

streamout

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# Chapter 1

## Hierarchical Index

### 1.1 Class Hierarchy

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

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## Chapter 2

# Class Index

### 2.1 Class List

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

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<a href="#">ROOTtreeDest::DATA</a>	10
<a href="#">DIFPtr</a>	13
<a href="#">DIFSlowControl</a>	
Handler of DIF Slow Control info	19
<a href="#">DIFUnpacker</a>	22
<a href="#">Interface</a>	
Template class should implement void SOURCE::start(); bool SOURCE::next(); void SOURCE↔ ::end(); const <a href="#">Buffer</a> & SOURCE::getSDHCALBuffer();	30
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## Chapter 3

# File Index

### 3.1 File List

Here is a list of all files with brief descriptions:

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## Chapter 4

# Class Documentation

### 4.1 Buffer Class Reference

```
#include <Buffer.h>
```

#### Public Member Functions

- [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
- void [set](#) (unsigned char \*b)
- [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](#))
- virtual ~[Buffer](#) ()

#### 4.1.1 Detailed Description

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

#### 4.1.2 Constructor & Destructor Documentation

**4.1.2.1 Buffer()** [1/5]

```
Buffer::Buffer ( ) [inline]
```

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

```
00016 : m_Buffer(nullptr), m_Size(0), m_Capacity(0) {}
```

**4.1.2.2 Buffer()** [2/5]

```
Buffer::Buffer (
    const bit8_t b[],
    const std::size_t & i ) [inline]
```

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

```
00017 : m_Buffer(const_cast<bit8_t*>(&b[0])), m_Size(i), m_Capacity(i) {}
```

**4.1.2.3 Buffer()** [3/5]

```
Buffer::Buffer (
    const char b[],
    const std::size_t & i ) [inline]
```

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

```
00018 : m_Buffer(const_cast<bit8_t*>(reinterpret_cast<const bit8_t*>(&b[0]))), m_Size(i), m_Capacity(i) {}
```

**4.1.2.4 Buffer()** [4/5]

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

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

```
00019 : 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)) {}
```

**4.1.2.5 Buffer()** [5/5]

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

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

```
00020 : 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)) {}
```

#### 4.1.2.6 ~Buffer()

```
Buffer::~~Buffer ( ) [virtual]
```

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

```
00008 {}
```

### 4.1.3 Member Function Documentation

#### 4.1.3.1 begin()

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

Definition at line 26 of file [Buffer.h](#).

```
00026 { return m_Buffer; }
```

#### 4.1.3.2 capacity()

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

Definition at line 23 of file [Buffer.h](#).

```
00023 { return m_Capacity; }
```

#### 4.1.3.3 end()

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

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

```
00027 { return m_Buffer + m_Size; }
```

#### 4.1.3.4 operator[]() [1/2]

```
bit8_t & Buffer::operator[] (
    const std::size_t & pos ) [inline]
```

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

```
00028 { return m_Buffer[pos]; }
```

#### 4.1.3.5 operator[]() [2/2]

```
bit8_t & Buffer::operator[] (
    const std::size_t & pos ) const [inline]
```

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

```
00029 { return m_Buffer[pos]; }
```

#### 4.1.3.6 set()

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

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

```
00025 { m_Buffer = b; }
```

#### 4.1.3.7 setSize()

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

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

```
00031 { m_Size = size; }
```

#### 4.1.3.8 size()

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

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

```
00022 { return m_Size; }
```

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

- [/home/runner/work/streamout/streamout/libs/core/include/Buffer.h](#)
- [/home/runner/work/streamout/streamout/libs/core/src/Buffer.cc](#)

## 4.2 ROOTtreeDest::DATA Struct Reference

```
#include <ROOTtreeDest.h>
```

## Public Attributes

- UInt\_t [DIFid](#)
- UInt\_t [ASICid](#)
- UInt\_t [CHANNELid](#)
- UInt\_t [Thresh](#)
- UInt\_t [DTC](#)
- UInt\_t [GTC](#)
- UInt\_t [DIF\\_BCID](#)
- UInt\_t [frame\\_BCID](#)
- UInt\_t [timeStamp](#)
- ULong64\_t [AbsoluteBCID](#)

### 4.2.1 Detailed Description

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

### 4.2.2 Member Data Documentation

#### 4.2.2.1 AbsoluteBCID

```
ULong64_t ROOTtreeDest::DATA::AbsoluteBCID
```

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

#### 4.2.2.2 ASICid

```
UInt_t ROOTtreeDest::DATA::ASICid
```

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

#### 4.2.2.3 CHANNELid

```
UInt_t ROOTtreeDest::DATA::CHANNELid
```

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

#### 4.2.2.4 DIF\_BCID

```
UInt_t ROOTtreeDest::DATA::DIF_BCID
```

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

#### 4.2.2.5 DIFid

```
UInt_t ROOTtreeDest::DATA::DIFid
```

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

#### 4.2.2.6 DTC

```
UInt_t ROOTtreeDest::DATA::DTC
```

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

#### 4.2.2.7 frame\_BCID

```
UInt_t ROOTtreeDest::DATA::frame_BCID
```

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

#### 4.2.2.8 GTC

```
UInt_t ROOTtreeDest::DATA::GTC
```

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

#### 4.2.2.9 Thresh

```
UInt_t ROOTtreeDest::DATA::Thresh
```

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

#### 4.2.2.10 timeStamp

UInt\_t ROOTtreeDest::DATA::timeStamp

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

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

- [/home/runner/work/streamout/streamout/libs/interface/ROOT/include/ROOTtreeDest.h](#)

## 4.3 DIFPtr Class Reference

```
#include <DIFPtr.h>
```

### Public Member Functions

- void [setBuffer](#) (unsigned char \*p, const std::uint32\_t &max\_size)
- unsigned char \* [getPtr](#) () const
- std::uint32\_t [getGetFramePtrReturn](#) () const
- std::vector< unsigned char \* > & [getFramesVector](#) ()
- std::vector< unsigned char \* > & [getLinesVector](#) ()
- std::uint32\_t [getID](#) () const
- std::uint32\_t [getDTC](#) () const
- std::uint32\_t [getGTC](#) () const
- std::uint64\_t [getAbsoluteBCID](#) () const
- std::uint32\_t [getBCID](#) () const
- std::uint32\_t [getLines](#) () const
- bool [hasLine](#) (uint32\_t line) const
- std::uint32\_t [getTASU1](#) () const
- std::uint32\_t [getTASU2](#) () const
- std::uint32\_t [getTDIF](#) () const
- float [getTemperatureDIF](#) () const
- float [getTemperatureASU1](#) () const
- float [getTemperatureASU2](#) () const
- bool [hasTemperature](#) () const
- bool [hasAnalogReadout](#) () const
- std::uint32\_t [getNumberOfFrames](#) () const
- unsigned char \* [getFramePtr](#) (uint32\_t i) const
- std::uint32\_t [getFrameAsicHeader](#) (uint32\_t i) const
- std::uint32\_t [getFrameBCID](#) (uint32\_t i) const
- std::uint32\_t [getFrameTimeToTrigger](#) (uint32\_t i) const
- bool [getFrameLevel](#) (uint32\_t i, uint32\_t ipad, uint32\_t ilevel) const
- uint32\_t [getDIFid](#) () const
- uint32\_t [getASICid](#) (uint32\_t i) const
- uint32\_t [getThresholdStatus](#) (uint32\_t i, uint32\_t ipad) const

#### 4.3.1 Detailed Description

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

## 4.3.2 Member Function Documentation

### 4.3.2.1 getAbsoluteBCID()

```
std::uint64_t DIFPtr::getAbsoluteBCID ( ) const [inline]
```

Definition at line 79 of file [DIFPtr.h](#).

```
00079 { return DIFUnpacker::getAbsoluteBCID(theDIF_); }
```

### 4.3.2.2 getASICid()

```
uint32_t DIFPtr::getASICid (
    uint32_t i ) const [inline]
```

Definition at line 106 of file [DIFPtr.h](#).

```
00106 { return getFrameAsicHeader(i) & 0xFF; }
```

### 4.3.2.3 getBCID()

```
std::uint32_t DIFPtr::getBCID ( ) const [inline]
```

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

```
00080 { return DIFUnpacker::getBCID(theDIF_); }
```

### 4.3.2.4 getDIFid()

```
uint32_t DIFPtr::getDIFid ( ) const [inline]
```

Definition at line 105 of file [DIFPtr.h](#).

```
00105 { return getID() & 0xFF; }
```

### 4.3.2.5 getDTC()

```
std::uint32_t DIFPtr::getDTC ( ) const [inline]
```

Definition at line 77 of file [DIFPtr.h](#).

```
00077 { return DIFUnpacker::getDTC(theDIF_); }
```



#### 4.3.2.6 getFrameAsicHeader()

```
std::uint32_t DIFPtr::getFrameAsicHeader (
    uint32_t i ) const [inline]
```

Definition at line 93 of file [DIFPtr.h](#).

```
00093 { return DIFUnpacker::getFrameAsicHeader(theFrames_[i]); }
```

#### 4.3.2.7 getFrameBCID()

```
std::uint32_t DIFPtr::getFrameBCID (
    uint32_t i ) const [inline]
```

Definition at line 94 of file [DIFPtr.h](#).

```
00094 { return DIFUnpacker::getFrameBCID(theFrames_[i]); }
```

#### 4.3.2.8 getFrameLevel()

```
bool DIFPtr::getFrameLevel (
    uint32_t i,
    uint32_t ipad,
    uint32_t ilevel ) const [inline]
```

Definition at line 96 of file [DIFPtr.h](#).

```
00096 { return DIFUnpacker::getFrameLevel(theFrames_[i], ipad, ilevel); }
```

#### 4.3.2.9 getFramePtr()

```
unsigned char * DIFPtr::getFramePtr (
    uint32_t i ) const [inline]
```

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

```
00092 { return theFrames_[i]; }
```

#### 4.3.2.10 getFramesVector()

```
std::vector< unsigned char * > & DIFPtr::getFramesVector ( ) [inline]
```

Definition at line 74 of file [DIFPtr.h](#).

```
00074 { return theFrames_; }
```

#### 4.3.2.11 getFrameTimeToTrigger()

```
std::uint32_t DIFPtr::getFrameTimeToTrigger (
    uint32_t i ) const [inline]
```

Definition at line 95 of file [DIFPtr.h](#).

```
00095 { return getBCID() - getFrameBCID(i); }
```

#### 4.3.2.12 getGetFramePtrReturn()

```
std::uint32_t DIFPtr::getGetFramePtrReturn ( ) const [inline]
```

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

```
00073 { return theGetFramePtrReturn_; }
```

#### 4.3.2.13 getGTC()

```
std::uint32_t DIFPtr::getGTC ( ) const [inline]
```

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

```
00078 { return DIFUnpacker::getGTC(theDIF_); }
```

#### 4.3.2.14 getID()

```
std::uint32_t DIFPtr::getID ( ) const [inline]
```

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

```
00076 { return DIFUnpacker::getID(theDIF_); }
```

#### 4.3.2.15 getLines()

```
std::uint32_t DIFPtr::getLines ( ) const [inline]
```

Definition at line 81 of file [DIFPtr.h](#).

```
00081 { return DIFUnpacker::getLines(theDIF_); }
```

#### 4.3.2.16 getLinesVector()

```
std::vector< unsigned char * > & DIFPtr::getLinesVector ( ) [inline]
```

Definition at line 75 of file [DIFPtr.h](#).

```
00075 { return theLines_; }
```

#### 4.3.2.17 getNumberOfFrames()

```
std::uint32_t DIFPtr::getNumberOfFrames ( ) const [inline]
```

Definition at line 91 of file [DIFPtr.h](#).

```
00091 { return theFrames_.size(); }
```

#### 4.3.2.18 getPtr()

```
unsigned char * DIFPtr::getPtr ( ) const [inline]
```

Definition at line 72 of file [DIFPtr.h](#).

```
00072 { return theDIF_; }
```

#### 4.3.2.19 getTASU1()

```
std::uint32_t DIFPtr::getTASU1 ( ) const [inline]
```

Definition at line 83 of file [DIFPtr.h](#).

```
00083 { return DIFUnpacker::getTASU1(theDIF_); }
```

#### 4.3.2.20 getTASU2()

```
std::uint32_t DIFPtr::getTASU2 ( ) const [inline]
```

Definition at line 84 of file [DIFPtr.h](#).

```
00084 { return DIFUnpacker::getTASU2(theDIF_); }
```

#### 4.3.2.21 getTDIF()

```
std::uint32_t DIFPtr::getTDIF ( ) const [inline]
```

Definition at line 85 of file [DIFPtr.h](#).

```
00085 { return DIFUnpacker::getTDIF(theDIF_); }
```

#### 4.3.2.22 getTemperatureASU1()

```
float DIFPtr::getTemperatureASU1 ( ) const [inline]
```

Definition at line 87 of file [DIFPtr.h](#).

```
00087 { return (getTASU1() » 3) * 0.0625; }
```

#### 4.3.2.23 getTemperatureASU2()

```
float DIFPtr::getTemperatureASU2 ( ) const [inline]
```

Definition at line 88 of file [DIFPtr.h](#).

```
00088 { return (getTASU2() » 3) * 0.0625; }
```

#### 4.3.2.24 getTemperatureDIF()

```
float DIFPtr::getTemperatureDIF ( ) const [inline]
```

Definition at line 86 of file [DIFPtr.h](#).

```
00086 { return 0.508 * getTDIF() - 9.659; }
```

#### 4.3.2.25 getThresholdStatus()

```
uint32_t DIFPtr::getThresholdStatus (
    uint32_t i,
    uint32_t ipad ) const [inline]
```

Definition at line 107 of file [DIFPtr.h](#).

```
00107 { return (((uint32_t)getFrameLevel(i, ipad, 1)) « 1) | ((uint32_t)getFrameLevel(i, ipad, 0)); }
```

#### 4.3.2.26 hasAnalogReadout()

```
bool DIFPtr::hasAnalogReadout ( ) const [inline]
```

Definition at line 90 of file [DIFPtr.h](#).

```
00090 { return DIFUnpacker::hasAnalogReadout(theDIF_); }
```

#### 4.3.2.27 hasLine()

```
bool DIFPtr::hasLine (
    uint32_t line ) const [inline]
```

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

```
00082 { return DIFUnpacker::hasLine(line, theDIF_); }
```

#### 4.3.2.28 hasTemperature()

```
bool DIFPtr::hasTemperature ( ) const [inline]
```

Definition at line 89 of file [DIFPtr.h](#).

```
00089 { return DIFUnpacker::hasTemperature(theDIF_); }
```

#### 4.3.2.29 setBuffer()

```
void DIFPtr::setBuffer (
    unsigned char * p,
    const std::uint32_t & max_size ) [inline]
```

Definition at line 56 of file [DIFPtr.h](#).

```
00057 {
00058     theFrames_.clear();
00059     theLines_.clear();
00060     theSize_ = max_size;
00061     theDIF_ = p;
00062     try
00063     {
00064         theGetFramePtrReturn_ = DIFUnpacker::getFramePtr(theFrames_, theLines_, theSize_, theDIF_);
00065     }
00066     catch(const std::string& e)
00067     {
00068         spdlog::get("streamout")->error(" DIF {} T ? {} {} ", getID(), hasTemperature(), e);
00069     }
00070 }
```

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

- [/home/runner/work/streamout/streamout/libs/core/include/DIFPtr.h](#)

## 4.4 DIFSlowControl Class Reference

Handler of DIF Slow Control info.

```
#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.*
- void [Dump](#) ()  
*print out full map*

### 4.4.1 Detailed Description

Handler of DIF Slow Control info.

#### Author

L.Mirabito

#### Date

March 2010

#### Version

1.0

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

### 4.4.2 Constructor & Destructor Documentation

#### 4.4.2.1 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>	DIF id
<i>buf</i>	Pointer to the Raw data buffer

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

```
00010 : m_Version(version), m_DIFid(DifId), m_AsicType(2)
00011 {
00012     if(cbuf[0] != 0xb1) return;
00013     int header_shift{6};
00014     if(m_Version < 8) m_NbrAsic = cbuf[5];
00015     else
00016     {
00017         m_DIFid = cbuf[1];
00018         m_NbrAsic = cbuf[2];
00019         header_shift = 3;
00020     }
00021     int size_hardroc1 = m_NbrAsic * 72 + header_shift + 1;
00022     if(cbuf[size_hardroc1 - 1] != 0xa1) size_hardroc1 = 0;
00023
00024     int size_hardroc2 = m_NbrAsic * 109 + header_shift + 1;
00025     if(cbuf[size_hardroc2 - 1] != 0xa1) size_hardroc2 = 0;
```

```

00026     if(size_hardroc1 != 0)
00027     {
00028         FillHR1(header_shift, cbuf);
00029         m_AsicType = 1;
00030     }
00031     else if(size_hardroc2 != 0)
00032         FillHR2(header_shift, cbuf);
00033     else
00034         return;
00035 }

```

### 4.4.3 Member Function Documentation

#### 4.4.3.1 Dump()

```
void DIFSlowControl::Dump ( )
```

print out full map

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

```

00046 {
00047     for(std::map<int, std::map<std::string, int>::iterator it = m_MapSC.begin(); it != m_MapSC.end();
        it++)
00048     {
00049         std::cout << "ASIC " << it->first << std::endl;
00050         for(std::map<std::string, int>::iterator jt = (it->second).begin(); jt != (it->second).end();
            jt++) std::cout << jt->first << " : " << jt->second << std::endl;
00051     }
00052 }

```

#### 4.4.3.2 getChipSlowControl() [1/2]

```
std::map< std::string, int > DIFSlowControl::getChipSlowControl (
    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 41 of file [DIFSlowControl.cc](#).

```
00041 { return m_MapSC[asicid]; }
```

#### 4.4.3.3 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 43 of file [DIFSlowControl.cc](#).

```
00043 { return getChipSlowControl(asicid)[param]; }
```

#### 4.4.3.4 getChipsMap()

```
std::map< int, std::map< std::string, int > > DIFSlowControl::getChipsMap ( ) [inline]
```

Get chips map.

##### Returns

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

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

```
00039 { return m_MapSC; }
```

#### 4.4.3.5 getDIFId()

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

get DIF id

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

```
00037 { return m_DIFId; }
```

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

- [/home/runner/work/streamout/streamout/libs/core/include/DIFSlowControl.h](#)
- [/home/runner/work/streamout/streamout/libs/core/src/DIFSlowControl.cc](#)

## 4.5 DIFUnpacker Class Reference

```
#include <DIFUnpacker.h>
```



## Static Public Member Functions

- static std::uint64\_t [GrayToBin](#) (const std::uint64\_t &n)
- static std::uint32\_t [getStartOfDIF](#) (const unsigned char \*cbuf, const std::uint32\_t &size\_buf, const std::uint32\_t &start=92)
- static std::uint32\_t [getID](#) (const unsigned char \*cb, const std::uint32\_t &idx=0)
- static std::uint32\_t [getDTC](#) (const unsigned char \*cb, const std::uint32\_t &idx=0)
- static std::uint32\_t [getGTC](#) (const unsigned char \*cb, const std::uint32\_t &idx=0)
- static std::uint64\_t [getAbsoluteBCID](#) (const unsigned char \*cb, const std::uint32\_t &idx=0)
- static std::uint32\_t [getBCID](#) (const unsigned char \*cb, const std::uint32\_t &idx=0)
- static std::uint32\_t [getLines](#) (const unsigned char \*cb, const std::uint32\_t &idx=0)
- static bool [hasLine](#) (const std::uint32\_t &line, const unsigned char \*cb, const std::uint32\_t &idx=0)
- static std::uint32\_t [getTASU1](#) (const unsigned char \*cb, const std::uint32\_t &idx=0)
- static std::uint32\_t [getTASU2](#) (const unsigned char \*cb, const std::uint32\_t &idx=0)
- static std::uint32\_t [getTDIF](#) (const unsigned char \*cb, const std::uint32\_t &idx=0)
- static bool [hasTemperature](#) (const unsigned char \*cb, const std::uint32\_t &idx=0)
- static bool [hasAnalogReadout](#) (const unsigned char \*cb, const std::uint32\_t &idx=0)
- static std::uint32\_t [getFrameAsicHeader](#) (const unsigned char \*framePtr)
- static std::uint32\_t [getFrameBCID](#) (const unsigned char \*framePtr)
- static bool [getFramePAD](#) (const unsigned char \*framePtr, const std::uint32\_t &ip)
- static bool [getFrameLevel](#) (const unsigned char \*framePtr, const std::uint32\_t &ip, const std::uint32\_t &level)
- static std::uint32\_t [getAnalogPtr](#) (std::vector< unsigned char \* > &vLines, unsigned char \*cb, const std::uint32\_t &idx=0)
- static std::uint32\_t [getFramePtr](#) (std::vector< unsigned char \* > &vFrame, std::vector< unsigned char \* > &vLines, const std::uint32\_t &max\_size, unsigned char \*cb, const std::uint32\_t &idx=0)
- static void [dumpFrameOld](#) (const unsigned char \*buf)
- static std::uint32\_t [swap\\_bytes](#) (const unsigned char \*buf)

### 4.5.1 Detailed Description

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

### 4.5.2 Member Function Documentation

#### 4.5.2.1 dumpFrameOld()

```
void DIFUnpacker::dumpFrameOld (
    const unsigned char * buf ) [static]
```

Definition at line 146 of file [DIFUnpacker.cc](#).

```
00147 {
00148     bool        PAD[128];
00149     bool        l0[64];
00150     bool        l1[64];
00151     std::uint8_t un{1};
00152     for(std::size_t ip = 0; ip < 128; ip++) { PAD[ip] = false; } // init PADs
00153     std::uint32_t idx1{4};
00154     for(int ik = 0; ik < 4; ik++)
00155     {
00156         std::uint32_t PadEtat{swap_bytes(&buf[idx1])};
00157         idx1 += 4;
00158         for(int e = 0; e < 32; e++)
00159         {
00160             PAD[((3 - ik) * 32) + (31 - e)] = PadEtat & un; // binary operation
```

```

00161         PadEtat                                     = PadEtat » 1; // décalage des bit de 1
00162     }
00163 }
00164 // fill bool arrays
00165 for(int p = 0; p < 64; p++)
00166 {
00167     l0[p] = static_cast<bool>(PAD[(2 * p)]); // _Lev0 (PAD paire)
00168     l1[p] = static_cast<bool>(PAD[(2 * p) + 1]); // _Lev1 (PAD impaires)
00169 }
00170 std::bitset<64> bs0(0);
00171 std::bitset<64> bs1(0);
00172 for(std::uint32_t ip = 0; ip < 64; ip++)
00173 {
00174     bs0.set(ip, l0[ip]);
00175     bs1.set(ip, l1[ip]);
00176 }
00177 std::cout << "\t \t" << bs0 << std::endl;
00178 std::cout << "\t \t" << bs1 << std::endl;
00179 }

```

#### 4.5.2.2 getAbsoluteBCID()

```

std::uint64_t DIFUnpacker::getAbsoluteBCID (
    const unsigned char * cb,
    const std::uint32_t & idx = 0 ) [static]

```

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

```

00054 {
00055     std::uint64_t Shift{16777216ULL}; // to shift the value from the 24 first bits
00056     std::uint64_t pos{idx + DU::ABCID_SHIFT};
00057     std::uint64_t LBC = ((cb[pos] << 16) | (cb[pos + 1] << 8) | (cb[pos + 2])) * Shift + ((cb[pos + 3] <<
16) | (cb[pos + 4] << 8) | (cb[pos + 5]));
00058     return LBC;
00059 }

```

#### 4.5.2.3 getAnalogPtr()

```

std::uint32_t DIFUnpacker::getAnalogPtr (
    std::vector< unsigned char * > & vLines,
    unsigned char * cb,
    const std::uint32_t & idx = 0 ) [static]

```

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

```

00093 {
00094     std::uint32_t fshift{idx};
00095     if(cb[fshift] != DU::START_OF_LINES) return fshift;
00096     fshift++;
00097     while(cb[fshift] != DU::END_OF_LINES)
00098     {
00099         vLines.push_back(&cb[fshift]);
00100         std::uint32_t nchip{cb[fshift]};
00101         fshift += 1 + nchip * 64 * 2;
00102     }
00103     return fshift++;
00104 }

```

#### 4.5.2.4 getBCID()

```
std::uint32_t DIFUnpacker::getBCID (
    const unsigned char * cb,
    const std::uint32_t & idx = 0 ) [static]
```

Definition at line 61 of file [DIFUnpacker.cc](#).

```
00061 { return (cb[idx + DU::BCID_SHIFT] << 16) + (cb[idx + DU::BCID_SHIFT + 1] << 8) + cb[idx +
    DU::BCID_SHIFT + 2]; }
```

#### 4.5.2.5 getDTC()

```
std::uint32_t DIFUnpacker::getDTC (
    const unsigned char * cb,
    const std::uint32_t & idx = 0 ) [static]
```

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

```
00049 { return (cb[idx + DU::DTC_SHIFT] << 24) + (cb[idx + DU::DTC_SHIFT + 1] << 16) + (cb[idx + DU::DTC_SHIFT
    + 2] << 8) + cb[idx + DU::DTC_SHIFT + 3]; }
```

#### 4.5.2.6 getFrameAsicHeader()

```
std::uint32_t DIFUnpacker::getFrameAsicHeader (
    const unsigned char * framePtr ) [static]
```

Definition at line 76 of file [DIFUnpacker.cc](#).

```
00076 { return (framePtr[DU::FRAME_ASIC_HEADER_SHIFT]); }
```

#### 4.5.2.7 getFrameBCID()

```
std::uint32_t DIFUnpacker::getFrameBCID (
    const unsigned char * framePtr ) [static]
```

Definition at line 78 of file [DIFUnpacker.cc](#).

```
00079 {
00080     std::uint32_t igray = (framePtr[DU::FRAME_BCID_SHIFT] << 16) + (framePtr[DU::FRAME_BCID_SHIFT + 1] <<
    8) + framePtr[DU::FRAME_BCID_SHIFT + 2];
00081     return DIFUnpacker::GrayToBin(igray);
00082 }
```

#### 4.5.2.8 getFrameLevel()

```
bool DIFUnpacker::getFrameLevel (
    const unsigned char * framePtr,
    const std::uint32_t & ip,
    const std::uint32_t & level ) [static]
```

Definition at line 90 of file [DIFUnpacker.cc](#).

```
00090 { return ((framePtr[DU::FRAME_DATA_SHIFT + ((3 - ip / 16) * 4 + (ip % 16) / 4)] >> (7 - (((ip % 16) %
    4) * 2 + level))) & 0x1); }
```

#### 4.5.2.9 getFramePAD()

```
bool DIFUnpacker::getFramePAD (
    const unsigned char * framePtr,
    const std::uint32_t & ip ) [static]
```

Definition at line 84 of file [DIFUnpacker.cc](#).

```
00085 {
00086     std::uint32_t* iframe{(std::uint32_t*)&framePtr[DU::FRAME_DATA_SHIFT]};
00087     return ((iframe[3 - ip / 32] >> (ip % 32)) & 0x1);
00088 }
```

#### 4.5.2.10 getFramePtr()

```
std::uint32_t DIFUnpacker::getFramePtr (
    std::vector< unsigned char * > & vFrame,
    std::vector< unsigned char * > & vLines,
    const std::uint32_t & max_size,
    unsigned char * cb,
    const std::uint32_t & idx = 0 ) [static]
```

Definition at line 106 of file [DIFUnpacker.cc](#).

```
00107 {
00108     std::uint32_t fshift{0};
00109     if(DATA_FORMAT_VERSION >= 13)
00110     {
00111         fshift = idx + DU::LINES_SHIFT + 1;
00112         if(DIFUnpacker::hasTemperature(cb, idx)) fshift = idx + DU::TDIF_SHIFT + 1;
00113         // jenlev 1
00114         if(DIFUnpacker::hasAnalogReadout(cb, idx)) fshift = DIFUnpacker::getAnalogPtr(vLines, cb, fshift);
00115         // to be implemented
00116     }
00117     else
00118     {
00119         fshift = idx + DU::BCID_SHIFT + 3;
00120         if(cb[fshift] != DU::START_OF_FRAME)
00121         {
00122             std::cout << "This is not a start of frame " << to_hex(cb[fshift]) << " \n";
00123             return fshift;
00124         }
00125         do {
00126             // printf("fshift %d and %d \n", fshift, max_size);
00127             if(cb[fshift] == DU::END_OF_DIF) return fshift;
00128             if(cb[fshift] == DU::START_OF_FRAME) fshift++;
00129             if(cb[fshift] == DU::END_OF_FRAME)
00130             {
00131                 fshift++;
00132                 continue;
00133             }
00134             std::uint32_t header = DIFUnpacker::getFrameAsicHeader(&cb[fshift]);
00135             if(header == DU::END_OF_FRAME) return (fshift + 2);
00136             // std::cout<<header<< " " << fshift << std::endl;
00137             if(header < 1 || header > 48) { throw header + " Header problem " + fshift; }
00138             vFrame.push_back(&cb[fshift]);
00139             fshift += DU::FRAME_SIZE;
00140             if(fshift > max_size)
00141             {
00142                 std::cout << "fshift " << fshift << " exceed " << max_size << " \n";
00143                 return fshift;
00144             }
00145             if(cb[fshift] == DU::END_OF_FRAME) fshift++;
00146         } while(true);
00147     }
00148 }
```

#### 4.5.2.11 getGTC()

```
std::uint32_t DIFUnpacker::getGTC (
    const unsigned char * cb,
    const std::uint32_t & idx = 0 ) [static]
```

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

```
00051 { return (cb[idx + DU::GTC_SHIFT] << 24) + (cb[idx + DU::GTC_SHIFT + 1] << 16) + (cb[idx + DU::GTC_SHIFT
+ 2] << 8) + cb[idx + DU::GTC_SHIFT + 3]; }
```

#### 4.5.2.12 getID()

```
std::uint32_t DIFUnpacker::getID (
    const unsigned char * cb,
    const std::uint32_t & idx = 0 ) [static]
```

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

```
00047 { return cb[idx + DU::ID_SHIFT]; }
```

#### 4.5.2.13 getLines()

```
std::uint32_t DIFUnpacker::getLines (
    const unsigned char * cb,
    const std::uint32_t & idx = 0 ) [static]
```

Definition at line 62 of file [DIFUnpacker.cc](#).

```
00062 { return (cb[idx + DU::LINES_SHIFT] >> 4) & 0x5; }
```

#### 4.5.2.14 getStartOfDIF()

```
std::uint32_t DIFUnpacker::getStartOfDIF (
    const unsigned char * cbuf,
    const std::uint32_t & size_buf,
    const std::uint32_t & start = 92 ) [static]
```

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

```
00031 {
00032     std::uint32_t id0{0};
00033     for(std::uint32_t i = start; i < size_buf; i++)
00034     {
00035         if(cbuf[i] != DU::START_OF_DIF && cbuf[i] != DU::START_OF_DIF_TEMP) continue;
00036         else
00037         {
00038             id0 = i;
00039             break;
00040         }
00041         // if (cbuf[id0+DU::ID_SHIFT]>0xFF) continue;
00042     }
00043     // std::cout << "***** " << id0 << std::endl;
00044     return id0;
00045 }
```

#### 4.5.2.15 getTASU1()

```
std::uint32_t DIFUnpacker::getTASU1 (
    const unsigned char * cb,
    const std::uint32_t & idx = 0 ) [static]
```

Definition at line 66 of file [DIFUnpacker.cc](#).

```
00066 { return (cb[idx + DU::TASU1_SHIFT] << 24) + (cb[idx + DU::TASU1_SHIFT + 1] << 16) + (cb[idx +
    DU::TASU1_SHIFT + 2] << 8) + cb[idx + DU::TASU1_SHIFT + 3]; }
```

#### 4.5.2.16 getTASU2()

```
std::uint32_t DIFUnpacker::getTASU2 (
    const unsigned char * cb,
    const std::uint32_t & idx = 0 ) [static]
```

Definition at line 68 of file [DIFUnpacker.cc](#).

```
00068 { return (cb[idx + DU::TASU2_SHIFT] << 24) + (cb[idx + DU::TASU2_SHIFT + 1] << 16) + (cb[idx +
    DU::TASU2_SHIFT + 2] << 8) + cb[idx + DU::TASU2_SHIFT + 3]; }
```

#### 4.5.2.17 getTDIF()

```
std::uint32_t DIFUnpacker::getTDIF (
    const unsigned char * cb,
    const std::uint32_t & idx = 0 ) [static]
```

Definition at line 70 of file [DIFUnpacker.cc](#).

```
00070 { return (cb[idx + DU::TDIF_SHIFT]); }
```

#### 4.5.2.18 GrayToBin()

```
std::uint64_t DIFUnpacker::GrayToBin (
    const std::uint64_t & n ) [static]
```

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

```
00016 {
00017     std::uint64_t ish{1};
00018     std::uint64_t anss{n};
00019     std::uint64_t idiv{0};
00020     std::uint64_t ishmax{sizeof(std::uint64_t) * 8};
00021     while(true)
00022     {
00023         idiv = anss >> ish;
00024         anss ^= idiv;
00025         if(idiv <= 1 || ish == ishmax) return anss;
00026         ish <<= 1;
00027     }
00028 }
```

#### 4.5.2.19 hasAnalogReadout()

```
bool DIFUnpacker::hasAnalogReadout (
    const unsigned char * cb,
    const std::uint32_t & idx = 0 ) [static]
```

Definition at line 74 of file [DIFUnpacker.cc](#).

```
00074 { return (DIFUnpacker::getLines(cb, idx) != 0); }
```

#### 4.5.2.20 hasLine()

```
bool DIFUnpacker::hasLine (
    const std::uint32_t & line,
    const unsigned char * cb,
    const std::uint32_t & idx = 0 ) [static]
```

Definition at line 64 of file [DIFUnpacker.cc](#).

```
00064 { return ((cb[idx + DU::LINES_SHIFT] >> line) & 0x1); }
```

#### 4.5.2.21 hasTemperature()

```
bool DIFUnpacker::hasTemperature (
    const unsigned char * cb,
    const std::uint32_t & idx = 0 ) [static]
```

Definition at line 72 of file [DIFUnpacker.cc](#).

```
00072 { return (cb[idx] == DU::START_OF_DIF_TEMP); }
```

#### 4.5.2.22 swap\_bytes()

```
std::uint32_t DIFUnpacker::swap_bytes (
    const unsigned char * buf ) [static]
```

Definition at line 181 of file [DIFUnpacker.cc](#).

```
00182 {
00183     unsigned char Swapped[4];
00184     for(std::size_t i = 0; i < 4; i++) Swapped[i] = buf[4 - 1 - i];
00185     return *reinterpret_cast<std::uint32_t*>(&Swapped[0]);
00186 }
```

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

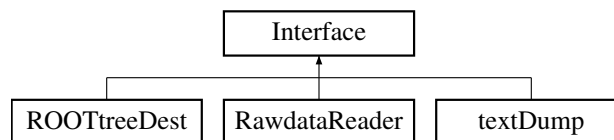
- [/home/runner/work/streamout/streamout/libs/core/include/DIFUnpacker.h](#)
- [/home/runner/work/streamout/streamout/libs/core/src/DIFUnpacker.cc](#)

## 4.6 Interface Class Reference

template class should implement void SOURCE::start(); bool SOURCE::next(); void SOURCE::end(); const Buffer& SOURCE::getSDHCALBuffer();

```
#include <Interface.h>
```

Inheritance diagram for Interface:



### Public Member Functions

- [Interface](#) ()
- virtual [~Interface](#) ()
- std::shared\_ptr< spdlog::logger > & [log](#) ()
- void [setLogger](#) (const std::shared\_ptr< spdlog::logger > &logger)

#### 4.6.1 Detailed Description

template class should implement void SOURCE::start(); bool SOURCE::next(); void SOURCE::end(); const Buffer& SOURCE::getSDHCALBuffer();

void DESTINATION::start(); void DESTINATION::processDIF(const DIFPtr&); void DESTINATION::processFrame(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();

Definition at line 26 of file [Interface.h](#).

#### 4.6.2 Constructor & Destructor Documentation

##### 4.6.2.1 Interface()

```
Interface::Interface ( ) [inline]
```

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

```
00029 {}
```



#### 4.6.2.2 ~Interface()

```
virtual Interface::~Interface ( ) [inline], [virtual]
```

Definition at line 30 of file [Interface.h](#).

```
00030 {}
```

### 4.6.3 Member Function Documentation

#### 4.6.3.1 log()

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

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

```
00031 { return m_Logger; }
```

#### 4.6.3.2 setLogger()

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

Definition at line 32 of file [Interface.h](#).

```
00032 { m_Logger = logger; }
```

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

- [/home/runner/work/streamout/streamout/libs/core/include/Interface.h](#)

## 4.7 RawBufferNavigator Class Reference

```
#include <RawBufferNavigator.h>
```

### Public Member Functions

- [RawBufferNavigator](#) ()=default
- [~RawBufferNavigator](#) ()=default
- [RawBufferNavigator](#) (const [Buffer](#) &b, const int &start=-1)
- void [setBuffer](#) (const [Buffer](#) &b, const int &start=-1)
- bool [validBuffer](#) ()
- std::uint32\_t [getStartOfDIF](#) ()
- unsigned char \* [getDIFBufferStart](#) ()
- std::uint32\_t [getDIFBufferSize](#) ()
- [Buffer](#) [getDIFBuffer](#) ()
- [DIFPtr](#) & [getDIFPtr](#) ()
- std::uint32\_t [getEndOfDIFData](#) ()
- std::uint32\_t [getSizeAfterDIFPtr](#) ()
- std::uint32\_t [getDIF\\_CRC](#) ()
- bool [hasSlowControlData](#) ()
- [Buffer](#) [getSCBuffer](#) ()
- bool [badSCData](#) ()
- [Buffer](#) [getEndOfAllData](#) ()

## Static Public Member Functions

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

### 4.7.1 Detailed Description

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

### 4.7.2 Constructor & Destructor Documentation

#### 4.7.2.1 RawBufferNavigator() [1/2]

```
RawBufferNavigator::RawBufferNavigator ( ) [default]
```

#### 4.7.2.2 ~RawBufferNavigator()

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

#### 4.7.2.3 RawBufferNavigator() [2/2]

```
RawBufferNavigator::RawBufferNavigator (
    const Buffer & b,
    const int & start = -1 ) [explicit]
```

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

```
00016                                     : m_Buffer(b)
00017 {
00018     StartAt(start);
00019     m_DIFstartIndex = DIFUnpacker::getStartOfDIF(m_Buffer.begin(), m_Buffer.size(), m_Start);
00020 }
```

### 4.7.3 Member Function Documentation

#### 4.7.3.1 badSCData()

```
bool RawBufferNavigator::badSCData ( )
```

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

```
00060 {
00061     setSCBuffer();
00062     return m_BadSCdata;
00063 }
```

#### 4.7.3.2 getDIF\_CRC()

```
std::uint32_t RawBufferNavigator::getDIF_CRC ( )
```

Definition at line 42 of file [RawBufferNavigator.cc](#).

```
00043 {  
00044     uint32_t i{getEndOfDIFData()};  
00045     uint32_t ret{0};  
00046     ret |= (m_Buffer.begin()[i - 2]) « 8);  
00047     ret |= m_Buffer.begin()[i - 1];  
00048     return ret;  
00049 }
```

#### 4.7.3.3 getDIFBuffer()

```
Buffer RawBufferNavigator::getDIFBuffer ( )
```

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

```
00030 { return Buffer(getDIFBufferStart(), getDIFBufferSize()); }
```

#### 4.7.3.4 getDIFBufferSize()

```
std::uint32_t RawBufferNavigator::getDIFBufferSize ( )
```

Definition at line 28 of file [RawBufferNavigator.cc](#).

```
00028 { return m_Buffer.size() - m_DIFstartIndex; }
```

#### 4.7.3.5 getDIFBufferStart()

```
unsigned char * RawBufferNavigator::getDIFBufferStart ( )
```

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

```
00026 { return &(m_Buffer.begin()[m_DIFstartIndex]); }
```

#### 4.7.3.6 getDIFPtr()

```
DIFPtr & RawBufferNavigator::getDIFPtr ( )
```

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

```
00033 {  
00034     m_TheDIFPtr.setBuffer(getDIFBufferStart(), getDIFBufferSize());  
00035     return m_TheDIFPtr;  
00036 }
```

#### 4.7.3.7 getEndOfAllData()

`Buffer` RawBufferNavigator::getEndOfAllData ( )

Definition at line 98 of file [RawBufferNavigator.cc](#).

```
00099 {
00100     setSCBuffer();
00101     if(hasSlowControlData() && !m_BadSCdata) { return Buffer(&(m_SCbuffer.begin()[m_SCbuffer.size()]),
00102         getSizeAfterDIFPtr() - 3 - m_SCbuffer.size()); }
00102     else
00103         return Buffer(&(getDIFBufferStart()[getEndOfDIFData()]), getSizeAfterDIFPtr() - 3); // remove the
00104     2 bytes for CRC and the DIF trailer
00104 }
```

#### 4.7.3.8 getEndOfDIFData()

`std::uint32_t` RawBufferNavigator::getEndOfDIFData ( )

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

```
00038 { return getDIFPtr().getGetFramePtrReturn() + 3; }
```

#### 4.7.3.9 getSCBuffer()

`Buffer` RawBufferNavigator::getSCBuffer ( )

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

```
00054 {
00055     setSCBuffer();
00056     return m_SCbuffer;
00057 }
```

#### 4.7.3.10 getSizeAfterDIFPtr()

`std::uint32_t` RawBufferNavigator::getSizeAfterDIFPtr ( )

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

```
00040 { return getDIFBufferSize() - getDIFPtr().getGetFramePtrReturn(); }
```

#### 4.7.3.11 getStartOfDIF()

`std::uint32_t` RawBufferNavigator::getStartOfDIF ( )

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

```
00024 { return m_DIFstartIndex; }
```

#### 4.7.3.12 hasSlowControlData()

```
bool RawBufferNavigator::hasSlowControlData ( )
```

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

```
00051 { return getDIFBufferStart()[getEndOfDIFData()] == 0xb1; }
```

#### 4.7.3.13 setBuffer()

```
void RawBufferNavigator::setBuffer (
    const Buffer & b,
    const int & start = -1 ) [inline]
```

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

```
00019 {
00020     m_BadSCdata = false;
00021     m_Buffer = b;
00022     StartAt(start);
00023     m_DIFstartIndex = DIFUnpacker::getStartOfDIF(m_Buffer.begin(), m_Buffer.size(), m_Start);
00024 }
```

#### 4.7.3.14 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 }
```

#### 4.7.3.15 validBuffer()

```
bool RawBufferNavigator::validBuffer ( )
```

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

```
00022 { return m_DIFstartIndex != 0; }
```

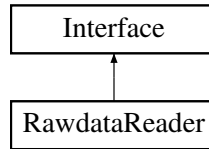
The documentation for this class was generated from the following files:

- [/home/runner/work/streamout/streamout/libs/core/include/RawBufferNavigator.h](#)
- [/home/runner/work/streamout/streamout/libs/core/src/RawBufferNavigator.cc](#)

## 4.8 RawdataReader Class Reference

```
#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](#) & [getSDHCALBuffer](#) ()
- virtual [~RawdataReader](#) ()

### Static Public Member Functions

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

#### 4.8.1 Detailed Description

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

#### 4.8.2 Constructor & Destructor Documentation

##### 4.8.2.1 RawdataReader()

```
RawdataReader::RawdataReader (  
    const char * fileName ) [explicit]
```

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

```
00017 {  
00018     m_buf.reserve(m_BufferSize);  
00019     m_Filename = fileName;  
00020 }
```

#### 4.8.2.2 ~RawdataReader()

```
virtual RawdataReader::~~RawdataReader ( ) [inline], [virtual]
```

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

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

### 4.8.3 Member Function Documentation

#### 4.8.3.1 closeFile()

```
void RawdataReader::closeFile ( )
```

Definition at line 42 of file [RawdataReader.cc](#).

```
00043 {  
00044     try  
00045     {  
00046         if(m_FileStream.is_open()) m_FileStream.close();  
00047     }  
00048     catch(const std::ios_base::failure& e)  
00049     {  
00050         log()->error("Caught an ios_base::failure in closeFile : {} {}", e.what(), e.code().value());  
00051         throw;  
00052     }  
00053 }
```

#### 4.8.3.2 end()

```
void RawdataReader::end ( )
```

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

```
00024 { closeFile(); }
```

#### 4.8.3.3 getFileSize()

```
float RawdataReader::getFileSize ( )
```

Definition at line 124 of file [RawdataReader.cc](#).

```
00124 { return m_FileSize; }
```

#### 4.8.3.4 getSDHCALBuffer()

```
const Buffer & RawdataReader::getSDHCALBuffer ( )
```

Definition at line 116 of file [RawdataReader.cc](#).

```
00117 {  
00118     uncompress();  
00119     return m_Buffer;  
00120 }
```

#### 4.8.3.5 nextDIFbuffer()

bool RawdataReader::nextDIFbuffer ( )

Definition at line 90 of file [RawdataReader.cc](#).

```
00091 {
00092     try
00093     {
00094         static int DIF_processed{0};
00095         if(DIF_processed >= m_NumberOfDIF)
00096         {
00097             DIF_processed = 0;
00098             return false;
00099         }
00100         else
00101         {
00102             DIF_processed++;
00103             std::uint32_t bsize{0};
00104             m_FileStream.read(reinterpret_cast<char*>(&bsize), sizeof(std::uint32_t));
00105             m_FileStream.read(reinterpret_cast<char*>(&m_buf[0]), bsize);
00106             m_Buffer = Buffer(m_buf);
00107         }
00108     }
00109     catch(const std::ios_base::failure& e)
00110     {
00111         return false;
00112     }
00113     return true;
00114 }
```

#### 4.8.3.6 nextEvent()

bool RawdataReader::nextEvent ( )

Definition at line 76 of file [RawdataReader.cc](#).

```
00077 {
00078     try
00079     {
00080         m_FileStream.read(reinterpret_cast<char*>(&m_EventNumber), sizeof(std::uint32_t));
00081         m_FileStream.read(reinterpret_cast<char*>(&m_NumberOfDIF), sizeof(std::uint32_t));
00082     }
00083     catch(const std::ios_base::failure& e)
00084     {
00085         return false;
00086     }
00087     return true;
00088 }
```

#### 4.8.3.7 openFile()

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

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

```
00056 {
00057     try
00058     {
00059         m_FileStream.rdbuf()->pubsetbuf(0, 0);
00060         m_FileStream.exceptions(std::ifstream::failbit | std::ifstream::badbit);
00061         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
00062         m_FileStream.rdbuf()->pubsetbuf(0, 0);
00063         if(m_FileStream.is_open())
00064         {
00065             setFileSize(m_FileStream.tellg());
00066             m_FileStream.seekg(0, std::ios::beg);
00067         }
00068     }
00069     catch(const std::ios_base::failure& e)
00070     {
00071         log()->error("Caught an ios_base::failure in openFile : {} {}", e.what(), e.code().value());
00072         throw;
00073     }
00074 }
```



#### 4.8.3.8 setDefaultBufferSize()

```
void RawdataReader::setDefaultBufferSize (
    const std::size_t & size ) [static]
```

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

```
00014 { m_BufferSize = size; }
```

#### 4.8.3.9 start()

```
void RawdataReader::start ( )
```

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

```
00022 { openFile(m_Filename); }
```

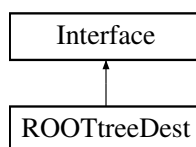
The documentation for this class was generated from the following files:

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

## 4.9 ROOTtreeDest Class Reference

```
#include <ROOTtreeDest.h>
```

Inheritance diagram for ROOTtreeDest:



### Classes

- struct [DATA](#)

### Public Member Functions

- [ROOTtreeDest](#) ()
- void [start](#) ()
- void [processDIF](#) (DIFPtr \*)
- void [processFrame](#) (DIFPtr \*, std::uint32\_t frameIndex)
- void [processPadInFrame](#) (DIFPtr \*, std::uint32\_t frameIndex, std::uint32\_t channelIndex)
- void [processSlowControl](#) (const Buffer &)
- void [end](#) ()

### 4.9.1 Detailed Description

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

### 4.9.2 Constructor & Destructor Documentation

#### 4.9.2.1 ROOTtreeDest()

```
ROOTtreeDest::ROOTtreeDest ( )
```

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

```
00009 {  
00010     dataReset();  
00011     _tree = new TTree("RawData", "Raw SDHCAL data tree");  
00012     _tree->Branch("data", &_data,  
00013         "DIFid/i:ASICid:CHANNELid:Thresh:DTC:GTC:DIF_BCID:frame_BCID:timeStamp:AbsoluteBCID/1");  
00013 }
```

### 4.9.3 Member Function Documentation

#### 4.9.3.1 end()

```
void ROOTtreeDest::end ( ) [inline]
```

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

```
00031 { ; }
```

#### 4.9.3.2 processDIF()

```
void ROOTtreeDest::processDIF (  
    DIFPtr * d )
```

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

```
00026 {  
00027     _data.DIFid      = d->getDIFid();  
00028     _data.DTC        = d->getDTC();  
00029     _data.GTC        = d->getGTC();  
00030     _data.DIF_BCID   = d->getBCID();  
00031     _data.AbsoluteBCID = d->getAbsoluteBCID();  
00032 }
```

#### 4.9.3.3 processFrame()

```
void ROOTtreeDest::processFrame (
    DIFPtr * d,
    std::uint32_t frameIndex )
```

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

```
00035 {
00036     _data.ASICid = d->getASICid(frameIndex);
00037     _data.frame_BCID = d->getFrameBCID(frameIndex);
00038     _data.timeStamp = d->getFrameTimeToTrigger(frameIndex);
00039 }
```

#### 4.9.3.4 processPadInFrame()

```
void ROOTtreeDest::processPadInFrame (
    DIFPtr * d,
    std::uint32_t frameIndex,
    std::uint32_t channelIndex )
```

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

```
00042 {
00043     _data.CHANNELid = channelIndex;
00044     _data.Thresh = d->getThresholdStatus(frameIndex, channelIndex);
00045     if(_data.Thresh != 0) _tree->Fill();
00046 }
```

#### 4.9.3.5 processSlowControl()

```
void ROOTtreeDest::processSlowControl (
    const Buffer & ) [inline]
```

Definition at line 30 of file [ROOTtreeDest.h](#).

```
00030 { ; }
```

#### 4.9.3.6 start()

```
void ROOTtreeDest::start ( )
```

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

```
00023 { dataReset(); }
```

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

- [/home/runner/work/streamout/streamout/libs/interface/ROOT/include/ROOTtreeDest.h](#)
- [/home/runner/work/streamout/streamout/libs/interface/ROOT/src/ROOTtreeDest.cc](#)

## 4.10 SDHCAL\_buffer\_loop< SOURCE, DESTINATION > Class Template Reference

```
#include <SDHCAL_buffer_loop.h>
```

### Public Member Functions

- [SDHCAL\\_buffer\\_loop](#) (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::int32\_t &m\_NbrEventsToProcess=0)
- void [printAllCounters](#) ()
- std::shared\_ptr< spdlog::logger > [log](#) ()

### 4.10.1 Detailed Description

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

Definition at line 21 of file [SDHCAL\\_buffer\\_loop.h](#).

### 4.10.2 Constructor & Destructor Documentation

#### 4.10.2.1 SDHCAL\_buffer\_loop()

```
template<typename SOURCE , typename DESTINATION >
SDHCAL_buffer_loop< SOURCE, DESTINATION >::SDHCAL_buffer_loop (
    SOURCE & source,
    DESTINATION & dest,
    bool debug = false ) [inline]
```

Definition at line 24 of file [SDHCAL\\_buffer\\_loop.h](#).

```
00024                                     : m_Source(source),
00025     m_Destination(dest), m_Debug(debug)
00026     {
00027         m_Logger = spdlog::create<spdlog::sinks::null_sink_mt>("streamout");
00028         if(!spdlog::get("streamout")) { spdlog::register_logger(m_Logger); }
00029         m_Source.setLogger(m_Logger);
00030         m_Destination.setLogger(m_Logger);
00031     }
```

### 4.10.3 Member Function Documentation

## 4.10.3.1 addSink()

```
template<typename SOURCE , typename DESTINATION >
void SDHCAL_buffer_loop< SOURCE, DESTINATION >::addSink (
    const spdlog::sink_ptr & sink,
    const spdlog::level::level_enum & level = spdlog::get_level() ) [inline]
```

Definition at line 32 of file [SDHCAL\\_buffer\\_loop.h](#).

```
00033 {
00034     sink->set_level(level);
00035     m_Sinks.push_back(sink);
00036     m_Logger = std::make_shared<spdlog::logger>("streamout", begin(m_Sinks), end(m_Sinks));
00037     m_Source.setLogger(m_Logger);
00038     m_Destination.setLogger(m_Logger);
00039 }
```

## 4.10.3.2 log()

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

Definition at line 112 of file [SDHCAL\\_buffer\\_loop.h](#).

```
00112 { return m_Logger; }
```

## 4.10.3.3 loop()

```
template<typename SOURCE , typename DESTINATION >
void SDHCAL_buffer_loop< SOURCE, DESTINATION >::loop (
    const std::int32_t & m_NbrEventsToProcess = 0 ) [inline]
```

Definition at line 41 of file [SDHCAL\\_buffer\\_loop.h](#).

```
00042 {
00043     Timer timer;
00044     timer.start();
00045     m_Source.start();
00046     m_Destination.start();
00047     RawBufferNavigator bufferNavigator;
00048     while(m_Source.nextEvent() && (m_NbrEventsToProcess == 0 || m_NbrEventsToProcess >= m_NbrEvents))
00049     {
00050         m_Logger->warn("====* Event number {} *====", m_NbrEvents);
00051         while(m_Source.nextDIFbuffer())
00052         {
00053             const Buffer& buffer = m_Source.getSDHCALBuffer();
00054             bit8_t* debug_variable_1 = buffer.end();
00055             bufferNavigator.setBuffer(buffer);
00056             bit8_t* debug_variable_2 = bufferNavigator.getDIFBuffer().end();
00057             m_Logger->info("DIF BUFFER END {} {}", fmt::ptr(debug_variable_1),
fmt::ptr(debug_variable_2));
00058             if(m_Debug) assert(debug_variable_1 == debug_variable_2);
00059             uint32_t idstart = bufferNavigator.getStartOfDIF();
00060             if(m_Debug && idstart == 0) m_Logger->info(to_hex(buffer));
00061             c.DIFStarter[idstart]++;
00062             if(!bufferNavigator.validBuffer())
00063             {
00064                 m_Logger->error("!bufferNavigator.validBuffer()");
00065                 continue;
00066             }
00067             DIFPtr& d = bufferNavigator.getDIFPtr();
00068             c.DIFPtrValueAtReturnedPos[bufferNavigator.getDIFBufferStart() [d.getGetFramePtrReturn()]]++;
00069             if(m_Debug) assert(bufferNavigator.getDIFBufferStart() [d.getGetFramePtrReturn()] == 0xa0);
00070             c.SizeAfterDIFPtr[bufferNavigator.getSizeAfterDIFPtr() ]++;
00071             m_Destination.processDIF(d);
00072             for(uint32_t i = 0; i < d.getNumberOfFrames(); i++)
00073             {
```

```

00074         m_Destination.processFrame(d, i);
00075         for(uint32_t j = 0; j < 64; j++) m_Destination.processPadInFrame(d, i, j);
00076     }
00077
00078     bool processSC = false;
00079     if(bufferNavigator.hasSlowControlData())
00080     {
00081         c.hasSlowControl++;
00082         processSC = true;
00083     }
00084     if(bufferNavigator.badSCData())
00085     {
00086         c.hasBadSlowControl++;
00087         processSC = false;
00088     }
00089     if(processSC) { m_Destination.processSlowControl(bufferNavigator.getSCBuffer()); }
00090
00091     Buffer eod = bufferNavigator.getEndOfAllData();
00092     c.SizeAfterAllData[eod.size()]++;
00093     bit8_t* debug_variable_3 = eod.end();
00094     m_Logger->info("END DATA BUFFER END {} {}", fmt::ptr(debug_variable_1),
00095                  fmt::ptr(debug_variable_3));
00096     if(m_Debug) assert(debug_variable_1 == debug_variable_3);
00097     if(eod.size() != 0) m_Logger->info("End of Data remaining stuff : {}", to_hex(eod));
00098
00099     int nonzeroCount = 0;
00100     for(unsigned char* it = eod.begin(); it != eod.end(); it++)
00101         if(static_cast<int>(*it) != 0) nonzeroCount++;
00102     c.NonZeroValuesAtEndOfData[nonzeroCount]++;
00103     } // end of DIF while loop
00104     m_Logger->warn("***** Event number {} *****", m_NbrEvents);
00105     m_NbrEvents++;
00106     } // end of event while loop
00107     m_Destination.end();
00108     m_Source.end();
00109     timer.stop();
00110     fmt::print("=== elapsed time {}ms ({}ms/event) ===\n", timer.getElapsedTime() / 1000,
00111               timer.getElapsedTime() / (1000 * m_NbrEvents));
00112 }

```

#### 4.10.3.4 printAllCounters()

```

template<typename SOURCE , typename DESTINATION >
void SDHCAL_buffer_loop< SOURCE, DESTINATION >::printAllCounters ( ) [inline]

```

Definition at line 111 of file [SDHCAL\\_buffer\\_loop.h](#).

```
00111 { c.printAllCounters(); }
```

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

- [/home/runner/work/streamout/streamout/libs/core/include/SDHCAL\\_buffer\\_loop.h](#)

## 4.11 SDHCAL\_buffer\_LoopCounter Struct Reference

```
#include <SDHCAL_buffer_LoopCounter.h>
```

### Public Member Functions

- void [printCounter](#) (const std::string &description, const std::map< int, int > &m)
- 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](#)

### 4.11.1 Detailed Description

Definition at line 11 of file [SDHCAL\\_buffer\\_LoopCounter.h](#).

### 4.11.2 Member Function Documentation

#### 4.11.2.1 printAllCounters()

```
void SDHCAL_buffer_LoopCounter::printAllCounters ( )
```

Definition at line 9 of file [SDHCAL\\_buffer\\_LoopCounter.cc](#).

```
00010 {
00011     fmt::print("BUFFER LOOP FINAL STATISTICS : \n");
00012     printCounter("Start of DIF header", DIFStarter);
00013     printCounter("Value after DIF data are processed", DIFPtrValueAtReturnedPos);
00014     printCounter("Size remaining in buffer after end of DIF data", SizeAfterDIFPtr);
00015     fmt::print("Number of Slow Control found {} out of which {} are bad\n", hasSlowControl,
hasBadSlowControl);
00016     printCounter("Size remaining after all of data have been processed", SizeAfterAllData);
00017     printCounter("Number on non zero values in end of data buffer", NonZeroValusAtEndOfData);
00018 }
```

#### 4.11.2.2 printCounter()

```
void SDHCAL_buffer_LoopCounter::printCounter (
    const std::string & description,
    const std::map< int, int > & m )
```

Definition at line 20 of file [SDHCAL\\_buffer\\_LoopCounter.cc](#).

```
00021 {
00022     std::string out{"statistics for " + description + " : \n"};
00023     for(std::map<int, int>::const_iterator it = m.begin(); it != m.end(); it++)
00024     {
00025         if(it != m.begin()) out += ",";
00026         out += " [" + std::to_string(it->first) + "]= " + std::to_string(it->second);
00027     }
00028     out += "\n";
00029     fmt::print(out);
00030 }
```

### 4.11.3 Member Data Documentation

#### 4.11.3.1 DIFPtrValueAtReturnedPos

```
std::map<int, int> SDHCAL_buffer_LoopCounter::DIFPtrValueAtReturnedPos
```

Definition at line 17 of file [SDHCAL\\_buffer\\_LoopCounter.h](#).

#### 4.11.3.2 DIFStarter

```
std::map<int, int> SDHCAL_buffer_LoopCounter::DIFStarter
```

Definition at line 16 of file [SDHCAL\\_buffer\\_LoopCounter.h](#).

#### 4.11.3.3 hasBadSlowControl

```
int SDHCAL_buffer_LoopCounter::hasBadSlowControl = 0
```

Definition at line 15 of file [SDHCAL\\_buffer\\_LoopCounter.h](#).

#### 4.11.3.4 hasSlowControl

```
int SDHCAL_buffer_LoopCounter::hasSlowControl = 0
```

Definition at line 14 of file [SDHCAL\\_buffer\\_LoopCounter.h](#).

#### 4.11.3.5 NonZeroValusAtEndOfData

```
std::map<int, int> SDHCAL_buffer_LoopCounter::NonZeroValusAtEndOfData
```

Definition at line 20 of file [SDHCAL\\_buffer\\_LoopCounter.h](#).

#### 4.11.3.6 SizeAfterAllData

```
std::map<int, int> SDHCAL_buffer_LoopCounter::SizeAfterAllData
```

Definition at line 19 of file [SDHCAL\\_buffer\\_LoopCounter.h](#).



### 4.11.3.7 SizeAfterDIFPtr

```
std::map<int, int> SDHCAL_buffer_LoopCounter::SizeAfterDIFPtr
```

Definition at line 18 of file [SDHCAL\\_buffer\\_LoopCounter.h](#).

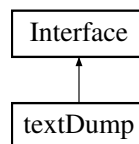
The documentation for this struct was generated from the following files:

- [/home/runner/work/streamout/streamout/libs/core/include/SDHCAL\\_buffer\\_LoopCounter.h](#)
- [/home/runner/work/streamout/streamout/libs/core/src/SDHCAL\\_buffer\\_LoopCounter.cc](#)

## 4.12 textDump Class Reference

```
#include <textDump.h>
```

Inheritance diagram for textDump:



### Public Member Functions

- [textDump](#) ()
- void [start](#) ()
- void [processDIF](#) (const [DIFPtr](#) &)
- void [processFrame](#) (const [DIFPtr](#) &, uint32\_t frameIndex)
- void [processPadInFrame](#) (const [DIFPtr](#) &, 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)

### 4.12.1 Detailed Description

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

### 4.12.2 Constructor & Destructor Documentation

#### 4.12.2.1 textDump()

```
textDump::textDump ( ) [inline]
```

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

```
00019 {
00020     m_InternalLogger = std::make_shared<spdlog::logger>("textDump",
        std::make_shared<spdlog::sinks::stdout_color_sink_mt>());
00021     m_InternalLogger->set_level(spdlog::level::trace);
00022 }
```

### 4.12.3 Member Function Documentation

#### 4.12.3.1 end()

```
void textDump::end ( )
```

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

```
00040 { print()->info("textDump end of report"); }
```

#### 4.12.3.2 print()

```
std::shared_ptr< spdlog::logger > & textDump::print ( ) [inline]
```

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

```
00029 { return m_InternalLogger; }
```

#### 4.12.3.3 processDIF()

```
void textDump::processDIF (
    const DIFPtr & d )
```

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

```
00012 {
00013     print()->info("DIF number is {} ", d.getDIFid());
00014     print()->info("DTC value is {} ", d.getDTC());
00015     print()->info("GTC value is {} ", d.getGTC());
00016     print()->info("DIF BCID is {} ", d.getBCID());
00017     print()->info("Absolute BCID is {} ", d.getAbsoluteBCID());
00018     print()->info("The number of frame is {} ", d.getNumberOfFrames());
00019 }
```

#### 4.12.3.4 processFrame()

```
void textDump::processFrame (
    const DIFPtr & d,
    uint32_t frameIndex )
```

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

```
00022 {
00023     print()->info("Displaying frame number {}", frameIndex);
00024     print()->info("ASIC ID is {}", d.getASICid(frameIndex));
00025     print()->info("Frame BCID is {}", d.getFrameBCID(frameIndex));
00026     print()->info("Frame Time To Trigger (a.k.a timestamp) is {}", d.getFrameTimeToTrigger(frameIndex));
00027 }
```

#### 4.12.3.5 processPadInFrame()

```
void textDump::processPadInFrame (
    const DIFPtr & d,
    uint32_t frameIndex,
    uint32_t channelIndex )
```

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

```
00030 {
00031     if(d.getThresholdStatus(frameIndex, channelIndex) > 0)
00032     {
00033         print()->info("Displaying channel number {}", channelIndex);
00034         print()->info("Threshold status is {}", d.getThresholdStatus(frameIndex, channelIndex));
00035     }
00036 }
```

#### 4.12.3.6 processSlowControl()

```
void textDump::processSlowControl (
    Buffer )
```

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

```
00038 { print()->error("textDump::processSlowControl not implemented yet."); }
```

#### 4.12.3.7 setLevel()

```
void textDump::setLevel (
    const spdlog::level::level_enum & level ) [inline]
```

Definition at line 30 of file [textDump.h](#).

```
00030 { m_InternalLogger->set_level(level); }
```

#### 4.12.3.8 start()

```
void textDump::start ( )
```

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

```
00009 { print()->info("Will dump bunch of DIF data"); }
```

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

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

### 4.13 Timer Class Reference

```
#include <Timer.h>
```

#### Public Member Functions

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

#### 4.13.1 Detailed Description

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

#### 4.13.2 Member Function Documentation

##### 4.13.2.1 getElapsedTime()

```
float Timer::getElapsedTime ( ) [inline]
```

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

```
00015 { return std::chrono::duration_cast<std::chrono::microseconds>(m_StopTime - m_StartTime).count(); }
```

##### 4.13.2.2 start()

```
void Timer::start ( ) [inline]
```

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

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

##### 4.13.2.3 stop()

```
void Timer::stop ( ) [inline]
```

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

```
00014 { m_StopTime = std::chrono::high_resolution_clock::now(); }
```

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

- [/home/runner/work/streamout/streamout/libs/core/include/Timer.h](#)

## Chapter 5

# File Documentation

### 5.1 /home/runner/work/streamout/streamout/libs/core/include/Bits.h File Reference

```
#include <cstdint>
#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 <cstdint>
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 /home/runner/work/streamout/streamout/libs/core/include/Buffer.h File Reference

```
#include "Bits.h"
#include <array>
#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 <vector>
00012
00013 class Buffer
00014 {
00015 public:
00016     Buffer() : m_Buffer(nullptr), m_Size(0), m_Capacity(0) {}
```

```

00017   Buffer(const bit8_t b[], const std::size_t& i) : m_Buffer(const_cast<bit8_t*>(&b[0])), m_Size(i),
m_Capacity(i) {}
00018   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), m_Capacity(i) {}
00019   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)) {}
00020   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)) {}
00021
00022   std::size_t size() const { return m_Size; }
00023   std::size_t capacity() const { return m_Capacity; }
00024
00025   void set(unsigned char* b) { m_Buffer = b; }
00026   bit8_t* begin() const { return m_Buffer; }
00027   bit8_t* end() const { return m_Buffer + m_Size; }
00028   bit8_t& operator[](const std::size_t& pos) { return m_Buffer[pos]; }
00029   bit8_t& operator[](const std::size_t& pos) const { return m_Buffer[pos]; }
00030
00031   void setSize(const std::size_t& size) { m_Size = size; }
00032   virtual ~Buffer();
00033
00034 private:
00035   bit8_t* m_Buffer{nullptr};
00036   std::size_t m_Size{0};
00037   std::size_t m_Capacity{0};
00038 };

```

## 5.5 /home/runner/work/streamout/streamout/libs/core/include/DIFPtr.h

### File Reference

```

#include "DIFUnpacker.h"
#include <cstdint>
#include <spdlog/spdlog.h>
#include <string>
#include <vector>

```

### Classes

- class [DIFPtr](#)

### 5.5.1 Detailed Description

#### Copyright

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

## 5.6 DIFPtr.h

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

```

00001
00005 #pragma once
00006
00007 #include "DIFUnpacker.h"
00008
00009 #include <cstdint>

```



```

00010 #include <spdlog/spdlog.h>
00011 #include <string>
00012 #include <vector>
00013
00014 class DIFPtr
00015 {
00016 public:
00017     void setBuffer(unsigned char* p, const std::uint32_t& max_size);
00018     unsigned char* getPtr() const;
00019     std::uint32_t getGetFramePtrReturn() const;
00020     std::vector<unsigned char*> getFramesVector();
00021     std::vector<unsigned char*> getLinesVector();
00022     std::uint32_t getID() const;
00023     std::uint32_t getDTC() const;
00024     std::uint32_t getGTC() const;
00025     std::uint64_t getAbsoluteBCID() const;
00026     std::uint32_t getBCID() const;
00027     std::uint32_t getLines() const;
00028     bool hasLine(uint32_t line) const;
00029     std::uint32_t getTASU1() const;
00030     std::uint32_t getTASU2() const;
00031     std::uint32_t getTDIF() const;
00032     float getTemperatureDIF() const;
00033     float getTemperatureASU1() const;
00034     float getTemperatureASU2() const;
00035     bool hasTemperature() const;
00036     bool hasAnalogReadout() const;
00037     std::uint32_t getNumberOfFrames() const;
00038     unsigned char* getFramePtr(uint32_t i) const;
00039     std::uint32_t getFrameAsicHeader(uint32_t i) const;
00040     std::uint32_t getFrameBCID(uint32_t i) const;
00041     std::uint32_t getFrameTimeToTrigger(uint32_t i) const;
00042     bool getFrameLevel(uint32_t i, uint32_t ipad, uint32_t ilevel) const;
00043     // Addition by GG
00044     uint32_t getDIFid() const;
00045     uint32_t getASICid(uint32_t i) const;
00046     uint32_t getThresholdStatus(uint32_t i, uint32_t ipad) const;
00047
00048 private:
00049     std::uint32_t theSize_{0};
00050     std::uint32_t theGetFramePtrReturn_{0};
00051     unsigned char* theDIF_{nullptr};
00052     std::vector<unsigned char*> theFrames_;
00053     std::vector<unsigned char*> theLines_;
00054 };
00055
00056 inline void DIFPtr::setBuffer(unsigned char* p, const std::uint32_t& max_size)
00057 {
00058     theFrames_.clear();
00059     theLines_.clear();
00060     theSize_ = max_size;
00061     theDIF_ = p;
00062     try
00063     {
00064         theGetFramePtrReturn_ = DIFUnpacker::getFramePtr(theFrames_, theLines_, theSize_, theDIF_);
00065     }
00066     catch(const std::string& e)
00067     {
00068         spdlog::get("streamout")->error(" DIF {} T ? {} {} ", getID(), hasTemperature(), e);
00069     }
00070 }
00071
00072 inline unsigned char* DIFPtr::getPtr() const { return theDIF_; }
00073 inline std::uint32_t DIFPtr::getGetFramePtrReturn() const { return
    theGetFramePtrReturn_; }
00074 inline std::vector<unsigned char*> DIFPtr::getFramesVector() { return theFrames_; }
00075 inline std::vector<unsigned char*> DIFPtr::getLinesVector() { return theLines_; }
00076 inline std::uint32_t DIFPtr::getID() const { return DIFUnpacker::getID(theDIF_); }
00077 inline std::uint32_t DIFPtr::getDTC() const { return DIFUnpacker::getDTC(theDIF_); }
00078 inline std::uint32_t DIFPtr::getGTC() const { return DIFUnpacker::getGTC(theDIF_); }
00079 inline std::uint64_t DIFPtr::getAbsoluteBCID() const { return
    DIFUnpacker::getAbsoluteBCID(theDIF_); }
00080 inline std::uint32_t DIFPtr::getBCID() const { return DIFUnpacker::getBCID(theDIF_); }
00081 inline std::uint32_t DIFPtr::getLines() const { return DIFUnpacker::getLines(theDIF_); }
00082 inline bool DIFPtr::hasLine(uint32_t line) const { return
    DIFUnpacker::hasLine(line, theDIF_); }
00083 inline std::uint32_t DIFPtr::getTASU1() const { return DIFUnpacker::getTASU1(theDIF_); }
00084 inline std::uint32_t DIFPtr::getTASU2() const { return DIFUnpacker::getTASU2(theDIF_); }
00085 inline std::uint32_t DIFPtr::getTDIF() const { return DIFUnpacker::getTDIF(theDIF_); }
00086 inline float DIFPtr::getTemperatureDIF() const { return 0.508 * getTDIF() -
    9.659; }
00087 inline float DIFPtr::getTemperatureASU1() const { return (getTASU1() >> 3) *
    0.0625; }
00088 inline float DIFPtr::getTemperatureASU2() const { return (getTASU2() >> 3) *

```

```

0.0625; }
00089 inline bool DIFPtr::hasTemperature() const { return
DIFUnpacker::hasTemperature(theDIF_); }
00090 inline bool DIFPtr::hasAnalogReadout() const { return
DIFUnpacker::hasAnalogReadout(theDIF_); }
00091 inline std::uint32_t DIFPtr::getNumberOfFrames() const { return theFrames_.size(); }
00092 inline unsigned char* DIFPtr::getFramePtr(uint32_t i) const { return theFrames_[i]; }
00093 inline std::uint32_t DIFPtr::getFrameAsicHeader(uint32_t i) const { return
DIFUnpacker::getFrameAsicHeader(theFrames_[i]); }
00094 inline std::uint32_t DIFPtr::getFrameBCID(uint32_t i) const { return
DIFUnpacker::getFrameBCID(theFrames_[i]); }
00095 inline std::uint32_t DIFPtr::getFrameTimeToTrigger(uint32_t i) const { return getBCID()
- getFrameBCID(i); }
00096 inline bool DIFPtr::getFrameLevel(uint32_t i, uint32_t ipad, uint32_t ilevel)
const { return DIFUnpacker::getFrameLevel(theFrames_[i], ipad, ilevel); }
00097 /*void dumpDIFInfo()
00098 {
00099     printf("DIF %d DTC %d GTC %d ABCID %lld BCID %d Lines %d Temperature %d \n", getID(), getDTC(),
getGTC(), getAbsoluteBCID(), getBCID(), getLines(), hasTemperature());
00100     if(hasTemperature()) printf("T: ASU1 %d %f ASU2 %d %f DIF %d %f \n", getTASU1(),
getTemperatureASU1(), getTASU2(), getTemperatureASU2(), getTDIF(), getTemperatureDIF());
00102     printf("Found %ld Lines and %ld Frames \n", theLines_.size(), theFrames_.size());
00103 }*/
00104 // Addition by GG
00105 inline uint32_t DIFPtr::getDIFid() const { return getID() & 0xFF; }
00106 inline uint32_t DIFPtr::getASICid(uint32_t i) const { return getFrameAsicHeader(i)
& 0xFF; }
00107 inline uint32_t DIFPtr::getThresholdStatus(uint32_t i, uint32_t ipad) const {
return (((uint32_t) getFrameLevel(i, ipad, 1)) << 1) | ((uint32_t) getFrameLevel(i, ipad, 0)); }

```

## 5.7 /home/runner/work/streamout/streamout/libs/core/include/DIFSlowControl.h File Reference

```

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

```

### Classes

- class [DIFSlowControl](#)  
*Handler of DIF Slow Control info.*

### 5.7.1 Detailed Description

#### Copyright

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

## 5.8 DIFSlowControl.h

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

```

00001
00005 #pragma once
00006
00007 #include <bitset>
00008 #include <cstdint>
00009 #include <map>
00010 #include <string>
00019 class DIFSlowControl
00020 {
00021 public:
00023
00028 DIFSlowControl(const std::uint8_t& version, const std::uint8_t& DIFid, unsigned char* buf);
00029
00031 inline std::uint8_t getDIFid();
00032
00034
00037 inline std::map<int, std::map<std::string, int>> getChipsMap();
00038
00040
00044 inline std::map<std::string, int> getChipSlowControl(const int& asicid);
00045
00047
00051 inline int getChipSlowControl(const std::int8_t& asicid, const std::string& param);
00052
00054 void Dump();
00055
00056 private:
00058 DIFSlowControl() = delete;
00060 void FillHR1(const int& header_shift, unsigned char* cbuf);
00062 void FillHR2(const int& header_shift, unsigned char* cbuf);
00064 void FillAsicHR1(const std::bitset<72 * 8>& bs);
00066 void FillAsicHR2(const std::bitset<109 * 8>& bs);
00067
00068 unsigned int m_DIFid{0};
00069 unsigned int m_Version{0};
00070 unsigned int m_AsicType{0}; // asicType_
00071 unsigned int m_NbrAsic{0};
00072 std::map<int, std::map<std::string, int>> m_MapSC;
00073 };

```

## 5.9 /home/runner/work/streamout/streamout/libs/core/include/DIFUnpacker.h File Reference

```

#include <cstdint>
#include <vector>

```

### Classes

- class [DIFUnpacker](#)

### 5.9.1 Detailed Description

#### Copyright

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

## 5.10 DIFUnpacker.h

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

```

00001
00005 #pragma once
00006
00007 #include <cstdint>
00008 #include <vector>
00009
00010 class DIFUnpacker
00011 {
00012 public:
00013     static std::uint64_t GrayToBin(const std::uint64_t& n);
00014     static std::uint32_t getStartOfDIF(const unsigned char* cbuf, const std::uint32_t& size_buf, const
std::uint32_t& start = 92);
00015     static std::uint32_t getID(const unsigned char* cb, const std::uint32_t& idx = 0);
00016     static std::uint32_t getDTC(const unsigned char* cb, const std::uint32_t& idx = 0);
00017     static std::uint32_t getGTC(const unsigned char* cb, const std::uint32_t& idx = 0);
00018     static std::uint64_t getAbsoluteBCID(const unsigned char* cb, const std::uint32_t& idx = 0);
00019     static std::uint32_t getBCID(const unsigned char* cb, const std::uint32_t& idx = 0);
00020     static std::uint32_t getLines(const unsigned char* cb, const std::uint32_t& idx = 0);
00021     static bool
std::uint32_t& idx = 0);
00022     static std::uint32_t getTASU1(const unsigned char* cb, const std::uint32_t& idx = 0);
00023     static std::uint32_t getTASU2(const unsigned char* cb, const std::uint32_t& idx = 0);
00024     static std::uint32_t getTDIF(const unsigned char* cb, const std::uint32_t& idx = 0);
00025     static bool
hasTemperature(const unsigned char* cb, const std::uint32_t& idx = 0);
00026     static bool
hasAnalogReadout(const unsigned char* cb, const std::uint32_t& idx = 0);
00027
00028     static std::uint32_t getFrameAsicHeader(const unsigned char* framePtr);
00029     static std::uint32_t getFrameBCID(const unsigned char* framePtr);
00030
00031     static bool getFramePAD(const unsigned char* framePtr, const std::uint32_t& ip);
00032     static bool getFrameLevel(const unsigned char* framePtr, const std::uint32_t& ip, const
std::uint32_t& level);
00033
00034     static std::uint32_t getAnalogPtr(std::vector<unsigned char*>& vLines, unsigned char* cb, const
std::uint32_t& idx = 0);
00035     static std::uint32_t getFramePtr(std::vector<unsigned char*>& vFrame, std::vector<unsigned char*>&
vLines, const std::uint32_t& max_size, unsigned char* cb, const std::uint32_t& idx = 0);
00036     static void
dumpFrameOld(const unsigned char* buf);
00037     static std::uint32_t swap_bytes(const unsigned char* buf); // Stolen from DCBufferReader
00038 };

```

## 5.11 /home/runner/work/streamout/streamout/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` &)

### 5.11.1 Detailed Description

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

### 5.11.2 Function Documentation

#### 5.11.2.1 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); }
```

#### 5.11.2.2 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); }
```

#### 5.11.2.3 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); }
```

#### 5.11.2.4 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); }
```

#### 5.11.2.5 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 }
```

#### 5.11.2.6 to\_dec() [1/5]

```
std::string to_dec (
    const bit16_t & b )
```

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

```
00029 { return fmt::format("{:#016d}", b); }
```

#### 5.11.2.7 to\_dec() [2/5]

```
std::string to_dec (
    const bit32_t & b )
```

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

```
00031 { return fmt::format("{:#032d}", b); }
```

### 5.11.2.8 to\_dec() [3/5]

```
std::string to_dec (
    const bit64_t & b )
```

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

```
00033 { return fmt::format("{:#064d}", b); }
```

### 5.11.2.9 to\_dec() [4/5]

```
std::string to_dec (
    const bit8_t & b )
```

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

```
00027 { return fmt::format("{:#08d}", b); }
```

### 5.11.2.10 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 }
```

### 5.11.2.11 to\_hex() [1/5]

```
std::string to_hex (
    const bit16_t & b )
```

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

```
00050 { return fmt::format("{:#016x}", b); }
```

### 5.11.2.12 to\_hex() [2/5]

```
std::string to_hex (
    const bit32_t & b )
```

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

```
00052 { return fmt::format("{:032x}", b); }
```

### 5.11.2.13 to\_hex() [3/5]

```
std::string to_hex (
    const bit64_t & b )
```

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

```
00054 { return fmt::format("{:064x}", b); }
```

### 5.11.2.14 to\_hex() [4/5]

```
std::string to_hex (
    const bit8_t & b )
```

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

```
00048 { return fmt::format("{:08x}", b); }
```

### 5.11.2.15 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 }
```



#### 5.11.2.16 to\_oct() [1/5]

```
std::string to_oct (
    const bit16_t & b )
```

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

```
00092 { return fmt::format("{:#016o}", b); }
```

#### 5.11.2.17 to\_oct() [2/5]

```
std::string to_oct (
    const bit32_t & b )
```

Definition at line 94 of file [Formatters.cc](#).

```
00094 { return fmt::format("{:#032o}", b); }
```

#### 5.11.2.18 to\_oct() [3/5]

```
std::string to_oct (
    const bit64_t & b )
```

Definition at line 96 of file [Formatters.cc](#).

```
00096 { return fmt::format("{:#064o}", b); }
```

#### 5.11.2.19 to\_oct() [4/5]

```
std::string to_oct (
    const bit8_t & b )
```

Definition at line 90 of file [Formatters.cc](#).

```
00090 { return fmt::format("{:#08o}", b); }
```

#### 5.11.2.20 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 }
```

## 5.12 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&);
```

## 5.13 /home/runner/work/streamout/streamout/libs/core/include/↵ Interface.h File Reference

```
#include "Buffer.h"
#include <memory>
#include <spdlog/logger.h>
```

### Classes

- class [Interface](#)

*template class should implement void SOURCE::start(); bool SOURCE::next(); void SOURCE::end(); const Buffer& SOURCE::getSDHCALBuffer();*

### 5.13.1 Detailed Description

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

## 5.14 Interface.h

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

```
00001
00004 #pragma once
00005
00006 #include "Buffer.h"
00007
00008 #include <memory>
00009 #include <spdlog/logger.h>
00010
00026 class Interface
00027 {
00028 public:
00029     Interface() {}
00030     virtual ~Interface() {}
00031     std::shared_ptr<spdlog::logger>& log() { return m_Logger; }
00032     void setLogger(const std::shared_ptr<spdlog::logger>& logger) { m_Logger
        = logger; }
00033
00034 private:
00035     std::shared_ptr<spdlog::logger> m_Logger{nullptr};
00036 };
```

## 5.15 /home/runner/work/streamout/streamout/libs/core/include/RawBufferNavigator.h File Reference

```
#include "Buffer.h"
#include "DIFPtr.h"
#include "DIFUnpacker.h"
```

### Classes

- class [RawBufferNavigator](#)

### 5.15.1 Detailed Description

#### Copyright

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

## 5.16 RawBufferNavigator.h

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

```
00001
00005 #pragma once
00006
00007 #include "Buffer.h"
00008 #include "DIFPtr.h"
00009 #include "DIFUnpacker.h"
00010
00011 // class to navigate in the raw data buffer
00012 class RawBufferNavigator
00013 {
00014 public:
00015     RawBufferNavigator() = default;
```

```

00016 ~RawBufferNavigator() = default;
00017 explicit RawBufferNavigator(const Buffer& b, const int& start = -1);
00018 void setBuffer(const Buffer& b, const int& start = -1)
00019 {
00020     m_BadSCdata = false;
00021     m_Buffer     = b;
00022     StartAt(start);
00023     m_DIFstartIndex = DIFUnpacker::getStartOfDIF(m_Buffer.begin(), m_Buffer.size(), m_Start);
00024 }
00025 bool validBuffer();
00026 std::uint32_t getStartOfDIF();
00027 unsigned char* getDIFBufferStart();
00028 std::uint32_t getDIFBufferSize();
00029 Buffer getDIFBuffer();
00030 DIFPtr& getDIFPtr();
00031 std::uint32_t getEndOfDIFData();
00032 std::uint32_t getSizeAfterDIFPtr();
00033 std::uint32_t getDIF_CRC();
00034 bool hasSlowControlData();
00035 Buffer getSCBuffer();
00036 bool badSCData();
00037 Buffer getEndOfAllData();
00038 static void StartAt(const int& start);
00039
00040 private:
00041 void setSCBuffer();
00042 Buffer m_Buffer;
00043 Buffer m_SCbuffer;
00044 std::uint32_t m_DIFstartIndex{0};
00045 DIFPtr m_TheDIFPtr;
00046 bool m_BadSCdata{false};
00047 static int m_Start;
00048 };

```

## 5.17 /home/runner/work/streamout/streamout/libs/core/include/SDHCAL\_buffer\_loop.h File Reference

```

#include "Buffer.h"
#include "Formatters.h"
#include "RawBufferNavigator.h"
#include "SDHCAL_buffer_LoopCounter.h"
#include "Timer.h"
#include <cassert>
#include <memory>
#include <spdlog/sinks/null_sink.h>
#include <spdlog/spdlog.h>
#include <vector>

```

### Classes

- class [SDHCAL\\_buffer\\_loop](#)< SOURCE, DESTINATION >

#### 5.17.1 Detailed Description

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Definition in file [SDHCAL\\_buffer\\_loop.h](#).

## 5.18 SDHCAL\_buffer\_loop.h

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

```

00001
00005 #pragma once
00006
00007 #include "Buffer.h"
00008 #include "Formatters.h"
00009 #include "RawBufferNavigator.h"
00010 #include "SDHCAL_buffer_LoopCounter.h"
00011 #include "Timer.h"
00012
00013 #include <cassert>
00014 #include <memory>
00015 #include <spdlog/sinks/null_sink.h>
00016 #include <spdlog/spdlog.h>
00017 #include <vector>
00018
00019 // function to loop on buffers
00020
00021 template<typename SOURCE, typename DESTINATION> class SDHCAL_buffer_loop
00022 {
00023 public:
00024     SDHCAL_buffer_loop(SOURCE& source, DESTINATION& dest, bool debug = false) : m_Source(source),
00025         m_Destination(dest), m_Debug(debug)
00026     {
00027         m_Logger = spdlog::create<spdlog::sinks::null_sink_mt>("streamout");
00028         if(!spdlog::get("streamout")) { spdlog::register_logger(m_Logger); }
00029         m_Source.setLogger(m_Logger);
00030         m_Destination.setLogger(m_Logger);
00031     }
00032
00033     void addSink(const spdlog::sink_ptr& sink, const spdlog::level::level_enum& level =
00034         spdlog::get_level())
00035     {
00036         sink->set_level(level);
00037         m_Sinks.push_back(sink);
00038         m_Logger = std::make_shared<spdlog::logger>("streamout", begin(m_Sinks), end(m_Sinks));
00039         m_Source.setLogger(m_Logger);
00040         m_Destination.setLogger(m_Logger);
00041     }
00042
00043     void loop(const std::int32_t& m_NbrEventsToProcess = 0)
00044     {
00045         Timer timer;
00046         timer.start();
00047         m_Source.start();
00048         m_Destination.start();
00049         RawBufferNavigator bufferNavigator;
00050         while(m_Source.nextEvent() && (m_NbrEventsToProcess == 0 || m_NbrEventsToProcess >= m_NbrEvents))
00051         {
00052             m_Logger->warn("====* Event number {} *====", m_NbrEvents);
00053             while(m_Source.nextDIFbuffer())
00054             {
00055                 const Buffer& buffer = m_Source.getSDHCALBuffer();
00056                 bit8_t* debug_variable_1 = buffer.end();
00057                 bufferNavigator.setBuffer(buffer);
00058                 bit8_t* debug_variable_2 = bufferNavigator.getDIFBuffer().end();
00059                 m_Logger->info("DIF BUFFER END {} {}", fmt::ptr(debug_variable_1),
00060                     fmt::ptr(debug_variable_2));
00061                 if(m_Debug) assert(debug_variable_1 == debug_variable_2);
00062                 uint32_t idstart = bufferNavigator.getStartOfDIF();
00063                 if(m_Debug && idstart == 0) m_Logger->info(to_hex(buffer));
00064                 c.DIFStarter[idstart]++;
00065                 if(!bufferNavigator.validBuffer())
00066                 {
00067                     m_Logger->error("!bufferNavigator.validBuffer()");
00068                     continue;
00069                 }
00070                 DIFPtr& d = bufferNavigator.getDIFPtr();
00071                 c.DIFPtrValueAtReturnedPos[bufferNavigator.getDIFBufferStart() [d.getGetFramePtrReturn()]]++;
00072                 if(m_Debug) assert(bufferNavigator.getDIFBufferStart() [d.getGetFramePtrReturn()] == 0xa0);
00073                 c.SizeAfterDIFPtr[bufferNavigator.getSizeAfterDIFPtr() ]++;
00074                 m_Destination.processDIF(d);
00075                 for(uint32_t i = 0; i < d.getNumberOffFrames(); i++)
00076                 {
00077                     m_Destination.processFrame(d, i);
00078                     for(uint32_t j = 0; j < 64; j++) m_Destination.processPadInFrame(d, i, j);
00079                 }
00080             }
00081             bool processSC = false;
00082             if(bufferNavigator.hasSlowControlData())
00083             {
00084                 c.hasSlowControl++;
00085                 processSC = true;
00086             }
00087         }
00088     }

```

```

00083     }
00084     if(bufferNavigator.badSCData())
00085     {
00086         c.hasBadSlowControl++;
00087         processSC = false;
00088     }
00089     if(processSC) { m_Destination.processSlowControl(bufferNavigator.getSCBuffer()); }
00090
00091     Buffer eod = bufferNavigator.getEndOfAllData();
00092     c.SizeAfterAllData[eod.size()]++;
00093     bit8_t* debug_variable_3 = eod.end();
00094     m_Logger->info("END DATA BUFFER END {} {}", fmt::ptr(debug_variable_1),
00095         fmt::ptr(debug_variable_3));
00096     if(m_Debug) assert(debug_variable_1 == debug_variable_3);
00097     if(eod.size() != 0) m_Logger->info("End of Data remaining stuff : {}", to_hex(eod));
00098
00099     int nonzeroCount = 0;
00100     for(unsigned char* it = eod.begin(); it != eod.end(); it++)
00101         if(static_cast<int>(*it) != 0) nonzeroCount++;
00102     c.NonZeroValuesAtEndOfData[nonzeroCount]++;
00103     } // end of DIF while loop
00104     m_Logger->warn("***** Event number {} *****", m_NbrEvents);
00105     m_NbrEvents++;
00106     } // end of event while loop
00107     m_Destination.end();
00108     m_Source.end();
00109     timer.stop();
00110     fmt::print("=== elapsed time {}ms ({}ms/event) ===\n", timer.getElapsedTime() / 1000,
00111         timer.getElapsedTime() / (1000 * m_NbrEvents));
00112     }
00113     void printAllCounters() { c.printAllCounters(); }
00114     std::shared_ptr<spdlog::logger> log() { return m_Logger; }
00115
00116 private:
00117     std::shared_ptr<spdlog::logger> m_Logger{nullptr};
00118     std::vector<spdlog::sink_ptr> m_Sinks;
00119     SDHCAL_buffer_LoopCounter c;
00120     SOURCE& m_Source{nullptr};
00121     DESTINATION& m_Destination{nullptr};
00122     bool m_Debug{false};
00123     std::uint32_t m_NbrEvents{1};
00124 };

```

## 5.19 /home/runner/work/streamout/streamout/libs/core/include/SDHCAL\_buffer\_LoopCounter.h File Reference

```

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

```

### Classes

- struct [SDHCAL\\_buffer\\_LoopCounter](#)

### 5.19.1 Detailed Description

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Definition in file [SDHCAL\\_buffer\\_LoopCounter.h](#).

## 5.20 SDHCAL\_buffer\_LoopCounter.h

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

```

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

```

## 5.21 /home/runner/work/streamout/streamout/libs/core/include/Timer.h File Reference

```
#include <chrono>
```

### Classes

- class [Timer](#)

### 5.21.1 Detailed Description

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#### See also

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

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

## 5.22 Timer.h

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

```

00001
00006 #pragma once
00007
00008 #include <chrono>
00009
00010 class Timer
00011 {
00012 public:
00013     void start() { m_StartTime = std::chrono::high_resolution_clock::now(); }
00014     void stop() { m_StopTime = std::chrono::high_resolution_clock::now(); }
00015     float getElapsedTime() { return std::chrono::duration_cast<std::chrono::microseconds>(m_StopTime -
m_StartTime).count(); }
00016
00017 private:
00018     std::chrono::time_point<std::chrono::high_resolution_clock> m_StartTime;
00019     std::chrono::time_point<std::chrono::high_resolution_clock> m_StopTime;
00020 };

```

## 5.23 /home/runner/work/streamout/streamout/libs/core/include/Words.h File Reference

```
#include <stdint>
```

### Enumerations

- enum [DU](#) : std::uint8\_t {  
[START\\_OF\\_DIF](#) = 0xB0 , [START\\_OF\\_DIF\\_TEMP](#) = 0xBB , [END\\_OF\\_DIF](#) = 0xA0 , [START\\_OF\\_LINES](#) = 0xC4 ,  
[END\\_OF\\_LINES](#) = 0xD4 , [START\\_OF\\_FRAME](#) = 0xB4 , [END\\_OF\\_FRAME](#) = 0xA3 , [ID\\_SHIFT](#) = 1 ,  
[DTC\\_SHIFT](#) = 2 , [GTC\\_SHIFT](#) = 10 , [ABCID\\_SHIFT](#) = 14 , [BCID\\_SHIFT](#) = 20 ,  
[LINES\\_SHIFT](#) = 23 , [TASU1\\_SHIFT](#) = 24 , [TASU2\\_SHIFT](#) = 28 , [TDIF\\_SHIFT](#) = 32 ,  
[FRAME\\_ASIC\\_HEADER\\_SHIFT](#) = 0 , [FRAME\\_BCID\\_SHIFT](#) = 1 , [FRAME\\_DATA\\_SHIFT](#) = 4 , [FRAME\\_SIZE](#) = 20 }

### 5.23.1 Detailed Description

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

### 5.23.2 Enumeration Type Documentation

#### 5.23.2.1 DU

```
enum DU : std::uint8_t
```

#### Enumerator

<a href="#">START_OF_DIF</a>	
<a href="#">START_OF_DIF_TEMP</a>	
<a href="#">END_OF_DIF</a>	
<a href="#">START_OF_LINES</a>	
<a href="#">END_OF_LINES</a>	
<a href="#">START_OF_FRAME</a>	
<a href="#">END_OF_FRAME</a>	
<a href="#">ID_SHIFT</a>	
<a href="#">DTC_SHIFT</a>	
<a href="#">GTC_SHIFT</a>	
<a href="#">ABCID_SHIFT</a>	
<a href="#">BCID_SHIFT</a>	
<a href="#">LINES_SHIFT</a>	



## Enumerator

TASU1_SHIFT	
TASU2_SHIFT	
TDIF_SHIFT	
FRAME_ASIC_HEADER_SHIFT	
FRAME_BCID_SHIFT	
FRAME_DATA_SHIFT	
FRAME_SIZE	

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

```

00010 {
00011     START_OF_DIF      = 0xB0,
00012     START_OF_DIF_TEMP = 0xBB,
00013     END_OF_DIF        = 0xA0,
00014     START_OF_LINES    = 0xC4,
00015     END_OF_LINES      = 0xD4,
00016
00017     START_OF_FRAME    = 0xB4,
00018     END_OF_FRAME      = 0xA3,
00019
00020     ID_SHIFT          = 1,
00021     DTC_SHIFT         = 2,
00022     GTC_SHIFT         = 10,
00023     ABCID_SHIFT       = 14,
00024     BCID_SHIFT        = 20,
00025     LINES_SHIFT       = 23,
00026     TASU1_SHIFT       = 24,
00027     TASU2_SHIFT       = 28,
00028     TDIF_SHIFT        = 32,
00029
00030     FRAME_ASIC_HEADER_SHIFT = 0,
00031     FRAME_BCID_SHIFT      = 1,
00032     FRAME_DATA_SHIFT      = 4,
00033     FRAME_SIZE            = 20
00034 };

```

## 5.24 Words.h

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

```

00001
00005 #pragma once
00006
00007 #include <stdint>
00008
00009 enum DU : std::uint8_t
00010 {
00011     START_OF_DIF      = 0xB0,
00012     START_OF_DIF_TEMP = 0xBB,
00013     END_OF_DIF        = 0xA0,
00014     START_OF_LINES    = 0xC4,
00015     END_OF_LINES      = 0xD4,
00016
00017     START_OF_FRAME    = 0xB4,
00018     END_OF_FRAME      = 0xA3,
00019
00020     ID_SHIFT          = 1,
00021     DTC_SHIFT         = 2,
00022     GTC_SHIFT         = 10,
00023     ABCID_SHIFT       = 14,
00024     BCID_SHIFT        = 20,
00025     LINES_SHIFT       = 23,
00026     TASU1_SHIFT       = 24,
00027     TASU2_SHIFT       = 28,
00028     TDIF_SHIFT        = 32,
00029
00030     FRAME_ASIC_HEADER_SHIFT = 0,
00031     FRAME_BCID_SHIFT      = 1,
00032     FRAME_DATA_SHIFT      = 4,
00033     FRAME_SIZE            = 20
00034 };

```

## 5.25 /home/runner/work/streamout/streamout/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.*

### 5.25.1 Detailed Description

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

### 5.25.2 Function Documentation

#### 5.25.2.1 `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; }
```

## 5.26 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; }
```

## 5.27 /home/runner/work/streamout/streamout/libs/core/src/Buffer.cc File Reference

```
#include "Buffer.h"
```

## 5.28 Buffer.cc

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

```
00001
00006 #include "Buffer.h"
00007
00008 Buffer::~Buffer() {}
```

## 5.29 /home/runner/work/streamout/streamout/libs/core/src/DIFSlowControl.cc File Reference

```
#include "DIFSlowControl.h"
#include <cstdint>
#include <iostream>
```

### 5.29.1 Detailed Description

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

## 5.30 DIFSlowControl.cc

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

```
00001
00005 #include "DIFSlowControl.h"
00006
00007 #include <cstdint>
00008 #include <iostream>
00009
00010 DIFSlowControl::DIFSlowControl(const std::uint8_t& version, const std::uint8_t& DIFId, unsigned char*
    cbuf) : m_Version(version), m_DIFId(DIFId), m_AsicType(2)
00011 {
00012     if(cbuf[0] != 0xb1) return;
00013     int header_shift{6};
00014     if(m_Version < 8) m_NbrAsic = cbuf[5];
00015     else
00016     {
00017         m_DIFId = cbuf[1];
00018         m_NbrAsic = cbuf[2];
00019         header_shift = 3;
00020     }
00021     int size_hardroc1 = m_NbrAsic * 72 + header_shift + 1;
00022     if(cbuf[size_hardroc1 - 1] != 0xa1) size_hardroc1 = 0;
00023
00024     int size_hardroc2 = m_NbrAsic * 109 + header_shift + 1;
00025     if(cbuf[size_hardroc2 - 1] != 0xa1) size_hardroc2 = 0;
00026     if(size_hardroc1 != 0)
00027     {
00028         FillHR1(header_shift, cbuf);
00029         m_AsicType = 1;
00030     }
00031     else if(size_hardroc2 != 0)
00032         FillHR2(header_shift, cbuf);
00033     else
00034         return;
00035 }
00036
00037 inline std::uint8_t DIFSlowControl::getDIFId() { return m_DIFId; }
00038
```

```

00039 inline std::map<int, std::map<std::string, int> DIFSlowControl::getChipsMap() { return m_MapSC; }
00040
00041 inline std::map<std::string, int> DIFSlowControl::getChipSlowControl(const int& asicid) { return
    m_MapSC[asicid]; }
00042
00043 inline int DIFSlowControl::getChipSlowControl(const std::int8_t& asicid, const std::string& param) {
    return getChipSlowControl(asicid)[param]; }
00044
00045 void DIFSlowControl::Dump()
00046 {
00047     for(std::map<int, std::map<std::string, int>::iterator it = m_MapSC.begin(); it != m_MapSC.end();
        it++)
00048     {
00049         std::cout << "ASIC " << it->first << std::endl;
00049         for(std::map<std::string, int>::iterator jt = (it->second).begin(); jt != (it->second).end();
            jt++) std::cout << jt->first << " : " << jt->second << std::endl;
00051     }
00052 }
00053
00054 void DIFSlowControl::FillHR1(const int& header_shift, unsigned char* cbuf)
00055 {
00056     int nasic{cbuf[header_shift - 1]};
00057     int idx{header_shift};
00058     for(int k = 0; k < nasic; k++)
00059     {
00060         std::bitset<72 * 8> bs;
00061         // printf("%x %x \n", cbuf[idx+k*72+69], cbuf[idx+k*72+70]);
00062         for(int l = 71; l >= 0; l--)
00063         {
00064             // printf("%d %x : %d -->", l, cbuf[idx+k*72+1], (71-l)*8);
00065             for(int m = 0; m < 8; m++)
00066             {
00067                 if(((1 < m) & cbuf[idx + k * 72 + 1]) != 0) bs.set((71 - l) * 8 + m, 1);
00068                 else
00069                     bs.set((71 - l) * 8 + m, 0);
00070                 // printf("%d", (int) bs[(71-l)*8+m]);
00071             }
00072             // printf("\n");
00073         }
00074         FillAsicHR1(bs);
00075     }
00076 }
00077
00078 void DIFSlowControl::FillHR2(const int& header_shift, unsigned char* cbuf)
00079 {
00080     // int scsizer=cbuf[header_shift-1]*109+(header_shift-1)+2;
00081     int nasic{cbuf[header_shift - 1]};
00082     int idx{header_shift};
00083     // std::cout<<" DIFSlowControl::FillHR nasic "<<nasic<<std::endl;
00084     for(int k = 0; k < nasic; k++)
00085     {
00086         std::bitset<109 * 8> bs;
00087         // printf("%x %x \n", cbuf[idx+k*109+69], cbuf[idx+k*109+70]);
00088         for(int l = 108; l >= 0; l--)
00089         {
00090             // printf("%d %x : %d -->", l, cbuf[idx+k*109+1], (71-l)*8);
00091             for(int m = 0; m < 8; m++)
00092             {
00093                 if(((1 < m) & cbuf[idx + k * 109 + 1]) != 0) bs.set((108 - l) * 8 + m, 1);
00094                 else
00095                     bs.set((108 - l) * 8 + m, 0);
00096                 // printf("%d", (int) bs[(71-l)*8+m]);
00097             }
00098             // printf("\n");
00099         }
00100         FillAsicHR2(bs);
00101     }
00102 }
00103
00104 void DIFSlowControl::FillAsicHR1(const std::bitset<72 * 8>& bs)
00105 {
00106     // Asic Id
00107     int asicid{0};
00108     for(int j = 0; j < 8; j++)
00109         if(bs[j + 9] != 0) asicid += (1 << (7 - j));
00110     std::map<std::string, int> mAsic;
00111     // Slow Control
00112     mAsic["SSC0"] = static_cast<int>(bs[575]);
00113     mAsic["SSC1"] = static_cast<int>(bs[574]);
00114     mAsic["SSC2"] = static_cast<int>(bs[573]);
00115     mAsic["Choix_caisson"] = static_cast<int>(bs[572]);
00116     mAsic["SW_50k"] = static_cast<int>(bs[571]);
00117     mAsic["SW_100k"] = static_cast<int>(bs[570]);
00118     mAsic["SW_100f"] = static_cast<int>(bs[569]);
00119     mAsic["SW_50f"] = static_cast<int>(bs[568]);
00120
00121     mAsic["Valid_DC"] = static_cast<int>(bs[567]);

```

```

00122 mAsic["ON_Discr"] = static_cast<int>(bs[566]);
00123 mAsic["ON_Fsb"] = static_cast<int>(bs[565]);
00124 mAsic["ON_Otaq"] = static_cast<int>(bs[564]);
00125 mAsic["ON_W"] = static_cast<int>(bs[563]);
00126 mAsic["ON_Ss"] = static_cast<int>(bs[562]);
00127 mAsic["ON_Buf"] = static_cast<int>(bs[561]);
00128 mAsic["ON_Paf"] = static_cast<int>(bs[560]);
00129 // Gain
00130 for(int i = 0; i < 64; i++)
00131 {
00132     int gain{0};
00133     for(int j = 0; j < 6; j++)
00134         if(bs[176 + i * 6 + j] != 0) gain += (1 << j);
00135     mAsic["Channel_" + std::to_string(i) + "_" + "Gain"] = gain;
00136     mAsic["Channel_" + std::to_string(i) + "_" + "cTest"] = bs[112 + i];
00137     mAsic["Channel_" + std::to_string(i) + "_" + "Valid_trig"] = static_cast<int>(bs[25 + i]);
00138 }
00139
00140 mAsic["ON_Otabg"] = static_cast<int>(bs[111]);
00141 mAsic["ON_Dac"] = static_cast<int>(bs[110]);
00142 mAsic["ON_Otadac"] = static_cast<int>(bs[109]);
00143 // DAC
00144 int dac1{0};
00145 for(int j = 0; j < 10; j++)
00146     if(bs[j + 99] != 0) dac1 += (1 << j);
00147 mAsic["DAC1"] = dac1;
00148 int dac0{0};
00149 for(int j = 0; j < 10; j++)
00150     if(bs[j + 89] != 0) dac0 += (1 << j);
00151 mAsic["DAC0"] = dac0;
00152 mAsic["EN_Raz_Ext"] = static_cast<int>(bs[23]);
00153 mAsic["EN_Raz_Int"] = static_cast<int>(bs[22]);
00154 mAsic["EN_Out_Raz_Int"] = static_cast<int>(bs[21]);
00155 mAsic["EN_Trig_Ext"] = static_cast<int>(bs[20]);
00156 mAsic["EN_Trig_Int"] = static_cast<int>(bs[19]);
00157 mAsic["EN_Out_Trig_Int"] = static_cast<int>(bs[18]);
00158 mAsic["Bypass_Chip"] = static_cast<int>(bs[17]);
00159 mAsic["HardrocHeader"] = static_cast<int>(asicid);
00160 mAsic["EN_Out_Discr"] = static_cast<int>(bs[8]);
00161 mAsic["EN_Transmit_On"] = static_cast<int>(bs[7]);
00162 mAsic["EN_Dout"] = static_cast<int>(bs[6]);
00163 mAsic["EN_RamFull"] = static_cast<int>(bs[5]);
00164 m_MapSC[asicid] = mAsic;
00165 }
00166
00167 void DIFSlowControl::FillAsicHR2(const std::bitset<109 * 8>& bs)
00168 {
00169     int asicid{0};
00170     for(int j = 0; j < 8; j++)
00171         if(bs[j + (108 - 7) * 8 + 2] != 0) asicid += (1 << (7 - j));
00172     std::map<std::string, int> mAsic;
00173     for(int i = 0; i < 64; i++)
00174     {
00175         int gain{0};
00176         int mask{0};
00177         mAsic["Channel_" + std::to_string(i) + "_" + "cTest"] = bs[i];
00178         for(int j = 0; j < 8; j++)
00179             if(bs[64 + i * 8 + j] != 0) gain += (1 << j);
00180         mAsic["Channel_" + std::to_string(i) + "_" + "Gain"] = gain;
00181         for(int j = 0; j < 3; j++)
00182             if(bs[8 * 77 + 2 + i * 3 + j] != 0) mask += (1 << j);
00183         mAsic["Channel_" + std::to_string(i) + "_" + "Mask"] = mask;
00184     }
00185     mAsic["PwrOnPA"] = static_cast<int>(bs[8 * 72]);
00186     mAsic["Cmdb3SS"] = static_cast<int>(bs[8 * 72 + 1]);
00187     mAsic["Cmdb2SS"] = static_cast<int>(bs[8 * 72 + 2]);
00188     mAsic["Cmdb1SS"] = static_cast<int>(bs[8 * 72 + 3]);
00189     mAsic["Cmdb0SS"] = static_cast<int>(bs[8 * 72 + 4]);
00190     mAsic["SwSsc0"] = static_cast<int>(bs[8 * 72 + 5]);
00191     mAsic["SwSsc1"] = static_cast<int>(bs[8 * 72 + 6]);
00192     mAsic["SwSsc2"] = static_cast<int>(bs[8 * 72 + 7]);
00193
00194     mAsic["PwrOnBuff"] = static_cast<int>(bs[8 * 73]);
00195     mAsic["PwrOnSS"] = static_cast<int>(bs[8 * 73 + 1]);
00196     mAsic["PwrOnW"] = static_cast<int>(bs[8 * 73 + 2]);
00197     mAsic["Cmdb3Fsb2"] = static_cast<int>(bs[8 * 73 + 3]);
00198     mAsic["Cmdb2Fsb2"] = static_cast<int>(bs[8 * 73 + 4]);
00199     mAsic["Cmdb1Fsb2"] = static_cast<int>(bs[8 * 73 + 5]);
00200     mAsic["Cmdb0Fsb2"] = static_cast<int>(bs[8 * 73 + 6]);
00201     mAsic["Sw50k2"] = static_cast<int>(bs[8 * 73 + 7]);
00202
00203     mAsic["Sw100k2"] = static_cast<int>(bs[8 * 74]);
00204     mAsic["Sw100f2"] = static_cast<int>(bs[8 * 74 + 1]);
00205     mAsic["Sw50f2"] = static_cast<int>(bs[8 * 74 + 2]);
00206     mAsic["Cmdb3Fsb1"] = static_cast<int>(bs[8 * 74 + 3]);
00207     mAsic["Cmdb2Fsb1"] = static_cast<int>(bs[8 * 74 + 4]);
00208     mAsic["Cmdb1Fsb1"] = static_cast<int>(bs[8 * 74 + 5]);

```

```

00209 mAsic["Cmdb0Fsb1"] = static_cast<int>(bs[8 * 74 + 6]);
00210 mAsic["Sw50k1"] = static_cast<int>(bs[8 * 74 + 7]);
00211
00212 mAsic["Sw100k1"] = static_cast<int>(bs[8 * 75]);
00213 mAsic["Sw100f1"] = static_cast<int>(bs[8 * 75 + 1]);
00214 mAsic["Sw50f1"] = static_cast<int>(bs[8 * 75 + 2]);
00215 mAsic["Sel0"] = static_cast<int>(bs[8 * 75 + 3]);
00216 mAsic["Sel11"] = static_cast<int>(bs[8 * 75 + 4]);
00217 mAsic["PwrOnFsb"] = static_cast<int>(bs[8 * 75 + 5]);
00218 mAsic["PwrOnFsb1"] = static_cast<int>(bs[8 * 75 + 6]);
00219 mAsic["PwrOnFsb2"] = static_cast<int>(bs[8 * 75 + 7]);
00220
00221 mAsic["Sw50k0"] = static_cast<int>(bs[8 * 76]);
00222 mAsic["Sw100k0"] = static_cast<int>(bs[8 * 76 + 1]);
00223 mAsic["Sw100f0"] = static_cast<int>(bs[8 * 76 + 2]);
00224 mAsic["Sw50f0"] = static_cast<int>(bs[8 * 76 + 3]);
00225 mAsic["EnOtaQ"] = static_cast<int>(bs[8 * 76 + 4]);
00226 mAsic["OtaQ_PwrADC"] = static_cast<int>(bs[8 * 76 + 5]);
00227 mAsic["Discri_PwrA"] = static_cast<int>(bs[8 * 76 + 6]);
00228 mAsic["Discri2"] = static_cast<int>(bs[8 * 76 + 7]);
00229
00230 mAsic["Discri1"] = static_cast<int>(bs[8 * 77]);
00231 mAsic["RS_or_Discri"] = static_cast<int>(bs[8 * 77 + 1]);
00232
00233 mAsic["Header"] = asicid;
00234 for(int i = 0; i < 3; i++)
00235 {
00236     int B = 0;
00237     for(int j = 0; j < 10; j++)
00238         if(bs[8 * 102 + 2 + i * 10 + j] != 0) B += (1 << j);
00239     mAsic["B" + std::to_string(i)] = B;
00240 }
00241
00242 mAsic["Smalldac"] = static_cast<int>(bs[8 * 106]);
00243 mAsic["DacSw"] = static_cast<int>(bs[8 * 106 + 1]);
00244 mAsic["OtagBgSw"] = static_cast<int>(bs[8 * 106 + 2]);
00245 mAsic["Trig2b"] = static_cast<int>(bs[8 * 106 + 3]);
00246 mAsic["Trig1b"] = static_cast<int>(bs[8 * 106 + 4]);
00247 mAsic["Trig0b"] = static_cast<int>(bs[8 * 106 + 5]);
00248 mAsic["EnTrigOut"] = static_cast<int>(bs[8 * 106 + 6]);
00249 mAsic["DiscrOrOr"] = static_cast<int>(bs[8 * 106 + 7]);
00250
00251 mAsic["TrigExtVal"] = static_cast<int>(bs[8 * 107]);
00252 mAsic["RazChnIntVal"] = static_cast<int>(bs[8 * 107 + 1]);
00253 mAsic["RazChnExtVal"] = static_cast<int>(bs[8 * 107 + 2]);
00254 mAsic["ScOn"] = static_cast<int>(bs[8 * 107 + 3]);
00255 mAsic["CLKMux"] = static_cast<int>(bs[8 * 107 + 4]);
00256
00257 // EnOCDout1b EnOCDout2b EnOCTransmitOn1b EnOCTransmitOn2b EnOCChipsatb SelStartReadout
SelEndReadout
00258 mAsic["SelEndReadout"] = static_cast<int>(bs[8 * 108 + 1]);
00259 mAsic["SelStartReadout"] = static_cast<int>(bs[8 * 108 + 2]);
00260 mAsic["EnOCChipsatb"] = static_cast<int>(bs[8 * 108 + 3]);
00261 mAsic["EnOCTransmitOn2b"] = static_cast<int>(bs[8 * 108 + 4]);
00262 mAsic["EnOCTransmitOn1b"] = static_cast<int>(bs[8 * 108 + 5]);
00263 mAsic["EnOCDout2b"] = static_cast<int>(bs[8 * 108 + 6]);
00264 mAsic["EnOCDout1b"] = static_cast<int>(bs[8 * 108 + 7]);
00265 m_MapSC[asicid] = mAsic;
00266 }

```

## 5.31 /home/runner/work/streamout/streamout/libs/core/src/↵ DIFUnpacker.cc File Reference

```

#include "DIFUnpacker.h"
#include "Formatters.h"
#include "Words.h"
#include <bitset>
#include <stdint>
#include <iostream>
#include <spdlog/spdlog.h>

```

### 5.31.1 Detailed Description

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Definition in file [DIFUnpacker.cc](#).

## 5.32 DIFUnpacker.cc

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

```

00001
00005 #include "DIFUnpacker.h"
00006
00007 #include "Formatters.h"
00008 #include "Words.h"
00009
00010 #include <bitset>
00011 #include <stdint>
00012 #include <iostream>
00013 #include <spdlog/spdlog.h>
00014
00015 std::uint64_t DIFUnpacker::GrayToBin(const std::uint64_t& n)
00016 {
00017     std::uint64_t ish{1};
00018     std::uint64_t anss{n};
00019     std::uint64_t idiv{0};
00020     std::uint64_t ishmax{sizeof(std::uint64_t) * 8};
00021     while(true)
00022     {
00023         idiv = anss » ish;
00024         anss ^= idiv;
00025         if(idiv <= 1 || ish == ishmax) return anss;
00026         ish «= 1;
00027     }
00028 }
00029
00030 std::uint32_t DIFUnpacker::getStartOfDIF(const unsigned char* cbuf, const std::uint32_t& size_buf,
00031     const std::uint32_t& start)
00032 {
00033     std::uint32_t id0{0};
00034     for(std::uint32_t i = start; i < size_buf; i++)
00035     {
00036         if(cbuf[i] != DU::START_OF_DIF && cbuf[i] != DU::START_OF_DIF_TEMP) continue;
00037         else
00038         {
00039             id0 = i;
00040             break;
00041         }
00042         // if (cbuf[id0+DU::ID_SHIFT]>0xFF) continue;
00043         // std::cout << "***** " << id0 << std::endl;
00044         return id0;
00045     }
00046
00047 std::uint32_t DIFUnpacker::getID(const unsigned char* cb, const std::uint32_t& idx) { return cb[idx +
00048     DU::ID_SHIFT]; }
00049
00049 std::uint32_t DIFUnpacker::getDTC(const unsigned char* cb, const std::uint32_t& idx) { return (cb[idx
00050     + DU::DTC_SHIFT] « 24) + (cb[idx + DU::DTC_SHIFT + 1] « 16) + (cb[idx + DU::DTC_SHIFT + 2] « 8) +
00051     cb[idx + DU::DTC_SHIFT + 3]; }
00052
00051 std::uint32_t DIFUnpacker::getGTC(const unsigned char* cb, const std::uint32_t& idx) { return (cb[idx
00052     + DU::GTC_SHIFT] « 24) + (cb[idx + DU::GTC_SHIFT + 1] « 16) + (cb[idx + DU::GTC_SHIFT + 2] « 8) +
00053     cb[idx + DU::GTC_SHIFT + 3]; }
00054
00053 std::uint64_t DIFUnpacker::getAbsoluteBCID(const unsigned char* cb, const std::uint32_t& idx)
00054 {
00055     std::uint64_t Shift{16777216ULL}; // to shift the value from the 24 first bits
00056     std::uint64_t pos{idx + DU::ABCID_SHIFT};
00057     std::uint64_t LBC = ((cb[pos] « 16) | (cb[pos + 1] « 8) | (cb[pos + 2])) * Shift + ((cb[pos + 3] «
00058     16) | (cb[pos + 4] « 8) | (cb[pos + 5]));
00059     return LBC;
00060 }
00061
00061 std::uint32_t DIFUnpacker::getBCID(const unsigned char* cb, const std::uint32_t& idx) { return (cb[idx
00062     + DU::BCID_SHIFT] « 16) + (cb[idx + DU::BCID_SHIFT + 1] « 8) + cb[idx + DU::BCID_SHIFT + 2]; }
00063
00062 std::uint32_t DIFUnpacker::getLines(const unsigned char* cb, const std::uint32_t& idx) { return
00063     (cb[idx + DU::LINES_SHIFT] » 4) & 0x5; }

```

```

00064 bool DIFUnpacker::hasLine(const std::uint32_t& line, const unsigned char* cb, const std::uint32_t&
    idx) { return ((cb[idx + DU::LINES_SHIFT] >> line) & 0x1); }
00065
00066 std::uint32_t DIFUnpacker::getTASU1(const unsigned char* cb, const std::uint32_t& idx) { return
    (cb[idx + DU::TASU1_SHIFT] << 24) + (cb[idx + DU::TASU1_SHIFT + 1] << 16) + (cb[idx + DU::TASU1_SHIFT +
    2] << 8) + cb[idx + DU::TASU1_SHIFT + 3]; }
00067
00068 std::uint32_t DIFUnpacker::getTASU2(const unsigned char* cb, const std::uint32_t& idx) { return
    (cb[idx + DU::TASU2_SHIFT] << 24) + (cb[idx + DU::TASU2_SHIFT + 1] << 16) + (cb[idx + DU::TASU2_SHIFT +
    2] << 8) + cb[idx + DU::TASU2_SHIFT + 3]; }
00069
00070 std::uint32_t DIFUnpacker::getTDIF(const unsigned char* cb, const std::uint32_t& idx) { return (cb[idx
    + DU::TDIF_SHIFT]); }
00071
00072 bool DIFUnpacker::hasTemperature(const unsigned char* cb, const std::uint32_t& idx) { return (cb[idx]
    == DU::START_OF_DIF_TEMP); }
00073
00074 bool DIFUnpacker::hasAnalogReadout(const unsigned char* cb, const std::uint32_t& idx) { return
    (DIFUnpacker::getLines(cb, idx) != 0); }
00075
00076 std::uint32_t DIFUnpacker::getFrameAsicHeader(const unsigned char* framePtr) { return
    (framePtr[DU::FRAME_ASIC_HEADER_SHIFT]); }
00077
00078 std::uint32_t DIFUnpacker::getFrameBCID(const unsigned char* framePtr)
00079 {
00080     std::uint32_t igray = (framePtr[DU::FRAME_BCID_SHIFT] << 16) + (framePtr[DU::FRAME_BCID_SHIFT + 1] <<
    8) + framePtr[DU::FRAME_BCID_SHIFT + 2];
00081     return DIFUnpacker::GrayToBin(igray);
00082 }
00083
00084 bool DIFUnpacker::getFramePAD(const unsigned char* framePtr, const std::uint32_t& ip)
00085 {
00086     std::uint32_t* iframe{(std::uint32_t*)&framePtr[DU::FRAME_DATA_SHIFT]};
00087     return ((iframe[3 - ip / 32] >> (ip % 32)) & 0x1);
00088 }
00089
00090 bool DIFUnpacker::getFrameLevel(const unsigned char* framePtr, const std::uint32_t& ip, const
    std::uint32_t& level) { return ((framePtr[DU::FRAME_DATA_SHIFT + ((3 - ip / 16) * 4 + (ip % 16) / 4)]
    >> (7 - (((ip % 16) % 4) * 2 + level))) & 0x1); }
00091
00092 std::uint32_t DIFUnpacker::getAnalogPtr(std::vector<unsigned char*>& vLines, unsigned char* cb, const
    std::uint32_t& idx)
00093 {
00094     std::uint32_t fshift{idx};
00095     if(cb[fshift] != DU::START_OF_LINES) return fshift;
00096     fshift++;
00097     while(cb[fshift] != DU::END_OF_LINES)
00098     {
00099         vLines.push_back(&cb[fshift]);
00100         std::uint32_t nchip{cb[fshift]};
00101         fshift += 1 + nchip * 64 * 2;
00102     }
00103     return fshift++;
00104 }
00105
00106 std::uint32_t DIFUnpacker::getFramePtr(std::vector<unsigned char*>& vFrame, std::vector<unsigned
    char*>& vLines, const std::uint32_t& max_size, unsigned char* cb, const std::uint32_t& idx)
00107 {
00108     std::uint32_t fshift{0};
00109     if(DATA_FORMAT_VERSION >= 13)
00110     {
00111         fshift = idx + DU::LINES_SHIFT + 1;
00112         if(DIFUnpacker::hasTemperature(cb, idx)) fshift = idx + DU::TDIF_SHIFT + 1;
00113         // jenlev 1
00114         if(DIFUnpacker::hasAnalogReadout(cb, idx)) fshift = DIFUnpacker::getAnalogPtr(vLines, cb, fshift);
00115         // to be implemented
00116     }
00117     else
00118     {
00119         fshift = idx + DU::BCID_SHIFT + 3;
00120         if(cb[fshift] != DU::START_OF_FRAME)
00121         {
00122             std::cout << "This is not a start of frame " << to_hex(cb[fshift]) << " \n";
00123             return fshift;
00124         }
00125         do {
00126             // printf("fshift %d and %d \n",fshift,max_size);
00127             if(cb[fshift] == DU::END_OF_DIF) return fshift;
00128             if(cb[fshift] == DU::START_OF_FRAME) fshift++;
00129             if(cb[fshift] == DU::END_OF_FRAME)
00130             {
00131                 fshift++;
00132                 continue;
00133             }
00134             std::uint32_t header = DIFUnpacker::getFrameAsicHeader(&cb[fshift]);
00135             if(header == DU::END_OF_FRAME) return (fshift + 2);
00136             // std::cout<<header<<" "<<fshift<<std::endl;
00137             if(header < 1 || header > 48) { throw header + " Header problem " + fshift; }

```



```

00135     vFrame.push_back(&cb[fshift]);
00136     fshift += DU::FRAME_SIZE;
00137     if(fshift > max_size)
00138     {
00139         std::cout << "fshift " << fshift << " exceed " << max_size << "\n";
00140         return fshift;
00141     }
00142     if(cb[fshift] == DU::END_OF_FRAME) fshift++;
00143     } while(true);
00144 }
00145
00146 void DIFUnpacker::dumpFrameOld(const unsigned char* buf)
00147 {
00148     bool        PAD[128];
00149     bool        l0[64];
00150     bool        l1[64];
00151     std::uint8_t un{1};
00152     for(std::size_t ip = 0; ip < 128; ip++) { PAD[ip] = false; } // init PADs
00153     std::uint32_t idx1{4};
00154     for(int ik = 0; ik < 4; ik++)
00155     {
00156         std::uint32_t PadEtat{swap_bytes(&buf[idx1])};
00157         idx1 += 4;
00158         for(int e = 0; e < 32; e++)
00159         {
00160             PAD[((3 - ik) * 32) + (31 - e)] = PadEtat & un; // binary operation
00161             PadEtat = PadEtat » 1; // décalage des bit de 1
00162         }
00163     }
00164     // fill bool arrays
00165     for(int p = 0; p < 64; p++)
00166     {
00167         l0[p] = static_cast<bool>(PAD[(2 * p)]); // _Lev0 (PAD paire)
00168         l1[p] = static_cast<bool>(PAD[(2 * p) + 1]); // _Lev1 (PAD impaires)
00169     }
00170     std::bitset<64> bs0(0);
00171     std::bitset<64> bs1(0);
00172     for(std::uint32_t ip = 0; ip < 64; ip++)
00173     {
00174         bs0.set(ip, l0[ip]);
00175         bs1.set(ip, l1[ip]);
00176     }
00177     std::cout << "\t \t" << bs0 << std::endl;
00178     std::cout << "\t \t" << bs1 << std::endl;
00179 }
00180
00181 std::uint32_t DIFUnpacker::swap_bytes(const unsigned char* buf)
00182 {
00183     unsigned char Swapped[4];
00184     for(std::size_t i = 0; i < 4; i++) Swapped[i] = buf[4 - 1 - i];
00185     return *reinterpret_cast<std::uint32_t*>(&Swapped[0]);
00186 }

```

## 5.33 /home/runner/work/streamout/streamout/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)`

### 5.33.1 Detailed Description

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

### 5.33.2 Function Documentation

#### 5.33.2.1 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); }
```

#### 5.33.2.2 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); }
```

### 5.33.2.3 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); }
```

### 5.33.2.4 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); }
```

### 5.33.2.5 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 }
```

### 5.33.2.6 to\_dec() [1/5]

```
std::string to_dec (
    const bit16_t & b )
```

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

```
00029 { return fmt::format("{:#016d}", b); }
```

### 5.33.2.7 to\_dec() [2/5]

```
std::string to_dec (
    const bit32_t & b )
```

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

```
00031 { return fmt::format("{:#032d}", b); }
```

### 5.33.2.8 to\_dec() [3/5]

```
std::string to_dec (
    const bit64_t & b )
```

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

```
00033 { return fmt::format("{:#064d}", b); }
```

### 5.33.2.9 to\_dec() [4/5]

```
std::string to_dec (
    const bit8_t & b )
```

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

```
00027 { return fmt::format("{:#08d}", b); }
```

### 5.33.2.10 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 }
```

#### 5.33.2.11 to\_hex() [1/5]

```
std::string to_hex (
    const bit16_t & b )
```

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

```
00050 { return fmt::format("{:#016x}", b); }
```

#### 5.33.2.12 to\_hex() [2/5]

```
std::string to_hex (
    const bit32_t & b )
```

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

```
00052 { return fmt::format("{:#032x}", b); }
```

#### 5.33.2.13 to\_hex() [3/5]

```
std::string to_hex (
    const bit64_t & b )
```

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

```
00054 { return fmt::format("{:#064x}", b); }
```

#### 5.33.2.14 to\_hex() [4/5]

```
std::string to_hex (
    const bit8_t & b )
```

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

```
00048 { return fmt::format("{:#08x}", b); }
```

#### 5.33.2.15 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 }
```

### 5.33.2.16 to\_oct() [1/5]

```
std::string to_oct (
    const bit16_t & b )
```

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

```
00092 { return fmt::format("{:#016o}", b); }
```

### 5.33.2.17 to\_oct() [2/5]

```
std::string to_oct (
    const bit32_t & b )
```

Definition at line 94 of file [Formatters.cc](#).

```
00094 { return fmt::format("{:#032o}", b); }
```

### 5.33.2.18 to\_oct() [3/5]

```
std::string to_oct (
    const bit64_t & b )
```

Definition at line 96 of file [Formatters.cc](#).

```
00096 { return fmt::format("{:#064o}", b); }
```

### 5.33.2.19 to\_oct() [4/5]

```
std::string to_oct (
    const bit8_t & b )
```

Definition at line 90 of file [Formatters.cc](#).

```
00090 { return fmt::format("{:#08o}", b); }
```

### 5.33.2.20 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 }
```

## 5.34 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("{:#08d}", b); }
00028
00029 std::string to_dec(const bit16_t& b) { return fmt::format("{:#016d}", b); }
00030
00031 std::string to_dec(const bit32_t& b) { return fmt::format("{:#032d}", b); }
00032
00033 std::string to_dec(const bit64_t& b) { return fmt::format("{:#064d}", 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("{:#08x}", b); }
00049
00050 std::string to_hex(const bit16_t& b) { return fmt::format("{:#016x}", b); }
00051
00052 std::string to_hex(const bit32_t& b) { return fmt::format("{:#032x}", b); }
00053
00054 std::string to_hex(const bit64_t& b) { return fmt::format("{:#064x}", 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("{:08o}", b); }
00091
00092 std::string to_oct(const bit16_t& b) { return fmt::format("{:016o}", b); }
00093
00094 std::string to_oct(const bit32_t& b) { return fmt::format("{:032o}", b); }
00095
00096 std::string to_oct(const bit64_t& b) { return fmt::format("{:064o}", b); }

```

## 5.35 /home/runner/work/streamout/streamout/libs/core/src/RawBufferNavigator.cc File Reference ↩

```

#include "RawBufferNavigator.h"
#include <iostream>

```

### 5.35.1 Detailed Description

#### Copyright

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Definition in file [RawBufferNavigator.cc](#).

## 5.36 RawBufferNavigator.cc

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

```

00001
00005 #include "RawBufferNavigator.h"
00006
00007 #include <iostream>
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(const Buffer& b, const int& start) : m_Buffer(b)
00017 {
00018     StartAt(start);
00019     m_DIFstartIndex = DIFUnpacker::getStartOfDIF(m_Buffer.begin(), m_Buffer.size(), m_Start);
00020 }
00021
00022 bool RawBufferNavigator::validBuffer() { return m_DIFstartIndex != 0; }
00023
00024 std::uint32_t RawBufferNavigator::getStartOfDIF() { return m_DIFstartIndex; }
00025
00026 unsigned char* RawBufferNavigator::getDIFBufferStart() { return &(m_Buffer.begin())[m_DIFstartIndex]; }
00027
00028 std::uint32_t RawBufferNavigator::getDIFBufferSize() { return m_Buffer.size() - m_DIFstartIndex; }
00029
00030 Buffer RawBufferNavigator::getDIFBuffer() { return Buffer(getDIFBufferStart(), getDIFBufferSize()); }
00031
00032 DIFPtr& RawBufferNavigator::getDIFPtr()
00033 {
00034     m_TheDIFPtr.setBuffer(getDIFBufferStart(), getDIFBufferSize());
00035     return m_TheDIFPtr;
00036 }
00037
00038 std::uint32_t RawBufferNavigator::getEndOfDIFData() { return getDIFPtr().getGetFramePtrReturn() + 3; }
00039

```



```

00040 std::uint32_t RawBufferNavigator::getSizeAfterDIFPtr() { return getDIFBufferSize() -
    getDIFPtr().getGetFramePtrReturn(); }
00041
00042 std::uint32_t RawBufferNavigator::getDIF_CRC()
00043 {
00044     uint32_t i{getEndOfDIFData()};
00045     uint32_t ret{0};
00046     ret |= ((m_Buffer.begin()[i - 2]) < 8);
00047     ret |= m_Buffer.begin()[i - 1];
00048     return ret;
00049 }
00050
00051 bool RawBufferNavigator::hasSlowControlData() { return getDIFBufferStart()[getEndOfDIFData()] == 0xb1;
    }
00052
00053 Buffer RawBufferNavigator::getSCBuffer()
00054 {
00055     setSCBuffer();
00056     return m_SCbuffer;
00057 }
00058
00059 bool RawBufferNavigator::badSCData()
00060 {
00061     setSCBuffer();
00062     return m_BadSCdata;
00063 }
00064
00065 void RawBufferNavigator::setSCBuffer()
00066 {
00067     if(!hasSlowControlData()) return;
00068     if(m_SCbuffer.size() != 0) return; // deja fait
00069     if(m_BadSCdata) return;
00070     m_SCbuffer.set(&(getDIFBufferStart()[getEndOfDIFData()]));
00071     // compute Slow Control size
00072     std::size_t maxsize{m_Buffer.size() - m_DIFstartIndex - getEndOfDIFData() + 1}; // should I +1 here
    ?
00073     uint32_t k{1}; // SC Header
00074     uint32_t dif_ID{m_SCbuffer[1]};
00075     uint32_t chipSize{m_SCbuffer[3]};
00076     while((dif_ID != 0xal && m_SCbuffer[k] != 0xal && k < maxsize) || (dif_ID == 0xal && m_SCbuffer[k +
    2] == chipSize && k < maxsize))
    {
00077     {
00078         k += 2; // DIF ID + ASIC Header
00079         uint32_t scsize = m_SCbuffer[k];
00080         if(scsize != 74 && scsize != 109)
00081         {
00082             std::cout << "PROBLEM WITH SC SIZE " << scsize << std::endl;
00083             k = 0;
00084             m_BadSCdata = true;
00085             break;
00086         }
00087         k++; // skip size bit
00088         k += scsize; // skip the data
00089     }
00090     if(m_SCbuffer[k] == 0xal && !m_BadSCdata) m_SCbuffer.setSize(k + 1); // add the trailer
00091     else
00092     {
00093         m_BadSCdata = true;
00094         std::cout << "PROBLEM SC TRAILER NOT FOUND " << std::endl;
00095     }
00096 }
00097
00098 Buffer RawBufferNavigator::getEndOfAllData()
00099 {
00100     setSCBuffer();
00101     if(hasSlowControlData() && !m_BadSCdata) { return Buffer(&(m_SCbuffer.begin()[m_SCbuffer.size()]),
    getSizeAfterDIFPtr() - 3 - m_SCbuffer.size()); }
00102     else
00103     return Buffer(&(getDIFBufferStart()[getEndOfDIFData()]), getSizeAfterDIFPtr() - 3); // remove the
    2 bytes for CRC and the DIF trailer
00104 }

```

## 5.37 /home/runner/work/streamout/streamout/libs/core/src/SDHCAL\_↔ buffer\_LoopCounter.cc File Reference

```

#include "SDHCAL_buffer_LoopCounter.h"
#include <fmt/core.h>

```

### 5.37.1 Detailed Description

#### Copyright

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Definition in file [SDHCAL\\_buffer\\_LoopCounter.cc](#).

## 5.38 SDHCAL\_buffer\_LoopCounter.cc

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

```
00001
00005 #include "SDHCAL_buffer_LoopCounter.h"
00006
00007 #include <fmt/core.h>
00008
00009 void SDHCAL_buffer_LoopCounter::printAllCounters()
00010 {
00011     fmt::print("BUFFER LOOP FINAL STATISTICS : \n");
00012     printCounter("Start of DIF header", DIFStarter);
00013     printCounter("Value after DIF data are processed", DIFPtrValueAtReturnedPos);
00014     printCounter("Size remaining in buffer after end of DIF data", SizeAfterDIFPtr);
00015     fmt::print("Number of Slow Control found {} out of which {} are bad\n", hasSlowControl,
00016               hasBadSlowControl);
00016     printCounter("Size remaining after all of data have been processed", SizeAfterAllData);
00017     printCounter("Number on non zero values in end of data buffer", NonZeroValusAtEndOfData);
00018 }
00019
00020 void SDHCAL_buffer_LoopCounter::printCounter(const std::string& description, const std::map<int, int>&
00021 m)
00022 {
00022     std::string out{"statistics for " + description + " : \n"};
00023     for(std::map<int, int>::const_iterator it = m.begin(); it != m.end(); it++)
00024     {
00025         if(it != m.begin()) out += ",";
00026         out += " [" + std::to_string(it->first) + "]= " + std::to_string(it->second);
00027     }
00028     out += "\n";
00029     fmt::print(out);
00030 }
```

## 5.39 /home/runner/work/streamout/streamout/libs/interface/↵ Dump/include/textDump.h File Reference

```
#include "DIFPtr.h"
#include "Interface.h"
#include "spdlog/sinks/stdout_color_sinks.h"
#include <memory>
#include <ostream>
#include <spdlog/logger.h>
```

#### Classes

- class [textDump](#)

### 5.39.1 Detailed Description

#### Copyright

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

## 5.40 textDump.h

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

```
00001
00005 #pragma once
00006
00007 #include "DIFPtr.h"
00008 #include "Interface.h"
00009 #include "spdlog/sinks/stdout_color_sinks.h"
00010
00011 #include <memory>
00012 #include <ostream>
00013 #include <spdlog/logger.h>
00014
00015 class textDump : public Interface
00016 {
00017 public:
00018     textDump()
00019     {
00020         m_InternalLogger = std::make_shared<spdlog::logger>("textDump",
00021             std::make_shared<spdlog::sinks::stdout_color_sink_mt>());
00022         m_InternalLogger->set_level(spdlog::level::trace);
00023     }
00024     void start();
00025     void processDIF(const DIFPtr&);
00026     void processFrame(const DIFPtr&, uint32_t frameIndex);
00027     void processPadInFrame(const DIFPtr&, uint32_t frameIndex, uint32_t
00028         channelIndex);
00029     void processSlowControl(Buffer);
00030     void end();
00031     std::shared_ptr<spdlog::logger>& print() { return m_InternalLogger; }
00032     void setLevel(const spdlog::level::level_enum& level) {
00033         m_InternalLogger->set_level(level); }
00034
00035 private:
00036     // This class is a dumb class to print on terminal so we need the logger + the standard one given by
00037     the interface.
00038     std::shared_ptr<spdlog::logger> m_InternalLogger{nullptr};
00039 };
```

## 5.41 /home/runner/work/streamout/streamout/libs/interface/↵ Dump/src/textDump.cc File Reference

```
#include "textDump.h"
#include "DIFPtr.h"
```

### 5.41.1 Detailed Description

#### Copyright

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Definition in file [textDump.cc](#).

## 5.42 textDump.cc

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

```

00001
00005 #include "textDump.h"
00006
00007 #include "DIFPtr.h"
00008
00009 void textDump::start() { print()->info("Will dump bunch of DIF data"); }
00010
00011 void textDump::processDIF(const DIFPtr& d)
00012 {
00013     print()->info("DIF number is {}", d.getDIFid());
00014     print()->info("DTC value is {}", d.getDTC());
00015     print()->info("GTC value is {}", d.getGTC());
00016     print()->info("DIF BCID is {}", d.getBCID());
00017     print()->info("Absolute BCID is {}", d.getAbsoluteBCID());
00018     print()->info("The number of frame is {}", d.getNumberOfFrames());
00019 }
00020
00021 void textDump::processFrame(const DIFPtr& d, uint32_t frameIndex)
00022 {
00023     print()->info("Displaying frame number {}", frameIndex);
00024     print()->info("ASIC ID is {}", d.getASICid(frameIndex));
00025     print()->info("Frame BCID is {}", d.getFrameBCID(frameIndex));
00026     print()->info("Frame Time To Trigger (a.k.a timestamp) is {}", d.getFrameTimeToTrigger(frameIndex));
00027 }
00028
00029 void textDump::processPadInFrame(const DIFPtr& d, uint32_t frameIndex, uint32_t channelIndex)
00030 {
00031     if(d.getThresholdStatus(frameIndex, channelIndex) > 0)
00032     {
00033         print()->info("Displaying channel number {}", channelIndex);
00034         print()->info("Threshold status is {}", d.getThresholdStatus(frameIndex, channelIndex));
00035     }
00036 }
00037
00038 void textDump::processSlowControl(Buffer) { print()->error("textDump::processSlowControl not
    implemented yet."); }
00039
00040 void textDump::end() { print()->info("textDump end of report"); }

```

## 5.43 /home/runner/work/streamout/streamout/libs/interface/RawDataReader/include/RawdataReader.h File Reference

```

#include "Interface.h"
#include <array>
#include <cstdint>
#include <fstream>
#include <string>
#include <vector>

```

### Classes

- class [RawdataReader](#)

### 5.43.1 Detailed Description

#### Copyright

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

## 5.44 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 Interface
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& getSDHCALBuffer();
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     Buffer m_Buffer;
00042     std::string m_Filename;
00043 };

```

## 5.45 /home/runner/work/streamout/streamout/libs/interface/RawDataReader/src/RawdataReader.cc File Reference

```

#include "RawdataReader.h"
#include <cstdint>
#include <cstring>
#include <stdexcept>
#include <zlib.h>

```

### 5.45.1 Detailed Description

#### Copyright

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Definition in file [RawdataReader.cc](#).

## 5.46 RawdataReader.cc

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

```

00001
00004 #include "RawdataReader.h"
00005
00006 #include <cstdlib>
00007 #include <cstring>
00008 #include <stdexcept>
00009 #include <zlib.h>
00010
00012 std::size_t RawdataReader::m_BufferSize = 0x100000;
00013
00014 void RawdataReader::setDefaultBufferSize(const std::size_t& size) { m_BufferSize = size; }
00015
00016 RawdataReader::RawdataReader(const char* fileName)
00017 {
00018     m_buf.reserve(m_BufferSize);
00019     m_Filename = fileName;
00020 }
00021
00022 void RawdataReader::start() { openFile(m_Filename); }
00023
00024 void RawdataReader::end() { closeFile(); }
00025
00026 void RawdataReader::uncompress()
00027 {
00028     static const std::size_t size_buffer{0x20000};
00029     std::size_t shift{3 * sizeof(std::uint32_t) + sizeof(std::uint64_t)};
00030     static bit8_t obuf[size_buffer];
00031     unsigned long size_buffer_end{0x20000}; // NOLINT(runtime/int)
00032     std::int8_t rc = ::uncompress(obuf, &size_buffer_end, &m_Buffer[shift], m_Buffer.size()
- shift);
00033     switch(rc)
00034     {
00035         case Z_OK: break;
00036         default: throw "decompress error"; break;
00037     }
00038     memcpy(&m_Buffer[shift], obuf, size_buffer_end);
00039     m_Buffer.setSize(size_buffer_end + shift);
00040 }
00041
00042 void RawdataReader::closeFile()
00043 {
00044     try
00045     {
00046         if(m_FileStream.is_open()) m_FileStream.close();
00047     }
00048     catch(const std::ios_base::failure& e)
00049     {
00050         log()->error("Caught an ios_base::failure in closeFile : {} {}", e.what(), e.code().value());
00051         throw;
00052     }
00053 }
00054
00055 void RawdataReader::openFile(const std::string& fileName)
00056 {
00057     try
00058     {
00059         m_FileStream.rdbuf()->pubsetbuf(0, 0);
00060         m_FileStream.exceptions(std::ifstream::failbit | std::ifstream::badbit);
00061         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
00062         m_FileStream.rdbuf()->pubsetbuf(0, 0);
00063         if(m_FileStream.is_open())
00064         {
00065             setFileSize(m_FileStream.tellg());
00066             m_FileStream.seekg(0, std::ios::beg);
00067         }
00068     }
00069     catch(const std::ios_base::failure& e)
00070     {
00071         log()->error("Caught an ios_base::failure in openFile : {} {}", e.what(), e.code().value());
00072         throw;
00073     }
00074 }
00075
00076 bool RawdataReader::nextEvent()
00077 {
00078     try
00079     {
00080         m_FileStream.read(reinterpret_cast<char*>(&m_EventNumber), sizeof(std::uint32_t));
00081         m_FileStream.read(reinterpret_cast<char*>(&m_NumberOfDIF), sizeof(std::uint32_t));
00082     }
00083     catch(const std::ios_base::failure& e)

```

```
00084 {
00085     return false;
00086 }
00087 return true;
00088 }
00089
00090 bool RawdataReader::nextDIFbuffer()
00091 {
00092     try
00093     {
00094         static int DIF_processed{0};
00095         if(DIF_processed >= m_NumberOfDIF)
00096         {
00097             DIF_processed = 0;
00098             return false;
00099         }
00100         else
00101         {
00102             DIF_processed++;
00103             std::uint32_t bsize{0};
00104             m_FileStream.read(reinterpret_cast<char*>(&bsize), sizeof(std::uint32_t));
00105             m_FileStream.read(reinterpret_cast<char*>(&m_buf[0]), bsize);
00106             m_Buffer = Buffer(m_buf);
00107         }
00108     }
00109     catch(const std::ios_base::failure& e)
00110     {
00111         return false;
00112     }
00113     return true;
00114 }
00115
00116 const Buffer& RawdataReader::getSDHCALBuffer()
00117 {
00118     uncompress();
00119     return m_Buffer;
00120 }
00121
00122 void RawdataReader::setFileSize(const std::size_t& size) { m_FileSize = size; }
00123
00124 float RawdataReader::getFileSize() { return m_FileSize; }
```

## 5.47 /home/runner/work/streamout/streamout/libs/interface/ROOT/include/ROOTtreeDest.h File Reference ↩

```
#include "Buffer.h"
#include "DIFPtr.h"
#include "Interface.h"
#include "TTree.h"
```

### Classes

- class [ROOTtreeDest](#)
- struct [ROOTtreeDest::DATA](#)

#### 5.47.1 Detailed Description

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

## 5.48 ROOTtreeDest.h

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

```

00001
00006 #pragma once
00007
00008 #include "Buffer.h"
00009 #include "DIFPtr.h"
00010 #include "Interface.h"
00011 #include "TTree.h"
00012
00013 class ROOTtreeDest : public Interface
00014 {
00015 public:
00016     typedef struct
00017     {
00018         UInt_t      DIFid, ASICid, CHANNELid;
00019         UInt_t      Thresh;
00020         UInt_t      DTC, GTC, DIF_BCID, frame_BCID, timeStamp;
00021         ULong64_t   AbsoluteBCID;
00022     } DATA;
00023
00024     ROOTtreeDest();
00025
00026     void start();
00027     void processDIF(DIFPtr*);
00028     void processFrame(DIFPtr*, std::uint32_t frameIndex);
00029     void processPadInFrame(DIFPtr*, std::uint32_t frameIndex, std::uint32_t channelIndex);
00030     void processSlowControl(const Buffer&) { ; }
00031     void end() { ; }
00032
00033 private:
00034     DATA _data;
00035     TTree* _tree;
00036     void dataReset();
00037 };

```

## 5.49 /home/runner/work/streamout/streamout/libs/interface/ROOT/src/ROOTtreeDest.cc File Reference

```
#include "ROOTtreeDest.h"
```

### 5.49.1 Detailed Description

#### Copyright

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Definition in file [ROOTtreeDest.cc](#).

## 5.50 ROOTtreeDest.cc

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

```

00001
00006 #include "ROOTtreeDest.h"
00007
00008 ROOTtreeDest::ROOTtreeDest()
00009 {
00010     dataReset();
00011     _tree = new TTree("RawData", "Raw SDHCAL data tree");
00012     _tree->Branch("data", &_data,
00013         "DIFid/i:ASICid:CHANNELid:Thresh:DTC:GTC:DIF_BCID:frame_BCID:timeStamp:AbsoluteBCID/1");
00013 }

```



```
00014
00015 void ROOTtreeDest::dataReset()
00016 {
00017     _data.DIFid = _data.ASICid = _data.CHANNELid = 0;
00018     _data.Thresh = 0;
00019     _data.DTC = _data.GTC = _data.DIF_BCID = _data.frame_BCID = _data.timeStamp = 0;
00020     _data.AbsoluteBCID = 0;
00021 }
00022
00023 void ROOTtreeDest::start() { dataReset(); }
00024
00025 void ROOTtreeDest::processDIF(DIFPtr* d)
00026 {
00027     _data.DIFid = d->getDIFid();
00028     _data.DTC = d->getDTC();
00029     _data.GTC = d->getGTC();
00030     _data.DIF_BCID = d->getBCID();
00031     _data.AbsoluteBCID = d->getAbsoluteBCID();
00032 }
00033
00034 void ROOTtreeDest::processFrame(DIFPtr* d, std::uint32_t frameIndex)
00035 {
00036     _data.ASICid = d->getASICid(frameIndex);
00037     _data.frame_BCID = d->getFrameBCID(frameIndex);
00038     _data.timeStamp = d->getFrameTimeToTrigger(frameIndex);
00039 }
00040
00041 void ROOTtreeDest::processPadInFrame(DIFPtr* d, std::uint32_t frameIndex, std::uint32_t channelIndex)
00042 {
00043     _data.CHANNELid = channelIndex;
00044     _data.Thresh = d->getThresholdStatus(frameIndex, channelIndex);
00045     if(_data.Thresh != 0) _tree->Fill();
00046 }
```

