts a number as the input string
  - any pure number != 0 is TRUE.
  - any string != 'true', 'yes', 'on' is FALSE.
- Useful C routines:
  - char \*GetRegisteredExportName(char \*eqm);
  - char \*GetRegisteredContext(char \*eqm);
  - int GetFormatSizeInBytesFromDataType(DTYPE \*d);
- Some problems aren't bugs ....
  - Acop Chart (java) now checks when an attempt to draw > 16000 points whether the screen display parameter = 100% or not!









On to the Bug/Problem of the year ...
(well ... maybe of the summer ...)



#### **Short review:**

- How to make the most efficient use of your server CPU and the network ...
  - use publish-subscribe (a client-side monitor)
    - Server only sees 1 contract for data of interest for all its N clients
    - a server can coerce this!
  - make use of *multi-channel arrays* where applicable!
    - Server only sees 1 contract for e.g. all vacuum pumps instead of e.g. 600.
    - a server can coerce this!
  - make use of multicast access
    - Server sees only 1 client instead of N clients
    - a server can coerce this!
- And a VxWorks server (LTG-VXW) was doing all of this!

#### The problem:

- Popular (VxWorks) server (with lots of clients)!
- Upgrade from Release 4 to Release 5
  - (and with all of those clients still up and running)
  - n.b. The protocol headers are different!
- As a Release 4 server:
  - a multicast contract only saw R4 headers
- As a Release 5 server:
  - saw multiple re-connections from all of those clients
  - tried to make a decision whether to use R4 or R5 headers
  - Multiple simultaneous contract renewals could end up seeing the wrong protocol level for the multicast contract and misinterpreted the request
  - Attempted to allocate a crazy number (serveral gigabytes) of data
  - VxWorks has different memory management than e.g. Linux or Windows and 'took issue' with this!

- The solution:
  - A Release 5 server now only multicasts with Release 5 headers !!!
    - No more 'Mr. Nice Guy' ...
    - Clients attempting to establish a multicast contract and using Release 4 headers receive will now receive a not\_accepted status code!
    - A true Release 4 client (are there still any?) will just have to upgrade!

TINE/DOOCS issues => see TINE Control System (desy.de)



If you are more used to using doocs servers and/or interfacing with them using doocs clients than using TINE server and clients, then you may encounter *impedance mismatches* concerning expected systematics or otherwise be unaware of *setup* configuration parameters which could make life easier.

We will try to address some of the most common questions and issues below.

#### Note

This page is a work in progress.

#### Some Rules about Names

The DOOCS naming hierarchy follows the pattern facility / device / location / property. At first glance this appears to be a good match to the TINE naming hierarchy, which follows the pattern /context/server/device[property], with the notable points of possible confusion. i.e. what DOOCS calls a device is what TINE calls a server. And what DOOCS calls a location is what TINE calls a device

The DOOCS facility maps to the TINE context, with a caveat (discussed below) concerning the subsystem.

Both DOOCS and TINE refer to a **property**, which is a coverall term for an *attribute*, a *method*, or a *command*, i.e. something which can be *called*, and as a point of fact, is the *purpose* of the call. To this end, a TINE *address key* will likely enclose the *property* in *brackets*, as opposed to merely placing at the end of an address hierarchy with the '/' separator. However (please note!) most if not all TINE API calls which take a *full* address will also accept the address key with only '/' separators.

And about those slashes ('/') ? ...

The DOOCS APIs expect an address name to begin with *facility*, without a leading '/', and all addresses must be fully qualified, i.e. of the form *facility/device/location/property*. The TINE APIs on the other hand expect a fully qualified address name to begin with a leading '/', i.e. of the form */context/server/device*[property] (or */context/server/device/property* if you insist). This is in loose analogy with a unix file system file name, where the leading '/' indicates an absolute path. If you omit the leading '/', then the address specification is not *fully qualified* and the initial address name is taken to be a *server* name and the *context* is assumed to have been omitted, thereby signaling the TINE ENS to find this server independent of *context*. This will work if the server in fact exists in only a single context. If the same server name appears in multiple contexts (as for instance as the central alarm server CAS might), then such an incomplete address will result in the error: *ambiguous*. Otherwise it is occasionally useful to omit the context name in certain APIs.

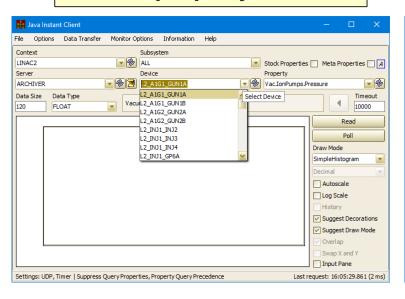
- PyTine news ...
  - PyTine.register\_server()
    - now takes more parameters!
      - o description, location, hardware, responsible, port
    - can skip PyTine.register\_fec() !



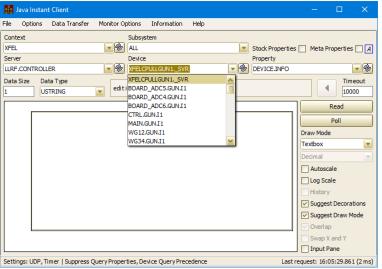
#### Repeater news :

- Learns about Device or Property Query Precedence
  - Most servers are 'flat': each device supports all properties; each property is valid for all devices.

#### **Classic property server:**



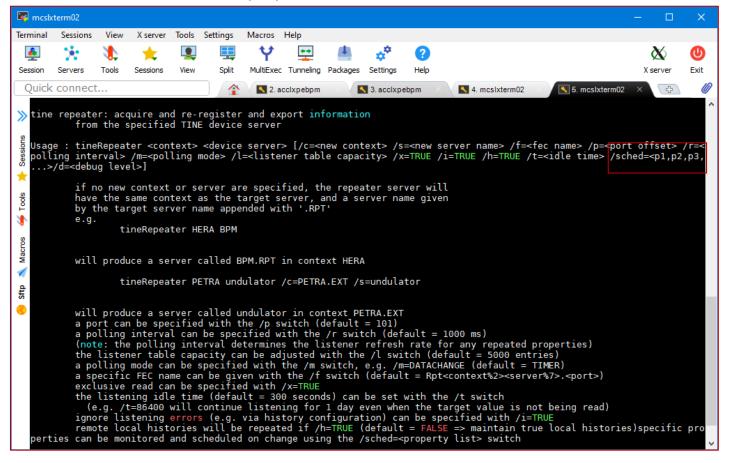
#### Classic device server:





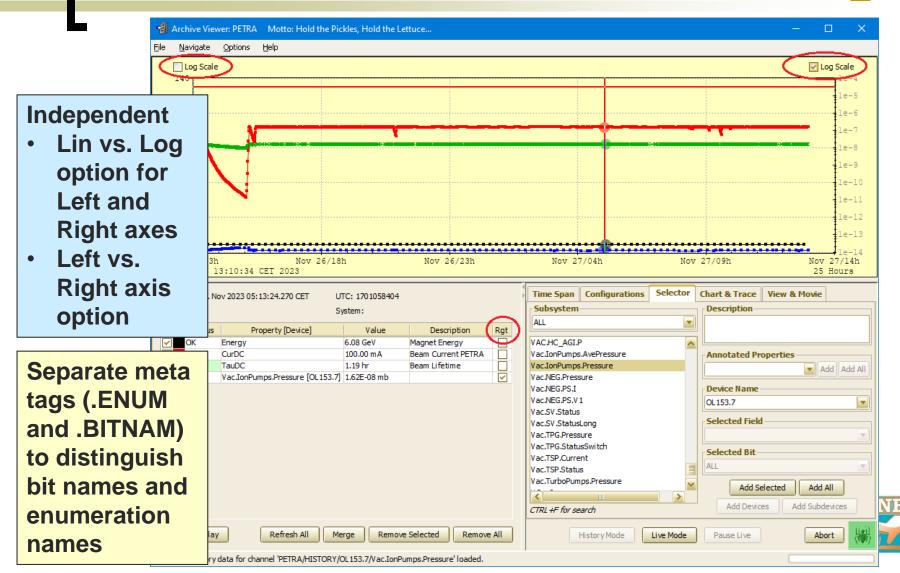
#### Repeater news:

- BTW: can also repeat doocs servers ...
- Can now schedule properties :



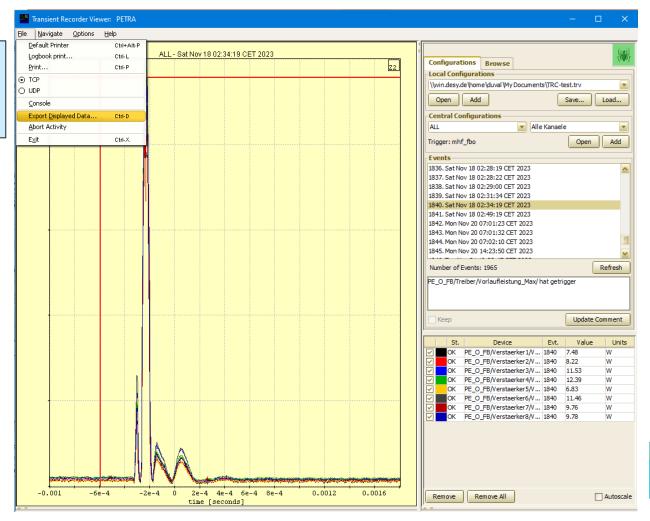


### TINE Studio: Archive Viewer



## TINE Studio: Transient Recorder Viewer

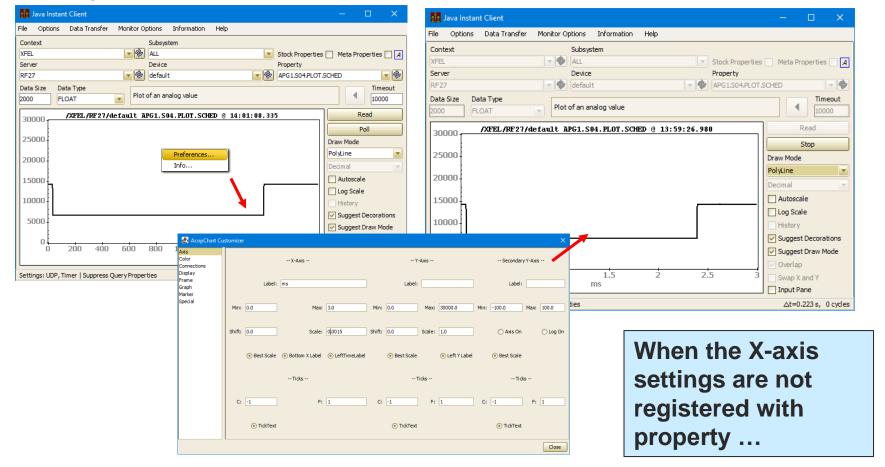
Export the displayed data to .csv File:





### TINE Studio: Instant Client

Sticky settings for repetitive reads of same address parameters



- TINE\_RESTful
  - http, xml, JSON (returns text)

New!

- &content=JSONOBJECTS
- web apps using IONIC, REACT ...
  - (will get to that in a minute)
- How rusty is your TINE ?



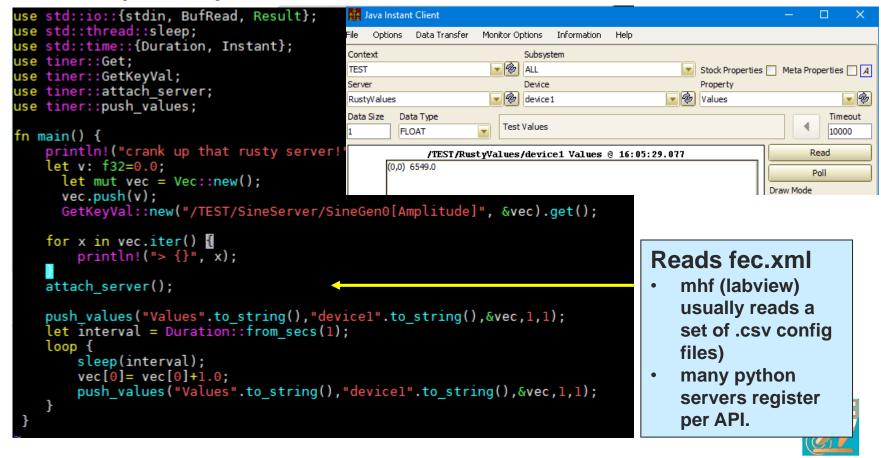
#### **Short review:**

#### Buffered Services

- (tbufsrv.dll / libtbufsrv.so)
- client-side
  - reflected memory strategy
  - synchronous call -> listener
- server-side (the buffered server!)
  - simple single-equipment module server
    - o separately buffered input/output handling for all registered properties.
    - o really easy-to-use API ...
- Used in interfaces to :
  - C/C++ directly (e.g. DESY2 Test Beam)
  - LabView (PETRA/DESY2 RF + ...)
  - MatLab (various)
  - Python (various)
  - Rust (?)



Anybody interested in a RUST API?



What's new at EMBL ?

