

## 2015 Test beam Run Control

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# Chapter 1

## Module Index

### 1.1 Modules

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## Chapter 2

# Hierarchical Index

### 2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

Exception . . . . .	18
file_header_t . . . . .	21
ListenerInfo . . . . .	29
Message . . . . .	29
HTTPMessage . . . . .	27
SocketMessage . . . . .	45
Socket . . . . .	39
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FPGAHandler . . . . .	22
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TDCEvent . . . . .	56
TDCRegister . . . . .	59
TDCControl . . . . .	52
TDCSetup . . . . .	62
USBHandler . . . . .	112
FPGAHandler . . . . .	22



## Chapter 3

# Data Structure Index

### 3.1 Data Structures

Here are the data structures with brief descriptions:

<a href="#">Client</a>	Base client object for the socket . . . . .	13
<a href="#">Exception</a>	A simple exception handler . . . . .	18
<a href="#">file_header_t</a>	Header to the output files . . . . .	21
<a href="#">FPGAHandler</a>	Driver for timing detectors' FPGA readout . . . . .	22
<a href="#">HTTPMessage</a>	<a href="#">Message</a> to be transmitted through a WebSocket protocol . . . . .	27
<a href="#">ListenerInfo</a>	Information on a socket's listener . . . . .	29
<a href="#">Message</a>	Base socket message type . . . . .	29
<a href="#">Messenger</a>	Base master object for the socket . . . . .	31
<a href="#">Socket</a>	Base socket object from which clients/master from a socket inherit . . . . .	39
<a href="#">SocketMessage</a>	Socket-passed message type . . . . .	45
<a href="#">TDCBoundaryScanRegister</a>	. . . . .	51
<a href="#">TDCControl</a>	. . . . .	52
<a href="#">TDCEvent</a>	HPTDC event parser . . . . .	56
<a href="#">TDCRegister</a>	. . . . .	59
<a href="#">TDCSetup</a>	Setup word to be sent to the HPTDC chip . . . . .	62
<a href="#">USBHandler</a>	Generic USB communication handler . . . . .	112



## Chapter 4

# Module Documentation

### 4.1 Socket communication objects

#### Data Structures

- class [Client](#)  
*Base client object for the socket.*
- class [HTTPMessage](#)  
*Message to be transmitted through a WebSocket protocol.*
- struct [ListenerInfo](#)  
*Information on a socket's listener.*
- class [Messenger](#)  
*Base master object for the socket.*
- class [Socket](#)  
*Base socket object from which clients/master from a socket inherit.*
- class [SocketMessage](#)  
*Socket-passed message type.*

#### Enumerations

- enum [Socket::SocketType](#) {  
[Socket::INVALID](#) = -1, [Socket::MASTER](#) = 0, [Socket::WEBSOCKET\\_CLIENT](#), [Socket::CLIENT](#),  
[Socket::DETECTOR](#) }  
*Type of actor playing a role on the socket.*

#### 4.1.1 Detailed Description

#### 4.1.2 Enumeration Type Documentation

##### 4.1.2.1 enum [Socket::SocketType](#)

Type of actor playing a role on the socket.

#### Enumerator

***INVALID***

***MASTER***

***WEBSOCKET\_CLIENT***

*CLIENT*  
*DETECTOR*



## 4.2 HPTDC chip control

### Data Structures

- class [TDCEvent](#)  
*HPTDC event parser.*
- class [TDCSetup](#)  
*Setup word to be sent to the HPTDC chip.*

### Enumerations

- enum [TDCEvent::EventType](#) {  
TDCEvent::Invalid = -1, TDCEvent::GroupHeader = 0, TDCEvent::GroupTrailer, TDCEvent::TDCHeader,  
TDCEvent::TDCTrailer, TDCEvent::LeadingEdge, TDCEvent::TrailingEdge, TDCEvent::Error,  
TDCEvent::Debug }
- enum [TDCSetup::EdgeResolution](#) {  
TDCSetup::E\_100ps = 0, TDCSetup::E\_200ps, TDCSetup::E\_400ps, TDCSetup::E\_800ps,  
TDCSetup::E\_1p6ns, TDCSetup::E\_3p12ns, TDCSetup::E\_6p25ns, TDCSetup::E\_12p5ns }
- enum [TDCSetup::DeadTime](#) { TDCSetup::DT\_5ns = 0, TDCSetup::DT\_10ns, TDCSetup::DT\_30ns, TDCSetup::DT\_100ns }
- enum [TDCSetup::WidthResolution](#) {  
TDCSetup::W\_100ps = 0, TDCSetup::W\_200ps, TDCSetup::W\_400ps, TDCSetup::W\_800ps,  
TDCSetup::W\_1p6ns, TDCSetup::W\_3p2ns, TDCSetup::W\_6p25ns, TDCSetup::W\_12p5ns,  
TDCSetup::W\_25ns, TDCSetup::W\_50ns, TDCSetup::W\_100ns, TDCSetup::W\_200ns,  
TDCSetup::W\_400ns, TDCSetup::W\_800ns }
- enum [TDCSetup::EnabledError](#) {  
TDCSetup::VernierError = 0x1, TDCSetup::CoarseError = 0x2, TDCSetup::ChannelSelectError = 0x4, TDCSetup::L1BufferParityError = 0x8,  
TDCSetup::TriggerFIFOParityError = 0x10, TDCSetup::TriggerMatchingError = 0x20, TDCSetup::ReadoutFIFOParityError = 0x40, TDCSetup::ReadoutStateError = 0x80,  
TDCSetup::SetupParityError = 0x100, TDCSetup::ControlParityError = 0x200, TDCSetup::JTAGInstructionParityError = 0x400 }
- enum [TDCSetup::DLLSpeedMode](#) { TDCSetup::DLL\_40MHz = 0x0, TDCSetup::DLL\_160MHz = 0x1, TDCSetup::DLL\_320MHz = 0x2, TDCSetup::DLL\_Illegal = 0x3 }
- enum [TDCSetup::SerialClockSource](#) { TDCSetup::Serial\_pll\_clock\_80 = 0x0, TDCSetup::Serial\_pll\_clock\_160 = 0x1, TDCSetup::Serial\_pll\_clock\_40 = 0x2, TDCSetup::Serial\_aux\_clock = 0x3 }
- enum [TDCSetup::IOClockSource](#) { TDCSetup::IO\_clock\_40 = 0x0, TDCSetup::IO\_pll\_clock\_80 = 0x1, TDCSetup::IO\_pll\_clock\_160 = 0x2, TDCSetup::IO\_aux\_clock = 0x3 }
- enum [TDCSetup::CoreClockSource](#) { TDCSetup::Core\_clock\_40 = 0x0, TDCSetup::Core\_pll\_clock\_80 = 0x1, TDCSetup::Core\_pll\_clock\_160 = 0x2, TDCSetup::Core\_aux\_clock = 0x3 }
- enum [TDCSetup::DLLClockSource](#) {  
TDCSetup::DLL\_clock\_40 = 0x0, TDCSetup::DLL\_pll\_clock\_40 = 0x1, TDCSetup::DLL\_pll\_clock\_160 = 0x2,  
TDCSetup::DLL\_pll\_clock\_320 = 0x3,  
TDCSetup::DLL\_aux\_clock = 0x4 }
- enum [TDCSetup::ReadoutSpeed](#) { TDCSetup::RO\_Fixed = 0x0, TDCSetup::RO\_pll\_80Mbits\_s = 0x1 }
- enum [TDCSetup::SerialStrobeType](#) { TDCSetup::SS\_NoStrobe = 0x0, TDCSetup::SS\_DSStrobe = 0x1, TDCSetup::SS\_LeadingTrailingStrobe = 0x2, TDCSetup::SS\_LeadingEdge = 0x3 }
- enum [TDCSetup::ReadoutSingleCycleSpeed](#) {  
TDCSetup::RSC\_40Mbits\_s = 0x0, TDCSetup::RSC\_20Mbits\_s = 0x1, TDCSetup::RSC\_10Mbits\_s = 0x2, TDCSetup::RSC\_5Mbits\_s = 0x3,  
TDCSetup::RSC\_2p5Mbits\_s = 0x4, TDCSetup::RSC\_1p25Mbits\_s = 0x5, TDCSetup::RSC\_625kbits\_s = 0x6,  
TDCSetup::RSC\_312p5kbits\_s = 0x7 }

#### 4.2.1 Detailed Description

#### 4.2.2 Enumeration Type Documentation

##### 4.2.2.1 enum TDCSetup::CoreClockSource

Enumerator

*Core\_clock\_40*  
*Core\_pll\_clock\_80*  
*Core\_pll\_clock\_160*  
*Core\_aux\_clock*

##### 4.2.2.2 enum TDCSetup::DeadTime

Enumerator

*DT\_5ns*  
*DT\_10ns*  
*DT\_30ns*  
*DT\_100ns*

##### 4.2.2.3 enum TDCSetup::DLLClockSource

Enumerator

*DLL\_clock\_40*  
*DLL\_pll\_clock\_40*  
*DLL\_pll\_clock\_160*  
*DLL\_pll\_clock\_320*  
*DLL\_aux\_clock*

##### 4.2.2.4 enum TDCSetup::DLLSpeedMode

Enumerator

*DLL\_40MHz*  
*DLL\_160MHz*  
*DLL\_320MHz*  
*DLL\_Illegal*

##### 4.2.2.5 enum TDCSetup::EdgeResolution

Enumerator

*E\_100ps*  
*E\_200ps*  
*E\_400ps*  
*E\_800ps*  
*E\_1p6ns*  
*E\_3p12ns*  
*E\_6p25ns*  
*E\_12p5ns*

## 4.2.2.6 enum TDCSetup::EnabledError

Enumerator

*VernierError*  
*CoarseError*  
*ChannelSelectError*  
*L1BufferParityError*  
*TriggerFIFOParityError*  
*TriggerMatchingError*  
*ReadoutFIFOParityError*  
*ReadoutStateError*  
*SetupParityError*  
*ControlParityError*  
*JTAGInstructionParityError*

## 4.2.2.7 enum TDCEvent::EventType

Enumerator

*Invalid*  
*GroupHeader*  
*GroupTrailer*  
*TDCHeader*  
*TDCTrailer*  
*LeadingEdge*  
*TrailingEdge*  
*Error*  
*Debug*

## 4.2.2.8 enum TDCSetup::IOClockSource

Enumerator

*IO\_clock\_40*  
*IO\_pll\_clock\_80*  
*IO\_pll\_clock\_160*  
*IO\_aux\_clock*

## 4.2.2.9 enum TDCSetup::ReadoutSingleCycleSpeed

Enumerator

*RSC\_40Mbits\_s*  
*RSC\_20Mbits\_s*  
*RSC\_10Mbits\_s*  
*RSC\_5Mbits\_s*  
*RSC\_2p5Mbits\_s*  
*RSC\_1p25Mbits\_s*  
*RSC\_625kbits\_s*  
*RSC\_312p5kbits\_s*

## 4.2.2.10 enum TDCSetup::ReadoutSpeed

Enumerator

*RO\_Fixed*  
*RO\_pll\_80Mbits\_s*

## 4.2.2.11 enum TDCSetup::SerialClockSource

Enumerator

*Serial\_pll\_clock\_80*  
*Serial\_pll\_clock\_160*  
*Serial\_pll\_clock\_40*  
*Serial\_aux\_clock*

## 4.2.2.12 enum TDCSetup::SerialStrobeType

Enumerator

*SS\_NoStrobe*  
*SS\_DSStrobe*  
*SS\_LeadingTrailingStrobe*  
*SS\_LeadingEdge*

## 4.2.2.13 enum TDCSetup::WidthResolution

Enumerator

*W\_100ps*  
*W\_200ps*  
*W\_400ps*  
*W\_800ps*  
*W\_1p6ns*  
*W\_3p2ns*  
*W\_6p25ns*  
*W\_12p5ns*  
*W\_25ns*  
*W\_50ns*  
*W\_100ns*  
*W\_200ns*  
*W\_400ns*  
*W\_800ns*

## Chapter 5

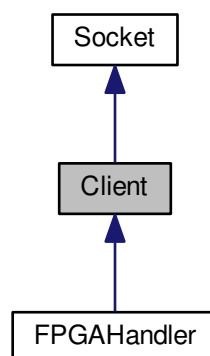
# Data Structure Documentation

### 5.1 Client Class Reference

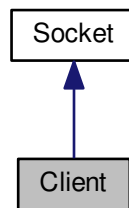
Base client object for the socket.

```
#include <Client.h>
```

Inheritance diagram for Client:



Collaboration diagram for Client:



## Public Member Functions

- [Client](#) ()  
*General void client constructor.*
- [Client](#) (int port)  
*Bind a socket client to a given port.*
- virtual [~Client](#) ()
- bool [Connect](#) ()  
*Bind this client to the socket.*
- void [Disconnect](#) ()  
*Unbind this client from the socket.*
- void [Send](#) (const [Message](#) &m) const  
*Send a message to the master through the socket.*
- void [Receive](#) ()  
*Receive a socket message from the master.*
- virtual void [ParseMessage](#) (const [SocketMessage](#) &m)  
*Parse a [SocketMessage](#) received from the master.*
- virtual [SocketType](#) [GetType](#) () const  
*[Socket](#) actor type retrieval method.*

## Private Member Functions

- void [Announce](#) ()  
*Announce our entry on the socket to its master.*

## Private Attributes

- int [fClientId](#)
- bool [fIsConnected](#)

## Additional Inherited Members

### 5.1.1 Detailed Description

Base client object for the socket.

[Client](#) object used by the server to send/receive commands from the messenger/broadcaster.

## Author

Laurent Forthomme [laurent.forthomme@cern.ch](mailto:laurent.forthomme@cern.ch)

## Date

24 Mar 2015

## 5.1.2 Constructor & Destructor Documentation

### 5.1.2.1 Client::Client ( ) [inline]

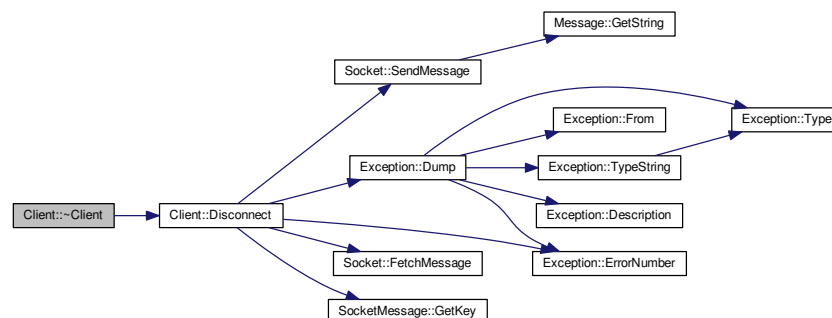
General void client constructor.

### 5.1.2.2 Client::Client ( int *port* )

Bind a socket client to a given port.

### 5.1.2.3 Client::~~Client ( ) [virtual]

Here is the call graph for this function:

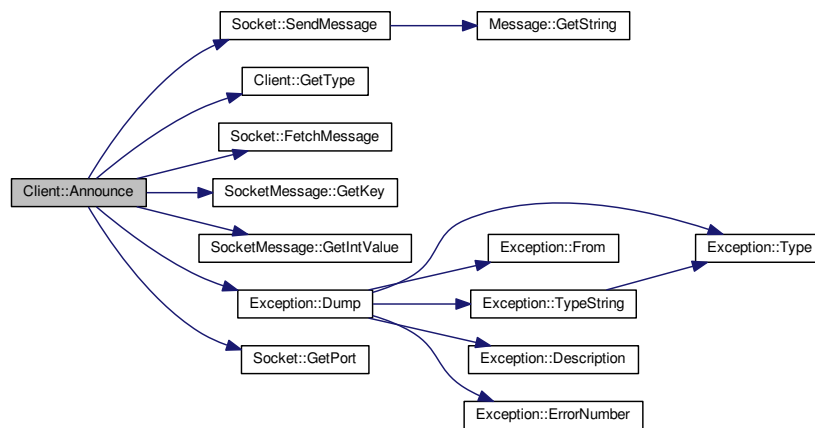


## 5.1.3 Member Function Documentation

### 5.1.3.1 void Client::Announce ( ) [private]

Announce our entry on the socket to its master.

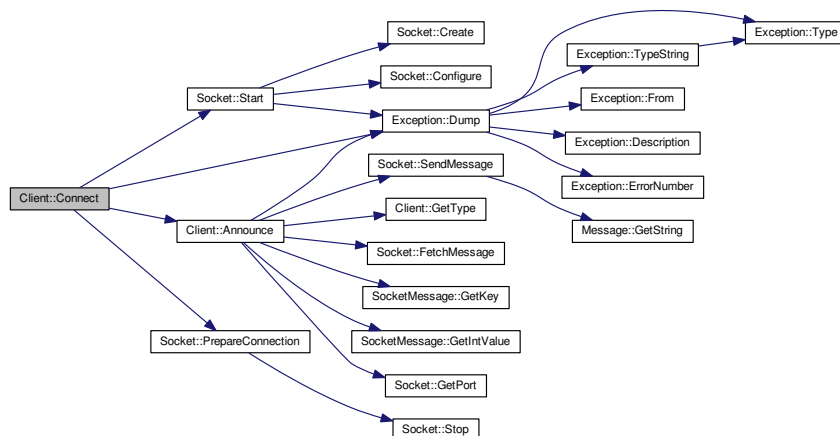
Here is the call graph for this function:



#### 5.1.3.2 bool Client::Connect ( )

Bind this client to the socket.

Here is the call graph for this function:

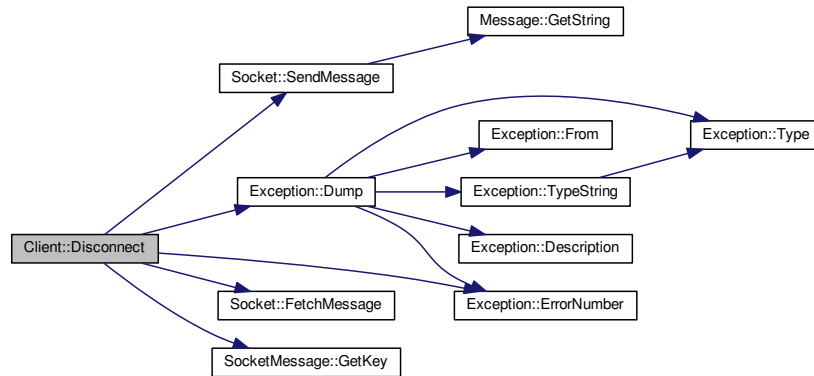


#### 5.1.3.3 void Client::Disconnect ( )

Unbind this client from the socket.



Here is the call graph for this function:



#### 5.1.3.4 virtual SocketType Client::GetType ( ) const [inline],[virtual]

[Socket](#) actor type retrieval method.

Reimplemented in [FPGAHandler](#).

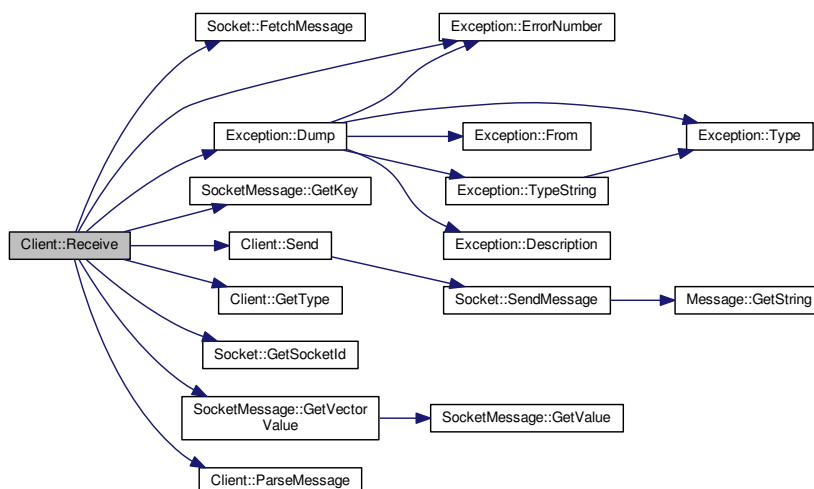
#### 5.1.3.5 virtual void Client::ParseMessage ( const SocketMessage & m ) [inline],[virtual]

Parse a [SocketMessage](#) received from the master.

#### 5.1.3.6 void Client::Receive ( )

Receive a socket message from the master.

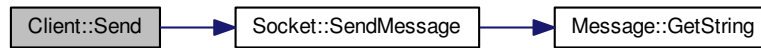
Here is the call graph for this function:



### 5.1.3.7 void Client::Send ( const Message & m ) const [inline]

Send a message to the master through the socket.

Here is the call graph for this function:



## 5.1.4 Field Documentation

### 5.1.4.1 int Client::fClientId [private]

### 5.1.4.2 bool Client::fIsConnected [private]

The documentation for this class was generated from the following files:

- include/Client.h
- src/Client.cpp

## 5.2 Exception Class Reference

A simple exception handler.

```
#include <Exception.h>
```

### Public Member Functions

- [Exception](#) (const char \*from, std::string desc, ExceptionType type=Undefined, const int id=0)
- [Exception](#) (const char \*from, const char \*desc, ExceptionType type=Undefined, const int id=0)
- [~Exception](#) ()
- std::string [From](#) () const
- int [ErrorNumber](#) () const
- std::string [Description](#) () const
- ExceptionType [Type](#) () const
- std::string [TypeString](#) () const
- void [Dump](#) (std::ostream &os=std::cerr) const

### Private Attributes

- std::string [fFrom](#)
- std::string [fDescription](#)
- ExceptionType [fType](#)
- int [fErrorNumber](#)

### 5.2.1 Detailed Description

A simple exception handler.

#### Author

Laurent Forthomme [laurent.forthomme@cern.ch](mailto:laurent.forthomme@cern.ch)

#### Date

24 Mar 2015

### 5.2.2 Constructor & Destructor Documentation

**5.2.2.1** `Exception::Exception ( const char * from, std::string desc, ExceptionType type = Undefined, const int id = 0 )` `[inline]`

**5.2.2.2** `Exception::Exception ( const char * from, const char * desc, ExceptionType type = Undefined, const int id = 0 )` `[inline]`

**5.2.2.3** `Exception::~~Exception ( )` `[inline]`

Here is the call graph for this function:

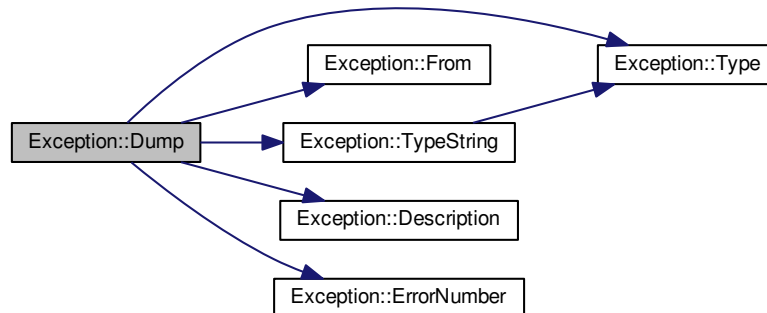


### 5.2.3 Member Function Documentation

**5.2.3.1** `std::string Exception::Description ( ) const` `[inline]`

5.2.3.2 `void Exception::Dump ( std::ostream & os = std::cerr ) const [inline]`

Here is the call graph for this function:



5.2.3.3 `int Exception::ErrorNumber ( ) const [inline]`

5.2.3.4 `std::string Exception::From ( ) const [inline]`

5.2.3.5 `ExceptionType Exception::Type ( ) const [inline]`

5.2.3.6 `std::string Exception::TypeString ( ) const [inline]`

Here is the call graph for this function:



## 5.2.4 Field Documentation

5.2.4.1 `std::string Exception::fDescription [private]`

5.2.4.2 `int Exception::fErrorNumber [private]`

5.2.4.3 `std::string Exception::fFrom [private]`

5.2.4.4 `ExceptionType Exception::fType [private]`

The documentation for this class was generated from the following file:

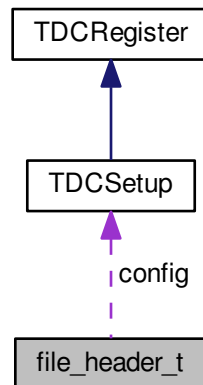
- `include/Exception.h`

## 5.3 file\_header\_t Struct Reference

Header to the output files.

```
#include <FPGAHandler.h>
```

Collaboration diagram for file\_header\_t:



### Data Fields

- uint32\_t [magic](#)
- uint32\_t [run\\_id](#)
- uint32\_t [spill\\_id](#)
- [TDCSetup config](#)

### 5.3.1 Detailed Description

Header to the output files.

General header to store in each collected data file for offline readout. It enable any reader to retrieve the run/spill number, as well as the HPTDC configuration during data collection.

#### Author

Laurent Forthomme [laurent.forthomme@cern.ch](mailto:laurent.forthomme@cern.ch)

#### Date

14 Apr 2015

### 5.3.2 Field Documentation

#### 5.3.2.1 TDCSetup file\_header\_t::config

#### 5.3.2.2 uint32\_t file\_header\_t::magic

5.3.2.3 uint32\_t file\_header\_t::run\_id

5.3.2.4 uint32\_t file\_header\_t::spill\_id

The documentation for this struct was generated from the following file:

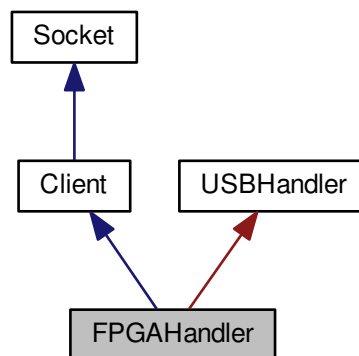
- include/FPGAHandler.h

## 5.4 FPGAHandler Class Reference

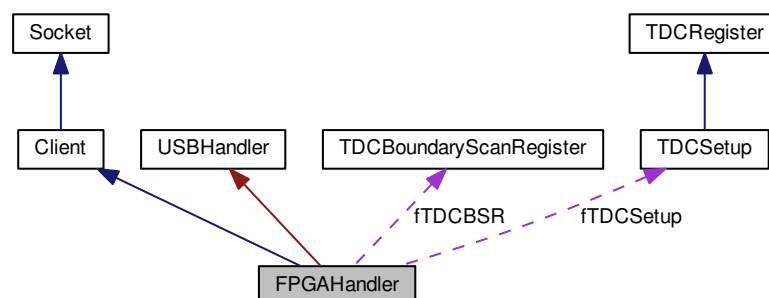
Driver for timing detectors' FPGA readout.

```
#include <FPGAHandler.h>
```

Inheritance diagram for FPGAHandler:



Collaboration diagram for FPGAHandler:



### Public Member Functions

- [FPGAHandler](#) (int port, const char \*dev)

*Bind to a FPGA through the USB protocol, and to the socket.*

- virtual [~FPGAHandler](#) ()
- void [OpenFile](#) ()

*Open an output file to store header/HPTDC events.*

- void [CloseFile](#) ()

*Close a previously opened output file used to store header/HPTDC events.*

- std::string [GetFilename](#) () const

*Retrieve the file name used to store data collected from the FPGA.*

- void [SetConfiguration](#) (const [TDCSetup](#) &c)

*Submit the HPTDC setup word as a [TDCSetup](#) object.*

- [TDCSetup](#) [GetConfiguration](#) ()

*Retrieve the HPTDC setup word as a [TDCSetup](#) object.*

- void [ReadBuffer](#) ()
- [SocketType](#) [GetType](#) () const

*[Socket](#) actor type retrieval method.*

### Private Member Functions

- void [SendConfiguration](#) ()

*Set the setup word to the HPTDC internal setup register.*

- void [ReadConfiguration](#) ()

*Read the setup word from the HPTDC internal setup register.*

- void [ReadBoundaryScanRegister](#) ()

### Private Attributes

- std::string [fFilename](#)
- std::ofstream [fOutput](#)
- [TDCSetup](#) [fTDCSetup](#)
- [TDCBoundaryScanRegister](#) [fTDCBSR](#)
- bool [fIsFileOpen](#)
- bool [fIsTDCInReadout](#)

### Additional Inherited Members

#### 5.4.1 Detailed Description

Driver for timing detectors' FPGA readout.

Main driver for a homebrew FPGA designed for the timing detectors' HPTDC chip readout.

#### Author

Laurent Forthomme [laurent.forthomme@cern.ch](mailto:laurent.forthomme@cern.ch)

#### Date

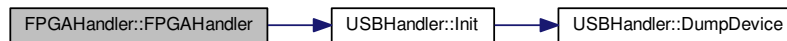
14 Apr 2015

## 5.4.2 Constructor & Destructor Documentation

### 5.4.2.1 FPGAHandler::FPGAHandler ( int *port*, const char \* *dev* )

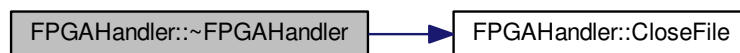
Bind to a FPGA through the USB protocol, and to the socket.

Here is the call graph for this function:



### 5.4.2.2 FPGAHandler::~~FPGAHandler ( ) [virtual]

Here is the call graph for this function:



## 5.4.3 Member Function Documentation

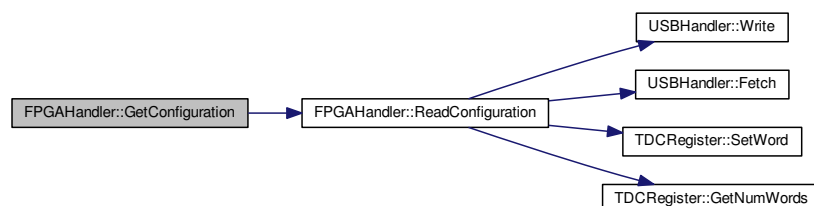
### 5.4.3.1 void FPGAHandler::CloseFile ( )

Close a previously opened output file used to store header/HPTDC events.

### 5.4.3.2 TDCSetup FPGAHandler::GetConfiguration ( ) [inline]

Retrieve the HPTDC setup word as a [TDCSetup](#) object.

Here is the call graph for this function:





#### 5.4.3.3 `std::string FPGAHandler::GetFilename ( ) const [inline]`

Retrieve the file name used to store data collected from the FPGA.

#### 5.4.3.4 `SocketType FPGAHandler::GetType ( ) const [inline],[virtual]`

[Socket](#) actor type retrieval method.

Reimplemented from [Client](#).

#### 5.4.3.5 `void FPGAHandler::OpenFile ( )`

Open an output file to store header/HPTDC events.

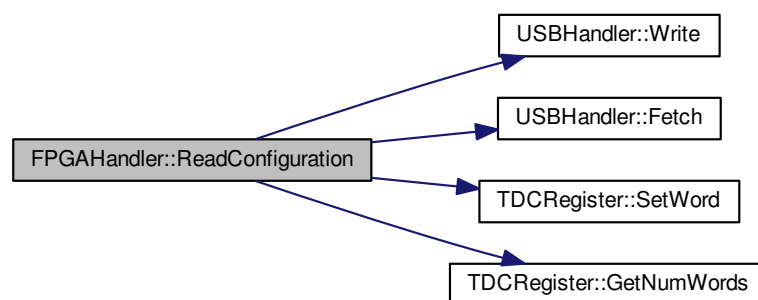
#### 5.4.3.6 `void FPGAHandler::ReadBoundaryScanRegister ( ) [private]`

#### 5.4.3.7 `void FPGAHandler::ReadBuffer ( )`

#### 5.4.3.8 `void FPGAHandler::ReadConfiguration ( ) [private]`

Read the setup word from the HPTDC internal setup register.

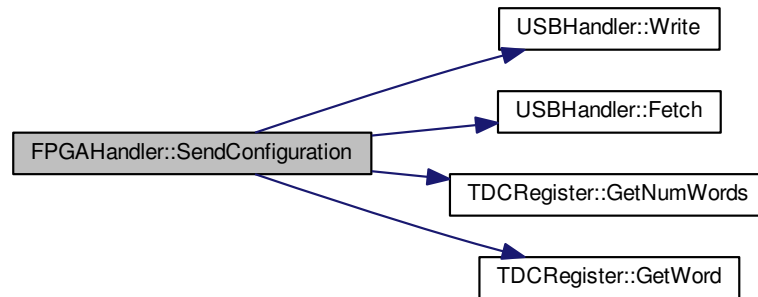
Here is the call graph for this function:



#### 5.4.3.9 `void FPGAHandler::SendConfiguration ( ) [private]`

Set the setup word to the HPTDC internal setup register.

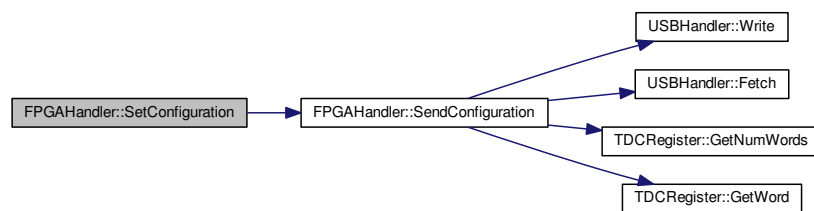
Here is the call graph for this function:



5.4.3.10 `void FPGAHandler::SetConfiguration ( const TDCSetup & c ) [inline]`

Submit the HPTDC setup word as a [TDCSetup](#) object.

Here is the call graph for this function:



## 5.4.4 Field Documentation

5.4.4.1 `std::string FPGAHandler::filename [private]`

5.4.4.2 `bool FPGAHandler::flsFileOpen [private]`

5.4.4.3 `bool FPGAHandler::flsTDCInReadout [private]`

5.4.4.4 `std::ofstream FPGAHandler::fOutput [private]`

5.4.4.5 `TDCBoundaryScanRegister FPGAHandler::fTDCBSR [private]`

5.4.4.6 `TDCSetup FPGAHandler::fTDCSetup [private]`

The documentation for this class was generated from the following files:

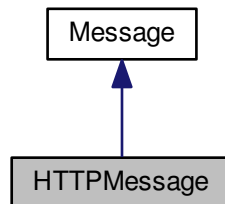
- `include/FPGAHandler.h`
- `src/FPGAHandler.cpp`

## 5.5 HTTPMessage Class Reference

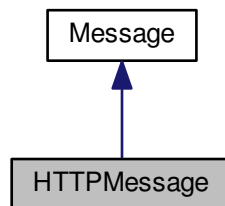
[Message](#) to be transmitted through a WebSocket protocol.

```
#include <HTTPMessage.h>
```

Inheritance diagram for HTTPMessage:



Collaboration diagram for HTTPMessage:



### Public Member Functions

- [HTTPMessage](#) (WebSocket \*ws, [Message](#) m, MessageAction a)
- [HTTPMessage](#) (WebSocket \*ws, const char \*msg, MessageAction a)
- void [Decode](#) ()
- void [Encode](#) ()
- MessageKey [GetKey](#) () const
- void [Dump](#) (std::ostream &os=std::cout) const

### Private Attributes

- WebSocket \* [fWS](#)
- std::string [fOriginalString](#)

## Additional Inherited Members

### 5.5.1 Detailed Description

[Message](#) to be transmitted through a WebSocket protocol.

Type of message compatible to the transmission through a WebSocket protocol. It enables a direct conversion of standards from any socket message format used elsewhere in this code using the *MessageAction* statement.

#### Author

Laurent Forthomme [laurent.forthomme@cern.ch](mailto:laurent.forthomme@cern.ch)

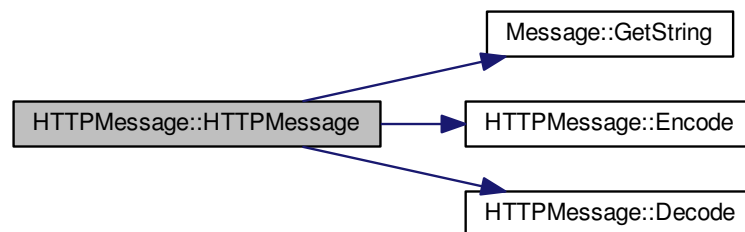
#### Date

1 Apr 2015

### 5.5.2 Constructor & Destructor Documentation

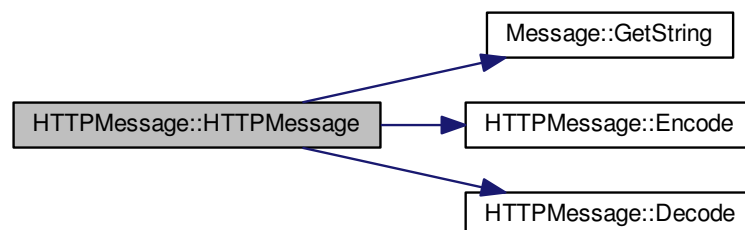
#### 5.5.2.1 HTTPMessage::HTTPMessage ( WebSocket \* ws, Message m, MessageAction a ) [inline]

Here is the call graph for this function:



#### 5.5.2.2 HTTPMessage::HTTPMessage ( WebSocket \* ws, const char \* msg, MessageAction a ) [inline]

Here is the call graph for this function:



### 5.5.3 Member Function Documentation

5.5.3.1 void HTTPMessage::Decode ( ) [inline]

5.5.3.2 void HTTPMessage::Dump ( std::ostream & os = std::cout ) const [inline]

5.5.3.3 void HTTPMessage::Encode ( ) [inline]

5.5.3.4 MessageKey HTTPMessage::GetKey ( ) const [inline]

### 5.5.4 Field Documentation

5.5.4.1 std::string HTTPMessage::fOriginalString [private]

5.5.4.2 WebSocket\* HTTPMessage::fWS [private]

The documentation for this class was generated from the following file:

- include/HTTPMessage.h

## 5.6 ListenerInfo Struct Reference

Information on a socket's listener.

```
#include <Messenger.h>
```

### Data Fields

- std::string [name](#)
- [Socket::SocketType](#) type

### 5.6.1 Detailed Description

Information on a socket's listener.

Structure handling its name and type for any listener/client to be used in the socket management parts of this code.

### 5.6.2 Field Documentation

5.6.2.1 std::string ListenerInfo::name

5.6.2.2 [Socket::SocketType](#) ListenerInfo::type

The documentation for this struct was generated from the following file:

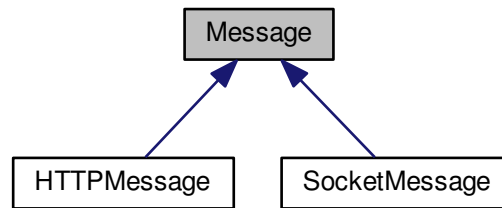
- include/Messenger.h

## 5.7 Message Class Reference

Base socket message type.

```
#include <Message.h>
```

Inheritance diagram for Message:



## Public Member Functions

- `Message ()`  
*Void message constructor.*
- `Message (const char *msg)`  
*Construct a message from a string.*
- `Message (std::string msg)`  
*Construct a message from a string.*
- `virtual ~Message ()`
- `MessageKey GetKey () const`  
*Placeholder for the MessageKey retrieval method.*
- `std::string GetString () const`  
*Retrieve the string carried by this message as a whole.*
- `bool IsFromWeb () const`  
*Extract from any message its potential arrival from a WebSocket protocol.*
- `void Dump (std::ostream &os=std::cout) const`

## Protected Attributes

- `std::string fString`

### 5.7.1 Detailed Description

Base socket message type.

Base handler for messages to be transmitted through the socket

Author

Laurent Forthomme [laurent.forthomme@cern.ch](mailto:laurent.forthomme@cern.ch)

Date

6 Apr 2015

## 5.7.2 Constructor & Destructor Documentation

### 5.7.2.1 `Message::Message ( )` `[inline]`

Void message constructor.

### 5.7.2.2 `Message::Message ( const char * msg )` `[inline]`

Construct a message from a string.

### 5.7.2.3 `Message::Message ( std::string msg )` `[inline]`

Construct a message from a string.

### 5.7.2.4 `virtual Message::~~Message ( )` `[inline],[virtual]`

## 5.7.3 Member Function Documentation

### 5.7.3.1 `void Message::Dump ( std::ostream & os = std::cout ) const` `[inline]`

### 5.7.3.2 `MessageKey Message::GetKey ( ) const` `[inline]`

Placeholder for the MessageKey retrieval method.

### 5.7.3.3 `std::string Message::GetString ( ) const` `[inline]`

Retrieve the string carried by this message as a whole.

### 5.7.3.4 `bool Message::IsFromWeb ( ) const` `[inline]`

Extract from any message its potential arrival from a WebSocket protocol.

## 5.7.4 Field Documentation

### 5.7.4.1 `std::string Message::fString` `[protected]`

The documentation for this class was generated from the following file:

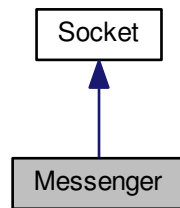
- `include/Message.h`

## 5.8 Messenger Class Reference

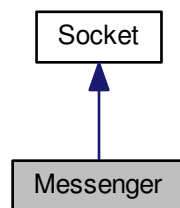
Base master object for the socket.

```
#include <Messenger.h>
```

Inheritance diagram for Messenger:



Collaboration diagram for Messenger:



## Public Member Functions

- [Messenger](#) ()  
*Build a void master object or socket actor.*
- [Messenger](#) (int port)  
*Build a master object to control the socket.*
- [~Messenger](#) ()
- bool [Connect](#) ()  
*Connect the master to the socket.*
- void [Disconnect](#) ()  
*Remove the master and destroy the socket.*
- void [Send](#) (const [Message](#) &m, int sid) const  
*Send any type of message to any client.*
- void [Receive](#) ()  
*Handle a message reception from a client.*
- void [Broadcast](#) (const [Message](#) &m) const  
*Emit a message to all clients connected through the socket.*
- [SocketType GetType](#) () const  
*[Socket](#) actor type retrieval method.*



## Private Member Functions

- void [AddClient](#) ()  
*Add a client to listen to.*
- void [DisconnectClient](#) (int sid, MessageKey key, bool force=false)  
*Disconnect a client.*
- void [SwitchClientType](#) (int sid, [Socket::SocketType](#) type)
- void [ProcessMessage](#) ([SocketMessage](#) m, int sid)  
*Process a message received from the socket.*

## Private Attributes

- WebSocket \* [fWS](#)
- int [fNumAttempts](#)
- std::vector< [ListenerInfo](#) > [fListenersInfo](#)

## Additional Inherited Members

### 5.8.1 Detailed Description

Base master object for the socket.

Messenger/broadcaster object used by the server to send/receive commands from the clients/listeners.

#### Author

Laurent Forthomme [laurent.forthomme@cern.ch](mailto:laurent.forthomme@cern.ch)

#### Date

23 Mar 2015

### 5.8.2 Constructor & Destructor Documentation

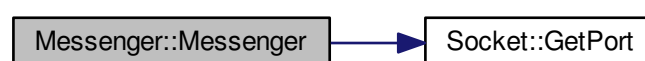
#### 5.8.2.1 [Messenger::Messenger](#) ( )

Build a void master object or socket actor.

#### 5.8.2.2 [Messenger::Messenger](#) ( int *port* )

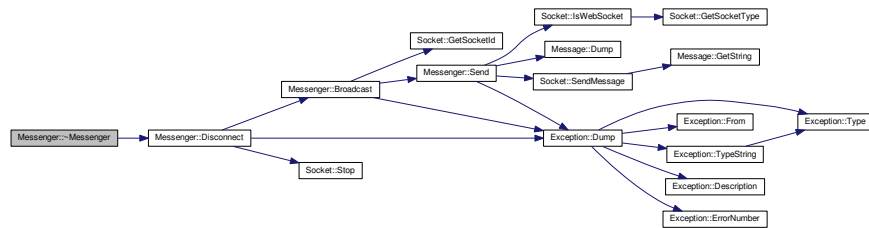
Build a master object to control the socket.

Here is the call graph for this function:



### 5.8.2.3 Messenger::~~Messenger ( )

Here is the call graph for this function:



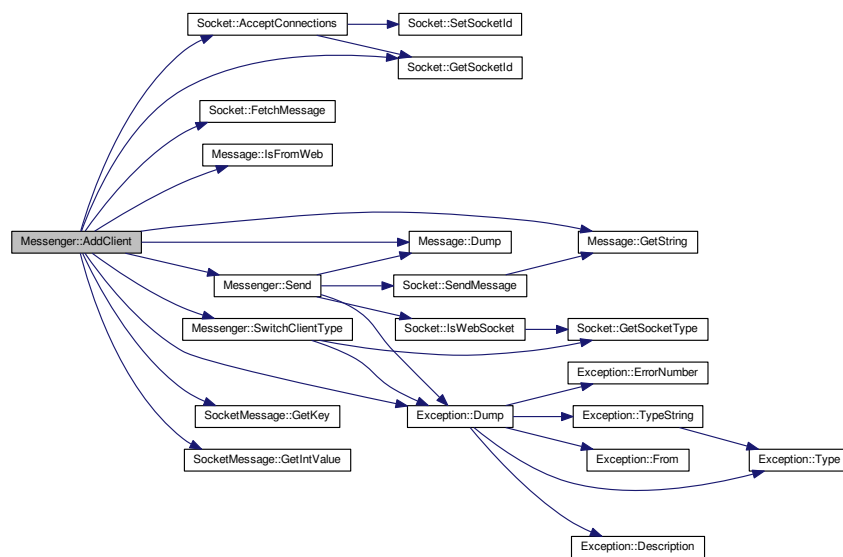
## 5.8.3 Member Function Documentation

### 5.8.3.1 void Messenger::AddClient ( ) [private]

Add a client to listen to.

Add one client to the list of socket actors to monitor for message retrieval/submission.

Here is the call graph for this function:



### 5.8.3.2 void Messenger::Broadcast ( const Message & m ) const

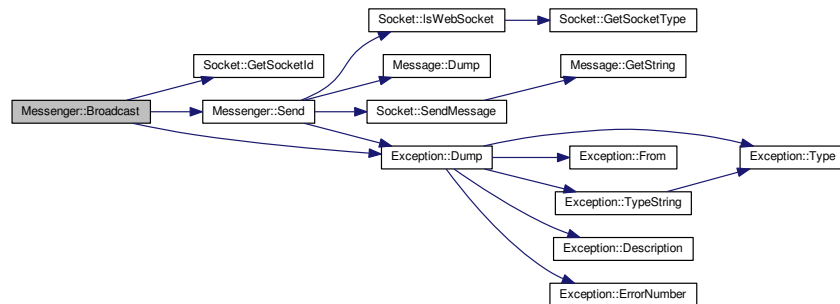
Emit a message to all clients connected through the socket.

Parameters

---

in	m	<a href="#">Message</a> to transmit
----	---	-------------------------------------

Here is the call graph for this function:

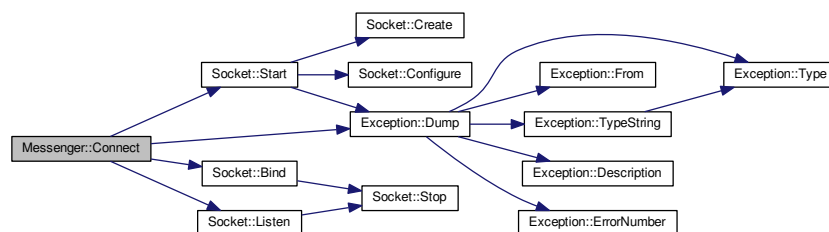


### 5.8.3.3 bool Messenger::Connect ( )

Connect the master to the socket.

Connect this master to the socket for clients to be able to bind.

Here is the call graph for this function:

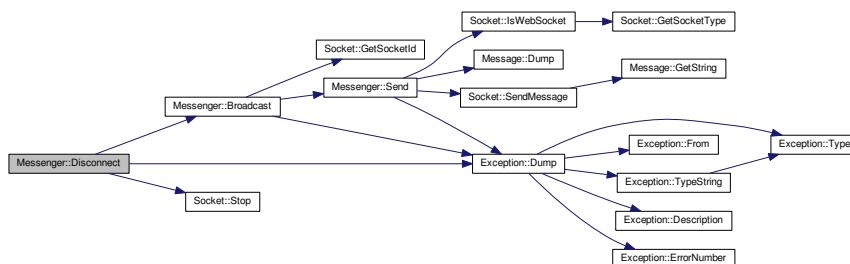


### 5.8.3.4 void Messenger::Disconnect ( )

Remove the master and destroy the socket.

Remove this master from the socket, thus disconnecting automatically the clients connected.

Here is the call graph for this function:



**5.8.3.5** `void Messenger::DisconnectClient ( int sid, MessageKey key, bool force = false )` [private]

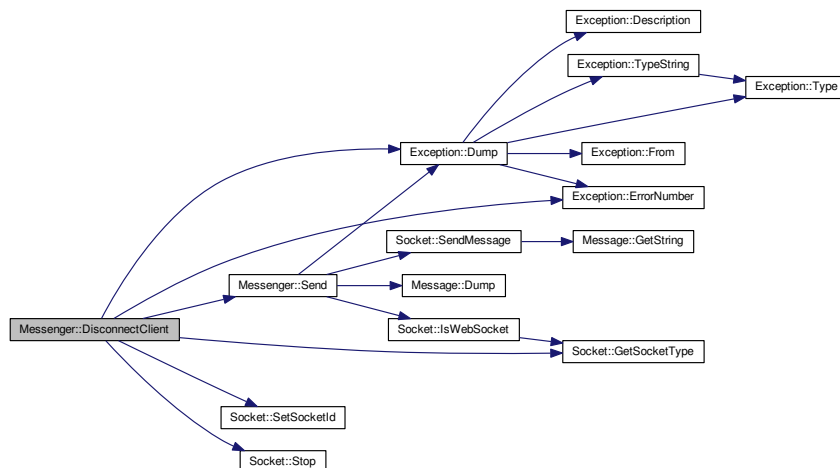
Disconnect a client.

Ask to a client to disconnect from this socket.

#### Parameters

in	<i>sid</i>	Unique identifier of the client to disconnect
in	<i>key</i>	Key to the message to transmit for disconnection
in	<i>force</i>	Do we need to force the client out of this socket ?

Here is the call graph for this function:



**5.8.3.6** `SocketType Messenger::GetType ( ) const` [inline]

[Socket](#) actor type retrieval method.

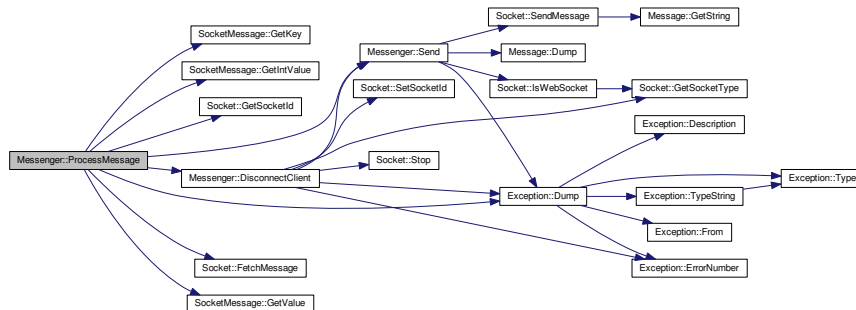
**5.8.3.7** `void Messenger::ProcessMessage ( SocketMessage m, int sid )` [private]

Process a message received from the socket.

### Parameters

in	<i>Unique</i>	identifier of the client sending the message
----	---------------	--

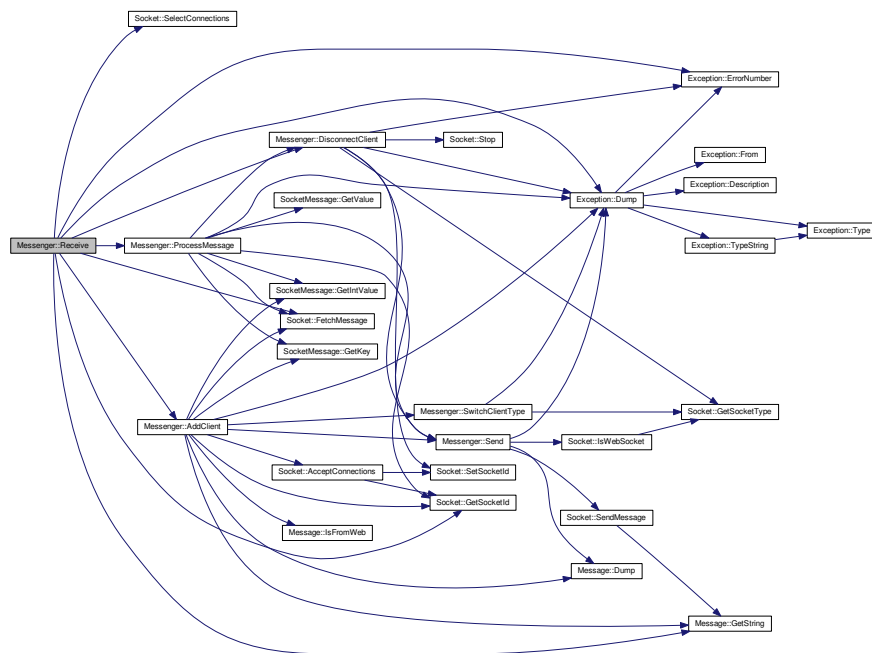
Here is the call graph for this function:



### 5.8.3.8 void Messenger::Receive ( )

Handle a message reception from a client.

Here is the call graph for this function:



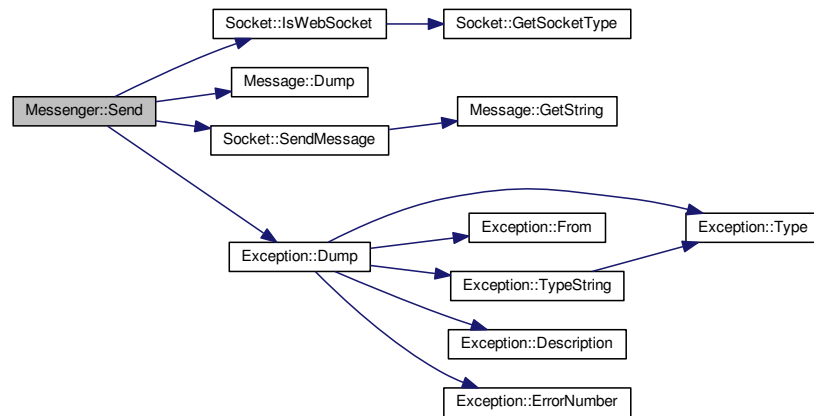
### 5.8.3.9 void Messenger::Send ( const Message & m, int sid ) const [inline]

Send any type of message to any client.

## Parameters

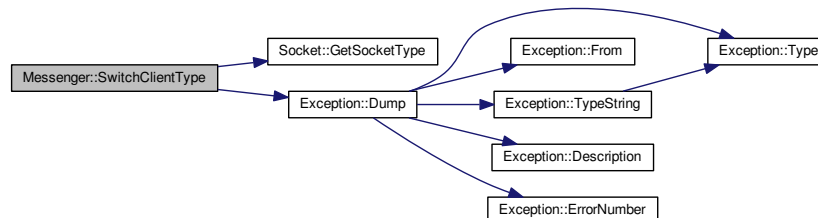
in	<i>m</i>	<a href="#">Message</a> to transmit
in	<i>sid</i>	Unique identifier of the client on this socket

Here is the call graph for this function:



#### 5.8.3.10 void Messenger::SwitchClientType ( int *sid*, Socket::SocketType *type* ) [private]

Here is the call graph for this function:



## 5.8.4 Field Documentation

### 5.8.4.1 std::vector<ListenerInfo> Messenger::fListenersInfo [private]

### 5.8.4.2 int Messenger::fNumAttempts [private]

### 5.8.4.3 WebSocket\* Messenger::fWS [private]

The documentation for this class was generated from the following files:

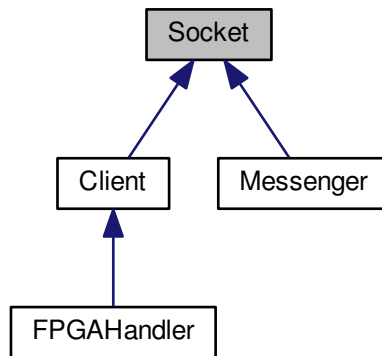
- include/Messenger.h
- src/Messenger.cpp

## 5.9 Socket Class Reference

Base socket object from which clients/master from a socket inherit.

```
#include <Socket.h>
```

Inheritance diagram for Socket:



### Public Types

- enum `SocketType` {  
`INVALID = -1`, `MASTER = 0`, `WEBSOCKET_CLIENT`, `CLIENT`,  
`DETECTOR` }
- *Type of actor playing a role on the socket.*
- typedef `std::set< std::pair< int, SocketType > >` `SocketCollection`

### Public Member Functions

- `Socket ()`
- `Socket (int port)`
- `virtual ~Socket ()`
- `void Stop ()`  
*Terminates the socket and all attached communications.*
- `void SetPort (int port)`
- `int GetPort () const`  
*Retrieve the port used for this socket.*
- `void AcceptConnections (Socket &socket)`  
*Accept connection from a client.*
- `void SelectConnections ()`
- `void SetSocketId (int sid)`
- `int GetSocketId () const`
- `SocketType GetSocketType (int sid) const`
- `bool IsWebSocket (int sid) const`
- `void DumpConnected () const`

## Protected Member Functions

- bool [Start](#) ()  
*Start the socket.*
- void [Bind](#) ()  
*Bind a name to a socket.*
- void [PrepareConnection](#) ()
- void [Listen](#) (int maxconn)  
*Listen to incoming messages.*
- void [SendMessage](#) ([Message](#) message, int id=-1) const  
*Send a message on a socket.*
- [Message](#) [FetchMessage](#) (int id=-1) const  
*Receive a message from a socket.*

## Protected Attributes

- int [fPort](#)
- char [fBuffer](#) [MAX\_WORD\_LENGTH]
- [SocketCollection](#) [fSocketsConnected](#)
- fd\_set [fMaster](#)  
*Master file descriptor list.*
- fd\_set [fReadFds](#)  
*Temp file descriptor list for select()*

## Private Member Functions

- void [Create](#) ()  
*Create an endpoint for communication.*
- void [Configure](#) ()  
*Configure the socket object for communication.*

## Private Attributes

- int [fSocketId](#)
- struct sockaddr\_in [fAddress](#)

### 5.9.1 Detailed Description

Base socket object from which clients/master from a socket inherit.

General object providing all useful method to connect/bind/send/receive information through system sockets.

#### Author

Laurent Forthomme [laurent.forthomme@cern.ch](mailto:laurent.forthomme@cern.ch)

#### Date

23 Mar 2015



## 5.9.2 Member Typedef Documentation

5.9.2.1 `typedef std::set< std::pair<int,SocketType> > Socket::SocketCollection`

## 5.9.3 Constructor & Destructor Documentation

5.9.3.1 `Socket::Socket ( ) [inline]`

5.9.3.2 `Socket::Socket ( int port )`

5.9.3.3 `Socket::~Socket ( ) [virtual]`

## 5.9.4 Member Function Documentation

5.9.4.1 `void Socket::AcceptConnections ( Socket & socket )`

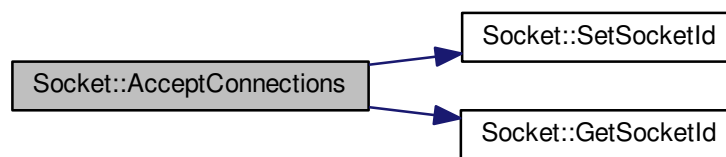
Accept connection from a client.

Set the socket to accept connections any client transmitting through the socket

### Parameters

<code>in, out</code>	<code><i>socket</i></code>	Master/client object to enable on the socket
----------------------	----------------------------	--

Here is the call graph for this function:



5.9.4.2 `void Socket::Bind ( ) [protected]`

Bind a name to a socket.

### Returns

Success of the operation

Here is the call graph for this function:



#### 5.9.4.3 void Socket::Configure ( ) [private]

Configure the socket object for communication.

#### 5.9.4.4 void Socket::Create ( ) [private]

Create an endpoint for communication.

#### 5.9.4.5 void Socket::DumpConnected ( ) const

#### 5.9.4.6 Message Socket::FetchMessage ( int *id* = -1 ) const [protected]

Receive a message from a socket.

#### Returns

Received message as a std::string

#### 5.9.4.7 int Socket::GetPort ( ) const [inline]

Retrieve the port used for this socket.

#### 5.9.4.8 int Socket::GetSocketId ( ) const [inline]

#### 5.9.4.9 SocketType Socket::GetSocketType ( int *sid* ) const [inline]

#### 5.9.4.10 bool Socket::IsWebSocket ( int *sid* ) const [inline]

Here is the call graph for this function:



#### 5.9.4.11 void Socket::Listen ( int *maxconn* ) [protected]

Listen to incoming messages.

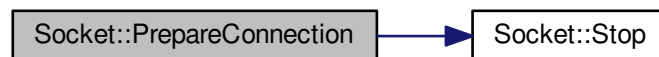
Set the socket to listen to any message coming from outside

Here is the call graph for this function:



#### 5.9.4.12 `void Socket::PrepareConnection ( )` [protected]

Here is the call graph for this function:



#### 5.9.4.13 `void Socket::SelectConnections ( )`

Register all open file descriptors to read their communication through the socket

#### 5.9.4.14 `void Socket::SendMessage ( Message message, int id = -1 ) const` [protected]

Send a message on a socket.

Here is the call graph for this function:



#### 5.9.4.15 `void Socket::SetPort ( int port )` [inline]

#### 5.9.4.16 `void Socket::SetSocketId ( int sid )` [inline]

#### 5.9.4.17 `bool Socket::Start ( )` [protected]

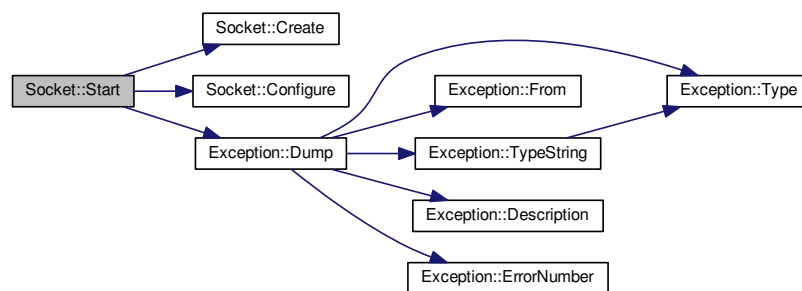
Start the socket.

Launch all mandatory operations to set the socket to be used

##### Returns

Success of the operation

Here is the call graph for this function:



#### 5.9.4.18 `void Socket::Stop ( )`

Terminates the socket and all attached communications.

### 5.9.5 Field Documentation

#### 5.9.5.1 `struct sockaddr_in Socket::fAddress` [private]

#### 5.9.5.2 `char Socket::fBuffer[MAX_WORD_LENGTH]` [protected]

#### 5.9.5.3 `fd_set Socket::fMaster` [protected]

Master file descriptor list.

#### 5.9.5.4 `int Socket::fPort` [protected]

#### 5.9.5.5 `fd_set Socket::fReadFds` [protected]

Temp file descriptor list for select()

#### 5.9.5.6 `int Socket::fSocketId` [private]

A file descriptor for this socket, if *Create* was performed beforehand.

#### 5.9.5.7 `SocketCollection Socket::fSocketsConnected` [protected]

The documentation for this class was generated from the following files:

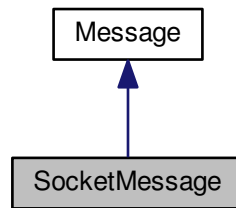
- include/Socket.h
- src/Socket.cpp

## 5.10 SocketMessage Class Reference

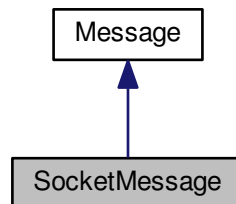
Socket-passed message type.

```
#include <SocketMessage.h>
```

Inheritance diagram for SocketMessage:



Collaboration diagram for SocketMessage:



### Public Member Functions

- [SocketMessage](#) ()
- [SocketMessage](#) (const [Message](#) &msg)
- [SocketMessage](#) (const char \*msg\_s)
- [SocketMessage](#) (std::string msg\_s)
- [SocketMessage](#) (const MessageKey &key)  
*Construct a socket message out of a key.*
- [SocketMessage](#) (const MessageKey &key, const char \*value)  
*Construct a socket message out of a key and a string-type value.*
- [SocketMessage](#) (const MessageKey &key, std::string value)  
*Construct a socket message out of a key and a string-type value.*

- [SocketMessage](#) (const MessageKey &key, const int value)  
*Construct a socket message out of a key and an integer-type value.*
- [SocketMessage](#) (const MessageKey &key, const float value)  
*Construct a socket message out of a key and a float-type value.*
- [SocketMessage](#) (const MessageKey &key, const double value)  
*Construct a socket message out of a key and a double precision-type value.*
- [SocketMessage](#) (MessageMap msg\_m)  
*Construct a socket message out of a map of key/string-type value.*
- [~SocketMessage](#) ()
- void [SetKeyValue](#) (const MessageKey &key, const char \*value)  
*String-valued message.*
- void [SetKeyValue](#) (const MessageKey &key, int int\_value)  
*Send an integer-valued message.*
- void [SetKeyValue](#) (const MessageKey &key, float float\_value)  
*Float-valued message.*
- void [SetKeyValue](#) (const MessageKey &key, double double\_value)  
*Double-valued message.*
- std::string [GetString](#) () const  
*Extract the whole key:value message.*
- MessageKey [GetKey](#) () const  
*Extract the message's key.*
- std::string [GetValue](#) () const  
*Extract the message's string value.*
- int [GetIntValue](#) () const  
*Extract the message's integer value.*
- VectorValue [GetVectorValue](#) () const  
*Extract the message's vector of string value.*
- void [Dump](#) (std::ostream &os=std::cout) const

## Private Member Functions

- MessageMap [Object](#) () const
- std::string [String](#) () const

## Private Attributes

- MessageMap [fMessage](#)

## Additional Inherited Members

### 5.10.1 Detailed Description

Socket-passed message type.

#### Author

Laurent Forthomme [laurent.forthomme@cern.ch](mailto:laurent.forthomme@cern.ch)

#### Date

26 Mar 2015

## 5.10.2 Constructor & Destructor Documentation

5.10.2.1 `SocketMessage::SocketMessage ( )` `[inline]`

5.10.2.2 `SocketMessage::SocketMessage ( const Message & msg )` `[inline]`

Here is the call graph for this function:



5.10.2.3 `SocketMessage::SocketMessage ( const char * msg_s )` `[inline]`

Here is the call graph for this function:



5.10.2.4 `SocketMessage::SocketMessage ( std::string msg_s )` `[inline]`

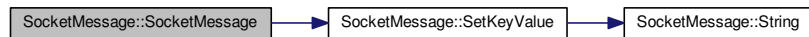
Here is the call graph for this function:



5.10.2.5 `SocketMessage::SocketMessage ( const MessageKey & key )` `[inline]`

Construct a socket message out of a key.

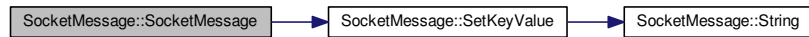
Here is the call graph for this function:



#### 5.10.2.6 `SocketMessage::SocketMessage ( const MessageKey & key, const char * value ) [inline]`

Construct a socket message out of a key and a string-type value.

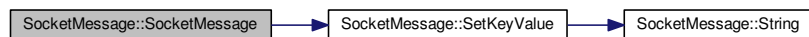
Here is the call graph for this function:



#### 5.10.2.7 `SocketMessage::SocketMessage ( const MessageKey & key, std::string value ) [inline]`

Construct a socket message out of a key and a string-type value.

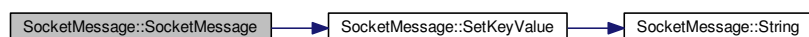
Here is the call graph for this function:



#### 5.10.2.8 `SocketMessage::SocketMessage ( const MessageKey & key, const int value ) [inline]`

Construct a socket message out of a key and an integer-type value.

Here is the call graph for this function:

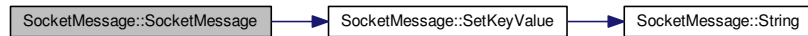


#### 5.10.2.9 `SocketMessage::SocketMessage ( const MessageKey & key, const float value ) [inline]`

Construct a socket message out of a key and a float-type value.



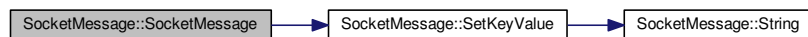
Here is the call graph for this function:



#### 5.10.2.10 SocketMessage::SocketMessage ( const MessageKey & key, const double value ) [inline]

Construct a socket message out of a key and a double precision-type value.

Here is the call graph for this function:



#### 5.10.2.11 SocketMessage::SocketMessage ( MessageMap msg\_m ) [inline]

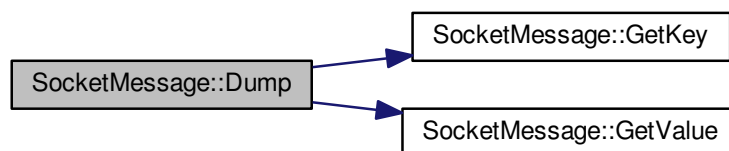
Construct a socket message out of a map of key/string-type value.

#### 5.10.2.12 SocketMessage::~~SocketMessage ( ) [inline]

### 5.10.3 Member Function Documentation

#### 5.10.3.1 void SocketMessage::Dump ( std::ostream & os = std::cout ) const [inline]

Here is the call graph for this function:



#### 5.10.3.2 int SocketMessage::GetIntValue ( ) const [inline]

Extract the message's integer value.

### 5.10.3.3 MessageKey SocketMessage::GetKey ( ) const [inline]

Extract the message's key.

### 5.10.3.4 std::string SocketMessage::GetString ( ) const [inline]

Extract the whole key:value message.

### 5.10.3.5 std::string SocketMessage::GetValue ( ) const [inline]

Extract the message's string value.

### 5.10.3.6 VectorValue SocketMessage::GetVectorValue ( ) const [inline]

Extract the message's vector of string value.

Here is the call graph for this function:



### 5.10.3.7 MessageMap SocketMessage::Object ( ) const [inline],[private]

### 5.10.3.8 void SocketMessage::SetKeyValue ( const MessageKey & key, const char \* value ) [inline]

String-valued message.

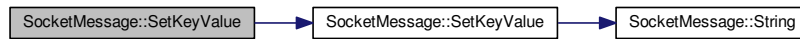
Here is the call graph for this function:



### 5.10.3.9 void SocketMessage::SetKeyValue ( const MessageKey & key, int int\_value ) [inline]

Send an integer-valued message.

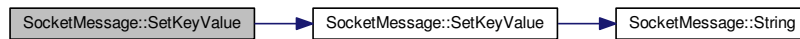
Here is the call graph for this function:



5.10.3.10 `void SocketMessage::SetKeyValue ( const MessageKey & key, float float_value ) [inline]`

Float-valued message.

Here is the call graph for this function:



5.10.3.11 `void SocketMessage::SetKeyValue ( const MessageKey & key, double double_value ) [inline]`

Double-valued message.

Here is the call graph for this function:



5.10.3.12 `std::string SocketMessage::String ( ) const [inline], [private]`

## 5.10.4 Field Documentation

5.10.4.1 `MessageMap SocketMessage::fMessage [private]`

The documentation for this class was generated from the following file:

- `include/SocketMessage.h`

## 5.11 TDCBoundaryScanRegister Class Reference

```
#include <TDCBoundaryScan.h>
```

## Public Member Functions

- [TDCBoundaryScanRegister\(\)](#)
- virtual [~TDCBoundaryScanRegister\(\)](#)

### 5.11.1 Constructor & Destructor Documentation

5.11.1.1 `TDCBoundaryScanRegister::TDCBoundaryScanRegister()` `[inline]`

5.11.1.2 `virtual TDCBoundaryScanRegister::~~TDCBoundaryScanRegister()` `[inline],[virtual]`

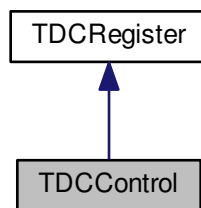
The documentation for this class was generated from the following file:

- `include/TDCBoundaryScan.h`

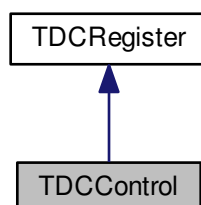
## 5.12 TDCControl Class Reference

```
#include <TDCControl.h>
```

Inheritance diagram for TDCControl:



Collaboration diagram for TDCControl:



## Public Types

- enum [EnablePattern](#)

## Public Member Functions

- [TDCCControl](#) ()
- [TDCCControl](#) (const [TDCCControl](#) &c)
- virtual [~TDCCControl](#) ()
- void [SetEnablePattern](#) (const [EnablePattern](#) &ep)
- void [SetGlobalReset](#) (const bool gr=true)
- void [SetDLLReset](#) (const bool dr=true)
- void [SetPLLReset](#) (const bool pr=true)
- void [SetControlParity](#) (const bool cp=true)
- void [Dump](#) (int verb=1, std::ostream &os=std::cout) const

## Static Private Attributes

- static const [bit](#) [kEnablePattern](#) = 0
- static const [bit](#) [kGlobalReset](#) = 4
- static const [bit](#) [kEnableChannel](#) = 5
- static const [bit](#) [kDLLReset](#) = 37
- static const [bit](#) [kPLLReset](#) = 38
- static const [bit](#) [kControlParity](#) = 39

## Additional Inherited Members

### 5.12.1 Member Enumeration Documentation

#### 5.12.1.1 enum [TDCCControl::EnablePattern](#)

### 5.12.2 Constructor & Destructor Documentation

#### 5.12.2.1 [TDCCControl::TDCCControl](#) ( ) [[inline](#)]

#### 5.12.2.2 [TDCCControl::TDCCControl](#) ( const [TDCCControl](#) &c ) [[inline](#)]

Here is the call graph for this function:

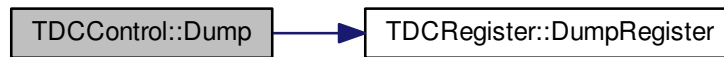


#### 5.12.2.3 virtual [TDCCControl::~TDCCControl](#) ( ) [[inline](#)], [[virtual](#)]

### 5.12.3 Member Function Documentation

5.12.3.1 `void TDCControl::Dump ( int verb = 1, std::ostream & os = std::cout ) const` `[inline]`

Here is the call graph for this function:



5.12.3.2 `void TDCControl::SetControlParity ( const bool cp = true )` `[inline]`

Here is the call graph for this function:



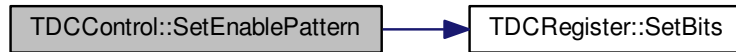
5.12.3.3 `void TDCControl::SetDLLReset ( const bool dr = true )` `[inline]`

Here is the call graph for this function:



5.12.3.4 `void TDCCControl::SetEnablePattern ( const EnablePattern & ep ) [inline]`

Here is the call graph for this function:



5.12.3.5 `void TDCCControl::SetGlobalReset ( const bool gr = true ) [inline]`

Here is the call graph for this function:



5.12.3.6 `void TDCCControl::SetPLLReset ( const bool pr = true ) [inline]`

Here is the call graph for this function:



## 5.12.4 Field Documentation

5.12.4.1 `const bit TDCCControl::kControlParity = 39 [static], [private]`

5.12.4.2 `const bit TDCCControl::kDLLReset = 37 [static], [private]`

5.12.4.3 `const bit TDCCControl::kEnableChannel = 5 [static], [private]`

5.12.4.4 `const bit TDCCControl::kEnablePattern = 0 [static], [private]`

5.12.4.5 `const bit TDCCControl::kGlobalReset = 4 [static], [private]`

5.12.4.6 `const bit TDCCControl::kPLLReset = 38` `[static], [private]`

The documentation for this class was generated from the following file:

- `include/TDCCControl.h`

## 5.13 TDCEvent Class Reference

HPTDC event parser.

```
#include <TDCEvent.h>
```

### Public Types

- enum `EventType` {  
`Invalid` = -1, `GroupHeader` = 0, `GroupTrailer`, `TDCHeader`,  
`TDCTrailer`, `LeadingEdge`, `TrailingEdge`, `Error`,  
`Debug` }

### Public Member Functions

- `TDCEvent` (const uint32\_t &word)
- virtual `~TDCEvent` ()
- `EventType GetType` () const  
*Type of packet read out from the TDC.*
- unsigned int `GetTDCId` () const  
*Programmed identifier of master TDC.*
- uint16\_t `GetEventId` () const  
*Event identifier from event counter.*
- uint16\_t `GetWordCount` () const  
*Total number of words in event (including headers and trailers)*
- uint16\_t `GetBunchId` () const  
*Bunch identifier of trigger (or trigger time tag)*
- uint32\_t `GetLeadingTime` (bool pair=false) const  
*Leading edge measurement in programmed time resolution.*
- uint8\_t `GetWidth` () const  
*Width of pulse in programmed time resolution.*
- uint32\_t `GetTrailingTime` () const  
*Trailing edge measurement in programmed time resolution.*
- uint16\_t `GetErrorFlags` () const  
*Return error flags if an error condition has been detected.*

### Private Attributes

- uint32\_t `fWord`



### 5.13.1 Detailed Description

HPTDC event parser.

Object enabling to decipher any measurement/error/debug event returned by the HPTDC chip

Author

Laurent Forthomme [laurent.forthomme@cern.ch](mailto:laurent.forthomme@cern.ch)

Date

20 Apr 2015

### 5.13.2 Constructor & Destructor Documentation

5.13.2.1 `TDCEvent::TDCEvent ( const uint32_t & word ) [inline]`

5.13.2.2 `virtual TDCEvent::~~TDCEvent ( ) [inline],[virtual]`

### 5.13.3 Member Function Documentation

5.13.3.1 `uint16_t TDCEvent::GetBunchId ( ) const [inline]`

Bunch identifier of trigger (or trigger time tag)

Here is the call graph for this function:



5.13.3.2 `uint16_t TDCEvent::GetErrorFlags ( ) const [inline]`

Return error flags if an error condition has been detected.

Here is the call graph for this function:



#### 5.13.3.3 `uint16_t TDCEvent::GetEventId ( ) const [inline]`

Event identifier from event counter.

Here is the call graph for this function:



#### 5.13.3.4 `uint32_t TDCEvent::GetLeadingTime ( bool pair = false ) const [inline]`

Leading edge measurement in programmed time resolution.

Here is the call graph for this function:



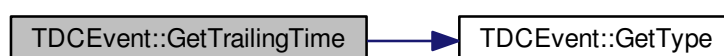
#### 5.13.3.5 `unsigned int TDCEvent::GetTDCId ( ) const [inline]`

Programmed identifier of master TDC.

#### 5.13.3.6 `uint32_t TDCEvent::GetTrailingTime ( ) const [inline]`

Trailing edge measurement in programmed time resolution.

Here is the call graph for this function:



#### 5.13.3.7 EventType TDCEvent::GetType ( ) const [inline]

Type of packet read out from the TDC.

#### 5.13.3.8 uint8\_t TDCEvent::GetWidth ( ) const [inline]

Width of pulse in programmed time resolution.

Here is the call graph for this function:



#### 5.13.3.9 uint16\_t TDCEvent::GetWordCount ( ) const [inline]

Total number of words in event (including headers and trailers)

Here is the call graph for this function:



### 5.13.4 Field Documentation

#### 5.13.4.1 uint32\_t TDCEvent::fWord [private]

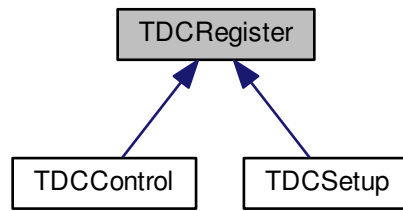
The documentation for this class was generated from the following file:

- include/TDCEvent.h

## 5.14 TDCRegister Class Reference

```
#include <TDCRegister.h>
```

Inheritance diagram for TDCRegister:



## Public Types

- typedef uint16\_t [bit](#)  
*LSB index.*
- typedef uint32\_t [word\\_t](#)  
*Unit of the TDC setup word to be successfully contained on any machine.*

## Public Member Functions

- [TDCRegister](#) (const size\_t size)
- virtual [~TDCRegister](#) ()
- void [SetWord](#) (const unsigned int i, const [word\\_t](#) word)  
*Set one bit(s) subset in the setup word.*
- [word\\_t](#) [GetWord](#) (const unsigned int i) const  
*Retrieve one subset from the setup word.*
- uint8\_t [GetNumWords](#) () const  
*Number of words in the configuration.*
- void [DumpRegister](#) ([bit](#) max\_bits=-1, std::ostream &os=std::cout) const

## Protected Member Functions

- void [SetBits](#) (uint16\_t lsb, uint16\_t word, uint8\_t size)  
*Set bits in the configuration word.*
- uint16\_t [GetBits](#) (uint16\_t lsb, uint8\_t size) const  
*Extract bits from the configuration word.*

## Protected Attributes

- [word\\_t](#) \* [fWord](#)
- size\_t [fNumWords](#)

## 5.14.1 Member Typedef Documentation

### 5.14.1.1 typedef uint16\_t TDCRegister::bit

LSB index.

## 5.14.1.2 typedef uint32\_t TDCRegister::word\_t

Unit of the TDC setup word to be successfully contained on any machine.

## 5.14.2 Constructor &amp; Destructor Documentation

## 5.14.2.1 TDCRegister::TDCRegister ( const size\_t size ) [inline]

## 5.14.2.2 virtual TDCRegister::~~TDCRegister ( ) [inline], [virtual]

## 5.14.3 Member Function Documentation

## 5.14.3.1 void TDCRegister::DumpRegister ( bit max\_bits = -1, std::ostream &amp; os = std::cout ) const [inline]

## 5.14.3.2 uint16\_t TDCRegister::GetBits ( uint16\_t lsb, uint8\_t size ) const [inline], [protected]

Extract bits from the configuration word.

Extract a fixed amount of bits from the full configuration word

Parameters

in	lsb	Least significant bit of the word to retrieve
in	size	Size of the word to retrieve

## 5.14.3.3 uint8\_t TDCRegister::GetNumWords ( ) const [inline]

Number of words in the configuration.

Return the number of words making up the full configuration word.

## 5.14.3.4 word\_t TDCRegister::GetWord ( const unsigned int i ) const [inline]

Retrieve one subset from the setup word.

## 5.14.3.5 void TDCRegister::SetBits ( uint16\_t lsb, uint16\_t word, uint8\_t size ) [inline], [protected]

Set bits in the configuration word.

Set a fixed amount of bits in the full configuration word

Parameters

in	lsb	Least significant bit of the word to set
in	word	Word to set
in	size	Size of the word to set

## 5.14.3.6 void TDCRegister::SetWord ( const unsigned int i, const word\_t word ) [inline]

Set one bit(s) subset in the setup word.

## 5.14.4 Field Documentation

## 5.14.4.1 size\_t TDCRegister::fNumWords [protected]

#### 5.14.4.2 `word_t* TDCRegister::fWord` [protected]

The documentation for this class was generated from the following file:

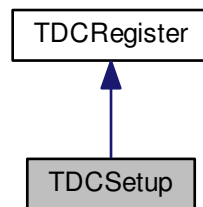
- include/TDCRegister.h

## 5.15 TDCSetup Class Reference

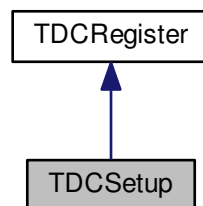
Setup word to be sent to the HPTDC chip.

```
#include <TDCSetup.h>
```

Inheritance diagram for TDCSetup:



Collaboration diagram for TDCSetup:



### Public Types

- enum `EdgeResolution` {  
`E_100ps` =0, `E_200ps`, `E_400ps`, `E_800ps`,  
`E_1p6ns`, `E_3p12ns`, `E_6p25ns`, `E_12p5ns` }
- enum `DeadTime` { `DT_5ns` =0, `DT_10ns`, `DT_30ns`, `DT_100ns` }
- enum `WidthResolution` {  
`W_100ps` =0, `W_200ps`, `W_400ps`, `W_800ps`,  
`W_1p6ns`, `W_3p2ns`, `W_6p25ns`, `W_12p5ns`,  
`W_25ns`, `W_50ns`, `W_100ns`, `W_200ns`,  
`W_400ns`, `W_800ns` }

- enum `EnabledError` {  
`VernierError` =0x1, `CoarseError` =0x2, `ChannelSelectError` =0x4, `L1BufferParityError` =0x8,  
`TriggerFIFOParityError` =0x10, `TriggerMatchingError` =0x20, `ReadoutFIFOParityError` =0x40, `ReadoutStateError` =0x80,  
`SetupParityError` =0x100, `ControlParityError` =0x200, `JTAGInstructionParityError` =0x400 }
- enum `DLLSpeedMode` { `DLL_40MHz` =0x0, `DLL_160MHz` =0x1, `DLL_320MHz` =0x2, `DLL_Illegal` =0x3 }
- enum `SerialClockSource` { `Serial_pll_clock_80` =0x0, `Serial_pll_clock_160` =0x1, `Serial_pll_clock_40` =0x2, `Serial_aux_clock` =0x3 }
- enum `IOClockSource` { `IO_clock_40` =0x0, `IO_pll_clock_80` =0x1, `IO_pll_clock_160` =0x2, `IO_aux_clock` =0x3 }
- enum `CoreClockSource` { `Core_clock_40` =0x0, `Core_pll_clock_80` =0x1, `Core_pll_clock_160` =0x2, `Core_aux_clock` =0x3 }
- enum `DLLClockSource` {  
`DLL_clock_40` =0x0, `DLL_pll_clock_40` =0x1, `DLL_pll_clock_160` =0x2, `DLL_pll_clock_320` =0x3,  
`DLL_aux_clock` =0x4 }
- enum `ReadoutSpeed` { `RO_Fixed` =0x0, `RO_pll_80Mbits_s` =0x1 }
- enum `SerialStrobeType` { `SS_NoStrobe` =0x0, `SS_DSSStrobe` =0x1, `SS_LeadingTrailingStrobe` =0x2, `SS_LeadingEdge` =0x3 }
- enum `ReadoutSingleCycleSpeed` {  
`RSC_40Mbits_s` =0x0, `RSC_20Mbits_s` =0x1, `RSC_10Mbits_s` =0x2, `RSC_5Mbits_s` =0x3,  
`RSC_2p5Mbits_s` =0x4, `RSC_1p25Mbits_s` =0x5, `RSC_625kbits_s` =0x6, `RSC_312p5kbits_s` =0x7 }

## Public Member Functions

- `TDCSetup` ()
- `TDCSetup` (const `TDCSetup` &c)
- virtual `~TDCSetup` ()
- void `SetEnableErrorMark` (const bool em)  
*Mark events with error if global error signal is set.*
- bool `GetEnableErrorMark` () const
- void `SetEnableErrorBypass` (const bool eb)  
*Bypass TDC chip if global error signal is set.*
- bool `GetEnableErrorBypass` () const
- void `SetEnableError` (const uint16\_t &err)  
*Enable internal error types for generation of global error signals.*
- uint16\_t `GetEnableError` () const
- void `SetEnableSerial` (const bool es)  
*Enable of serial read-out (otherwise parallel read-out)*
- bool `GetEnableSerial` () const
- void `SetEnableJTAGReadout` (const bool jr)  
*Enable of read-out via JTAG.*
- bool `GetEnableJTAGReadout` () const
- void `SetReadoutFIFOSize` (int rfs)  
*Effective size of readout FIFO.*
- int `GetReadoutFIFOSize` () const
- void `SetRejectCountOffset` (uint16\_t rco)  
*Set the offset in reject counter (defines reject latency together with coarse count offset)*
- uint16\_t `GetRejectCountOffset` () const  
*Extract the offset in reject counter.*
- void `SetSearchWindow` (uint16\_t sw)  
*Set the search window (in multiples of clock cycles: 0=25 ns, 1=50 ns, ...)*
- uint16\_t `GetSearchWindow` () const  
*Extract the search window (in multiples of clock cycles: 0=25 ns, 1=50 ns, ...)*

- void [SetMatchWindow](#) (uint16\_t mw)  
*Set the matching window (in multiples of clock cycles: 0=25 ns, 1=50 ns, ...)*
- uint16\_t [GetMatchWindow](#) () const  
*Extract the matching window (in multiples of clock cycles: 0=25 ns, 1=50 ns, ...)*
- void [SetEdgeResolution](#) (const [EdgeResolution](#) r)
- [EdgeResolution](#) [GetEdgeResolution](#) () const
- void [SetMaxEventSize](#) (int sz=-1)  
*Set the maximum number of hits per event.*
- uint8\_t [GetMaxEventSize](#) () const  
*Extract the maximum number of hits per event.*
- void [SetRejectFIFOFull](#) (const bool rej=true)  
*Reject hits when readout FIFO full.*
- bool [GetRejectFIFOFull](#) () const  
*Are hits rejected when readout FIFO is full?*
- void [SetEnableReadoutOccupancy](#) (const bool ro=true)  
*Enable the readout of buffer occupancies for each event (for debugging purposes)*
- bool [GetEnableReadoutOccupancy](#) () const
- void [SetEnableReadoutSeparator](#) (const bool ro=true)  
*Enable the readout of separators for each event (for debugging purposes, valid if readout of occupancies is enabled)*
- bool [GetEnableReadoutSeparator](#) () const
- void [SetEventCountOffset](#) (uint16\_t eco)  
*Set offset for the event counter.*
- void [SetTriggerCountOffset](#) (uint16\_t tco)  
*Set offset for the trigger time tag counter to set effective trigger latency.*
- uint16\_t [GetTriggerCountOffset](#) () const  
*Extract trigger time tag count offset.*
- void [SetChannelOffset](#) (int channel, uint16\_t offset)  
*Set the time offset for one single channel.*
- uint16\_t [GetChannelOffset](#) (int channel) const  
*Return the offset for one single channel.*
- void [SetAllChannelsOffset](#) (uint16\_t offset)  
*Set the time offset for all channels.*
- void [SetCoarseCountOffset](#) (uint16\_t cco)  
*Set offset for the coarse time counter.*
- uint16\_t [GetCoarseCountOffset](#) () const  
*Extract offset for the coarse time counter.*
- void [SetDLLAdjustment](#) (int tap, uint8\_t adj)  
*Set the DLL taps adjustments with a resolution of ~10 ps.*
- uint8\_t [GetDLLAdjustment](#) (int tap) const  
*Set the adjustment of DLL taps.*
- void [SetAllTapsDLLAdjustment](#) (uint8\_t adj)  
*Extract the adjustment of DLL taps.*
- void [SetRCAdjustment](#) (int tap, uint8\_t adj)  
*Set the adjustment of the RC delay line.*
- uint8\_t [GetRCAdjustment](#) (int tap)  
*Extract the adjustment of the RC delay line.*
- void [SetWidthResolution](#) (const [WidthResolution](#) r)  
*Set the pulse width resolution when paired measurements are performed.*
- [WidthResolution](#) [GetWidthResolution](#) () const  
*Extract the pulse width resolution when paired measurements are performed.*
- void [SetVernierOffset](#) (const uint8\_t vo)



- Set the offset in vernier decoding.*

  - `uint8_t GetVernierOffset () const`

*Extract the offset in vernier decoding.*
- `void SetDeadTime (const DeadTime dt)`

*Channel dead time between hits.*
- `DeadTime GetDeadTime () const`
  - `void SetTestInvert (const bool ti=true)`

*Automatic inversion of test pattern. Only used during production testing.*
- `bool GetTestInvert () const`
  - `void SetTestMode (const bool tm=true)`

*Test mode where hit data are taken from coretest. Only used during production testing.*
- `bool GetTestMode () const`
  - `void SetTrailingMode (const bool trail=true)`

*Enable/disable the detection of trailing edges.*
- `bool GetTrailingMode () const`

*Extract the status for the detection of trailing edges.*
- `void SetLeadingMode (const bool lead=true)`

*Enable the detection of leading edges.*
- `bool GetLeadingMode () const`

*Extract the status for the detection of leading edges.*
- `void SetTriggerMatchingMode (const bool trig=true)`

*Set the enable status of trigger matching mode.*
- `bool GetTriggerMatchingMode () const`

*Extract the enable status of trigger matching mode.*
- `void SetEdgesPairing (const bool pair=true)`

*Enable the pairing of leading and trailing edges (overrides individual enable of leading/trailing edges)*
- `bool GetEdgesPairing () const`
  - `void SetSetupParity (const bool sp=true)`

*Set the parity of setup data (should be an even parity)*
- `bool GetSetupParity () const`

*Extract the parity of setup data (should be an even parity)*
- `void SetConstantValues ()`

*Ensure that the critical constant values are properly set in the setup word.*
- `uint16_t GetTriggerLatency () const`

*Effective trigger latency in number of clock cycles (when no counter roll-over is used)*
- `void Dump (int verb=1, std::ostream &os=std::cout) const`

## Private Member Functions

- `void SetReadoutSingleCycleSpeed (const ReadoutSingleCycleSpeed rscs=RSC_40Mbits_s)`

*Serial transmission speed in single cycle mode.*
- `void SetSerialDelay (const uint8_t sd=0x0)`

*Programmable delay of serial input, in time unit ~ 1 ns.*
- `void SetStrobeSelect (const SerialStrobeType ss=SS_NoStrobe)`
  - `void SetReadoutSpeedSelect (const ReadoutSpeed rss=RO_Fixed)`

*Selection of serial read-out speed.*
- `void SetTokenDelay (const uint8_t td=0x0)`

*Programmable delay of token input, in time unit ~ 1 ns.*
- `void SetEnableLocalTrailer (const bool elt=true)`

*Enable of local trailers in read-out.*
- `void SetEnableLocalHeader (const bool elh=true)`

- Enable of local headers in read-out.*

  - void [SetEnableGlobalTrailer](#) (const bool egt=true)
- Enable of global trailers in read-out (only valid for master TDC)*

  - void [SetEnableGlobalHeader](#) (const bool egh=true)
- Enable of global headers in read-out (only valid for master TDC)*

  - void [SetKeepToken](#) (const bool kt=true)
  - void [SetMaster](#) (const bool m=true)
  - void [SetEnableBytewise](#) (const bool seb=true)
  - void [SetBypassInputs](#) (const bool sbi=true)
- Select serial in and token in from bypass inputs.*

  - void [SetEnableOverflowDetect](#) (const bool eod=true)
- Enable overflow detection of L1 buffers (should always be enabled!)*

  - void [SetEnableRelative](#) (const bool er=true)
  - void [SetEnableAutomaticReject](#) (const bool ear=true)
- Enable of automatic rejection (should always be enabled if trigger matching mode!)*

  - void [SetEnableSetCountersOnBunchReset](#) (const bool escobr=true)
- Enable all counters to be set on bunch count reset.*

  - void [SetEnableMasterResetCode](#) (const bool emrc=true)
- Enable master reset code on encoded\_control.*

  - void [SetEnableMasterResetOnEventReset](#) (const bool emroer=true)
- Enable master reset of whole TDC on event reset.*

  - void [SetEnableResetChannelBufferWhenSeparator](#) (const bool ercbws=true)
- Enable reset channel buffers when separator.*

  - void [SetEnableSeparatorOnEventReset](#) (const bool esoer=true)
- Enable generation of separator on event reset.*

  - void [SetEnableSeparatorOnBunchReset](#) (const bool esobr=true)
- Enable generation of separator on bunch reset.*

  - void [SetEnableDirectEventReset](#) (const bool eder=true)
- Enable of direct event reset input pin (1), otherwise taken from encoded control.*

  - void [SetEnableDirectBunchReset](#) (const bool edbr=true)
- Enable of direct bunch reset input pin (1), otherwise taken from encoded control.*

  - void [SetEnableDirectTrigger](#) (const bool edt=true)
- Enable of direct trigger input pin.*

  - void [SetLowPowerMode](#) (const bool lpm=true)
- Low power mode of channel buffers.*

  - void [SetDLLControl](#) (const uint8\_t dc)
- Control of DLL (DLL charge pump levels)*

  - void [SetModeRCCompression](#) (const bool mrc=true)
- Perform RC interpolation on-chip (only valid in very high resolution mode)*

  - void [SetModeRC](#) (const bool mr=true)
- Enable of RR delay lines mode (in very high resolution mode) ; only for channels 0-4-8-12-16-20-24-28 active.*

  - void [SetDLLMode](#) (const [DLLSpeedMode](#) dsm)
- Selection of DLL speed mode.*

  - void [SetPLLControl](#) (const uint8\_t charge\_pump\_current=0x4, const bool power\_down\_mode=false, const bool enable\_test\_outputs=false, const bool invert\_connection\_to\_status=false)
- Control of PLL.*

  - void [SetSerialClockDelay](#) (const bool delay\_clock, const uint8\_t delay)
- Delay of internal serial clock.*

  - void [SetIOClockDelay](#) (const bool delay\_clock, const uint8\_t delay)
- Delay of internal I/O clock.*

  - void [SetCoreClockDelay](#) (const bool delay\_clock, const uint8\_t delay)

- *Delay of internal core clock.*
- void [SetDLLClockDelay](#) (const bool delay\_clock, const uint8\_t delay)
- *Delay of internal DLL clock.*
- void [SetSerialClockSource](#) (const [SerialClockSource](#) scs)
- *Selection of source for serial clock.*
- void [SetIOClockSource](#) (const [IOClockSource](#) ics)
- *Selection of clock source for I/O signals.*
- void [SetCoreClockSource](#) (const [CoreClockSource](#) ccs)
- *Selection of clock source for internal logic.*
- void [SetDLLClockSource](#) (const [DLLClockSource](#) dcs)
- *Selection of clock source for DLL.*
- void [SetRollOver](#) (const uint16\_t ro=0xFFFF)
- *Counter roll over value, defining maximal count value from where counters will be reset to 0.*
- void [SetEnableTTLSerial](#) (const bool ts=true)
- *Enable LV TTL inputs on serial registers, and disable their drivers.*
- void [SetEnableTTLControl](#) (const bool tc=true)
- *Enable LV TTL inputs on control registers.*
- void [SetEnableTTLReset](#) (const bool tr=true)
- *Enable LV TTL input on reset, otherwise uses LVDS input levels.*
- void [SetEnableTTLClock](#) (const bool tc=true)
- *Enable LV TTL inputs on: clk, aux\_clock, otherwise uses LVDS input levels.*
- void [SetEnableTTLHit](#) (const bool th=true)
- *Enable LV TTL input on hit[31:0], otherwise uses LVDS input levels.*

### Static Private Attributes

- static const [bit](#) [kTestSelect](#) = 0
- static const [bit](#) [kEnableErrorMark](#) = 4
- static const [bit](#) [kEnableErrorBypass](#) = 5
- static const [bit](#) [kEnableError](#) = 6
- static const [bit](#) [kReadoutSingleCycleSpeed](#) = 17
- static const [bit](#) [kSerialDelay](#) = 20
- static const [bit](#) [kStrobeSelect](#) = 24
- static const [bit](#) [kReadoutSpeedSelect](#) = 26
- static const [bit](#) [kTokenDelay](#) = 27
- static const [bit](#) [kEnableLocalTrailer](#) = 31
- static const [bit](#) [kEnableLocalHeader](#) = 32
- static const [bit](#) [kEnableGlobalTrailer](#) = 33
- static const [bit](#) [kEnableGlobalHeader](#) = 34
- static const [bit](#) [kKeepToken](#) = 35
- static const [bit](#) [kMaster](#) = 36
- static const [bit](#) [kEnableBytewise](#) = 37
- static const [bit](#) [kEnableSerial](#) = 38
- static const [bit](#) [kEnableJTAGReadout](#) = 39
- static const [bit](#) [kTDCId](#) = 40
- static const [bit](#) [kSelectBypassInputs](#) = 44
- static const [bit](#) [kReadoutFIFOSize](#) = 45
- static const [bit](#) [kRejectCountOffset](#) = 48
- static const [bit](#) [kSearchWindow](#) = 60
- static const [bit](#) [kMatchWindow](#) = 72
- static const [bit](#) [kLeadingResolution](#) = 84
- static const [bit](#) [kMaxEventSize](#) = 116

- static const [bit kRejectFIFOFull](#) = 120
- static const [bit kEnableReadoutOccupancy](#) = 121
- static const [bit kEnableReadoutSeparator](#) = 122
- static const [bit kEnableOverflowDetect](#) = 123
- static const [bit kEnableRelative](#) = 124
- static const [bit kEnableAutomaticReject](#) = 125
- static const [bit kEventCountOffset](#) = 126
- static const [bit kTriggerCountOffset](#) = 138
- static const [bit kEnableSetCountersOnBunchReset](#) = 150
- static const [bit kEnableMasterResetCode](#) = 151
- static const [bit kEnableMasterResetOnEventReset](#) = 152
- static const [bit kEnableResetChannelBufferWhenSeparator](#) = 153
- static const [bit kEnableSeparatorOnEventReset](#) = 154
- static const [bit kEnableSeparatorOnBunchReset](#) = 155
- static const [bit kEnableDirectEventReset](#) = 156
- static const [bit kEnableDirectBunchReset](#) = 157
- static const [bit kEnableDirectTrigger](#) = 158
- static const [bit kOffset0](#) = 438
- static const [bit kCoarseCountOffset](#) = 447
- static const [bit kDLLTapAdjust0](#) = 459
- static const [bit kRCAdjust0](#) = 555
- static const [bit kLowPowerMode](#) = 570
- static const [bit kWidthSelect](#) = 571
- static const [bit kVernierOffset](#) = 575
- static const [bit kDLLControl](#) = 580
- static const [bit kDeadTime](#) = 584
- static const [bit kTestInvert](#) = 586
- static const [bit kTestMode](#) = 587
- static const [bit kTrailing](#) = 588
- static const [bit kLeading](#) = 589
- static const [bit kModeRCCompression](#) = 590
- static const [bit kModeRC](#) = 591
- static const [bit kDLLMode](#) = 592
- static const [bit kPLLControl](#) = 594
- static const [bit kSerialClockDelay](#) = 602
- static const [bit kIOClockDelay](#) = 606
- static const [bit kCoreClockDelay](#) = 610
- static const [bit kDLLClockDelay](#) = 614
- static const [bit kSerialClockSource](#) = 618
- static const [bit kIOClockSource](#) = 620
- static const [bit kCoreClockSource](#) = 622
- static const [bit kDLLClockSource](#) = 624
- static const [bit kRollOver](#) = 627
- static const [bit kEnableMatching](#) = 639
- static const [bit kEnablePair](#) = 640
- static const [bit kEnableTTLSerial](#) = 641
- static const [bit kEnableTTLControl](#) = 642
- static const [bit kEnableTTLReset](#) = 643
- static const [bit kEnableTTLClock](#) = 644
- static const [bit kEnableTTLHit](#) = 645
- static const [bit kSetupParity](#) = 646

## Additional Inherited Members

### 5.15.1 Detailed Description

Setup word to be sent to the HPTDC chip.

Object handling the configuration word provided by/to the HPTDC chip

#### Author

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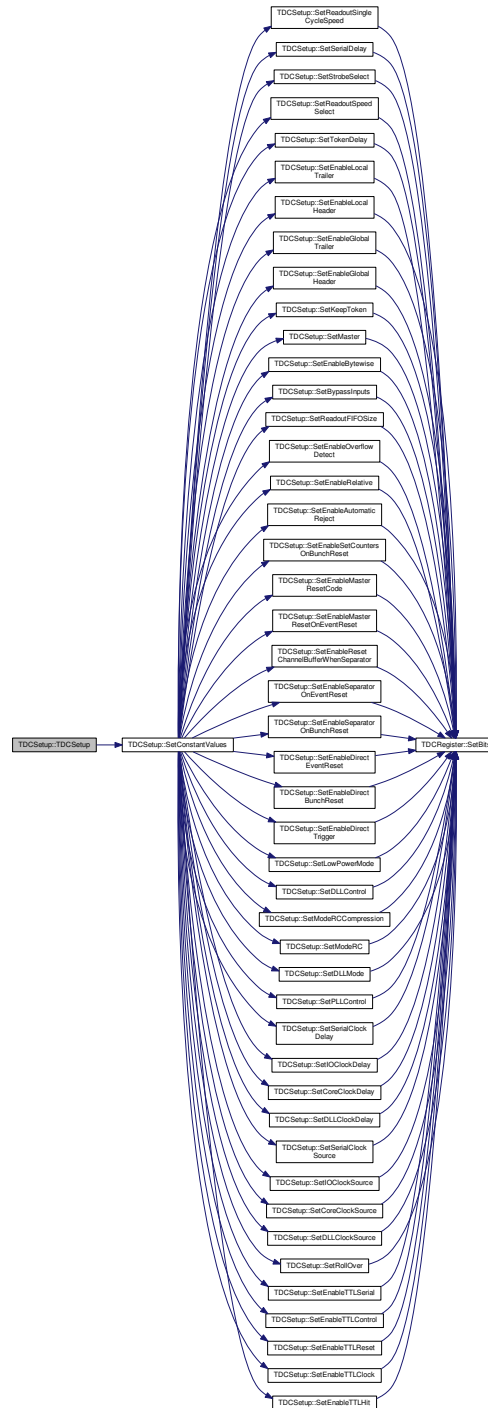
#### Date

16 Apr 2015

### 5.15.2 Constructor & Destructor Documentation

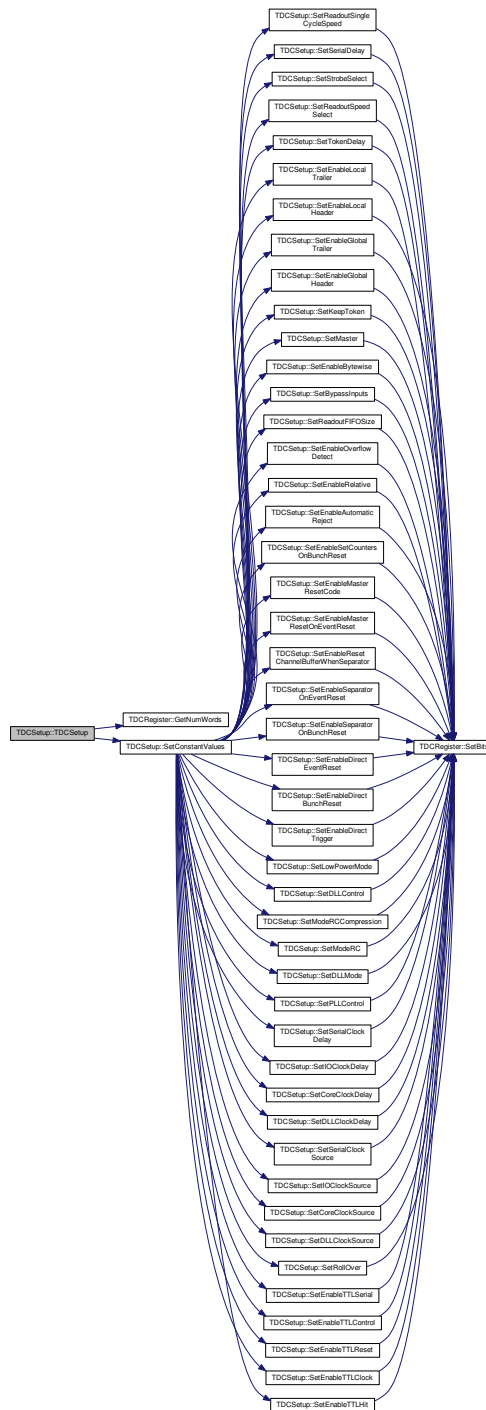
## 5.15.2.1 TDCSetup::TDCSetup ( )

Here is the call graph for this function:



## 5.15.2.2 TDCSetup::TDCSetup ( const TDCSetup &amp; c )

Here is the call graph for this function:

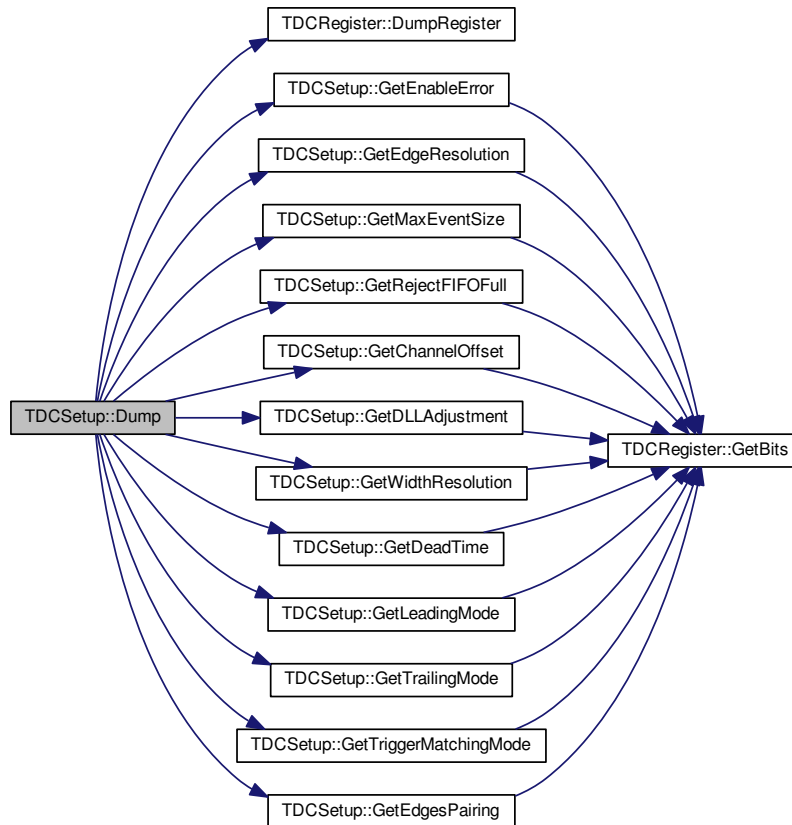


## 5.15.2.3 TDCSetup::~TDCSetup ( ) [virtual]

## 5.15.3 Member Function Documentation

5.15.3.1 `void TDCSetup::Dump ( int verb = 1, std::ostream & os = std::cout ) const`

Here is the call graph for this function:



5.15.3.2 `uint16_t TDCSetup::GetChannelOffset ( int channel ) const [inline]`

Return the offset for one single channel.

Here is the call graph for this function:

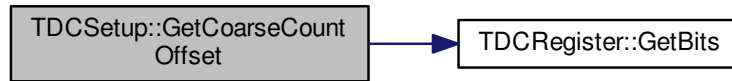


5.15.3.3 `uint16_t TDCSetup::GetCoarseCountOffset ( ) const [inline]`

Extract offset for the coarse time counter.



Here is the call graph for this function:



#### 5.15.3.4 DeadTime TDCSetup::GetDeadTime ( ) const [inline]

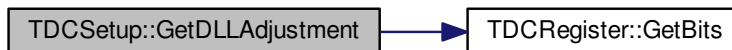
Here is the call graph for this function:



#### 5.15.3.5 uint8\_t TDCSetup::GetDLLAdjustment ( int tap ) const [inline]

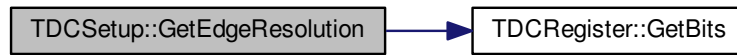
Set the adjustment of DLL taps.

Here is the call graph for this function:



#### 5.15.3.6 **EdgeResolution** TDCSetup::GetEdgeResolution ( ) const [inline]

Here is the call graph for this function:



#### 5.15.3.7 **bool** TDCSetup::GetEdgesPairing ( ) const [inline]

Here is the call graph for this function:



#### 5.15.3.8 **uint16\_t** TDCSetup::GetEnableError ( ) const [inline]

Here is the call graph for this function:



#### 5.15.3.9 bool TDCSetup::GetEnableErrorBypass ( ) const [inline]

Here is the call graph for this function:



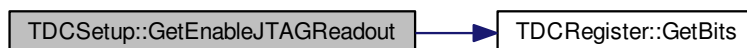
#### 5.15.3.10 bool TDCSetup::GetEnableErrorMark ( ) const [inline]

Here is the call graph for this function:



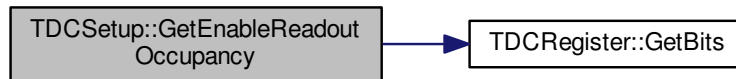
#### 5.15.3.11 bool TDCSetup::GetEnableJTAGReadout ( ) const [inline]

Here is the call graph for this function:



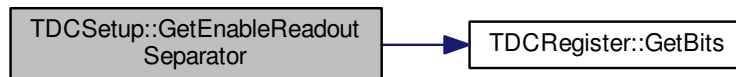
#### 5.15.3.12 `bool TDCSetup::GetEnableReadoutOccupancy ( ) const [inline]`

Here is the call graph for this function:



#### 5.15.3.13 `bool TDCSetup::GetEnableReadoutSeparator ( ) const [inline]`

Here is the call graph for this function:



#### 5.15.3.14 `bool TDCSetup::GetEnableSerial ( ) const [inline]`

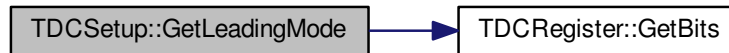
Here is the call graph for this function:



#### 5.15.3.15 `bool TDCSetup::GetLeadingMode ( ) const [inline]`

Extract the status for the detection of leading edges.

Here is the call graph for this function:



#### 5.15.3.16 `uint16_t TDCSetup::GetMatchWindow ( ) const [inline]`

Extract the matching window (in multiples of clock cycles: 0=25 ns, 1=50 ns, ...)

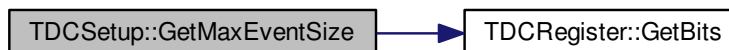
Here is the call graph for this function:



#### 5.15.3.17 `uint8_t TDCSetup::GetMaxEventSize ( ) const [inline]`

Extract the maximum number of hits per event.

Here is the call graph for this function:



#### 5.15.3.18 `uint8_t TDCSetup::GetRCAdjustment ( int tap ) [inline]`

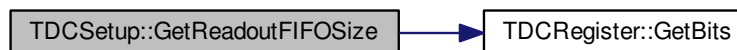
Extract the adjustment of the RC delay line.

Here is the call graph for this function:



#### 5.15.3.19 `int TDCSetup::GetReadoutFIFOSize ( ) const [inline]`

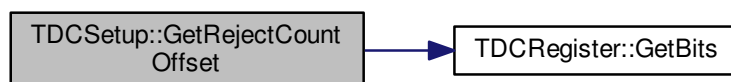
Here is the call graph for this function:



#### 5.15.3.20 `uint16_t TDCSetup::GetRejectCountOffset ( ) const [inline]`

Extract the offset in reject counter.

Here is the call graph for this function:



#### 5.15.3.21 `bool TDCSetup::GetRejectFIFOFull ( ) const [inline]`

Are hits rejected when readout FIFO is full?

Extract whether or not hits are rejected once FIFO is full.

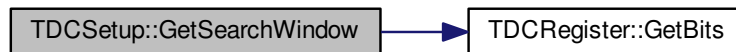
Here is the call graph for this function:



#### 5.15.3.22 `uint16_t TDCSetup::GetSearchWindow ( ) const [inline]`

Extract the search window (in multiples of clock cycles: 0=25 ns, 1=50 ns, ...)

Here is the call graph for this function:



#### 5.15.3.23 `bool TDCSetup::GetSetupParity ( ) const [inline]`

Extract the parity of setup data (should be an even parity)

Here is the call graph for this function:



#### 5.15.3.24 `bool TDCSetup::GetTestInvert ( ) const [inline]`

Here is the call graph for this function:



#### 5.15.3.25 `bool TDCSetup::GetTestMode ( ) const [inline]`

Here is the call graph for this function:



#### 5.15.3.26 `bool TDCSetup::GetTrailingMode ( ) const [inline]`

Extract the status for the detection of trailing edges.

Here is the call graph for this function:

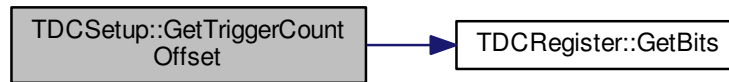


#### 5.15.3.27 `uint16_t TDCSetup::GetTriggerCountOffset ( ) const [inline]`

Extract trigger time tag count offset.



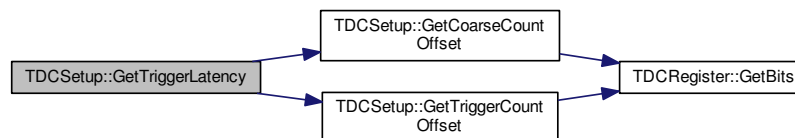
Here is the call graph for this function:



#### 5.15.3.28 `uint16_t TDCSetup::GetTriggerLatency ( ) const [inline]`

Effective trigger latency in number of clock cycles (when no counter roll-over is used)

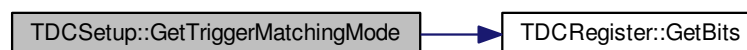
Here is the call graph for this function:



#### 5.15.3.29 `bool TDCSetup::GetTriggerMatchingMode ( ) const [inline]`

Extract the enable status of trigger matching mode.

Here is the call graph for this function:



#### 5.15.3.30 `uint8_t TDCSetup::GetVernierOffset ( ) const [inline]`

Extract the offset in vernier decoding.

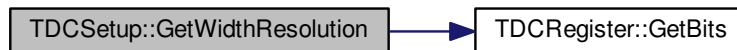
Here is the call graph for this function:



#### 5.15.3.31 WidthResolution TDCSetup::GetWidthResolution ( ) const [inline]

Extract the pulse width resolution when paired measurements are performed.

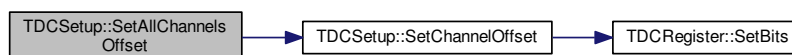
Here is the call graph for this function:



#### 5.15.3.32 void TDCSetup::SetAllChannelsOffset ( uint16\_t offset ) [inline]

Set the time offset for all channels.

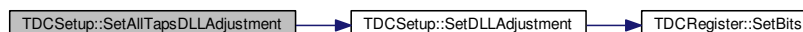
Here is the call graph for this function:



#### 5.15.3.33 void TDCSetup::SetAllTapsDLLAdjustment ( uint8\_t adj ) [inline]

Extract the adjustment of DLL taps.

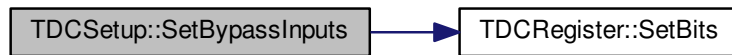
Here is the call graph for this function:



5.15.3.34 `void TDCSetup::SetBypassInputs ( const bool sbi = true )` `[inline]`, `[private]`

Select serial in and token in from bypass inputs.

Here is the call graph for this function:



5.15.3.35 `void TDCSetup::SetChannelOffset ( int channel, uint16_t offset )` `[inline]`

Set the time offset for one single channel.

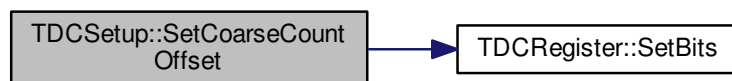
Here is the call graph for this function:



5.15.3.36 `void TDCSetup::SetCoarseCountOffset ( uint16_t cco )` `[inline]`

Set offset for the coarse time counter.

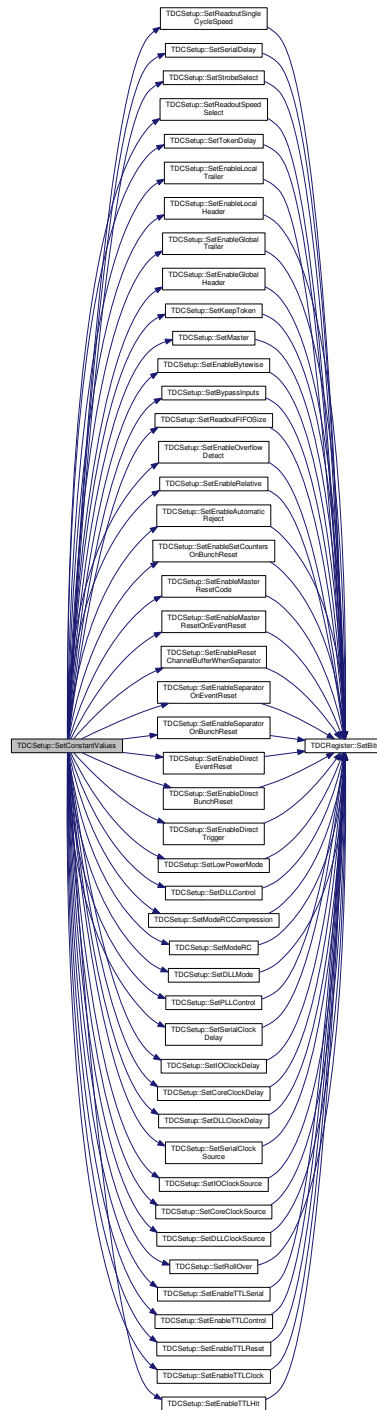
Here is the call graph for this function:



5.15.3.37 `void TDCSetup::SetConstantValues ( )`

Ensure that the critical constant values are properly set in the setup word.

Here is the call graph for this function:



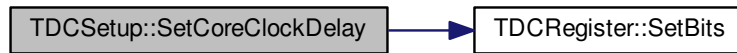
**5.15.3.38** `void TDCSetup::SetCoreClockDelay ( const bool delay_clock, const uint8_t delay )` `[inline], [private]`

Delay of internal core clock.

## Parameters

in	<i>delay_clock</i>	Use of direct clock (0) or delayed clock (1)
in	<i>delay</i>	Delay in steps of (typically) 0.13 ns

Here is the call graph for this function:



**5.15.3.39** `void TDCSetup::SetCoreClockSource ( const CoreClockSource ccs )` `[inline]`, `[private]`

Selection of clock source for internal logic.

Here is the call graph for this function:



**5.15.3.40** `void TDCSetup::SetDeadTime ( const DeadTime dt )` `[inline]`

Channel dead time between hits.

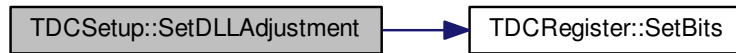
Here is the call graph for this function:



**5.15.3.41** `void TDCSetup::SetDLLAdjustment ( int tap, uint8_t adj )` `[inline]`

Set the DLL taps adjustments with a resolution of  $\sim 10$  ps.

Here is the call graph for this function:



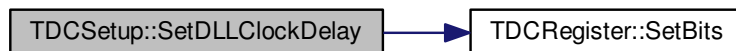
**5.15.3.42** `void TDCSetup::SetDLLClockDelay ( const bool delay_clock, const uint8_t delay )` `[inline],[private]`

Delay of internal DLL clock.

Parameters

in	<i>delay_clock</i>	Use of direct clock (0) or delayed clock (1)
in	<i>delay</i>	Delay in steps of (typically) 0.13 ns

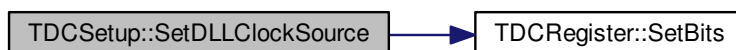
Here is the call graph for this function:



**5.15.3.43** `void TDCSetup::SetDLLClockSource ( const DLLClockSource dcs )` `[inline],[private]`

Selection of clock source for DLL.

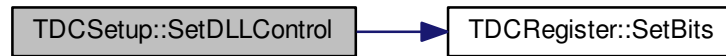
Here is the call graph for this function:



**5.15.3.44** `void TDCSetup::SetDLLControl ( const uint8_t dc )` `[inline],[private]`

Control of DLL (DLL charge pump levels)

Here is the call graph for this function:



**5.15.3.45** `void TDCSetup::SetDLLMode ( const DLLSpeedMode dsm )` `[inline]`, `[private]`

Selection of DLL speed mode.

Here is the call graph for this function:



**5.15.3.46** `void TDCSetup::SetEdgeResolution ( const EdgeResolution r )` `[inline]`

Here is the call graph for this function:



**5.15.3.47** `void TDCSetup::SetEdgesPairing ( const bool pair = true )` `[inline]`

Enable the pairing of leading and trailing edges (overrides individual enable of leading/trailing edges)

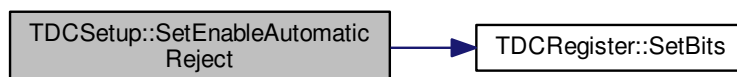
Here is the call graph for this function:



5.15.3.48 `void TDCSetup::SetEnableAutomaticReject ( const bool ear = true ) [inline],[private]`

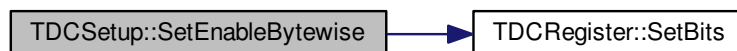
Enable of automatic rejection (should always be enabled if trigger matching mode!)

Here is the call graph for this function:



5.15.3.49 `void TDCSetup::SetEnableBytewise ( const bool seb = true ) [inline],[private]`

Here is the call graph for this function:

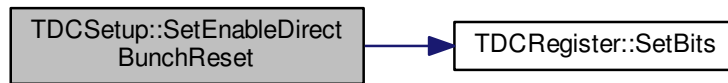


5.15.3.50 `void TDCSetup::SetEnableDirectBunchReset ( const bool edbr = true ) [inline],[private]`

Enable of direct bunch reset input pin (1), otherwise taken from encoded control.



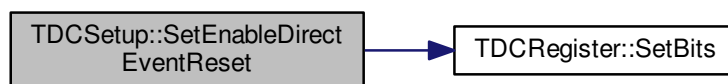
Here is the call graph for this function:



**5.15.3.51** `void TDCSetup::SetEnableDirectEventReset ( const bool eder = true ) [inline],[private]`

Enable of direct event reset input pin (1), otherwise taken from encoded control.

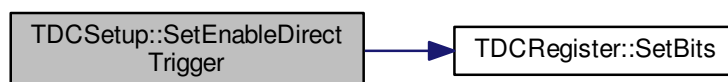
Here is the call graph for this function:



**5.15.3.52** `void TDCSetup::SetEnableDirectTrigger ( const bool edt = true ) [inline],[private]`

Enable of direct trigger input pin.

Here is the call graph for this function:



**5.15.3.53** `void TDCSetup::SetEnableError ( const uint16_t & err ) [inline]`

Enable internal error types for generation of global error signals.

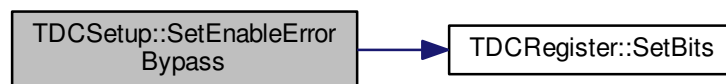
Here is the call graph for this function:



**5.15.3.54** `void TDCSetup::SetEnableErrorBypass ( const bool eb ) [inline]`

Bypass TDC chip if global error signal is set.

Here is the call graph for this function:



**5.15.3.55** `void TDCSetup::SetEnableErrorMark ( const bool em ) [inline]`

Mark events with error if global error signal is set.

Here is the call graph for this function:



**5.15.3.56** `void TDCSetup::SetEnableGlobalHeader ( const bool egh = true ) [inline], [private]`

Enable of global headers in read-out (only valid for master TDC)

Here is the call graph for this function:



**5.15.3.57** `void TDCSetup::SetEnableGlobalTrailer ( const bool egt = true ) [inline], [private]`

Enable of global trailers in read-out (only valid for master TDC)

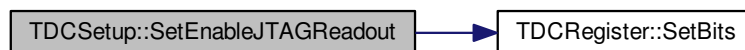
Here is the call graph for this function:



**5.15.3.58** `void TDCSetup::SetEnableJTAGReadout ( const bool jr ) [inline]`

Enable of read-out via JTAG.

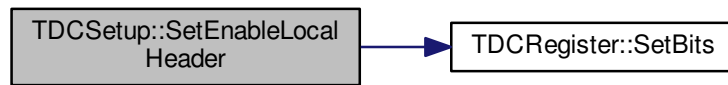
Here is the call graph for this function:



**5.15.3.59** `void TDCSetup::SetEnableLocalHeader ( const bool elh = true ) [inline], [private]`

Enable of local headers in read-out.

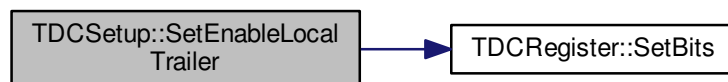
Here is the call graph for this function:



**5.15.3.60** `void TDCSetup::SetEnableLocalTrailer ( const bool elt = true ) [inline],[private]`

Enable of local trailers in read-out.

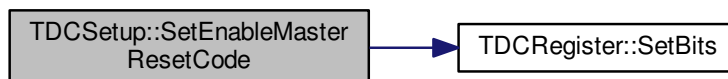
Here is the call graph for this function:



**5.15.3.61** `void TDCSetup::SetEnableMasterResetCode ( const bool emrc = true ) [inline],[private]`

Enable master reset code on encoded\_control.

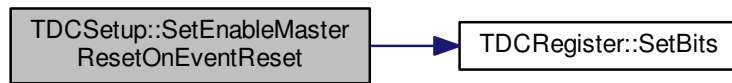
Here is the call graph for this function:



**5.15.3.62** `void TDCSetup::SetEnableMasterResetOnEventReset ( const bool emroer = true ) [inline],[private]`

Enable master reset of whole TDC on event reset.

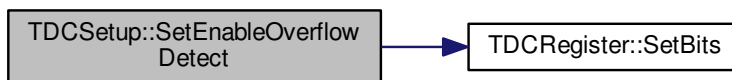
Here is the call graph for this function:



**5.15.3.63** `void TDCSetup::SetEnableOverflowDetect ( const bool eod = true ) [inline], [private]`

Enable overflow detection of L1 buffers (should always be enabled!)

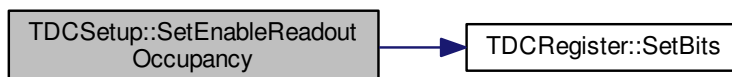
Here is the call graph for this function:



**5.15.3.64** `void TDCSetup::SetEnableReadoutOccupancy ( const bool ro = true ) [inline]`

Enable the readout of buffer occupancies for each event (for debugging purposes)

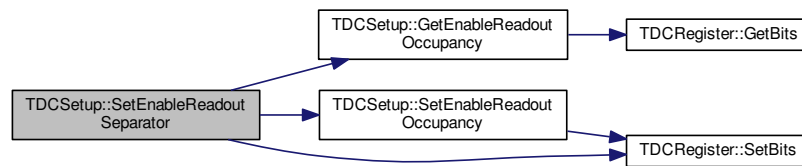
Here is the call graph for this function:



**5.15.3.65** `void TDCSetup::SetEnableReadoutSeparator ( const bool ro = true ) [inline]`

Enable the readout of separators for each event (for debugging purposes, valid if readout of occupancies is enabled)

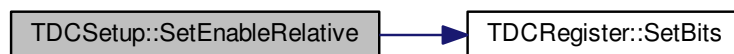
Here is the call graph for this function:



**5.15.3.66** `void TDCSetup::SetEnableRelative ( const bool er = true )` `[inline], [private]`

Enable read-out of relative time to trigger time tag. Only valid when using trigger matching mode.

Here is the call graph for this function:



**5.15.3.67** `void TDCSetup::SetEnableResetChannelBufferWhenSeparator ( const bool ercbws = true )` `[inline], [private]`

Enable reset channel buffers when separator.

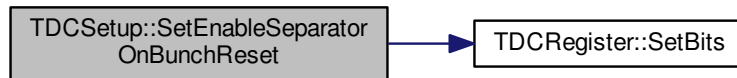
Here is the call graph for this function:



**5.15.3.68** `void TDCSetup::SetEnableSeparatorOnBunchReset ( const bool esobr = true )` `[inline], [private]`

Enable generation of separator on bunch reset.

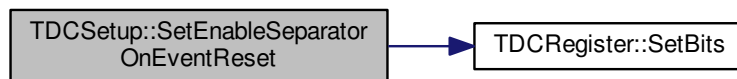
Here is the call graph for this function:



**5.15.3.69** `void TDCSetup::SetEnableSeparatorOnEventReset ( const bool esoe = true ) [inline],[private]`

Enable generation of separator on event reset.

Here is the call graph for this function:



**5.15.3.70** `void TDCSetup::SetEnableSerial ( const bool es ) [inline]`

Enable of serial read-out (otherwise parallel read-out)

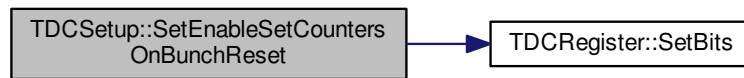
Here is the call graph for this function:



**5.15.3.71** `void TDCSetup::SetEnableSetCountersOnBunchReset ( const bool escobr = true ) [inline],[private]`

Enable all counters to be set on bunch count reset.

Here is the call graph for this function:



**5.15.3.72** `void TDCSetup::SetEnableTTLClock ( const bool tc = true ) [inline], [private]`

Enable LV TTL inputs on: clk, aux\_clock, otherwise uses LVDS input levels.

Here is the call graph for this function:



**5.15.3.73** `void TDCSetup::SetEnableTTLControl ( const bool tc = true ) [inline], [private]`

Enable LV TTL inputs on control registers.

Enable LV TTL input on:

- trigger,
- bunch\_reset,
- event\_reset,
- encoded\_control, otherwise uses LVDS input levels.

Here is the call graph for this function:





5.15.3.74 `void TDCSetup::SetEnableTTLHit ( const bool th = true ) [inline], [private]`

Enable LV TTL input on hit[31:0], otherwise uses LVDS input levels.

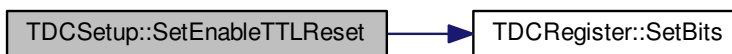
Here is the call graph for this function:



5.15.3.75 `void TDCSetup::SetEnableTTLReset ( const bool tr = true ) [inline], [private]`

Enable LV TTL input on reset, otherwise uses LVDS input levels.

Here is the call graph for this function:



5.15.3.76 `void TDCSetup::SetEnableTTLSerial ( const bool ts = true ) [inline], [private]`

Enable LV TTL inputs on serial registers, and disable their drivers.

Enable LV TTL input on:

- serial\_in,
- serial\_bypass\_in,
- token\_in,
- token\_bypass\_in, otherwise uses LVDS input levels. Disable LVDS drivers on:
- serial\_out,
- strobe\_out,
- token\_out.

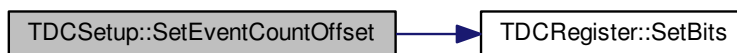
Here is the call graph for this function:



**5.15.3.77** void TDCSetup::SetEventCountOffset ( uint16\_t *eco* ) [inline]

Set offset for the event counter.

Here is the call graph for this function:



**5.15.3.78** void TDCSetup::SetIOClockDelay ( const bool *delay\_clock*, const uint8\_t *delay* ) [inline],[private]

Delay of internal I/O clock.

**Parameters**

in	<i>delay_clock</i>	Use of direct clock (0) or delayed clock (1)
in	<i>delay</i>	Delay in steps of (typically) 0.13 ns

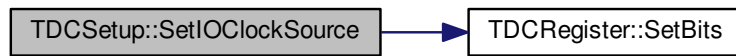
Here is the call graph for this function:



**5.15.3.79** void TDCSetup::SetIOClockSource ( const IOClockSource *ics* ) [inline],[private]

Selection of clock source for I/O signals.

Here is the call graph for this function:



#### 5.15.3.80 `void TDCSetup::SetKeepToken ( const bool kt = true ) [inline], [private]`

Keep token until end of event or no more data, otherwise pass token after each word read. Must be enabled when using trigger matching.

Here is the call graph for this function:



#### 5.15.3.81 `void TDCSetup::SetLeadingMode ( const bool lead = true ) [inline]`

Enable the detection of leading edges.

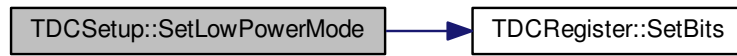
Here is the call graph for this function:



#### 5.15.3.82 `void TDCSetup::SetLowPowerMode ( const bool lpm = true ) [inline], [private]`

Low power mode of channel buffers.

Here is the call graph for this function:



5.15.3.83 `void TDCSetup::SetMaster ( const bool m=true ) [inline],[private]`

Here is the call graph for this function:



5.15.3.84 `void TDCSetup::SetMatchWindow ( uint16_t mw ) [inline]`

Set the matching window (in multiples of clock cycles: 0=25 ns, 1=50 ns, ...)

Here is the call graph for this function:

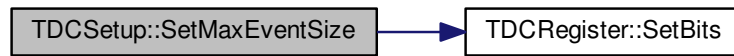


5.15.3.85 `void TDCSetup::SetMaxEventSize ( int sz=-1 ) [inline]`

Set the maximum number of hits per event.

Set the maximum number of hits that can be recorded for each event. It is always rounded to the next power of 2 (in the range 0-128), and if lower than 0 or bigger than 128 then set to unlimited.

Here is the call graph for this function:



**5.15.3.86** `void TDCSetup::SetModeRC ( const bool mr = true ) [inline], [private]`

Enable of RR delay lines mode (in very high resolution mode) ; only for channels 0-4-8-12-16-20-24-28 active.

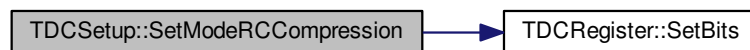
Here is the call graph for this function:



**5.15.3.87** `void TDCSetup::SetModeRCCompression ( const bool mrc = true ) [inline], [private]`

Perform RC interpolation on-chip (only valid in very high resolution mode)

Here is the call graph for this function:



**5.15.3.88** `void TDCSetup::SetPLLControl ( const uint8_t charge_pump_current = 0x4, const bool power_down_mode = false, const bool enable_test_outputs = false, const bool invert_connection_to_status = false ) [inline], [private]`

Control of PLL.

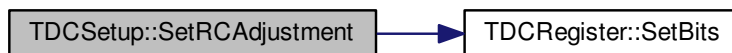
Here is the call graph for this function:



**5.15.3.89** `void TDCSetup::SetRCAdjustment ( int tap, uint8_t adj )` `[inline]`

Set the adjustment of the RC delay line.

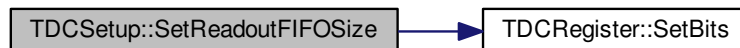
Here is the call graph for this function:



**5.15.3.90** `void TDCSetup::SetReadoutFIFOSize ( int rfs )` `[inline]`

Effective size of readout FIFO.

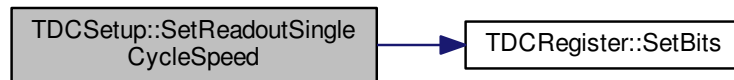
Here is the call graph for this function:



**5.15.3.91** `void TDCSetup::SetReadoutSingleCycleSpeed ( const ReadoutSingleCycleSpeed rscs = RSC_40Mbits_s )`  
`[inline], [private]`

Serial transmission speed in single cycle mode.

Here is the call graph for this function:



**5.15.3.92** `void TDCSetup::SetReadoutSpeedSelect ( const ReadoutSpeed rss = RO_Fixed ) [inline], [private]`

Selection of serial read-out speed.

#### Parameters

in	<i>rss</i>	
		<ul style="list-style-type: none"> <li>• 0: Selection of serial read-out speed (as defined by setup[19:17], <i>SetReadoutSingleCycleSpeed</i>)</li> <li>• 1: 80 Mbits/s (PLL lock required)</li> </ul>

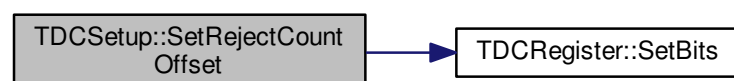
Here is the call graph for this function:



**5.15.3.93** `void TDCSetup::SetRejectCountOffset ( uint16_t rco ) [inline]`

Set the offset in reject counter (defines reject latency together with coarse count offset)

Here is the call graph for this function:

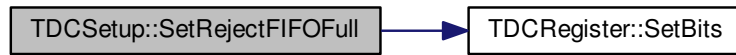


5.15.3.94 `void TDCSetup::SetRejectFIFOFull ( const bool rej = true ) [inline]`

Reject hits when readout FIFO full.

Set whether or not hits are rejected once FIFO is full.

Here is the call graph for this function:



5.15.3.95 `void TDCSetup::SetRollOver ( const uint16_t ro = 0xFFFF ) [inline],[private]`

Counter roll over value, defining maximal count value from where counters will be reset to 0.

Here is the call graph for this function:



5.15.3.96 `void TDCSetup::SetSearchWindow ( uint16_t sw ) [inline]`

Set the search window (in multiples of clock cycles: 0=25 ns, 1=50 ns, ...)

Here is the call graph for this function:



5.15.3.97 `void TDCSetup::SetSerialClockDelay ( const bool delay_clock, const uint8_t delay ) [inline],[private]`

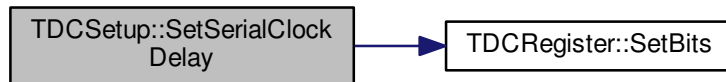
Delay of internal serial clock.



## Parameters

in	<i>delay_clock</i>	Use of direct clock (0) or delayed clock (1)
in	<i>delay</i>	Delay in steps of (typically) 0.13 ns

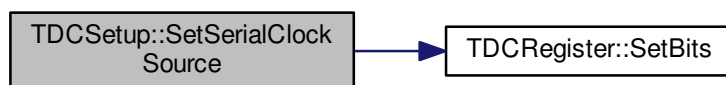
Here is the call graph for this function:



**5.15.3.98** void TDCSetup::SetSerialClockSource ( const SerialClockSource *scs* ) [inline], [private]

Selection of source for serial clock.

Here is the call graph for this function:



**5.15.3.99** void TDCSetup::SetSerialDelay ( const uint8\_t *sd* = 0x0 ) [inline], [private]

Programmable delay of serial input, in time unit  $\sim 1$  ns.

Here is the call graph for this function:



**5.15.3.100** void TDCSetup::SetSetupParity ( const bool *sp* = true ) [inline]

Set the parity of setup data (should be an even parity)

Here is the call graph for this function:



5.15.3.101 `void TDCSetup::SetStrobeSelect ( const SerialStrobeType ss = SS_NoStrobe ) [inline], [private]`

Here is the call graph for this function:



5.15.3.102 `void TDCSetup::SetTestInvert ( const bool ti=true ) [inline]`

Automatic inversion of test pattern. Only used during production testing.

Here is the call graph for this function:



5.15.3.103 `void TDCSetup::SetTestMode ( const bool tm=true ) [inline]`

Test mode where hit data are taken from coretest. Only used during production testing.

Here is the call graph for this function:



**5.15.3.104** `void TDCSetup::SetTokenDelay ( const uint8_t td = 0x0 ) [inline], [private]`

Programmable delay of token input, in time unit  $\sim 1$  ns.

Here is the call graph for this function:



**5.15.3.105** `void TDCSetup::SetTrailingMode ( const bool trail = true ) [inline]`

Enable/disable the detection of trailing edges.

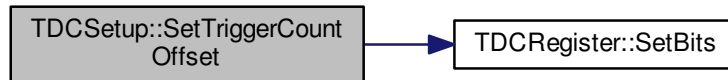
Here is the call graph for this function:



**5.15.3.106** `void TDCSetup::SetTriggerCountOffset ( uint16_t tco ) [inline]`

Set offset for the trigger time tag counter to set effective trigger latency.

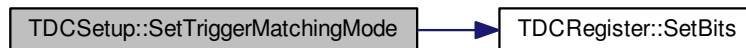
Here is the call graph for this function:



5.15.3.107 `void TDCSetup::SetTriggerMatchingMode ( const bool trig = true ) [inline]`

Set the enable status of trigger matching mode.

Here is the call graph for this function:



5.15.3.108 `void TDCSetup::SetVernierOffset ( const uint8_t vo ) [inline]`

Set the offset in vernier decoding.

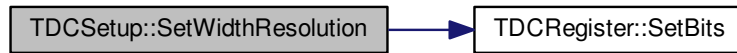
Here is the call graph for this function:



5.15.3.109 `void TDCSetup::SetWidthResolution ( const WidthResolution r ) [inline]`

Set the pulse width resolution when paired measurements are performed.

Here is the call graph for this function:



#### 5.15.4 Field Documentation

- 5.15.4.1 `const bit TDCSetup::kCoarseCountOffset = 447` [static], [private]
- 5.15.4.2 `const bit TDCSetup::kCoreClockDelay = 610` [static], [private]
- 5.15.4.3 `const bit TDCSetup::kCoreClockSource = 622` [static], [private]
- 5.15.4.4 `const bit TDCSetup::kDeadTime = 584` [static], [private]
- 5.15.4.5 `const bit TDCSetup::kDLLClockDelay = 614` [static], [private]
- 5.15.4.6 `const bit TDCSetup::kDLLClockSource = 624` [static], [private]
- 5.15.4.7 `const bit TDCSetup::kDLLControl = 580` [static], [private]
- 5.15.4.8 `const bit TDCSetup::kDLLMode = 592` [static], [private]
- 5.15.4.9 `const bit TDCSetup::kDLLTapAdjust0 = 459` [static], [private]
- 5.15.4.10 `const bit TDCSetup::kEnableAutomaticReject = 125` [static], [private]
- 5.15.4.11 `const bit TDCSetup::kEnableBytewise = 37` [static], [private]
- 5.15.4.12 `const bit TDCSetup::kEnableDirectBunchReset = 157` [static], [private]
- 5.15.4.13 `const bit TDCSetup::kEnableDirectEventReset = 156` [static], [private]
- 5.15.4.14 `const bit TDCSetup::kEnableDirectTrigger = 158` [static], [private]
- 5.15.4.15 `const bit TDCSetup::kEnableError = 6` [static], [private]
- 5.15.4.16 `const bit TDCSetup::kEnableErrorBypass = 5` [static], [private]
- 5.15.4.17 `const bit TDCSetup::kEnableErrorMark = 4` [static], [private]
- 5.15.4.18 `const bit TDCSetup::kEnableGlobalHeader = 34` [static], [private]
- 5.15.4.19 `const bit TDCSetup::kEnableGlobalTrailer = 33` [static], [private]
- 5.15.4.20 `const bit TDCSetup::kEnableJTAGReadout = 39` [static], [private]
- 5.15.4.21 `const bit TDCSetup::kEnableLocalHeader = 32` [static], [private]

5.15.4.22 `const bit TDCSetup::kEnableLocalTrailer = 31` [static], [private]

5.15.4.23 `const bit TDCSetup::kEnableMasterResetCode = 151` [static], [private]

5.15.4.24 `const bit TDCSetup::kEnableMasterResetOnEventReset = 152` [static], [private]

5.15.4.25 `const bit TDCSetup::kEnableMatching = 639` [static], [private]

5.15.4.26 `const bit TDCSetup::kEnableOverflowDetect = 123` [static], [private]

5.15.4.27 `const bit TDCSetup::kEnablePair = 640` [static], [private]

5.15.4.28 `const bit TDCSetup::kEnableReadoutOccupancy = 121` [static], [private]

5.15.4.29 `const bit TDCSetup::kEnableReadoutSeparator = 122` [static], [private]

5.15.4.30 `const bit TDCSetup::kEnableRelative = 124` [static], [private]

5.15.4.31 `const bit TDCSetup::kEnableResetChannelBufferWhenSeparator = 153` [static], [private]

5.15.4.32 `const bit TDCSetup::kEnableSeparatorOnBunchReset = 155` [static], [private]

5.15.4.33 `const bit TDCSetup::kEnableSeparatorOnEventReset = 154` [static], [private]

5.15.4.34 `const bit TDCSetup::kEnableSerial = 38` [static], [private]

5.15.4.35 `const bit TDCSetup::kEnableSetCountersOnBunchReset = 150` [static], [private]

5.15.4.36 `const bit TDCSetup::kEnableTTLClock = 644` [static], [private]

5.15.4.37 `const bit TDCSetup::kEnableTTLControl = 642` [static], [private]

5.15.4.38 `const bit TDCSetup::kEnableTTLHit = 645` [static], [private]

5.15.4.39 `const bit TDCSetup::kEnableTTLReset = 643` [static], [private]

5.15.4.40 `const bit TDCSetup::kEnableTTLSerial = 641` [static], [private]

5.15.4.41 `const bit TDCSetup::kEventCountOffset = 126` [static], [private]

5.15.4.42 `const bit TDCSetup::kIOClockDelay = 606` [static], [private]

5.15.4.43 `const bit TDCSetup::kIOClockSource = 620` [static], [private]

5.15.4.44 `const bit TDCSetup::kKeepToken = 35` [static], [private]

5.15.4.45 `const bit TDCSetup::kLeading = 589` [static], [private]

5.15.4.46 `const bit TDCSetup::kLeadingResolution = 84` [static], [private]

5.15.4.47 `const bit TDCSetup::kLowPowerMode = 570` [static], [private]

5.15.4.48 `const bit TDCSetup::kMaster = 36` [static], [private]

5.15.4.49 `const bit TDCSetup::kMatchWindow = 72` [static], [private]

- 5.15.4.50 `const bit TDCSetup::kMaxEventSize = 116` [static], [private]
- 5.15.4.51 `const bit TDCSetup::kModeRC = 591` [static], [private]
- 5.15.4.52 `const bit TDCSetup::kModeRCCompression = 590` [static], [private]
- 5.15.4.53 `const bit TDCSetup::kOffset0 = 438` [static], [private]
- 5.15.4.54 `const bit TDCSetup::kPLLControl = 594` [static], [private]
- 5.15.4.55 `const bit TDCSetup::kRCAdjust0 = 555` [static], [private]
- 5.15.4.56 `const bit TDCSetup::kReadoutFIFOSize = 45` [static], [private]
- 5.15.4.57 `const bit TDCSetup::kReadoutSingleCycleSpeed = 17` [static], [private]
- 5.15.4.58 `const bit TDCSetup::kReadoutSpeedSelect = 26` [static], [private]
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- 5.15.4.61 `const bit TDCSetup::kRollOver = 627` [static], [private]
- 5.15.4.62 `const bit TDCSetup::kSearchWindow = 60` [static], [private]
- 5.15.4.63 `const bit TDCSetup::kSelectBypassInputs = 44` [static], [private]
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- 5.15.4.68 `const bit TDCSetup::kStrobeSelect = 24` [static], [private]
- 5.15.4.69 `const bit TDCSetup::kTDCId = 40` [static], [private]
- 5.15.4.70 `const bit TDCSetup::kTestInvert = 586` [static], [private]
- 5.15.4.71 `const bit TDCSetup::kTestMode = 587` [static], [private]
- 5.15.4.72 `const bit TDCSetup::kTestSelect = 0` [static], [private]
- 5.15.4.73 `const bit TDCSetup::kTokenDelay = 27` [static], [private]
- 5.15.4.74 `const bit TDCSetup::kTrailing = 588` [static], [private]
- 5.15.4.75 `const bit TDCSetup::kTriggerCountOffset = 138` [static], [private]
- 5.15.4.76 `const bit TDCSetup::kVernierOffset = 575` [static], [private]

5.15.4.77 `const bit TDCSetup::kWidthSelect = 571` `[static], [private]`

The documentation for this class was generated from the following files:

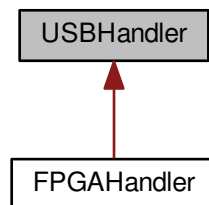
- `include/TDCSetup.h`
- `src/TDCSetup.cpp`

## 5.16 USBHandler Class Reference

Generic USB communication handler.

```
#include <USBHandler.h>
```

Inheritance diagram for USBHandler:



### Public Member Functions

- `USBHandler` (`const char *dev`)
- virtual `~USBHandler` ()
- void `Init` ()
- void `DumpDevice` (`libusb_device *dev`, `int verb=1`, `std::ostream &out=std::cout`)

### Protected Member Functions

- void `Write` (`uint32_t word`, `uint8_t size`) `const`  
*Write a word to the USB device.*
- `uint32_t Fetch` (`uint8_t size`) `const`  
*Receive a word from the USB device.*

### Private Attributes

- `std::string fDevice`
- `libusb_device_handle * fHandle`

#### 5.16.1 Detailed Description

Generic USB communication handler.



## Date

21 Apr 2015

## Author

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## 5.16.2 Constructor &amp; Destructor Documentation

5.16.2.1 `USBHandler::USBHandler ( const char * dev )`5.16.2.2 `virtual USBHandler::~~USBHandler ( )` `[inline]`, `[virtual]`

## 5.16.3 Member Function Documentation

5.16.3.1 `void USBHandler::DumpDevice ( libusb_device * dev, int verb = 1, std::ostream & out = std::cout )`5.16.3.2 `uint32_t USBHandler::Fetch ( uint8_t size ) const` `[inline]`, `[protected]`

Receive a word from the USB device.

5.16.3.3 `void USBHandler::Init ( )`

Pointer to a pointer of devices used to retrieve a list of them

A libusb session

Here is the call graph for this function:

5.16.3.4 `void USBHandler::Write ( uint32_t word, uint8_t size ) const` `[inline]`, `[protected]`

Write a word to the USB device.

## 5.16.4 Field Documentation

5.16.4.1 `std::string USBHandler::fDevice` `[private]`5.16.4.2 `libusb_device_handle* USBHandler::fHandle` `[private]`

The documentation for this class was generated from the following files:

- `include/USBHandler.h`
- `src/USBHandler.cpp`



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