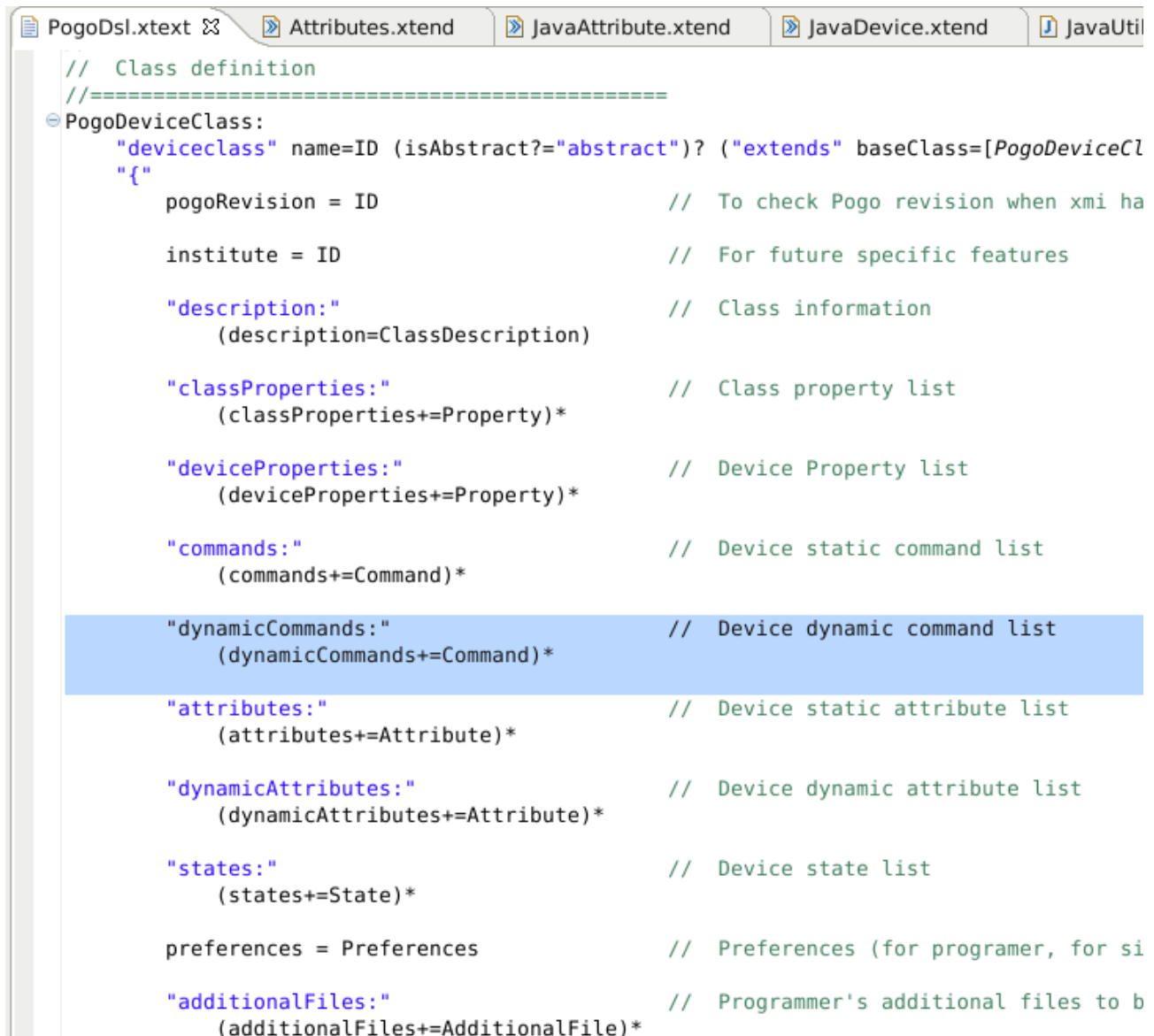


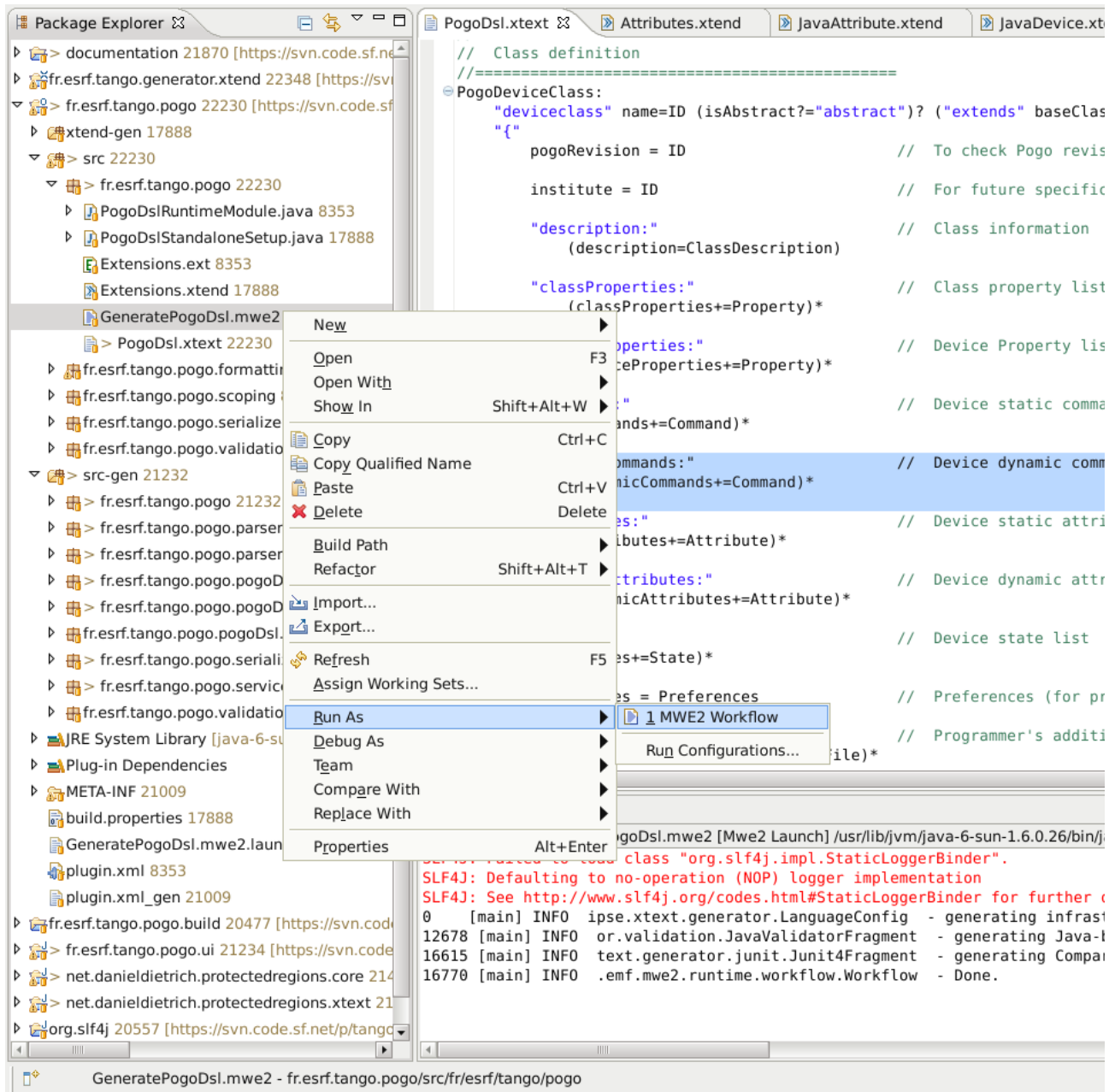
New feature implementation in POGO

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

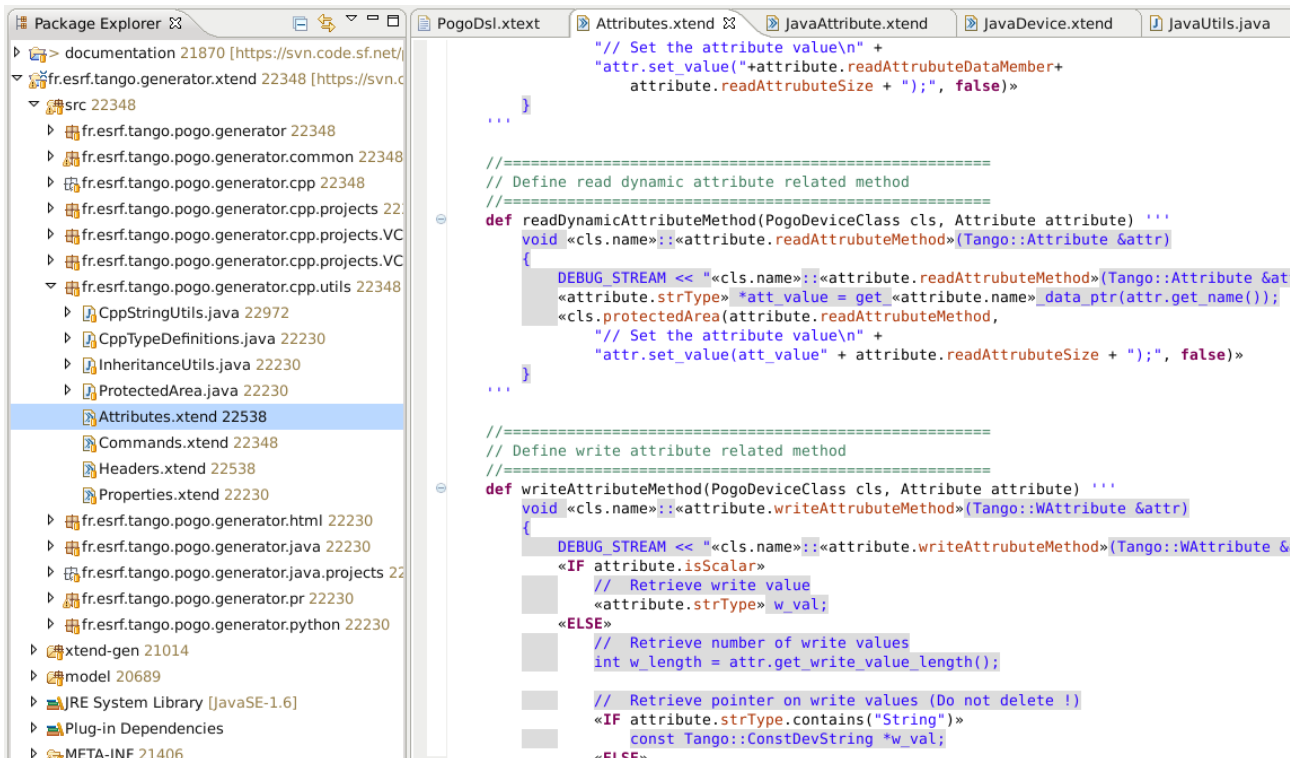


```
// Class definition
//=====================================================
PogoDeviceClass:
  "deviceclass" name=ID (isAbstract?="abstract"? ("extends" baseClass=[PogoDeviceCl
  "{"
    pogoRevision = ID // To check Pogo revision when xmi ha
    institute = ID // For future specific features
    "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>

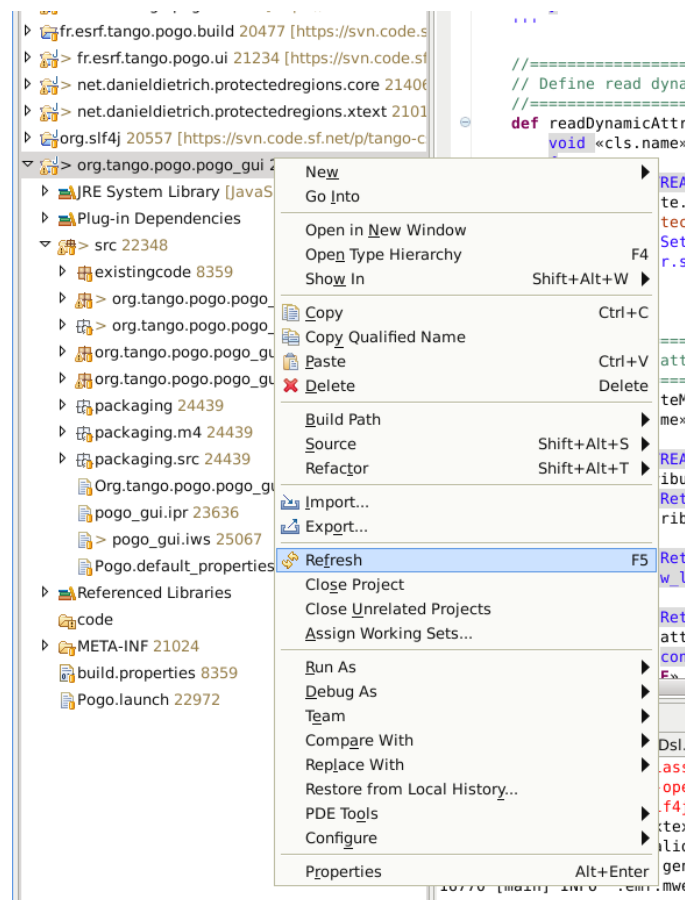


4 – Modify the GUI using java in files under:
/org.tango.pogo.pogo_gui/src/org.tango.pogo.pogo_gui

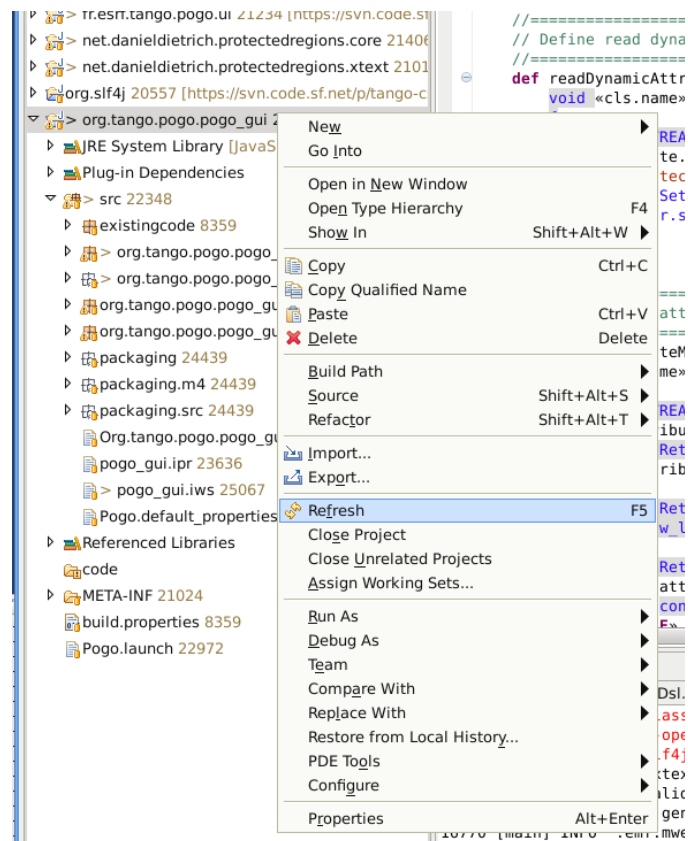


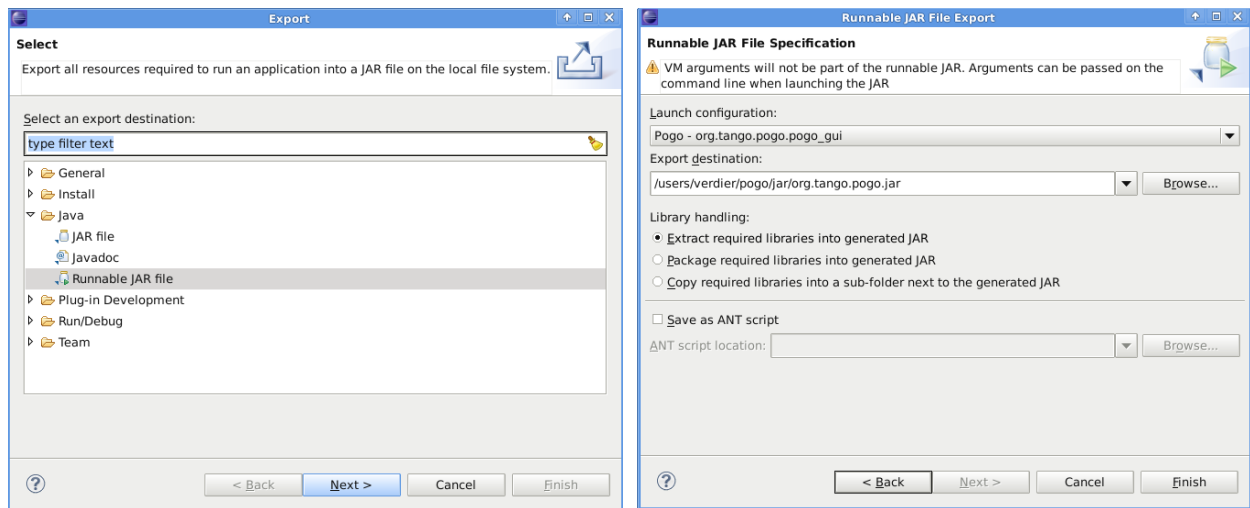
5 – When it is ready and tested, in a shell in
/org.tango.pogo.pogo_gui/src/org.tango.pogo.pogo_gui directory change revision number in
Makefile and update ReleaseNote file. Then type *make version* .

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*).