## New feature inplementation in POGO

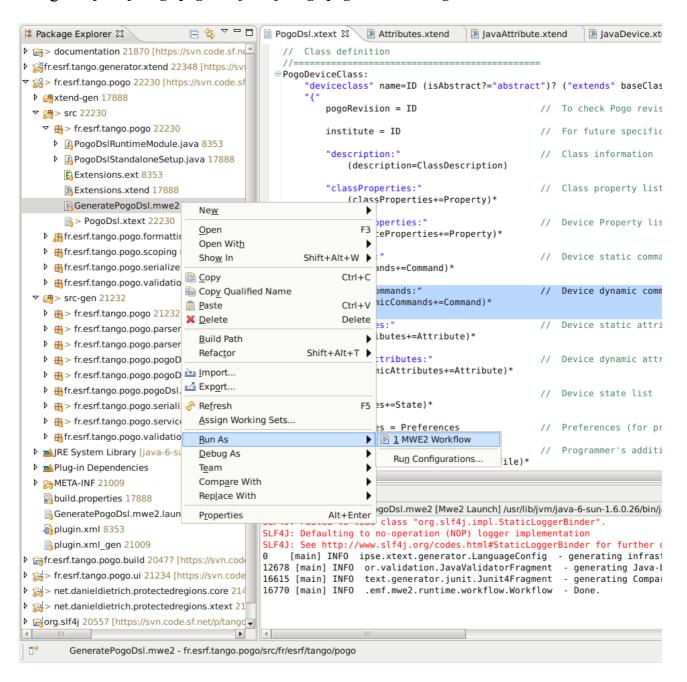
1 - If necessary, modify the Meta model in *PogoDsl.xtext* (/fr.esrf.tango.pogo/src/fr/esrf/tango/pogo/PogoDsl.xtext)

```
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)*
                                                // Device dynamic command list
          "dynamicCommands:"
              (dynamicCommands+=Command)*
                                                // Device static attribute list
          "attributes:"
              (attributes+=Attribute)*
          "dynamicAttributes:"
                                                // Device dynamic attribute list
              (dynamicAttributes+=Attribute)*
          "states:"
                                               // Device state list
              (states+=State)*
          preferences = Preferences
                                                // Preferences (for programer, 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>

```
□ □ □ PogoDsl.xtext

    Attributes.xtend 
    □ JavaAttribute.xtend

                                                                                                                                         JavaUtils.java
                                                                      "// Set the attribute value\n"
> 😝 > documentation 21870 [https://svn.code.sf.net/
                                                                      "attr.set value("+attribute.readAttrubuteDataMember+
attribute.readAttrubuteSize + "); ", false)»
 ▼ #src 22348
   fr.esrf.tango.pogo.generator 22348
   ▶ ♣fr.esrf.tango.pogo.generator.common 22348
   fr.esrf.tango.pogo.generator.cpp 22348
                                                         // Define read dynamic attribute related method
   fr.esrf.tango.pogo.generator.cpp.projects 22
                                                         def readDynamicAttributeMethod(PogoDeviceClass cls, Attribute attribute) '''
   ▶ #fr.esrf.tango.pogo.generator.cpp.projects.VC
                                                              void «cls.name»::«attribute.readAttrubuteMethod»(Tango::Attribute &attr)
   fr.esrf.tango.pogo.generator.cpp.projects.VC
                                                                 DEBUG_STREAM << "«cls.name»::«attribute.readAttrubuteMethod»(Tango::Attribute &at</pre>
   ▼ #fr.esrf.tango.pogo.generator.cpp.utils 22348
                                                                 «attribute.strType» *att value = get «attribute.name» data ptr(attr.get name());
«cls.protectedArea(attribute.readAttrubuteMethod,
     CppStringUtils.java 22972
                                                                      "// Set the attribute value\n" +
"attr.set_value(att_value" + attribute.readAttrubuteSize + ");", false)»
     CppTypeDefinitions.java 22230
     ▶ InheritanceUtils.iava 22230
     ProtectedArea.java 22230
        Attributes.xtend 22538
        Commands.xtend 22348
                                                         // Define write attribute related method
        Meaders.xtend 22538
                                                         def writeAttributeMethod(PogoDeviceClass cls, Attribute attribute)
        Properties.xtend 22230
                                                             void «cls.name»::«attribute.writeAttrubuteMethod»(Tango::WAttribute &attr)
   fr.esrf.tango.pogo.generator.html 22230
                                                                 DEBUG_STREAM << "«cls.name»::«attribute.writeAttrubuteMethod»(Tango::WAttribute &</pre>
   fr.esrf.tango.pogo.generator.java 22230
                                                                  «IF attribute.isScalar»
   fr.esrf.tango.pogo.generator.java.projects 22
                                                                    // Retrieve write value
   fr.esrf.tango.pogo.generator.pr 22230
                                                                      «attribute.strType» w_val;
                                                                  «ELSE»
// Retrieve number of write values
int w_length = attr.get_write_value_length();
   fr.esrf.tango.pogo.generator.python 22230
 ▶ #xtend-gen 21014
 ▶ #model 20689
                                                                      // Retrieve pointer on write values (Do not delete !)
 ▶ MIRE System Library [JavaSE-1.6]
                                                                      «IF attribute.strType.contains("String")
const Tango::ConstDevString *w_val;
 ▶ ➡Plug-in Dependencies
                                                             ▶ SMETA-INF 21406
```

4 – Modify the GUI using java in files under:

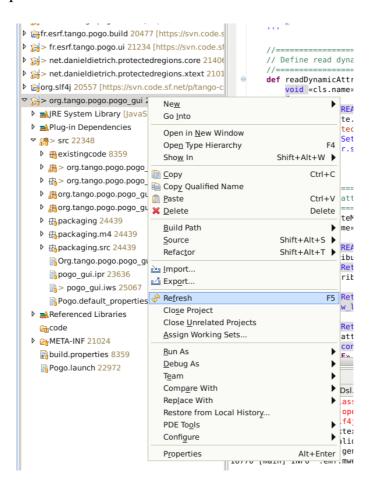
/org.tango.pogo.pogo\_gui/src/org.tango.pogo.pogo\_gui

```
|▶ 2 net.danieldietrich.protectedregions.xtext 2101
P Gorg.slf4j 20557 [https://svn.code.sf.net/p/tango-c
▶ ■ JRE System Library [JavaSE-1.6]
 ▶ ➡ Plug-in Dependencies
 ▼ #> src 22348
   ▶ #existingcode 8359
   ▷ /h> org.tango.pogo.pogo_gui 22348
   Darg.tango.pogo.pogo_gui.packaging 24339
   ▶ # org.tango.pogo.pogo_gui.tools 22229
   ▶ rackaging 24439
   ▶ thpackaging.m4 24439
   ▶ Bpackaging.src 24439
     Grg.tango.pogo.pogo_gui.iml 23636
     pogo gui.ipr 23636
```

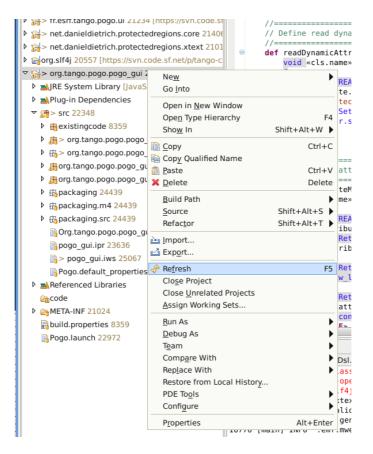
5 – When it is ready and tested, in a shell in

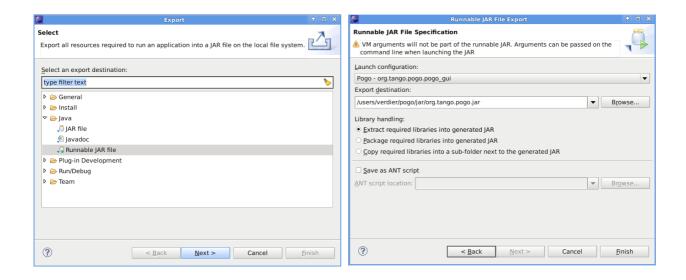
/org.tango.pogo\_gui/src/org/tango/pogo/pogo\_gui directory change revision number in Makefile and update ReleaseNote file. Then type make version.

## 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)*.