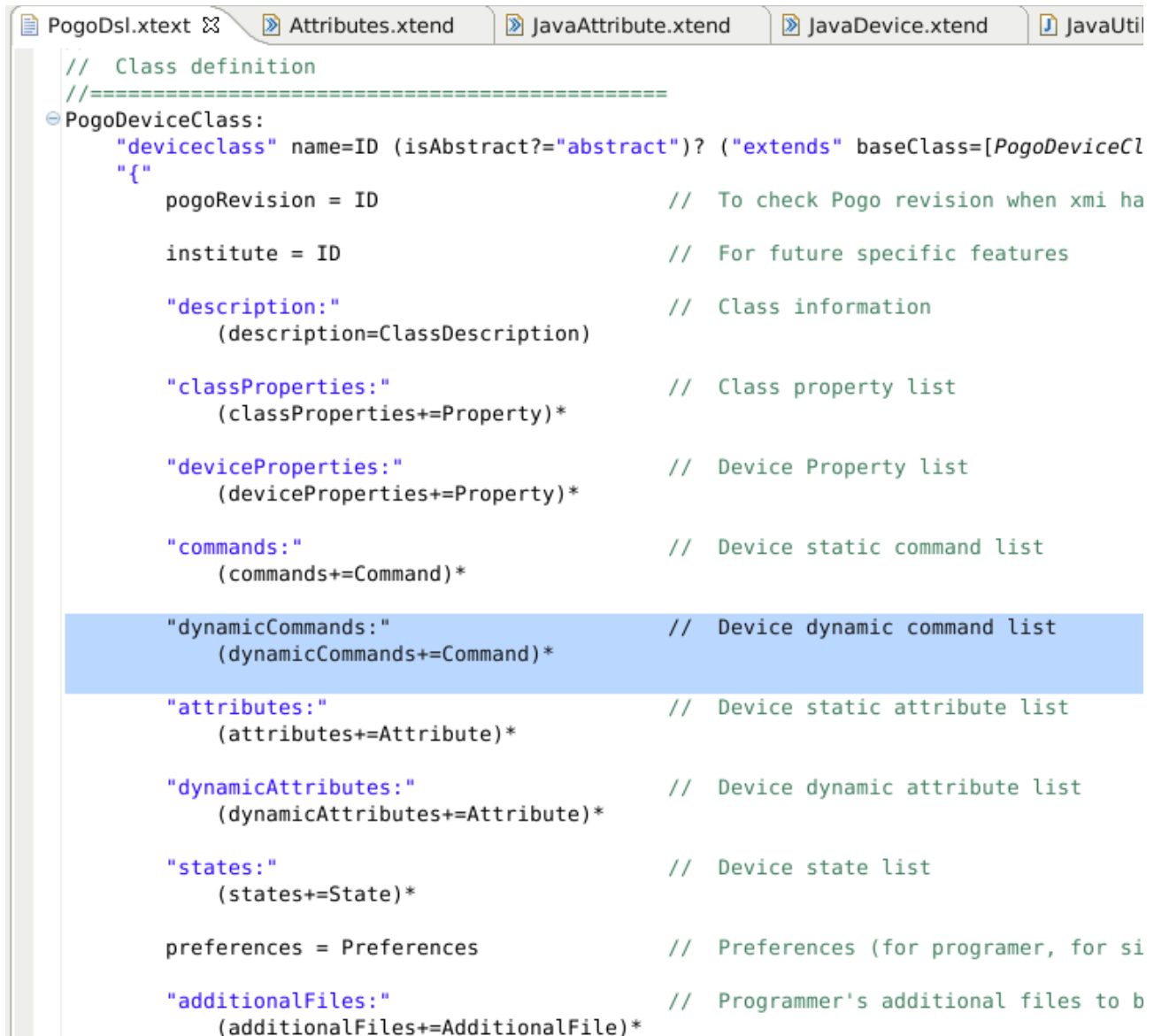


## New feature implementation in POGO

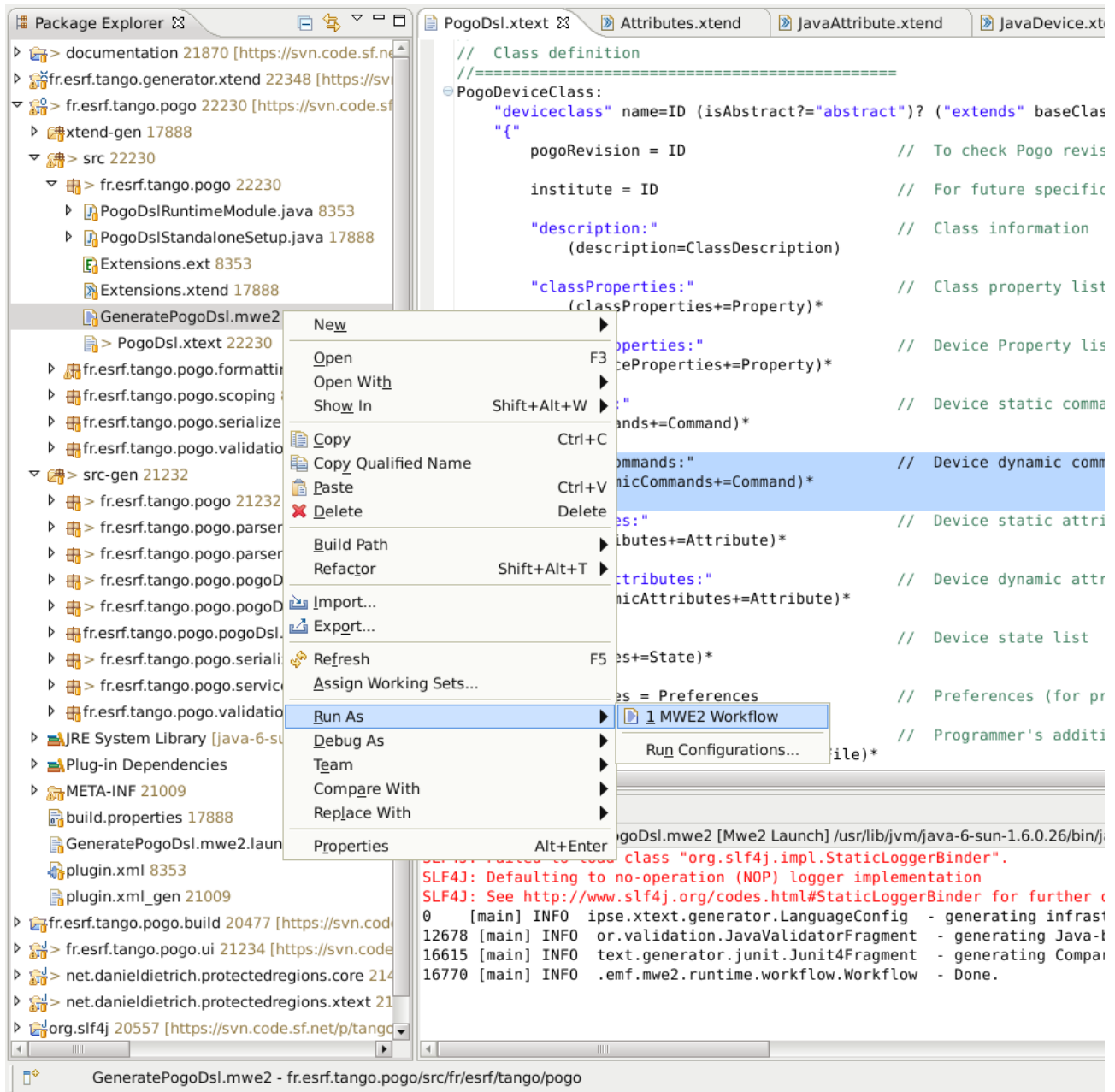
- 1 - If necessary, modify the Meta model in *PogoDsl.xtext*  
(/fr.esrf.tango.pogo/src/fr.esrf.tango.pogo/PogoDsl.xtext)



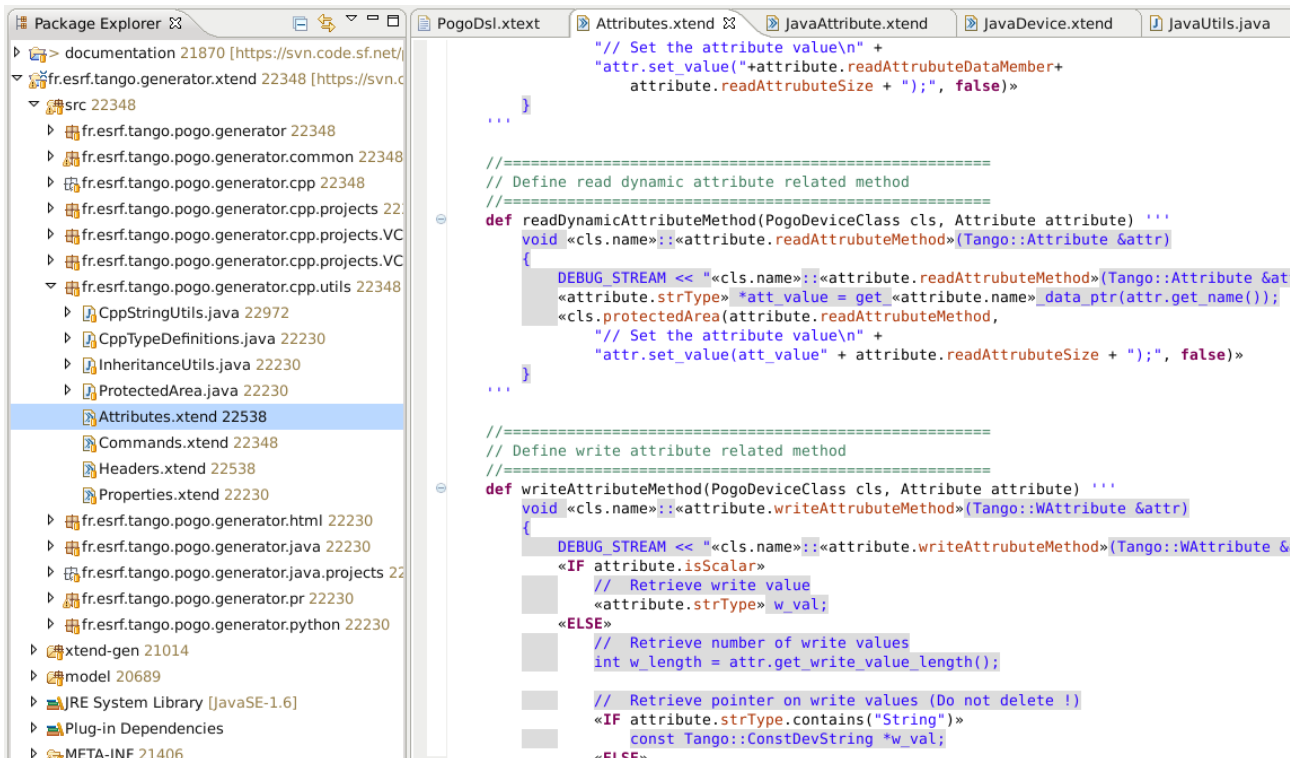
```
PogoDsl.xtext  Attributes.xtend  JavaAttribute.xtend  JavaDevice.xtend  JavaUtil

// Class definition
//=====
PogoDeviceClass:
  "deviceclass" name=ID (isAbstract?="abstract"? ("extends" baseClass=[PogoDeviceCl
  "{"
    pogoRevision = ID                                // To check Pogo revision when xmi ha
    institute = ID                                   // For future specific features
    "description:"                                   // Class information
      (description=ClassDescription)
    "classProperties:"                               // Class property list
      (classProperties+=Property)*
    "deviceProperties:"                              // Device Property list
      (deviceProperties+=Property)*
    "commands:"                                     // Device static command list
      (commands+=Command)*
    "dynamicCommands:"                              // Device dynamic command list
      (dynamicCommands+=Command)*
    "attributes:"                                   // Device static attribute list
      (attributes+=Attribute)*
    "dynamicAttributes:"                             // Device dynamic attribute list
      (dynamicAttributes+=Attribute)*
    "states:"                                        // Device state list
      (states+=State)*
    preferences = Preferences                       // Preferences (for programmer, for si
    "additionalFiles:"                               // Programmer's additional files to b
      (additionalFiles+=AdditionalFile)*
```

2 - Save it and run the workflow to generate the `/fr.esrf.tango.pogo/src-gen` java files using the `/fr.esrf.tango.pogo/src/fr/esrf/tango/pogo/GeneratePogoDsl.mwe2` file.



3 – Use xtend or java to modify or implement code to be generated in files under:  
*/fr.esrf.tango.generator.xtend/src/fr/esrf/tango/pogo/generator/<language>*

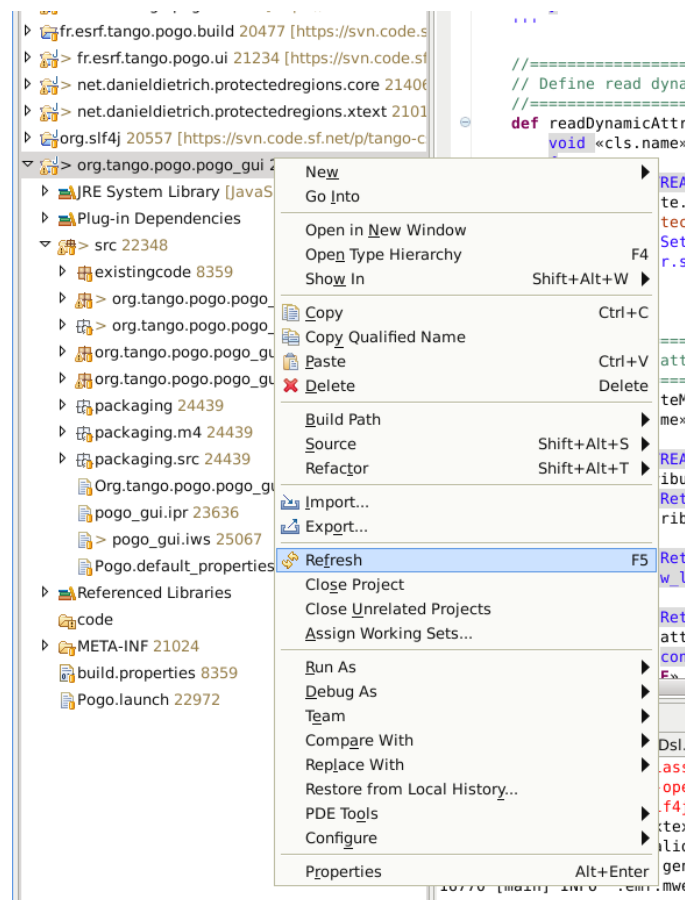


4 – Modify the GUI using java in files under:  
*/org.tango.pogo.pogo\_gui/src/org.tango.pogo.pogo\_gui*

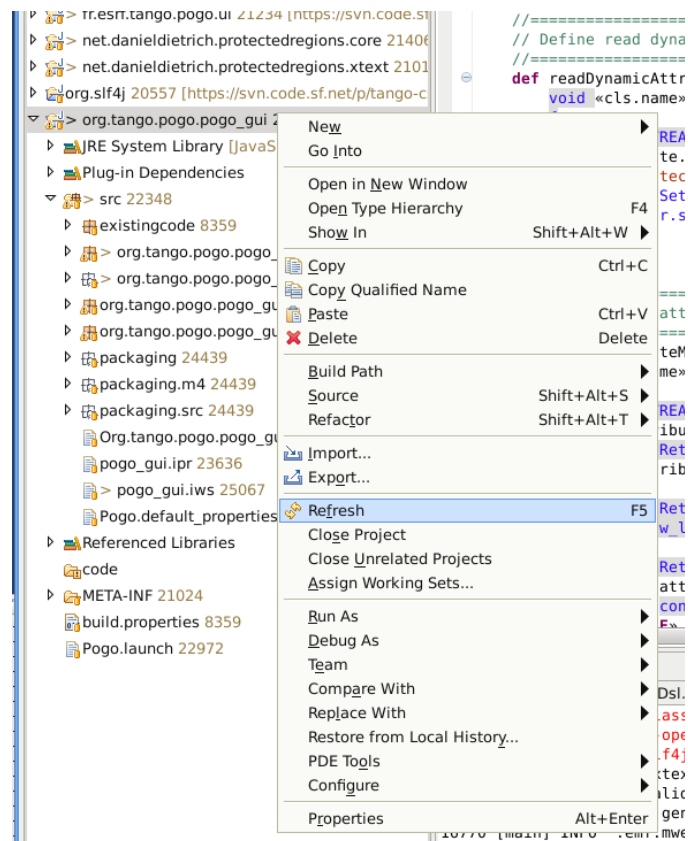


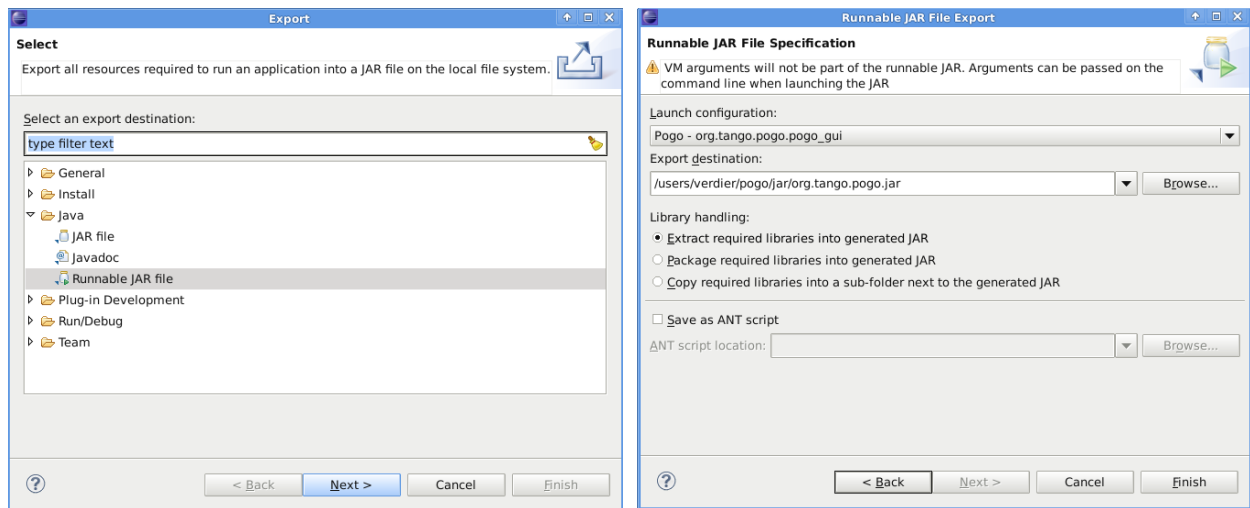
5 – When it is ready and tested, in a shell in  
*/org.tango.pogo.pogo\_gui/src/org.tango.pogo.pogo\_gui* directory change revision number in Makefile and update ReleaseNote file. Then type *make version* .

## 6 – Refresh the eclipse files



## 7 – Create the jar file.





8 – Rename the jar file with revision number and install in target directory (*make install*).