2015 Test beam Run Control

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Chapter 1

Hierarchical Index

1.1 Class Hierarchy

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

Exception	
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ListenerInfo	
Message	15
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2 **Hierarchical Index**

Chapter 2

Data Structure Index

2.1 Data Structures

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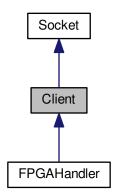
Chapter 3

Data Structure Documentation

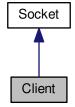
3.1 Client Class Reference

#include <Client.h>

Inheritance diagram for Client:



Collaboration diagram for Client:



Public Member Functions

- Client ()
- Client (int port)
- ∼Client ()
- bool Connect ()
- void Disconnect ()
- void Send (const Message &m) const
- void Receive ()
- virtual void ParseMessage (const SocketMessage &m)
- virtual SocketType GetType () const

Additional Inherited Members

3.1.1 Detailed Description

Client object used by the server to send/receive commands from the messenger/broadcaster.

Author

```
Laurent Forthomme laurent.forthomme@cern.ch
```

Date

24 Mar 2015

3.1.2 Constructor & Destructor Documentation

```
3.1.2.1 Client::Client( ) [inline]
3.1.2.2 Client::Client(int port)
3.1.2.3 Client::~Client( )
```

3.1.3 Member Function Documentation

```
3.1.3.2 void Client::Disconnect( )
3.1.3.3 virtual SocketType Client::GetType( ) const [inline], [virtual]
```

Reimplemented in FPGAHandler.

3.1.3.1 bool Client::Connect ()

```
3.1.3.4 virtual void Client::ParseMessage ( const SocketMessage & m ) [inline], [virtual]3.1.3.5 void Client::Receive ( )
```

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

Here is the call graph for this function:



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

· include/Client.h

3.2 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

3.2.1 Detailed Description

A simple exception handler.

Author

Laurent Forthomme laurent.forthomme@cern.ch

Date

24 Mar 2015

3.2.2 Constructor & Destructor Documentation

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

- 3.2.2.2 Exception::Exception (const char * from, const char * desc, ExceptionType type = Undefined, const int id = 0)
 [inline]
- 3.2.2.3 Exception::~Exception() [inline]

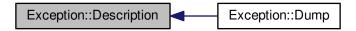
Here is the call graph for this function:



3.2.3 Member Function Documentation

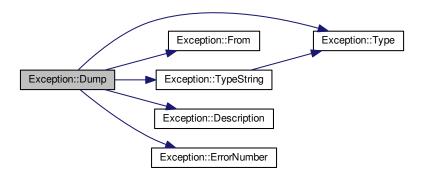
3.2.3.1 std::string Exception::Description () const [inline]

Here is the caller graph for this function:



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

Here is the call graph for this function:



3.2.3.3 int Exception::ErrorNumber() const [inline]

Here is the caller graph for this function:



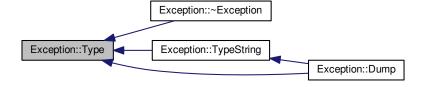
3.2.3.4 std::string Exception::From () const [inline]

Here is the caller graph for this function:



3.2.3.5 ExceptionType Exception::Type () const [inline]

Here is the caller graph for this function:



3.2.3.6 std::string Exception::TypeString() const [inline]

Here is the call graph for this function:



Here is the caller graph for this function:



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

· include/Exception.h

3.3 file_header_t Struct Reference

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

Data Fields

- · uint32_t magic
- uint32_t run_id
- uint32_t spill_id

3.3.1 Field Documentation

- 3.3.1.1 uint32_t file_header_t::magic
- 3.3.1.2 uint32_t file_header_t::run_id
- 3.3.1.3 uint32_t file_header_t::spill_id

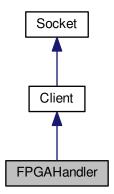
The documentation for this struct was generated from the following file:

• include/FPGAHandler.h

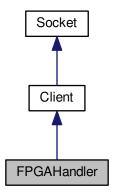
3.4 FPGAHandler Class Reference

#include <FPGAHandler.h>

Inheritance diagram for FPGAHandler:



Collaboration diagram for FPGAHandler:



Public Member Functions

- FPGAHandler (int port, const char *dev)
- virtual ∼FPGAHandler ()
- void OpenFile ()
- std::string GetFilename () const
- void SendConfiguration (const TDCConfiguration &c)
- TDCConfiguration ReadConfiguration ()
- void ReadBuffer ()
- SocketType GetType () const

Additional Inherited Members

3.4.1 Detailed Description

```
Author
```

```
Laurent Forthomme laurent.forthomme@cern.ch
```

Date

14 Apr 2015

```
3.4.2 Constructor & Destructor Documentation
```

```
3.4.2.1 FPGAHandler::FPGAHandler ( int port, const char * dev )
```

```
3.4.2.2 virtual FPGAHandler::~FPGAHandler() [virtual]
```

3.4.3 Member Function Documentation

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

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

Reimplemented from Client.

```
3.4.3.3 void FPGAHandler::OpenFile ( )
```

```
3.4.3.4 void FPGAHandler::ReadBuffer ( )
```

3.4.3.5 TDCConfiguration FPGAHandler::ReadConfiguration ()

```
3.4.3.6 void FPGAHandler::SendConfiguration ( const TDCConfiguration & c )
```

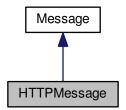
The documentation for this class was generated from the following file:

• include/FPGAHandler.h

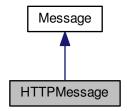
3.5 HTTPMessage Class Reference

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

Inheritance diagram for HTTPMessage:



Collaboration diagram for HTTPMessage:



Public Member Functions

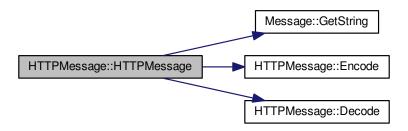
- HTTPMessage (WebSocket *ws, Message m, MessageAction a)
- HTTPMessage (WebSocket *ws, const char *msg, MessageAction a)
- void Decode ()
- void Encode ()
- MessageKey GetKey () const
- void Dump (std::ostream &os=std::cout) const

Additional Inherited Members

3.5.1 Constructor & Destructor Documentation

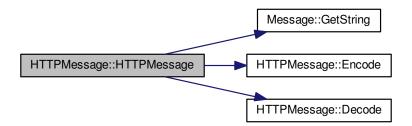
3.5.1.1 HTTPMessage::HTTPMessage (WebSocket * ws, Message m, MessageAction a) [inline]

Here is the call graph for this function:



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

Here is the call graph for this function:



3.5.2 Member Function Documentation

3.5.2.1 void HTTPMessage::Decode() [inline]

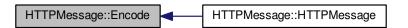
Here is the caller graph for this function:



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

3.5.2.3 void HTTPMessage::Encode() [inline]

Here is the caller graph for this function:



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

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

• include/HTTPMessage.h

3.6 ListenerInfo Struct Reference

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

Data Fields

- std::string name
- SocketType type

3.6.1 Field Documentation

3.6.1.1 std::string ListenerInfo::name

3.6.1.2 SocketType ListenerInfo::type

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

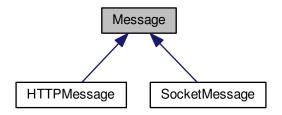
• include/Messenger.h

3.7 Message Class Reference

Base message type.

#include <Message.h>

Inheritance diagram for Message:



Public Member Functions

- Message ()
- Message (const char *msg)
- Message (std::string msg)
- ∼Message ()
- MessageKey GetKey () const
- std::string GetString () const
- bool IsFromWeb () const
- void Dump (std::ostream &os=std::cout) const

Protected Attributes

std::string fString

3.7.1 Detailed Description

Base message type.

Author

Laurent Forthomme laurent.forthomme@cern.ch

Date

6 Apr 2015

3.7.2 Constructor & Destructor Documentation

```
3.7.2.1 Message::Message() [inline]
```

3.7.2.2 Message::Message (const char * msg) [inline]

3.7.2.3 Message::Message(std::string msg) [inline]

3.7.2.4 Message::~Message() [inline]

3.7.3 Member Function Documentation

- 3.7.3.1 void Message::Dump (std::ostream & os = std::cout) const [inline]
- 3.7.3.2 MessageKey Message::GetKey()const [inline]
- 3.7.3.3 std::string Message::GetString() const [inline]

Here is the caller graph for this function:



- 3.7.3.4 bool Message::lsFromWeb() const [inline]
- 3.7.4 Field Documentation
- **3.7.4.1 std::string Message::fString** [protected]

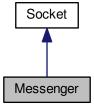
The documentation for this class was generated from the following file:

• include/Message.h

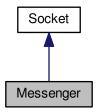
3.8 Messenger Class Reference

#include <Messenger.h>

Inheritance diagram for Messenger:



Collaboration diagram for Messenger:



Public Member Functions

- Messenger ()
- Messenger (int port)
- ∼Messenger ()
- bool Connect ()

Connect the master.

· void Disconnect ()

Remove the master.

• void Send (const Message &m, int sid) const

Send any type of message to any client.

• MessageKey Receive ()

Handle a message reception from a client.

void Broadcast (const Message &m) const

Emit a message to all clients connected through the socket.

Additional Inherited Members

3.8.1 Detailed Description

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

Author

Laurent Forthomme laurent.forthomme@cern.ch

Date

23 Mar 2015

3.8.2 Constructor & Destructor Documentation

3.8.2.1 Messenger::Messenger()

3.8.2.2 Messenger::Messenger (int port)

3.8.2.3 Messenger:: ∼Messenger ()

3.8.3 Member Function Documentation

3.8.3.1 void Messenger::Broadcast (const Message & m) const

Emit a message to all clients connected through the socket.

Parameters

in	m	Message to transmit	

3.8.3.2 bool Messenger::Connect ()

Connect the master.

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

3.8.3.3 void Messenger::Disconnect ()

Remove the master.

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

3.8.3.4 MessageKey Messenger::Receive ()

Handle a message reception from a client.

Returns

The key to the message received if successfully parsed

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

Send any type of message to any client.

Parameters

	in	m	Message to transmit
ĺ	in	sid	Unique identifier of the client on this socket

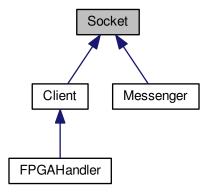
The documentation for this class was generated from the following file:

· include/Messenger.h

3.9 Socket Class Reference

#include <Socket.h>

Inheritance diagram for Socket:



Public Member Functions

- Socket ()
- Socket (int port)
- virtual ∼Socket ()
- 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 Stop ()

Terminates the socket and all attached communications.

• 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.

3.9 Socket Class Reference 21

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()

3.9.1 Detailed Description

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

Author

Laurent Forthomme laurent.forthomme@cern.ch

Date

23 Mar 2015

3.9.2 Constructor & Destructor Documentation

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

3.9.2.2 Socket::Socket (int port)

3.9.2.3 virtual Socket:: \sim Socket() [virtual]

3.9.3 Member Function Documentation

3.9.3.1 void Socket::AcceptConnections (Socket & socket)

Accept connection from a client.

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

Parameters

in, out	socket	Master/client object to enable on the socket

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

Bind a name to a socket.

Returns

Success of the operation

```
3.9.3.3 void Socket::DumpConnected ( ) const
```

3.9.3.4 Message Socket::FetchMessage (int id = -1) const [protected]

Receive a message from a socket.

Returns

Received message as a std::string

```
3.9.3.5 int Socket::GetPort() const [inline]
```

Retrieve the port used for this socket.

```
3.9.3.6 int Socket::GetSocketId ( ) const [inline]
```

3.9.3.7 SocketType Socket::GetSocketType (int sid) const [inline]

Here is the caller graph for this function:



3.9.3.8 bool Socket::IsWebSocket (int sid) const [inline]

Here is the call graph for this function:



3.9.3.9 void Socket::Listen (int maxconn) [protected]

Listen to incoming messages.

Set the socket to listen to any message coming from outside

3.9.3.10 void Socket::PrepareConnection() [protected]

3.9.3.11 void Socket::SelectConnections ()

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

3.9 Socket Class Reference 23

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

Send a message on a socket.

Here is the caller graph for this function:



```
3.9.3.13 void Socket::SetPort(int port) [inline]
3.9.3.14 void Socket::SetSocketId(int sid) [inline]
3.9.3.15 bool Socket::Start() [protected]
```

Start the socket.

Launch all mandatory operations to set the socket to be used

Returns

Success of the operation

```
3.9.3.16 void Socket::Stop() [protected]
```

Terminates the socket and all attached communications.

3.9.4 Field Documentation

```
3.9.4.1 char Socket::fBuffer[MAX_WORD_LENGTH] [protected]
```

3.9.4.2 fd_set Socket::fMaster [protected]

Master file descriptor list.

```
3.9.4.3 int Socket::fPort [protected]
```

3.9.4.4 fd_set Socket::fReadFds [protected]

Temp file descriptor list for select()

3.9.4.5 SocketCollection Socket::fSocketsConnected [protected]

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

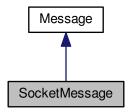
· include/Socket.h

3.10 SocketMessage Class Reference

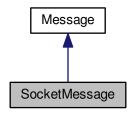
Socket-passed message type.

#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 (MessageKey key)
- SocketMessage (MessageKey key, const char *value)
- SocketMessage (MessageKey key, std::string value)
- SocketMessage (MessageKey key, const int value)
- SocketMessage (MessageKey key, const float value)
- SocketMessage (MessageKey key, const double value)
- SocketMessage (MessageMap msg_m)
- ∼SocketMessage ()
- void SetKeyValue (MessageKey key, std::string value)

Send a string-valued message.

- void SetKeyValue (MessageKey key, const char *value)
- void SetKeyValue (MessageKey key, int int_value)

Send an integer-valued message.

void SetKeyValue (MessageKey key, float float_value)

Send an float-valued message.

void SetKeyValue (MessageKey key, double double_value)

Send an double-valued message.

- std::string GetString () const
- · MessageKey GetKey () const
- std::string GetValue () const
- int GetIntValue () const
- VectorValue GetVectorValue () const
- void Dump (std::ostream &os=std::cout) const

Additional Inherited Members

3.10.1 Detailed Description

Socket-passed message type.

Author

Laurent Forthomme laurent.forthomme@cern.ch

Date

26 Mar 2015

3.10.2 Constructor & Destructor Documentation

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

3.10.2.2 SocketMessage::SocketMessage (const Message & msg) [inline]

3.10.2.3 SocketMessage::SocketMessage(const char * msg_s) [inline]

3.10.2.4 SocketMessage(std::string msg_s) [inline]

3.10.2.5 SocketMessage::SocketMessage (MessageKey key) [inline]

Here is the call graph for this function:

SocketMessage::SocketMessage SocketMessage::SetKeyValue

3.10.2.6 SocketMessage::SocketMessage (MessageKey key, const char * value) [inline]

Here is the call graph for this function:



3.10.2.7 SocketMessage::SocketMessage (MessageKey key, std::string value) [inline]

Here is the call graph for this function:



3.10.2.8 SocketMessage::SocketMessage (MessageKey key, const int value) [inline]

Here is the call graph for this function:



3.10.2.9 SocketMessage::SocketMessage (MessageKey key, const float value) [inline]

Here is the call graph for this function:



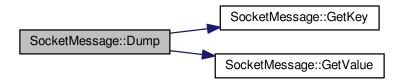
3.10.2.10 SocketMessage::SocketMessage (MessageKey key, const double value) [inline]

Here is the call graph for this function:



- 3.10.2.11 SocketMessage::SocketMessage (MessageMap msg_m) [inline]
- **3.10.2.12** SocketMessage::~SocketMessage() [inline]
- 3.10.3 Member Function Documentation
- 3.10.3.1 void SocketMessage::Dump (std::ostream & os = std::cout) const [inline]

Here is the call graph for this function:



- 3.10.3.2 int SocketMessage::GetIntValue() const [inline]
- 3.10.3.3 MessageKey SocketMessage::GetKey()const [inline]

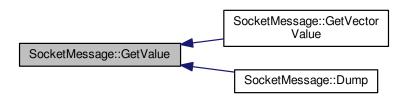
Here is the caller graph for this function:



```
3.10.3.4 std::string SocketMessage::GetString ( ) const [inline]
```

3.10.3.5 std::string SocketMessage::GetValue() const [inline]

Here is the caller graph for this function:



3.10.3.6 VectorValue SocketMessage::GetVectorValue () const [inline]

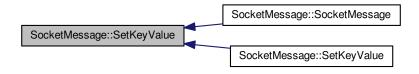
Here is the call graph for this function:



3.10.3.7 void SocketMessage::SetKeyValue (MessageKey key, std::string value) [inline]

Send a string-valued message.

Here is the caller graph for this function:



3.10.3.8 void SocketMessage::SetKeyValue (MessageKey key, const char * value) [inline]

Here is the call graph for this function:



3.10.3.9 void SocketMessage::SetKeyValue (MessageKey key, int int_value) [inline]

Send an integer-valued message.

Here is the call graph for this function:



3.10.3.10 void SocketMessage::SetKeyValue (MessageKey key, float float_value) [inline]

Send an float-valued message.

Here is the call graph for this function:



3.10.3.11 void SocketMessage::SetKeyValue (MessageKey key, double double_value) [inline]

Send an double-valued message.

Here is the call graph for this function:



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

include/SocketMessage.h

3.11 TDCConfiguration Class Reference

```
#include <TDCConfiguration.h>
```

Public Types

```
enum EdgeResolution {
    E_100PS =0, E_200PS, E_400PS, E_800PS,
    E_1600PS, E_3120PS, E_6250PS, E_12500PS }
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 }
```

Public Member Functions

- TDCConfiguration ()
- virtual ∼TDCConfiguration ()
- void SetEdgeResolution (const EdgeResolution r)
- EdgeResolution GetEdgeResolution () const
- void SetChannelOffset (int channel, uint16 t offset)
- uint16 t GetChannelOffset (int channel)
- void SetAllChannelsOffset (short offset)
- void SetWidthResolution (const WidthResolution r)
- · WidthResolution GetWidthResolution () const
- void SetDeadTime (const DeadTime dt)
- · DeadTime GetDeadTime () const
- 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 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 SetTriggerMatchingMode (const bool trig=true)
- bool GetTriggerMatchingMode () const
- void SetEdgesPairing (const bool pair=true)
- bool GetEdgesPairing () const
- void Dump (std::ostream &os=std::cout) const

3.11.1 Detailed Description

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

Author

```
Laurent Forthomme laurent.forthomme@cern.ch
```

Date

16 Apr 2015

3.11.2 Member Enumeration Documentation

3.11.2.1 enum TDCConfiguration::DeadTime

Enumerator

DT_5NS

DT_10NS

DT_30NS

DT_100NS

3.11.2.2 enum TDCConfiguration::EdgeResolution

Enumerator

E_100PS

E_200PS

E_400PS

E_800PS

E_1600PS

E_3120PS

E_6250PS

E_12500PS

3.11.2.3 enum TDCConfiguration::WidthResolution

Enumerator

W_100PS

W_200PS

W_400PS

W_800PS

W_1p6NS

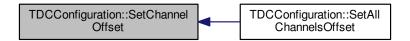
```
W_3p2NS
    W_6p25NS
    W_12p5NS
    W_25NS
    W_50NS
    W_100NS
    W 200NS
    W_400NS
    W_800NS
        Constructor & Destructor Documentation
3.11.3.1 TDCConfiguration::TDCConfiguration ( )
3.11.3.2 virtual TDCConfiguration::~TDCConfiguration() [inline], [virtual]
3.11.4 Member Function Documentation
3.11.4.1 void TDCConfiguration::Dump ( std::ostream & os = std::cout ) const
3.11.4.2 uint16_t TDCConfiguration::GetChannelOffset (int channel)
3.11.4.3 DeadTime TDCConfiguration::GetDeadTime ( ) const [inline]
3.11.4.4 EdgeResolution TDCConfiguration::GetEdgeResolution ( ) const [inline]
3.11.4.5 bool TDCConfiguration::GetEdgesPairing ( ) const [inline]
3.11.4.6 bool TDCConfiguration::GetLeadingMode() const [inline]
Extract the status for the detection of leading edges.
3.11.4.7 bool TDCConfiguration::GetTrailingMode() const [inline]
Extract the status for the detection of trailing edges.
3.11.4.8 bool TDCConfiguration::GetTriggerMatchingMode() const [inline]
3.11.4.9 WidthResolution TDCConfiguration::GetWidthResolution() const [inline]
3.11.4.10 void TDCConfiguration::SetAllChannelsOffset ( short offset ) [inline]
```

Here is the call graph for this function:



3.11.4.11 void TDCConfiguration::SetChannelOffset (int channel, uint16_t offset)

Here is the caller graph for this function:



- 3.11.4.12 void TDCConfiguration::SetDeadTime (const DeadTime dt) [inline]
 3.11.4.13 void TDCConfiguration::SetEdgeResolution (const EdgeResolution r) [inline]
 3.11.4.14 void TDCConfiguration::SetEdgesPairing (const bool pair = true) [inline]
 3.11.4.15 void TDCConfiguration::SetLeadingMode (const bool lead = true) [inline]
 Enable the detection of leading edges.
 3.11.4.16 void TDCConfiguration::SetTrailingMode (const bool trail = true) [inline]
 Enable/disable the detection of trailing edges.
 3.11.4.17 void TDCConfiguration::SetTriggerMatchingMode (const bool trig = true) [inline]
 3.11.4.18 void TDCConfiguration::SetWidthResolution (const WidthResolution r) [inline]
 The documentation for this class was generated from the following file:
 - · include/TDCConfiguration.h



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