

## 2015 Test beam Run Control

Generated by Doxygen 1.8.9.1

Tue May 5 2015 11:08:08



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# Chapter 1

## Module Index

### 1.1 Modules

Here is a list of all modules:

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## Chapter 2

# Namespace Index

### 2.1 Namespace List

Here is a list of all namespaces with brief descriptions:

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<a href="#">VME::TDCV1x90Opcodes</a> . . . . .	<a href="#">14</a>



## Chapter 3

# Hierarchical Index

### 3.1 Class Hierarchy

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

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## Chapter 4

# Data Structure Index

### 4.1 Data Structures

Here are the data structures with brief descriptions:

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Base client object for the socket . . . . .	21
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A simple exception handler . . . . .	26
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## Chapter 5

# Module Documentation

### 5.1 Socket communication objects

#### Data Structures

- class [Client](#)  
*Base client object for the socket.*
- class [HTTPMessage](#)  
*Message to be transmitted through a WebSocket protocol.*
- 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.*

#### 5.1.1 Detailed Description

#### 5.1.2 Enumeration Type Documentation

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

Type of actor playing a role on the socket.

Enumerator

***INVALID***  
***MASTER***  
***WEBSOCKET\_CLIENT***  
***CLIENT***  
***DETECTOR***





## Chapter 6

# Namespace Documentation

### 6.1 VME Namespace Reference

#### Namespaces

- [TDCV1x90Opcodes](#)

#### Data Structures

- class [BridgeVx718](#)  
*class defining the VME bridge*
- struct [glob\\_offs](#)
- class [TDCEvent](#)  
*HPTDC event parser.*
- class [TDCV1x90](#)
- struct [trailead\\_t](#)

#### Typedefs

- typedef std::vector< [TDCEvent](#) > [TDCEventCollection](#)

#### Enumerations

- enum [BridgeType](#) { [CAEN\\_V1718](#), [CAEN\\_V2718](#) }  
*Compatible bridge types.*
- enum [trig\\_conf](#) {  
[MATCH\\_WIN\\_WIDTH](#) = 0, [WIN\\_OFFSET](#) = 1, [EXTRA\\_SEARCH\\_WIN\\_WIDTH](#) = 2, [REJECT\\_MARGIN](#) = 3,  
[TRIG\\_TIME\\_SUB](#) = 4 }
- enum [trailead\\_edge\\_lsb](#) { [r800ps](#) = 0, [r200ps](#) = 1, [r100ps](#) = 2, [r25ps](#) = 3 }
- enum [micro\\_handshake](#) { [WRITE\\_OK](#) = 0, [READ\\_OK](#) = 1 }
- enum [acq\\_mode](#) { [CONT\\_STORAGE](#), [TRIG\\_MATCH](#) }
- enum [det\\_mode](#) { [PAIR](#) = 0, [OTRILING](#) = 1, [OLEADING](#) = 2, [TRAILEAD](#) = 3 }
- enum [stat\\_reg](#) {  
[DATA\\_READY](#) = 0, [ALM\\_FULL](#) = 1, [FULL](#) = 2, [TRG\\_MATCH](#) = 3,  
[HEADER\\_EN](#) = 4, [TERM\\_ON](#) = 5, [ERROR0](#) = 6, [ERROR1](#) = 7,  
[ERROR2](#) = 8, [ERROR3](#) = 9, [BERR\\_FLAG](#) = 10, [PURG](#) = 11,  
[RES\\_1](#) = 12, [RES\\_2](#) = 13, [PAIRED](#) = 14, [TRIGGER\\_LOST](#) = 15 }

- enum `ctl_reg` {  
`BERREN` = 0, `TERM` = 1, `TERM_SW` = 2, `EMPTY_EVENT` = 3,  
`ALIGN64` = 4, `COMPENSATION_ENABLE` = 5, `TEST_FIFO_ENABLE` = 6, `READ_COMPENSATION_SRAM_ENABLE` = 7,  
`EVENT_FIFO_ENABLE` = 8, `EXTENDED_TRIGGER_TIME_TAG_ENABLE` = 9 }
- enum `mod_reg` {  
`Control` = 0x1000, `Status` = 0x1002, `InterruptLevel` = 0x100a, `InterruptVector` = 0x100c,  
`GeoAddress` = 0x100e, `MCSTBase` = 0x1010, `MCSTControl` = 0x1012, `ModuleReset` = 0x1014,  
`kSoftwareClear` = 0x1016, `EventCounter` = 0x101c, `EventStored` = 0x1020, `BLTEventNumber` = 0x1024,  
`FirmwareRev` = 0x1026, `Micro` = 0x102e, `MicroHandshake` = 0x1030, `EventFIFO` = 0x1038,  
`EventFIFOStoredRegister` = 0x103c, `EventFIFOStatusRegister` = 0x103e, `ROMOui2` = 0x4024, `ROMOui1` = 0x4028,  
`ROMOui0` = 0x402c, `ROMBoard2` = 0x4034, `ROMBoard1` = 0x4038, `ROMBoard0` = 0x403c,  
`ROMRevis3` = 0x4040, `ROMRevis2` = 0x4044, `ROMRevis1` = 0x4048, `ROMRevis0` = 0x404c,  
`ROMSerNum1` = 0x4080, `ROMSerNum0` = 0x4084 }

## 6.1.1 Typedef Documentation

### 6.1.1.1 typedef std::vector<TDCEvent> VME::TDCEventCollection

## 6.1.2 Enumeration Type Documentation

### 6.1.2.1 enum VME::acq\_mode

Enumerator

***CONT\_STORAGE***  
***TRIG\_MATCH***

### 6.1.2.2 enum VME::BridgeType

Compatible bridge types.

Enumerator

***CAEN\_V1718***  
***CAEN\_V2718***

### 6.1.2.3 enum VME::ctl\_reg

Enumerator

***BERREN***  
***TERM***  
***TERM\_SW***  
***EMPTY\_EVENT***  
***ALIGN64***  
***COMPENSATION\_ENABLE***  
***TEST\_FIFO\_ENABLE***  
***READ\_COMPENSATION\_SRAM\_ENABLE***  
***EVENT\_FIFO\_ENABLE***  
***EXTENDED\_TRIGGER\_TIME\_TAG\_ENABLE***

## 6.1.2.4 enum VME::det\_mode

Enumerator

***PAIR***  
***OTRILING***  
***OLEADING***  
***TRAILEAD***

## 6.1.2.5 enum VME::micro\_handshake

Enumerator

***WRITE\_OK*** Is the TDC ready for writing?  
***READ\_OK*** Is the TDC ready for reading?

## 6.1.2.6 enum VME::mod\_reg

Enumerator

***Control***  
***Status***  
***InterruptLevel***  
***InterruptVector***  
***GeoAddress***  
***MCSTBase***  
***MCSTControl***  
***ModuleReset***  
***kSoftwareClear***  
***EventCounter***  
***EventStored***  
***BLTEventNumber***  
***FirmwareRev***  
***Micro***  
***MicroHandshake***  
***EventFIFO***  
***EventFIFOStoredRegister***  
***EventFIFOStatusRegister***  
***ROMOui2***  
***ROMOui1***  
***ROMOui0***  
***ROMBoard2***  
***ROMBoard1***  
***ROMBoard0***  
***ROMRevis3***  
***ROMRevis2***  
***ROMRevis1***  
***ROMRevis0***  
***ROMSerNum1***  
***ROMSerNum0***

## 6.1.2.7 enum VME::stat\_reg

Enumerator

***DATA\_READY***  
***ALM\_FULL***  
***FULL***  
***TRG\_MATCH***  
***HEADER\_EN***  
***TERM\_ON***  
***ERROR0***  
***ERROR1***  
***ERROR2***  
***ERROR3***  
***BERR\_FLAG***  
***PURG***  
***RES\_1***  
***RES\_2***  
***PAIRED***  
***TRIGGER\_LOST***

## 6.1.2.8 enum VME::trailead\_edge\_lsb

Enumerator

***r800ps***  
***r200ps***  
***r100ps***  
***r25ps***

## 6.1.2.9 enum VME::trig\_conf

Enumerator

***MATCH\_WIN\_WIDTH***  
***WIN\_OFFSET***  
***EXTRA\_SEARCH\_WIN\_WIDTH***  
***REJECT\_MARGIN***  
***TRIG\_TIME\_SUB***

## 6.2 VME::TDCV1x90Opcodes Namespace Reference

Functions

- Opcode [TRG\\_MATCH](#) (0x0000)
- Opcode [CONT\\_STOR](#) (0x0100)
- Opcode [READ\\_ACQ\\_MOD](#) (0x0200)
- Opcode [SET\\_KEEP\\_TOKEN](#) (0x0300)

- Opcode [CLEAR\\_KEEP\\_TOKEN](#) (0x0400)
- Opcode [LOAD\\_DEF\\_CONFIG](#) (0x0500)
- Opcode [SAVE\\_USER\\_CONFIG](#) (0x0600)
- Opcode [LOAD\\_USER\\_CONFIG](#) (0x0700)
- Opcode [AUTOLOAD\\_USER\\_CONF](#) (0x0800)
- Opcode [AUTOLOAD\\_DEF\\_CONFI](#) (0x0900)
- Opcode [SET\\_WIN\\_WIDTH](#) (0x1000)
- Opcode [SET\\_WIN\\_OFFS](#) (0x1100)
- Opcode [SET\\_SW\\_MARGIN](#) (0x1200)
- Opcode [SET\\_REJ\\_MARGIN](#) (0x1300)
- Opcode [EN\\_SUB\\_TRG](#) (0x1400)
- Opcode [DIS\\_SUB\\_TRG](#) (0x1500)
- Opcode [READ\\_TRG\\_CONF](#) (0x1600)
- Opcode [SET\\_DETECTION](#) (0x2200)
- Opcode [READ\\_DETECTION](#) (0x2300)
- Opcode [SET\\_TR\\_LEAD\\_LSB](#) (0x2400)
- Opcode [SET\\_PAIR\\_RES](#) (0x2500)
- Opcode [READ\\_RES](#) (0x2600)
- Opcode [SET\\_DEAD\\_TIME](#) (0x2800)
- Opcode [READ\\_DEAD\\_TIME](#) (0x2900)
- Opcode [EN\\_HEAD\\_TRAILER](#) (0x3000)
- Opcode [DIS\\_HEAD\\_TRAILER](#) (0x3100)
- Opcode [READ\\_HEAD\\_TRAILER](#) (0x3200)
- Opcode [SET\\_EVENT\\_SIZE](#) (0x3300)
- Opcode [READ\\_EVENT\\_SIZE](#) (0x3400)
- Opcode [EN\\_ERROR\\_MARK](#) (0x3500)
- Opcode [DIS\\_ERROR\\_MARK](#) (0x3600)
- Opcode [EN\\_ERROR\\_BYPASS](#) (0x3700)
- Opcode [DIS\\_ERROR\\_BYPASS](#) (0x3800)
- Opcode [SET\\_ERROR\\_TYPES](#) (0x3900)
- Opcode [READ\\_ERROR\\_TYPES](#) (0x3a00)
- Opcode [SET\\_FIFO\\_SIZE](#) (0x3b00)
- Opcode [READ\\_FIFO\\_SIZE](#) (0x3c00)
- Opcode [EN\\_CHANNEL](#) (0x4000)
- Opcode [DIS\\_CHANNEL](#) (0x4100)
- Opcode [EN\\_ALL\\_CHANNEL](#) (0x4200)
- Opcode [DIS\\_ALL\\_CHANNEL](#) (0x4300)
- Opcode [WRITE\\_EN\\_PATTERN](#) (0x4400)
- Opcode [READ\\_EN\\_PATTERN](#) (0x4500)
- Opcode [WRITE\\_EN\\_PATTERN32](#) (0x4600)
- Opcode [READ\\_EN\\_PATTERN32](#) (0x4700)
- Opcode [SET\\_GLOB\\_OFFS](#) (0x5000)
- Opcode [READ\\_GLOB\\_OFFS](#) (0x5100)
- Opcode [SET\\_RC\\_ADJ](#) (0x5400)
- Opcode [READ\\_RC\\_ADJ](#) (0x5500)
- Opcode [SAVE\\_RC\\_ADJ](#) (0x5600)

## 6.2.1 Function Documentation

- 6.2.1.1 Opcode VME::TDCV1x90Opcodes::AUTOLOAD\_DEF\_CONFI ( 0x0900 )
- 6.2.1.2 Opcode VME::TDCV1x90Opcodes::AUTOLOAD\_USER\_CONF ( 0x0800 )
- 6.2.1.3 Opcode VME::TDCV1x90Opcodes::CLEAR\_KEEP\_TOKEN ( 0x0400 )
- 6.2.1.4 Opcode VME::TDCV1x90Opcodes::CONT\_STOR ( 0x0100 )
- 6.2.1.5 Opcode VME::TDCV1x90Opcodes::DIS\_ALL\_CHANNEL ( 0x4300 )
- 6.2.1.6 Opcode VME::TDCV1x90Opcodes::DIS\_CHANNEL ( 0x4100 )
- 6.2.1.7 Opcode VME::TDCV1x90Opcodes::DIS\_ERROR\_BYPASS ( 0x3800 )
- 6.2.1.8 Opcode VME::TDCV1x90Opcodes::DIS\_ERROR\_MARK ( 0x3600 )
- 6.2.1.9 Opcode VME::TDCV1x90Opcodes::DIS\_HEAD\_TRAILER ( 0x3100 )
- 6.2.1.10 Opcode VME::TDCV1x90Opcodes::DIS\_SUB\_TRG ( 0x1500 )
- 6.2.1.11 Opcode VME::TDCV1x90Opcodes::EN\_ALL\_CHANNEL ( 0x4200 )
- 6.2.1.12 Opcode VME::TDCV1x90Opcodes::EN\_CHANNEL ( 0x4000 )
- 6.2.1.13 Opcode VME::TDCV1x90Opcodes::EN\_ERROR\_BYPASS ( 0x3700 )
- 6.2.1.14 Opcode VME::TDCV1x90Opcodes::EN\_ERROR\_MARK ( 0x3500 )
- 6.2.1.15 Opcode VME::TDCV1x90Opcodes::EN\_HEAD\_TRAILER ( 0x3000 )
- 6.2.1.16 Opcode VME::TDCV1x90Opcodes::EN\_SUB\_TRG ( 0x1400 )
- 6.2.1.17 Opcode VME::TDCV1x90Opcodes::LOAD\_DEF\_CONFIG ( 0x0500 )
- 6.2.1.18 Opcode VME::TDCV1x90Opcodes::LOAD\_USER\_CONFIG ( 0x0700 )
- 6.2.1.19 Opcode VME::TDCV1x90Opcodes::READ\_ACQ\_MOD ( 0x0200 )
- 6.2.1.20 Opcode VME::TDCV1x90Opcodes::READ\_DEAD\_TIME ( 0x2900 )
- 6.2.1.21 Opcode VME::TDCV1x90Opcodes::READ\_DETECTION ( 0x2300 )
- 6.2.1.22 Opcode VME::TDCV1x90Opcodes::READ\_EN\_PATTERN ( 0x4500 )
- 6.2.1.23 Opcode VME::TDCV1x90Opcodes::READ\_EN\_PATTERN32 ( 0x4700 )
- 6.2.1.24 Opcode VME::TDCV1x90Opcodes::READ\_ERROR\_TYPES ( 0x3a00 )
- 6.2.1.25 Opcode VME::TDCV1x90Opcodes::READ\_EVENT\_SIZE ( 0x3400 )
- 6.2.1.26 Opcode VME::TDCV1x90Opcodes::READ\_FIFO\_SIZE ( 0x3c00 )
- 6.2.1.27 Opcode VME::TDCV1x90Opcodes::READ\_GLOB\_OFFS ( 0x5100 )

- 6.2.1.28 Opcode VME::TDCV1x90Opcodes::READ\_HEAD\_TRAILER ( 0x3200 )
- 6.2.1.29 Opcode VME::TDCV1x90Opcodes::READ\_RC\_ADJ ( 0x5500 )
- 6.2.1.30 Opcode VME::TDCV1x90Opcodes::READ\_RES ( 0x2600 )
- 6.2.1.31 Opcode VME::TDCV1x90Opcodes::READ\_TRG\_CONF ( 0x1600 )
- 6.2.1.32 Opcode VME::TDCV1x90Opcodes::SAVE\_RC\_ADJ ( 0x5600 )
- 6.2.1.33 Opcode VME::TDCV1x90Opcodes::SAVE\_USER\_CONFIG ( 0x0600 )
- 6.2.1.34 Opcode VME::TDCV1x90Opcodes::SET\_DEAD\_TIME ( 0x2800 )
- 6.2.1.35 Opcode VME::TDCV1x90Opcodes::SET\_DETECTION ( 0x2200 )
- 6.2.1.36 Opcode VME::TDCV1x90Opcodes::SET\_ERROR\_TYPES ( 0x3900 )
- 6.2.1.37 Opcode VME::TDCV1x90Opcodes::SET\_EVENT\_SIZE ( 0x3300 )
- 6.2.1.38 Opcode VME::TDCV1x90Opcodes::SET\_FIFO\_SIZE ( 0x3b00 )
- 6.2.1.39 Opcode VME::TDCV1x90Opcodes::SET\_GLOB\_OFFS ( 0x5000 )
- 6.2.1.40 Opcode VME::TDCV1x90Opcodes::SET\_KEEP\_TOKEN ( 0x0300 )
- 6.2.1.41 Opcode VME::TDCV1x90Opcodes::SET\_PAIR\_RES ( 0x2500 )
- 6.2.1.42 Opcode VME::TDCV1x90Opcodes::SET\_RC\_ADJ ( 0x5400 )
- 6.2.1.43 Opcode VME::TDCV1x90Opcodes::SET\_REJ\_MARGIN ( 0x1300 )
- 6.2.1.44 Opcode VME::TDCV1x90Opcodes::SET\_SW\_MARGIN ( 0x1200 )
- 6.2.1.45 Opcode VME::TDCV1x90Opcodes::SET\_TR\_LEAD\_LSB ( 0x2400 )
- 6.2.1.46 Opcode VME::TDCV1x90Opcodes::SET\_WIN\_OFFS ( 0x1100 )
- 6.2.1.47 Opcode VME::TDCV1x90Opcodes::SET\_WIN\_WIDTH ( 0x1000 )
- 6.2.1.48 Opcode VME::TDCV1x90Opcodes::TRG\_MATCH ( 0x0000 )
- 6.2.1.49 Opcode VME::TDCV1x90Opcodes::WRITE\_EN\_PATTERN ( 0x4400 )
- 6.2.1.50 Opcode VME::TDCV1x90Opcodes::WRITE\_EN\_PATTERN32 ( 0x4600 )





## Chapter 7

# Data Structure Documentation

### 7.1 VME::BridgeVx718 Class Reference

class defining the [VME](#) bridge

```
#include <VME_BridgeVx718.h>
```

#### Public Member Functions

- [BridgeVx718](#) (const char \*device, [BridgeType](#) type)  
*Constructor.*
- [~BridgeVx718](#) ()  
*Destructor.*
- int32\_t [GetHandle](#) () const  
*Gets bhandle.*
- void [OutputConf](#) (CVOutputSelect output)  
*Set and control the output lines.*
- void [OutputOn](#) (CVOutputSelect output)
- void [OutputOff](#) (CVOutputSelect output)
- void [InputConf](#) (CVInputSelect input)  
*Set and read the input lines.*
- void [InputRead](#) (CVInputSelect input)

#### Private Attributes

- std::map< CVOutputSelect, CVOutputRegisterBits > [fPortMapping](#)  
*Map output lines [0,4] to corresponding register.*
- int32\_t [fHandle](#)  
*Device handle.*

#### 7.1.1 Detailed Description

class defining the [VME](#) bridge

This class initializes the CAEN V1718 [VME](#) bridge in order to control the crate.

**Author**

Laurent Forthomme [laurent.forthomme@cern.ch](mailto:laurent.forthomme@cern.ch)  
 Bob Velghe [bob.velghe@cern.ch](mailto:bob.velghe@cern.ch)

**Date**

Jun 2010

**7.1.2 Constructor & Destructor Documentation****7.1.2.1 VME::BridgeVx718::BridgeVx718 ( const char \* *device*, BridgeType *type* )**

Constructor.

Bridge class constructor

**Parameters**

in	<i>device</i>	Device identifier on the <a href="#">VME</a> crate
in	<i>type</i>	Device type (1718/2718)

**7.1.2.2 VME::BridgeVx718::~~BridgeVx718 ( )**

Destructor.

Bridge class destructor

**7.1.3 Member Function Documentation****7.1.3.1 int32\_t VME::BridgeVx718::GetHandle ( ) const [inline]**

Gets bhandle.

Gives bhandle value

**Returns**

bhandle value

**7.1.3.2 void VME::BridgeVx718::InputConf ( CVInputSelect *input* )**

Set and read the input lines.

**7.1.3.3 void VME::BridgeVx718::InputRead ( CVInputSelect *input* )****7.1.3.4 void VME::BridgeVx718::OutputConf ( CVOutputSelect *output* )**

Set and control the output lines.

**7.1.3.5 void VME::BridgeVx718::OutputOff ( CVOutputSelect *output* )****7.1.3.6 void VME::BridgeVx718::OutputOn ( CVOutputSelect *output* )****7.1.4 Field Documentation**

7.1.4.1 `int32_t VME::BridgeVx718::fHandle` `[private]`

Device handle.

7.1.4.2 `std::map<CVOutputSelect,CVOutputRegisterBits> VME::BridgeVx718::fPortMapping` `[private]`

Map output lines [0,4] to corresponding register.

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

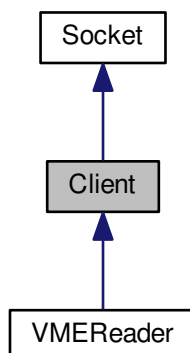
- `include/VME_BridgeVx718.h`
- `src/VME_BridgeVx718.cpp`

## 7.2 Client Class Reference

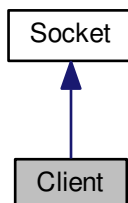
Base client object for the socket.

```
#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.*
- [SocketMessage](#) [SendAndReceive](#) (const [SocketMessage](#) &m, const MessageKey &a) const
- 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 [flsConnected](#)

## Additional Inherited Members

### 7.2.1 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

### 7.2.2 Constructor & Destructor Documentation

#### 7.2.2.1 [Client::Client](#) ( ) `[inline]`

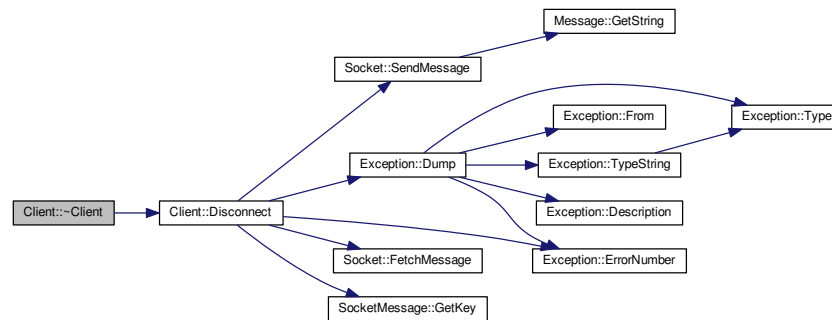
General void client constructor.

### 7.2.2.2 Client::Client ( int port )

Bind a socket client to a given port.

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

Here is the call graph for this function:

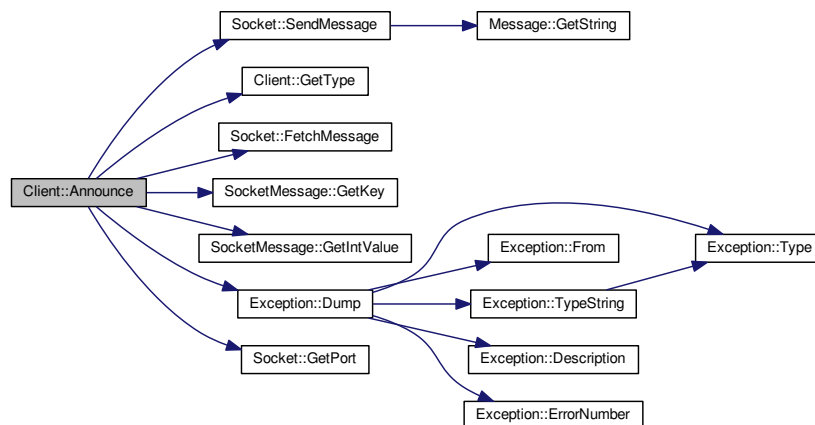


## 7.2.3 Member Function Documentation

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

Announce our entry on the socket to its master.

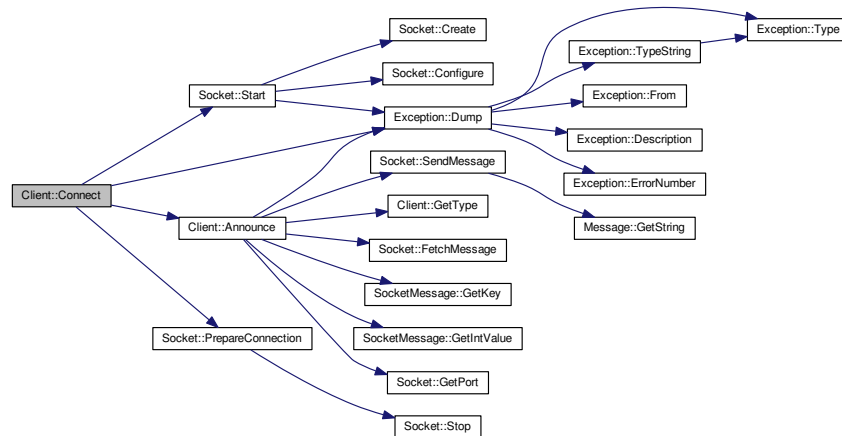
Here is the call graph for this function:



### 7.2.3.2 bool Client::Connect ( )

Bind this client to the socket.

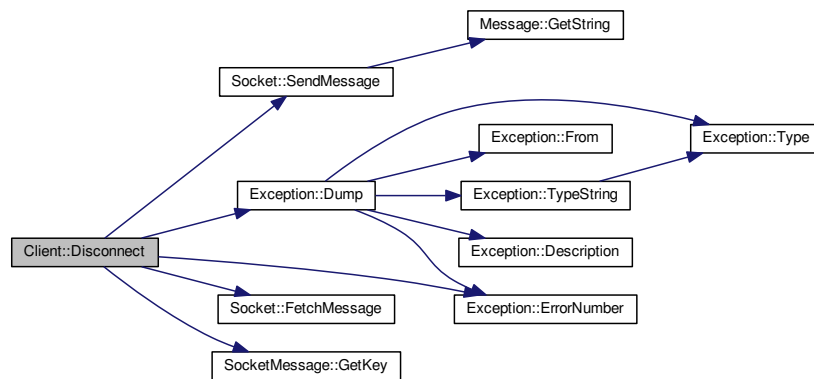
Here is the call graph for this function:



#### 7.2.3.3 void Client::Disconnect ( )

Unbind this client from the socket.

Here is the call graph for this function:



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

[Socket](#) actor type retrieval method.

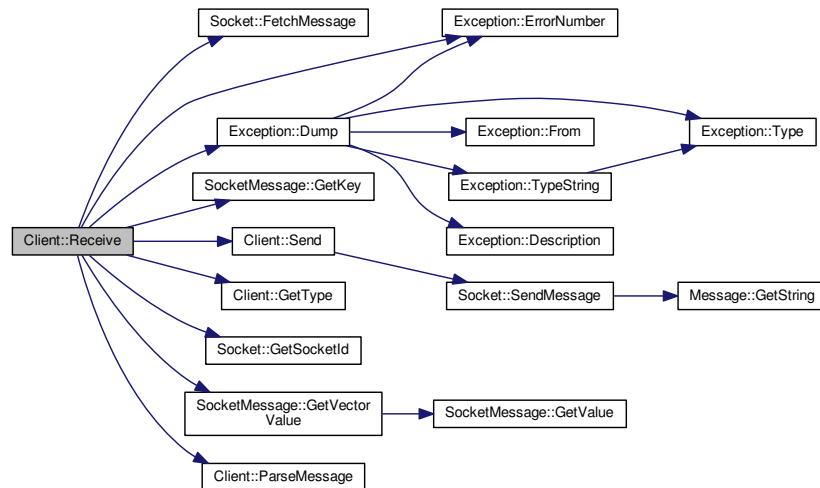
#### 7.2.3.5 virtual void Client::ParseMessage ( const SocketMessage & m ) [inline],[virtual]

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

## 7.2.3.6 void Client::Receive ( )

Receive a socket message from the master.

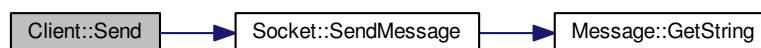
Here is the call graph for this function:



## 7.2.3.7 void Client::Send ( const Message &amp; m ) const [inline]

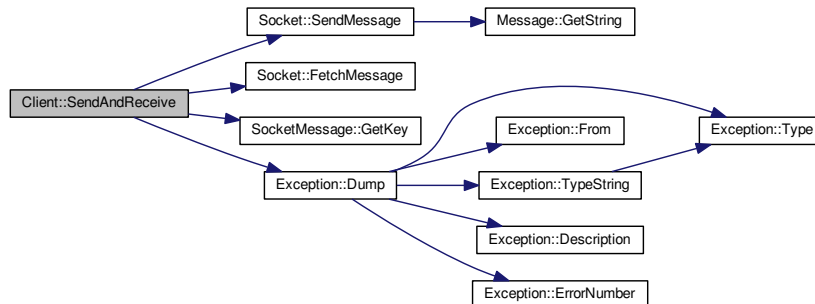
Send a message to the master through the socket.

Here is the call graph for this function:



### 7.2.3.8 SocketMessage Client::SendAndReceive ( const SocketMessage & m, const MessageKey & a ) const [inline]

Here is the call graph for this function:



## 7.2.4 Field Documentation

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

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

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

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

## 7.3 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](#)



### 7.3.1 Detailed Description

A simple exception handler.

#### Author

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

#### Date

24 Mar 2015

### 7.3.2 Constructor & Destructor Documentation

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

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

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

Here is the call graph for this function:

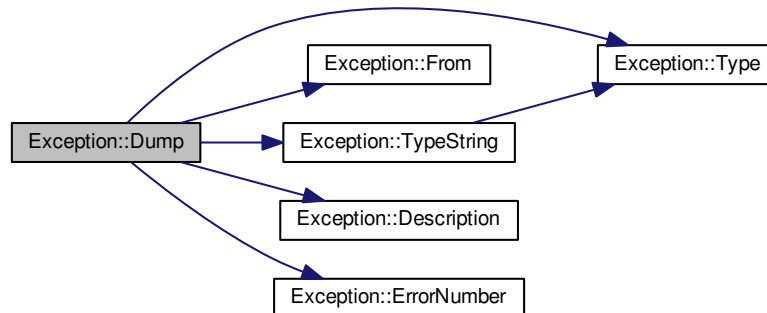


### 7.3.3 Member Function Documentation

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

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

Here is the call graph for this function:



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

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

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

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

Here is the call graph for this function:



## 7.3.4 Field Documentation

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

7.3.4.2 `int Exception::fErrorNumber [private]`

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

7.3.4.4 `ExceptionType Exception::fType [private]`

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

- `include/Exception.h`

## 7.4 file\_header\_t Struct Reference

Header to the output files.

```
#include <FileConstants.h>
```

### Data Fields

- uint32\_t [magic](#)
- uint32\_t [run\\_id](#)
- uint32\_t [spill\\_id](#)
- uint8\_t [num\\_hptdc](#)

### 7.4.1 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

### 7.4.2 Field Documentation

7.4.2.1 uint32\_t file\_header\_t::magic

7.4.2.2 uint8\_t file\_header\_t::num\_hptdc

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

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

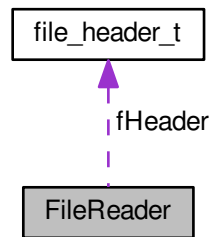
The documentation for this struct was generated from the following file:

- include/FileConstants.h

## 7.5 FileReader Class Reference

```
#include <FileReader.h>
```

Collaboration diagram for FileReader:



## Public Member Functions

- [FileReader](#) (std::string name)
- [~FileReader](#) ()
- unsigned int [GetNumTDCs](#) () const
- [VME::TDCEvent](#) [GetNextEvent](#) ()

## Private Attributes

- std::ifstream [fFile](#)
- [file\\_header\\_t](#) [fHeader](#)

## 7.5.1 Constructor & Destructor Documentation

7.5.1.1 `FileReader::FileReader ( std::string name )`

7.5.1.2 `FileReader::~~FileReader ( )`

## 7.5.2 Member Function Documentation

7.5.2.1 `VME::TDCEvent FileReader::GetNextEvent ( )` `[inline]`

7.5.2.2 `unsigned int FileReader::GetNumTDCs ( ) const` `[inline]`

## 7.5.3 Field Documentation

7.5.3.1 `std::ifstream FileReader::fFile` `[private]`

7.5.3.2 `file_header_t FileReader::fHeader` `[private]`

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

- include/FileReader.h
- src/FileReader.cpp

## 7.6 VME::glob\_offs Struct Reference

```
#include <VME_TDCV1x90.h>
```

### Data Fields

- uint16\_t [coarse](#)
- uint16\_t [fine](#)

### 7.6.1 Field Documentation

7.6.1.1 uint16\_t VME::glob\_offs::coarse

7.6.1.2 uint16\_t VME::glob\_offs::fine

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

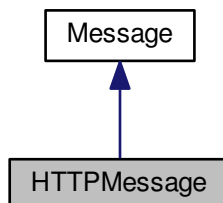
- include/VME\_TDCV1x90.h

## 7.7 HTTPMessage Class Reference

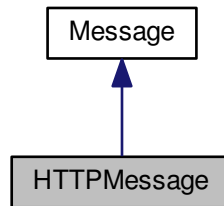
[Message](#) to be transmitted through a WebSocket protocol.

```
#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

### 7.7.1 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)

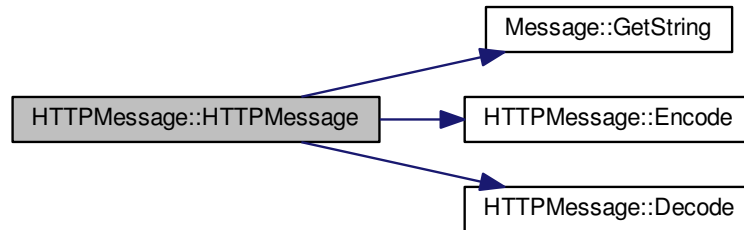
#### Date

1 Apr 2015

### 7.7.2 Constructor & Destructor Documentation

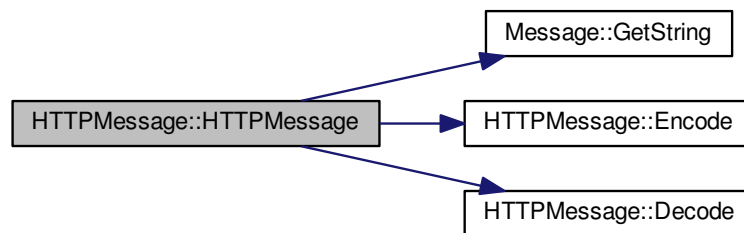
#### 7.7.2.1 HTTPMessage::HTTPMessage ( WebSocket \* *ws*, Message *m*, MessageAction *a* ) [inline]

Here is the call graph for this function:



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

Here is the call graph for this function:



### 7.7.3 Member Function Documentation

#### 7.7.3.1 void HTTPMessage::Decode ( ) [inline]

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

#### 7.7.3.3 void HTTPMessage::Encode ( ) [inline]

#### 7.7.3.4 MessageKey HTTPMessage::GetKey ( ) const [inline]

### 7.7.4 Field Documentation

#### 7.7.4.1 std::string HTTPMessage::fOriginalString [private]

#### 7.7.4.2 WebSocket\* HTTPMessage::fWS [private]

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

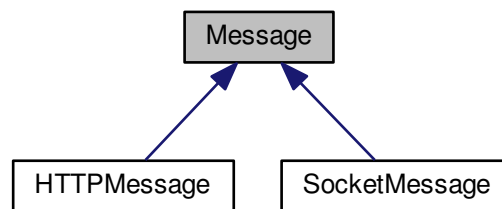
- `include/HTTPMessage.h`

## 7.8 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`

#### 7.8.1 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

**7.8.2 Constructor & Destructor Documentation****7.8.2.1 Message::Message ( ) [inline]**

Void message constructor.

**7.8.2.2 Message::Message ( const char \* *msg* ) [inline]**

Construct a message from a string.

**7.8.2.3 Message::Message ( std::string *msg* ) [inline]**

Construct a message from a string.

**7.8.2.4 virtual Message::~Message ( ) [inline],[virtual]****7.8.3 Member Function Documentation****7.8.3.1 void Message::Dump ( std::ostream & *os* = std::cout ) const [inline]****7.8.3.2 MessageKey Message::GetKey ( ) const [inline]**

Placeholder for the MessageKey retrieval method.

**7.8.3.3 std::string Message::GetString ( ) const [inline]**

Retrieve the string carried by this message as a whole.

**7.8.3.4 bool Message::IsFromWeb ( ) const [inline]**

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

**7.8.4 Field Documentation****7.8.4.1 std::string Message::fString [protected]**

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

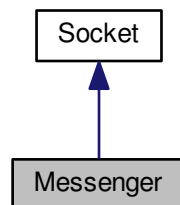
- include/Message.h

## 7.9 Messenger Class Reference

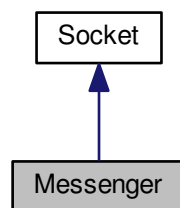
Base master object for the socket.

```
#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](#)

### Additional Inherited Members

#### 7.9.1 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

#### 7.9.2 Constructor & Destructor Documentation

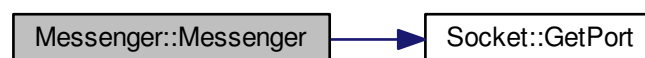
##### 7.9.2.1 Messenger::Messenger ( )

Build a void master object or socket actor.

##### 7.9.2.2 Messenger::Messenger ( int port )

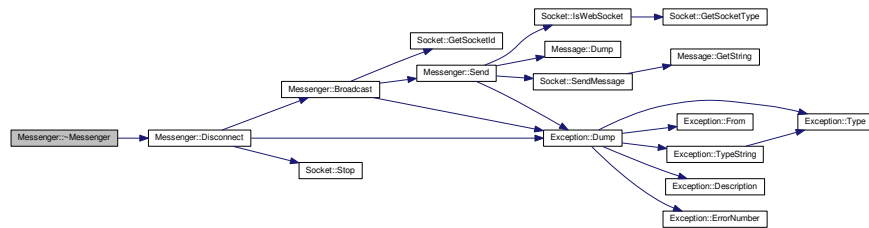
Build a master object to control the socket.

Here is the call graph for this function:



### 7.9.2.3 Messenger::~~Messenger ( )

Here is the call graph for this function:



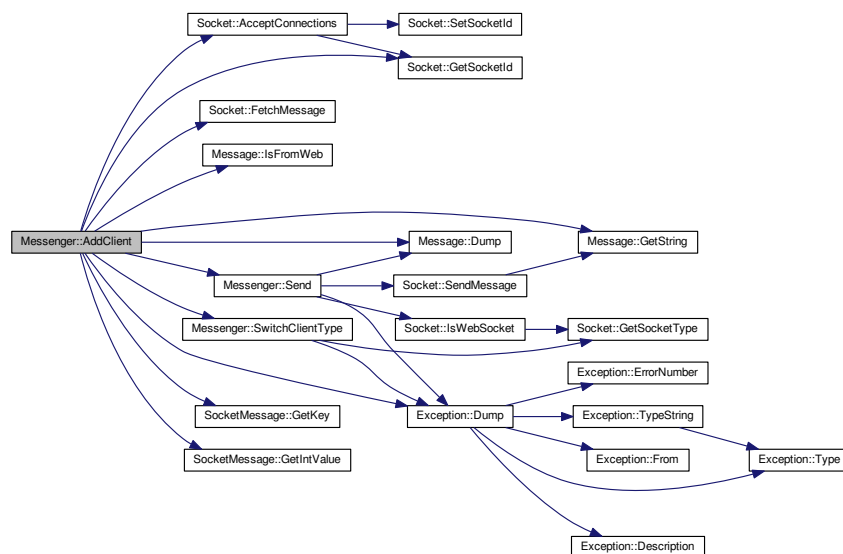
## 7.9.3 Member Function Documentation

### 7.9.3.1 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:



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

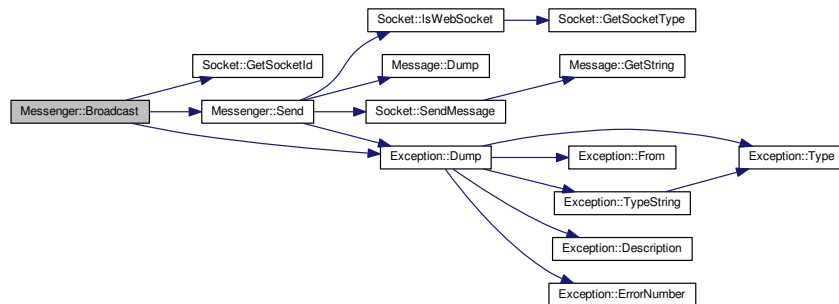
Emit a message to all clients connected through the socket.

Parameters

---

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

Here is the call graph for this function:

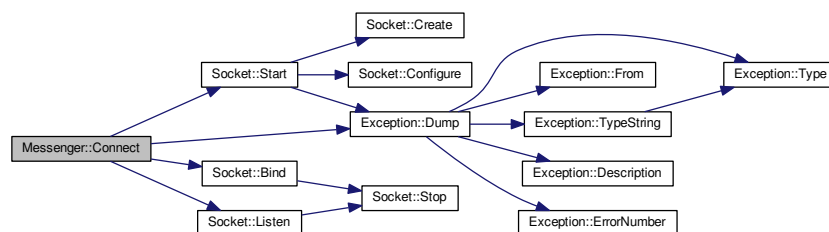


### 7.9.3.3 bool Messenger::Connect ( )

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:

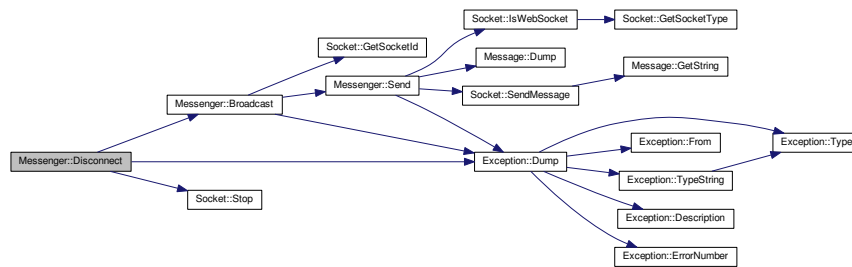


### 7.9.3.4 void Messenger::Disconnect ( )

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:



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

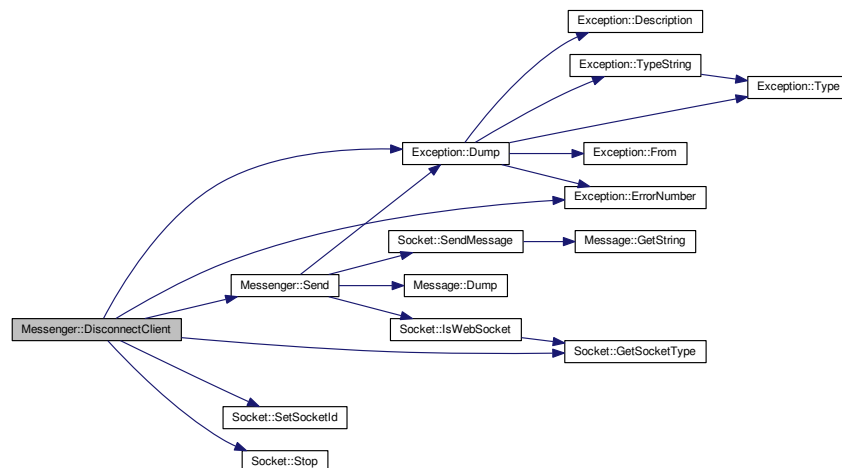
Disconnect a client.

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:



#### 7.9.3.6 SocketType Messenger::GetType ( ) const [inline]

[Socket](#) actor type retrieval method.

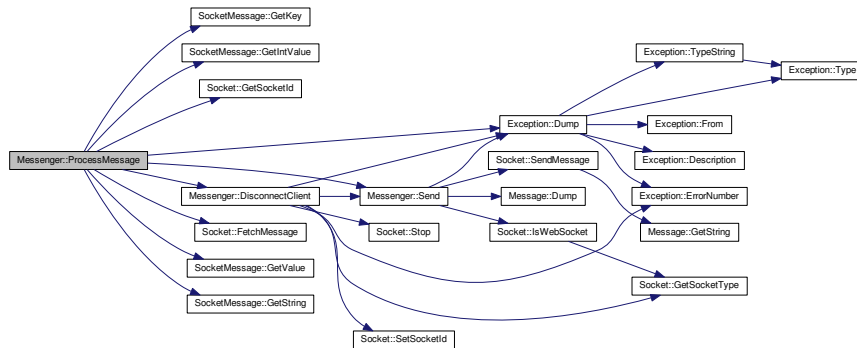
#### 7.9.3.7 void Messenger::ProcessMessage ( SocketMessage *m*, int *sid* ) [private]

Process a message received from the socket.

## Parameters

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

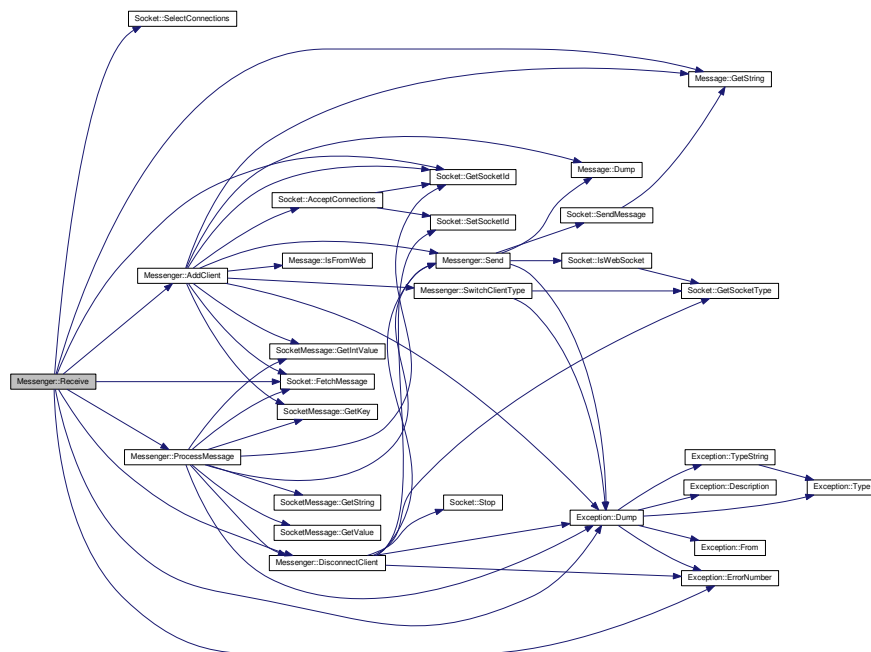
Here is the call graph for this function:



## 7.9.3.8 void Messenger::Receive ( )

Handle a message reception from a client.

Here is the call graph for this function:



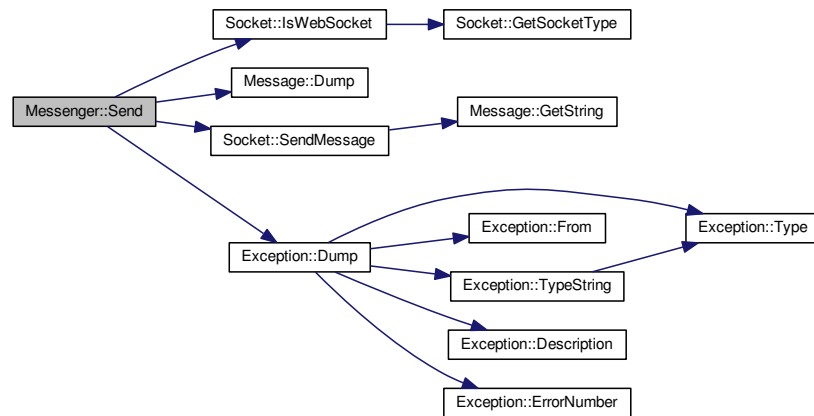
## 7.9.3.9 void Messenger::Send ( const Message &amp; m, int sid ) const [inline]

Send any type of message to any client.

## Parameters

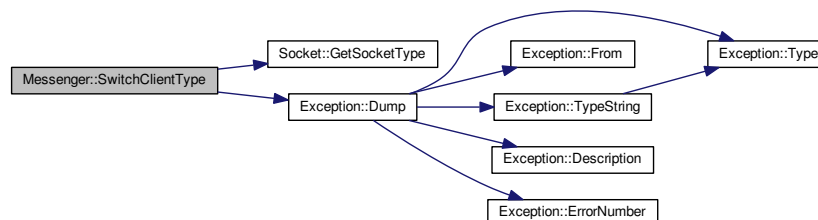
in	<i>m</i>	<a href="#">Message</a> to transmit
in	<i>sid</i>	Unique identifier of the client on this socket

Here is the call graph for this function:



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

Here is the call graph for this function:



## 7.9.4 Field Documentation

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

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

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

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

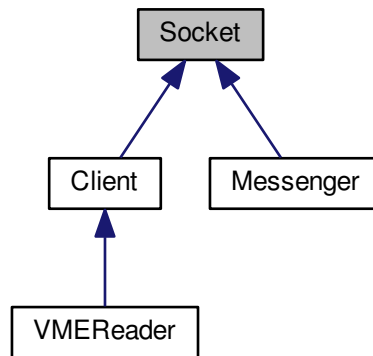


## 7.10 Socket Class Reference

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](#)

### 7.10.1 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

## 7.10.2 Member Typedef Documentation

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

## 7.10.3 Constructor & Destructor Documentation

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

7.10.3.2 `Socket::Socket ( int port )`

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

## 7.10.4 Member Function Documentation

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

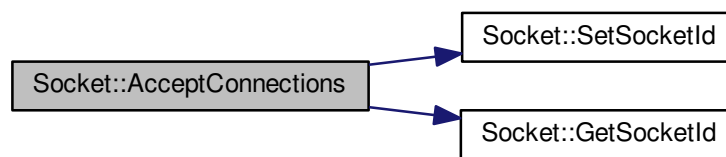
Accept connection from a client.

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

### Parameters

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

Here is the call graph for this function:



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

Bind a name to a socket.

### Returns

Success of the operation

Here is the call graph for this function:



#### 7.10.4.3 `void Socket::Configure ( ) [private]`

Configure the socket object for communication.

#### 7.10.4.4 `void Socket::Create ( ) [private]`

Create an endpoint for communication.

#### 7.10.4.5 `void Socket::DumpConnected ( ) const`

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

Receive a message from a socket.

#### Returns

Received message as a `std::string`

#### 7.10.4.7 `int Socket::GetPort ( ) const [inline]`

Retrieve the port used for this socket.

#### 7.10.4.8 `int Socket::GetSocketId ( ) const [inline]`

#### 7.10.4.9 `SocketType Socket::GetSocketType ( int sid ) const [inline]`

#### 7.10.4.10 `bool Socket::IsWebSocket ( int sid ) const [inline]`

Here is the call graph for this function:



#### 7.10.4.11 `void Socket::Listen ( int maxconn ) [protected]`

Listen to incoming messages.

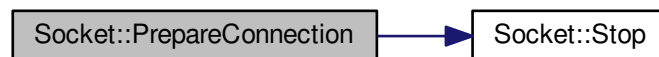
Set the socket to listen to any message coming from outside

Here is the call graph for this function:



#### 7.10.4.12 void Socket::PrepareConnection ( ) [protected]

Here is the call graph for this function:



#### 7.10.4.13 void Socket::SelectConnections ( )

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

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

Send a message on a socket.

Here is the call graph for this function:



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

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

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

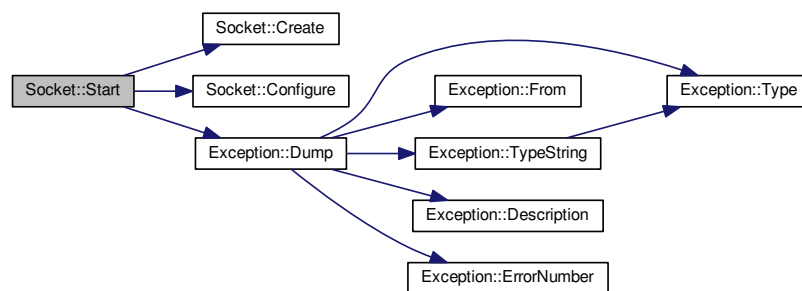
Start the socket.

Launch all mandatory operations to set the socket to be used

##### Returns

Success of the operation

Here is the call graph for this function:



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

Terminates the socket and all attached communications.

### 7.10.5 Field Documentation

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

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

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

Master file descriptor list.

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

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

Temp file descriptor list for select()

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

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

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

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

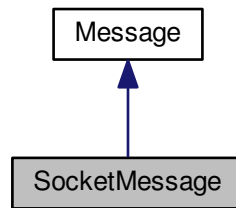
- `include/Socket.h`
- `src/Socket.cpp`

## 7.11 SocketMessage Class Reference

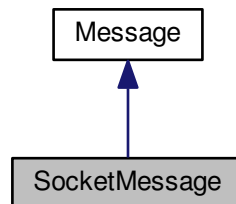
Socket-passed message type.

```
#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

#### 7.11.1 Detailed Description

Socket-passed message type.

#### Author

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

#### Date

26 Mar 2015



## 7.11.2 Constructor & Destructor Documentation

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

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

Here is the call graph for this function:



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

Here is the call graph for this function:



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

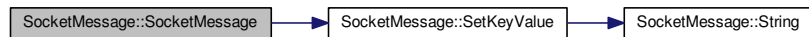
Here is the call graph for this function:



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

Construct a socket message out of a key.

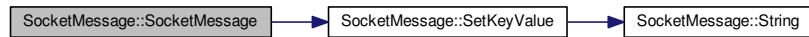
Here is the call graph for this function:



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

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

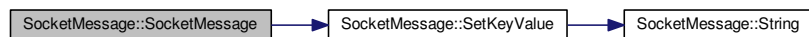
Here is the call graph for this function:



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

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

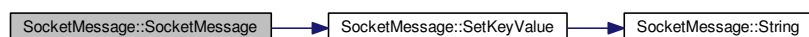
Here is the call graph for this function:



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

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

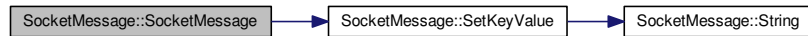
Here is the call graph for this function:



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

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

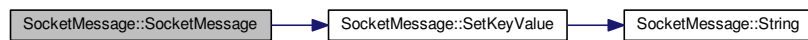
Here is the call graph for this function:



#### 7.11.2.10 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:



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

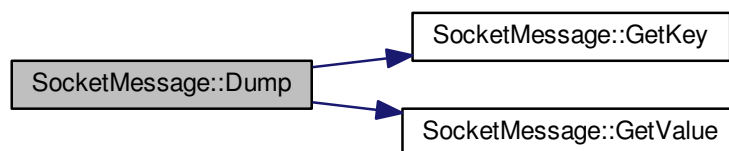
Construct a socket message out of a map of key/string-type value.

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

### 7.11.3 Member Function Documentation

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

Here is the call graph for this function:



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

Extract the message's integer value.

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

Extract the message's key.

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

Extract the whole key:value message.

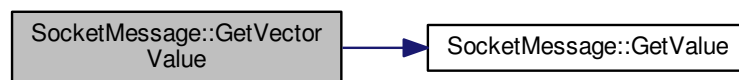
### 7.11.3.5 std::string SocketMessage::GetValue ( ) const [inline]

Extract the message's string value.

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

Extract the message's vector of string value.

Here is the call graph for this function:



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

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

String-valued message.

Here is the call graph for this function:



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

Send an integer-valued message.

Here is the call graph for this function:



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

Float-valued message.

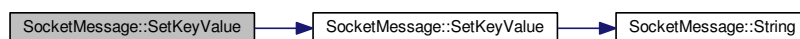
Here is the call graph for this function:



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

Double-valued message.

Here is the call graph for this function:



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

## 7.11.4 Field Documentation

7.11.4.1 `MessageMap SocketMessage::fMessage` [private]

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

- include/SocketMessage.h

## 7.12 VME::TDCEvent Class Reference

HPTDC event parser.

```
#include <VME_TDCEvent.h>
```

## Public Types

- enum `EventType` {  
`TDCMeasurement` = 0x0, `TDCHeader` = 0x1, `TDCTrailer` = 0x3, `TDCError` = 0x4,  
`GlobalHeader` = 0x8, `GlobalTrailer` = 0x10, `ETTT` = 0x11, `Filler` = 0x18 }

## Public Member Functions

- `TDCEvent` ()
- `TDCEvent` (const uint32\_t &word)
- virtual `~TDCEvent` ()
- void `SetWord` (const uint32\_t &word)
- `EventType GetType` () const  
*Type of packet read out from the TDC.*
- uint8\_t `GetTDCId` () const  
*Programmed identifier of master TDC providing the event.*
- uint16\_t `GetEventId` () const  
*Event identifier from event counter.*
- uint16\_t `GetWordCount` () const  
*Total number of words in event (including headers and trailers)*
- uint8\_t `GetGeo` () const
- uint8\_t `GetChannelId` () const
- uint32\_t `GetEventCount` () const  
*Total number of events.*
- uint16\_t `GetBunchId` () const  
*Bunch identifier of trigger (or trigger time tag)*
- bool `IsTrailing` () const  
*Are we dealing with a trailing or a leading measurement?*
- uint32\_t `GetETTT` () const  
*Extended 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.*
- uint8\_t `GetStatus` () const
- uint16\_t `GetErrorFlags` () const  
*Return error flags if an error condition has been detected.*

## Private Attributes

- uint32\_t `fWord`

### 7.12.1 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

4 May 2015

## 7.12.2 Member Enumeration Documentation

### 7.12.2.1 enum VME::TDCEvent::EventType

## Enumerator

***TDCMeasurement***

***TDCHeader***

***TDCTrailer***

***TDCError***

***GlobalHeader***

***GlobalTrailer***

***ETTT***

***Filler***

## 7.12.3 Constructor & Destructor Documentation

7.12.3.1 VME::TDCEvent::TDCEvent( ) [inline]

7.12.3.2 VME::TDCEvent::TDCEvent( const uint32\_t & word ) [inline]

7.12.3.3 virtual VME::TDCEvent::~~TDCEvent( ) [inline],[virtual]

## 7.12.4 Member Function Documentation

7.12.4.1 uint16\_t VME::TDCEvent::GetBunchId( ) const [inline]

Bunch identifier of trigger (or trigger time tag)

Here is the call graph for this function:



#### 7.12.4.2 `uint8_t VME::TDCEvent::GetChannelId ( ) const [inline]`

Here is the call graph for this function:



#### 7.12.4.3 `uint16_t VME::TDCEvent::GetErrorFlags ( ) const [inline]`

Return error flags if an error condition has been detected.

Here is the call graph for this function:



#### 7.12.4.4 `uint32_t VME::TDCEvent::GetETTT ( ) const [inline]`

Extended trigger time tag.

Here is the call graph for this function:



#### 7.12.4.5 `uint32_t VME::TDCEvent::GetEventCount ( ) const [inline]`

Total number of events.



Here is the call graph for this function:



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

Event identifier from event counter.

Here is the call graph for this function:



#### 7.12.4.7 `uint8_t VME::TDCEvent::GetGeo ( ) const` `[inline]`

Here is the call graph for this function:



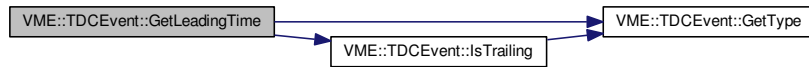
#### 7.12.4.8 `uint32_t VME::TDCEvent::GetLeadingTime ( bool pair = false ) const` `[inline]`

Leading edge measurement in programmed time resolution.

Parameters

<code>in</code>	<code><i>pair</i></code>	Are we dealing with a pair measurement?
-----------------	--------------------------	---

Here is the call graph for this function:



#### 7.12.4.9 `uint8_t VME::TDCEvent::GetStatus ( ) const [inline]`

Here is the call graph for this function:



#### 7.12.4.10 `uint8_t VME::TDCEvent::GetTDCId ( ) const [inline]`

Programmed identifier of master TDC providing the event.

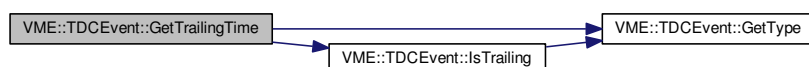
Here is the call graph for this function:



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

Trailing edge measurement in programmed time resolution.

Here is the call graph for this function:



#### 7.12.4.12 EventType VME::TDCEvent::GetType ( ) const [inline]

Type of packet read out from the TDC.

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

Width of pulse in programmed time resolution.

Here is the call graph for this function:



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

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

Here is the call graph for this function:



#### 7.12.4.15 bool VME::TDCEvent::IsTrailing ( ) const [inline]

Are we dealing with a trailing or a leading measurement?

Here is the call graph for this function:



#### 7.12.4.16 void VME::TDCEvent::SetWord ( const uint32\_t & word ) [inline]

### 7.12.5 Field Documentation

### 7.12.5.1 uint32\_t VME::TDCEvent::fWord [private]

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

- include/VME\_TDCEvent.h

## 7.13 VME::TDCV1x90 Class Reference

```
#include <VME_TDCV1x90.h>
```

### Public Member Functions

- [TDCV1x90](#) (int32\_t, uint32\_t, [acq\\_mode](#) acqm=TRIG\_MATCH, [det\\_mode](#) detm=TRAILEAD)
- [~TDCV1x90](#) ()
- void [SetVerboseLevel](#) (unsigned short verb=0)
- uint32\_t [GetModel](#) ()
- uint32\_t [GetOUI](#) ()
- uint32\_t [GetSerialNumber](#) ()
- void [CheckConfiguration](#) ()
- void [SetPol](#) (uint16\_t)
- void [SetLSBTraileadEdge](#) ([trailead\\_edge\\_lsb](#))
- void [SetAcquisitionMode](#) ([acq\\_mode](#))
- bool [SetTriggerMatching](#) ()
- bool [IsTriggerMatching](#) ()
- bool [SetContinuousStorage](#) ()
- void [GetFirmwareRev](#) ()
- void [SetGlobalOffset](#) (uint16\_t, uint16\_t)
- [glob\\_offs](#) [ReadGlobalOffset](#) ()
- void [SetRCAdjust](#) (int, uint16\_t)
- uint16\_t [ReadRCAdjust](#) (int)
- uint32\_t [GetEventCounter](#) ()
- uint16\_t [GetEventStored](#) ()
- void [SetDetection](#) ([det\\_mode](#))
- [det\\_mode](#) [ReadDetection](#) ()
- void [SetTDCEncapsulation](#) (bool)
- bool [GetTDCEncapsulation](#) ()
- void [SetTDCErrorMarks](#) (bool)
- void [ReadResolution](#) ([det\\_mode](#))
- void [SetPairModeResolution](#) (int, int)
- void [SetBLTEventNumberRegister](#) (uint16\_t)
- uint16\_t [GetBLTEventNumberRegister](#) ()
- void [SetWindowWidth](#) (uint16\_t)
- void [SetWindowOffset](#) (int16\_t)
- uint16\_t [ReadTrigConf](#) ([trig\\_conf](#))
- bool [WaitMicro](#) ([micro\\_handshake](#))
- bool [SoftwareClear](#) ()
- bool [SoftwareReset](#) ()
- bool [HardwareReset](#) ()
- bool [GetStatusRegister](#) ([stat\\_reg](#))
- void [SetStatusRegister](#) ([stat\\_reg](#), bool)
- bool [GetCtlRegister](#) ([ctl\\_reg](#))
- void [SetCtlRegister](#) ([ctl\\_reg](#), bool)
- void [SetETTT](#) (bool)

- bool [GetETTT](#) ()
- [TDCEventCollection FetchEvents](#) ()
- void [SetFIFOSize](#) (uint16\_t)
- void [ReadFIFOSize](#) ()
- void [abort](#) ()
- void [WriteRegister](#) (mod\_reg, uint16\_t \*)  
*Write on register.*
- void [WriteRegister](#) (mod\_reg, uint32\_t \*)  
*Write on register.*
- void [ReadRegister](#) (mod\_reg, uint16\_t \*)  
*Read on register.*
- void [ReadRegister](#) (mod\_reg, uint32\_t \*)  
*Read on register.*

### Private Attributes

- uint32\_t [fBaseAddr](#)
- int32\_t [fHandle](#)
- [det\\_mode](#) [fDetMode](#)
- unsigned short [fVerb](#)
- CVAddressModifier [am](#)
- CVAddressModifier [am\\_blt](#)
- uint32\_t \* [fBuffer](#)
- [det\\_mode](#) [detm](#)
- [acq\\_mode](#) [acqm](#)
- bool [outBufTDCHeadTrail](#)
- bool [outBufTDCErr](#)
- bool [outBufTDCTTT](#)
- uint32\_t [nchannels](#)
- bool [gEnd](#)
- std::string [pair\\_lead\\_res](#) [8]
- std::string [pair\\_width\\_res](#) [16]
- std::string [trailead\\_edge\\_res](#) [4]

### 7.13.1 Detailed Description

#### Author

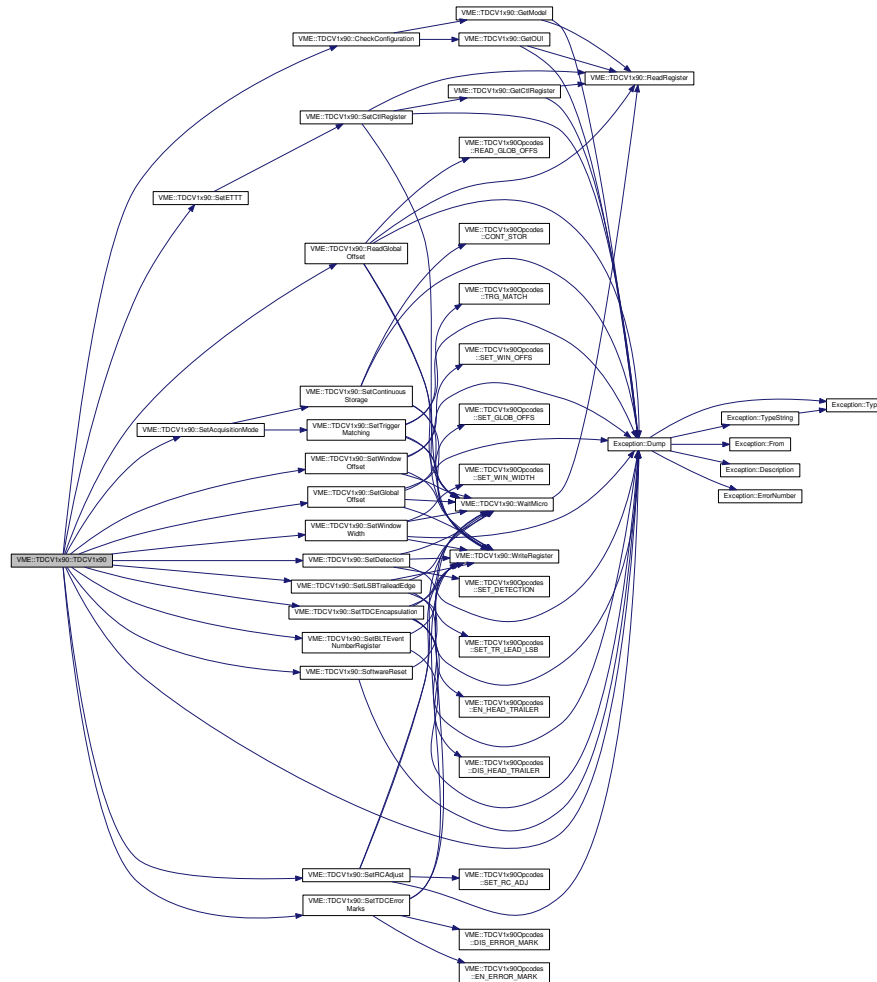
Laurent Forthomme [laurent.forthomme@cern.ch](mailto:laurent.forthomme@cern.ch)  
 Bob Velghe [bob.velghe@cern.ch](mailto:bob.velghe@cern.ch)

#### Date

Jun 2010

### 7.13.2 Constructor & Destructor Documentation

Here is the call graph for this function:

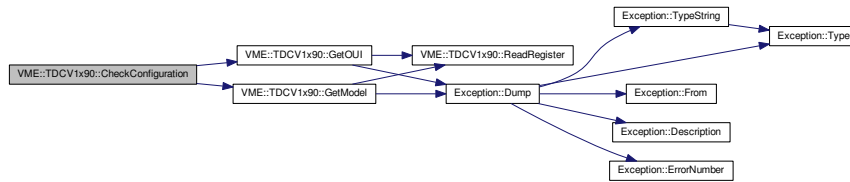


### 7.13.3 Member Function Documentation

Generated on Tue May 5 2015 11:08:08 for 2015 Test beam Run Control by Doxygen

## 7.13.3.2 void VME::TDCV1x90::CheckConfiguration ( )

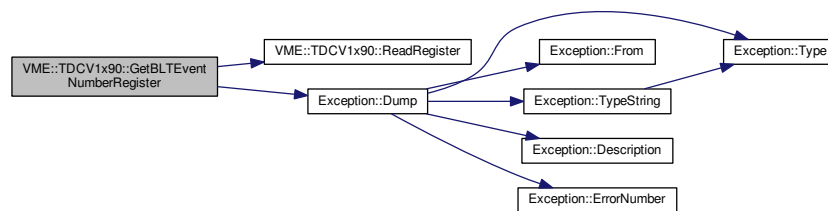
Here is the call graph for this function:



## 7.13.3.3 TDCEventCollection VME::TDCV1x90::FetchEvents ( )

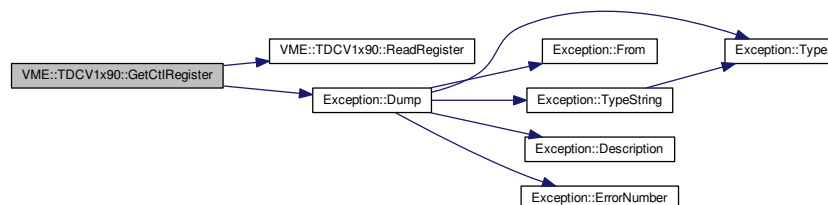
## 7.13.3.4 uint16\_t VME::TDCV1x90::GetBLTEventNumberRegister ( )

Here is the call graph for this function:



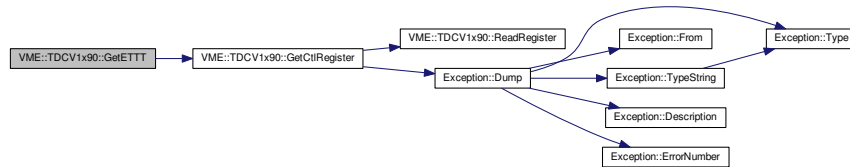
## 7.13.3.5 bool VME::TDCV1x90::GetCtlRegister ( ctl\_reg bit )

Here is the call graph for this function:



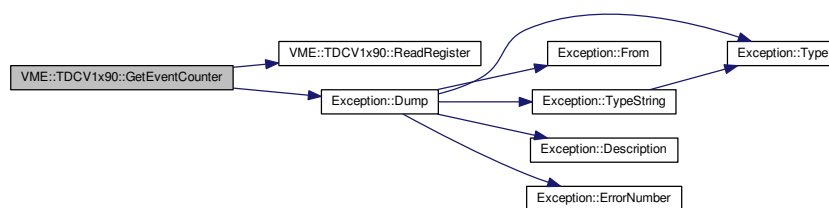
### 7.13.3.6 bool VME::TDCV1x90::GetETTT ( )

Here is the call graph for this function:



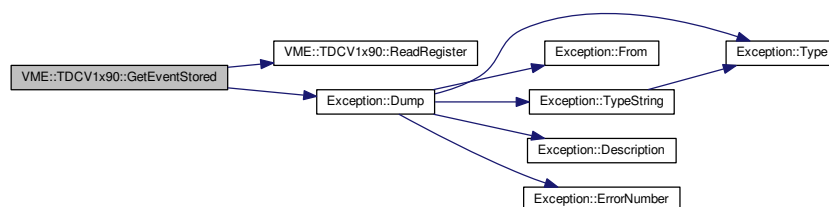
### 7.13.3.7 uint32\_t VME::TDCV1x90::GetEventCounter ( )

Here is the call graph for this function:



### 7.13.3.8 uint16\_t VME::TDCV1x90::GetEventStored ( )

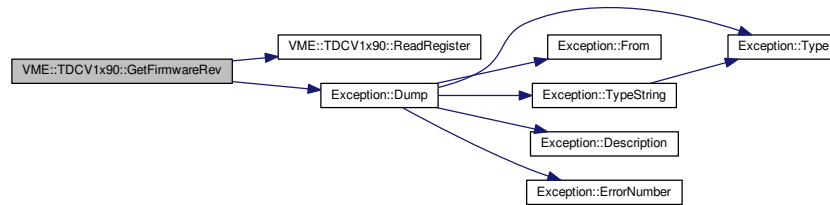
Here is the call graph for this function:





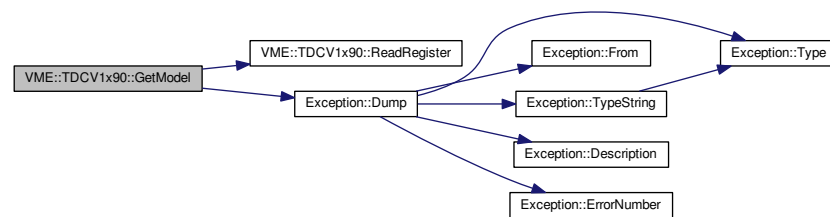
## 7.13.3.9 void VME::TDCV1x90::GetFirmwareRev ( )

Here is the call graph for this function:



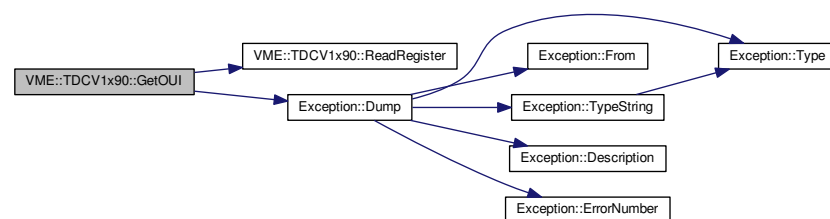
## 7.13.3.10 uint32\_t VME::TDCV1x90::GetModel ( )

Here is the call graph for this function:



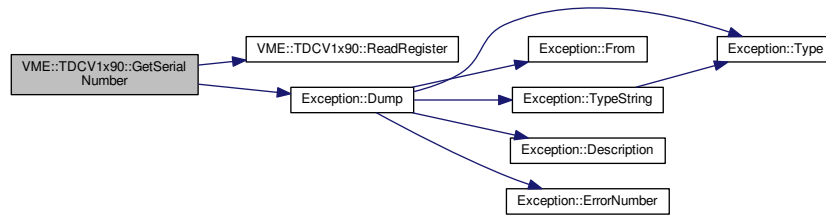
## 7.13.3.11 uint32\_t VME::TDCV1x90::GetOUI ( )

Here is the call graph for this function:



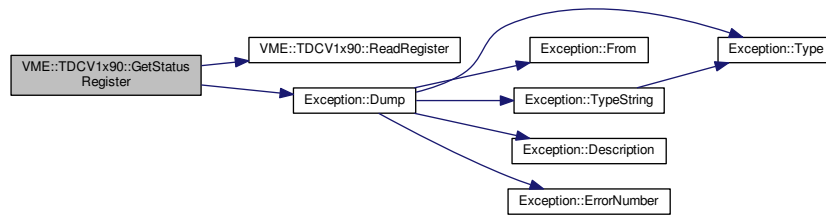
### 7.13.3.12 uint32\_t VME::TDCV1x90::GetSerialNumber ( )

Here is the call graph for this function:



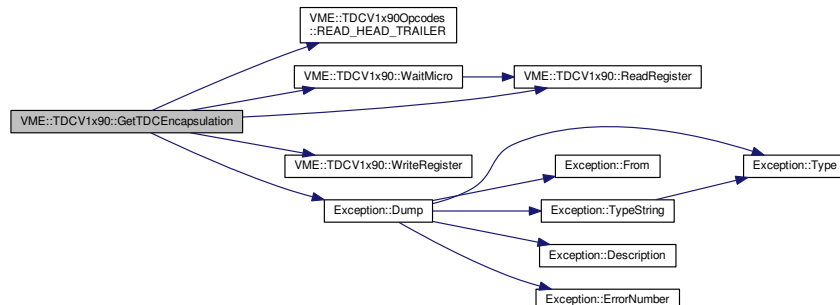
### 7.13.3.13 bool VME::TDCV1x90::GetStatusRegister ( stat\_reg bit )

Here is the call graph for this function:



### 7.13.3.14 bool VME::TDCV1x90::GetTDCEncapsulation ( )

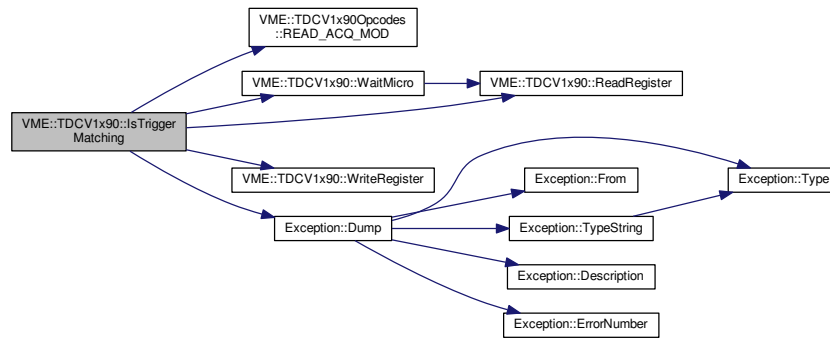
Here is the call graph for this function:



### 7.13.3.15 bool VME::TDCV1x90::HardwareReset ( )

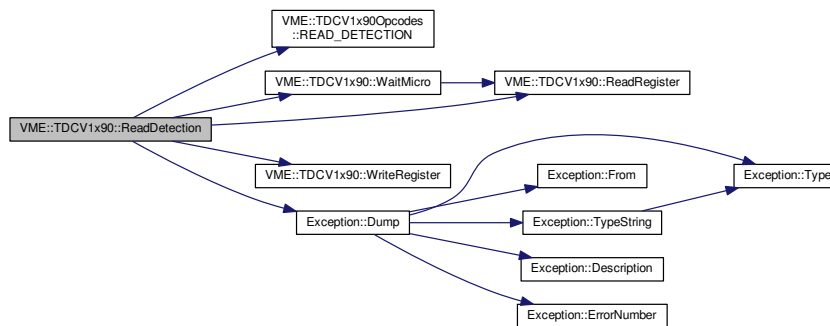
## 7.13.3.16 bool VME::TDCV1x90::IsTriggerMatching ( )

Here is the call graph for this function:



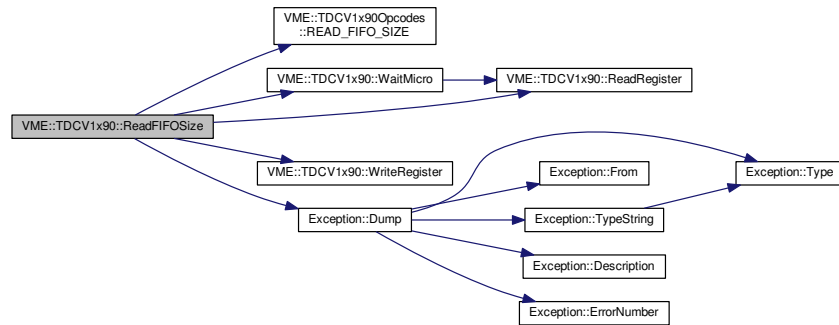
## 7.13.3.17 det\_mode VME::TDCV1x90::ReadDetection ( )

Here is the call graph for this function:



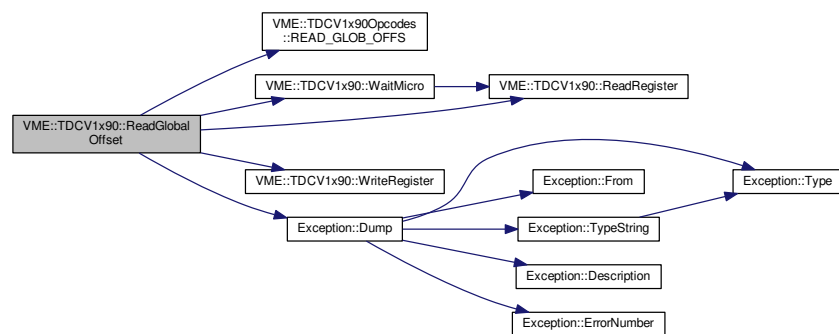
### 7.13.3.18 void VME::TDCV1x90::ReadFIFOSize ( )

Here is the call graph for this function:



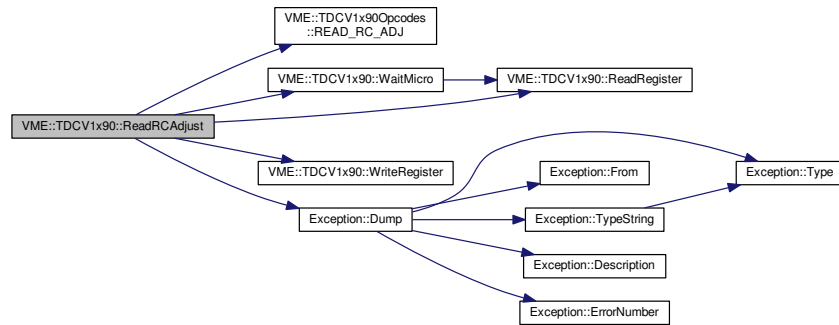
### 7.13.3.19 glob\_offs VME::TDCV1x90::ReadGlobalOffset ( )

Here is the call graph for this function:



7.13.3.20 uint16\_t VME::TDCV1x90::ReadRCAdjust ( int *tdc* )

Here is the call graph for this function:

7.13.3.21 void VME::TDCV1x90::ReadRegister ( mod\_reg *addr*, uint16\_t \* *data* )

Read on register.

Read a 16-bit word in the register

## Parameters

in	<i>addr</i>	register
out	<i>data</i>	word

7.13.3.22 void VME::TDCV1x90::ReadRegister ( mod\_reg *addr*, uint32\_t \* *data* )

Read on register.

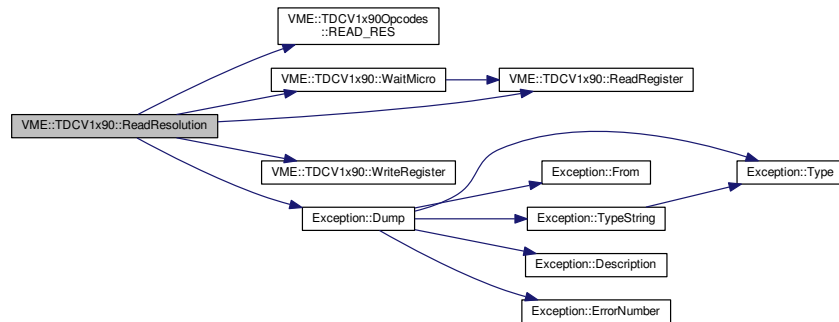
Read a 32-bit word in the register

## Parameters

in	<i>addr</i>	register
out	<i>data</i>	word

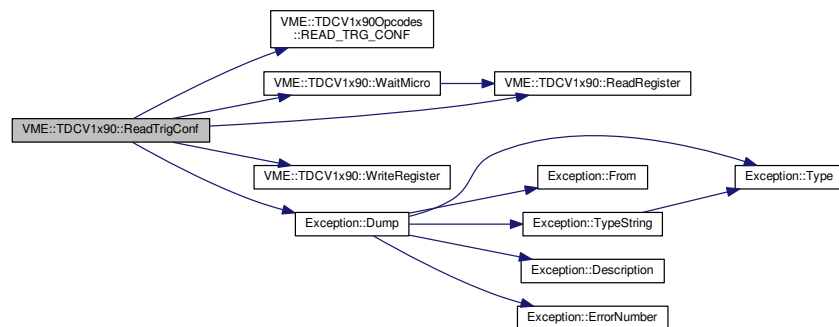
### 7.13.3.23 void VME::TDCV1x90::ReadResolution ( det\_mode det )

Here is the call graph for this function:



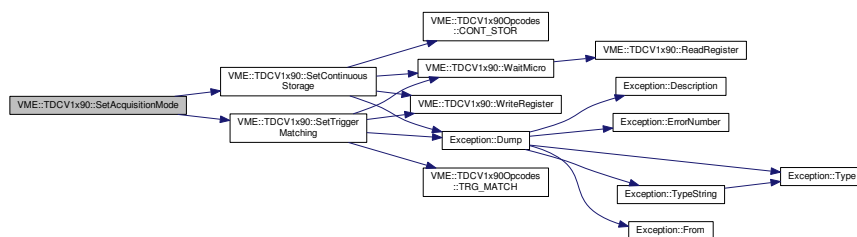
### 7.13.3.24 uint16\_t VME::TDCV1x90::ReadTrigConf ( trig\_conf type )

Here is the call graph for this function:



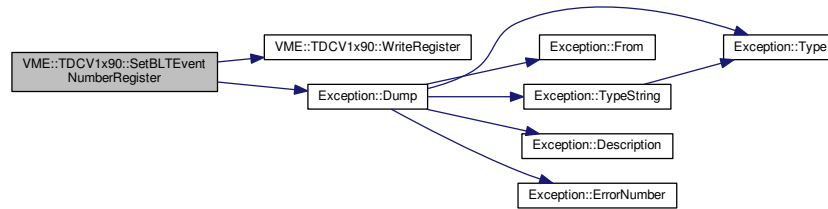
### 7.13.3.25 void VME::TDCV1x90::SetAcquisitionMode ( acq\_mode mode )

Here is the call graph for this function:



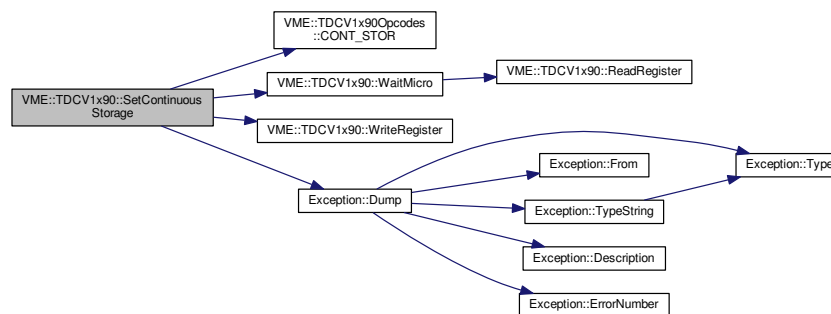
### 7.13.3.26 void VME::TDCV1x90::SetBLTEventNumberRegister ( uint16\_t value )

Here is the call graph for this function:



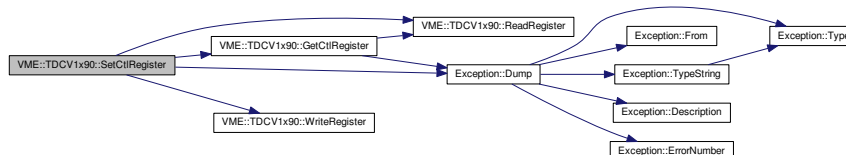
### 7.13.3.27 bool VME::TDCV1x90::SetContinuousStorage ( )

Here is the call graph for this function:



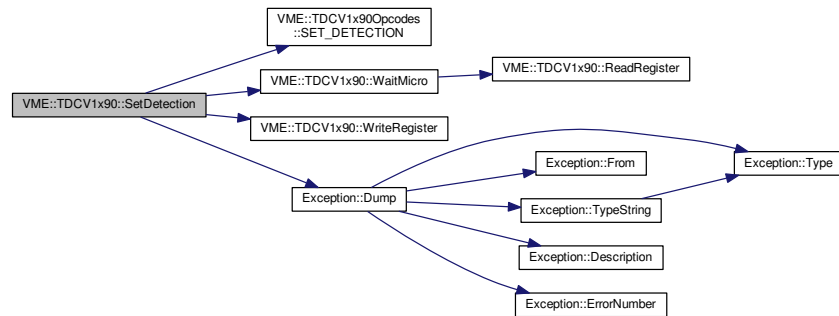
### 7.13.3.28 void VME::TDCV1x90::SetCtlRegister ( ctl\_reg reg, bool value )

Here is the call graph for this function:



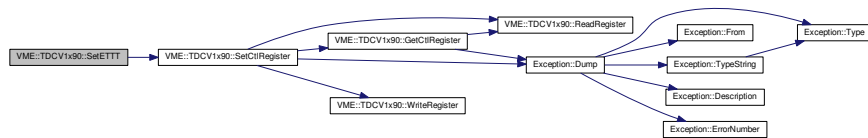
### 7.13.3.29 void VME::TDCV1x90::SetDetection ( det\_mode mode )

Here is the call graph for this function:



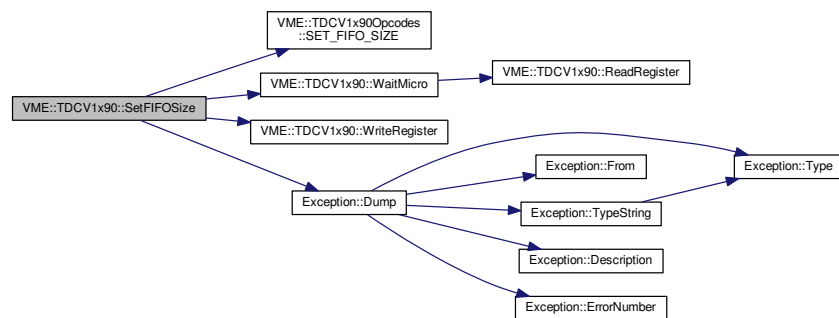
### 7.13.3.30 void VME::TDCV1x90::SetETTT ( bool mode )

Here is the call graph for this function:



### 7.13.3.31 void VME::TDCV1x90::SetFIFOSize ( uint16\_t size )

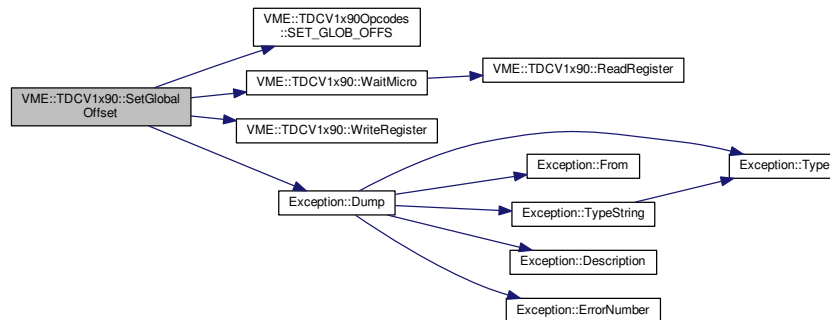
Here is the call graph for this function:





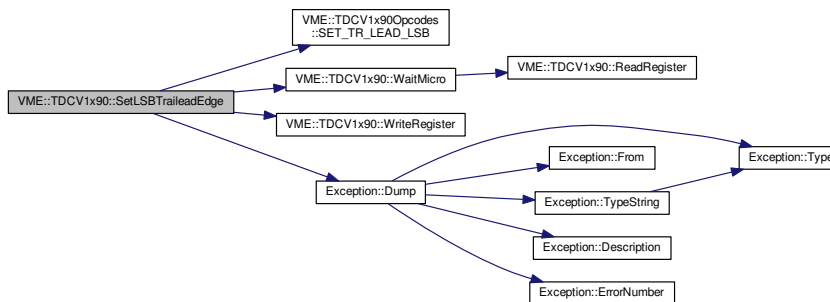
### 7.13.3.32 void VME::TDCV1x90::SetGlobalOffset ( uint16\_t word1, uint16\_t word2 )

Here is the call graph for this function:



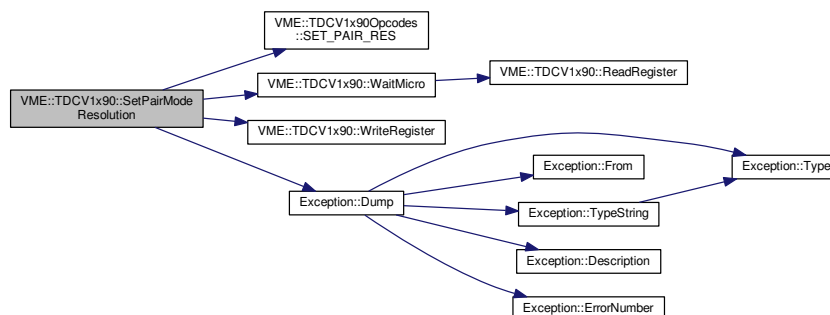
### 7.13.3.33 void VME::TDCV1x90::SetLSBTrailEdge ( traillead\_edge\_lsb conf )

Here is the call graph for this function:



### 7.13.3.34 void VME::TDCV1x90::SetPairModeResolution ( int lead\_time\_res, int pulse\_width\_res )

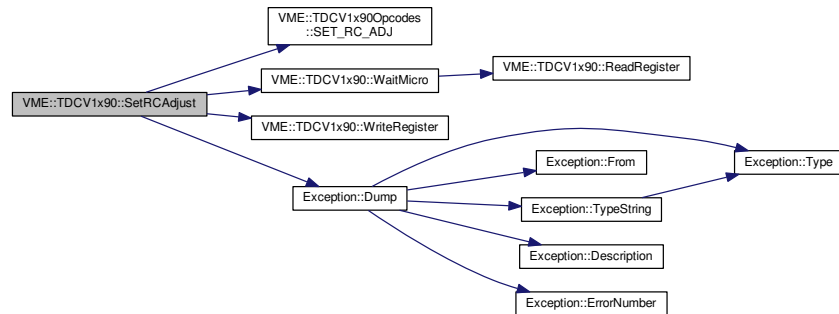
Here is the call graph for this function:



7.13.3.35 void VME::TDCV1x90::SetPol ( uint16\_t word )

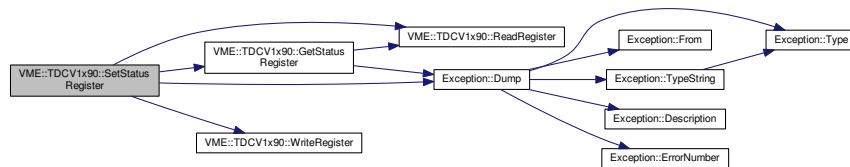
7.13.3.36 void VME::TDCV1x90::SetRCAdjust ( int tdc, uint16\_t value )

Here is the call graph for this function:



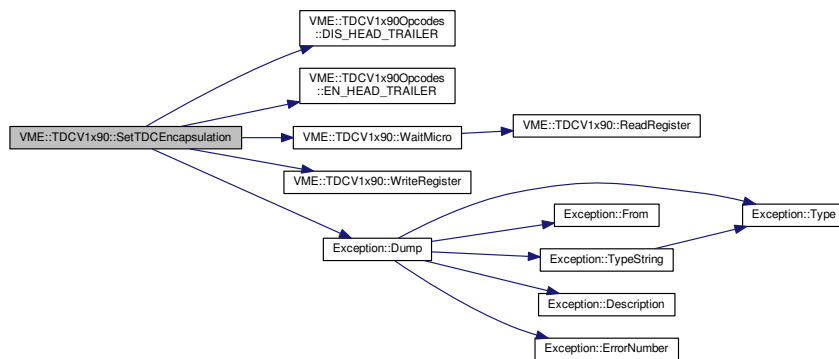
7.13.3.37 void VME::TDCV1x90::SetStatusRegister ( stat\_reg reg, bool value )

Here is the call graph for this function:



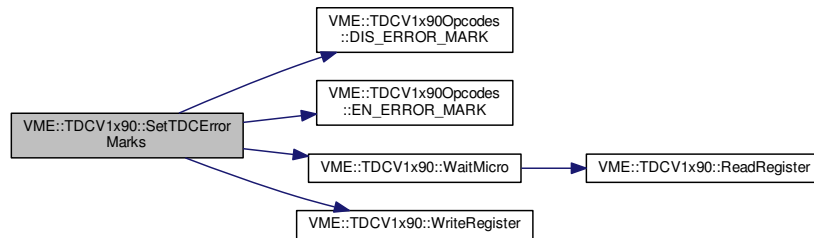
7.13.3.38 void VME::TDCV1x90::SetTDCEncapsulation ( bool mode )

Here is the call graph for this function:



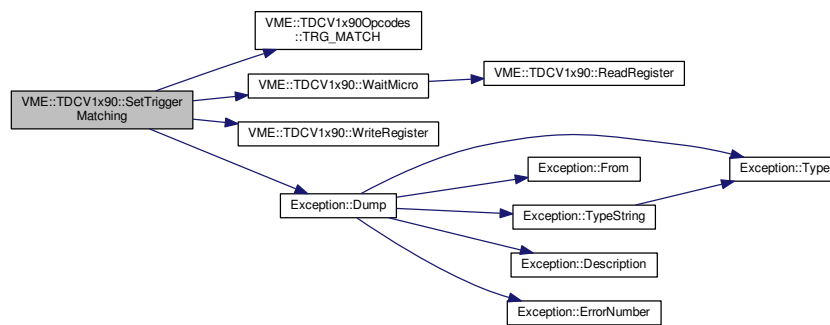
## 7.13.3.39 void VME::TDCV1x90::SetTDCErrorMarks ( bool mode )

Here is the call graph for this function:



## 7.13.3.40 bool VME::TDCV1x90::SetTriggerMatching ( )

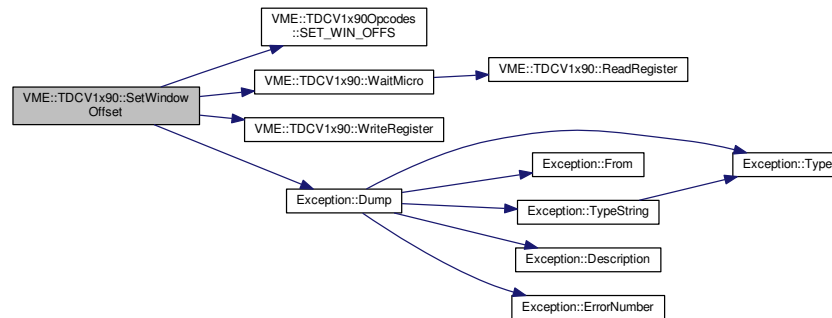
Here is the call graph for this function:



## 7.13.3.41 void VME::TDCV1x90::SetVerboseLevel ( unsigned short verb = 0 ) [inline]

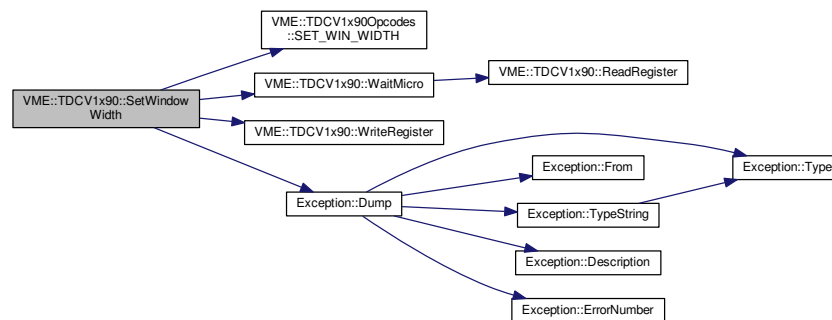
#### 7.13.3.42 void VME::TDCV1x90::SetWindowOffset ( int16\_t offs )

Here is the call graph for this function:



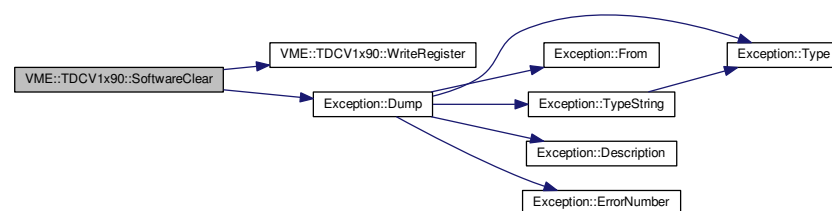
#### 7.13.3.43 void VME::TDCV1x90::SetWindowWidth ( uint16\_t width )

Here is the call graph for this function:



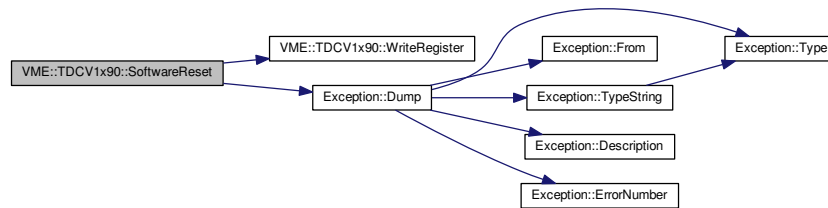
#### 7.13.3.44 bool VME::TDCV1x90::SoftwareClear ( )

Here is the call graph for this function:



## 7.13.3.45 bool VME::TDCV1x90::SoftwareReset ( )

Here is the call graph for this function:



## 7.13.3.46 bool VME::TDCV1x90::WaitMicro ( micro\_handshake mode )

Here is the call graph for this function:



## 7.13.3.47 void VME::TDCV1x90::WriteRegister ( mod\_reg addr, uint16\_t \* data )

Write on register.

Write a 16-bit word in the register

## Parameters

in	<i>addr</i>	register
in	<i>data</i>	word

## 7.13.3.48 void VME::TDCV1x90::WriteRegister ( mod\_reg addr, uint32\_t \* data )

Write on register.

Write a 32-bit word in the register

## Parameters

in	<i>addr</i>	register
in	<i>data</i>	word

## 7.13.4 Field Documentation

## 7.13.4.1 acq\_mode VME::TDCV1x90::acqm [private]

- 7.13.4.2 `CVAddressModifier VME::TDCV1x90::am` [private]
- 7.13.4.3 `CVAddressModifier VME::TDCV1x90::am_blt` [private]
- 7.13.4.4 `det_mode VME::TDCV1x90::detm` [private]
- 7.13.4.5 `uint32_t VME::TDCV1x90::fBaseAddr` [private]
- 7.13.4.6 `uint32_t* VME::TDCV1x90::fBuffer` [private]
- 7.13.4.7 `det_mode VME::TDCV1x90::fDetMode` [private]
- 7.13.4.8 `int32_t VME::TDCV1x90::fHandle` [private]
- 7.13.4.9 `unsigned short VME::TDCV1x90::fVerb` [private]
- 7.13.4.10 `bool VME::TDCV1x90::gEnd` [private]
- 7.13.4.11 `uint32_t VME::TDCV1x90::nchannels` [private]
- 7.13.4.12 `bool VME::TDCV1x90::outBufTDCErr` [private]
- 7.13.4.13 `bool VME::TDCV1x90::outBufTDCHeadTrail` [private]
- 7.13.4.14 `bool VME::TDCV1x90::outBufTDCTTT` [private]
- 7.13.4.15 `std::string VME::TDCV1x90::pair_lead_res[8]` [private]
- 7.13.4.16 `std::string VME::TDCV1x90::pair_width_res[16]` [private]
- 7.13.4.17 `std::string VME::TDCV1x90::trailead_edge_res[4]` [private]

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

- `include/VME_TDCV1x90.h`
- `src/VME_TDCV1x90.cpp`

## 7.14 VME::trailead\_t Struct Reference

```
#include <VME_TDCV1x90.h>
```

### Data Fields

- `uint32_t event_count`
- `int total_hits [16]`
- `std::multimap< int32_t, int32_t > leading`
- `std::multimap< int32_t, int32_t > trailing`
- `uint32_t ettt`

### 7.14.1 Field Documentation

- 7.14.1.1 `uint32_t VME::trailead_t::ettt`

7.14.1.2 `uint32_t VME::trailead_t::event_count`

7.14.1.3 `std::multimap<int32_t,int32_t> VME::trailead_t::leading`

7.14.1.4 `int VME::trailead_t::total_hits[16]`

7.14.1.5 `std::multimap<int32_t,int32_t> VME::trailead_t::trailing`

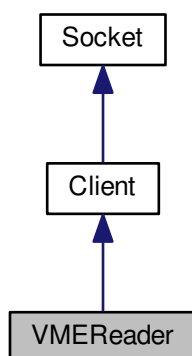
The documentation for this struct was generated from the following file:

- `include/VME_TDCV1x90.h`

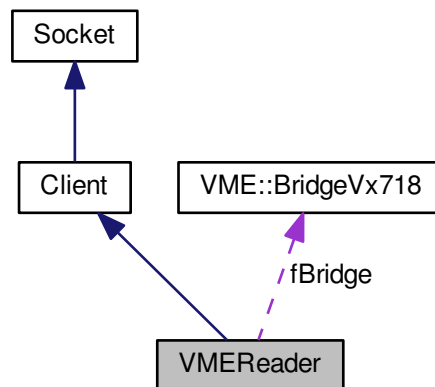
## 7.15 VMEReaders Class Reference

```
#include <VMEReaders.h>
```

Inheritance diagram for VMEReaders:



Collaboration diagram for VMEReader:



## Public Member Functions

- [VMEReader](#) (const char \*device, [VME::BridgeType](#) type, bool on\_socket=true)
- virtual [~VMEReader](#) ()
- void [AddTDC](#) (uint32\_t address)  
*Add a TDC to handle.*
- [VME::TDCV1x90 \\*](#) [GetTDC](#) (uint32\_t address)  
*Get a TDC on the [VME](#) bus Return a pointer to the TDC object, given its physical address on the [VME](#) bus.*
- unsigned int [GetRunNumber](#) ()  
*Ask the socket master a run number.*
- void [Abort](#) ()  
*Abort data collection for all modules on the bus handled by the bridge.*

## Private Types

- typedef std::map< uint32\_t, [VME::TDCV1x90 \\*](#) > [TDCCollection](#)  
*Mapper from physical [VME](#) addresses to pointers to TDC objects.*

## Private Attributes

- [VME::BridgeVx718 \\*](#) [fBridge](#)  
*The [VME](#) bridge object to handle.*
- [TDCCollection](#) [fTDCCollection](#)  
*A set of pointers to TDC objects indexed by their physical [VME](#) address.*
- bool [fOnSocket](#)  
*Are we dealing with socket message passing?*



## Additional Inherited Members

### 7.15.1 Detailed Description

VME reader object to fetch events on a HPTDC board

#### Author

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

#### Date

4 May 2015

### 7.15.2 Member Typedef Documentation

7.15.2.1 `typedef std::map<uint32_t,VME::TDCV1x90*> VMEReader::TDCCollection` [private]

Mapper from physical VME addresses to pointers to TDC objects.

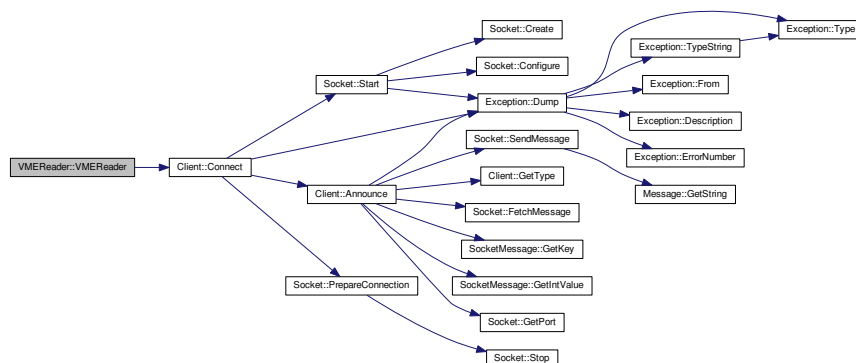
### 7.15.3 Constructor & Destructor Documentation

7.15.3.1 `VMEReader::VMEReader ( const char * device, VME::BridgeType type, bool on_socket = true )`

#### Parameters

in	<i>device</i>	Path to the device (/dev/xxx)
in	<i>type</i>	Bridge model
in	<i>on_socket</i>	Are we trying to connect through the socket?

Here is the call graph for this function:



7.15.3.2 `VMEReader::~~VMEReader ( )` [virtual]

### 7.15.4 Member Function Documentation

7.15.4.1 `void VMEReader::Abort ( )`

Abort data collection for all modules on the bus handled by the bridge.

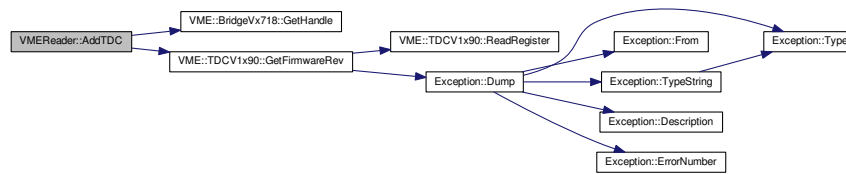
7.15.4.2 void VMEReader::AddTDC ( uint32\_t *address* )

Add a TDC to handle.

## Parameters

in	<i>address</i>	32-bit address of the TDC module on the <a href="#">VME</a> bus Create a new TDC handler for the <a href="#">VME</a> bus
----	----------------	--

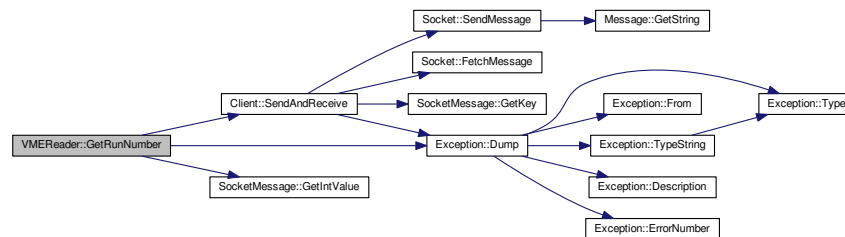
Here is the call graph for this function:



## 7.15.4.3 unsigned int VMEReader::GetRunNumber ( )

Ask the socket master a run number.

Here is the call graph for this function:



## 7.15.4.4 VME::TDCV1x90\* VMEReader::GetTDC ( uint32\_t address ) [inline]

Get a TDC on the [VME](#) bus Return a pointer to the TDC object, given its physical address on the [VME](#) bus.

## 7.15.5 Field Documentation

## 7.15.5.1 VME::BridgeVx718\* VMEReader::fBridge [private]

The [VME](#) bridge object to handle.

## 7.15.5.2 bool VMEReader::fOnSocket [private]

Are we dealing with socket message passing?

## 7.15.5.3 TDCCollection VMEReader::fTDCCollection [private]

A set of pointers to TDC objects indexed by their physical [VME](#) address.

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

- include/VMEReader.h
- src/VMEReader.cpp

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