

streamout

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<b>1 Hierarchical Index</b>	<b>1</b>
1.1 Class Hierarchy	1
<b>2 Class Index</b>	<b>1</b>
2.1 Class List	1
<b>3 File Index</b>	<b>2</b>
3.1 File List	2
<b>4 Class Documentation</b>	<b>4</b>
4.1 Buffer Class Reference	4
4.1.1 Detailed Description	4
4.1.2 Constructor & Destructor Documentation	4
4.1.3 Member Function Documentation	5
4.2 BufferLooper< SOURCE, DESTINATION > Class Template Reference	7
4.2.1 Detailed Description	7
4.2.2 Constructor & Destructor Documentation	7
4.2.3 Member Function Documentation	8
4.3 BufferLooperCounter Struct Reference	11
4.3.1 Detailed Description	12
4.3.2 Member Function Documentation	12
4.3.3 Member Data Documentation	13
4.4 DIF Class Reference	14
4.4.1 Detailed Description	14
4.4.2 Member Function Documentation	14
4.5 DIFPtr Class Reference	16
4.5.1 Detailed Description	17
4.6 DIFSlowControl Class Reference	19
4.6.1 Detailed Description	20
4.6.2 Constructor & Destructor Documentation	20
4.6.3 Member Function Documentation	20
4.7 Event Class Reference	22
4.7.1 Detailed Description	22
4.7.2 Member Function Documentation	22
4.8 Exception Class Reference	23
4.8.1 Detailed Description	23
4.8.2 Constructor & Destructor Documentation	23
4.8.3 Member Function Documentation	24
4.9 Hit Class Reference	24
4.9.1 Detailed Description	25
4.9.2 Member Function Documentation	25
4.10 Interface Class Reference	28
4.10.1 Detailed Description	29

4.10.2 Constructor & Destructor Documentation	29
4.10.3 Member Function Documentation	29
4.11 InterfaceReader Class Reference	31
4.11.1 Detailed Description	32
4.11.2 Constructor & Destructor Documentation	32
4.11.3 Member Data Documentation	32
4.12 InterfaceWriter Class Reference	33
4.12.1 Detailed Description	33
4.12.2 Constructor & Destructor Documentation	33
4.12.3 Member Function Documentation	33
4.13 Payload100 Class Reference	34
4.13.1 Detailed Description	35
4.13.2 Constructor & Destructor Documentation	35
4.13.3 Member Function Documentation	35
4.14 PayloadLoader Class Reference	40
4.14.1 Detailed Description	40
4.14.2 Constructor & Destructor Documentation	40
4.14.3 Member Function Documentation	40
4.15 RawBufferNavigator Class Reference	41
4.15.1 Detailed Description	41
4.15.2 Constructor & Destructor Documentation	41
4.15.3 Member Function Documentation	42
4.16 RawdataReader Class Reference	43
4.16.1 Detailed Description	44
4.16.2 Constructor & Destructor Documentation	44
4.16.3 Member Function Documentation	44
4.17 ROOTWriter Class Reference	46
4.17.1 Detailed Description	47
4.17.2 Constructor & Destructor Documentation	47
4.17.3 Member Function Documentation	47
4.18 textDump Class Reference	50
4.18.1 Detailed Description	51
4.18.2 Constructor & Destructor Documentation	51
4.18.3 Member Function Documentation	51
4.19 Timer Class Reference	53
4.19.1 Detailed Description	53
4.19.2 Member Function Documentation	53
4.20 Version Class Reference	53
4.20.1 Detailed Description	54
4.20.2 Constructor & Destructor Documentation	54
4.20.3 Member Function Documentation	54

<b>5 File Documentation</b>	<b>55</b>
5.1 libs/core/include/Bits.h File Reference	55
5.1.1 Detailed Description	56
5.1.2 Typedef Documentation	56
5.1.3 Function Documentation	57
5.2 Bits.h	57
5.3 libs/core/include/Buffer.h File Reference	57
5.3.1 Detailed Description	57
5.4 Buffer.h	58
5.5 libs/core/include/BufferLooper.h File Reference	58
5.5.1 Detailed Description	59
5.6 BufferLooper.h	59
5.7 libs/core/include/BufferLooperCounter.h File Reference	62
5.7.1 Detailed Description	62
5.8 BufferLooperCounter.h	63
5.9 libs/core/include/DetectorId.h File Reference	63
5.9.1 Detailed Description	63
5.9.2 Enumeration Type Documentation	63
5.10 DetectorId.h	64
5.11 libs/core/include/DIFSlowControl.h File Reference	64
5.11.1 Detailed Description	64
5.11.2 Function Documentation	64
5.12 DIFSlowControl.h	65
5.13 libs/core/include/Exception.h File Reference	66
5.13.1 Detailed Description	66
5.14 Exception.h	66
5.15 libs/core/include/FileSystem.h File Reference	67
5.15.1 Detailed Description	67
5.15.2 Function Documentation	67
5.16 FileSystem.h	68
5.17 libs/core/include/Formatters.h File Reference	68
5.17.1 Detailed Description	68
5.17.2 Function Documentation	68
5.18 Formatters.h	72
5.19 libs/core/include/Interface.h File Reference	72
5.19.1 Detailed Description	73
5.19.2 Enumeration Type Documentation	73
5.20 Interface.h	74
5.21 libs/core/include/Payload100.h File Reference	75
5.21.1 Detailed Description	75
5.22 Payload100.h	75
5.23 libs/core/include/PayloadLoader.h File Reference	79

5.23.1 Detailed Description . . . . .	79
5.24 PayloadLoader.h . . . . .	79
5.25 libs/core/include/RawBufferNavigator.h File Reference . . . . .	80
5.25.1 Detailed Description . . . . .	80
5.26 RawBufferNavigator.h . . . . .	80
5.27 libs/core/include/Timer.h File Reference . . . . .	80
5.27.1 Detailed Description . . . . .	81
5.28 Timer.h . . . . .	81
5.29 libs/core/include/Utilities.h File Reference . . . . .	81
5.29.1 Detailed Description . . . . .	81
5.29.2 Function Documentation . . . . .	81
5.30 Utilities.h . . . . .	82
5.31 libs/core/include/Version.h File Reference . . . . .	82
5.31.1 Detailed Description . . . . .	82
5.32 Version.h . . . . .	83
5.33 libs/core/include/Words.h File Reference . . . . .	83
5.33.1 Detailed Description . . . . .	83
5.33.2 Enumeration Type Documentation . . . . .	84
5.34 Words.h . . . . .	86
5.35 libs/core/src/Bits.cc File Reference . . . . .	87
5.35.1 Detailed Description . . . . .	87
5.35.2 Function Documentation . . . . .	87
5.36 Bits.cc . . . . .	87
5.37 libs/core/src/BufferLooperCounter.cc File Reference . . . . .	87
5.38 BufferLooperCounter.cc . . . . .	88
5.39 libs/core/src/DIFSlowControl.cc File Reference . . . . .	88
5.39.1 Detailed Description . . . . .	88
5.39.2 Function Documentation . . . . .	88
5.40 DIFSlowControl.cc . . . . .	89
5.41 libs/core/src/FileSystem.cc File Reference . . . . .	92
5.41.1 Detailed Description . . . . .	92
5.41.2 Function Documentation . . . . .	92
5.42 FileSystem.cc . . . . .	93
5.43 libs/core/src/Formatters.cc File Reference . . . . .	93
5.43.1 Detailed Description . . . . .	94
5.43.2 Function Documentation . . . . .	94
5.44 Formatters.cc . . . . .	98
5.45 libs/core/src/RawBufferNavigator.cc File Reference . . . . .	99
5.45.1 Detailed Description . . . . .	99
5.46 RawBufferNavigator.cc . . . . .	99
5.47 libs/core/src/Version.cc File Reference . . . . .	100
5.47.1 Detailed Description . . . . .	100

5.48 Version.cc	100
5.49 libs/interface/Dump/include/textDump.h File Reference	101
5.49.1 Detailed Description	101
5.50 textDump.h	101
5.51 libs/interface/Dump/src/textDump.cc File Reference	102
5.51.1 Detailed Description	102
5.52 textDump.cc	102
5.53 libs/interface/LCIO/include/LCIOWriter.h File Reference	102
5.53.1 Detailed Description	102
5.54 LCIOWriter.h	103
5.55 libs/interface/LCIO/src/LCIOWriter.cc File Reference	103
5.55.1 Detailed Description	103
5.56 LCIOWriter.cc	103
5.57 libs/interface/RawDataReader/include/RawdataReader.h File Reference	103
5.57.1 Detailed Description	103
5.58 RawdataReader.h	104
5.59 libs/interface/RawDataReader/src/RawdataReader.cc File Reference	104
5.59.1 Detailed Description	104
5.60 RawdataReader.cc	105
5.61 libs/interface/ROOT/include/DIF.h File Reference	106
5.61.1 Detailed Description	106
5.61.2 Typedef Documentation	107
5.62 DIF.h	107
5.63 libs/interface/ROOT/include/DIFLinkDef.h File Reference	107
5.63.1 Detailed Description	107
5.64 DIFLinkDef.h	108
5.65 libs/interface/ROOT/include/Event.h File Reference	108
5.65.1 Detailed Description	108
5.65.2 Typedef Documentation	108
5.66 Event.h	109
5.67 libs/interface/ROOT/include/EventLinkDef.h File Reference	109
5.67.1 Detailed Description	109
5.68 EventLinkDef.h	109
5.69 libs/interface/ROOT/include/Hit.h File Reference	109
5.69.1 Detailed Description	110
5.70 Hit.h	110
5.71 libs/interface/ROOT/include/HitLinkDef.h File Reference	110
5.71.1 Detailed Description	110
5.72 HitLinkDef.h	111
5.73 libs/interface/ROOT/include/ROOTWriter.h File Reference	111
5.74 ROOTWriter.h	111
5.75 libs/interface/ROOT/src/DIF.cc File Reference	112

5.75.1 Detailed Description . . . . .	112
5.76 DIF.cc . . . . .	112
5.77 libs/interface/ROOT/src/Event.cc File Reference . . . . .	112
5.77.1 Detailed Description . . . . .	112
5.78 Event.cc . . . . .	113
5.79 libs/interface/ROOT/src/Hit.cc File Reference . . . . .	113
5.79.1 Detailed Description . . . . .	113
5.80 Hit.cc . . . . .	113
5.81 libs/interface/ROOT/src/ROOTWriter.cc File Reference . . . . .	114
5.81.1 Detailed Description . . . . .	114
5.82 ROOTWriter.cc . . . . .	114

## 1 Hierarchical Index

### 1.1 Class Hierarchy

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

<b>Buffer</b>	<b>4</b>
<b>Payload100</b>	<b>34</b>
<b>BufferLooper&lt; SOURCE, DESTINATION &gt;</b>	<b>7</b>
<b>BufferLooperCounter</b>	<b>11</b>
<b>DIFPtr</b>	<b>16</b>
<b>DIFSlowControl</b>	<b>19</b>
<b>Exception</b>	<b>23</b>
<b>Interface</b>	<b>28</b>
<b>InterfaceReader</b>	<b>31</b>
<b>RawdataReader</b>	<b>43</b>
<b>InterfaceWriter</b>	<b>33</b>
<b>ROOTWriter</b>	<b>46</b>
<b>textDump</b>	<b>50</b>
<b>PayloadLoader</b>	<b>40</b>
<b>RawBufferNavigator</b>	<b>41</b>
<b>Timer</b>	<b>53</b>
<b>TObject</b>	
<b>DIF</b>	<b>14</b>
<b>Event</b>	<b>22</b>

<b>Hit</b>	<b>24</b>
semver::version	
<b>Version</b>	<b>53</b>

## 2 Class Index

### 2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

<b>Buffer</b>	<b>4</b>
<b>BufferLooper</b> < <b>SOURCE, DESTINATION</b> >	<b>7</b>
<b>BufferLooperCounter</b>	<b>11</b>
<b>DIF</b>	<b>14</b>
<b>DIFPtr</b>	
<b>M3 MICROROC and HARDROC2 dataformat</b>	<b>16</b>
<b>DIFSlowControl</b>	<b>19</b>
<b>Event</b>	<b>22</b>
<b>Exception</b>	<b>23</b>
<b>Hit</b>	<b>24</b>
<b>Interface</b>	<b>28</b>
<b>InterfaceReader</b>	<b>31</b>
<b>InterfaceWriter</b>	<b>33</b>
<b>Payload100</b>	<b>34</b>
<b>PayloadLoader</b>	<b>40</b>
<b>RawBufferNavigator</b>	
Class to navigate in the raw data buffer parse the header and send the payload as <b>Buffer</b>	<b>41</b>
<b>RawdataReader</b>	<b>43</b>
<b>ROOTWriter</b>	<b>46</b>
<b>textDump</b>	<b>50</b>
<b>Timer</b>	<b>53</b>
<b>Version</b>	<b>53</b>

## 3 File Index

### 3.1 File List

Here is a list of all files with brief descriptions:



libs/core/include/Bits.h	55
libs/core/include/Buffer.h	57
libs/core/include/BufferLooper.h	58
libs/core/include/BufferLooperCounter.h	62
libs/core/include/DetectorId.h	63
libs/core/include/DIFSlowControl.h	64
libs/core/include/Exception.h	66
libs/core/include/FileSystem.h	67
libs/core/include/Formatters.h	68
libs/core/include/Interface.h	72
libs/core/include/Payload100.h	75
libs/core/include/PayloadLoader.h	79
libs/core/include/RawBufferNavigator.h	80
libs/core/include/Timer.h	80
libs/core/include/Utilities.h	81
libs/core/include/Version.h	82
libs/core/include/Words.h	83
libs/core/src/Bits.cc	87
libs/core/src/BufferLooperCounter.cc	87
libs/core/src/DIFSlowControl.cc	88
libs/core/src/FileSystem.cc	92
libs/core/src/Formatters.cc	93
libs/core/src/RawBufferNavigator.cc	99
libs/core/src/Version.cc	100
libs/interface/Dump/include/textDump.h	101
libs/interface/Dump/src/textDump.cc	102
libs/interface/LCIO/include/LCIOWriter.h	102
libs/interface/LCIO/src/LCIOWriter.cc	103
libs/interface/RawDataReader/include/RawdataReader.h	103
libs/interface/RawDataReader/src/RawdataReader.cc	104
libs/interface/ROOT/include/DIF.h	106
libs/interface/ROOT/include/DIFLinkDef.h	107

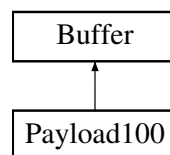
<a href="#">libs/interface/ROOT/include/Event.h</a>	108
<a href="#">libs/interface/ROOT/include/EventLinkDef.h</a>	109
<a href="#">libs/interface/ROOT/include/Hit.h</a>	109
<a href="#">libs/interface/ROOT/include/HitLinkDef.h</a>	110
<a href="#">libs/interface/ROOT/include/ROOTWriter.h</a>	111
<a href="#">libs/interface/ROOT/src/DIF.cc</a>	112
<a href="#">libs/interface/ROOT/src/Event.cc</a>	112
<a href="#">libs/interface/ROOT/src/Hit.cc</a>	113
<a href="#">libs/interface/ROOT/src/ROOTWriter.cc</a>	114

## 4 Class Documentation

### 4.1 Buffer Class Reference

```
#include <libs/core/include/Buffer.h>
```

Inheritance diagram for Buffer:



#### Public Member Functions

- [Buffer](#) ()
- virtual [~Buffer](#) ()
- [Buffer](#) (const [bit8\\_t](#) b[], const std::size\_t &i)
- [Buffer](#) (const char b[], const std::size\_t &i)
- template<typename T >  
  [Buffer](#) (const std::vector< T > &rawdata)
- template<typename T , std::size\_t N>  
  [Buffer](#) (const std::array< T, N > &rawdata)
- std::size\_t [size](#) () const
- std::size\_t [capacity](#) () const
- bool [empty](#) ()
- void [set](#) (unsigned char \*b)
- void [set](#) (const [Buffer](#) &buffer)
- [bit8\\_t](#) \* [begin](#) () const
- [bit8\\_t](#) \* [end](#) () const
- [bit8\\_t](#) & [operator\[\]](#) (const std::size\_t &pos)
- [bit8\\_t](#) & [operator\[\]](#) (const std::size\_t &pos) const
- void [setSize](#) (const std::size\_t &size)

### 4.1.1 Detailed Description

Definition at line 14 of file [Buffer.h](#).

### 4.1.2 Constructor & Destructor Documentation

#### 4.1.2.1 Buffer() [1/5] Buffer::Buffer ( ) [inline]

Definition at line 17 of file [Buffer.h](#).

```
00017 : m_Buffer(nullptr), m_Size(0), m_Capacity(0) {}
```

#### 4.1.2.2 ~Buffer() virtual Buffer::~Buffer ( ) [inline], [virtual]

Definition at line 18 of file [Buffer.h](#).

```
00018 {}
```

#### 4.1.2.3 Buffer() [2/5] Buffer::Buffer ( const bit8\_t b[], const std::size\_t & i ) [inline]

Definition at line 19 of file [Buffer.h](#).

```
00019 : m_Buffer(const_cast<bit8_t*>(&b[0])), m_Size(i), m_Capacity(i) {}
```

#### 4.1.2.4 Buffer() [3/5] Buffer::Buffer ( const char b[], const std::size\_t & i ) [inline]

Definition at line 20 of file [Buffer.h](#).

```
00020 : m_Buffer(const_cast<bit8_t*>(reinterpret_cast<const bit8_t*>(&b[0]))), m_Size(i * sizeof(char)),
    m_Capacity(i * sizeof(char)) {}
```

#### 4.1.2.5 Buffer() [4/5] template<typename T >

```
Buffer::Buffer (
    const std::vector< T > & rawdata ) [inline]
```

Definition at line 21 of file [Buffer.h](#).

```
00021 : m_Buffer(const_cast<bit8_t*>(reinterpret_cast<const bit8_t*>(rawdata.data()))),
    m_Size(rawdata.size() * sizeof(T)), m_Capacity(rawdata.capacity() * sizeof(T)) {}
```

#### 4.1.2.6 Buffer() [5/5] `template<typename T , std::size_t N>`

```
Buffer::Buffer (
    const std::array< T, N > & rawdata ) [inline]
```

Definition at line 22 of file [Buffer.h](#).

```
00022 : m_Buffer(const_cast<bit8_t*>(reinterpret_cast<const bit8_t*>(rawdata.data()))),
      m_Size(rawdata.size() * sizeof(T)), m_Capacity(rawdata.size() * sizeof(T)) {}
```

### 4.1.3 Member Function Documentation

#### 4.1.3.1 begin() `bit8_t * Buffer::begin ( ) const [inline]`

Definition at line 35 of file [Buffer.h](#).

```
00035 { return m_Buffer; }
```

#### 4.1.3.2 capacity() `std::size_t Buffer::capacity ( ) const [inline]`

Definition at line 25 of file [Buffer.h](#).

```
00025 { return m_Capacity; }
```

#### 4.1.3.3 empty() `bool Buffer::empty ( ) [inline]`

Definition at line 27 of file [Buffer.h](#).

```
00027 { return m_Size == 0; }
```

#### 4.1.3.4 end() `bit8_t * Buffer::end ( ) const [inline]`

Definition at line 36 of file [Buffer.h](#).

```
00036 { return m_Buffer + m_Size; }
```

#### 4.1.3.5 operator[]() [1/2] `bit8_t & Buffer::operator[] (`

```
const std::size_t & pos ) [inline]
```

Definition at line 37 of file [Buffer.h](#).

```
00037 { return m_Buffer[pos]; }
```

**4.1.3.6 operator[]()** [2/2] `bit8_t & Buffer::operator[] ( const std::size_t & pos ) const [inline]`

Definition at line 38 of file [Buffer.h](#).

```
00038 { return m_Buffer[pos]; }
```

**4.1.3.7 set()** [1/2] `void Buffer::set ( const Buffer & buffer ) [inline]`

Definition at line 29 of file [Buffer.h](#).

```
00030 {
00031     m_Buffer = buffer.begin();
00032     m_Size   = buffer.size();
00033     m_Capacity = buffer.capacity();
00034 }
```

**4.1.3.8 set()** [2/2] `void Buffer::set ( unsigned char * b ) [inline]`

Definition at line 28 of file [Buffer.h](#).

```
00028 { m_Buffer = b; }
```

**4.1.3.9 setSize()** `void Buffer::setSize ( const std::size_t & size ) [inline]`

Definition at line 40 of file [Buffer.h](#).

```
00040 { m_Size = size; }
```

**4.1.3.10 size()** `std::size_t Buffer::size ( ) const [inline]`

Definition at line 24 of file [Buffer.h](#).

```
00024 { return m_Size; }
```

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

- [libs/core/include/Buffer.h](#)

## 4.2 BufferLooper< SOURCE, DESTINATION > Class Template Reference

```
#include <libs/core/include/BufferLooper.h>
```

## Public Member Functions

- [BufferLooper](#) (SOURCE &source, DESTINATION &dest, bool debug=false)
- void [addSink](#) (const spdlog::sink\_ptr &sink, const spdlog::level::level\_enum &level=spdlog::get\_level())
- void [loop](#) (const std::uint32\_t &m\_NbrEventsToProcess=0)
- void [printAllCounters](#) ()
- std::shared\_ptr< spdlog::logger > [log](#) ()
- void [setDetectorIDs](#) (const std::vector< [DetectorID](#) > &detectorIDs)

### 4.2.1 Detailed Description

```
template<typename SOURCE, typename DESTINATION>
class BufferLooper< SOURCE, DESTINATION >
```

Definition at line 28 of file [BufferLooper.h](#).

### 4.2.2 Constructor & Destructor Documentation

**4.2.2.1 BufferLooper()** template<typename SOURCE , typename DESTINATION >  
[BufferLooper](#)< SOURCE, DESTINATION >::[BufferLooper](#) (  
 SOURCE & source,  
 DESTINATION & dest,  
 bool debug = false ) [inline]

Definition at line 31 of file [BufferLooper.h](#).

```
00031                                     : m_Source(source),
    m_Destination(dest), m_Debug(debug)
00032 {
00033     m_Logger = spdlog::create<spdlog::sinks::null_sink_mt>("streamout");
00034     if(!spdlog::get("streamout")) { spdlog::register_logger(m_Logger); }
00035     m_Source.setLogger(m_Logger);
00036     m_Destination.setLogger(m_Logger);
00037 }
```

### 4.2.3 Member Function Documentation

**4.2.3.1 addSink()** template<typename SOURCE , typename DESTINATION >  
 void [BufferLooper](#)< SOURCE, DESTINATION >::addSink (  
 const spdlog::sink\_ptr & sink,  
 const spdlog::level::level\_enum & level = spdlog::get\_level() ) [inline]

Definition at line 39 of file [BufferLooper.h](#).

```
00040 {
00041     sink->set_level(level);
00042     m_Sinks.push_back(sink);
00043     m_Logger = std::make_shared<spdlog::logger>("streamout", begin(m_Sinks), end(m_Sinks));
00044     m_Source.setLogger(m_Logger);
00045     m_Destination.setLogger(m_Logger);
00046 }
```

**4.2.3.2 log()** template<typename SOURCE , typename DESTINATION >

```
std::shared_ptr< spdlog::logger > BufferLooper< SOURCE, DESTINATION >::log ( ) [inline]
```

Definition at line 239 of file [BufferLooper.h](#).

```
00239 { return m_Logger; }
```

**4.2.3.3 loop()** template<typename SOURCE , typename DESTINATION >

```
void BufferLooper< SOURCE, DESTINATION >::loop (
    const std::uint32_t & m_NbrEventsToProcess = 0 ) [inline]
```

Definition at line 48 of file [BufferLooper.h](#).

```
00049 {
00050     // clang-format off
00051     fmt::print(fg(fmt::color::medium_orchid) | fmt::emphasis::bold,
00052         "\n"
00053     " SSSSSSSSSSSSSSS tttt
00054 tttt\n"
00055 "SS::::::::::::S ttt::t
00056 ttt::t\n"
00057 "S::::SSSSS::::S t::::t
00058 t::::t\n"
00059 "S::::S SSSSSS t::::t
00060 t::::t\n"
00061 "S::::S tttttt::::tttttt rrrrr rrrrrrrrrr eeeeeeeeeee aaaaaaaaaaaa
00062 rrrrrrrrrr mmmmmmm oooooooooo uuuuuu uuuuuutttttt::::tttttt\n"
00063 "S::::S t::::t r::::rrr::::r ee::::::::ee a:::::::::a
00064 mm::::m m::::mm oo::::oo u::::u u::::ut::::t\n"
00065 " S::::SSS t::::t r::::rrr::::r e:::::eeeeee:::eeeeeeeeee:::a
00066 m::::mm::::mm::::mo::::ou::::u u::::ut::::t\n"
00067 " SS::::SSSSStttttt::::ttttt rr::::rrrrr::::re::::e e::::e a::::a
00068 m::::mm::::mm::::mo::::ou::::u u::::utttttt::::ttttt\n"
00069 " SSS::::SS t::::t r::::r r::::re:::::eeeeee::::e aaaaaa::::a
00070 m::::mm::::mm::::mo::::o o::::ou::::u u::::u t::::t\n"
00071 " SSSSSS::::S t::::t r::::r rrrrrre:::::e aa:::::::::a m::::m
00072 m::::m m::::mo::::o o::::ou::::u u::::u t::::t\n"
00073 " S::::S t::::t r::::r e:::::eeeeeeeeee a::::aaaa::::a m::::m
00074 m::::m m::::mo::::o o::::ou::::u u::::u t::::t\n"
00075 " S::::S t::::t tttttt::::r e:::::e a::::a a::::a m::::m
00076 m::::m m::::mo::::o o::::ou::::uuu::::u t::::t tttttt\n"
00077 "SSSSSSS S::::S t::::ttr::::r e:::::e a::::a a::::a m::::m
00078 m::::m m::::mo::::o o::::ou::::tr::::r t::::ttr::::r\n"
00079 "S::::SSSSS::::S tt::::ttr::::r ee:::::e a:::::aa:::am::::m
00080 m::::m m::::mo::::o u::::uu::::u tt:::::tt\n"
00081 "SSSSSSSSSSSSS ttttttttt rrrrrr eeeeeeeeeee aaaaaaaa aaammmmmm
00082 rrrrrrrr mmmmmmm oooooooooo uuuuuuuu uuuu tttttttttt }\n"
00083 "\n",
00084 fmt::format(fg(fmt::color::red) | fmt::emphasis::bold, "v{}", streamout_version.to_string()));
00085 // clang-format on
00086 log()->info("*****");
00087 log()->info("Streamout Version : {}", streamout_version.to_string());
00088 log()->info("Using InterfaceReader {} version {}", m_Source.getName(),
00089 m_Source.getVersion().to_string());
00090 log()->info("Using InterfaceWriter {} version {}", m_Destination.getName(),
00091 m_Destination.getVersion().to_string());
00092 if(!m_Destination.checkCompatibility(m_Source.getName(), m_Source.getVersion().to_string()))
00093 {
00094     log()->critical("{} version {} is not compatible with {} version {} ! ", m_Source.getName(),
00095 m_Source.getVersion().to_string(), m_Destination.getName(), m_Destination.getVersion().to_string());
00096     log()->info("Compatible Interfaces for {} are", m_Destination.getName());
00097     for(std::map<std::string, std::string>::iterator it = m_Destination.getCompatibility().begin();
00098 it != m_Destination.getCompatibility().end(); ++it) { log()->info("{} version {}", it->first,
00099 it->second); }
00100     std::exit(-1);
00101 }
00102 if(!m_DetectorIDs.empty())
00103 {
00104     std::string ids;
00105     for(std::vector<DetectorID>::const_iterator it = m_DetectorIDs.cbegin(); it !=
00106 m_DetectorIDs.cend(); ++it) ids += std::to_string(static_cast<std::uint16_t>(*it)) + ";";
00107     log()->info("Detector ID(s) other than {} will be ignored", ids);
00108 }
00109 log()->info("*****");
00110 RawBufferNavigator bufferNavigator;
00111 Timer timer;
00112 timer.start();
```

```

00094     m_Source.start();
00095     m_Destination.start();
00096     while(m_Source.nextEvent() && m_NbrEventsToProcess >= m_NbrEvents)
00097     {
00098         /*****/
00099         /*** START EVENT ***/
00100         m_Source.startEvent();
00101         m_Destination.startEvent();
00102         /*****/
00103
00104         m_Logger->warn("==== Event {} =====", m_NbrEvents);
00105         while(m_Source.nextDIFbuffer())
00106         {
00107             const Buffer& buffer = m_Source.getBuffer();
00108
00109             bufferNavigator.setBuffer(buffer);
00110             if(std::find(m_DetectorIDs.begin(), m_DetectorIDs.end(),
static_cast<DetectorID>(bufferNavigator.getDetectorID())) == m_DetectorIDs.end())
00111             {
00112                 m_Logger->debug("Ignoring detector ID : {}", bufferNavigator.getDetectorID());
00113                 continue;
00114             }
00115
00116             std::int32_t idstart = bufferNavigator.getStartOfPayload();
00117             if(m_Debug && idstart == -1) m_Logger->info(to_hex(buffer));
00118             c.DIFStarter[idstart]++;
00119             if(!bufferNavigator.validPayload())
00120             {
00121                 m_Logger->error("!bufferNavigator.validBuffer()");
00122                 continue;
00123             }
00124
00125             /*****/
00126             /*** START DIF ***/
00127             m_Source.startDIF();
00128             m_Destination.startDIF();
00129             /*****/
00130
00131             PayloadLoader payloadLoader;
00132
00133             Payload100* d = payloadLoader.getPayload(bufferNavigator.getDetectorID());
00134             if(d == nullptr)
00135             {
00136                 m_Logger->error("streamout don't know how to parse the payload for detector_id {} !
SKIPPING !", bufferNavigator.getDetectorID());
00137                 continue;
00138             }
00139
00140             // This is really a big error so skip DIF entirely if exception occurs
00141             try
00142             {
00143                 d->setBuffer(bufferNavigator.getPayload());
00144             }
00145             catch(const Exception& e)
00146             {
00147                 m_Logger->error!("{}", e.what());
00148                 continue;
00149             }
00150
00151             if(buffer.end() != d->end()) m_Logger->error("DIF BUFFER END {} {}", fmt::ptr(buffer.end()),
fmt::ptr(d->end()));
00152             assert(buffer.end() == d->end());
00153
00154             c.DIFPtrValueAtReturnedPos[d->begin() [d->getEndOfDIFData() - 3]]++;
00155             assert(d->begin() [d->getEndOfDIFData() - 3] == 0xa0);
00156
00157             c.SizeAfterDIFPtr[d->getSizeAfterDIFPtr()]++;
00158             m_Destination.processDIF(*d);
00159             for(std::size_t i = 0; i < d->getNumberOfFrames(); ++i)
00160             {
00161                 /*****/
00162                 /*** START FRAME ***/
00163                 m_Source.startFrame();
00164                 m_Destination.startFrame();
00165                 /*****/
00166                 m_Destination.processFrame(*d, i);
00167                 for(std::size_t j = 0; j < static_cast<std::size_t>(Hardware::NUMBER_PAD); ++j)
00168                 {
00169                     if(d->getThresholdStatus(i, j) != 0)
00170                     {
00171                         m_Source.startPad();
00172                         m_Destination.startPad();
00173                         m_Destination.processPadInFrame(*d, i, j);
00174                         m_Source.endPad();
00175                         m_Destination.endPad();
00176                     }
00177                 }

```



```

00178 /*****/
00179 /*** END FRAME ***/
00180         m_Source.endFrame();
00181         m_Destination.endFrame();
00182 /*****/
00183     }
00184     // If I want SlowControl I need to check for it first, If there is an error then it's not a
    big deal just continue and say is bad SlowControl
00185     /*try
00186     {
00187     d.setSCBuffer();
00188     }
00189     catch(const Exception& e)
00190     {
00191     m_Logger->error("{} ", e.what());
00192     }
00193
00194     bool processSC = false;
00195     if(d.hasSlowControl())
00196     {
00197     c.hasSlowControl++;
00198     processSC = true;
00199     }
00200     if(d.badSCData())
00201     {
00202     c.hasBadSlowControl++;
00203     processSC = false;
00204     }
00205     if(processSC) { m_Destination.processSlowControl(d.getSCBuffer()); }*/
00206
00207     // Buffer eod = d.getEndOfAllData();
00208     // c.SizeAfterAllData[eod.size()]++;
00209     // bit8_t* debug_variable_3 = eod.end();
00210     // if(buffer.end() != debug_variable_3) m_Logger->info("END DATA BUFFER END {} {}",
    fmt::ptr(buffer.end()), fmt::ptr(debug_variable_3));
00211     // assert(buffer.end() == debug_variable_3);
00212     // if(eod.size() != 0) m_Logger->info("End of Data remaining stuff : {}", to_hex(eod));*/
00213
00214     /*int nonzeroCount = 0;
00215     for(bit8_t* it = eod.begin(); it != eod.end(); it++)
00216     if(static_cast<int>(*it) != 0) nonzeroCount++;
00217     c.NonZeroValusAtEndOfData[nonzeroCount]++;*/
00218
00219 /*****/
00220 /*** END DIF ***/
00221         m_Source.endDIF();
00222         m_Destination.endDIF();
00223 /*****/
00224     } // end of DIF while loop
00225     m_Logger->warn("==== Event {} =====", m_NbrEvents);
00226     m_NbrEvents++;
00227 /*****/
00228 /*** END EVENT ***/
00229         m_Source.endEvent();
00230         m_Destination.endEvent();
00231 /*****/
00232     } // end of event while loop
00233     m_Destination.end();
00234     m_Source.end();
00235     timer.stop();
00236     fmt::print(fg(fmt::color::green) | fmt::emphasis::bold, "=== elapsed time {}ms ({}ms/event)
    ==\n", timer.getElapsedTime() / 1000, timer.getElapsedTime() / (1000 * m_NbrEvents));
00237 }

```

#### 4.2.3.4 printAllCounters() template<typename SOURCE , typename DESTINATION >

void BufferLooper< SOURCE, DESTINATION >::printAllCounters ( ) [inline]

Definition at line 238 of file BufferLooper.h.

```
00238 { c.printAllCounters(); }
```

#### 4.2.3.5 setDetectorIDs() template<typename SOURCE , typename DESTINATION >

void BufferLooper< SOURCE, DESTINATION >::setDetectorIDs (
 const std::vector< DetectorID > & detectorIDs ) [inline]

Definition at line 241 of file [BufferLooper.h](#).

```
00241 { m_DetectorIDs = detectorIDs; }
```

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

- [libs/core/include/BufferLooper.h](#)

## 4.3 BufferLooperCounter Struct Reference

```
#include <libs/core/include/BufferLooperCounter.h>
```

### Public Member Functions

- void [printCounter](#) (const std::string &description, const std::map< int, int > &m, const std::ios\_base::fmtflags &base=std::ios\_base::dec)
- void [printAllCounters](#) ()

### Public Attributes

- int [hasSlowControl](#) = 0
- int [hasBadSlowControl](#) = 0
- std::map< int, int > [DIFStarter](#)
- std::map< int, int > [DIFPtrValueAtReturnedPos](#)
- std::map< int, int > [SizeAfterDIFPtr](#)
- std::map< int, int > [SizeAfterAllData](#)
- std::map< int, int > [NonZeroValusAtEndOfData](#)

### 4.3.1 Detailed Description

Definition at line 12 of file [BufferLooperCounter.h](#).

### 4.3.2 Member Function Documentation

#### 4.3.2.1 [printAllCounters\(\)](#) void BufferLooperCounter::printAllCounters ( )

Definition at line 11 of file [BufferLooperCounter.cc](#).

```
00012 {
00013     fmt::print(fg(fmt::color::crimson) | fmt::emphasis::bold, "BUFFER LOOP FINAL STATISTICS : \n");
00014     printCounter("Start of DIF header", DIFStarter);
00015     printCounter("Value after DIF data are processed", DIFPtrValueAtReturnedPos, std::ios_base::hex);
00016     printCounter("Size remaining in buffer after end of DIF data", SizeAfterDIFPtr);
00017     fmt::print(fg(fmt::color::crimson) | fmt::emphasis::bold, "Number of Slow Control found {} out of
which {} are bad\n", hasSlowControl, hasBadSlowControl);
00018     printCounter("Size remaining after all of data have been processed", SizeAfterAllData);
00019     printCounter("Number on non zero values in end of data buffer", NonZeroValusAtEndOfData);
00020 }
```

**4.3.2.2 printCounter()** `void BufferLooperCounter::printCounter (`  
`const std::string & description,`  
`const std::map< int, int > & m,`  
`const std::ios_base::fmtflags & base = std::ios_base::dec )`

Definition at line 22 of file [BufferLooperCounter.cc](#).

```
00023 {
00024     std::string out{"statistics for " + description + " : \n"};
00025     for(std::map<int, int>::const_iterator it = m.begin(); it != m.end(); it++)
00026     {
00027         if(it != m.begin()) out += ",";
00028         out += " ";
00029         switch(base)
00030         {
00031             case std::ios_base::dec: out += to_dec(static_cast<std::uint32_t>(it->first)); break;
00032             case std::ios_base::hex: out += to_hex(static_cast<std::uint32_t>(it->first)); break;
00033             case std::ios_base::oct: out += to_oct(static_cast<std::uint32_t>(it->first)); break;
00034             default: out += to_dec(static_cast<std::uint32_t>(it->first)); break;
00035         }
00036         out += "]" + std::to_string(it->second);
00037     }
00038     out += "\n";
00039     fmt::print(fmt::color::crimson | fmt::emphasis::bold, out);
00040 }
```

### 4.3.3 Member Data Documentation

**4.3.3.1 DIFPtrValueAtReturnedPos** `std::map<int, int> BufferLooperCounter::DIFPtrValueAt←`  
ReturnedPos

Definition at line 18 of file [BufferLooperCounter.h](#).

**4.3.3.2 DIFStarter** `std::map<int, int> BufferLooperCounter::DIFStarter`

Definition at line 17 of file [BufferLooperCounter.h](#).

**4.3.3.3 hasBadSlowControl** `int BufferLooperCounter::hasBadSlowControl = 0`

Definition at line 16 of file [BufferLooperCounter.h](#).

**4.3.3.4 hasSlowControl** `int BufferLooperCounter::hasSlowControl = 0`

Definition at line 15 of file [BufferLooperCounter.h](#).

**4.3.3.5 NonZeroValusAtEndOfData** `std::map<int, int> BufferLooperCounter::NonZeroValusAtEndOfData`

Definition at line 21 of file [BufferLooperCounter.h](#).

**4.3.3.6 SizeAfterAllData** `std::map<int, int> BufferLooperCounter::SizeAfterAllData`

Definition at line 20 of file [BufferLooperCounter.h](#).

**4.3.3.7 SizeAfterDIFPtr** `std::map<int, int> BufferLooperCounter::SizeAfterDIFPtr`

Definition at line 19 of file [BufferLooperCounter.h](#).

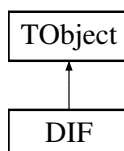
The documentation for this struct was generated from the following files:

- [libs/core/include/BufferLooperCounter.h](#)
- [libs/core/src/BufferLooperCounter.cc](#)

## 4.4 DIF Class Reference

```
#include <libs/interface/ROOT/include/DIF.h>
```

Inheritance diagram for DIF:



### Public Member Functions

- void [clear](#) ()
- void [addHit](#) (const [Hit](#) &)
- void [setID](#) (const std::uint8\_t &)
- std::uint8\_t [getID](#) () const
- void [setDTC](#) (const std::uint32\_t &)
- std::uint32\_t [getDTC](#) () const
- void [setGTC](#) (const std::uint32\_t &)
- std::uint32\_t [getGTC](#) () const
- void [setDIFBCID](#) (const std::uint32\_t &)
- std::uint32\_t [getDIFBCID](#) () const
- void [setAbsoluteBCID](#) (const std::uint64\_t &)
- std::uint64\_t [getAbsoluteBCID](#) () const
- std::vector< [Hit](#) >::const\_iterator [cbegin](#) () const
- std::vector< [Hit](#) >::const\_iterator [cend](#) () const

#### 4.4.1 Detailed Description

Definition at line 16 of file [DIF.h](#).

#### 4.4.2 Member Function Documentation

**4.4.2.1 addHit()** void DIF::addHit (   
const [Hit](#) & hit )

Definition at line 10 of file [DIF.cc](#).

```
00010 { m_Hits.push_back(hit); }
```

**4.4.2.2 cbegin()** std::vector< [Hit](#) >::const\_iterator DIF::cbegin ( ) const

Definition at line 32 of file [DIF.cc](#).

```
00032 { return m_Hits.cbegin(); }
```

**4.4.2.3 cend()** std::vector< [Hit](#) >::const\_iterator DIF::cend ( ) const

Definition at line 34 of file [DIF.cc](#).

```
00034 { return m_Hits.cend(); }
```

**4.4.2.4 clear()** void DIF::clear ( )

Definition at line 36 of file [DIF.cc](#).

```
00036 { m_Hits.clear(); }
```

**4.4.2.5 getAbsoluteBCID()** std::uint64\_t DIF::getAbsoluteBCID ( ) const

Definition at line 30 of file [DIF.cc](#).

```
00030 { return m_AbsoluteBCID; }
```

**4.4.2.6 getDIFBCID()** std::uint32\_t DIF::getDIFBCID ( ) const

Definition at line 26 of file [DIF.cc](#).

```
00026 { return m_DIFBCID; }
```

**4.4.2.7 getDTC()** `std::uint32_t DIF::getDTC ( ) const`Definition at line 18 of file [DIF.cc](#).

```
00018 { return m_DTC; }
```

**4.4.2.8 getGTC()** `std::uint32_t DIF::getGTC ( ) const`Definition at line 22 of file [DIF.cc](#).

```
00022 { return m_GTC; }
```

**4.4.2.9 getID()** `std::uint8_t DIF::getID ( ) const`Definition at line 14 of file [DIF.cc](#).

```
00014 { return m_ID; }
```

**4.4.2.10 setAbsoluteBCID()** `void DIF::setAbsoluteBCID (   
const std::uint64_t & absolutebcid )`Definition at line 28 of file [DIF.cc](#).

```
00028 { m_AbsoluteBCID = absolutebcid; }
```

**4.4.2.11 setDIFBCID()** `void DIF::setDIFBCID (   
const std::uint32_t & difbcid )`Definition at line 24 of file [DIF.cc](#).

```
00024 { m_DIFBCID = difbcid; }
```

**4.4.2.12 setDTC()** `void DIF::setDTC (   
const std::uint32_t & dtc )`Definition at line 16 of file [DIF.cc](#).

```
00016 { m_DTC = dtc; }
```

**4.4.2.13 setGTC()** `void DIF::setGTC (   
const std::uint32_t & gtc )`Definition at line 20 of file [DIF.cc](#).

```
00020 { m_GTC = gtc; }
```

**4.4.2.14 setID()** void DIF::setID (   
 const std::uint8\_t & id )

Definition at line 12 of file [DIF.cc](#).

```
00012 { m_ID = id; }
```

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

- [libs/interface/ROOT/include/DIF.h](#)
- [libs/interface/ROOT/src/DIF.cc](#)

## 4.5 DIFPtr Class Reference

M3 MICROROC and HARDROC2 dataformat.

```
#include <libs/core/include/Payload100.h>
```

### 4.5.1 Detailed Description

M3 MICROROC and HARDROC2 dataformat.

Data from the DAQ (once at the beginning of the file) :

*(1 fois par fichier) [Données venant de la DAQ]*

**data format version (8 bits)**

**daq software version (16 bits)**

**SDCC firmware version (16 bits)**

**DIF firmware version (16 bits)**

**timestamp (32bits)** (secondes depuis le 01/01/1970)

**timestamp (32bits)** (milliseconde)



**Explication :**

- data format version** = la version du format de données utilisée, c'est la version 13
- daq software version** = la version du soft d'acquisition labview ou Xdaq
- SDCC firmware version** = la version du code VHDL de la carte SDCC
- DIF firmware version** = la version du code VHDL de la carte DIF
- timestamp** = secondes et milliseconde depuis le 01/01/1970

Figure 1 Data from the DAQ (once at the beginning of the file)

Data from the [DIF](#) analog or/and digital (loop) :

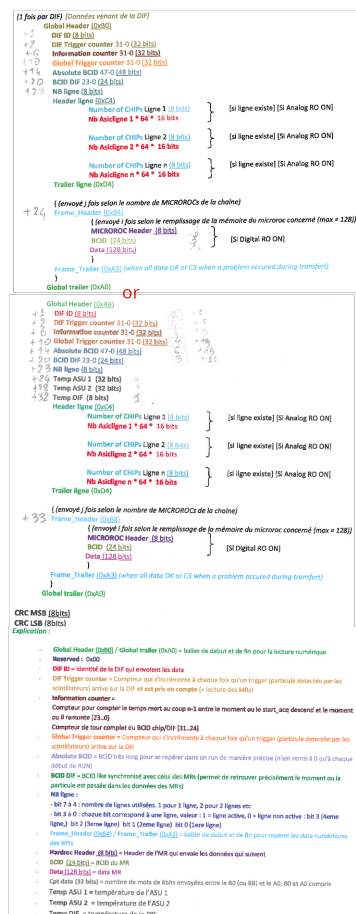


Figure 2 Data from the DIF analog or/and digital

Data from the DAQ (slowcontrol) :



(1 fois par slow control, c'est à dire 1 fois par fichier par DIF) [Données venant de la DAQ]

**SC Header (0xB1)**

**DIF ID (8 bits)**

**ASIC Header (8 bits)**

**Size SC ASIC** [74 ou 109 selon le chip]

**SC ASIC (n x 8bits)** [n= 74 ou 109 selon le chip]

**DIF ID (8 bits)**

**ASIC Header (8 bits)**

**Size SC ASIC** [74 ou 109 selon le chip]

**SC ASIC (n x 8bits)** [n= 74 ou 109 selon le chip]

...

**SC Trailer (0xA1)**

**Explication :**

- **SC Header (0xB1) / SC Trailer (0xA1)** = balise pour repérer les infos sur le Slow Control
- **DIF ID** = identité de la DIF qui envoient les data
- **Size SC ASIC** = taille de la trame SC d'un CHIP (MR=74 byte, HR = 109 byte)
- **ASIC header (8 bits)** : header dans le SC
- **SC ASIC (n x 8bits)** : de 1 a 48 par DIF moins ceux qui sont bypassés

Figure 3 Data from the DAQ (slowcontrol)

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

- [libs/core/include/Payload100.h](#)

## 4.6 DIFSlowControl Class Reference

```
#include <libs/core/include/DIFSlowControl.h>
```

### Public Member Functions

- **DIFSlowControl** (const std::uint8\_t &version, const std::uint8\_t &DIFid, unsigned char \*buf)  
*Constructor.*
- std::uint8\_t **getDIFid** ()  
*get DIF id*
- std::map< int, std::map< std::string, int > > **getChipsMap** ()  
*Get chips map.*
- std::map< std::string, int > **getChipSlowControl** (const int &asicid)  
*Get one chip map.*
- int **getChipSlowControl** (const std::int8\_t &asicid, const std::string &param)  
*Get one Chip value.*
- std::map< int, std::map< std::string, int > >::const\_iterator **cbegin** () const
- std::map< int, std::map< std::string, int > >::const\_iterator **cend** () const

### 4.6.1 Detailed Description

Definition at line 13 of file [DIFSlowControl.h](#).

### 4.6.2 Constructor & Destructor Documentation

**4.6.2.1 DIFSlowControl()** `DIFSlowControl::DIFSlowControl (`  
`const std::uint8_t & version,`  
`const std::uint8_t & DIFid,`  
`unsigned char * buf )`

Constructor.

#### Parameters

<i>version</i>	Data format version
<i>DIFid</i>	<a href="#">DIF</a> id
<i>buf</i>	Pointer to the Raw data buffer

Definition at line 7 of file [DIFSlowControl.cc](#).

```
00007 : m_Version(version), m_DIFid(DifId), m_AsicType(2)
00008 {
00009     if(cbuf[0] != 0xb1) return;
00010     int header_shift{6};
00011     if(m_Version < 8) m_NbrAsic = cbuf[5];
00012     else
00013     {
00014         m_DIFid      = cbuf[1];
00015         m_NbrAsic     = cbuf[2];
00016         header_shift = 3;
00017     }
00018     int size_hardroc1 = m_NbrAsic * 72 + header_shift + 1;
00019     if(cbuf[size_hardroc1 - 1] != 0xal) size_hardroc1 = 0;
00020
00021     int size_hardroc2 = m_NbrAsic * 109 + header_shift + 1;
00022     if(cbuf[size_hardroc2 - 1] != 0xal) size_hardroc2 = 0;
00023     if(size_hardroc1 != 0)
00024     {
00025         FillHR1(header_shift, cbuf);
00026         m_AsicType = 1;
00027     }
00028     else if(size_hardroc2 != 0)
00029         FillHR2(header_shift, cbuf);
00030     else
00031         return;
00032 }
```

### 4.6.3 Member Function Documentation

**4.6.3.1 cbegin()** `std::map< int, std::map< std::string, int > >::const_iterator DIFSlowControl::cbegin ( ) const [inline]`

Definition at line 47 of file [DIFSlowControl.h](#).

```
00047 { return m_MapSC.cbegin(); }
```

**4.6.3.2 cend()** `std::map< int, std::map< std::string, int > >::const_iterator DIFSlowControl↵::cend ( ) const [inline]`

Definition at line 49 of file [DIFSlowControl.h](#).

```
00049 { return m_MapSC.cend(); }
```

**4.6.3.3 getChipSlowControl()** [1/2] `std::map< std::string, int > DIFSlowControl::getChipSlow↵Control ( const int & asicid ) [inline]`

Get one chip map.

#### Parameters

<i>asicid</i>	ASIC ID
---------------	---------

#### Returns

a map of <string (parameter name),int (parameter value) >

Definition at line 38 of file [DIFSlowControl.cc](#).

```
00038 { return m_MapSC[asicid]; }
```

**4.6.3.4 getChipSlowControl()** [2/2] `int DIFSlowControl::getChipSlowControl ( const std::int8_t & asicid, const std::string & param ) [inline]`

Get one Chip value.

#### Parameters

<i>asicid</i>	ASic ID
<i>param</i>	Parameter name

Definition at line 40 of file [DIFSlowControl.cc](#).

```
00040 { return getChipSlowControl(asicid)[param]; }
```

**4.6.3.5 getChipsMap()** `std::map< int, std::map< std::string, int > > DIFSlowControl::get↵ChipsMap ( ) [inline]`

Get chips map.

#### Returns

a map of < Asic Id, map of <string (parameter name),int (parameter value) >

Definition at line 36 of file [DIFSlowControl.cc](#).

```
00036 { return m_MapSC; }
```

**4.6.3.6 getDIFId()** `std::uint8_t DIFSlowControl::getDIFId ( ) [inline]`

get [DIF](#) id

Definition at line [34](#) of file [DIFSlowControl.cc](#).

```
00034 { return m_DIFId; }
```

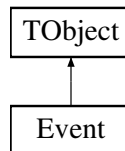
The documentation for this class was generated from the following files:

- [libs/core/include/DIFSlowControl.h](#)
- [libs/core/src/DIFSlowControl.cc](#)

## 4.7 Event Class Reference

```
#include <libs/interface/ROOT/include/Event.h>
```

Inheritance diagram for Event:



### Public Member Functions

- void [clear](#) ()
- void [addDIF](#) (const [DIF](#) &dif)
- std::map< std::uint8\_t, [DIF](#) >::const\_iterator [cbegin](#) () const
- std::map< std::uint8\_t, [DIF](#) >::const\_iterator [cend](#) () const

### 4.7.1 Detailed Description

Definition at line [15](#) of file [Event.h](#).

### 4.7.2 Member Function Documentation

**4.7.2.1 addDIF()** `void Event::addDIF ( const DIF & dif )`

Definition at line [10](#) of file [Event.cc](#).

```
00010 { DIFs[dif.getID()] = dif; }
```

**4.7.2.2 cbegin()** `std::map< std::uint8_t, DIF >::const_iterator Event::cbegin ( ) const`

Definition at line 12 of file [Event.cc](#).

```
00012 { return DIFs.cbegin(); }
```

**4.7.2.3 cend()** `std::map< std::uint8_t, DIF >::const_iterator Event::cend ( ) const`

Definition at line 14 of file [Event.cc](#).

```
00014 { return DIFs.cend(); }
```

**4.7.2.4 clear()** `void Event::clear ( )`

Definition at line 8 of file [Event.cc](#).

```
00008 { DIFs.clear(); }
```

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

- [libs/interface/ROOT/include/Event.h](#)
- [libs/interface/ROOT/src/Event.cc](#)

## 4.8 Exception Class Reference

```
#include <libs/core/include/Exception.h>
```

### Public Member Functions

- virtual const char \* [what](#) () const noexcept
- [Exception](#) (const std::string &[message](#))
- [Exception](#) (const std::int32\_t &[error](#), const std::string &[message](#))
- std::int32\_t [error](#) ()
- std::string [message](#) ()

### 4.8.1 Detailed Description

Definition at line 11 of file [Exception.h](#).

### 4.8.2 Constructor & Destructor Documentation

**4.8.2.1 Exception()** [1/2] `Exception::Exception ( const std::string & message ) [inline], [explicit]`

Definition at line 15 of file [Exception.h](#).

```
00015 : m_Message(message) { constructWhat(); }
```

**4.8.2.2 Exception()** [2/2] `Exception::Exception (`  
    `const std::int32_t & error,`  
    `const std::string & message ) [inline]`

Definition at line 16 of file [Exception.h](#).

```
00016 : m_Error(error), m_Message(message) { constructWhat(); }
```

### 4.8.3 Member Function Documentation

**4.8.3.1 error()** `std::int32_t Exception::error ( ) [inline]`

Definition at line 17 of file [Exception.h](#).

```
00017 { return m_Error; }
```

**4.8.3.2 message()** `std::string Exception::message ( ) [inline]`

Definition at line 18 of file [Exception.h](#).

```
00018 { return m_Message; }
```

**4.8.3.3 what()** `virtual const char * Exception::what ( ) const [inline], [virtual], [noexcept]`

Definition at line 14 of file [Exception.h](#).

```
00014 { return m_What.c_str(); }
```

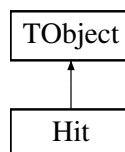
The documentation for this class was generated from the following file:

- [libs/core/include/Exception.h](#)

## 4.9 Hit Class Reference

```
#include <libs/interface/ROOT/include/Hit.h>
```

Inheritance diagram for Hit:



## Public Member Functions

- void [clear](#) ()
- void [setDIF](#) (const std::uint8\_t &)
- void [setASIC](#) (const std::uint8\_t &)
- void [setChannel](#) (const std::uint8\_t &)
- void [setThreshold](#) (const std::uint8\_t &)
- void [setDTC](#) (const std::uint32\_t &)
- void [setGTC](#) (const std::uint32\_t &)
- void [setDIFBCID](#) (const std::uint32\_t &)
- void [setFrameBCID](#) (const std::uint32\_t &)
- void [setTimestamp](#) (const std::uint32\_t &)
- void [setAbsoluteBCID](#) (const std::uint64\_t &)
- std::uint8\_t [getDIFid](#) () const
- std::uint8\_t [getASICid](#) () const
- std::uint8\_t [getChannel](#) () const
- std::uint8\_t [getThreshold](#) () const
- std::uint32\_t [getDTC](#) () const
- std::uint32\_t [getGTC](#) () const
- std::uint32\_t [getDIFBCID](#) () const
- std::uint32\_t [getFrameBCID](#) () const
- std::uint32\_t [getTimestamp](#) () const
- std::uint64\_t [getAbsoluteBCID](#) () const

### 4.9.1 Detailed Description

Definition at line 10 of file [Hit.h](#).

### 4.9.2 Member Function Documentation

#### 4.9.2.1 [clear\(\)](#) void Hit::clear ( )

Definition at line 7 of file [Hit.cc](#).

```
00008 {
00009     m_DIF          = 0;
00010     m_ASIC         = 0;
00011     m_Channel      = 0;
00012     m_Threshold    = 0;
00013     m_DTC          = 0;
00014     m_GTC          = 0;
00015     m_DIFBCID      = 0;
00016     m_FrameBCID    = 0;
00017     m_Timestamp    = 0;
00018     m_AbsoluteBCID = 0;
00019 }
```

#### 4.9.2.2 [getAbsoluteBCID\(\)](#) std::uint64\_t Hit::getAbsoluteBCID ( ) const

Definition at line 59 of file [Hit.cc](#).

```
00059 { return m_AbsoluteBCID; }
```

#### 4.9.2.3 getASICid() `std::uint8_t Hit::getASICid ( ) const`

Definition at line 43 of file [Hit.cc](#).

```
00043 { return m_ASIC; }
```

#### 4.9.2.4 getChannel() `std::uint8_t Hit::getChannel ( ) const`

Definition at line 45 of file [Hit.cc](#).

```
00045 { return m_Channel; }
```

#### 4.9.2.5 getDIFBCID() `std::uint32_t Hit::getDIFBCID ( ) const`

Definition at line 53 of file [Hit.cc](#).

```
00053 { return m_DIFBCID; }
```

#### 4.9.2.6 getDIFid() `std::uint8_t Hit::getDIFid ( ) const`

Definition at line 41 of file [Hit.cc](#).

```
00041 { return m_DIF; }
```

#### 4.9.2.7 getDTC() `std::uint32_t Hit::getDTC ( ) const`

Definition at line 49 of file [Hit.cc](#).

```
00049 { return m_DTC; }
```

#### 4.9.2.8 getFrameBCID() `std::uint32_t Hit::getFrameBCID ( ) const`

Definition at line 55 of file [Hit.cc](#).

```
00055 { return m_FrameBCID; }
```

#### 4.9.2.9 getGTC() `std::uint32_t Hit::getGTC ( ) const`

Definition at line 51 of file [Hit.cc](#).

```
00051 { return m_GTC; }
```



**4.9.2.10 getThreshold()** `std::uint8_t Hit::getThreshold ( ) const`

Definition at line 47 of file [Hit.cc](#).

```
00047 { return m_Threshold; }
```

**4.9.2.11 getTimestamp()** `std::uint32_t Hit::getTimestamp ( ) const`

Definition at line 57 of file [Hit.cc](#).

```
00057 { return m_Timestamp; }
```

**4.9.2.12 setAbsoluteBCID()** `void Hit::setAbsoluteBCID ( const std::uint64_t & absolutebcid )`

Definition at line 39 of file [Hit.cc](#).

```
00039 { m_AbsoluteBCID = absolutebcid; }
```

**4.9.2.13 setASIC()** `void Hit::setASIC ( const std::uint8_t & asic )`

Definition at line 23 of file [Hit.cc](#).

```
00023 { m_ASIC = asic; }
```

**4.9.2.14 setChannel()** `void Hit::setChannel ( const std::uint8_t & channel )`

Definition at line 25 of file [Hit.cc](#).

```
00025 { m_Channel = channel; }
```

**4.9.2.15 setDIF()** `void Hit::setDIF ( const std::uint8_t & dif )`

Definition at line 21 of file [Hit.cc](#).

```
00021 { m_DIF = dif; }
```

**4.9.2.16 setDIFBCID()** `void Hit::setDIFBCID ( const std::uint32_t & difbcid )`

Definition at line 33 of file [Hit.cc](#).

```
00033 { m_DIFBCID = difbcid; }
```

**4.9.2.17 setDTC()** `void Hit::setDTC (`  
`const std::uint32_t & dtc )`

Definition at line 29 of file [Hit.cc](#).

```
00029 { m_DTC = dtc; }
```

**4.9.2.18 setFrameBCID()** `void Hit::setFrameBCID (`  
`const std::uint32_t & framebcid )`

Definition at line 35 of file [Hit.cc](#).

```
00035 { m_FrameBCID = framebcid; }
```

**4.9.2.19 setGTC()** `void Hit::setGTC (`  
`const std::uint32_t & gtc )`

Definition at line 31 of file [Hit.cc](#).

```
00031 { m_GTC = gtc; }
```

**4.9.2.20 setThreshold()** `void Hit::setThreshold (`  
`const std::uint8_t & threshold )`

Definition at line 27 of file [Hit.cc](#).

```
00027 { m_Threshold = threshold; }
```

**4.9.2.21 setTimestamp()** `void Hit::setTimestamp (`  
`const std::uint32_t & timestamp )`

Definition at line 37 of file [Hit.cc](#).

```
00037 { m_Timestamp = timestamp; }
```

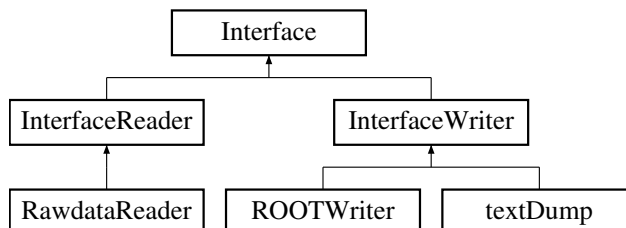
The documentation for this class was generated from the following files:

- [libs/interface/ROOT/include/Hit.h](#)
- [libs/interface/ROOT/src/Hit.cc](#)

## 4.10 Interface Class Reference

```
#include <libs/core/include/Interface.h>
```

Inheritance diagram for Interface:



## Public Member Functions

- [Interface](#) (const std::string &name, const std::string &version, const [InterfaceType](#) &type)
- virtual [~Interface](#) ()=default
- virtual void [startEvent](#) ()
- virtual void [endEvent](#) ()
- virtual void [startDIF](#) ()
- virtual void [endDIF](#) ()
- virtual void [startFrame](#) ()
- virtual void [endFrame](#) ()
- virtual void [startPad](#) ()
- virtual void [endPad](#) ()
- std::shared\_ptr< spdlog::logger > & [log](#) ()
- void [setLogger](#) (const std::shared\_ptr< spdlog::logger > &logger)
- std::string [getName](#) ()
- [Version](#) [getVersion](#) ()

### 4.10.1 Detailed Description

Definition at line 38 of file [Interface.h](#).

### 4.10.2 Constructor & Destructor Documentation

**4.10.2.1 Interface()** `Interface::Interface (const std::string & name, const std::string & version, const InterfaceType & type ) [inline]`

Definition at line 41 of file [Interface.h](#).

```
00041 :   m_Name(name), m_Version(version) {}
```

**4.10.2.2 ~Interface()** `virtual Interface::~~Interface ( ) [virtual], [default]`

### 4.10.3 Member Function Documentation

**4.10.3.1 endDIF()** `virtual void Interface::endDIF ( ) [inline], [virtual]`

Reimplemented in [ROOTWriter](#).

Definition at line 46 of file [Interface.h](#).

```
00046 {}
```

**4.10.3.2 endEvent()** `virtual void Interface::endEvent ( ) [inline], [virtual]`

Reimplemented in [ROOTWriter](#).

Definition at line 44 of file [Interface.h](#).

```
00044 {}
```

**4.10.3.3 endFrame()** `virtual void Interface::endFrame ( ) [inline], [virtual]`

Reimplemented in [ROOTWriter](#).

Definition at line 48 of file [Interface.h](#).

```
00048 {}
```

**4.10.3.4 endPad()** `virtual void Interface::endPad ( ) [inline], [virtual]`

Reimplemented in [ROOTWriter](#).

Definition at line 50 of file [Interface.h](#).

```
00050 {}
```

**4.10.3.5 getName()** `std::string Interface::getName ( ) [inline]`

Definition at line 53 of file [Interface.h](#).

```
00053 { return m_Name; }
```

**4.10.3.6 getVersion()** `Version Interface::getVersion ( ) [inline]`

Definition at line 54 of file [Interface.h](#).

```
00054 { return m_Version; }
```

**4.10.3.7 log()** `std::shared_ptr< spdlog::logger > & Interface::log ( ) [inline]`

Definition at line 51 of file [Interface.h](#).

```
00051 { return m_Logger; }
```

**4.10.3.8 setLogger()** `void Interface::setLogger (
 const std::shared_ptr< spdlog::logger > & logger ) [inline]`

Definition at line 52 of file [Interface.h](#).

```
00052 { m_Logger = logger; }
```

**4.10.3.9 startDIF()** `virtual void Interface::startDIF ( ) [inline], [virtual]`

Reimplemented in [ROOTWriter](#).

Definition at line 45 of file [Interface.h](#).  
00045 {}

**4.10.3.10 startEvent()** `virtual void Interface::startEvent ( ) [inline], [virtual]`

Reimplemented in [ROOTWriter](#).

Definition at line 43 of file [Interface.h](#).  
00043 {}

**4.10.3.11 startFrame()** `virtual void Interface::startFrame ( ) [inline], [virtual]`

Reimplemented in [ROOTWriter](#).

Definition at line 47 of file [Interface.h](#).  
00047 {}

**4.10.3.12 startPad()** `virtual void Interface::startPad ( ) [inline], [virtual]`

Reimplemented in [ROOTWriter](#).

Definition at line 49 of file [Interface.h](#).  
00049 {}

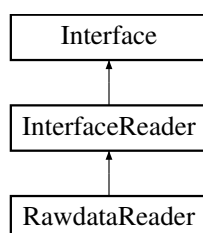
The documentation for this class was generated from the following file:

- [libs/core/include/Interface.h](#)

## 4.11 InterfaceReader Class Reference

```
#include <libs/core/include/Interface.h>
```

Inheritance diagram for InterfaceReader:



## Public Member Functions

- [InterfaceReader](#) (const std::string &name, const std::string &version)
- virtual [~InterfaceReader](#) ()=default

## Protected Attributes

- [Buffer](#) [m\\_Buffer](#)

### 4.11.1 Detailed Description

Definition at line 63 of file [Interface.h](#).

### 4.11.2 Constructor & Destructor Documentation

**4.11.2.1 [InterfaceReader\(\)](#)** `InterfaceReader::InterfaceReader (`  
    `const std::string & name,`  
    `const std::string & version ) [inline]`

Definition at line 66 of file [Interface.h](#).

```
00066 : Interface(name, version, InterfaceType::Reader) {}
```

**4.11.2.2 [~InterfaceReader\(\)](#)** `virtual InterfaceReader::~~InterfaceReader ( ) [virtual], [default]`

### 4.11.3 Member Data Documentation

**4.11.3.1 [m\\_Buffer](#)** [Buffer](#) `InterfaceReader::m_Buffer [protected]`

Definition at line 70 of file [Interface.h](#).

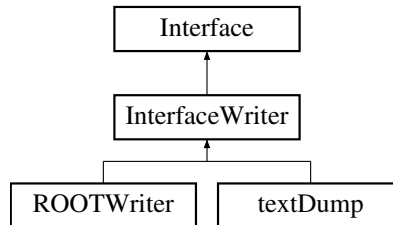
The documentation for this class was generated from the following file:

- `libs/core/include/Interface.h`

## 4.12 InterfaceWriter Class Reference

```
#include <libs/core/include/Interface.h>
```

Inheritance diagram for InterfaceWriter:



### Public Member Functions

- [InterfaceWriter](#) (const std::string &name, const std::string &version)
- void [addCompatibility](#) (const std::string &name, const std::string &version)
- std::map< std::string, std::string > [getCompatibility](#) ()
- bool [checkCompatibility](#) (const std::string &name, const std::string &version)
- virtual [~InterfaceWriter](#) ()=default

#### 4.12.1 Detailed Description

Definition at line 73 of file [Interface.h](#).

#### 4.12.2 Constructor & Destructor Documentation

**4.12.2.1 InterfaceWriter()** `InterfaceWriter::InterfaceWriter ( const std::string & name, const std::string & version ) [inline]`

Definition at line 76 of file [Interface.h](#).

```
00076 : Interface(name, version, InterfaceType::Writer) {}
```

**4.12.2.2 ~InterfaceWriter()** `virtual InterfaceWriter::~~InterfaceWriter ( ) [virtual], [default]`

#### 4.12.3 Member Function Documentation

**4.12.3.1 addCompatibility()** void InterfaceWriter::addCompatibility (   
const std::string & name,   
const std::string & version ) [inline]

Definition at line 78 of file [Interface.h](#).

```
00078 { m_Compatible[name] = version; }
```

**4.12.3.2 checkCompatibility()** bool InterfaceWriter::checkCompatibility (   
const std::string & name,   
const std::string & version ) [inline]

Definition at line 82 of file [Interface.h](#).

```
00083 {   
00084     if(m_Compatible.find(name) != m_Compatible.end())   
00085     {   
00086         auto          ran = semver::range::detail::range(m_Compatible[name]);   
00087         semver::version ver = semver::version(version);   
00088         if(ran.satisfies(ver, false)) return true;   
00089         else   
00090             return false;   
00091     }   
00092     else   
00093         return false;   
00094 }
```

**4.12.3.3 getCompatibility()** std::map< std::string, std::string > InterfaceWriter::getCompatibility   
( ) [inline]

Definition at line 80 of file [Interface.h](#).

```
00080 { return m_Compatible; }
```

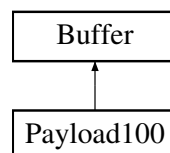
The documentation for this class was generated from the following file:

- [libs/core/include/Interface.h](#)

## 4.13 Payload100 Class Reference

```
#include <libs/core/include/Payload100.h>
```

Inheritance diagram for Payload100:





## Public Member Functions

- [Payload100](#) ()=default
- void [setBuffer](#) (const [Buffer](#) &buffer)
- bool [hasTemperature](#) () const
- bool [hasAnalogReadout](#) () const
- bool [hasSlowControl](#) () const
- float [getTemperatureDIF](#) () const
- float [getTemperatureASU1](#) () const
- float [getTemperatureASU2](#) () const
- [Buffer](#) [getSlowControl](#) () const
- std::vector< [bit8\\_t](#) \* > [getFramesVector](#) () const
- std::vector< [bit8\\_t](#) \* > [getLinesVector](#) () const
- std::uint32\_t [getSizeAfterDIFPtr](#) () const
- std::uint32\_t [getEndOfDIFData](#) () const
- std::uint32\_t [getDTC](#) () const
- std::uint32\_t [getGTC](#) () const
- std::uint64\_t [getAbsoluteBCID](#) () const
- std::uint32\_t [getBCID](#) () const
- bool [hasLine](#) (const std::uint32\_t &) const
- std::uint32\_t [getNumberOfFrames](#) () const
- [bit8\\_t](#) \* [getFramePtr](#) (const std::uint32\_t &) const
- std::uint32\_t [getFrameBCID](#) (const std::uint32\_t &) const
- std::uint32\_t [getFrameTimeToTrigger](#) (const std::uint32\_t &) const
- bool [getFrameLevel](#) (const std::uint32\_t &, const std::uint32\_t &, const std::uint32\_t &) const
- std::uint32\_t [getDIFid](#) () const
- std::uint32\_t [getASICid](#) (const std::uint32\_t &) const
- std::uint32\_t [getThresholdStatus](#) (const std::uint32\_t &, const std::uint32\_t &) const
- std::uint32\_t [getDIF\\_CRC](#) () const

### 4.13.1 Detailed Description

Definition at line 36 of file [Payload100.h](#).

### 4.13.2 Constructor & Destructor Documentation

**4.13.2.1 [Payload100\(\)](#)** `Payload100::Payload100 ( ) [default]`

### 4.13.3 Member Function Documentation

#### 4.13.3.1 getAbsoluteBCID() std::uint64\_t Payload100::getAbsoluteBCID ( ) const [inline]

Definition at line 233 of file [Payload100.h](#).

```
00234 {
00235     std::uint32_t shift{Size::GLOBAL_HEADER + Size::DIF_IF + Size::DIF_TRIGGER_COUNTER +
        Size::INFORMATION_COUNTER + Size::GLOBAL_TRIGGER_COUNTER};
00236     std::uint64_t LBC = ((begin()[shift] << 16) | (begin()[shift + 1] << 8) | (begin()[shift + 2])) *
        16777216ULL /* to shift the value from the 24 first bits*/
00237         + ((begin()[shift + 3] << 16) | (begin()[shift + 4] << 8) | (begin()[shift + 5]));
00238     return LBC;
00239 }
```

#### 4.13.3.2 getASICid() std::uint32\_t Payload100::getASICid ( const std::uint32\_t & i ) const [inline]

Definition at line 277 of file [Payload100.h](#).

```
00277 { return m_Frames[i][0] & 0xFF; }
```

#### 4.13.3.3 getBCID() std::uint32\_t Payload100::getBCID ( ) const [inline]

Definition at line 241 of file [Payload100.h](#).

```
00242 {
00243     std::uint32_t shift{Size::GLOBAL_HEADER + Size::DIF_IF + Size::DIF_TRIGGER_COUNTER +
        Size::INFORMATION_COUNTER + Size::GLOBAL_TRIGGER_COUNTER + Size::ABSOLUTE_BCID};
00244     return (begin()[shift] << 16) + (begin()[shift + 1] << 8) + begin()[shift + 2];
00245 }
```

#### 4.13.3.4 getDIF\_CRC() std::uint32\_t Payload100::getDIF\_CRC ( ) const [inline]

Definition at line 281 of file [Payload100.h](#).

```
00282 {
00283     std::uint32_t shift{getEndOfDIFData() - (Size::CRC_MSB + Size::CRC_LSB)};
00284     return (begin()[shift] << 8) + begin()[shift + 1];
00285 }
```

#### 4.13.3.5 getDIFid() std::uint32\_t Payload100::getDIFid ( ) const [inline]

Definition at line 271 of file [Payload100.h](#).

```
00272 {
00273     std::uint32_t shift{+Size::GLOBAL_HEADER};
00274     return begin()[shift] & 0xFF;
00275 }
```

#### 4.13.3.6 getDTC() std::uint32\_t Payload100::getDTC ( ) const [inline]

Definition at line 221 of file [Payload100.h](#).

```
00222 {
00223     std::uint32_t shift{Size::GLOBAL_HEADER + Size::DIF_IF};
00224     return (begin()[shift] << 24) + (begin()[shift + 1] << 16) + (begin()[shift + 2] << 8) + begin()[shift
        + 3];
00225 }
```

**4.13.3.7 getEndOfDIFData()** `std::uint32_t Payload100::getEndOfDIFData ( ) const [inline]`

Definition at line 289 of file [Payload100.h](#).

```
00289 { return theGetFramePtrReturn_; }
```

**4.13.3.8 getFrameBCID()** `std::uint32_t Payload100::getFrameBCID ( const std::uint32_t & i ) const [inline]`

Definition at line 257 of file [Payload100.h](#).

```
00258 {
00259     std::uint32_t shift{+Size::MICROROC_HEADER};
00260     return GrayToBin((m_Frames[i][shift] << 16) + (m_Frames[i][shift + 1] << 8) + m_Frames[i][shift + 2]);
00261 }
```

**4.13.3.9 getFrameLevel()** `bool Payload100::getFrameLevel ( const std::uint32_t & i, const std::uint32_t & ipad, const std::uint32_t & ilevel ) const [inline]`

Definition at line 265 of file [Payload100.h](#).

```
00266 {
00267     std::uint32_t shift{Size::MICROROC_HEADER + Size::BCID};
00268     return ((m_Frames[i][shift + ((3 - ipad / 16) * 4 + (ipad % 16) / 4)] >> (7 - ((ipad % 16) % 4) * 2 + ilevel))) & 0x1;
00269 }
```

**4.13.3.10 getFramePtr()** `bit8_t * Payload100::getFramePtr ( const std::uint32_t & i ) const [inline]`

Definition at line 255 of file [Payload100.h](#).

```
00255 { return m_Frames[i]; }
```

**4.13.3.11 getFramesVector()** `std::vector< bit8_t * > Payload100::getFramesVector ( ) const [inline]`

Definition at line 217 of file [Payload100.h](#).

```
00217 { return m_Frames; }
```

**4.13.3.12 getFrameTimeToTrigger()** `std::uint32_t Payload100::getFrameTimeToTrigger ( const std::uint32_t & i ) const [inline]`

Definition at line 263 of file [Payload100.h](#).

```
00263 { return getBCID() - getFrameBCID(i); }
```

#### 4.13.3.13 `getGTC()` `std::uint32_t Payload100::getGTC ( ) const [inline]`

Definition at line 227 of file [Payload100.h](#).

```
00228 {
00229     std::uint32_t shift{Size::GLOBAL_HEADER + Size::DIF_IF + Size::DIF_TRIGGER_COUNTER +
        Size::INFORMATION_COUNTER};
00230     return (begin()[shift] << 24) + (begin()[shift + 1] << 16) + (begin()[shift + 2] << 8) + begin()[shift
        + 3];
00231 }
```

#### 4.13.3.14 `getLinesVector()` `std::vector< bit8_t * > Payload100::getLinesVector ( ) const [inline]`

Definition at line 219 of file [Payload100.h](#).

```
00219 { return m_Lines; }
```

#### 4.13.3.15 `getNumberOfFrames()` `std::uint32_t Payload100::getNumberOfFrames ( ) const [inline]`

Definition at line 253 of file [Payload100.h](#).

```
00253 { return m_Frames.size(); }
```

#### 4.13.3.16 `getSizeAfterDIFPtr()` `std::uint32_t Payload100::getSizeAfterDIFPtr ( ) const [inline]`

Definition at line 287 of file [Payload100.h](#).

```
00287 { return size() - theGetFramePtrReturn_; }
```

#### 4.13.3.17 `getSlowControl()` `Buffer Payload100::getSlowControl ( ) const [inline]`

Definition at line 210 of file [Payload100.h](#).

```
00211 {
00212     if(hasSlowControl()) return Buffer(&begin()[getEndOfDIFData()], size() - getEndOfDIFData());
00213     else
00214         return Buffer();
00215 }
```

#### 4.13.3.18 `getTemperatureASU1()` `float Payload100::getTemperatureASU1 ( ) const [inline]`

Definition at line 198 of file [Payload100.h](#).

```
00199 {
00200     if(!hasTemperature()) throw Exception("Don't have TemperatureASU1 information");
00201     return (getTASU1() >> 3) * 0.0625;
00202 }
```

**4.13.3.19 getTemperatureASU2()** float Payload100::getTemperatureASU2 ( ) const [inline]

Definition at line 204 of file [Payload100.h](#).

```
00205 {
00206     if(!hasTemperature()) throw Exception("Don't have TemperatureASU2 information");
00207     return (getTASU2() » 3) * 0.0625;
00208 }
```

**4.13.3.20 getTemperatureDIF()** float Payload100::getTemperatureDIF ( ) const [inline]

Definition at line 192 of file [Payload100.h](#).

```
00193 {
00194     if(!hasTemperature()) throw Exception("Don't have TemperatureDIF information");
00195     return 0.508 * getTDIF() - 9.659;
00196 }
```

**4.13.3.21 getThresholdStatus()** std::uint32\_t Payload100::getThresholdStatus ( const std::uint32\_t & i, const std::uint32\_t & ipad ) const [inline]

Definition at line 279 of file [Payload100.h](#).

```
00279 { return ((std::uint32_t)getFrameLevel(i, ipad, 1)) « 1 | ((std::uint32_t)getFrameLevel(i, ipad, 0)); }
```

**4.13.3.22 hasAnalogReadout()** bool Payload100::hasAnalogReadout ( ) const [inline]

Definition at line 144 of file [Payload100.h](#).

```
00144 { return getNumberLines() != 0; }
```

**4.13.3.23 hasLine()** bool Payload100::hasLine ( const std::uint32\_t & line ) const [inline]

Definition at line 247 of file [Payload100.h](#).

```
00248 {
00249     std::uint32_t shift{Size::GLOBAL_HEADER + Size::DIF_IF + Size::DIF_TRIGGER_COUNTER +
        Size::INFORMATION_COUNTER + Size::GLOBAL_TRIGGER_COUNTER + Size::ABSOLUTE_BCID + Size::BCID_DIF};
00250     return ((begin())[shift] » line) & 0x1;
00251 }
```

**4.13.3.24 hasSlowControl()** bool Payload100::hasSlowControl ( ) const [inline]

Definition at line 172 of file [Payload100.h](#).

```
00172 { return theGetFramePtrReturn_ != size(); }
```

#### 4.13.3.25 hasTemperature() `bool Payload100::hasTemperature ( ) const [inline]`

Definition at line 142 of file [Payload100.h](#).

```
00142 { return (static_cast<std::uint8_t>(begin()[0]) ==  
        static_cast<std::uint8_t>(Value::GLOBAL_HEADER_TEMP)); }
```

#### 4.13.3.26 setBuffer() `void Payload100::setBuffer ( const Buffer & buffer ) [inline]`

Definition at line 92 of file [Payload100.h](#).

```
00093 {  
00094     set(buffer);  
00095     m_Frames.clear();  
00096     m_Lines.clear();  
00097     theGetFramePtrReturn_ = parsePayload();  
00098 }
```

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

- [libs/core/include/Payload100.h](#)

## 4.14 PayloadLoader Class Reference

```
#include <libs/core/include/PayloadLoader.h>
```

### Public Member Functions

- [PayloadLoader](#) ()=default
- [Payload100](#) \* [getPayload](#) (const std::int32\_t &detector\_id)

#### 4.14.1 Detailed Description

Definition at line 11 of file [PayloadLoader.h](#).

#### 4.14.2 Constructor & Destructor Documentation

##### 4.14.2.1 PayloadLoader() `PayloadLoader::PayloadLoader ( ) [default]`

#### 4.14.3 Member Function Documentation

**4.14.3.1** `getPayload()` `Payload100 * PayloadLoader::getPayload (`  
`const std::int32_t & detector_id ) [inline]`

Definition at line 15 of file [PayloadLoader.h](#).

```
00016 {
00017     switch(detector_id)
00018     {
00019         case 100: payload = new Payload100();
00020     }
00021     return payload;
00022 }
```

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

- [libs/core/include/PayloadLoader.h](#)

## 4.15 RawBufferNavigator Class Reference

class to navigate in the raw data buffer parse the header and send the payload as [Buffer](#)

```
#include <libs/core/include/RawBufferNavigator.h>
```

### Public Member Functions

- [RawBufferNavigator](#) ()
- [~RawBufferNavigator](#) ()=default
- void [setBuffer](#) (const [Buffer](#) &)
- std::uint8\_t [getDetectorID](#) ()
- bool [findStartOfPayload](#) ()
- std::int32\_t [getStartOfPayload](#) ()
- bool [validPayload](#) ()
- [Buffer](#) [getPayload](#) ()

### Static Public Member Functions

- static void [StartAt](#) (const int &start)

### 4.15.1 Detailed Description

class to navigate in the raw data buffer parse the header and send the payload as [Buffer](#)

Definition at line 13 of file [RawBufferNavigator.h](#).

### 4.15.2 Constructor & Destructor Documentation

**4.15.2.1** `RawBufferNavigator()` `RawBufferNavigator::RawBufferNavigator ( )`

Definition at line 16 of file [RawBufferNavigator.cc](#).

```
00016 {}
```

**4.15.2.2 ~RawBufferNavigator()** `RawBufferNavigator::~~RawBufferNavigator ( ) [default]`

### 4.15.3 Member Function Documentation

**4.15.3.1 findStartOfPayload()** `bool RawBufferNavigator::findStartOfPayload ( )`

Definition at line 27 of file [RawBufferNavigator.cc](#).

```
00028 {
00029     if(m_StartPayloadDone == true)
00030     {
00031         if(m_StartPayload == -1) return false;
00032         else
00033             return true;
00034     }
00035     else
00036     {
00037         m_StartPayloadDone = true;
00038         for(std::size_t i = m_Start; i < m_Buffer.size(); i++)
00039         {
00040             if(static_cast<std::uint8_t>(m_Buffer[i]) == static_cast<std::uint8_t>(Value::GLOBAL_HEADER) ||
static_cast<std::uint8_t>(m_Buffer[i]) == static_cast<std::uint8_t>(Value::GLOBAL_HEADER_TEMP))
00041             {
00042                 m_StartPayload = i;
00043                 return true;
00044             }
00045         }
00046         m_StartPayload = -1;
00047         return false;
00048     }
00049 }
```

**4.15.3.2 getDetectorID()** `std::uint8_t RawBufferNavigator::getDetectorID ( )`

Definition at line 25 of file [RawBufferNavigator.cc](#).

```
00025 { return m_Buffer[0]; }
```

**4.15.3.3 getPayload()** `Buffer RawBufferNavigator::getPayload ( )`

Definition at line 59 of file [RawBufferNavigator.cc](#).

```
00059 { return Buffer(&(m_Buffer.begin()[m_StartPayload]), m_Buffer.size() - m_StartPayload); }
```

**4.15.3.4 getStartOfPayload()** `std::int32_t RawBufferNavigator::getStartOfPayload ( )`

Definition at line 51 of file [RawBufferNavigator.cc](#).

```
00052 {
00053     findStartOfPayload();
00054     return m_StartPayload;
00055 }
```



**4.15.3.5 setBuffer()** void RawBufferNavigator::setBuffer (   
 const Buffer & b )

Definition at line 18 of file [RawBufferNavigator.cc](#).

```
00019 {
00020     m_Buffer          = b;
00021     m_StartPayload    = -1;
00022     m_StartPayloadDone = false;
00023 }
```

**4.15.3.6 StartAt()** void RawBufferNavigator::StartAt (   
 const int & start ) [static]

Definition at line 11 of file [RawBufferNavigator.cc](#).

```
00012 {
00013     if(start >= 0) m_Start = start;
00014 }
```

**4.15.3.7 validPayload()** bool RawBufferNavigator::validPayload ( )

Definition at line 57 of file [RawBufferNavigator.cc](#).

```
00057 { return m_StartPayload != -1; }
```

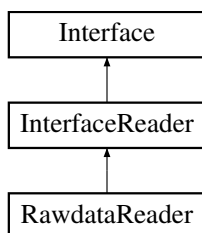
The documentation for this class was generated from the following files:

- [libs/core/include/RawBufferNavigator.h](#)
- [libs/core/src/RawBufferNavigator.cc](#)

## 4.16 RawdataReader Class Reference

```
#include <libs/interface/RawDataReader/include/RawdataReader.h>
```

Inheritance diagram for RawdataReader:



### Public Member Functions

- [RawdataReader](#) (const char \*fileName)
- void [start](#) ()
- void [end](#) ()
- float [getFileSize](#) ()
- void [openFile](#) (const std::string &fileName)
- void [closeFile](#) ()
- bool [nextEvent](#) ()
- bool [nextDIFbuffer](#) ()
- const Buffer & [getBuffer](#) ()
- virtual ~[RawdataReader](#) ()

## Static Public Member Functions

- static void [setDefaultBufferSize](#) (const std::size\_t &size)

## Additional Inherited Members

### 4.16.1 Detailed Description

Definition at line 17 of file [RawdataReader.h](#).

### 4.16.2 Constructor & Destructor Documentation

**4.16.2.1 RawdataReader()** RawdataReader::RawdataReader (   
const char \* *fileName* ) [explicit]

Definition at line 18 of file [RawdataReader.cc](#).

```
00018                                     :   InterfaceReader("RawdataReader", "1.0.0")
00019 {
00020     m_buf.reserve(m_BufferSize);
00021     m_Filename = fileName;
00022 }
```

**4.16.2.2 ~RawdataReader()** virtual RawdataReader::~RawdataReader ( ) [inline], [virtual]

Definition at line 29 of file [RawdataReader.h](#).

```
00029 { closeFile(); }
```

### 4.16.3 Member Function Documentation

**4.16.3.1 closeFile()** void RawdataReader::closeFile ( )

Definition at line 47 of file [RawdataReader.cc](#).

```
00048 {
00049     try
00050     {
00051         if(m_FileStream.is_open()) m_FileStream.close();
00052     }
00053     catch(const std::ios_base::failure& e)
00054     {
00055         log()->error("Caught an ios_base::failure in closeFile : {} {}", e.what(), e.code().value());
00056         throw;
00057     }
00058 }
```

**4.16.3.2 end()** void RawdataReader::end ( )

Definition at line 26 of file [RawdataReader.cc](#).

```
00026 { closeFile(); }
```

**4.16.3.3 getBuffer()** const Buffer & RawdataReader::getBuffer ( )

Definition at line 122 of file [RawdataReader.cc](#).

```
00123 {  
00124     uncompress();  
00125     return m_Buffer;  
00126 }
```

**4.16.3.4 getFileSize()** float RawdataReader::getFileSize ( )

Definition at line 130 of file [RawdataReader.cc](#).

```
00130 { return m_FileSize; }
```

**4.16.3.5 nextDIFbuffer()** bool RawdataReader::nextDIFbuffer ( )

Definition at line 95 of file [RawdataReader.cc](#).

```
00096 {  
00097     try  
00098     {  
00099         static int DIF_processed{0};  
00100         if(DIF_processed >= m_NumberOfDIF)  
00101         {  
00102             DIF_processed = 0;  
00103             return false;  
00104         }  
00105         else  
00106         {  
00107             DIF_processed++;  
00108             std::uint32_t bsize{0};  
00109             m_FileStream.read(reinterpret_cast<char*>(&bsize), sizeof(std::uint32_t));  
00110             m_FileStream.read(reinterpret_cast<char*>(&m_buf[0]), bsize);  
00111             m_Buffer = Buffer(m_buf);  
00112         }  
00113     }  
00114     catch(const std::ios_base::failure& e)  
00115     {  
00116         log()->error("Caught an ios_base::failure in openFile : {} ", e.what());  
00117         return false;  
00118     }  
00119     return true;  
00120 }
```

**4.16.3.6 nextEvent()** bool RawdataReader::nextEvent ( )

Definition at line 81 of file [RawdataReader.cc](#).

```
00082 {  
00083     try  
00084     {  
00085         m_FileStream.read(reinterpret_cast<char*>(&m_EventNumber), sizeof(std::uint32_t));  
00086         m_FileStream.read(reinterpret_cast<char*>(&m_NumberOfDIF), sizeof(std::uint32_t));  
00087     }  
00088     catch(const std::ios_base::failure& e)  
00089     {  
00090         return false;  
00091     }  
00092     return true;  
00093 }
```

**4.16.3.7 openFile()** void RawdataReader::openFile (   
 const std::string & fileName )

Definition at line 60 of file [RawdataReader.cc](#).

```
00061 {
00062     try
00063     {
00064         m_FileStream.rdbuf()->pubsetbuf(0, 0);
00065         m_FileStream.exceptions(std::ifstream::failbit | std::ifstream::badbit);
00066         m_FileStream.open(fileName.c_str(), std::ios::in | std::ios::binary | std::ios::ate); // Start at
the end to directly calculate the size of the file then come back to beginning
00067         m_FileStream.rdbuf()->pubsetbuf(0, 0);
00068         if(m_FileStream.is_open())
00069         {
00070             setFileSize(m_FileStream.tellg());
00071             m_FileStream.seekg(0, std::ios::beg);
00072         }
00073     }
00074     catch(const std::ios_base::failure& e)
00075     {
00076         log()->error("Caught an ios_base::failure in openFile : {}", e.what());
00077         throw;
00078     }
00079 }
```

**4.16.3.8 setDefaultBufferSize()** void RawdataReader::setDefaultBufferSize (   
 const std::size\_t & size ) [static]

Definition at line 16 of file [RawdataReader.cc](#).

```
00016 { m_BufferSize = size; }
```

**4.16.3.9 start()** void RawdataReader::start ( )

Definition at line 24 of file [RawdataReader.cc](#).

```
00024 { openFile(m_Filename); }
```

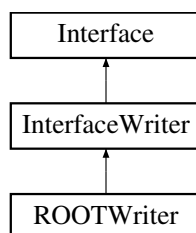
The documentation for this class was generated from the following files:

- [libs/interface/RawDataReader/include/RawdataReader.h](#)
- [libs/interface/RawDataReader/src/RawdataReader.cc](#)

## 4.17 ROOTWriter Class Reference

```
#include <libs/interface/ROOT/include/ROOTWriter.h>
```

Inheritance diagram for ROOTWriter:



## Public Member Functions

- [ROOTWriter](#) ()
- void [setFilename](#) (const std::string &)
- void [start](#) ()
- void [processDIF](#) (const [Payload100](#) &)
- void [processFrame](#) (const [Payload100](#) &, const std::uint32\_t &frameIndex)
- void [processPadInFrame](#) (const [Payload100](#) &, const std::uint32\_t &frameIndex, const std::uint32\_t &channelIndex)
- void [processSlowControl](#) (const [Buffer](#) &)
- void [end](#) ()
- virtual void [startEvent](#) ()
- virtual void [endEvent](#) ()
- virtual void [startDIF](#) ()
- virtual void [endDIF](#) ()
- virtual void [startFrame](#) ()
- virtual void [endFrame](#) ()
- virtual void [startPad](#) ()
- virtual void [endPad](#) ()

### 4.17.1 Detailed Description

Definition at line 18 of file [ROOTWriter.h](#).

### 4.17.2 Constructor & Destructor Documentation

#### 4.17.2.1 ROOTWriter() `ROOTWriter::ROOTWriter ( )`

Definition at line 10 of file [ROOTWriter.cc](#).

```
00010 : InterfaceWriter("ROOTWriter", "1.0.0") { addCompatibility("RawdataReader", ">=1.0.0"); }
```

### 4.17.3 Member Function Documentation

#### 4.17.3.1 end() `void ROOTWriter::end ( )`

Definition at line 19 of file [ROOTWriter.cc](#).

```
00020 {
00021     if (m_Tree) m_Tree->Write();
00022     if (m_File)
00023     {
00024         m_File->Write();
00025         m_File->Close();
00026     }
00027     if (m_File) delete m_File;
00028 }
```

**4.17.3.2 endDIF()** void ROOTWriter::endDIF ( ) [virtual]

Reimplemented from [Interface](#).

Definition at line 75 of file [ROOTWriter.cc](#).

```
00076 {  
00077     m_Event->addDIF (*m_DIF);  
00078     delete m_DIF;  
00079 }
```

**4.17.3.3 endEvent()** void ROOTWriter::endEvent ( ) [virtual]

Reimplemented from [Interface](#).

Definition at line 63 of file [ROOTWriter.cc](#).

```
00064 {  
00065     m_Tree->Fill();  
00066     if(m_Event) delete m_Event;  
00067 }
```

**4.17.3.4 endFrame()** void ROOTWriter::endFrame ( ) [virtual]

Reimplemented from [Interface](#).

Definition at line 87 of file [ROOTWriter.cc](#).

```
00088 {  
00089     m_DIF->addHit (*m_Hit);  
00090     delete m_Hit;  
00091 }
```

**4.17.3.5 endPad()** void ROOTWriter::endPad ( ) [virtual]

Reimplemented from [Interface](#).

Definition at line 95 of file [ROOTWriter.cc](#).

```
00095 {}
```

**4.17.3.6 processDIF()** void ROOTWriter::processDIF (   
const [Payload100](#) & d )

Definition at line 30 of file [ROOTWriter.cc](#).

```
00031 {  
00032     m_DIF->setID(d.getDIFid());  
00033     m_DIF->setDTC(d.getDTC());  
00034     m_DIF->setGTC(d.getGTC());  
00035     m_DIF->setDIFBCID(d.getBCID());  
00036     m_DIF->setAbsoluteBCID(d.getAbsoluteBCID());  
00037 }
```

**4.17.3.7 processFrame()** void ROOTWriter::processFrame (

```
const Payload100 & d,
const std::uint32_t & frameIndex )
```

Definition at line 39 of file [ROOTWriter.cc](#).

```
00040 {
00041     m_Hit->setDIF(d.getDIFid());
00042     m_Hit->setASIC(d.getASICid(frameIndex));
00043     m_Hit->setDTC(d.getDTC());
00044     m_Hit->setGTC(d.getGTC());
00045     m_Hit->setDIFBCID(d.getBCID());
00046     m_Hit->setAbsoluteBCID(d.getAbsoluteBCID());
00047     m_Hit->setFrameBCID(d.getFrameBCID(frameIndex));
00048     m_Hit->setTimestamp(d.getFrameTimeToTrigger(frameIndex));
00049 }
```

**4.17.3.8 processPadInFrame()** void ROOTWriter::processPadInFrame (

```
const Payload100 & d,
const std::uint32_t & frameIndex,
const std::uint32_t & channelIndex )
```

Definition at line 51 of file [ROOTWriter.cc](#).

```
00052 {
00053     m_Hit->setChannel(channelIndex);
00054     m_Hit->setThreshold(static_cast<std::uint8_t>(d.getThresholdStatus(frameIndex, channelIndex)));
00055 }
```

**4.17.3.9 processSlowControl()** void ROOTWriter::processSlowControl (

```
const Buffer & ) [inline]
```

Definition at line 29 of file [ROOTWriter.h](#).

```
00029 { ; }
```

**4.17.3.10 setFilename()** void ROOTWriter::setFilename (

```
const std::string & filename )
```

Definition at line 8 of file [ROOTWriter.cc](#).

```
00008 { m_Filename = filename; }
```

**4.17.3.11 start()** void ROOTWriter::start ( )

Definition at line 12 of file [ROOTWriter.cc](#).

```
00013 {
00014     m_File = TFile::Open(m_Filename.c_str(), "RECREATE", m_Filename.c_str(),
        ROOT::CompressionSettings(ROOT::kZLIB, 5));
00015     m_Tree = new TTree("RawData", "Raw SDHCAL data tree");
00016     m_Tree->Branch("Events", &m_Event, 512000, 99);
00017 }
```

**4.17.3.12 startDIF()** void ROOTWriter::startDIF ( ) [virtual]

Reimplemented from [Interface](#).

Definition at line 69 of file [ROOTWriter.cc](#).

```
00070 {
00071     m_DIF = new DIF();
00072     // m_DIF->clear();
00073 }
```

**4.17.3.13 startEvent()** void ROOTWriter::startEvent ( ) [virtual]

Reimplemented from [Interface](#).

Definition at line 57 of file [ROOTWriter.cc](#).

```
00058 {
00059     m_Event = new Event();
00060     // m_Event->clear();
00061 }
```

**4.17.3.14 startFrame()** void ROOTWriter::startFrame ( ) [virtual]

Reimplemented from [Interface](#).

Definition at line 81 of file [ROOTWriter.cc](#).

```
00082 {
00083     m_Hit = new Hit();
00084     // m_Hit->clear();
00085 }
```

**4.17.3.15 startPad()** void ROOTWriter::startPad ( ) [virtual]

Reimplemented from [Interface](#).

Definition at line 93 of file [ROOTWriter.cc](#).

```
00093 {}
```

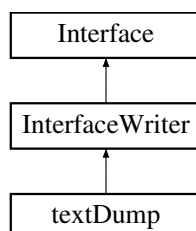
The documentation for this class was generated from the following files:

- [libs/interface/ROOT/include/ROOTWriter.h](#)
- [libs/interface/ROOT/src/ROOTWriter.cc](#)

## 4.18 textDump Class Reference

```
#include <libs/interface/Dump/include/textDump.h>
```

Inheritance diagram for textDump:





## Public Member Functions

- [textDump](#) ()
- void [start](#) ()
- void [processDIF](#) (const [Payload100](#) &)
- void [processFrame](#) (const [Payload100](#) &, uint32\_t frameIndex)
- void [processPadInFrame](#) (const [Payload100](#) &, uint32\_t frameIndex, uint32\_t channelIndex)
- void [processSlowControl](#) ([Buffer](#))
- void [end](#) ()
- std::shared\_ptr< spdlog::logger > & [print](#) ()
- void [setLevel](#) (const spdlog::level::level\_enum &level)

### 4.18.1 Detailed Description

Definition at line 14 of file [textDump.h](#).

### 4.18.2 Constructor & Destructor Documentation

#### 4.18.2.1 textDump() textDump::textDump ( )

Definition at line 9 of file [textDump.cc](#).

```
00009         : InterfaceWriter("textDump", "1.0.0")
00010 {
00011     m_InternalLogger = std::make_shared<spdlog::logger>("textDump",
std::make_shared<spdlog::sinks::stdout_color_sink_mt>());
00012     m_InternalLogger->set_level(spdlog::level::trace);
00013     addCompatibility("RawdataReader", ">=1.0.0");
00014     addCompatibility("DIFdataExample", ">=1.0.0");
00015 }
```

### 4.18.3 Member Function Documentation

#### 4.18.3.1 end() void textDump::end ( )

Definition at line 33 of file [textDump.cc](#).

```
00033 { print()->info("textDump end of report"); }
```

#### 4.18.3.2 print() std::shared\_ptr< spdlog::logger > & textDump::print ( ) [inline]

Definition at line 24 of file [textDump.h](#).

```
00024 { return m_InternalLogger; }
```

**4.18.3.3 processDIF()** void textDump::processDIF (   
const Payload100 & d )

Definition at line 19 of file [textDump.cc](#).

```
00019 { print()->info("DIF_ID : {}, DTC : {}, GTC : {}, DIF BCID {}, Absolute BCID : {}, Nbr frames {}",  
    d.getDIFid(), d.getDTC(), d.getGTC(), d.getBCID(), d.getAbsoluteBCID(), d.getNumberOfFrames()); }
```

**4.18.3.4 processFrame()** void textDump::processFrame (   
const Payload100 & d,  
uint32\_t frameIndex )

Definition at line 21 of file [textDump.cc](#).

```
00022 {  
00023     print()->info("\tDisplaying frame number {} : ASIC ID {}, Frame BCID {}, Frame Time To Trigger  
    (a.k.a timestamp) is {}", frameIndex, d.getASICid(frameIndex), d.getFrameBCID(frameIndex),  
    d.getFrameTimeToTrigger(frameIndex));  
00024 }
```

**4.18.3.5 processPadInFrame()** void textDump::processPadInFrame (   
const Payload100 & d,  
uint32\_t frameIndex,  
uint32\_t channelIndex )

Definition at line 26 of file [textDump.cc](#).

```
00027 {  
00028     if(d.getThresholdStatus(frameIndex, channelIndex) > 0) { print()->info("\t\tChannel {}, Threshold  
    {}", channelIndex, d.getThresholdStatus(frameIndex, channelIndex)); }  
00029 }
```

**4.18.3.6 processSlowControl()** void textDump::processSlowControl (   
Buffer )

Definition at line 31 of file [textDump.cc](#).

```
00031 { print()->error("textDump::processSlowControl not implemented yet."); }
```

**4.18.3.7 setLevel()** void textDump::setLevel (   
const spdlog::level::level\_enum & level ) [inline]

Definition at line 25 of file [textDump.h](#).

```
00025 { m_InternalLogger->set_level(level); }
```

**4.18.3.8 start()** void textDump::start ( )

Definition at line 17 of file [textDump.cc](#).

```
00017 { print()->info("Will dump bunch of DIF data"); }
```

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

- [libs/interface/Dump/include/textDump.h](#)
- [libs/interface/Dump/src/textDump.cc](#)

## 4.19 Timer Class Reference

```
#include <libs/core/include/Timer.h>
```

### Public Member Functions

- void [start](#) ()
- void [stop](#) ()
- float [getElapsedTime](#) ()

### 4.19.1 Detailed Description

Definition at line 9 of file [Timer.h](#).

### 4.19.2 Member Function Documentation

#### 4.19.2.1 [getElapsedTime\(\)](#) float Timer::getElapsedTime ( ) [inline]

Definition at line 14 of file [Timer.h](#).

```
00014 { return std::chrono::duration_cast<std::chrono::microseconds>(m_StopTime - m_StartTime).count(); }
```

#### 4.19.2.2 [start\(\)](#) void Timer::start ( ) [inline]

Definition at line 12 of file [Timer.h](#).

```
00012 { m_StartTime = std::chrono::high_resolution_clock::now(); }
```

#### 4.19.2.3 [stop\(\)](#) void Timer::stop ( ) [inline]

Definition at line 13 of file [Timer.h](#).

```
00013 { m_StopTime = std::chrono::high_resolution_clock::now(); }
```

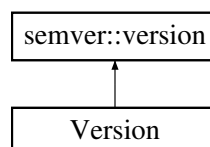
The documentation for this class was generated from the following file:

- [libs/core/include/Timer.h](#)

## 4.20 Version Class Reference

```
#include <libs/core/include/Version.h>
```

Inheritance diagram for Version:



## Public Member Functions

- [Version](#) (const std::uint8\_t &mj, const std::uint8\_t &mn, const std::uint8\_t &pt, const semver::prerelease &prr=semver::prerelease::none, const std::uint8\_t &prn=0) noexcept
- [Version](#) (const std::string\_view &str)
- [Version](#) ()=default
- std::uint8\_t [getMajor](#) ()
- std::uint8\_t [getMinor](#) ()
- std::uint8\_t [getPatch](#) ()
- std::string [getPreRelease](#) ()
- std::uint8\_t [getPreReleaseNumber](#) ()

### 4.20.1 Detailed Description

Definition at line 11 of file [Version.h](#).

### 4.20.2 Constructor & Destructor Documentation

**4.20.2.1 Version()** [1/3] `Version::Version (`  
    `const std::uint8_t & mj,`  
    `const std::uint8_t & mn,`  
    `const std::uint8_t & pt,`  
    `const semver::prerelease & prr = semver::prerelease::none,`  
    `const std::uint8_t & prn = 0 )` [inline], [noexcept]

Definition at line 14 of file [Version.h](#).

```
00014 : semver::version(mj, mn, pt, prr, prn) {}
```

**4.20.2.2 Version()** [2/3] `Version::Version (`  
    `const std::string_view & str )` [inline], [explicit]

Definition at line 15 of file [Version.h](#).

```
00015 : semver::version(str) {}
```

**4.20.2.3 Version()** [3/3] `Version::Version ( )` [default]

### 4.20.3 Member Function Documentation

**4.20.3.1 getMajor()** `std::uint8_t Version::getMajor ( )`

Definition at line 9 of file [Version.cc](#).

```
00009 { return major; }
```

**4.20.3.2 getMinor()** `std::uint8_t Version::getMinor ( )`

Definition at line 11 of file [Version.cc](#).

```
00011 { return minor; }
```

**4.20.3.3 getPatch()** `std::uint8_t Version::getPatch ( )`

Definition at line 13 of file [Version.cc](#).

```
00013 { return patch; }
```

**4.20.3.4 getPreRelease()** `std::string Version::getPreRelease ( )`

Definition at line 15 of file [Version.cc](#).

```
00016 {
00017     switch(prerelease_type)
00018     {
00019         case semver::prerelease::alpha: return "alpha";
00020         case semver::prerelease::beta:  return "beta";
00021         case semver::prerelease::rc:    return "rc";
00022         case semver::prerelease::none:  return "";
00023         default: return "";
00024     }
00025 }
```

**4.20.3.5 getPreReleaseNumber()** `std::uint8_t Version::getPreReleaseNumber ( )`

Definition at line 27 of file [Version.cc](#).

```
00027 { return prerelease_number; }
```

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

- [libs/core/include/Version.h](#)
- [libs/core/src/Version.cc](#)

## 5 File Documentation

### 5.1 libs/core/include/Bits.h File Reference

```
#include <stdint>
#include <iosfwd>
```

## Typedefs

- using `bit8_t` = `std::uint8_t`
- using `bit16_t` = `std::uint16_t`
- using `bit32_t` = `std::uint32_t`
- using `bit64_t` = `std::uint64_t`

## Functions

- `std::ostream & operator<< (std::ostream &os, const bit8_t &c)`  
*Stream operator to print bit8\_t aka std::uint8\_t and not char or unsigned char.*

### 5.1.1 Detailed Description

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Definition in file [Bits.h](#).

### 5.1.2 Typedef Documentation

#### 5.1.2.1 `bit16_t` using `bit16_t` = `std::uint16_t`

Definition at line 11 of file [Bits.h](#).

#### 5.1.2.2 `bit32_t` using `bit32_t` = `std::uint32_t`

Definition at line 12 of file [Bits.h](#).

#### 5.1.2.3 `bit64_t` using `bit64_t` = `std::uint64_t`

Definition at line 13 of file [Bits.h](#).

#### 5.1.2.4 `bit8_t` using `bit8_t` = `std::uint8_t`

Definition at line 10 of file [Bits.h](#).

### 5.1.3 Function Documentation

**5.1.3.1 operator<<()** `std::ostream & operator<< (`  
`std::ostream & os,`  
`const bit8_t & c )`

Stream operator to print bit8\_t aka std::uint8\_t and not char or unsigned char.

Definition at line 8 of file [Bits.cc](#).

```
00008 { return os << c + 0; }
```

## 5.2 Bits.h

[Go to the documentation of this file.](#)

```
00001
00005 #pragma once
00006
00007 #include <stdint>
00008 #include <iosfwd>
00009
00010 using bit8_t = std::uint8_t; /*<! type to represent 8bits words (1 byte) */
00011 using bit16_t = std::uint16_t; /*<! type to represent 16bits words (2 bytes) */
00012 using bit32_t = std::uint32_t; /*<! type to represent 32bits words (4 bytes) */
00013 using bit64_t = std::uint64_t; /*<! type to represent 64bits words (8 bytes) */
00014
00016 std::ostream& operator<<(std::ostream& os, const bit8_t& c);
```

## 5.3 libs/core/include/Buffer.h File Reference

```
#include "Bits.h"
#include <array>
#include <string>
#include <vector>
```

### Classes

- class [Buffer](#)

### 5.3.1 Detailed Description

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#### See also

<https://github.com/apingault/Trivent4HEP>

Definition in file [Buffer.h](#).

## 5.4 Buffer.h

[Go to the documentation of this file.](#)

```

00001
00006 #pragma once
00007
00008 #include "Bits.h"
00009
00010 #include <array>
00011 #include <string>
00012 #include <vector>
00013
00014 class Buffer
00015 {
00016 public:
00017     Buffer() : m_Buffer(nullptr), m_Size(0), m_Capacity(0) {}
00018     virtual ~Buffer() {}
00019     Buffer(const bit8_t b[], const std::size_t& i) : m_Buffer(const_cast<bit8_t*>(&b[0])), m_Size(i),
m_Capacity(i) {}
00020     Buffer(const char b[], const std::size_t& i) : m_Buffer(const_cast<bit8_t*>(reinterpret_cast<const
bit8_t*>(&b[0])), m_Size(i * sizeof(char)), m_Capacity(i * sizeof(char)) {}
00021     template<typename T> Buffer(const std::vector<T>& rawdata) :
m_Buffer(const_cast<bit8_t*>(reinterpret_cast<const bit8_t*>(rawdata.data()))), m_Size(rawdata.size()
* sizeof(T)), m_Capacity(rawdata.capacity() * sizeof(T)) {}
00022     template<typename T, std::size_t N> Buffer(const std::array<T, N>& rawdata) :
m_Buffer(const_cast<bit8_t*>(reinterpret_cast<const bit8_t*>(rawdata.data()))), m_Size(rawdata.size()
* sizeof(T)), m_Capacity(rawdata.size() * sizeof(T)) {}
00023
00024     std::size_t size()const { return m_Size; }
00025     std::size_t capacity()const { return m_Capacity; }
00026
00027     bool empty() { return m_Size == 0; }
00028     void set(unsigned char* b) { m_Buffer = b; }
00029     void set(const Buffer& buffer)
00030     {
00031         m_Buffer = buffer.begin();
00032         m_Size = buffer.size();
00033         m_Capacity = buffer.capacity();
00034     }
00035     bit8_t* begin()const { return m_Buffer; }
00036     bit8_t* end()const { return m_Buffer + m_Size; }
00037     bit8_t& operator[](const std::size_t& pos) { return m_Buffer[pos]; }
00038     bit8_t& operator[](const std::size_t& pos)const { return m_Buffer[pos]; }
00039
00040     void setSize(const std::size_t& size) { m_Size = size; }
00041
00042 private:
00043     bit8_t* m_Buffer{nullptr};
00044     std::size_t m_Size{0};
00045     std::size_t m_Capacity{0};
00046 };

```

## 5.5 libs/core/include/BufferLooper.h File Reference

```

#include "AppVersion.h"
#include "Buffer.h"
#include "BufferLooperCounter.h"
#include "DetectorId.h"
#include "Formatters.h"
#include "PayloadLoader.h"
#include "RawBufferNavigator.h"
#include "Timer.h"
#include "Words.h"
#include <algorithm>
#include <cassert>
#include <fmt/color.h>
#include <map>
#include <memory>
#include <spdlog/sinks/null_sink.h>
#include <spdlog/spdlog.h>
#include <string>
#include <vector>

```



## Classes

- class BufferLooper< SOURCE, DESTINATION >

### 5.5.1 Detailed Description

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Definition in file [BufferLooper.h](#).

## 5.6 BufferLooper.h

[Go to the documentation of this file.](#)

```

00001 // ...
00005 #pragma once
00006
00007 #include "AppVersion.h"
00008 #include "Buffer.h"
00009 #include "BufferLooperCounter.h"
00010 #include "DetectorId.h"
00011 #include "Formatters.h"
00012 #include "PayloadLoader.h"
00013 #include "RawBufferNavigator.h"
00014 #include "Timer.h"
00015 #include "Words.h"
00016
00017 #include <algorithm>
00018 #include <cassert>
00019 #include <fmt/color.h>
00020 #include <map>
00021 #include <memory>
00022 #include <spdlog/sinks/null_sink.h>
00023 #include <spdlog/spdlog.h>
00024 #include <string>
00025 #include <vector>
00026 // function to loop on buffers
00027
00028 template<typename SOURCE, typename DESTINATION> class BufferLooper
00029 {
00030 public:
00031     BufferLooper(SOURCE& source, DESTINATION& dest, bool debug = false) : m_Source(source),
00032     m_Destination(dest), m_Debug(debug)
00033     {
00034         m_Logger = spdlog::create<spdlog::sinks::null_sink_mt>("streamout");
00035         if(!spdlog::get("streamout")) { spdlog::register_logger(m_Logger); }
00036         m_Source.setLogger(m_Logger);
00037         m_Destination.setLogger(m_Logger);
00038     }
00039     void addSink(const spdlog::sink_ptr& sink, const spdlog::level::level_enum& level =
00040     spdlog::get_level())
00041     {
00042         sink->set_level(level);
00043         m_Sinks.push_back(sink);
00044         m_Logger = std::make_shared<spdlog::logger>("streamout", begin(m_Sinks), end(m_Sinks));
00045         m_Source.setLogger(m_Logger);
00046         m_Destination.setLogger(m_Logger);
00047     }
00048     void loop(const std::uint32_t& m_NbrEventsToProcess = 0)
00049     {
00050         // clang-format off
00051         fmt::print(fmt::color::medium_orchid) | fmt::emphasis::bold,
00052             "\n"
00053             " SSSSSSSSSSSSSSS          tttt
00054             tttt\n"
00055             "SS:::.....:S   ttt::t
00056             ttt::t\n"
00057             "S:::SSSSSS:::S   t:::t
00058             t:::t\n"
00059             "S:::S   SSSSSSS   t:::t
00060             t:::t\n"

```

```

00057 "S::::S      tttttt::::ttttttt rrrrr rrrrrrrrrr eeeeeeeeeeee aaaaaaaaaaaaaa
mmmmmmmm mmmmmmm oooooooooo uuuuuu uuuuuutttttt::::ttttttt\n"
00058 "S::::S      t:::::t:::::t r::::rrr:::::r ee:::::ee a:::::a
mm:::::m m:::::mm oo:::::oo u::::u u::::ut:::::t\n"
00059 " S::::SSSS t:::::t r:::::r e:::::eeeeee:::eeaaaaaaaaa:::a
m:::::mm:::::mm:::::mo:::::ou:::::u u::::ut:::::t\n"
00060 " SS:::::SSSSStttttt:::::tttttt rr:::::rrrrr:::::re:::::e e:::::e a::::a
m:::::mo:::::mo:::::oo:::::ou:::::u u::::utttttt:::::tttttt\n"
00061 " SSS:::::SS t::::t r::::r r::::re:::::eeeeee:::e aaaaaa:::a
m:::::mmmm:::::mmmm:::::mo:::::o o::::ou::::u u::::u t::::t\n"
00062 " SSSSSS::::S t::::t r::::r rrrrrrrre:::::e aa:::::a m::::m
m::::m m::::mo::::o o::::ou::::u u::::u t::::t\n"
00063 " S::::S t::::t r::::r e:::::eeeeeeeeee a::::aaaa:::a m::::m
m::::m m::::mo::::o o::::ou::::u u::::u t::::t\n"
00064 " S::::S t::::t ttttttr::::r e:::::e a::::a a::::a m::::m
m::::m m::::mo::::o o::::ou::::uuu::::u t::::t tttttt\n"
00065 "SSSSSSS S::::S t:::::ttt::::tr::::r e:::::e a::::a a::::a m::::m
m::::m m::::mo:::::oooooooo::::ou:::::uu t:::::tttt:::t\n"
00066 "S:::::SSSSS::::S tt:::::tr::::r e:::::eeeeeeea:::aaaa:::a m::::m
m::::m m::::mo:::::oooooooo::::ou:::::uu tt:::::t\n"
00067 "S:::::SS tt:::::tttr::::r ee:::::e a:::::aa:::am::::m
m::::m m::::m oo:::::oo uu:::::uu:::u tt:::::tt\n"
00068 " SSSSSSSSSSSSSS tttttttttt rrrrrrr eeeeeeeeeeee aaaaaaaaa aaaammmmmmm
mmmmmmmm mmmmmmm oooooooooo uuuuuuuu uuuu tttttttttt {} \n"
00069 "\n",
00070 fmt::format(fg(fmt::color::red) | fmt::emphasis::bold, "v{}", streamout_version.to_string());
00071 // clang-format on
00072 log()->info("*****");
00073 log()->info("Streamout Version : {}", streamout_version.to_string());
00074 log()->info("Using InterfaceReader {} version {}", m_Source.getName(),
m_Source.getVersion().to_string());
00075 log()->info("Using InterfaceWriter {} version {}", m_Destination.getName(),
m_Destination.getVersion().to_string());
00076
00077 if(!m_Destination.checkCompatibility(m_Source.getName(), m_Source.getVersion().to_string()))
00078 {
00079     log()->critical("{} version {} is not compatible with {} version {} ! ", m_Source.getName(),
m_Source.getVersion().to_string(), m_Destination.getName(), m_Destination.getVersion().to_string());
00080     log()->info("Compatible Interfaces for {} are", m_Destination.getName());
00081     for(std::map<std::string, std::string>::iterator it = m_Destination.getCompatibility().begin();
it != m_Destination.getCompatibility().end(); ++it) { log()->info("{} version {}", it->first,
it->second); }
00082     std::exit(-1);
00083 }
00084 if(!m_DetectorIDs.empty())
00085 {
00086     std::string ids;
00087     for(std::vector<DetectorID>::const_iterator it = m_DetectorIDs.cbegin(); it !=
m_DetectorIDs.cend(); ++it) ids += std::to_string(static_cast<std::uint16_t>(*it)) + ";";
00088     log()->info("Detector ID(s) other than {} will be ignored", ids);
00089 }
00090 log()->info("*****");
00091 RawBufferNavigator bufferNavigator;
00092 Timer timer;
00093 timer.start();
00094 m_Source.start();
00095 m_Destination.start();
00096 while(m_Source.nextEvent() && m_NbrEventsToProcess >= m_NbrEvents)
00097 {
00098     /*****/
00099     /*** START EVENT ***/
00100     m_Source.startEvent();
00101     m_Destination.startEvent();
00102     /*****/
00103
00104     m_Logger->warn("==== Event {} =====", m_NbrEvents);
00105     while(m_Source.nextDIFbuffer())
00106     {
00107         const Buffer& buffer = m_Source.getBuffer();
00108
00109         bufferNavigator.setBuffer(buffer);
00110         if(std::find(m_DetectorIDs.begin(), m_DetectorIDs.end(),
static_cast<DetectorID>(bufferNavigator.getDetectorID())) == m_DetectorIDs.end())
00111         {
00112             m_Logger->debug("Ignoring detector ID : {}", bufferNavigator.getDetectorID());
00113             continue;
00114         }
00115
00116         std::int32_t idstart = bufferNavigator.getStartOfPayload();
00117         if(m_Debug && idstart == -1) m_Logger->info(to_hex(buffer));
00118         c.DIFStarter[idstart]++;
00119         if(!bufferNavigator.validPayload())
00120         {
00121             m_Logger->error("!bufferNavigator.validBuffer()");
00122             continue;
00123         }
00124

```

```

00125 /*****/
00126 /*** START DIF ****/
00127     m_Source.startDIF();
00128     m_Destination.startDIF();
00129 /*****/
00130
00131     PayloadLoader payloadLoader;
00132
00133     Payload100* d = payloadLoader.getPayload(bufferNavigator.getDetectorID());
00134     if(d == nullptr)
00135     {
00136         m_Logger->error("streamout don't know how to parse the payload for detector_id {} !
SKIPPING !", bufferNavigator.getDetectorID());
00137         continue;
00138     }
00139
00140     // This is really a big error so skip DIF entirely if exception occurs
00141     try
00142     {
00143         d->setBuffer(bufferNavigator.getPayload());
00144     }
00145     catch(const Exception& e)
00146     {
00147         m_Logger->error("{} ", e.what());
00148         continue;
00149     }
00150
00151     if(buffer.end() != d->end()) m_Logger->error("DIF BUFFER END {} {} ", fmt::ptr(buffer.end()),
fmt::ptr(d->end()));
00152     assert(buffer.end() == d->end());
00153
00154     c.DIFPtrValueAtReturnedPos[d->begin()[d->getEndOfDIFData() - 3]]++;
00155     assert(d->begin()[d->getEndOfDIFData() - 3] == 0xa0);
00156
00157     c.SizeAfterDIFPtr[d->getSizeAfterDIFPtr()]++;
00158     m_Destination.processDIF(*d);
00159     for(std::size_t i = 0; i < d->getNumberOfFrames(); ++i)
00160     {
00161         /*****/
00162         /*** START FRAME ****/
00163         m_Source.startFrame();
00164         m_Destination.startFrame();
00165         /*****/
00166         m_Destination.processFrame(*d, i);
00167         for(std::size_t j = 0; j < static_cast<std::size_t>(Hardware::NUMBER_PAD); ++j)
00168         {
00169             if(d->getThresholdStatus(i, j) != 0)
00170             {
00171                 m_Source.startPad();
00172                 m_Destination.startPad();
00173                 m_Destination.processPadInFrame(*d, i, j);
00174                 m_Source.endPad();
00175                 m_Destination.endPad();
00176             }
00177         }
00178         /*****/
00179         /*** END FRAME ****/
00180         m_Source.endFrame();
00181         m_Destination.endFrame();
00182         /*****/
00183     }
00184     // If I want SlowControl I need to check for it first, If there is an error then it's not a
big deal just continue and say is bad SlowControl
00185     /try
00186     {
00187         d.setSCBuffer();
00188     }
00189     catch(const Exception& e)
00190     {
00191         m_Logger->error("{} ", e.what());
00192     }
00193
00194     bool processSC = false;
00195     if(d.hasSlowControl())
00196     {
00197         c.hasSlowControl++;
00198         processSC = true;
00199     }
00200     if(d.badSCData())
00201     {
00202         c.hasBadSlowControl++;
00203         processSC = false;
00204     }
00205     if(processSC) { m_Destination.processSlowControl(d.getSCBuffer()); }*/
00206
00207     // Buffer eod = d.getEndOfAllData();
00208     // c.SizeAfterAllData[eod.size()]++;

```

```

00209         // bit8_t* debug_variable_3 = eod.end();
00210         // if(buffer.end() != debug_variable_3) m_Logger->info("END DATA BUFFER END {} {}",
fmt::ptr(buffer.end()), fmt::ptr(debug_variable_3));
00211         // assert(buffer.end() == debug_variable_3);
00212         // if(eod.size() != 0) m_Logger->info("End of Data remaining stuff : {}", to_hex(eod));*/
00213
00214         /*int nonzeroCount = 0;
00215         for(bit8_t* it = eod.begin(); it != eod.end(); it++)
00216             if(static_cast<int>(*it) != 0) nonzeroCount++;
00217         c.NonZeroValusAtEndOfData[nonzeroCount]++;*/
00218
00219         /*****/
00220         /*** END DIF ***/
00221         m_Source.endDIF();
00222         m_Destination.endDIF();
00223         /*****/
00224     } // end of DIF while loop
00225     m_Logger->warn("==== Event {} =====", m_NbrEvents);
00226     m_NbrEvents++;
00227     /*****/
00228     /*** END EVENT ***/
00229     m_Source.endEvent();
00230     m_Destination.endEvent();
00231     /*****/
00232     } // end of event while loop
00233     m_Destination.end();
00234     m_Source.end();
00235     timer.stop();
00236     fmt::print(fg(fmt::color::green) | fmt::emphasis::bold, "=== elapsed time {}ms ({}ms/event)
===\n", timer.getElapsedTime() / 1000, timer.getElapsedTime() / (1000 * m_NbrEvents));
00237 }
00238 void printAllCounters() { c.printAllCounters(); }
00239 std::shared_ptr<spdlog::logger> log() { return m_Logger; }
00240
00241 void setDetectorIDs(const std::vector<DetectorID>& detectorIDs) { m_DetectorIDs = detectorIDs; }
00242
00243 private:
00244     std::vector<DetectorID> m_DetectorIDs;
00245     std::shared_ptr<spdlog::logger> m_Logger{nullptr};
00246     std::vector<spdlog::sink_ptr> m_Sinks;
00247     BufferLooperCounter c;
00248     SOURCE& m_Source{nullptr};
00249     DESTINATION& m_Destination{nullptr};
00250     bool m_Debug{false};
00251     std::uint32_t m_NbrEvents{1};
00252 };

```

## 5.7 libs/core/include/BufferLooperCounter.h File Reference

```

#include <ios>
#include <map>
#include <memory>
#include <string>

```

### Classes

- struct [BufferLooperCounter](#)

#### 5.7.1 Detailed Description

#### Copyright

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Definition in file [BufferLooperCounter.h](#).

## 5.8 BufferLooperCounter.h

[Go to the documentation of this file.](#)

```
00001
00005 #pragma once
00006
00007 #include <ios>
00008 #include <map>
00009 #include <memory>
00010 #include <string>
00011
00012 struct BufferLooperCounter
00013 {
00014 public:
00015     int             hasSlowControl    = 0;
00016     int             hasBadSlowControl = 0;
00017     std::map<int, int> DIFStarter;
00018     std::map<int, int> DIFPtrValueAtReturnedPos;
00019     std::map<int, int> SizeAfterDIFPtr;
00020     std::map<int, int> SizeAfterAllData;
00021     std::map<int, int> NonZeroValusAtEndOfData;
00022
00023     void printCounter(const std::string& description, const std::map<int, int>& m, const
std::ios_base::fmtflags& base = std::ios_base::dec);
00024     void printAllCounters();
00025 };
```

## 5.9 libs/core/include/DetectorId.h File Reference

```
#include <cstdint>
```

### Enumerations

- enum class [DetectorID](#) : std::uint16\_t { [HARDROC](#) = 100 , [HARDROC\\_NEW](#) = 150 , [RUNHEADER](#) = 255 }

### 5.9.1 Detailed Description

#### Copyright

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Definition in file [DetectorId.h](#).

### 5.9.2 Enumeration Type Documentation

**5.9.2.1 DetectorID** enum class [DetectorID](#) : std::uint16\_t [strong]

#### Enumerator

<a href="#">HARDROC</a>	
<a href="#">HARDROC_NEW</a>	
<a href="#">RUNHEADER</a>	

Definition at line 9 of file [DetectorId.h](#).

```
00010 {
00011     HARDROC      = 100,
00012     HARDROC_NEW  = 150,
00013     RUNHEADER    = 255
00014 };
```

## 5.10 DetectorId.h

[Go to the documentation of this file.](#)

```
00001
00005 #pragma once
00006
00007 #include <cstdint>
00008
00009 enum class DetectorID : std::uint16_t
00010 {
00011     HARDROC      = 100,
00012     HARDROC_NEW  = 150,
00013     RUNHEADER    = 255
00014 };
```

## 5.11 libs/core/include/DIFSlowControl.h File Reference

```
#include <bitset>
#include <cstdint>
#include <iosfwd>
#include <map>
#include <string>
```

### Classes

- class [DIFSlowControl](#)

### Functions

- std::string [to\\_string](#) (const [DIFSlowControl](#) &c)

#### 5.11.1 Detailed Description

#### Copyright

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Definition in file [DIFSlowControl.h](#).

#### 5.11.2 Function Documentation

**5.11.2.1 to\_string()** `std::string to_string (`  
`const DIFSlowControl & c )`

Definition at line 256 of file DIFSlowControl.cc.

```
00257 {
00258     std::string ret;
00259     for(std::map<int, std::map<std::string, int>::const_iterator it = c.cbegin(); it != c.cend(); it++)
00260     {
00261         ret += "ASIC " + std::to_string(it->first) + " : \n";
00262         for(std::map<std::string, int>::const_iterator jt = (it->second).begin(); jt !=
(it->second).end(); jt++) ret += jt->first + " : " + std::to_string(jt->second) + "\n";
00263     }
00264     return ret;
00265 }
```

## 5.12 DIFSlowControl.h

[Go to the documentation of this file.](#)

```
00001
00005 #pragma once
00006
00007 #include <bitset>
00008 #include <cstdint>
00009 #include <iosfwd>
00010 #include <map>
00011 #include <string>
00012
00013 class DIFSlowControl
00014 {
00015 public:
00017
00022     DIFSlowControl(const std::uint8_t& version, const std::uint8_t& DIFid, unsigned char* buf);
00023
00025     std::uint8_t getDIFid();
00026
00028
00031     std::map<int, std::map<std::string, int> getChipsMap();
00032
00034
00038     std::map<std::string, int> getChipSlowControl(const int& asicid);
00039
00041
00045     int getChipSlowControl(const std::int8_t& asicid, const std::string& param);
00046
00047     std::map<int, std::map<std::string, int>::const_iterator cbegin()const { return m_MapSC.cbegin(); }
00048
00049     std::map<int, std::map<std::string, int>::const_iterator cend()const { return m_MapSC.cend(); }
00050
00051 private:
00053     DIFSlowControl() = delete;
00055     void FillHR1(const int& header_shift, unsigned char* cbuf);
00057     void FillHR2(const int& header_shift, unsigned char* cbuf);
00059     void FillAsicHR1(const std::bitset<72 * 8>& bs);
00061     void FillAsicHR2(const std::bitset<109 * 8>& bs);
00062
00063     unsigned int m_DIFid{0};
00064     unsigned int m_Version{0};
00065     unsigned int m_AsicType{0}; // asicType_
00066     unsigned int m_NbrAsic{0};
00067     std::map<int, std::map<std::string, int> m_MapSC;
00068 };
00069
00070 std::string to_string(const DIFSlowControl& c);
00071 /* void setSCBuffer()
00072 {
00073     if(!hasSlowControl()) return;
00074     if(m_SCbuffer.size() != 0) return; // deja fait
00075     if(m_BadSlowControl) return;
00076     m_SCbuffer.set(&(begin() [getEndOfDIFData()]));
00077     // compute Slow Control size
00078     std::size_t maxsize{size() - getEndOfDIFData() + 1}; // should I +1 here ?
00079     uint32_t k{1}; // SC Header
00080     uint32_t dif_ID{m_SCbuffer[1]};
00081     uint32_t chipSize{m_SCbuffer[3]};
00082     while((dif_ID != 0x01 && m_SCbuffer[k] != 0x01 && k < maxsize) || (dif_ID == 0x01 && m_SCbuffer[k + 2]
== chipSize && k < maxsize))
00083     {
00084         k += 2; // DIF ID + ASIC Header
00085         uint32_t scsize = m_SCbuffer[k];
00086         if(scsize != 74 && scsize != 109)
00087         {
```

```

00088 k          = 0;
00089 m_BadSlowControl = true;
00090 throw Exception(fmt::format("PROBLEM WITH SC SIZE {}", scsize));
00091 }
00092 k++;          // skip size bit
00093 k += scsize;  // skip the data
00094 }
00095 if(m_SCbuffer[k] == 0x1 && !m_BadSlowControl) m_SCbuffer.setSize(k + 1); // add the trailer
00096 else
00097 {
00098     m_BadSlowControl = true;
00099     throw Exception(fmt::format("PROBLEM SC TRAILER NOT FOUND "));
00100 }
00101 }*/

```

## 5.13 libs/core/include/Exception.h File Reference

```

#include <cstdint>
#include <exception>
#include <string>

```

### Classes

- class [Exception](#)

### 5.13.1 Detailed Description

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Definition in file [Exception.h](#).

## 5.14 Exception.h

[Go to the documentation of this file.](#)

```

00001
00005 #pragma once
00006
00007 #include <cstdint>
00008 #include <exception>
00009 #include <string>
00010
00011 class Exception
00012 {
00013 public:
00014     virtual const char* what() const noexcept { return m_What.c_str(); }
00015     explicit Exception(const std::string& message) : m_Message(message) { constructWhat(); }
00016     Exception(const std::int32_t& error, const std::string& message) : m_Error(error),
00017         m_Message(message) { constructWhat(); }
00017     std::int32_t error() { return m_Error; }
00018     std::string message() { return m_Message; }
00019
00020 private:
00021     void constructWhat()
00022     {
00023         if(m_Error == 0) m_What = m_Message;
00024         else
00025             m_What = std::string("Error ") + std::to_string(m_Error) + std::string(" : ") + m_Message;
00026     }
00027     std::string m_What;
00028     std::string m_Message;
00029     std::int32_t m_Error{0};
00030 };

```



## 5.15 libs/core/include/FileSystem.h File Reference

```
#include <string>
```

### Functions

- `std::string path` (`const std::string &`)
- `std::string extension` (`const std::string &`)
- `std::string filename` (`const std::string &`)

### 5.15.1 Detailed Description

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Definition in file [FileSystem.h](#).

### 5.15.2 Function Documentation

**5.15.2.1 extension()** `std::string extension (`  
`const std::string & file )`

Definition at line 13 of file [FileSystem.cc](#).

```
00014 {
00015     std::size_t position = file.find_last_of(".");
00016     return (std::string::npos == position || position == 0) ? "" : file.substr(position + 1);
00017 }
```

**5.15.2.2 filename()** `std::string filename (`  
`const std::string & file )`

Definition at line 19 of file [FileSystem.cc](#).

```
00020 {
00021     std::size_t position = file.find_last_of(".");
00022     std::size_t pos      = file.find_last_of("\\\\/");
00023     return (std::string::npos == pos) ? file.substr(0, position) : file.substr(pos + 1, position - pos
- 1);
00024 }
```

**5.15.2.3 path()** `std::string path (`  
`const std::string & file )`

Definition at line 7 of file [FileSystem.cc](#).

```
00008 {
00009     std::size_t pos = file.find_last_of("\\\\/");
00010     return (std::string::npos == pos) ? "" : file.substr(0, pos);
00011 }
```

## 5.16 Filesystem.h

[Go to the documentation of this file.](#)

```
00001
00005 #pragma once
00006
00007 #include <string>
00008
00009 std::string path(const std::string&);
00010 std::string extension(const std::string&);
00011 std::string filename(const std::string&);
```

## 5.17 libs/core/include/Formatters.h File Reference

```
#include "Bits.h"
#include <iosfwd>
#include <string>
```

### Functions

- `std::string to_dec (const Buffer &b, const std::size_t &begin=0, const std::size_t &end=-1)`
- `std::string to_dec (const bit8_t &)`
- `std::string to_dec (const bit16_t &)`
- `std::string to_dec (const bit32_t &)`
- `std::string to_dec (const bit64_t &)`
- `std::string to_hex (const Buffer &b, const std::size_t &begin=0, const std::size_t &end=-1)`
- `std::string to_hex (const bit8_t &)`
- `std::string to_hex (const bit16_t &)`
- `std::string to_hex (const bit32_t &)`
- `std::string to_hex (const bit64_t &)`
- `std::string to_bin (const Buffer &b, const std::size_t &begin=0, const std::size_t &end=-1)`
- `std::string to_bin (const bit8_t &)`
- `std::string to_bin (const bit16_t &)`
- `std::string to_bin (const bit32_t &)`
- `std::string to_bin (const bit64_t &)`
- `std::string to_oct (const Buffer &b, const std::size_t &begin=0, const std::size_t &end=-1)`
- `std::string to_oct (const bit8_t &)`
- `std::string to_oct (const bit16_t &)`
- `std::string to_oct (const bit32_t &)`
- `std::string to_oct (const bit64_t &)`

### 5.17.1 Detailed Description

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Definition in file [Formatters.h](#).

### 5.17.2 Function Documentation

**5.17.2.1 to\_bin()** [1/5] std::string to\_bin (  
const bit16\_t & b )

Definition at line 71 of file [Formatters.cc](#).

```
00071 { return fmt::format("{:#016b}", b); }
```

**5.17.2.2 to\_bin()** [2/5] std::string to\_bin (  
const bit32\_t & b )

Definition at line 73 of file [Formatters.cc](#).

```
00073 { return fmt::format("{:#032b}", b); }
```

**5.17.2.3 to\_bin()** [3/5] std::string to\_bin (  
const bit64\_t & b )

Definition at line 75 of file [Formatters.cc](#).

```
00075 { return fmt::format("{:#064b}", b); }
```

**5.17.2.4 to\_bin()** [4/5] std::string to\_bin (  
const bit8\_t & b )

Definition at line 69 of file [Formatters.cc](#).

```
00069 { return fmt::format("{:#08b}", b); }
```

**5.17.2.5 to\_bin()** [5/5] std::string to\_bin (  
const Buffer & b,  
const std::size\_t & begin = 0,  
const std::size\_t & end = -1 )

Definition at line 56 of file [Formatters.cc](#).

```
00057 {  
00058     std::size_t iend = end;  
00059     if(iend == -1) iend = b.size();  
00060     std::string ret;  
00061     for(std::size_t k = begin; k < iend; k++)  
00062     {  
00063         ret += to_bin(b[k]);  
00064         ret += " - ";  
00065     }  
00066     return ret;  
00067 }
```

**5.17.2.6 to\_dec()** [1/5] std::string to\_dec (  
const bit16\_t & b )

Definition at line 29 of file [Formatters.cc](#).

```
00029 { return fmt::format("{:#d}", b); }
```

**5.17.2.7 to\_dec()** [2/5] std::string to\_dec (  
const bit32\_t & b )

Definition at line 31 of file [Formatters.cc](#).

```
00031 { return fmt::format("{:#d}", b); }
```

**5.17.2.8 to\_dec()** [3/5] std::string to\_dec (  
const bit64\_t & b )

Definition at line 33 of file [Formatters.cc](#).

```
00033 { return fmt::format("{:#d}", b); }
```

**5.17.2.9 to\_dec()** [4/5] std::string to\_dec (  
const bit8\_t & b )

Definition at line 27 of file [Formatters.cc](#).

```
00027 { return fmt::format("{:#d}", b); }
```

**5.17.2.10 to\_dec()** [5/5] std::string to\_dec (  
const Buffer & b,  
const std::size\_t & begin = 0,  
const std::size\_t & end = -1 )

Definition at line 14 of file [Formatters.cc](#).

```
00015 {  
00016     std::size_t iend = end;  
00017     if(iend == -1) iend = b.size();  
00018     std::string ret;  
00019     for(std::size_t k = begin; k < iend; k++)  
00020     {  
00021         ret += to_dec(b[k]);  
00022         ret += " - ";  
00023     }  
00024     return ret;  
00025 }
```

**5.17.2.11 to\_hex()** [1/5] std::string to\_hex (  
const bit16\_t & b )

Definition at line 50 of file [Formatters.cc](#).

```
00050 { return fmt::format("{:#04x}", b); }
```

**5.17.2.12 to\_hex()** [2/5] std::string to\_hex (  
const bit32\_t & b )

Definition at line 52 of file [Formatters.cc](#).

```
00052 { return fmt::format("{:#08x}", b); }
```

**5.17.2.13 to\_hex()** [3/5] std::string to\_hex (  
const bit64\_t & b )

Definition at line 54 of file [Formatters.cc](#).

```
00054 { return fmt::format("{:#016x}", b); }
```

**5.17.2.14 to\_hex()** [4/5] std::string to\_hex (  
const bit8\_t & b )

Definition at line 48 of file [Formatters.cc](#).

```
00048 { return fmt::format("{:#02x}", b); }
```

**5.17.2.15 to\_hex()** [5/5] std::string to\_hex (  
const Buffer & b,  
const std::size\_t & begin = 0,  
const std::size\_t & end = -1 )

Definition at line 35 of file [Formatters.cc](#).

```
00036 {  
00037     std::size_t iend = end;  
00038     if(iend == -1) iend = b.size();  
00039     std::string ret;  
00040     for(std::size_t k = begin; k < iend; k++)  
00041     {  
00042         ret += to_hex(b[k]);  
00043         ret += " - ";  
00044     }  
00045     return ret;  
00046 }
```

**5.17.2.16 to\_oct()** [1/5] std::string to\_oct (  
const bit16\_t & b )

Definition at line 92 of file [Formatters.cc](#).

```
00092 { return fmt::format("{:#08o}", b); }
```

**5.17.2.17 to\_oct()** [2/5] std::string to\_oct (  
const bit32\_t & b )

Definition at line 94 of file [Formatters.cc](#).

```
00094 { return fmt::format("{:#016o}", b); }
```

**5.17.2.18 to\_oct()** [3/5] std::string to\_oct (  
const bit64\_t & b )

Definition at line 96 of file [Formatters.cc](#).

```
00096 { return fmt::format("{:#032o}", b); }
```

**5.17.2.19 to\_oct()** [4/5] std::string to\_oct (  
const bit8\_t & b )

Definition at line 90 of file [Formatters.cc](#).

```
00090 { return fmt::format("{:#04o}", b); }
```

**5.17.2.20 to\_oct()** [5/5] std::string to\_oct (  
const Buffer & b,  
const std::size\_t & begin = 0,  
const std::size\_t & end = -1 )

Definition at line 77 of file [Formatters.cc](#).

```
00078 {  
00079     std::size_t iend = end;  
00080     if(iend == -1) iend = b.size();  
00081     std::string ret;  
00082     for(std::size_t k = begin; k < iend; k++)  
00083     {  
00084         ret += to_oct(b[k]);  
00085         ret += " - ";  
00086     }  
00087     return ret;  
00088 }
```

## 5.18 Formatters.h

[Go to the documentation of this file.](#)

```
00001  
00005 #pragma once  
00006  
00007 #include "Bits.h"  
00008  
00009 #include <iosfwd>  
00010 #include <string>  
00011  
00012 class Buffer;  
00013  
00014 std::string to_dec(const Buffer& b, const std::size_t& begin = 0, const std::size_t& end = -1);  
00015 std::string to_dec(const bit8_t&);  
00016 std::string to_dec(const bit16_t&);  
00017 std::string to_dec(const bit32_t&);  
00018 std::string to_dec(const bit64_t&);  
00019  
00020 std::string to_hex(const Buffer& b, const std::size_t& begin = 0, const std::size_t& end = -1);  
00021 std::string to_hex(const bit8_t&);  
00022 std::string to_hex(const bit16_t&);  
00023 std::string to_hex(const bit32_t&);  
00024 std::string to_hex(const bit64_t&);  
00025  
00026 std::string to_bin(const Buffer& b, const std::size_t& begin = 0, const std::size_t& end = -1);  
00027 std::string to_bin(const bit8_t&);  
00028 std::string to_bin(const bit16_t&);  
00029 std::string to_bin(const bit32_t&);  
00030 std::string to_bin(const bit64_t&);  
00031  
00032 std::string to_oct(const Buffer& b, const std::size_t& begin = 0, const std::size_t& end = -1);  
00033 std::string to_oct(const bit8_t&);  
00034 std::string to_oct(const bit16_t&);  
00035 std::string to_oct(const bit32_t&);  
00036 std::string to_oct(const bit64_t&);
```

## 5.19 libs/core/include/Interface.h File Reference

```
#include "AppVersion.h"  
#include "Buffer.h"  
#include "Version.h"
```

```
#include <map>
#include <memory>
#include <semver.hpp>
#include <spdlog/logger.h>
#include <string>
```

## Classes

- class [Interface](#)
- class [InterfaceReader](#)
- class [InterfaceWriter](#)

## Enumerations

- enum class [InterfaceType](#) { [Unknown](#) = 0 , [Reader](#) = 1 , [Writer](#) = 2 }  
*template class should implement void SOURCE::start(); bool SOURCE::next(); void SOURCE::end(); const [Buffer](#)& SOURCE::getBuffer();*

### 5.19.1 Detailed Description

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Definition in file [Interface.h](#).

### 5.19.2 Enumeration Type Documentation

#### 5.19.2.1 InterfaceType

enum class [InterfaceType](#) [strong]

template class should implement void SOURCE::start(); bool SOURCE::next(); void SOURCE::end(); const [Buffer](#)& SOURCE::getBuffer();

void DESTINATION::begin(); void DESTINATION::processDIF(const DIFPtr&); void DESTINATION::process←Frame(const DIFPtr&,const std::uint32\_t& frameIndex); void DESTINATION::processPadInFrame(const DIFPtr&,const std::uint32\_t& frameIndex,const std::uint32\_t& channelIndex); void DESTINATION::processSlowControl(const [Buffer](#)&); void DESTINATION::end();

#### Enumerator

Unknown	
Reader	
Writer	

Definition at line 31 of file [Interface.h](#).

```

00032 {
00033     Unknown = 0,
00034     Reader  = 1,
00035     Writer  = 2
00036 };

```

## 5.20 Interface.h

[Go to the documentation of this file.](#)

```

00001
00004 #pragma once
00005
00006 #include "AppVersion.h"
00007 #include "Buffer.h"
00008 #include "Version.h"
00009
00010 #include <map>
00011 #include <memory>
00012 #include <semver.hpp>
00013 #include <spdlog/logger.h>
00014 #include <string>
00015
00031 enum class InterfaceType
00032 {
00033     Unknown = 0,
00034     Reader  = 1,
00035     Writer  = 2
00036 };
00037
00038 class Interface
00039 {
00040 public:
00041     Interface(const std::string& name, const std::string& version, const InterfaceType& type) :
00042         m_Name(name), m_Version(version) {}
00043     virtual ~Interface() = default;
00044     virtual void startEvent() {}
00045     virtual void endEvent() {}
00046     virtual void startDIF() {}
00047     virtual void endDIF() {}
00048     virtual void startFrame() {}
00049     virtual void endFrame() {}
00050     virtual void startPad() {}
00051     virtual void endPad() {}
00052     std::shared_ptr<spdlog::logger>& log() { return m_Logger; }
00053     void setLogger(const std::shared_ptr<spdlog::logger>& logger) { m_Logger
00054         = logger; }
00055     std::string getName() { return m_Name; }
00056     Version getVersion() { return m_Version; }
00057 private:
00058     std::shared_ptr<spdlog::logger> m_Logger{nullptr};
00059     std::string m_Name;
00060     Version m_Version;
00061     InterfaceType m_Type{InterfaceType::Unknown};
00062 };
00063 class InterfaceReader : public Interface
00064 {
00065 public:
00066     InterfaceReader(const std::string& name, const std::string& version) : Interface(name, version,
00067         InterfaceType::Reader) {}
00068     virtual ~InterfaceReader() = default;
00069 protected:
00070     Buffer m_Buffer;
00071 };
00072
00073 class InterfaceWriter : public Interface
00074 {
00075 public:
00076     InterfaceWriter(const std::string& name, const std::string& version) : Interface(name, version,
00077         InterfaceType::Writer) {}
00078     void addCompatibility(const std::string& name, const std::string& version) { m_Compatible[name] =
00079         version; }
00080     std::map<std::string, std::string> getCompatibility() { return m_Compatible; }
00081     bool checkCompatibility(const std::string& name, const std::string& version)
00082     {
00083         if (m_Compatible.find(name) != m_Compatible.end())
00084         {
00085

```



```

00086         auto                ran = semver::range::detail::range(m_Compatible[name]);
00087         semver::version ver = semver::version(version);
00088         if(ran.satisfies(ver, false)) return true;
00089         else
00090             return false;
00091     }
00092     else
00093         return false;
00094 }
00095
00096 virtual ~InterfaceWriter() = default;
00097
00098 private:
00099     std::map<std::string, std::string> m_Compatible;
00100 };

```

## 5.21 libs/core/include/Payload100.h File Reference

```

#include "Bits.h"
#include "Buffer.h"
#include "Exception.h"
#include "Formatters.h"
#include "Utilities.h"
#include "Words.h"
#include <stdint>
#include <spdlog/spdlog.h>
#include <string>
#include <vector>

```

### Classes

- class [Payload100](#)

#### 5.21.1 Detailed Description

##### Copyright

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Definition in file [Payload100.h](#).

## 5.22 Payload100.h

[Go to the documentation of this file.](#)

```

00001
00005 #pragma once
00006
00007 #include "Bits.h"
00008 #include "Buffer.h"
00009 #include "Exception.h"
00010 #include "Formatters.h"
00011 #include "Utilities.h"
00012 #include "Words.h"
00013
00014 #include <stdint>
00015 #include <spdlog/spdlog.h>
00016 #include <string>
00017 #include <vector>
00018
00036 class Payload100 : public Buffer
00037 {

```

```

00038 public:
00039     Payload100() = default;
00040
00041     void setBuffer(const Buffer& buffer);
00042
00043     bool hasTemperature() const;
00044
00045     bool hasAnalogReadout() const;
00046
00047     bool hasSlowControl() const;
00048
00049     float getTemperatureDIF() const;
00050
00051     float getTemperatureASU1() const;
00052
00053     float getTemperatureASU2() const;
00054
00055     Buffer getSlowControl() const;
00056
00057     std::vector<bit8_t*> getFramesVector() const;
00058
00059     std::vector<bit8_t*> getLinesVector() const;
00060
00061     std::uint32_t getSizeAfterDIFPtr() const;
00062     std::uint32_t getEndOfDIFData() const;
00063     std::uint32_t getDTC() const;
00064     std::uint32_t getGTC() const;
00065     std::uint64_t getAbsoluteBCID() const;
00066     std::uint32_t getBCID() const;
00067     bool hasLine(const std::uint32_t&) const;
00068     std::uint32_t getNumberOfFrames() const;
00069     bit8_t* getFramePtr(const std::uint32_t&) const;
00070     std::uint32_t getFrameBCID(const std::uint32_t&) const;
00071     std::uint32_t getFrameTimeToTrigger(const std::uint32_t&) const;
00072     bool getFrameLevel(const std::uint32_t&, const std::uint32_t&, const std::uint32_t&) const;
00073     std::uint32_t getDIFid() const;
00074     std::uint32_t getASICid(const std::uint32_t&) const;
00075     std::uint32_t getThresholdStatus(const std::uint32_t&, const std::uint32_t&) const;
00076     std::uint32_t getDIF_CRC() const;
00077
00078 private:
00079     std::uint16_t m_Version{13};
00080     std::uint32_t parsePayload();
00081     std::uint32_t getNumberLines() const;
00082     std::uint32_t parseAnalogLine(const std::uint32_t& idx);
00083     std::uint32_t getTASU1() const;
00084     std::uint32_t getTASU2() const;
00085     std::uint32_t getTDIF() const;
00086
00087     std::vector<bit8_t*> m_Lines;
00088     std::vector<bit8_t*> m_Frames;
00089     std::uint32_t theGetFramePtrReturn_{0};
00090 };
00091
00092 inline void Payload100::setBuffer(const Buffer& buffer)
00093 {
00094     set(buffer);
00095     m_Frames.clear();
00096     m_Lines.clear();
00097     theGetFramePtrReturn_ = parsePayload();
00098 }
00099
00100 inline std::uint32_t Payload100::parsePayload()
00101 {
00102     std::uint32_t fshift{static_cast<std::uint32_t>(Size::GLOBAL_HEADER)}; // Pass Global Header
00103     if(m_Version >= 13)
00104     {
00105         // Pass DIF_ID, DIF Trigger counter, Information counter, Global Trigger counter, Absolute BCID,
00106         // BCID DIF, NB line
00107         fshift += Size::DIF_IF + Size::DIF_TRIGGER_COUNTER + Size::INFORMATION_COUNTER +
00108             Size::GLOBAL_TRIGGER_COUNTER + Size::ABSOLUTE_BCID + Size::BCID_DIF + Size::NUMBER_LINE;
00109         // If has temperature infos then pass Temp ASU 1, Temp ASU 2, Temp DIF
00110         if(hasTemperature()) fshift += Size::TEMP_ASU1 + Size::TEMP_ASU2 + Size::TEMP_DIF;
00111         // If has AnalogReadout pass them
00112         if(hasAnalogReadout()) fshift = parseAnalogLine(fshift); // to be implemented
00113     }
00114     else
00115         throw Exception(fmt::format("Version {} is not implemented", m_Version));
00116     while(static_cast<std::uint8_t>(begin()[fshift]) !=
00117         static_cast<std::uint8_t>(Value::GLOBAL_TRAILER))
00118     {
00119         // If I found a FRAME_HEADER there is 2 cases :
00120         // 1) Nothing inside so FRAME_TRAILER comes just after
00121         // 2) Come MICROROC Header, BCID, DATA max 128 times
00122         if(static_cast<std::uint8_t>(begin()[fshift]) == static_cast<std::uint8_t>(Value::FRAME_HEADER))
00123         {

```

```

00122         fshift += +Size::FRAME_HEADER;
00123         if(static_cast<std::uint8_t>(begin()[fshift]) == static_cast<std::uint8_t>(Value::FRAME_TRAILER)
|| static_cast<std::uint8_t>(begin()[fshift]) ==
static_cast<std::uint8_t>(Value::FRAME_TRAILER_ERROR)) { fshift += +Size::FRAME_TRAILER; }
00124         else
00125         {
00126             while(static_cast<std::uint8_t>(begin()[fshift]) !=
static_cast<std::uint8_t>(Value::FRAME_TRAILER) && static_cast<std::uint8_t>(begin()[fshift]) !=
static_cast<std::uint8_t>(Value::FRAME_TRAILER_ERROR))
00127             {
00128                 m_Frames.push_back(&begin()[fshift]);
00129                 fshift += Size::MICROROC_HEADER + Size::BCID + Size::DATA;
00130             }
00131             fshift += +Size::FRAME_TRAILER;
00132         }
00133     }
00134 }
00135 // Pass Global trailer
00136 fshift += +Size::GLOBAL_TRAILER;
00137 // Pass CRC MSB, CRC LSB
00138 fshift += Size::CRC_MSB + Size::CRC_LSB;
00139 return fshift;
00140 }
00141
00142 inline bool Payload100::hasTemperature()const { return (static_cast<std::uint8_t>(begin()[0]) ==
static_cast<std::uint8_t>(Value::GLOBAL_HEADER_TEMP)); }
00143
00144 inline bool Payload100::hasAnalogReadout()const { return getNumberLines() != 0; }
00145
00146 inline std::uint32_t Payload100::getNumberLines()const
00147 {
00148     std::uint32_t shift(Size::GLOBAL_HEADER + Size::DIF_IF + Size::DIF_TRIGGER_COUNTER +
Size::INFORMATION_COUNTER + Size::GLOBAL_TRIGGER_COUNTER + Size::ABSOLUTE_BCID + Size::BCID_DIF);
00149     return ((begin()[shift] >> 4) & 0x5);
00150 }
00151
00152 inline std::uint32_t Payload100::parseAnalogLine(const std::uint32_t& idx)
00153 {
00154     std::uint32_t fshift{idx};
00155     // Pass Header line
00156     if(static_cast<std::uint8_t>(begin()[fshift]) != static_cast<std::uint8_t>(Value::HEADER_LINE))
return fshift;
00157     else
00158         fshift += +Size::HEADER_LINE;
00159     while(static_cast<std::uint8_t>(begin()[fshift]) != static_cast<std::uint8_t>(Value::TRAILER_LINE))
00160     {
00161         m_Lines.push_back(&begin()[fshift]);
00162         // Get Number of CHIPS
00163         std::uint32_t nchip{begin()[fshift]};
00164         // Pass Number of CHIPS, NB Asicline*64*16bits
00165         fshift += +Size::NUMBER_CHIPS + static_cast<std::uint32_t>(Size::LINE_SIZE) * nchip;
00166     }
00167     // Pass Trailer line
00168     fshift += +Size::TRAILER_LINE;
00169     return fshift;
00170 }
00171
00172 inline bool Payload100::hasSlowControl()const { return theGetFramePtrReturn_ != size(); }
00173
00174 inline std::uint32_t Payload100::getTASU1()const
00175 {
00176     std::uint32_t shift(Size::GLOBAL_HEADER + Size::DIF_IF + Size::DIF_TRIGGER_COUNTER +
Size::INFORMATION_COUNTER + Size::GLOBAL_TRIGGER_COUNTER + Size::ABSOLUTE_BCID + Size::BCID_DIF +
Size::NUMBER_LINE);
00177     return (begin()[shift] << 24) + (begin()[shift + 1] << 16) + (begin()[shift + 2] << 8) + begin()[shift
+ 3];
00178 }
00179
00180 inline std::uint32_t Payload100::getTASU2()const
00181 {
00182     std::uint32_t shift(Size::GLOBAL_HEADER + Size::DIF_IF + Size::DIF_TRIGGER_COUNTER +
Size::INFORMATION_COUNTER + Size::GLOBAL_TRIGGER_COUNTER + Size::ABSOLUTE_BCID + Size::BCID_DIF +
Size::NUMBER_LINE + Size::TEMP_ASU1);
00183     return (begin()[shift] << 24) + (begin()[shift + 1] << 16) + (begin()[shift + 2] << 8) + begin()[shift
+ 3];
00184 }
00185
00186 inline std::uint32_t Payload100::getTDIF()const
00187 {
00188     std::uint32_t shift(Size::GLOBAL_HEADER + Size::DIF_IF + Size::DIF_TRIGGER_COUNTER +
Size::INFORMATION_COUNTER + Size::GLOBAL_TRIGGER_COUNTER + Size::ABSOLUTE_BCID + Size::BCID_DIF +
Size::NUMBER_LINE + Size::TEMP_ASU1 + Size::TEMP_ASU2);
00189     return begin()[shift];
00190 }
00191
00192 inline float Payload100::getTemperatureDIF()const
00193 {

```

```

00194     if(!hasTemperature()) throw Exception("Don't have TemperatureDIF information");
00195     return 0.508 * getTDIF() - 9.659;
00196 }
00197
00198 inline float Payload100::getTemperatureASU1()const
00199 {
00200     if(!hasTemperature()) throw Exception("Don't have TemperatureASU1 information");
00201     return (getTASU1() » 3) * 0.0625;
00202 }
00203
00204 inline float Payload100::getTemperatureASU2()const
00205 {
00206     if(!hasTemperature()) throw Exception("Don't have TemperatureASU2 information");
00207     return (getTASU2() » 3) * 0.0625;
00208 }
00209
00210 inline Buffer Payload100::getSlowControl()const
00211 {
00212     if(hasSlowControl()) return Buffer(&begin()[getEndOfDIFData()], size() - getEndOfDIFData());
00213     else
00214         return Buffer();
00215 }
00216
00217 inline std::vector<bit8_t*> Payload100::getFramesVector()const { return m_Frames; }
00218
00219 inline std::vector<bit8_t*> Payload100::getLinesVector()const { return m_Lines; }
00220
00221 inline std::uint32_t Payload100::getDTC()const
00222 {
00223     std::uint32_t shift{Size::GLOBAL_HEADER + Size::DIF_IF};
00224     return (begin()[shift] « 24) + (begin()[shift + 1] « 16) + (begin()[shift + 2] « 8) + begin()[shift
+ 3];
00225 }
00226
00227 inline std::uint32_t Payload100::getGTC()const
00228 {
00229     std::uint32_t shift{Size::GLOBAL_HEADER + Size::DIF_IF + Size::DIF_TRIGGER_COUNTER +
Size::INFORMATION_COUNTER};
00230     return (begin()[shift] « 24) + (begin()[shift + 1] « 16) + (begin()[shift + 2] « 8) + begin()[shift
+ 3];
00231 }
00232
00233 inline std::uint64_t Payload100::getAbsoluteBCID()const
00234 {
00235     std::uint32_t shift{Size::GLOBAL_HEADER + Size::DIF_IF + Size::DIF_TRIGGER_COUNTER +
Size::INFORMATION_COUNTER + Size::GLOBAL_TRIGGER_COUNTER};
00236     std::uint64_t LBC = ((begin()[shift] « 16) | (begin()[shift + 1] « 8) | (begin()[shift + 2])) *
16777216ULL /* to shift the value from the 24 first bits*/
+ ((begin()[shift + 3] « 16) | (begin()[shift + 4] « 8) | (begin()[shift + 5]));
00237     return LBC;
00238 }
00239
00240
00241 inline std::uint32_t Payload100::getBCID()const
00242 {
00243     std::uint32_t shift{Size::GLOBAL_HEADER + Size::DIF_IF + Size::DIF_TRIGGER_COUNTER +
Size::INFORMATION_COUNTER + Size::GLOBAL_TRIGGER_COUNTER + Size::ABSOLUTE_BCID};
00244     return (begin()[shift] « 16) + (begin()[shift + 1] « 8) + begin()[shift + 2];
00245 }
00246
00247 inline bool Payload100::hasLine(const std::uint32_t& line)const
00248 {
00249     std::uint32_t shift{Size::GLOBAL_HEADER + Size::DIF_IF + Size::DIF_TRIGGER_COUNTER +
Size::INFORMATION_COUNTER + Size::GLOBAL_TRIGGER_COUNTER + Size::ABSOLUTE_BCID + Size::BCID_DIF};
00250     return ((begin()[shift] » line) & 0x1);
00251 }
00252
00253 inline std::uint32_t Payload100::getNumberOfFrames()const { return m_Frames.size(); }
00254
00255 inline bit8_t* Payload100::getFramePtr(const std::uint32_t& i)const { return m_Frames[i]; }
00256
00257 inline std::uint32_t Payload100::getFrameBCID(const std::uint32_t& i)const
00258 {
00259     std::uint32_t shift{+Size::MICROROC_HEADER};
00260     return GrayToBin((m_Frames[i][shift] « 16) + (m_Frames[i][shift + 1] « 8) + m_Frames[i][shift + 2]);
00261 }
00262
00263 inline std::uint32_t Payload100::getFrameTimeToTrigger(const std::uint32_t& i)const { return getBCID()
- getFrameBCID(i); }
00264
00265 inline bool Payload100::getFrameLevel(const std::uint32_t& i, const std::uint32_t& ipad, const
std::uint32_t& ilevel)const
00266 {
00267     std::uint32_t shift{Size::MICROROC_HEADER + Size::BCID};
00268     return ((m_Frames[i][shift + ((3 - ipad / 16) * 4 + (ipad % 16) / 4)] » (7 - ((ipad % 16) % 4) * 2
+ ilevel))) & 0x1);
00269 }
00270

```

```

00271 inline std::uint32_t Payload100::getDIFid() const
00272 {
00273     std::uint32_t shift{+Size::GLOBAL_HEADER};
00274     return begin()[shift] & 0xFF;
00275 }
00276
00277 inline std::uint32_t Payload100::getASICid(const std::uint32_t& i) const { return m_Frames[i][0] &
00278     0xFF; }
00279
00279 inline std::uint32_t Payload100::getThresholdStatus(const std::uint32_t& i, const std::uint32_t&
00280     ipad) const { return (((std::uint32_t) getFrameLevel(i, ipad, 1)) < 1) |
00281     ((std::uint32_t) getFrameLevel(i, ipad, 0)); }
00280
00281 inline std::uint32_t Payload100::getDIF_CRC() const
00282 {
00283     std::uint32_t shift{getEndOfDIFData() - (Size::CRC_MSB + Size::CRC_LSB)};
00284     return (begin()[shift] < 8) + begin()[shift + 1];
00285 }
00286
00287 inline std::uint32_t Payload100::getSizeAfterDIFPtr() const { return size() - theGetFramePtrReturn_; }
00288
00289 inline std::uint32_t Payload100::getEndOfDIFData() const { return theGetFramePtrReturn_; }

```

## 5.23 libs/core/include/PayloadLoader.h File Reference

```

#include "Payload100.h"
#include <cstdint>

```

### Classes

- class [PayloadLoader](#)

### 5.23.1 Detailed Description

#### Copyright

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Definition in file [PayloadLoader.h](#).

## 5.24 PayloadLoader.h

[Go to the documentation of this file.](#)

```

00001
00005 #pragma once
00006
00007 #include "Payload100.h"
00008
00009 #include <cstdint>
00010
00011 class PayloadLoader
00012 {
00013 public:
00014     PayloadLoader() = default;
00015     Payload100* getPayload(const std::int32_t& detector_id)
00016     {
00017         switch(detector_id)
00018         {
00019             case 100: payload = new Payload100();
00020         }
00021         return payload;
00022     }
00023
00024 private:
00025     Payload100* payload{nullptr};
00026 };

```

## 5.25 libs/core/include/RawBufferNavigator.h File Reference

```
#include "Buffer.h"
```

### Classes

- class [RawBufferNavigator](#)  
*class to navigate in the raw data buffer parse the header and send the payload as [Buffer](#)*

### 5.25.1 Detailed Description

#### Copyright

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Definition in file [RawBufferNavigator.h](#).

## 5.26 RawBufferNavigator.h

[Go to the documentation of this file.](#)

```
00001
00005 #pragma once
00006
00007 #include "Buffer.h"
00008
00013 class RawBufferNavigator
00014 {
00015 public:
00016     static void StartAt(const int& start);
00017     RawBufferNavigator();
00018     ~RawBufferNavigator() = default;
00019     void          setBuffer(const Buffer&);
00020     std::uint8_t  getDetectorID();
00021     bool          findStartOfPayload();
00022     std::int32_t  getStartOfPayload();
00023     bool          validPayload();
00024     Buffer         getPayload();
00025
00026 private:
00027     static int    m_Start;
00028     Buffer         m_Buffer;
00029     bool          m_StartPayloadDone{false};
00030     std::int32_t  m_StartPayload{-1}; // -1 Means not found !
00031 };
```

## 5.27 libs/core/include/Timer.h File Reference

```
#include <chrono>
```

### Classes

- class [Timer](#)

### 5.27.1 Detailed Description

#### Copyright

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Definition in file [Timer.h](#).

## 5.28 Timer.h

[Go to the documentation of this file.](#)

```
00001
00005 #pragma once
00006
00007 #include <chrono>
00008
00009 class Timer
00010 {
00011 public:
00012     void start() { m_StartTime = std::chrono::high_resolution_clock::now(); }
00013     void stop() { m_StopTime = std::chrono::high_resolution_clock::now(); }
00014     float getElapsedTime() { return std::chrono::duration_cast<std::chrono::microseconds>(m_StopTime -
m_StartTime).count(); }
00015
00016 private:
00017     std::chrono::time_point<std::chrono::high_resolution_clock> m_StartTime;
00018     std::chrono::time_point<std::chrono::high_resolution_clock> m_StopTime;
00019 };
```

## 5.29 libs/core/include/Utilities.h File Reference

```
#include <stdint>
```

### Functions

- `std::uint64_t GrayToBin (const std::uint64_t &n)`

### 5.29.1 Detailed Description

#### Copyright

2022 G.Grenier F.Lagarde

Definition in file [Utilities.h](#).

### 5.29.2 Function Documentation

**5.29.2.1 GrayToBin()** `std::uint64_t GrayToBin (`  
`const std::uint64_t & n ) [inline]`

Definition at line 9 of file [Utilities.h](#).

```
00010 {
00011     std::uint64_t ish{1};
00012     std::uint64_t anss{n};
00013     std::uint64_t idiv{0};
00014     std::uint64_t ishmax{sizeof(std::uint64_t) * 8};
00015     while(true)
00016     {
00017         idiv = anss » ish;
00018         anss ^= idiv;
00019         if(idiv <= 1 || ish == ishmax) return anss;
00020         ish «= 1;
00021     }
00022 }
```

## 5.30 Utilities.h

[Go to the documentation of this file.](#)

```
00001
00005 #pragma once
00006
00007 #include <stdint>
00008
00009 inline std::uint64_t GrayToBin(const std::uint64_t& n)
00010 {
00011     std::uint64_t ish{1};
00012     std::uint64_t anss{n};
00013     std::uint64_t idiv{0};
00014     std::uint64_t ishmax{sizeof(std::uint64_t) * 8};
00015     while(true)
00016     {
00017         idiv = anss » ish;
00018         anss ^= idiv;
00019         if(idiv <= 1 || ish == ishmax) return anss;
00020         ish «= 1;
00021     }
00022 }
```

## 5.31 libs/core/include/Version.h File Reference

```
#include <stdint>
#include <semver.hpp>
#include <string>
```

### Classes

- class [Version](#)

### 5.31.1 Detailed Description

#### Copyright

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Definition in file [Version.h](#).



## 5.32 Version.h

[Go to the documentation of this file.](#)

```
00001
00005 #pragma once
00006
00007 #include <cstdint>
00008 #include <semver.hpp>
00009 #include <string>
00010
00011 class Version : public semver::version
00012 {
00013 public:
00014     Version(const std::uint8_t& mj, const std::uint8_t& mn, const std::uint8_t& pt, const
semver::prerelease& prt = semver::prerelease::none, const std::uint8_t& prn = 0) noexcept :
semver::version(mj, mn, pt, prt, prn) {}
00015     explicit Version(const std::string_view& str) : semver::version(str) {}
00016     Version() = default;
00017     std::uint8_t getMajor();
00018     std::uint8_t getMinor();
00019     std::uint8_t getPatch();
00020     std::string getPreRelease();
00021     std::uint8_t getPreReleaseNumber();
00022 };
```

## 5.33 libs/core/include/Words.h File Reference

```
#include <cstdint>
```

### Enumerations

- enum class [Hardware](#) : std::uint8\_t { [NUMBER\\_PAD](#) = 64 }
- enum class [Size](#) : std::uint8\_t {  
[DATA\\_FORMAT\\_VERSION](#) = 1 , [DAQ\\_SOFTWARE\\_VERSION](#) = 2 , [SDCC\\_FIRMWARE\\_VERSION](#) = 2 ,  
[DIF\\_FIRMWARE\\_VERSION](#) = 2 ,  
[TIMESTAMP\\_SECONDES](#) = 4 , [TIMESTAMP\\_MILLISECONDS](#) = 4 , [GLOBAL\\_HEADER](#) = 1 , [DIF\\_IF](#) = 1 ,  
[DIF\\_TRIGGER\\_COUNTER](#) = 4 , [INFORMATION\\_COUNTER](#) = 4 , [GLOBAL\\_TRIGGER\\_COUNTER](#) = 4 ,  
[ABSOLUTE\\_BCID](#) = 6 ,  
[BCID\\_DIF](#) = 3 , [NUMBER\\_LINE](#) = 1 , [TEMP\\_ASU1](#) = 4 , [TEMP\\_ASU2](#) = 4 ,  
[TEMP\\_DIF](#) = 1 , [HEADER\\_LINE](#) = 1 , [NUMBER\\_CHIPS](#) = 1 , [LINE\\_SIZE](#) = 64 \* 2 ,  
[TRAILER\\_LINE](#) = 1 , [FRAME\\_HEADER](#) = 1 , [MICROROC\\_HEADER](#) = 1 , [BCID](#) = 3 ,  
[DATA](#) = 16 , [FRAME\\_TRAILER](#) = 1 , [GLOBAL\\_TRAILER](#) = 1 , [CRC\\_MSB](#) = 1 ,  
[CRC\\_LSB](#) = 1 , [SC\\_HEADER](#) = 1 , [DIF\\_ID](#) = 1 , [ASIC\\_HEADER](#) = 1 ,  
[SC\\_ASIC\\_SIZE](#) = 1 , [SC\\_TRAILER](#) = 1 }
- enum class [Value](#) : std::uint8\_t {  
[GLOBAL\\_HEADER](#) = 0xb0 , [GLOBAL\\_HEADER\\_TEMP](#) = 0xbb , [HEADER\\_LINE](#) = 0xc4 , [TRAILER\\_LINE](#) =  
0xd4 ,  
[FRAME\\_HEADER](#) = 0xb4 , [FRAME\\_TRAILER](#) = 0xa3 , [FRAME\\_TRAILER\\_ERROR](#) = 0xc3 ,  
[GLOBAL\\_TRAILER](#) = 0xa0 ,  
[SC\\_HEADER](#) = 0xb1 , [SC\\_TRAILER](#) = 0xa1 }

### 5.33.1 Detailed Description

#### Copyright

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Definition in file [Words.h](#).

### 5.33.2 Enumeration Type Documentation

#### 5.33.2.1 Hardware `enum class Hardware : std::uint8_t [strong]`

##### Enumerator

NUMBER_PAD	
------------	--

Definition at line 9 of file [Words.h](#).

```
00010 {  
00011     NUMBER_PAD = 64,  
00012 };
```

#### 5.33.2.2 Size `enum class Size : std::uint8_t [strong]`

##### Enumerator

DATA_FORMAT_VERSION	
DAQ_SOFTWARE_VERSION	
SDCC_FIRMWARE_VERSION	
DIF_FIRMWARE_VERSION	
TIMESTAMP_SECONDES	
TIMESTAMP_MILLISECONDS	
GLOBAL_HEADER	
DIF_IF	
DIF_TRIGGER_COUNTER	
INFORMATION_COUNTER	
GLOBAL_TRIGGER_COUNTER	
ABSOLUTE_BCID	
BCID_DIF	
NUMBER_LINE	
TEMP_ASU1	
TEMP_ASU2	
TEMP_DIF	
HEADER_LINE	
NUMBER_CHIPS	
LINE_SIZE	
TRAILER_LINE	
FRAME_HEADER	
MICROROC_HEADER	
BCID	
DATA	
FRAME_TRAILER	
GLOBAL_TRAILER	
CRC_MSB	
CRC_LSB	
SC_HEADER	

## Enumerator

DIF_ID	
ASIC_HEADER	
SC_ASIC_SIZE	
SC_TRAILER	

Definition at line 14 of file [Words.h](#).

```

00015 {
00016     // Header
00017     DATA_FORMAT_VERSION    = 1,
00018     DAQ_SOFTWARE_VERSION    = 2,
00019     SDCC_FIRMWARE_VERSION   = 2,
00020     DIF_FIRMWARE_VERSION    = 2,
00021     TIMESTAMP_SECONDS       = 4,
00022     TIMESTAMP_MILLISECONDS  = 4,
00023     // Payload
00024     GLOBAL_HEADER           = 1,
00025     DIF_IF                  = 1,
00026     DIF_TRIGGER_COUNTER     = 4,
00027     INFORMATION_COUNTER     = 4,
00028     GLOBAL_TRIGGER_COUNTER  = 4,
00029     ABSOLUTE_BCID           = 6,
00030     BCID_DIF                = 3,
00031     NUMBER_LINE             = 1,
00032     TEMP_ASU1               = 4,
00033     TEMP_ASU2               = 4,
00034     TEMP_DIF                = 1,
00035     HEADER_LINE             = 1,
00036     NUMBER_CHIPS            = 1,
00037     LINE_SIZE               = 64 * 2,
00038     TRAILER_LINE            = 1,
00039     FRAME_HEADER            = 1,
00040     MICROROC_HEADER         = 1,
00041     BCID                    = 3,
00042     DATA                   = 16,
00043     FRAME_TRAILER           = 1,
00044     GLOBAL_TRAILER          = 1,
00045     CRC_MSB                 = 1,
00046     CRC_LSB                 = 1,
00047     // Slowcontrol
00048     SC_HEADER               = 1,
00049     DIF_ID                  = 1,
00050     ASIC_HEADER             = 1,
00051     SC_ASIC_SIZE            = 1,
00052     SC_TRAILER              = 1
00053 };

```

### 5.33.2.3 Value `enum class Value : std::uint8_t [strong]`

## Enumerator

GLOBAL_HEADER	
GLOBAL_HEADER_TEMP	
HEADER_LINE	
TRAILER_LINE	
FRAME_HEADER	
FRAME_TRAILER	
FRAME_TRAILER_ERROR	
GLOBAL_TRAILER	
SC_HEADER	
SC_TRAILER	

Definition at line 59 of file [Words.h](#).

```

00060 {
00061     GLOBAL_HEADER      = 0xb0,
00062     GLOBAL_HEADER_TEMP = 0xbb,
00063     HEADER_LINE        = 0xc4,
00064     TRAILER_LINE       = 0xd4,
00065     FRAME_HEADER       = 0xb4,
00066     FRAME_TRAILER      = 0xa3,
00067     FRAME_TRAILER_ERROR = 0xc3,
00068     GLOBAL_TRAILER     = 0xa0,
00069     SC_HEADER          = 0xb1,
00070     SC_TRAILER         = 0xa1
00071 };

```

## 5.34 Words.h

[Go to the documentation of this file.](#)

```

00001
00005 #pragma once
00006
00007 #include <cstdint>
00008
00009 enum class Hardware : std::uint8_t
00010 {
00011     NUMBER_PAD = 64,
00012 };
00013
00014 enum class Size : std::uint8_t
00015 {
00016     // Header
00017     DATA_FORMAT_VERSION = 1,
00018     DAQ_SOFTWARE_VERSION = 2,
00019     SDCC_FIRMWARE_VERSION = 2,
00020     DIF_FIRMWARE_VERSION = 2,
00021     TIMESTAMP_SECONDES = 4,
00022     TIMESTAMP_MILLISECONDS = 4,
00023     // Payload
00024     GLOBAL_HEADER = 1,
00025     DIF_IF = 1,
00026     DIF_TRIGGER_COUNTER = 4,
00027     INFORMATION_COUNTER = 4,
00028     GLOBAL_TRIGGER_COUNTER = 4,
00029     ABSOLUTE_BCID = 6,
00030     BCID_DIF = 3,
00031     NUMBER_LINE = 1,
00032     TEMP_ASU1 = 4,
00033     TEMP_ASU2 = 4,
00034     TEMP_DIF = 1,
00035     HEADER_LINE = 1,
00036     NUMBER_CHIPS = 1,
00037     LINE_SIZE = 64 * 2,
00038     TRAILER_LINE = 1,
00039     FRAME_HEADER = 1,
00040     MICROROC_HEADER = 1,
00041     BCID = 3,
00042     DATA = 16,
00043     FRAME_TRAILER = 1,
00044     GLOBAL_TRAILER = 1,
00045     CRC_MSB = 1,
00046     CRC_LSB = 1,
00047     // Slowcontrol
00048     SC_HEADER = 1,
00049     DIF_ID = 1,
00050     ASIC_HEADER = 1,
00051     SC_ASIC_SIZE = 1,
00052     SC_TRAILER = 1
00053 };
00054
00055 static inline std::uint32_t operator+(const Size& a, const Size& b) { return
    static_cast<std::uint32_t>(a) + static_cast<std::uint32_t>(b); }
00056 static inline std::uint32_t operator+(const std::uint32_t& a, const Size& b) { return a +
    static_cast<std::uint32_t>(b); }
00057 static inline std::uint32_t operator+(const Size& a) { return static_cast<std::uint32_t>(a); }
00058
00059 enum class Value : std::uint8_t
00060 {
00061     GLOBAL_HEADER      = 0xb0,
00062     GLOBAL_HEADER_TEMP = 0xbb,
00063     HEADER_LINE        = 0xc4,
00064     TRAILER_LINE       = 0xd4,
00065     FRAME_HEADER       = 0xb4,
00066     FRAME_TRAILER      = 0xa3,
00067     FRAME_TRAILER_ERROR = 0xc3,

```

```

00068 GLOBAL_TRAILER    = 0xa0,
00069 SC_HEADER          = 0xb1,
00070 SC_TRAILER          = 0xa1
00071 };

```

## 5.35 `libs/core/src/Bits.cc` File Reference

```
#include "Bits.h"
```

### Functions

- `std::ostream & operator<< (std::ostream &os, const bit8_t &c)`  
Stream operator to print `bit8_t` aka `std::uint8_t` and not char or unsigned char.

#### 5.35.1 Detailed Description

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Definition in file `Bits.cc`.

#### 5.35.2 Function Documentation

**5.35.2.1 `operator<<()`** `std::ostream & operator<< (`  
`std::ostream & os,`  
`const bit8_t & c )`

Stream operator to print `bit8_t` aka `std::uint8_t` and not char or unsigned char.

Definition at line 8 of file `Bits.cc`.

```
00008 { return os << c + 0; }
```

## 5.36 `Bits.cc`

[Go to the documentation of this file.](#)

```

00001
00006 #include "Bits.h"
00007
00008 std::ostream& operator<<(std::ostream& os, const bit8_t& c) { return os << c + 0; }

```

## 5.37 `libs/core/src/BufferLooperCounter.cc` File Reference

```

#include "BufferLooperCounter.h"
#include "Formatters.h"
#include <fmt/color.h>

```

## 5.38 BufferLooperCounter.cc

[Go to the documentation of this file.](#)

```

00001
00005 #include "BufferLooperCounter.h"
00006
00007 #include "Formatters.h"
00008
00009 #include <fmt/color.h>
00010
00011 void BufferLooperCounter::printAllCounters()
00012 {
00013     fmt::print(fg(fmt::color::crimson) | fmt::emphasis::bold, "BUFFER LOOP FINAL STATISTICS : \n");
00014     printCounter("Start of DIF header", DIFStarter);
00015     printCounter("Value after DIF data are processed", DIFPtrValueAtReturnedPos, std::ios_base::hex);
00016     printCounter("Size remaining in buffer after end of DIF data", SizeAfterDIFPtr);
00017     fmt::print(fg(fmt::color::crimson) | fmt::emphasis::bold, "Number of Slow Control found {} out of
which {} are bad\n", hasSlowControl, hasBadSlowControl);
00018     printCounter("Size remaining after all of data have been processed", SizeAfterAllData);
00019     printCounter("Number on non zero values in end of data buffer", NonZeroValusAtEndOfData);
00020 }
00021
00022 void BufferLooperCounter::printCounter(const std::string& description, const std::map<int, int>& m,
const std::ios_base::fmtflags& base)
00023 {
00024     std::string out{"statistics for " + description + " : \n"};
00025     for(std::map<int, int>::const_iterator it = m.begin(); it != m.end(); it++)
00026     {
00027         if(it != m.begin()) out += ", ";
00028         out += " [";
00029         switch(base)
00030         {
00031             case std::ios_base::dec: out += to_dec(static_cast<std::uint32_t>(it->first)); break;
00032             case std::ios_base::hex: out += to_hex(static_cast<std::uint32_t>(it->first)); break;
00033             case std::ios_base::oct: out += to_oct(static_cast<std::uint32_t>(it->first)); break;
00034             default: out += to_dec(static_cast<std::uint32_t>(it->first)); break;
00035         }
00036         out += "]" + std::to_string(it->second);
00037     }
00038     out += "\n";
00039     fmt::print(fg(fmt::color::crimson) | fmt::emphasis::bold, out);
00040 }

```

## 5.39 libs/core/src/DIFSlowControl.cc File Reference

```
#include "DIFSlowControl.h"
```

### Functions

- `std::string to_string (const DIFSlowControl &c)`

### 5.39.1 Detailed Description

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Definition in file [DIFSlowControl.cc](#).

### 5.39.2 Function Documentation

**5.39.2.1 to\_string()** `std::string to_string (`  
`const DIFSlowControl & c )`

Definition at line 256 of file DIFSlowControl.cc.

```
00257 {
00258     std::string ret;
00259     for(std::map<int, std::map<std::string, int>::const_iterator it = c.cbegin(); it != c.cend(); it++)
00260     {
00261         ret += "ASIC " + std::to_string(it->first) + " : \n";
00262         for(std::map<std::string, int>::const_iterator jt = (it->second).begin(); jt !=
(it->second).end(); jt++) ret += jt->first + " : " + std::to_string(jt->second) + "\n";
00263     }
00264     return ret;
00265 }
```

## 5.40 DIFSlowControl.cc

[Go to the documentation of this file.](#)

```
00001
00005 #include "DIFSlowControl.h"
00006
00007 DIFSlowControl::DIFSlowControl(const std::uint8_t& version, const std::uint8_t& DIFId, unsigned char*
cbuf) : m_Version(version), m_DIFId(DIFId), m_AsicType(2)
00008 {
00009     if(cbuf[0] != 0xb1) return;
00010     int header_shift{6};
00011     if(m_Version < 8) m_NbrAsic = cbuf[5];
00012     else
00013     {
00014         m_DIFId = cbuf[1];
00015         m_NbrAsic = cbuf[2];
00016         header_shift = 3;
00017     }
00018     int size_hardroc1 = m_NbrAsic * 72 + header_shift + 1;
00019     if(cbuf[size_hardroc1 - 1] != 0xa1) size_hardroc1 = 0;
00020
00021     int size_hardroc2 = m_NbrAsic * 109 + header_shift + 1;
00022     if(cbuf[size_hardroc2 - 1] != 0xa1) size_hardroc2 = 0;
00023     if(size_hardroc1 != 0)
00024     {
00025         FillHR1(header_shift, cbuf);
00026         m_AsicType = 1;
00027     }
00028     else if(size_hardroc2 != 0)
00029         FillHR2(header_shift, cbuf);
00030     else
00031         return;
00032 }
00033
00034 inline std::uint8_t DIFSlowControl::getDIFId() { return m_DIFId; }
00035
00036 inline std::map<int, std::map<std::string, int> DIFSlowControl::getChipsMap() { return m_MapSC; }
00037
00038 inline std::map<std::string, int> DIFSlowControl::getChipSlowControl(const int& asicid) { return
m_MapSC[asicid]; }
00039
00040 inline int DIFSlowControl::getChipSlowControl(const std::int8_t& asicid, const std::string& param) {
return getChipSlowControl(asicid)[param]; }
00041
00042 void DIFSlowControl::FillHR1(const int& header_shift, unsigned char* cbuf)
00043 {
00044     int nasic{cbuf[header_shift - 1]};
00045     int idx{header_shift};
00046     for(int k = 0; k < nasic; k++)
00047     {
00048         std::bitset<72 * 8> bs;
00049         // printf("%x %x \n", cbuf[idx+k*72+69], cbuf[idx+k*72+70]);
00050         for(int l = 71; l >= 0; l--)
00051         {
00052             // printf("%d %x : %d -->", l, cbuf[idx+k*72+l], (71-l)*8);
00053             for(int m = 0; m < 8; m++)
00054             {
00055                 if((l < m) & cbuf[idx + k * 72 + l]) != 0) bs.set((71 - l) * 8 + m, 1);
00056                 else
00057                     bs.set((71 - l) * 8 + m, 0);
00058                 // printf("%d", (int) bs[(71-l)*8+m]);
00059             }
00060             // printf("\n");
00061         }
00062         FillAsicHR1(bs);
00063     }
```

```

00064 }
00065
00066 void DIFSlowControl::FillHR2(const int& header_shift, unsigned char* cbuf)
00067 {
00068     // int scsizer=cbuf[header_shift-1]*109+(header_shift-1)+2;
00069     int nasic{cbuf[header_shift - 1]};
00070     int idx{header_shift};
00071     // std::cout<<" DIFSlowControl::FillHR nasic "<nasic<<std::endl;
00072     for(int k = 0; k < nasic; k++)
00073     {
00074         std::bitset<109 * 8> bs;
00075         // printf("%x %x \n",cbuf[idx+k*109+69],cbuf[idx+k*109+70]);
00076         for(int l = 108; l >= 0; l--)
00077         {
00078             // printf("%d %x : %d -->",l,cbuf[idx+k*109+l],(71-l)*8);
00079             for(int m = 0; m < 8; m++)
00080             {
00081                 if((1 < m) & cbuf[idx + k * 109 + l] != 0) bs.set((108 - l) * 8 + m, 1);
00082                 else
00083                     bs.set((108 - l) * 8 + m, 0);
00084                 // printf("%d", (int) bs[(71-l)*8+m]);
00085             }
00086             // printf("\n");
00087         }
00088         FillAsicHR2(bs);
00089     }
00090 }
00091
00092 void DIFSlowControl::FillAsicHR1(const std::bitset<72 * 8>& bs)
00093 {
00094     // Asic Id
00095     int asicid{0};
00096     for(int j = 0; j < 8; j++)
00097         if(bs[j + 9] != 0) asicid += (1 << (7 - j));
00098     std::map<std::string, int> mAsic;
00099     // Slow Control
00100     mAsic["SSC0"] = static_cast<int>(bs[575]);
00101     mAsic["SSC1"] = static_cast<int>(bs[574]);
00102     mAsic["SSC2"] = static_cast<int>(bs[573]);
00103     mAsic["Choix_caisson"] = static_cast<int>(bs[572]);
00104     mAsic["SW_50k"] = static_cast<int>(bs[571]);
00105     mAsic["SW_100k"] = static_cast<int>(bs[570]);
00106     mAsic["SW_100f"] = static_cast<int>(bs[569]);
00107     mAsic["SW_50f"] = static_cast<int>(bs[568]);
00108
00109     mAsic["Valid_DC"] = static_cast<int>(bs[567]);
00110     mAsic["ON_Discri"] = static_cast<int>(bs[566]);
00111     mAsic["ON_Fsb"] = static_cast<int>(bs[565]);
00112     mAsic["ON_Otaq"] = static_cast<int>(bs[564]);
00113     mAsic["ON_W"] = static_cast<int>(bs[563]);
00114     mAsic["ON_Ss"] = static_cast<int>(bs[562]);
00115     mAsic["ON_Buf"] = static_cast<int>(bs[561]);
00116     mAsic["ON_Paf"] = static_cast<int>(bs[560]);
00117     // Gain
00118     for(int i = 0; i < 64; i++)
00119     {
00120         int gain{0};
00121         for(int j = 0; j < 6; j++)
00122             if(bs[176 + i * 6 + j] != 0) gain += (1 << j);
00123         mAsic["Channel_" + std::to_string(i) + "_" + "Gain"] = gain;
00124         mAsic["Channel_" + std::to_string(i) + "_" + "cTest"] = bs[112 + i];
00125         mAsic["Channel_" + std::to_string(i) + "_" + "Valid_trig"] = static_cast<int>(bs[25 + i]);
00126     }
00127
00128     mAsic["ON_Otabg"] = static_cast<int>(bs[111]);
00129     mAsic["ON_Dac"] = static_cast<int>(bs[110]);
00130     mAsic["ON_Otadac"] = static_cast<int>(bs[109]);
00131     // DAC
00132     int dac1{0};
00133     for(int j = 0; j < 10; j++)
00134         if(bs[j + 99] != 0) dac1 += (1 << j);
00135     mAsic["DAC1"] = dac1;
00136     int dac0{0};
00137     for(int j = 0; j < 10; j++)
00138         if(bs[j + 89] != 0) dac0 += (1 << j);
00139     mAsic["DAC0"] = dac0;
00140     mAsic["EN_Raz_Ext"] = static_cast<int>(bs[23]);
00141     mAsic["EN_Raz_Int"] = static_cast<int>(bs[22]);
00142     mAsic["EN_Out_Raz_Int"] = static_cast<int>(bs[21]);
00143     mAsic["EN_Trig_Ext"] = static_cast<int>(bs[20]);
00144     mAsic["EN_Trig_Int"] = static_cast<int>(bs[19]);
00145     mAsic["EN_Out_Trig_Int"] = static_cast<int>(bs[18]);
00146     mAsic["Bypass_Chip"] = static_cast<int>(bs[17]);
00147     mAsic["HardrocHeader"] = static_cast<int>(asicid);
00148     mAsic["EN_Out_Discri"] = static_cast<int>(bs[8]);
00149     mAsic["EN_Transmit_On"] = static_cast<int>(bs[7]);
00150     mAsic["EN_Dout"] = static_cast<int>(bs[6]);

```



```

00151     mAsic["EN_RamFull"]      = static_cast<int>(bs[5]);
00152     m_MapSC[asicid]          = mAsic;
00153 }
00154
00155 void DIFSlowControl::FillAsicHR2(const std::bitset<109 * 8>& bs)
00156 {
00157     int asicid{0};
00158     for(int j = 0; j < 8; j++)
00159         if(bs[j + (108 - 7) * 8 + 2] != 0) asicid += (1 << (7 - j));
00160     std::map<std::string, int> mAsic;
00161     for(int i = 0; i < 64; i++)
00162     {
00163         int gain{0};
00164         int mask{0};
00165         mAsic["Channel_" + std::to_string(i) + "_" + "cTest"] = bs[i];
00166         for(int j = 0; j < 8; j++)
00167             if(bs[64 + i * 8 + j] != 0) gain += (1 << j);
00168         mAsic["Channel_" + std::to_string(i) + "_" + "Gain"] = gain;
00169         for(int j = 0; j < 3; j++)
00170             if(bs[8 * 77 + 2 + i * 3 + j] != 0) mask += (1 << j);
00171         mAsic["Channel_" + std::to_string(i) + "_" + "Mask"] = mask;
00172     }
00173     mAsic["PwrOnPA"] = static_cast<int>(bs[8 * 72]);
00174     mAsic["Cmdb3SS"] = static_cast<int>(bs[8 * 72 + 1]);
00175     mAsic["Cmdb2SS"] = static_cast<int>(bs[8 * 72 + 2]);
00176     mAsic["Cmdb1SS"] = static_cast<int>(bs[8 * 72 + 3]);
00177     mAsic["Cmdb0SS"] = static_cast<int>(bs[8 * 72 + 4]);
00178     mAsic["SwSsc0"] = static_cast<int>(bs[8 * 72 + 5]);
00179     mAsic["SwSsc1"] = static_cast<int>(bs[8 * 72 + 6]);
00180     mAsic["SwSsc2"] = static_cast<int>(bs[8 * 72 + 7]);
00181
00182     mAsic["PwrOnBuff"] = static_cast<int>(bs[8 * 73]);
00183     mAsic["PwrOnSS"] = static_cast<int>(bs[8 * 73 + 1]);
00184     mAsic["PwrOnW"] = static_cast<int>(bs[8 * 73 + 2]);
00185     mAsic["Cmdb3Fsb2"] = static_cast<int>(bs[8 * 73 + 3]);
00186     mAsic["Cmdb2Fsb2"] = static_cast<int>(bs[8 * 73 + 4]);
00187     mAsic["Cmdb1Fsb2"] = static_cast<int>(bs[8 * 73 + 5]);
00188     mAsic["Cmdb0Fsb2"] = static_cast<int>(bs[8 * 73 + 6]);
00189     mAsic["Sw50k2"] = static_cast<int>(bs[8 * 73 + 7]);
00190
00191     mAsic["Sw100k2"] = static_cast<int>(bs[8 * 74]);
00192     mAsic["Sw100f2"] = static_cast<int>(bs[8 * 74 + 1]);
00193     mAsic["Sw50f2"] = static_cast<int>(bs[8 * 74 + 2]);
00194     mAsic["Cmdb3Fsb1"] = static_cast<int>(bs[8 * 74 + 3]);
00195     mAsic["Cmdb2Fsb1"] = static_cast<int>(bs[8 * 74 + 4]);
00196     mAsic["Cmdb1Fsb1"] = static_cast<int>(bs[8 * 74 + 5]);
00197     mAsic["Cmdb0Fsb1"] = static_cast<int>(bs[8 * 74 + 6]);
00198     mAsic["Sw50k1"] = static_cast<int>(bs[8 * 74 + 7]);
00199
00200     mAsic["Sw100k1"] = static_cast<int>(bs[8 * 75]);
00201     mAsic["Sw100f1"] = static_cast<int>(bs[8 * 75 + 1]);
00202     mAsic["Sw50f1"] = static_cast<int>(bs[8 * 75 + 2]);
00203     mAsic["Sel0"] = static_cast<int>(bs[8 * 75 + 3]);
00204     mAsic["Sel11"] = static_cast<int>(bs[8 * 75 + 4]);
00205     mAsic["PwrOnFsb"] = static_cast<int>(bs[8 * 75 + 5]);
00206     mAsic["PwrOnFsb1"] = static_cast<int>(bs[8 * 75 + 6]);
00207     mAsic["PwrOnFsb2"] = static_cast<int>(bs[8 * 75 + 7]);
00208
00209     mAsic["Sw50k0"] = static_cast<int>(bs[8 * 76]);
00210     mAsic["Sw100k0"] = static_cast<int>(bs[8 * 76 + 1]);
00211     mAsic["Sw100f0"] = static_cast<int>(bs[8 * 76 + 2]);
00212     mAsic["Sw50f0"] = static_cast<int>(bs[8 * 76 + 3]);
00213     mAsic["EnOtaQ"] = static_cast<int>(bs[8 * 76 + 4]);
00214     mAsic["OtaQ_PwrADC"] = static_cast<int>(bs[8 * 76 + 5]);
00215     mAsic["Discri_PwrA"] = static_cast<int>(bs[8 * 76 + 6]);
00216     mAsic["Discri2"] = static_cast<int>(bs[8 * 76 + 7]);
00217
00218     mAsic["Discri1"] = static_cast<int>(bs[8 * 77]);
00219     mAsic["RS_or_Discri"] = static_cast<int>(bs[8 * 77 + 1]);
00220
00221     mAsic["Header"] = asicid;
00222     for(int i = 0; i < 3; i++)
00223     {
00224         int B = 0;
00225         for(int j = 0; j < 10; j++)
00226             if(bs[8 * 102 + 2 + i * 10 + j] != 0) B += (1 << j);
00227         mAsic["B" + std::to_string(i)] = B;
00228     }
00229
00230     mAsic["Smallldac"] = static_cast<int>(bs[8 * 106]);
00231     mAsic["DacSw"] = static_cast<int>(bs[8 * 106 + 1]);
00232     mAsic["OtagBgSw"] = static_cast<int>(bs[8 * 106 + 2]);
00233     mAsic["Trig2b"] = static_cast<int>(bs[8 * 106 + 3]);
00234     mAsic["Trig1b"] = static_cast<int>(bs[8 * 106 + 4]);
00235     mAsic["Trig0b"] = static_cast<int>(bs[8 * 106 + 5]);
00236     mAsic["EnTrigOut"] = static_cast<int>(bs[8 * 106 + 6]);
00237     mAsic["DiscrOrOr"] = static_cast<int>(bs[8 * 106 + 7]);

```

```

00238
00239 mAsic["TrigExtVal"] = static_cast<int>(bs[8 * 107]);
00240 mAsic["RazChnIntVal"] = static_cast<int>(bs[8 * 107 + 1]);
00241 mAsic["RazChnExtVal"] = static_cast<int>(bs[8 * 107 + 2]);
00242 mAsic["ScOn"] = static_cast<int>(bs[8 * 107 + 3]);
00243 mAsic["CLKMux"] = static_cast<int>(bs[8 * 107 + 4]);
00244
00245 // EnOCdout1b EnOCdout2b EnOCTransmitOn1b EnOCTransmitOn2b EnOCChipsatb SelStartReadout
SelEndReadout
00246 mAsic["SelEndReadout"] = static_cast<int>(bs[8 * 108 + 1]);
00247 mAsic["SelStartReadout"] = static_cast<int>(bs[8 * 108 + 2]);
00248 mAsic["EnOCChipsatb"] = static_cast<int>(bs[8 * 108 + 3]);
00249 mAsic["EnOCTransmitOn2b"] = static_cast<int>(bs[8 * 108 + 4]);
00250 mAsic["EnOCTransmitOn1b"] = static_cast<int>(bs[8 * 108 + 5]);
00251 mAsic["EnOCdout2b"] = static_cast<int>(bs[8 * 108 + 6]);
00252 mAsic["EnOCdout1b"] = static_cast<int>(bs[8 * 108 + 7]);
00253 m_MapSC[asidid] = mAsic;
00254 }
00255
00256 std::string to_string(const DIFSlowControl& c)
00257 {
00258     std::string ret;
00259     for(std::map<int, std::map<std::string, int>::const_iterator it = c.cbegin(); it != c.cend(); it++)
00260     {
00261         ret += "ASIC " + std::to_string(it->first) + " :\n";
00262         for(std::map<std::string, int>::const_iterator jt = (it->second).begin(); jt !=
(it->second).end(); jt++) ret += jt->first + " : " + std::to_string(jt->second) + "\n";
00263     }
00264     return ret;
00265 }

```

## 5.41 libs/core/src/FileSystem.cc File Reference

```
#include "FileSystem.h"
```

### Functions

- `std::string path` (const std::string &file)
- `std::string extension` (const std::string &file)
- `std::string filename` (const std::string &file)

#### 5.41.1 Detailed Description

##### Copyright

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Definition in file [FileSystem.cc](#).

#### 5.41.2 Function Documentation

**5.41.2.1 extension()** `std::string extension ( const std::string & file )`

Definition at line 13 of file [FileSystem.cc](#).

```

00014 {
00015     std::size_t position = file.find_last_of(".");
00016     return (std::string::npos == position || position == 0) ? "" : file.substr(position + 1);
00017 }

```

**5.41.2.2 filename()** `std::string filename (`  
`const std::string & file )`

Definition at line 19 of file [Filesystem.cc](#).

```
00020 {
00021     std::size_t position = file.find_last_of(".");
00022     std::size_t pos      = file.find_last_of("\\\\/");
00023     return (std::string::npos == pos) ? file.substr(0, position) : file.substr(pos + 1, position - pos
- 1);
00024 }
```

**5.41.2.3 path()** `std::string path (`  
`const std::string & file )`

Definition at line 7 of file [Filesystem.cc](#).

```
00008 {
00009     std::size_t pos = file.find_last_of("\\\\/");
00010     return (std::string::npos == pos) ? "" : file.substr(0, pos);
00011 }
```

## 5.42 Filesystem.cc

[Go to the documentation of this file.](#)

```
00001
00005 #include "Filesystem.h"
00006
00007 std::string path(const std::string& file)
00008 {
00009     std::size_t pos = file.find_last_of("\\\\/");
00010     return (std::string::npos == pos) ? "" : file.substr(0, pos);
00011 }
00012
00013 std::string extension(const std::string& file)
00014 {
00015     std::size_t position = file.find_last_of(".");
00016     return (std::string::npos == position || position == 0) ? "" : file.substr(position + 1);
00017 }
00018
00019 std::string filename(const std::string& file)
00020 {
00021     std::size_t position = file.find_last_of(".");
00022     std::size_t pos      = file.find_last_of("\\\\/");
00023     return (std::string::npos == pos) ? file.substr(0, position) : file.substr(pos + 1, position - pos
- 1);
00024 }
```

## 5.43 libs/core/src/Formatters.cc File Reference

```
#include "Formatters.h"
#include "Bits.h"
#include "Buffer.h"
#include "Words.h"
#include <fmt/format.h>
```

## Functions

- `std::string to_dec (const Buffer &b, const std::size_t &begin, const std::size_t &end)`
- `std::string to_dec (const bit8_t &b)`
- `std::string to_dec (const bit16_t &b)`
- `std::string to_dec (const bit32_t &b)`
- `std::string to_dec (const bit64_t &b)`
- `std::string to_hex (const Buffer &b, const std::size_t &begin, const std::size_t &end)`
- `std::string to_hex (const bit8_t &b)`
- `std::string to_hex (const bit16_t &b)`
- `std::string to_hex (const bit32_t &b)`
- `std::string to_hex (const bit64_t &b)`
- `std::string to_bin (const Buffer &b, const std::size_t &begin, const std::size_t &end)`
- `std::string to_bin (const bit8_t &b)`
- `std::string to_bin (const bit16_t &b)`
- `std::string to_bin (const bit32_t &b)`
- `std::string to_bin (const bit64_t &b)`
- `std::string to_oct (const Buffer &b, const std::size_t &begin, const std::size_t &end)`
- `std::string to_oct (const bit8_t &b)`
- `std::string to_oct (const bit16_t &b)`
- `std::string to_oct (const bit32_t &b)`
- `std::string to_oct (const bit64_t &b)`

### 5.43.1 Detailed Description

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Definition in file [Formatters.cc](#).

### 5.43.2 Function Documentation

**5.43.2.1 to\_bin() [1/5]** `std::string to_bin (const bit16_t & b )`

Definition at line 71 of file [Formatters.cc](#).

```
00071 { return fmt::format("{:#016b}", b); }
```

**5.43.2.2 to\_bin() [2/5]** `std::string to_bin (const bit32_t & b )`

Definition at line 73 of file [Formatters.cc](#).

```
00073 { return fmt::format("{:#032b}", b); }
```

**5.43.2.3 to\_bin()** [3/5] std::string to\_bin (  
const bit64\_t & b )

Definition at line 75 of file [Formatters.cc](#).

```
00075 { return fmt::format("{:#064b}", b); }
```

**5.43.2.4 to\_bin()** [4/5] std::string to\_bin (  
const bit8\_t & b )

Definition at line 69 of file [Formatters.cc](#).

```
00069 { return fmt::format("{:#08b}", b); }
```

**5.43.2.5 to\_bin()** [5/5] std::string to\_bin (  
const Buffer & b,  
const std::size\_t & begin,  
const std::size\_t & end )

Definition at line 56 of file [Formatters.cc](#).

```
00057 {  
00058     std::size_t iend = end;  
00059     if(iend == -1) iend = b.size();  
00060     std::string ret;  
00061     for(std::size_t k = begin; k < iend; k++)  
00062     {  
00063         ret += to_bin(b[k]);  
00064         ret += " - ";  
00065     }  
00066     return ret;  
00067 }
```

**5.43.2.6 to\_dec()** [1/5] std::string to\_dec (  
const bit16\_t & b )

Definition at line 29 of file [Formatters.cc](#).

```
00029 { return fmt::format("{:#d}", b); }
```

**5.43.2.7 to\_dec()** [2/5] std::string to\_dec (  
const bit32\_t & b )

Definition at line 31 of file [Formatters.cc](#).

```
00031 { return fmt::format("{:#d}", b); }
```

**5.43.2.8 to\_dec()** [3/5] std::string to\_dec (  
const bit64\_t & b )

Definition at line 33 of file [Formatters.cc](#).

```
00033 { return fmt::format("{:#d}", b); }
```

**5.43.2.9 to\_dec() [4/5]** `std::string to_dec (`  
`const bit8\_t & b )`

Definition at line 27 of file [Formatters.cc](#).

```
00027 { return fmt::format("{:#d}", b); }
```

**5.43.2.10 to\_dec() [5/5]** `std::string to_dec (`  
`const Buffer & b,`  
`const std::size_t & begin,`  
`const std::size_t & end )`

Definition at line 14 of file [Formatters.cc](#).

```
00015 {  
00016     std::size_t iend = end;  
00017     if(iend == -1) iend = b.size();  
00018     std::string ret;  
00019     for(std::size_t k = begin; k < iend; k++)  
00020     {  
00021         ret += to\_dec(b[k]);  
00022         ret += " - ";  
00023     }  
00024     return ret;  
00025 }
```

**5.43.2.11 to\_hex() [1/5]** `std::string to_hex (`  
`const bit16\_t & b )`

Definition at line 50 of file [Formatters.cc](#).

```
00050 { return fmt::format("{:#04x}", b); }
```

**5.43.2.12 to\_hex() [2/5]** `std::string to_hex (`  
`const bit32\_t & b )`

Definition at line 52 of file [Formatters.cc](#).

```
00052 { return fmt::format("{:#08x}", b); }
```

**5.43.2.13 to\_hex() [3/5]** `std::string to_hex (`  
`const bit64\_t & b )`

Definition at line 54 of file [Formatters.cc](#).

```
00054 { return fmt::format("{:#016x}", b); }
```

**5.43.2.14 to\_hex() [4/5]** `std::string to_hex (`  
`const bit8\_t & b )`

Definition at line 48 of file [Formatters.cc](#).

```
00048 { return fmt::format("{:#02x}", b); }
```

**5.43.2.15 to\_hex()** [5/5] std::string to\_hex (  
    const Buffer & b,  
    const std::size\_t & begin,  
    const std::size\_t & end )

Definition at line 35 of file [Formatters.cc](#).

```
00036 {  
00037     std::size_t iend = end;  
00038     if(iend == -1) iend = b.size();  
00039     std::string ret;  
00040     for(std::size_t k = begin; k < iend; k++)  
00041     {  
00042         ret += to_hex(b[k]);  
00043         ret += " - ";  
00044     }  
00045     return ret;  
00046 }
```

**5.43.2.16 to\_oct()** [1/5] std::string to\_oct (  
    const bit16\_t & b )

Definition at line 92 of file [Formatters.cc](#).

```
00092 { return fmt::format("{:#08o}", b); }
```

**5.43.2.17 to\_oct()** [2/5] std::string to\_oct (  
    const bit32\_t & b )

Definition at line 94 of file [Formatters.cc](#).

```
00094 { return fmt::format("{:#016o}", b); }
```

**5.43.2.18 to\_oct()** [3/5] std::string to\_oct (  
    const bit64\_t & b )

Definition at line 96 of file [Formatters.cc](#).

```
00096 { return fmt::format("{:#032o}", b); }
```

**5.43.2.19 to\_oct()** [4/5] std::string to\_oct (  
    const bit8\_t & b )

Definition at line 90 of file [Formatters.cc](#).

```
00090 { return fmt::format("{:#04o}", b); }
```

```

5.43.2.20 to_oct() [5/5] std::string to_oct (
    const Buffer & b,
    const std::size_t & begin,
    const std::size_t & end )

```

Definition at line 77 of file [Formatters.cc](#).

```

00078 {
00079     std::size_t iend = end;
00080     if(iend == -1) iend = b.size();
00081     std::string ret;
00082     for(std::size_t k = begin; k < iend; k++)
00083     {
00084         ret += to_oct(b[k]);
00085         ret += " - ";
00086     }
00087     return ret;
00088 }

```

## 5.44 Formatters.cc

[Go to the documentation of this file.](#)

```

00001
00006 #include "Formatters.h"
00007
00008 #include "Bits.h"
00009 #include "Buffer.h"
00010 #include "Words.h"
00011
00012 #include <fmt/format.h>
00013
00014 std::string to_dec(const Buffer& b, const std::size_t& begin, const std::size_t& end)
00015 {
00016     std::size_t iend = end;
00017     if(iend == -1) iend = b.size();
00018     std::string ret;
00019     for(std::size_t k = begin; k < iend; k++)
00020     {
00021         ret += to_dec(b[k]);
00022         ret += " - ";
00023     }
00024     return ret;
00025 }
00026
00027 std::string to_dec(const bit8_t& b) { return fmt::format("{:d}", b); }
00028
00029 std::string to_dec(const bit16_t& b) { return fmt::format("{:d}", b); }
00030
00031 std::string to_dec(const bit32_t& b) { return fmt::format("{:d}", b); }
00032
00033 std::string to_dec(const bit64_t& b) { return fmt::format("{:d}", b); }
00034
00035 std::string to_hex(const Buffer& b, const std::size_t& begin, const std::size_t& end)
00036 {
00037     std::size_t iend = end;
00038     if(iend == -1) iend = b.size();
00039     std::string ret;
00040     for(std::size_t k = begin; k < iend; k++)
00041     {
00042         ret += to_hex(b[k]);
00043         ret += " - ";
00044     }
00045     return ret;
00046 }
00047
00048 std::string to_hex(const bit8_t& b) { return fmt::format("{:02x}", b); }
00049
00050 std::string to_hex(const bit16_t& b) { return fmt::format("{:04x}", b); }
00051
00052 std::string to_hex(const bit32_t& b) { return fmt::format("{:08x}", b); }
00053
00054 std::string to_hex(const bit64_t& b) { return fmt::format("{:016x}", b); }
00055
00056 std::string to_bin(const Buffer& b, const std::size_t& begin, const std::size_t& end)
00057 {
00058     std::size_t iend = end;
00059     if(iend == -1) iend = b.size();
00060     std::string ret;
00061     for(std::size_t k = begin; k < iend; k++)
00062     {
00063         ret += to_bin(b[k]);

```



```

00064     ret += " - ";
00065 }
00066 return ret;
00067 }
00068
00069 std::string to_bin(const bit8_t& b) { return fmt::format("{:08b}", b); }
00070
00071 std::string to_bin(const bit16_t& b) { return fmt::format("{:016b}", b); }
00072
00073 std::string to_bin(const bit32_t& b) { return fmt::format("{:032b}", b); }
00074
00075 std::string to_bin(const bit64_t& b) { return fmt::format("{:064b}", b); }
00076
00077 std::string to_oct(const Buffer& b, const std::size_t& begin, const std::size_t& end)
00078 {
00079     std::size_t iend = end;
00080     if(iend == -1) iend = b.size();
00081     std::string ret;
00082     for(std::size_t k = begin; k < iend; k++)
00083     {
00084         ret += to_oct(b[k]);
00085         ret += " - ";
00086     }
00087     return ret;
00088 }
00089
00090 std::string to_oct(const bit8_t& b) { return fmt::format("{:04o}", b); }
00091
00092 std::string to_oct(const bit16_t& b) { return fmt::format("{:08o}", b); }
00093
00094 std::string to_oct(const bit32_t& b) { return fmt::format("{:016o}", b); }
00095
00096 std::string to_oct(const bit64_t& b) { return fmt::format("{:032o}", b); }

```

## 5.45 libs/core/src/RawBufferNavigator.cc File Reference

```

#include "RawBufferNavigator.h"
#include "Words.h"

```

### 5.45.1 Detailed Description

#### Copyright

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Definition in file [RawBufferNavigator.cc](#).

## 5.46 RawBufferNavigator.cc

[Go to the documentation of this file.](#)

```

00001
00005 #include "RawBufferNavigator.h"
00006
00007 #include "Words.h"
00008
00009 int RawBufferNavigator::m_Start = 92;
00010
00011 void RawBufferNavigator::StartAt(const int& start)
00012 {
00013     if(start >= 0) m_Start = start;
00014 }
00015
00016 RawBufferNavigator::RawBufferNavigator() {}
00017
00018 void RawBufferNavigator::setBuffer(const Buffer& b)
00019 {
00020     m_Buffer = b;
00021     m_StartPayload = -1;

```

```

00022     m_StartPayloadDone = false;
00023 }
00024
00025 std::uint8_t RawBufferNavigator::getDetectorID() { return m_Buffer[0]; }
00026
00027 bool RawBufferNavigator::findStartOfPayload()
00028 {
00029     if(m_StartPayloadDone == true)
00030     {
00031         if(m_StartPayload == -1) return false;
00032         else
00033             return true;
00034     }
00035     else
00036     {
00037         m_StartPayloadDone = true;
00038         for(std::size_t i = m_Start; i < m_Buffer.size(); i++)
00039         {
00040             if(static_cast<std::uint8_t>(m_Buffer[i]) == static_cast<std::uint8_t>(Value::GLOBAL_HEADER) ||
static_cast<std::uint8_t>(m_Buffer[i]) == static_cast<std::uint8_t>(Value::GLOBAL_HEADER_TEMP))
00041             {
00042                 m_StartPayload = i;
00043                 return true;
00044             }
00045         }
00046         m_StartPayload = -1;
00047         return false;
00048     }
00049 }
00050
00051 std::int32_t RawBufferNavigator::getStartOfPayload()
00052 {
00053     findStartOfPayload();
00054     return m_StartPayload;
00055 }
00056
00057 bool RawBufferNavigator::validPayload() { return m_StartPayload != -1; }
00058
00059 Buffer RawBufferNavigator::getPayload() { return Buffer(&(m_Buffer.begin())[m_StartPayload],
m_Buffer.size() - m_StartPayload); }

```

## 5.47 libs/core/src/Version.cc File Reference

```
#include "Version.h"
```

### 5.47.1 Detailed Description

#### Copyright

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Definition in file [Version.cc](#).

## 5.48 Version.cc

[Go to the documentation of this file.](#)

```

00001
00005 #include "Version.h"
00006
00007 const static Version streamout_version;
00008
00009 std::uint8_t Version::getMajor() { return major; }
00010
00011 std::uint8_t Version::getMinor() { return minor; }
00012
00013 std::uint8_t Version::getPatch() { return patch; }
00014
00015 std::string Version::getPreRelease()
00016 {

```

```

00017     switch(prerelease_type)
00018     {
00019         case semver::prerelease::alpha: return "alpha";
00020         case semver::prerelease::beta:  return "beta";
00021         case semver::prerelease::rc:    return "rc";
00022         case semver::prerelease::none:  return "";
00023         default: return "";
00024     }
00025 }
00026
00027 std::uint8_t Version::getPreReleaseNumber() { return prerelease_number; }

```

## 5.49 libs/interface/Dump/include/textDump.h File Reference

```

#include "Interface.h"
#include "Payload100.h"
#include "spdlog/sinks/stdout_color_sinks.h"
#include <memory>
#include <spdlog/logger.h>

```

### Classes

- class [textDump](#)

### 5.49.1 Detailed Description

#### Copyright

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Definition in file [textDump.h](#).

## 5.50 textDump.h

[Go to the documentation of this file.](#)

```

00001
00005 #pragma once
00006
00007 #include "Interface.h"
00008 #include "Payload100.h"
00009 #include "spdlog/sinks/stdout_color_sinks.h"
00010
00011 #include <memory>
00012 #include <spdlog/logger.h>
00013
00014 class textDump : public InterfaceWriter
00015 {
00016 public:
00017     textDump();
00018     void start();
00019     void processDIF(const Payload100&);
00020     void processFrame(const Payload100&, uint32_t frameIndex);
00021     void processPadInFrame(const Payload100&, uint32_t frameIndex, uint32_t
channelIndex);
00022     void processSlowControl(Buffer);
00023     void end();
00024     std::shared_ptr<spdlog::logger> print() { return m_InternalLogger; }
00025     void setLevel(const spdlog::level::level_enum& level) {
m_InternalLogger->set_level(level); }
00026
00027 private:
00028     // This class is a dumb class to print on terminal so we need the logger + the standard one given by
the interface.
00029     std::shared_ptr<spdlog::logger> m_InternalLogger{nullptr};
00030 };

```

## 5.51 libs/interface/Dump/src/textDump.cc File Reference

```
#include "textDump.h"
#include "Payload100.h"
```

### 5.51.1 Detailed Description

#### Copyright

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Definition in file [textDump.cc](#).

## 5.52 textDump.cc

[Go to the documentation of this file.](#)

```
00001
00005 #include "textDump.h"
00006
00007 #include "Payload100.h"
00008
00009 textDump::textDump() : InterfaceWriter("textDump", "1.0.0")
00010 {
00011     m_InternalLogger = std::make_shared<spdlog::logger>("textDump",
00012         std::make_shared<spdlog::sinks::stdout_color_sink_mt>());
00013     m_InternalLogger->set_level(spdlog::level::trace);
00014     addCompatibility("RawdataReader", ">=1.0.0");
00015     addCompatibility("DIFdataExample", ">=1.0.0");
00016 }
00017 void textDump::start() { print()->info("Will dump bunch of DIF data"); }
00018
00019 void textDump::processDIF(const Payload100& d) { print()->info("DIF_ID : {}, DTC : {}, GTC : {}, DIF
00020     BCID {}, Absolute BCID : {}, Nbr frames {}", d.getDIFid(), d.getDTC(), d.getGTC(), d.getBCID(),
00021     d.getAbsoluteBCID(), d.getNumberOfFrames()); }
00022
00023 void textDump::processFrame(const Payload100& d, uint32_t frameIndex)
00024 {
00025     print()->info("\tDisplaying frame number {} : ASIC ID {}, Frame BCID {}, Frame Time To Trigger
00026     (a.k.a timestamp) is {}", frameIndex, d.getASICid(frameIndex), d.getFrameBCID(frameIndex),
00027     d.getFrameTimeToTrigger(frameIndex));
00028 }
00029
00030 void textDump::processPadInFrame(const Payload100& d, uint32_t frameIndex, uint32_t channelIndex)
00031 {
00032     if(d.getThresholdStatus(frameIndex, channelIndex) > 0) { print()->info("\t\tChannel {}, Threshold
00033     {}", channelIndex, d.getThresholdStatus(frameIndex, channelIndex)); }
00034 }
00035
00036 void textDump::processSlowControl(Buffer) { print()->error("textDump::processSlowControl not
00037     implemented yet."); }
00038
00039 void textDump::end() { print()->info("textDump end of report"); }
```

## 5.53 libs/interface/LCIO/include/LCIOWriter.h File Reference

### 5.53.1 Detailed Description

#### Copyright

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Definition in file [LCIOWriter.h](#).

## 5.54 LCIOWriter.h

[Go to the documentation of this file.](#)

```
00001
00005 #pragma once
```

## 5.55 libs/interface/LCIO/src/LCIOWriter.cc File Reference

### 5.55.1 Detailed Description

#### Copyright

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Definition in file [LCIOWriter.cc](#).

## 5.56 LCIOWriter.cc

[Go to the documentation of this file.](#)

```
00001
```

## 5.57 libs/interface/RawDataReader/include/RawdataReader.h File Reference

```
#include "Interface.h"
#include <array>
#include <cstdint>
#include <fstream>
#include <string>
#include <vector>
```

#### Classes

- class [RawdataReader](#)

### 5.57.1 Detailed Description

#### Copyright

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Definition in file [RawdataReader.h](#).

## 5.58 RawdataReader.h

[Go to the documentation of this file.](#)

```

00001
00005 #pragma once
00006
00007 #include "Interface.h"
00008
00009 #include <array>
00010 #include <cstdint>
00011 #include <fstream>
00012 #include <string>
00013 #include <vector>
00014
00015 class Buffer;
00016
00017 class RawdataReader : public InterfaceReader
00018 {
00019 public:
00020     explicit RawdataReader(const char* fileName);
00021     void start();
00022     void end();
00023     float getFileSize();
00024     void openFile(const std::string& fileName);
00025     void closeFile();
00026     bool nextEvent();
00027     bool nextDIFbuffer();
00028     const Buffer& getBuffer();
00029     virtual ~RawdataReader() { closeFile(); }
00030     static void setDefaultBufferSize(const std::size_t& size);
00031
00032 private:
00033     void uncompress();
00034     std::ifstream m_FileStream;
00035     void setFileSize(const std::size_t& size);
00036     static std::size_t m_BufferSize;
00037     std::size_t m_FileSize{0};
00038     std::uint32_t m_NumberOfDIF{0};
00039     std::uint32_t m_EventNumber{0};
00040     std::vector<bit8_t> m_buf;
00041     std::string m_Filename;
00042 };

```

## 5.59 libs/interface/RawDataReader/src/RawdataReader.cc File Reference

```

#include "RawdataReader.h"
#include "Exception.h"
#include <cstdint>
#include <cstring>
#include <stdexcept>
#include <zlib.h>

```

### 5.59.1 Detailed Description

#### Copyright

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Definition in file [RawdataReader.cc](#).

## 5.60 RawdataReader.cc

[Go to the documentation of this file.](#)

```

00001
00004 #include "RawdataReader.h"
00005
00006 #include "Exception.h"
00007
00008 #include <stdint>
00009 #include <cstring>
00010 #include <stdexcept>
00011 #include <zlib.h>
00012
00014 std::size_t RawdataReader::m_BufferSize = 0x100000;
00015
00016 void RawdataReader::setDefaultBufferSize(const std::size_t& size) { m_BufferSize = size; }
00017
00018 RawdataReader::RawdataReader(const char* fileName) : InterfaceReader("RawdataReader", "1.0.0")
00019 {
00020     m_buf.reserve(m_BufferSize);
00021     m_Filename = fileName;
00022 }
00023
00024 void RawdataReader::start() { openFile(m_Filename); }
00025
00026 void RawdataReader::end() { closeFile(); }
00027
00028 void RawdataReader::uncompress()
00029 {
00030     static const std::size_t size_buffer{0x20000};
00031     std::size_t shift{3 * sizeof(std::uint32_t) + sizeof(std::uint64_t)};
00032     static bit8_t obuf[size_buffer];
00033     unsigned long size_buffer_end{0x20000}; // NOLINT(runtime/int)
00034     std::int8_t rc = ::uncompress(obuf, &size_buffer_end, &m_Buffer[shift], m_Buffer.size()
- shift);
00035     switch(rc)
00036     {
00037         case Z_OK: break;
00038         case Z_MEM_ERROR: throw Exception(Z_MEM_ERROR, "Not enough memory"); break;
00039         case Z_BUF_ERROR: throw Exception(Z_BUF_ERROR, "Not enough room in the output buffer"); break;
00040         case Z_DATA_ERROR: throw Exception(Z_DATA_ERROR, "The input data was corrupted or incomplete");
break;
00041         default: throw Exception("The input data was corrupted or incomplete"); break;
00042     }
00043     memcpy(&m_Buffer[shift], obuf, size_buffer_end);
00044     m_Buffer.setSize(size_buffer_end + shift);
00045 }
00046
00047 void RawdataReader::closeFile()
00048 {
00049     try
00050     {
00051         if(m_FileStream.is_open()) m_FileStream.close();
00052     }
00053     catch(const std::ios_base::failure& e)
00054     {
00055         log()->error("Caught an ios_base::failure in closeFile : {} {}", e.what(), e.code().value());
00056         throw;
00057     }
00058 }
00059
00060 void RawdataReader::openFile(const std::string& fileName)
00061 {
00062     try
00063     {
00064         m_FileStream.rdbuf()->pubsetbuf(0, 0);
00065         m_FileStream.exceptions(std::ifstream::failbit | std::ifstream::badbit);
00066         m_FileStream.open(fileName.c_str(), std::ios::in | std::ios::binary | std::ios::ate); // Start at
the end to directly calculate the size of the file then come back to beginning
00067         m_FileStream.rdbuf()->pubsetbuf(0, 0);
00068         if(m_FileStream.is_open())
00069         {
00070             setFileSize(m_FileStream.tellg());
00071             m_FileStream.seekg(0, std::ios::beg);
00072         }
00073     }
00074     catch(const std::ios_base::failure& e)
00075     {
00076         log()->error("Caught an ios_base::failure in openFile : {}", e.what());
00077         throw;
00078     }
00079 }
00080
00081 bool RawdataReader::nextEvent()
00082 {
00083     try

```

```

00084 {
00085     m_FileStream.read(reinterpret_cast<char*>(&m_EventNumber), sizeof(std::uint32_t));
00086     m_FileStream.read(reinterpret_cast<char*>(&m_NumberOfDIF), sizeof(std::uint32_t));
00087 }
00088 catch(const std::ios_base::failure& e)
00089 {
00090     return false;
00091 }
00092 return true;
00093 }
00094
00095 bool RawdataReader::nextDIFbuffer()
00096 {
00097     try
00098     {
00099         static int DIF_processed{0};
00100         if(DIF_processed >= m_NumberOfDIF)
00101         {
00102             DIF_processed = 0;
00103             return false;
00104         }
00105         else
00106         {
00107             DIF_processed++;
00108             std::uint32_t bsize{0};
00109             m_FileStream.read(reinterpret_cast<char*>(&bsize), sizeof(std::uint32_t));
00110             m_FileStream.read(reinterpret_cast<char*>(&m_buf[0]), bsize);
00111             m_Buffer = Buffer(m_buf);
00112         }
00113     }
00114     catch(const std::ios_base::failure& e)
00115     {
00116         log()->error("Caught an ios_base::failure in openFile : {}", e.what());
00117         return false;
00118     }
00119     return true;
00120 }
00121
00122 const Buffer& RawdataReader::getBuffer()
00123 {
00124     uncompress();
00125     return m_Buffer;
00126 }
00127
00128 void RawdataReader::setFileSize(const std::size_t& size) { m_FileSize = size; }
00129
00130 float RawdataReader::getFileSize() { return m_FileSize; }

```

## 5.61 libs/interface/ROOT/include/DIF.h File Reference

```

#include "Hit.h"
#include <TObject.h>
#include <cstdint>
#include <map>
#include <vector>

```

### Classes

- class [DIF](#)

### Typedefs

- using [Hits\\_const\\_iterator](#) = std::vector< [Hit](#) >::const\_iterator

### 5.61.1 Detailed Description

#### Copyright

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Definition in file [DIF.h](#).



## 5.61.2 Typedef Documentation

### 5.61.2.1 Hits\_const\_iterator using Hits\_const\_iterator = std::vector<Hit>::const\_iterator

Definition at line 14 of file DIF.h.

## 5.62 DIF.h

[Go to the documentation of this file.](#)

```

00001
00005 #pragma once
00006
00007 #include "Hit.h"
00008
00009 #include <TObject.h>
00010 #include <cstdint>
00011 #include <map>
00012 #include <vector>
00013
00014 using Hits_const_iterator = std::vector<Hit>::const_iterator;
00015
00016 class DIF : public TObject
00017 {
00018 public:
00019     void                clear();
00020     void                addHit(const Hit&);
00021     void                setID(const std::uint8_t&);
00022     std::uint8_t        getID() const;
00023     void                setDTC(const std::uint32_t&);
00024     std::uint32_t        getDTC() const;
00025     void                setGTC(const std::uint32_t&);
00026     std::uint32_t        getGTC() const;
00027     void                setDIFBCID(const std::uint32_t&);
00028     std::uint32_t        getDIFBCID() const;
00029     void                setAbsoluteBCID(const std::uint64_t&);
00030     std::uint64_t        getAbsoluteBCID() const;
00031     std::vector<Hit>::const_iterator cbegin() const;
00032     std::vector<Hit>::const_iterator cend() const;
00033
00034 private:
00035     std::uint8_t        m_ID{0};
00036     std::uint32_t        m_DTC{0};
00037     std::uint32_t        m_GTC{0};
00038     std::uint32_t        m_DIFBCID{0};
00039     std::uint64_t        m_AbsoluteBCID{0};
00040     std::vector<Hit>      m_Hits;
00041     ClassDef(DIF, 1);
00042 };

```

## 5.63 libs/interface/ROOT/include/DIFLinkDef.h File Reference

```
#include <vector>
```

### 5.63.1 Detailed Description

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Definition in file DIFLinkDef.h.

## 5.64 DIFLinkDef.h

[Go to the documentation of this file.](#)

```
00001
00005 #pragma once
00006 #include <vector>
00007
00008 #ifdef __CLING__
00009 #pragma link C++ class DIF;
00010 #pragma link C++ class Hit;
00011 #pragma link C++ class std::vector < Hit>;
00012 #endif
```

## 5.65 libs/interface/ROOT/include/Event.h File Reference

```
#include "DIF.h"
#include <TObject.h>
#include <cstdint>
#include <map>
```

### Classes

- class [Event](#)

### Typedefs

- using [DIFs\\_const\\_iterator](#) = std::map< std::uint8\_t, [DIF](#) >::const\_iterator

### 5.65.1 Detailed Description

#### Copyright

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Definition in file [Event.h](#).

### 5.65.2 Typedef Documentation

**5.65.2.1 DIFs\_const\_iterator** using [DIFs\\_const\\_iterator](#) = std::map<std::uint8\_t, [DIF](#)>::const\_iterator↵  
iterator

Definition at line 13 of file [Event.h](#).

## 5.66 Event.h

[Go to the documentation of this file.](#)

```
00001
00005 #pragma once
00006
00007 #include "DIF.h"
00008
00009 #include <TObject.h>
00010 #include <cstdint>
00011 #include <map>
00012
00013 using DIFs_const_iterator = std::map<std::uint8_t, DIF>::const_iterator;
00014
00015 class Event : public TObject
00016 {
00017 public:
00018     void clear();
00019     void addDIF(const DIF& dif);
00020     std::map<std::uint8_t, DIF>::const_iterator cbegin() const;
00021     std::map<std::uint8_t, DIF>::const_iterator cend() const;
00022
00023 private:
00024     std::map<std::uint8_t, DIF> DIFs;
00025     ClassDef(Event, 1);
00026 };
```

## 5.67 libs/interface/ROOT/include/EventLinkDef.h File Reference

```
#include <cstdint>
#include <map>
#include <vector>
```

### 5.67.1 Detailed Description

#### Copyright

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Definition in file [EventLinkDef.h](#).

## 5.68 EventLinkDef.h

[Go to the documentation of this file.](#)

```
00001
00005 #pragma once
00006 #include <cstdint>
00007 #include <map>
00008 #include <vector>
00009 #ifdef __CLING__
00010 #pragma link C++ class DIF;
00011 #pragma link C++ class std::vector < DIF>;
00012 #pragma link C++ class Hit;
00013 #pragma link C++ class std::vector < Hit>;
00014 #pragma link C++ class Event;
00015 #pragma link C++ class std::vector < Event>;
00016 #pragma link C++ class std::map < std::uint8_t, DIF>;
00017 #endif
```

## 5.69 libs/interface/ROOT/include/Hit.h File Reference

```
#include <TObject.h>
#include <cstdint>
```

## Classes

- class [Hit](#)

### 5.69.1 Detailed Description

#### Copyright

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Definition in file [Hit.h](#).

## 5.70 Hit.h

[Go to the documentation of this file.](#)

```
00001
00005 #pragma once
00006
00007 #include <TObject.h>
00008 #include <cstdint>
00009
00010 class Hit : public TObject
00011 {
00012 public:
00013     void                clear();
00014     void                setDIF(const std::uint8_t&);
00015     void                setASIC(const std::uint8_t&);
00016     void                setChannel(const std::uint8_t&);
00017     void                setThreshold(const std::uint8_t&);
00018     void                setDTC(const std::uint32_t&);
00019     void                setGTC(const std::uint32_t&);
00020     void                setDIFBCID(const std::uint32_t&);
00021     void                setFrameBCID(const std::uint32_t&);
00022     void                setTimestamp(const std::uint32_t&);
00023     void                setAbsoluteBCID(const std::uint64_t&);
00024     std::uint8_t        getDIFid() const;
00025     std::uint8_t        getASICid() const;
00026     std::uint8_t        getChannel() const;
00027     std::uint8_t        getThreshold() const;
00028     std::uint32_t        getDTC() const;
00029     std::uint32_t        getGTC() const;
00030     std::uint32_t        getDIFBCID() const;
00031     std::uint32_t        setFrameBCID() const;
00032     std::uint32_t        getTimestamp() const;
00033     std::uint64_t        getAbsoluteBCID() const;
00034
00035 private:
00036     std::uint8_t        m_DIF{0};
00037     std::uint8_t        m_ASIC{0};
00038     std::uint8_t        m_Channel{0};
00039     std::uint8_t        m_Threshold{0};
00040     std::uint32_t        m_DTC{0};
00041     std::uint32_t        m_GTC{0};
00042     std::uint32_t        m_DIFBCID{0};
00043     std::uint32_t        m_FrameBCID{0};
00044     std::uint32_t        m_Timestamp{0};
00045     std::uint64_t        m_AbsoluteBCID{0};
00046     ClassDef(Hit, 1);
00047 };
```

## 5.71 libs/interface/ROOT/include/HitLinkDef.h File Reference

### 5.71.1 Detailed Description

#### Copyright

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Definition in file [HitLinkDef.h](#).

## 5.72 HitLinkDef.h

[Go to the documentation of this file.](#)

```
00001
00005 #pragma once
00006 #ifdef __CLING__
00007 #pragma link C++ class Hit;
00008 #endif
```

## 5.73 libs/interface/ROOT/include/ROOTWriter.h File Reference

```
#include "Buffer.h"
#include "Event.h"
#include "Interface.h"
#include "Payload100.h"
#include <TFile.h>
#include <TTree.h>
#include <string>
#include <vector>
```

### Classes

- class [ROOTWriter](#)

## 5.74 ROOTWriter.h

[Go to the documentation of this file.](#)

```
00001
00006 #pragma once
00007
00008 #include "Buffer.h"
00009 #include "Event.h"
00010 #include "Interface.h"
00011 #include "Payload100.h"
00012
00013 #include <TFile.h>
00014 #include <TTree.h>
00015 #include <string>
00016 #include <vector>
00017
00018 class ROOTWriter : public InterfaceWriter
00019 {
00020 public:
00021     ROOTWriter();
00022
00023     void setFilename(const std::string&);
00024
00025     void start();
00026     void processDIF(const Payload100&);
00027     void processFrame(const Payload100&, const std::uint32_t& frameIndex);
00028     void processPadInFrame(const Payload100&, const std::uint32_t& frameIndex, const std::uint32_t&
channelIndex);
00029     void processSlowControl(const Buffer&) { ; }
00030     void end();
00031
00032     virtual void startEvent();
00033     virtual void endEvent();
00034     virtual void startDIF();
00035     virtual void endDIF();
00036     virtual void startFrame();
00037     virtual void endFrame();
00038     virtual void startPad();
00039     virtual void endPad();
00040
00041 private:
00042     TFile* m_File{nullptr};
00043     TTree* m_Tree{nullptr};
00044     Event* m_Event{nullptr};
00045     DIF* m_DIF{nullptr};
00046     Hit* m_Hit{nullptr};
00047     std::string m_Filename;
00048 };
```

## 5.75 libs/interface/ROOT/src/DIF.cc File Reference

```
#include "DIF.h"
#include <stdint>
```

### 5.75.1 Detailed Description

#### Copyright

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Definition in file [DIF.cc](#).

## 5.76 DIF.cc

[Go to the documentation of this file.](#)

```
00001
00006 #include "DIF.h"
00007
00008 #include <stdint>
00009
00010 void DIF::addHit(const Hit& hit) { m_Hits.push_back(hit); }
00011
00012 void DIF::setID(const std::uint8_t& id) { m_ID = id; }
00013
00014 std::uint8_t DIF::getID()const { return m_ID; }
00015
00016 void DIF::setDTC(const std::uint32_t& dtc) { m_DTC = dtc; }
00017
00018 std::uint32_t DIF::getDTC()const { return m_DTC; }
00019
00020 void DIF::setGTC(const std::uint32_t& gtc) { m_GTC = gtc; }
00021
00022 std::uint32_t DIF::getGTC()const { return m_GTC; }
00023
00024 void DIF::setDIFBCID(const std::uint32_t& difbcid) { m_DIFBCID = difbcid; }
00025
00026 std::uint32_t DIF::getDIFBCID()const { return m_DIFBCID; }
00027
00028 void DIF::setAbsoluteBCID(const std::uint64_t& absolutebcid) { m_AbsoluteBCID = absolutebcid; }
00029
00030 std::uint64_t DIF::getAbsoluteBCID()const { return m_AbsoluteBCID; }
00031
00032 std::vector<Hit>::const_iterator DIF::cbegin()const { return m_Hits.cbegin(); }
00033
00034 std::vector<Hit>::const_iterator DIF::cend()const { return m_Hits.cend(); }
00035
00036 void DIF::clear() { m_Hits.clear(); }
```

## 5.77 libs/interface/ROOT/src/Event.cc File Reference

```
#include "Event.h"
```

### 5.77.1 Detailed Description

#### Copyright

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Definition in file [Event.cc](#).

## 5.78 Event.cc

[Go to the documentation of this file.](#)

```
00001
00006 #include "Event.h"
00007
00008 void Event::clear() { DIFs.clear(); }
00009
00010 void Event::addDIF(const DIF& dif) { DIFs[dif.getID()] = dif; }
00011
00012 std::map<std::uint8_t, DIF>::const_iterator Event::cbegin()const { return DIFs.cbegin(); }
00013
00014 std::map<std::uint8_t, DIF>::const_iterator Event::cend()const { return DIFs.cend(); }
```

## 5.79 libs/interface/ROOT/src/Hit.cc File Reference

```
#include "Hit.h"
```

### 5.79.1 Detailed Description

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Definition in file [Hit.cc](#).

## 5.80 Hit.cc

[Go to the documentation of this file.](#)

```
00001
00006 #include "Hit.h"
00007 void Hit::clear()
00008 {
00009     m_DIF          = 0;
00010     m_ASIC         = 0;
00011     m_Channel      = 0;
00012     m_Threshold    = 0;
00013     m_DTC          = 0;
00014     m_GTC          = 0;
00015     m_DIFBCID      = 0;
00016     m_FrameBCID    = 0;
00017     m_Timestamp    = 0;
00018     m_AbsoluteBCID = 0;
00019 }
00020
00021 void Hit::setDIF(const std::uint8_t& dif) { m_DIF = dif; }
00022
00023 void Hit::setASIC(const std::uint8_t& asic) { m_ASIC = asic; }
00024
00025 void Hit::setChannel(const std::uint8_t& channel) { m_Channel = channel; }
00026
00027 void Hit::setThreshold(const std::uint8_t& threshold) { m_Threshold = threshold; }
00028
00029 void Hit::setDTC(const std::uint32_t& dtc) { m_DTC = dtc; }
00030
00031 void Hit::setGTC(const std::uint32_t& gtc) { m_GTC = gtc; }
00032
00033 void Hit::setDIFBCID(const std::uint32_t& difbcid) { m_DIFBCID = difbcid; }
00034
00035 void Hit::setFrameBCID(const std::uint32_t& framebcid) { m_FrameBCID = framebcid; }
00036
00037 void Hit::setTimestamp(const std::uint32_t& timestamp) { m_Timestamp = timestamp; }
00038
00039 void Hit::setAbsoluteBCID(const std::uint64_t& absolutebcid) { m_AbsoluteBCID = absolutebcid; }
00040
00041 std::uint8_t Hit::getDIFid()const { return m_DIF; }
00042
```

```

00043 std::uint8_t Hit::getASICId()const { return m_ASIC; }
00044
00045 std::uint8_t Hit::getChannel()const { return m_Channel; }
00046
00047 std::uint8_t Hit::getThreshold()const { return m_Threshold; }
00048
00049 std::uint32_t Hit::getDTC()const { return m_DTC; }
00050
00051 std::uint32_t Hit::getGTC()const { return m_GTC; }
00052
00053 std::uint32_t Hit::getDIFBCID()const { return m_DIFBCID; }
00054
00055 std::uint32_t Hit::getFrameBCID()const { return m_FrameBCID; }
00056
00057 std::uint32_t Hit::getTimestamp()const { return m_Timestamp; }
00058
00059 std::uint64_t Hit::getAbsoluteBCID()const { return m_AbsoluteBCID; }

```

## 5.81 libs/interface/ROOT/src/ROOTWriter.cc File Reference

```
#include "ROOTWriter.h"
```

### 5.81.1 Detailed Description

#### Copyright

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Definition in file [ROOTWriter.cc](#).

## 5.82 ROOTWriter.cc

[Go to the documentation of this file.](#)

```

00001
00006 #include "ROOTWriter.h"
00007
00008 void ROOTWriter::setFilename(const std::string& filename) { m_Filename = filename; }
00009
00010 ROOTWriter::ROOTWriter() : InterfaceWriter("ROOTWriter", "1.0.0") { addCompatibility("RawdataReader",
    ">=1.0.0"); }
00011
00012 void ROOTWriter::start()
00013 {
00014     m_File = TFile::Open(m_Filename.c_str(), "RECREATE", m_Filename.c_str(),
    ROOT::CompressionSettings(ROOT::kZLIB, 5));
00015     m_Tree = new TTree("RawData", "Raw SDHCAL data tree");
00016     m_Tree->Branch("Events", &m_Event, 512000, 99);
00017 }
00018
00019 void ROOTWriter::end()
00020 {
00021     if(m_Tree) m_Tree->Write();
00022     if(m_File)
00023     {
00024         m_File->Write();
00025         m_File->Close();
00026     }
00027     if(m_File) delete m_File;
00028 }
00029
00030 void ROOTWriter::processDIF(const Payload100& d)
00031 {
00032     m_DIF->setID(d.getDIFid());
00033     m_DIF->setDTC(d.getDTC());
00034     m_DIF->setGTC(d.getGTC());
00035     m_DIF->setDIFBCID(d.getBCID());
00036     m_DIF->setAbsoluteBCID(d.getAbsoluteBCID());
00037 }
00038

```



```
00039 void ROOTWriter::processFrame(const Payload100& d, const std::uint32_t& frameIndex)
00040 {
00041     m_Hit->setDIF(d.getDIFid());
00042     m_Hit->setASIC(d.getASICid(frameIndex));
00043     m_Hit->setDTC(d.getDTC());
00044     m_Hit->setGTC(d.getGTC());
00045     m_Hit->setDIFBCID(d.getBCID());
00046     m_Hit->setAbsoluteBCID(d.getAbsoluteBCID());
00047     m_Hit->setFrameBCID(d.getFrameBCID(frameIndex));
00048     m_Hit->setTimestamp(d.getFrameTimeToTrigger(frameIndex));
00049 }
00050
00051 void ROOTWriter::processPadInFrame(const Payload100& d, const std::uint32_t& frameIndex, const
std::uint32_t& channelIndex)
00052 {
00053     m_Hit->setChannel(channelIndex);
00054     m_Hit->setThreshold(static_cast<std::uint8_t>(d.getThresholdStatus(frameIndex, channelIndex)));
00055 }
00056
00057 void ROOTWriter::startEvent()
00058 {
00059     m_Event = new Event();
00060     // m_Event->clear();
00061 }
00062
00063 void ROOTWriter::endEvent()
00064 {
00065     m_Tree->Fill();
00066     if(m_Event) delete m_Event;
00067 }
00068
00069 void ROOTWriter::startDIF()
00070 {
00071     m_DIF = new DIF();
00072     // m_DIF->clear();
00073 }
00074
00075 void ROOTWriter::endDIF()
00076 {
00077     m_Event->addDIF(*m_DIF);
00078     delete m_DIF;
00079 }
00080
00081 void ROOTWriter::startFrame()
00082 {
00083     m_Hit = new Hit();
00084     // m_Hit->clear();
00085 }
00086
00087 void ROOTWriter::endFrame()
00088 {
00089     m_DIF->addHit(*m_Hit);
00090     delete m_Hit;
00091 }
00092
00093 void ROOTWriter::startPad() {}
00094
00095 void ROOTWriter::endPad() {}
```

