

streamout

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1 Hierarchical Index	1
1.1 Class Hierarchy	1
2 Class Index	3
2.1 Class List	3
3 File Index	5
3.1 File List	5
4 Class Documentation	7
4.1 Buffer Class Reference	7
4.1.1 Detailed Description	7
4.1.2 Constructor & Destructor Documentation	7
4.1.2.1 Buffer() [1/5]	8
4.1.2.2 Buffer() [2/5]	8
4.1.2.3 Buffer() [3/5]	8
4.1.2.4 Buffer() [4/5]	8
4.1.2.5 Buffer() [5/5]	8
4.1.2.6 ~Buffer()	9
4.1.3 Member Function Documentation	9
4.1.3.1 begin()	9
4.1.3.2 capacity()	9
4.1.3.3 end()	9
4.1.3.4 operator[]() [1/2]	9
4.1.3.5 operator[]() [2/2]	10
4.1.3.6 set()	10
4.1.3.7 setSize()	10
4.1.3.8 size()	10
4.2 ROOTtreeDest::DATA Struct Reference	10
4.2.1 Detailed Description	11
4.2.2 Member Data Documentation	11
4.2.2.1 AbsoluteBCID	11
4.2.2.2 ASICid	11
4.2.2.3 CHANNELid	11
4.2.2.4 DIF_BCID	12
4.2.2.5 DIFid	12
4.2.2.6 DTC	12
4.2.2.7 frame_BCID	12
4.2.2.8 GTC	12
4.2.2.9 Thresh	12
4.2.2.10 timeStamp	13
4.3 DIFPtr Class Reference	13
4.3.1 Detailed Description	13

4.3.2 Constructor & Destructor Documentation	14
4.3.2.1 DIFPtr()	14
4.3.3 Member Function Documentation	14
4.3.3.1 getAbsoluteBCID()	14
4.3.3.2 getASICid()	14
4.3.3.3 getBCID()	14
4.3.3.4 getDIFid()	15
4.3.3.5 getDTC()	15
4.3.3.6 getFrameAsicHeader()	15
4.3.3.7 getFrameBCID()	15
4.3.3.8 getFrameLevel()	15
4.3.3.9 getFramePtr()	16
4.3.3.10 getFramesVector()	16
4.3.3.11 getFrameTimeToTrigger()	16
4.3.3.12 getGetFramePtrReturn()	16
4.3.3.13 getGTC()	16
4.3.3.14 getID()	17
4.3.3.15 getLines()	17
4.3.3.16 getLinesVector()	17
4.3.3.17 getNumberOfFrames()	17
4.3.3.18 getPtr()	17
4.3.3.19 getTASU1()	17
4.3.3.20 getTASU2()	18
4.3.3.21 getTDIF()	18
4.3.3.22 getTemperatureASU1()	18
4.3.3.23 getTemperatureASU2()	18
4.3.3.24 getTemperatureDIF()	18
4.3.3.25 getThresholdStatus()	18
4.3.3.26 hasAnalogReadout()	19
4.3.3.27 hasLine()	19
4.3.3.28 hasTemperature()	19
4.4 DIFSlowControl Class Reference	19
4.4.1 Detailed Description	20
4.4.2 Constructor & Destructor Documentation	20
4.4.2.1 DIFSlowControl()	20
4.4.3 Member Function Documentation	21
4.4.3.1 Dump()	21
4.4.3.2 getChipSlowControl() [1/2]	21
4.4.3.3 getChipSlowControl() [2/2]	22
4.4.3.4 getChipsMap()	22
4.4.3.5 getDIFid()	22
4.5 DIFUnpacker Class Reference	22

4.5.1 Detailed Description	23
4.5.2 Member Function Documentation	23
4.5.2.1 dumpFrameOld()	23
4.5.2.2 getAbsoluteBCID()	24
4.5.2.3 getAnalogPtr()	24
4.5.2.4 getBCID()	25
4.5.2.5 getDTC()	25
4.5.2.6 getFrameAsicHeader()	25
4.5.2.7 getFrameBCID()	25
4.5.2.8 getFrameLevel()	25
4.5.2.9 getFramePAD()	26
4.5.2.10 getFramePtr()	26
4.5.2.11 getGTC()	27
4.5.2.12 getID()	27
4.5.2.13 getLines()	27
4.5.2.14 getStartOfDIF()	27
4.5.2.15 getTASU1()	28
4.5.2.16 getTASU2()	28
4.5.2.17 getTDIF()	28
4.5.2.18 GrayToBin()	28
4.5.2.19 hasAnalogReadout()	29
4.5.2.20 hasLine()	29
4.5.2.21 hasTemperature()	29
4.5.2.22 swap_bytes()	29
4.6 Interface Class Reference	30
4.6.1 Detailed Description	30
4.6.2 Constructor & Destructor Documentation	30
4.6.2.1 Interface()	30
4.6.2.2 ~Interface()	30
4.6.3 Member Function Documentation	30
4.6.3.1 log()	31
4.6.3.2 setLogger()	31
4.7 RawdataReader Class Reference	31
4.7.1 Detailed Description	32
4.7.2 Constructor & Destructor Documentation	32
4.7.2.1 RawdataReader()	32
4.7.2.2 ~RawdataReader()	32
4.7.3 Member Function Documentation	32
4.7.3.1 closeFile()	32
4.7.3.2 end()	33
4.7.3.3 getFileSize()	33
4.7.3.4 getSDHCALBuffer()	33

4.7.3.5 nextDIFbuffer()	33
4.7.3.6 nextEvent()	34
4.7.3.7 openFile()	34
4.7.3.8 setDefaultBufferSize()	34
4.7.3.9 start()	34
4.8 ROOTtreeDest Class Reference	35
4.8.1 Detailed Description	35
4.8.2 Constructor & Destructor Documentation	35
4.8.2.1 ROOTtreeDest()	35
4.8.3 Member Function Documentation	35
4.8.3.1 end()	36
4.8.3.2 processDIF()	36
4.8.3.3 processFrame()	36
4.8.3.4 processPadInFrame()	36
4.8.3.5 processSlowControl()	37
4.8.3.6 start()	37
4.9 SDHCAL_buffer_loop< SOURCE, DESTINATION > Class Template Reference	37
4.9.1 Detailed Description	37
4.9.2 Constructor & Destructor Documentation	37
4.9.2.1 SDHCAL_buffer_loop()	38
4.9.3 Member Function Documentation	38
4.9.3.1 addSink()	38
4.9.3.2 log()	38
4.9.3.3 loop()	39
4.9.3.4 printAllCounters()	39
4.10 SDHCAL_buffer_LoopCounter Struct Reference	40
4.10.1 Detailed Description	40
4.10.2 Member Function Documentation	40
4.10.2.1 printAllCounters()	40
4.10.2.2 printCounter()	41
4.10.3 Member Data Documentation	41
4.10.3.1 DIFPtrValueAtReturnedPos	41
4.10.3.2 DIFStarter	41
4.10.3.3 hasBadSlowControl	41
4.10.3.4 hasSlowControl	41
4.10.3.5 NonZeroValueAtEndOfData	42
4.10.3.6 SizeAfterAllData	42
4.10.3.7 SizeAfterDIFPtr	42
4.11 SDHCAL_RawBuffer_Navigator Class Reference	42
4.11.1 Detailed Description	43
4.11.2 Constructor & Destructor Documentation	43
4.11.2.1 SDHCAL_RawBuffer_Navigator()	43

4.11.2.2 ~SDHCAL_RawBuffer_Navigator()	43
4.11.3 Member Function Documentation	43
4.11.3.1 badSCData()	43
4.11.3.2 getDIF_CRC()	44
4.11.3.3 getDIFBuffer()	44
4.11.3.4 getDIFBufferSize()	44
4.11.3.5 getDIFBufferStart()	44
4.11.3.6 getDIFPtr()	44
4.11.3.7 getEndOfAllData()	45
4.11.3.8 getEndOfDIFData()	45
4.11.3.9 getSCBuffer()	45
4.11.3.10 getSizeAfterDIFPtr()	45
4.11.3.11 getStartOfDIF()	45
4.11.3.12 hasSlowControlData()	46
4.11.3.13 StartAt()	46
4.11.3.14 validBuffer()	46
4.12 textDump Class Reference	46
4.12.1 Detailed Description	47
4.12.2 Constructor & Destructor Documentation	47
4.12.2.1 textDump()	47
4.12.3 Member Function Documentation	47
4.12.3.1 end()	47
4.12.3.2 print()	47
4.12.3.3 processDIF()	48
4.12.3.4 processFrame()	48
4.12.3.5 processPadInFrame()	48
4.12.3.6 processSlowControl()	48
4.12.3.7 setLevel()	49
4.12.3.8 start()	49
5 File Documentation	51
5.1 /home/runner/work/streamout/streamout/libs/core/include/Bits.h File Reference	51
5.1.1 Detailed Description	51
5.1.2 Typedef Documentation	51
5.1.2.1 bit16_t	52
5.1.2.2 bit32_t	52
5.1.2.3 bit64_t	52
5.1.2.4 bit8_t	52
5.1.3 Function Documentation	52
5.1.3.1 operator<<()	52
5.2 Bits.h	53
5.3 /home/runner/work/streamout/streamout/libs/core/include/Buffer.h File Reference	53

5.4 Buffer.h	53
5.5 /home/runner/work/streamout/streamout/libs/core/include/DIFPtr.h File Reference	54
5.5.1 Detailed Description	54
5.6 DIFPtr.h	54
5.7 /home/runner/work/streamout/streamout/libs/core/include/DIFSlowControl.h File Reference	55
5.7.1 Detailed Description	55
5.8 DIFSlowControl.h	55
5.9 /home/runner/work/streamout/streamout/libs/core/include/DIFUnpacker.h File Reference	56
5.9.1 Detailed Description	56
5.10 DIFUnpacker.h	56
5.11 /home/runner/work/streamout/streamout/libs/core/include/Formatters.h File Reference	57
5.11.1 Detailed Description	58
5.11.2 Function Documentation	58
5.11.2.1 to_bin() [1/5]	58
5.11.2.2 to_bin() [2/5]	58
5.11.2.3 to_bin() [3/5]	58
5.11.2.4 to_bin() [4/5]	58
5.11.2.5 to_bin() [5/5]	59
5.11.2.6 to_dec() [1/5]	59
5.11.2.7 to_dec() [2/5]	59
5.11.2.8 to_dec() [3/5]	59
5.11.2.9 to_dec() [4/5]	60
5.11.2.10 to_dec() [5/5]	60
5.11.2.11 to_hex() [1/5]	60
5.11.2.12 to_hex() [2/5]	60
5.11.2.13 to_hex() [3/5]	61
5.11.2.14 to_hex() [4/5]	61
5.11.2.15 to_hex() [5/5]	61
5.11.2.16 to_oct() [1/5]	61
5.11.2.17 to_oct() [2/5]	62
5.11.2.18 to_oct() [3/5]	62
5.11.2.19 to_oct() [4/5]	62
5.11.2.20 to_oct() [5/5]	62
5.12 Formatters.h	63
5.13 /home/runner/work/streamout/streamout/libs/core/include/Interface.h File Reference	63
5.13.1 Detailed Description	63
5.14 Interface.h	64
5.15 /home/runner/work/streamout/streamout/libs/core/include/SDHCAL_buffer_loop.h File Reference	64
5.15.1 Detailed Description	64
5.16 SDHCAL_buffer_loop.h	65
5.17 /home/runner/work/streamout/streamout/libs/core/include/SDHCAL_buffer_LoopCounter.h File Reference	66

5.17.1 Detailed Description	66
5.18 SDHCAL_buffer_LoopCounter.h	67
5.19 /home/runner/work/streamout/streamout/libs/core/include/SDHCAL_RawBuffer_Navigator.h File Reference	67
5.19.1 Detailed Description	67
5.20 SDHCAL_RawBuffer_Navigator.h	67
5.21 /home/runner/work/streamout/streamout/libs/core/include/Words.h File Reference	68
5.21.1 Detailed Description	68
5.21.2 Enumeration Type Documentation	68
5.21.2.1 DU	68
5.22 Words.h	69
5.23 /home/runner/work/streamout/streamout/libs/core/src/Bits.cc File Reference	70
5.23.1 Detailed Description	70
5.23.2 Function Documentation	70
5.23.2.1 operator<<()	70
5.24 Bits.cc	71
5.25 /home/runner/work/streamout/streamout/libs/core/src/Buffer.cc File Reference	71
5.26 Buffer.cc	71
5.27 /home/runner/work/streamout/streamout/libs/core/src/DIFPtr.cc File Reference	71
5.28 DIFPtr.cc	71
5.29 /home/runner/work/streamout/streamout/libs/core/src/DIFSlowControl.cc File Reference	72
5.29.1 Detailed Description	72
5.30 DIFSlowControl.cc	72
5.31 /home/runner/work/streamout/streamout/libs/core/src/DIFUnpacker.cc File Reference	75
5.31.1 Detailed Description	75
5.32 DIFUnpacker.cc	76
5.33 /home/runner/work/streamout/streamout/libs/core/src/Formatters.cc File Reference	78
5.33.1 Detailed Description	79
5.33.2 Function Documentation	79
5.33.2.1 to_bin() [1/5]	79
5.33.2.2 to_bin() [2/5]	79
5.33.2.3 to_bin() [3/5]	79
5.33.2.4 to_bin() [4/5]	80
5.33.2.5 to_bin() [5/5]	80
5.33.2.6 to_dec() [1/5]	80
5.33.2.7 to_dec() [2/5]	80
5.33.2.8 to_dec() [3/5]	81
5.33.2.9 to_dec() [4/5]	81
5.33.2.10 to_dec() [5/5]	81
5.33.2.11 to_hex() [1/5]	81
5.33.2.12 to_hex() [2/5]	82
5.33.2.13 to_hex() [3/5]	82

5.33.2.14 to_hex() [4/5]	82
5.33.2.15 to_hex() [5/5]	82
5.33.2.16 to_oct() [1/5]	83
5.33.2.17 to_oct() [2/5]	83
5.33.2.18 to_oct() [3/5]	83
5.33.2.19 to_oct() [4/5]	83
5.33.2.20 to_oct() [5/5]	83
5.34 Formatters.cc	84
5.35 /home/runner/work/streamout/streamout/libs/core/src/SDHCAL_buffer_LoopCounter.cc File Reference	85
5.35.1 Detailed Description	85
5.36 SDHCAL_buffer_LoopCounter.cc	85
5.37 /home/runner/work/streamout/streamout/libs/core/src/SDHCAL_RawBuffer_Navigator.cc File Reference	86
5.37.1 Detailed Description	86
5.38 SDHCAL_RawBuffer_Navigator.cc	86
5.39 /home/runner/work/streamout/streamout/libs/interface/Dump/include/textDump.h File Reference	87
5.39.1 Detailed Description	88
5.40 textDump.h	88
5.41 /home/runner/work/streamout/streamout/libs/interface/Dump/src/textDump.cc File Reference	88
5.41.1 Detailed Description	89
5.42 textDump.cc	89
5.43 /home/runner/work/streamout/streamout/libs/interface/RawDataReader/include/RawdataReader.h File Reference	89
5.43.1 Detailed Description	90
5.44 RawdataReader.h	90
5.45 /home/runner/work/streamout/streamout/libs/interface/RawDataReader/src/RawdataReader.cc File Reference	90
5.45.1 Detailed Description	91
5.46 RawdataReader.cc	91
5.47 /home/runner/work/streamout/streamout/libs/interface/ROOT/include/ROOTtreeDest.h File Reference	92
5.47.1 Detailed Description	93
5.48 ROOTtreeDest.h	93
5.49 /home/runner/work/streamout/streamout/libs/interface/ROOT/src/ROOTtreeDest.cc File Reference	93
5.49.1 Detailed Description	93
5.50 ROOTtreeDest.cc	94

Chapter 1

Hierarchical Index

1.1 Class Hierarchy

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

Buffer	7
ROOTtreeDest::DATA	10
DIFPtr	13
DIFSlowControl	19
DIFUnpacker	22
Interface	30
ROOTtreeDest	35
RawdataReader	31
textDump	46
SDHCAL_buffer_loop< SOURCE, DESTINATION >	37
SDHCAL_buffer_LoopCounter	40
SDHCAL_RawBuffer_Navigator	42

Chapter 2

Class Index

2.1 Class List

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

Buffer	7
ROOTtreeDest::DATA	10
DIFPtr	13
DIFSlowControl	
Handler of DIF Slow Control info	19
DIFUnpacker	22
Interface	30
RawdataReader	31
ROOTtreeDest	35
SDHCAL_buffer_loop< SOURCE, DESTINATION >	37
SDHCAL_buffer_LoopCounter	40
SDHCAL_RawBuffer_Navigator	42
textDump	46

Chapter 3

File Index

3.1 File List

Here is a list of all files with brief descriptions:

/home/runner/work/streamout/streamout/libs/core/include/Bits.h	51
/home/runner/work/streamout/streamout/libs/core/include/Buffer.h	53
/home/runner/work/streamout/streamout/libs/core/include/DIFPtr.h	54
/home/runner/work/streamout/streamout/libs/core/include/DIFSlowControl.h	55
/home/runner/work/streamout/streamout/libs/core/include/DIFUnpacker.h	56
/home/runner/work/streamout/streamout/libs/core/include/Formatters.h	57
/home/runner/work/streamout/streamout/libs/core/include/Interface.h	63
/home/runner/work/streamout/streamout/libs/core/include/SDHCAL_buffer_loop.h	64
/home/runner/work/streamout/streamout/libs/core/include/SDHCAL_buffer_LoopCounter.h	66
/home/runner/work/streamout/streamout/libs/core/include/SDHCAL_RawBuffer_Navigator.h	67
/home/runner/work/streamout/streamout/libs/core/include/Words.h	68
/home/runner/work/streamout/streamout/libs/core/src/Bits.cc	70
/home/runner/work/streamout/streamout/libs/core/src/Buffer.cc	71
/home/runner/work/streamout/streamout/libs/core/src/DIFPtr.cc	71
/home/runner/work/streamout/streamout/libs/core/src/DIFSlowControl.cc	72
/home/runner/work/streamout/streamout/libs/core/src/DIFUnpacker.cc	75
/home/runner/work/streamout/streamout/libs/core/src/Formatters.cc	78
/home/runner/work/streamout/streamout/libs/core/src/SDHCAL_buffer_LoopCounter.cc	85
/home/runner/work/streamout/streamout/libs/core/src/SDHCAL_RawBuffer_Navigator.cc	86
/home/runner/work/streamout/streamout/libs/interface/Dump/include/textDump.h	87
/home/runner/work/streamout/streamout/libs/interface/Dump/src/textDump.cc	88
/home/runner/work/streamout/streamout/libs/interface/RawDataReader/include/RawdataReader.h	89
/home/runner/work/streamout/streamout/libs/interface/RawDataReader/src/RawdataReader.cc	90
/home/runner/work/streamout/streamout/libs/interface/ROOT/include/ROOTtreeDest.h	92
/home/runner/work/streamout/streamout/libs/interface/ROOT/src/ROOTtreeDest.cc	93

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

- [DIFPtr](#) (unsigned char *p, const std::uint32_t &max_size)
- unsigned char * [getPtr](#) ()
- std::uint32_t [getGetFramePtrReturn](#) ()
- std::vector< unsigned char * > & [getFramesVector](#) ()
- std::vector< unsigned char * > & [getLinesVector](#) ()
- std::uint32_t [getID](#) ()
- std::uint32_t [getDTC](#) ()
- std::uint32_t [getGTC](#) ()
- std::uint64_t [getAbsoluteBCID](#) ()
- std::uint32_t [getBCID](#) ()
- std::uint32_t [getLines](#) ()
- bool [hasLine](#) (uint32_t line)
- std::uint32_t [getTASU1](#) ()
- std::uint32_t [getTASU2](#) ()
- std::uint32_t [getTDIF](#) ()
- float [getTemperatureDIF](#) ()
- float [getTemperatureASU1](#) ()
- float [getTemperatureASU2](#) ()
- bool [hasTemperature](#) ()
- bool [hasAnalogReadout](#) ()
- std::uint32_t [getNumberOfFrames](#) ()
- unsigned char * [getFramePtr](#) (uint32_t i)
- std::uint32_t [getFrameAsicHeader](#) (uint32_t i)
- std::uint32_t [getFrameBCID](#) (uint32_t i)
- std::uint32_t [getFrameTimeToTrigger](#) (uint32_t i)
- bool [getFrameLevel](#) (uint32_t i, uint32_t ipad, uint32_t ilevel)
- uint32_t [getDIFid](#) ()
- uint32_t [getASICid](#) (uint32_t i)
- uint32_t [getThresholdStatus](#) (uint32_t i, uint32_t ipad)

4.3.1 Detailed Description

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

4.3.2 Constructor & Destructor Documentation

4.3.2.1 DIFPtr()

```
DIFPtr::DIFPtr (
    unsigned char * p,
    const std::uint32_t & max_size )
```

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

```
00011                                     : theDIF_(p), theSize_(max_size)
00012 {
00013     theFrames_.clear();
00014     theLines_.clear();
00015     try
00016     {
00017         theGetFramePtrReturn_ = DIFUnpacker::getFramePtr(theFrames_, theLines_, theSize_, theDIF_);
00018     }
00019     catch(const std::string& e)
00020     {
00021         spdlog::get("streamout")->error(" DIF {} T ? {} {} ", getID(), hasTemperature(), e);
00022     }
00023 }
```

4.3.3 Member Function Documentation

4.3.3.1 getAbsoluteBCID()

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

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

```
00021 { return DIFUnpacker::getAbsoluteBCID(theDIF_); }
```

4.3.3.2 getASICid()

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

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

```
00048 { return getFrameAsicHeader(i) & 0xFF; }
```

4.3.3.3 getBCID()

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

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

```
00022 { return DIFUnpacker::getBCID(theDIF_); }
```


4.3.3.4 getDIFid()

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

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

```
00047 { return getID() & 0xFF; }
```

4.3.3.5 getDTC()

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

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

```
00019 { return DIFUnpacker::getDTC(theDIF_); }
```

4.3.3.6 getFrameAsicHeader()

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

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

```
00035 { return DIFUnpacker::getFrameAsicHeader(theFrames_[i]); }
```

4.3.3.7 getFrameBCID()

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

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

```
00036 { return DIFUnpacker::getFrameBCID(theFrames_[i]); }
```

4.3.3.8 getFrameLevel()

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

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

```
00038 { return DIFUnpacker::getFrameLevel(theFrames_[i], ipad, ilevel); }
```

4.3.3.9 getFramePtr()

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

Definition at line 34 of file [DIFPtr.h](#).

```
00034 { return theFrames_[i]; }
```

4.3.3.10 getFramesVector()

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

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

```
00016 { return theFrames_; }
```

4.3.3.11 getFrameTimeToTrigger()

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

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

```
00037 { return getBCID() - getFrameBCID(i); }
```

4.3.3.12 getGetFramePtrReturn()

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

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

```
00015 { return theGetFramePtrReturn_; }
```

4.3.3.13 getGTC()

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

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

```
00020 { return DIFUnpacker::getGTC(theDIF_); }
```

4.3.3.14 getID()

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

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

```
00018 { return DIFUnpacker::getID(theDIF_); }
```

4.3.3.15 getLines()

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

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

```
00023 { return DIFUnpacker::getLines(theDIF_); }
```

4.3.3.16 getLinesVector()

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

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

```
00017 { return theLines_; }
```

4.3.3.17 getNumberOfFrames()

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

Definition at line 33 of file [DIFPtr.h](#).

```
00033 { return theFrames_.size(); }
```

4.3.3.18 getPtr()

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

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

```
00014 { return theDIF_; }
```

4.3.3.19 getTASU1()

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

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

```
00025 { return DIFUnpacker::getTASU1(theDIF_); }
```

4.3.3.20 getTASU2()

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

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

```
00026 { return DIFUnpacker::getTASU2(theDIF_); }
```

4.3.3.21 getTDIF()

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

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

```
00027 { return DIFUnpacker::getTDIF(theDIF_); }
```

4.3.3.22 getTemperatureASU1()

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

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

```
00029 { return (getTASU1() » 3) * 0.0625; }
```

4.3.3.23 getTemperatureASU2()

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

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

```
00030 { return (getTASU2() » 3) * 0.0625; }
```

4.3.3.24 getTemperatureDIF()

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

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

```
00028 { return 0.508 * getTDIF() - 9.659; }
```

4.3.3.25 getThresholdStatus()

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

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

```
00049 { return (((uint32_t)getFrameLevel(i, ipad, 1)) « 1) | ((uint32_t)getFrameLevel(i, ipad, 0)); }
```

4.3.3.26 hasAnalogReadout()

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

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

```
00032 { return DIFUnpacker::hasAnalogReadout(theDIF_); }
```

4.3.3.27 hasLine()

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

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

```
00024 { return DIFUnpacker::hasLine(line, theDIF_); }
```

4.3.3.28 hasTemperature()

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

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

```
00031 { return DIFUnpacker::hasTemperature(theDIF_); }
```

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

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

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 ¶m)
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 }
```

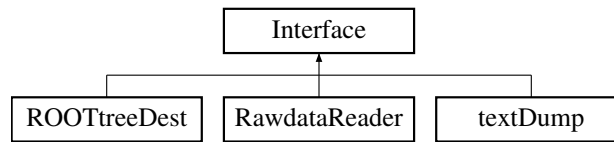
The documentation for this class was generated from the following files:

- [/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

```
#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

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

4.6.2 Constructor & Destructor Documentation

4.6.2.1 Interface()

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

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

```
00014 {}
```

4.6.2.2 ~Interface()

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

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

```
00015 {}
```

4.6.3 Member Function Documentation

4.6.3.1 log()

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

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

```
00016 { return m_Logger; }
```

4.6.3.2 setLogger()

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

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

```
00017 { m_Logger = logger; }
```

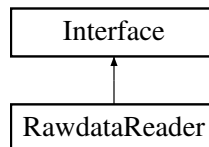
The documentation for this class was generated from the following file:

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

4.7 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](#) ()
- [Buffer](#) [getSDHCALBuffer](#) ()
- virtual [~RawdataReader](#) ()

Static Public Member Functions

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

4.7.1 Detailed Description

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

4.7.2 Constructor & Destructor Documentation

4.7.2.1 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 }
```

4.7.2.2 ~RawdataReader()

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

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

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

4.7.3 Member Function Documentation

4.7.3.1 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 }
```

4.7.3.2 end()

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

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

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

4.7.3.3 getFileSize()

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

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

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

4.7.3.4 getSDHCALBuffer()

```
Buffer RawdataReader::getSDHCALBuffer ( )
```

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

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

4.7.3.5 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 }
```

4.7.3.6 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 }
```

4.7.3.7 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 }
```

4.7.3.8 setDefaultBufferSize()

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

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

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

4.7.3.9 start()

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

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

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

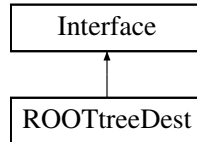
The documentation for this class was generated from the following files:

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

4.8 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](#) ()

4.8.1 Detailed Description

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

4.8.2 Constructor & Destructor Documentation

4.8.2.1 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 }
```

4.8.3 Member Function Documentation

4.8.3.1 end()

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

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

```
00031 { ; }
```

4.8.3.2 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 }
```

4.8.3.3 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 }
```

4.8.3.4 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 }
```

4.8.3.5 processSlowControl()

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

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

```
00030 { ; }
```

4.8.3.6 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](#)

4.9 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](#) ()

4.9.1 Detailed Description

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

Definition at line 34 of file [SDHCAL_buffer_loop.h](#).

4.9.2 Constructor & Destructor Documentation

4.9.2.1 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 37 of file [SDHCAL_buffer_loop.h](#).

```
00037         : m_Source(source),
        m_Destination(dest), m_Debug(debug)
00038     {
00039         m_Logger = spdlog::create<spdlog::sinks::null_sink_mt>("streamout");
00040         if(!spdlog::get("streamout")) { spdlog::register_logger(m_Logger); }
00041         m_Source.setLogger(m_Logger);
00042         m_Destination.setLogger(m_Logger);
00043     }
```

4.9.3 Member Function Documentation

4.9.3.1 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 45 of file [SDHCAL_buffer_loop.h](#).

```
00046     {
00047         sink->set_level(level);
00048         m_Sinks.push_back(sink);
00049         m_Logger = std::make_shared<spdlog::logger>("streamout", begin(m_Sinks), end(m_Sinks));
00050         m_Source.setLogger(m_Logger);
00051         m_Destination.setLogger(m_Logger);
00052     }
```

4.9.3.2 log()

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

Definition at line 120 of file [SDHCAL_buffer_loop.h](#).

```
00120 { return m_Logger; }
```


4.9.3.3 loop()

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

Definition at line 54 of file SDHCAL_buffer_loop.h.

```
00055 {
00056     m_Source.start();
00057     m_Destination.start();
00058     while(m_Source.nextEvent() && (m_NbrEventsToProcess == 0 || m_NbrEventsToProcess >= m_NbrEvents))
00059     {
00060         m_Logger->warn("***** Event number {} *****", m_NbrEvents);
00061         while(m_Source.nextDIFbuffer())
00062         {
00063             const Buffer&          buffer          = m_Source.getSDHCALBuffer();
00064             bit8_t*                debug_variable_1 = buffer.end();
00065             SDHCAL_RawBuffer_Navigator bufferNavigator(buffer);
00066             bit8_t*                debug_variable_2 = bufferNavigator.getDIFBuffer().end();
00067             m_Logger->info("DIF BUFFER END {} {}", fmt::ptr(debug_variable_1),
00068                 fmt::ptr(debug_variable_2));
00069             if(m_Debug) assert(debug_variable_1 == debug_variable_2);
00070             uint32_t idstart = bufferNavigator.getStartOfDIF();
00071             if(m_Debug && idstart == 0) m_Logger->info(to_hex(buffer));
00072             c.DIFStarter[idstart]++;
00073             if(!bufferNavigator.validBuffer()) continue;
00074             DIFPtr* d = bufferNavigator.getDIFPtr();
00075             if(m_Debug) assert(d != nullptr);
00076             if(d != nullptr)
00077             {
00078                 c.DIFPtrValueAtReturnedPos[bufferNavigator.getDIFBufferStart() [d->getGetFramePtrReturn()]]++;
00079                 if(m_Debug) assert(bufferNavigator.getDIFBufferStart() [d->getGetFramePtrReturn()] == 0xa0);
00080             }
00081             c.SizeAfterDIFPtr[bufferNavigator.getSizeAfterDIFPtr() ]++;
00082             m_Destination.processDIF(d);
00083             for(uint32_t i = 0; i < d->getNumberOfFrames(); i++)
00084             {
00085                 m_Destination.processFrame(d, i);
00086                 for(uint32_t j = 0; j < 64; j++) m_Destination.processPadInFrame(d, i, j);
00087             }
00088             bool processSC = false;
00089             if(bufferNavigator.hasSlowControlData())
00090             {
00091                 c.hasSlowControl++;
00092                 processSC = true;
00093             }
00094             if(bufferNavigator.badSCData())
00095             {
00096                 c.hasBadSlowControl++;
00097                 processSC = false;
00098             }
00099             if(processSC) { m_Destination.processSlowControl(bufferNavigator.getSCBuffer()); }
00100
00101             Buffer eod = bufferNavigator.getEndOfAllData();
00102             c.SizeAfterAllData[eod.size() ]++;
00103             unsigned char* debug_variable_3 = eod.end();
00104             m_Logger->info("END DATA BUFFER END {} {}", fmt::ptr(debug_variable_1),
00105                 fmt::ptr(debug_variable_3));
00106             if(m_Debug) assert(debug_variable_1 == debug_variable_3);
00107             if(eod.size() != 0) m_Logger->info("End of Data remaining stuff : {}", to_hex(eod));
00108
00109             int nonzeroCount = 0;
00110             for(unsigned char* it = eod.begin(); it != eod.end(); it++)
00111                 if(static_cast<int>(*it) != 0) nonzeroCount++;
00112             c.NonZeroValueAtEndOfData[nonzeroCount]++;
00113             // end of DIF while loop
00114             m_Logger->warn("***** Event number {} *****", m_NbrEvents);
00115             m_NbrEvents++;
00116             // end of event while loop
00117             m_Destination.end();
00118             m_Source.end();
00119         }
00120     }
```

4.9.3.4 printAllCounters()

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

Definition at line 119 of file [SDHCAL_buffer_loop.h](#).

```
00119 { c.printAllCounters(m_Logger); }
```

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

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

4.10 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, const std::shared_ptr< spdlog::logger > &logger)
- void [printAllCounters](#) (const std::shared_ptr< spdlog::logger > &logger)

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](#)

4.10.1 Detailed Description

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

4.10.2 Member Function Documentation

4.10.2.1 printAllCounters()

```
void SDHCAL_buffer_LoopCounter::printAllCounters (
    const std::shared_ptr< spdlog::logger > & logger )
```

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

```
00010 {
00011     spdlog::level::level_enum level = logger->level();
00012     logger->set_level(spdlog::level::trace);
00013     logger->critical("BUFFER LOOP FINAL STATISTICS : ");
00014     printCounter("Start of DIF header", DIFStarter, logger);
00015     printCounter("Value after DIF data are processed", DIFPtrValueAtReturnedPos, logger);
00016     printCounter("Size remaining in buffer after end of DIF data", SizeAfterDIFPtr, logger);
00017     logger->critical("Number of Slow Control found {} out of which {} are bad", hasSlowControl,
hasBadSlowControl);
00018     printCounter("Size remaining after all of data have been processed", SizeAfterAllData, logger);
00019     printCounter("Number on non zero values in end of data buffer", NonZeroValusAtEndOfData, logger);
00020     logger->set_level(level);
00021 }
```

4.10.2.2 printCounter()

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

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

```
00024 {
00025     std::string out{"statistics for " + description + " : "};
00026     for(std::map<int, int>::const_iterator it = m.begin(); it != m.end(); it++)
00027     {
00028         if(it != m.begin()) out += ",";
00029         out += " [" + std::to_string(it->first) + "]" = " + std::to_string(it->second);
00030     }
00031     logger->critical(out);
00032 }
```

4.10.3 Member Data Documentation

4.10.3.1 DIFPtrValueAtReturnedPos

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

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

4.10.3.2 DIFStarter

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

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

4.10.3.3 hasBadSlowControl

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

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

4.10.3.4 hasSlowControl

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

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

4.10.3.5 NonZeroValusAtEndOfData

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

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

4.10.3.6 SizeAfterAllData

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

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

4.10.3.7 SizeAfterDIFPtr

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

Definition at line 19 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](#)

4.11 SDHCAL_RawBuffer_Navigator Class Reference

```
#include <SDHCAL_RawBuffer_Navigator.h>
```

Public Member Functions

- [SDHCAL_RawBuffer_Navigator](#) (const [Buffer](#) &b, const int &start=-1)
- [~SDHCAL_RawBuffer_Navigator](#) ()
- 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)

4.11.1 Detailed Description

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

4.11.2 Constructor & Destructor Documentation

4.11.2.1 SDHCAL_RawBuffer_Navigator()

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

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

```
00015                                     : m_Buffer(b)
00016 {
00017     StartAt(start);
00018     m_DIFstartIndex = DIFUnpacker::getStartOfDIF(m_Buffer.begin(), m_Buffer.size(), m_Start);
00019 }
```

4.11.2.2 ~SDHCAL_RawBuffer_Navigator()

```
SDHCAL_RawBuffer_Navigator::~SDHCAL_RawBuffer_Navigator ( )
```

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

```
00022 {
00023     if(m_TheDIFPtr != nullptr) delete m_TheDIFPtr;
00024 }
```

4.11.3 Member Function Documentation

4.11.3.1 badSCData()

```
bool SDHCAL_RawBuffer_Navigator::badSCData ( )
```

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

```
00064 {
00065     setSCBuffer();
00066     return m_BadSCdata;
00067 }
```

4.11.3.2 getDIF_CRC()

uint32_t SDHCAL_RawBuffer_Navigator::getDIF_CRC ()

Definition at line 46 of file [SDHCAL_RawBuffer_Navigator.cc](#).

```
00047 {
00048     uint32_t i{getEndOfDIFData()};
00049     uint32_t ret{0};
00050     ret |= (m_Buffer.begin()[i - 2]) « 8);
00051     ret |= m_Buffer.begin()[i - 1];
00052     return ret;
00053 }
```

4.11.3.3 getDIFBuffer()

Buffer SDHCAL_RawBuffer_Navigator::getDIFBuffer ()

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

```
00034 { return Buffer(getDIFBufferStart(), getDIFBufferSize()); }
```

4.11.3.4 getDIFBufferSize()

std::uint32_t SDHCAL_RawBuffer_Navigator::getDIFBufferSize ()

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

```
00032 { return m_Buffer.size() - m_DIFstartIndex; }
```

4.11.3.5 getDIFBufferStart()

unsigned char * SDHCAL_RawBuffer_Navigator::getDIFBufferStart ()

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

```
00030 { return &(m_Buffer.begin()[m_DIFstartIndex]); }
```

4.11.3.6 getDIFPtr()

DIFPtr * SDHCAL_RawBuffer_Navigator::getDIFPtr ()

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

```
00037 {
00038     if(m_TheDIFPtr == nullptr) m_TheDIFPtr = new DIFPtr(getDIFBufferStart(), getDIFBufferSize());
00039     return m_TheDIFPtr;
00040 }
```

4.11.3.7 getEndOfAllData()

Buffer SDHCAL_RawBuffer_Navigator::getEndOfAllData ()

Definition at line 102 of file SDHCAL_RawBuffer_Navigator.cc.

```

00103 {
00104     setSCBuffer();
00105     if(hasSlowControlData() && !m_BadSCdata) { return Buffer(&(m_SCbuffer.begin()[m_SCbuffer.size()]),
00106         getSizeAfterDIFPtr() - 3 - m_SCbuffer.size()); }
00106     else
00107         return Buffer(&(getDIFBufferStart()[getEndOfDIFData()]), getSizeAfterDIFPtr() - 3); // remove the
00108         2 bytes for CRC and the DIF trailer
00108 }

```

4.11.3.8 getEndOfDIFData()

std::uint32_t SDHCAL_RawBuffer_Navigator::getEndOfDIFData ()

Definition at line 42 of file SDHCAL_RawBuffer_Navigator.cc.

```

00042 { return getDIFPtr()->getGetFramePtrReturn() + 3; }

```

4.11.3.9 getSCBuffer()

Buffer SDHCAL_RawBuffer_Navigator::getSCBuffer ()

Definition at line 57 of file SDHCAL_RawBuffer_Navigator.cc.

```

00058 {
00059     setSCBuffer();
00060     return m_SCbuffer;
00061 }

```

4.11.3.10 getSizeAfterDIFPtr()

std::uint32_t SDHCAL_RawBuffer_Navigator::getSizeAfterDIFPtr ()

Definition at line 44 of file SDHCAL_RawBuffer_Navigator.cc.

```

00044 { return getDIFBufferSize() - getDIFPtr()->getGetFramePtrReturn(); }

```

4.11.3.11 getStartOfDIF()

std::uint32_t SDHCAL_RawBuffer_Navigator::getStartOfDIF ()

Definition at line 28 of file SDHCAL_RawBuffer_Navigator.cc.

```

00028 { return m_DIFstartIndex; }

```

4.11.3.12 hasSlowControlData()

```
bool SDHCAL_RawBuffer_Navigator::hasSlowControlData ( )
```

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

```
00055 { return getDIFBufferStart()[getEndOfDIFData()] == 0xb1; }
```

4.11.3.13 StartAt()

```
void SDHCAL_RawBuffer_Navigator::StartAt (
    const int & start ) [static]
```

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

```
00011 {
00012     if(start >= 0) m_Start = start;
00013 }
```

4.11.3.14 validBuffer()

```
bool SDHCAL_RawBuffer_Navigator::validBuffer ( )
```

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

```
00026 { return m_DIFstartIndex != 0; }
```

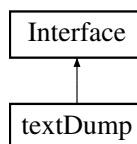
The documentation for this class was generated from the following files:

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

4.12 textDump Class Reference

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

Inheritance diagram for textDump:



Public Member Functions

- [textDump](#) ()
- void [start](#) ()
- void [processDIF](#) (DIFPtr *)
- void [processFrame](#) (DIFPtr *, uint32_t frameIndex)
- void [processPadInFrame](#) (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 43 of file [textDump.cc](#).

```
00043 { 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 (
    DIFPtr * d )
```

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

```
00010 {
00011     if(nullptr == d)
00012     {
00013         print()->info("DIFPtr is nullptr");
00014         return;
00015     }
00016     print()->info("DIF number is {}", d->getDIFid());
00017     print()->info("DTC value is {}", d->getDTC());
00018     print()->info("GTC value is {}", d->getGTC());
00019     print()->info("DIF BCID is {}", d->getBCID());
00020     print()->info("Absolute BCID is {}", d->getAbsoluteBCID());
00021     print()->info("The number of frame is {}", d->getNumberOfFrames());
00022 }
```

4.12.3.4 processFrame()

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

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

```
00025 {
00026     print()->info("Displaying frame number {}", frameIndex);
00027     print()->info("ASIC ID is {}", d->getASICid(frameIndex));
00028     print()->info("Frame BCID is {}", d->getFrameBCID(frameIndex));
00029     print()->info("Frame Time To Trigger (a.k.a timestamp) is {}",
        d->getFrameTimeToTrigger(frameIndex));
00030 }
```

4.12.3.5 processPadInFrame()

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

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

```
00033 {
00034     if(d->getThresholdStatus(frameIndex, channelIndex) > 0)
00035     {
00036         print()->info("Displaying channel number {}", channelIndex);
00037         print()->info("Threshold status is {}", d->getThresholdStatus(frameIndex, channelIndex));
00038     }
00039 }
```

4.12.3.6 processSlowControl()

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

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

```
00041 { 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 7 of file [textDump.cc](#).

```
00007 { 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](#)

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](#)

5.4 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),
00018         m_Capacity(i) {}
00019     Buffer(const char b[], const std::size_t& i) : m_Buffer(const_cast<bit8_t*>(reinterpret_cast<const
00020         bit8_t*>(&b[0])), m_Size(i), m_Capacity(i) {}
00021     template<typename T> Buffer(const std::vector<T>& rawdata) :
00022         m_Buffer(const_cast<bit8_t*>(reinterpret_cast<const bit8_t*>(rawdata.data()))), m_Size(rawdata.size()
00023         * sizeof(T)), m_Capacity(rawdata.capacity() * sizeof(T)) {}
00024     template<typename T, std::size_t N> Buffer(const std::array<T, N>& rawdata) :
00025         m_Buffer(const_cast<bit8_t*>(reinterpret_cast<const bit8_t*>(rawdata.data()))), m_Size(rawdata.size()
00026         * sizeof(T)), m_Capacity(rawdata.size() * sizeof(T)) {}
00027
00028     std::size_t size() const { return m_Size; }
00029     std::size_t capacity() const { return m_Capacity; }
00030
00031     void set(unsigned char* b) { m_Buffer = b; }
00032     bit8_t* begin() const { return m_Buffer; }
00033     bit8_t* end() const { return m_Buffer + m_Size; }
00034     bit8_t& operator[] (const std::size_t& pos) { return m_Buffer[pos]; }
00035     bit8_t& operator[] (const std::size_t& pos) const { return m_Buffer[pos]; }
00036
00037     void setSize(const std::size_t& size) { m_Size = size; }
00038     virtual ~Buffer();
00039
00040 private:
00041     bit8_t* m_Buffer{nullptr};
00042     std::size_t m_Size{0};
00043     std::size_t m_Capacity{0};
00044 };
```

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

File Reference

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

Classes

- class [DIFPtr](#)

5.5.1 Detailed Description

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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 #include "DIFUnpacker.h"
00007
00008 #include <vector>
00009
00010 class DIFPtr
00011 {
00012 public:
00013     DIFPtr(unsigned char* p, const std::uint32_t& max_size);
00014     inline unsigned char* getPtr() { return theDIF_; }
00015     inline std::uint32_t getGetFramePtrReturn() { return theGetFramePtrReturn_; }
00016     inline std::vector<unsigned char*>& getFramesVector() { return theFrames_; }
00017     inline std::vector<unsigned char*>& getLinesVector() { return theLines_; }
00018     inline std::uint32_t getID() { return DIFUnpacker::getID(theDIF_); }
00019     inline std::uint32_t getDTC() { return DIFUnpacker::getDTC(theDIF_); }
00020     inline std::uint32_t getGTC() { return DIFUnpacker::getGTC(theDIF_); }
00021     inline std::uint64_t getAbsoluteBCID() { return
DIFUnpacker::getAbsoluteBCID(theDIF_); }
00022     inline std::uint32_t getBCID() { return DIFUnpacker::getBCID(theDIF_); }
00023     inline std::uint32_t getLines() { return DIFUnpacker::getLines(theDIF_); }
00024     inline bool hasLine(uint32_t line) { return DIFUnpacker::hasLine(line,
theDIF_); }
00025     inline std::uint32_t getTASU1() { return DIFUnpacker::getTASU1(theDIF_); }
00026     inline std::uint32_t getTASU2() { return DIFUnpacker::getTASU2(theDIF_); }
00027     inline std::uint32_t getTDIF() { return DIFUnpacker::getTDIF(theDIF_); }
00028     inline float getTemperatureDIF() { return 0.508 * getTDIF() - 9.659; }
00029     inline float getTemperatureASU1() { return (getTASU1() >> 3) * 0.0625; }
00030     inline float getTemperatureASU2() { return (getTASU2() >> 3) * 0.0625; }
00031     inline bool hasTemperature() { return DIFUnpacker::hasTemperature(theDIF_); }
00032     inline bool hasAnalogReadout() { return
DIFUnpacker::hasAnalogReadout(theDIF_); }
00033     inline std::uint32_t getNumberOfFrames() { return theFrames_.size(); }
00034     inline unsigned char* getFramePtr(uint32_t i) { return theFrames_[i]; }
00035     inline std::uint32_t getFrameAsicHeader(uint32_t i) { return
DIFUnpacker::getFrameAsicHeader(theFrames_[i]); }
00036     inline std::uint32_t getFrameBCID(uint32_t i) { return
DIFUnpacker::getFrameBCID(theFrames_[i]); }
00037     inline std::uint32_t getFrameTimeToTrigger(uint32_t i) { return getBCID() -
getFrameBCID(i); }
00038     inline bool getFrameLevel(uint32_t i, uint32_t ipad, uint32_t ilevel) {
return DIFUnpacker::getFrameLevel(theFrames_[i], ipad, ilevel); }
```



```

00039     /*void                                dumpDIFInfo()
00040     {
00041         printf("DIF %d DTC %d GTC %d ABCID %lld BCID %d Lines %d Temperature %d \n", getID(), getDTC(),
getGTC(), getAbsoluteBCID(), getBCID(), getLines(), hasTemperature());
00042
00043         if(hasTemperature()) printf("T: ASU1 %d %f ASU2 %d %f DIF %d %f \n", getTASU1(),
getTemperatureASU1(), getTASU2(), getTemperatureASU2(), getTDIF(), getTemperatureDIF());
00044         printf("Found %ld Lines and %ld Frames \n", theLines_.size(), theFrames_.size());
00045     }*/
00046     // Addition by GG
00047     inline uint32_t                getDIFid() { return getID() & 0xFF; }
00048     inline uint32_t                getASICid(uint32_t i) { return getFrameAsicHeader(i) & 0xFF; }
00049     inline uint32_t                getThresholdStatus(uint32_t i, uint32_t ipad) { return
((uint32_t)getFrameLevel(i, ipad, 1)) < 1) | ((uint32_t)getFrameLevel(i, ipad, 0)); }
00050
00051 private:
00052     std::uint32_t                theSize_;
00053     std::uint32_t                theGetFramePtrReturn_;
00054     unsigned char*               theDIF_;
00055     std::vector<unsigned char*> theFrames_;
00056     std::vector<unsigned char*> theLines_;
00057 };

```

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

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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 <stdint>
#include <vector>

```

Classes

- class [DIFUnpacker](#)

5.9.1 Detailed Description

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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 <stdint>
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 70 of file [Formatters.cc](#).

```
00070 { return fmt::format("{:016b}", b); }
```

5.11.2.2 to_bin() [2/5]

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

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

```
00072 { return fmt::format("{:032b}", b); }
```

5.11.2.3 to_bin() [3/5]

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

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

```
00074 { return fmt::format("{:064b}", b); }
```

5.11.2.4 to_bin() [4/5]

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

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

```
00068 { 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 55 of file [Formatters.cc](#).

```
00056 {
00057     std::size_t iend = end;
00058     if(iend == -1) iend = b.size();
00059     std::string ret;
00060     for(std::size_t k = begin; k < iend; k++)
00061     {
00062         ret += to_bin(b[k]);
00063         ret += " - ";
00064     }
00065     return ret;
00066 }
```

5.11.2.6 to_dec() [1/5]

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

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

```
00028 { return fmt::format("{:#016d}", b); }
```

5.11.2.7 to_dec() [2/5]

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

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

```
00030 { return fmt::format("{:#032d}", b); }
```

5.11.2.8 to_dec() [3/5]

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

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

```
00032 { return fmt::format("{:#064d}", b); }
```

5.11.2.9 to_dec() [4/5]

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

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

```
00026 { 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 13 of file [Formatters.cc](#).

```
00014 {
00015     std::size_t iend = end;
00016     if(iend == -1) iend = b.size();
00017     std::string ret;
00018     for(std::size_t k = begin; k < iend; k++)
00019     {
00020         ret += to_dec(b[k]);
00021         ret += " - ";
00022     }
00023     return ret;
00024 }
```

5.11.2.11 to_hex() [1/5]

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

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

```
00049 { return fmt::format("{:#016x}", b); }
```

5.11.2.12 to_hex() [2/5]

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

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

```
00051 { return fmt::format("{:#032x}", b); }
```

5.11.2.13 to_hex() [3/5]

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

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

```
00053 { return fmt::format("{:#064x}", b); }
```

5.11.2.14 to_hex() [4/5]

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

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

```
00047 { 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 34 of file [Formatters.cc](#).

```
00035 {
00036     std::size_t iend = end;
00037     if(iend == -1) iend = b.size();
00038     std::string ret;
00039     for(std::size_t k = begin; k < iend; k++)
00040     {
00041         ret += to_hex(b[k]);
00042         ret += " - ";
00043     }
00044     return ret;
00045 }
```

5.11.2.16 to_oct() [1/5]

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

Definition at line 91 of file [Formatters.cc](#).

```
00091 { return fmt::format("{:#016o}", b); }
```

5.11.2.17 to_oct() [2/5]

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

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

```
00093 { return fmt::format("{:#032o}", b); }
```

5.11.2.18 to_oct() [3/5]

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

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

```
00095 { return fmt::format("{:#064o}", b); }
```

5.11.2.19 to_oct() [4/5]

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

Definition at line 89 of file [Formatters.cc](#).

```
00089 { 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 76 of file [Formatters.cc](#).

```
00077 {
00078     std::size_t iend = end;
00079     if(iend == -1) iend = b.size();
00080     std::string ret;
00081     for(std::size_t k = begin; k < iend; k++)
00082     {
00083         ret += to_oct(b[k]);
00084         ret += " - ";
00085     }
00086     return ret;
00087 }
```


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](#)

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
00011 class Interface
00012 {
00013 public:
00014     Interface() {}
00015     virtual ~Interface() {}
00016     std::shared_ptr<spdlog::logger>& log() { return m_Logger; }
00017     void setLogger(const std::shared_ptr<spdlog::logger>& logger) { m_Logger
        = logger; }
00018
00019 private:
00020     std::shared_ptr<spdlog::logger> m_Logger{nullptr};
00021 };

```

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

```

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

```

Classes

- class [SDHCAL_buffer_loop< SOURCE, DESTINATION >](#)

5.15.1 Detailed Description

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

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

```

```

00082         for(uint32_t i = 0; i < d->getNumberOfFrames(); i++)
00083         {
00084             m_Destination.processFrame(d, i);
00085             for(uint32_t j = 0; j < 64; j++) m_Destination.processPadInFrame(d, i, j);
00086         }
00087
00088         bool processSC = false;
00089         if(bufferNavigator.hasSlowControlData())
00090         {
00091             c.hasSlowControl++;
00092             processSC = true;
00093         }
00094         if(bufferNavigator.badSCData())
00095         {
00096             c.hasBadSlowControl++;
00097             processSC = false;
00098         }
00099         if(processSC) { m_Destination.processSlowControl(bufferNavigator.getSCBuffer()); }
00100
00101         Buffer eod = bufferNavigator.getEndOfAllData();
00102         c.SizeAfterAllData[eod.size()]++;
00103         unsigned char* debug_variable_3 = eod.end();
00104         m_Logger->info("END DATA BUFFER END {} {}", fmt::ptr(debug_variable_1),
00105             fmt::ptr(debug_variable_3));
00106         if(m_Debug) assert(debug_variable_1 == debug_variable_3);
00107         if(eod.size() != 0) m_Logger->info("End of Data remaining stuff : {}", to_hex(eod));
00108
00109         int nonzeroCount = 0;
00110         for(unsigned char* it = eod.begin(); it != eod.end(); it++)
00111             if(static_cast<int>(*it) != 0) nonzeroCount++;
00112         c.NonZeroValusAtEndOfData[nonzeroCount]++;
00113         } // end of DIF while loop
00114         m_Logger->warn("***** Event number {} =====", m_NbrEvents);
00115         m_NbrEvents++;
00116         } // end of event while loop
00117         m_Destination.end();
00118         m_Source.end();
00119     }
00120     void printAllCounters() { c.printAllCounters(m_Logger); }
00121     std::shared_ptr<spdlog::logger> log() { return m_Logger; }
00122 private:
00123     std::shared_ptr<spdlog::logger> m_Logger{nullptr};
00124     std::vector<spdlog::sink_ptr> m_Sinks;
00125     SDHCAL_buffer_LoopCounter c;
00126     SOURCE& m_Source{nullptr};
00127     DESTINATION& m_Destination{nullptr};
00128     bool m_Debug{false};
00129     std::uint32_t m_NbrEvents{1};
00130 };

```

5.17 /home/runner/work/streamout/streamout/libs/core/include/SDHCAL_buffer_LoopCounter.h File Reference

```

#include <map>
#include <memory>
#include <spdlog/fwd.h>
#include <string>

```

Classes

- struct [SDHCAL_buffer_LoopCounter](#)

5.17.1 Detailed Description

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

5.18 SDHCAL_buffer_LoopCounter.h

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

```

00001
00005 #pragma once
00006
00007 #include <map>
00008 #include <memory>
00009 #include <spdlog/fwd.h>
00010 #include <string>
00011
00012 struct SDHCAL_buffer_LoopCounter
00013 {
00014 public:
00015     int                hasSlowControl    = 0;
00016     int                hasBadSlowControl = 0;
00017     std::map<int, int>  DIFStarter;
00018     std::map<int, int>  DIFPtrValueAtReturnedPos;
00019     std::map<int, int>  SizeAfterDIFPtr;
00020     std::map<int, int>  SizeAfterAllData;
00021     std::map<int, int>  NonZeroValusAtEndOfData;
00022
00023     void printCounter(const std::string& description, const std::map<int, int>& m, const
std::shared_ptr<spdlog::logger>& logger);
00024     void printAllCounters(const std::shared_ptr<spdlog::logger>& logger);
00025 };

```

5.19 /home/runner/work/streamout/streamout/libs/core/include/↵ SDHCAL_RawBuffer_Navigator.h File Reference

```

#include "Buffer.h"
#include "DIFPtr.h"

```

Classes

- class [SDHCAL_RawBuffer_Navigator](#)

5.19.1 Detailed Description

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

5.20 SDHCAL_RawBuffer_Navigator.h

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

```

00001
00005 #pragma once
00006
00007 #include "Buffer.h"
00008 #include "DIFPtr.h"
00009
00010 // class to navigate in the raw data buffer
00011 class SDHCAL_RawBuffer_Navigator
00012 {
00013 public:

```

```

00014     explicit SDHCAL_RawBuffer_Navigator(const Buffer& b, const int& start = -1);
00015     ~SDHCAL_RawBuffer_Navigator();
00016     bool      validBuffer();
00017     std::uint32_t  getStartOfDIF();
00018     unsigned char* getDIFBufferStart();
00019     std::uint32_t  getDIFBufferSize();
00020     Buffer         getDIFBuffer();
00021     DIFPtr*       getDIFPtr();
00022     std::uint32_t  getEndOfDIFData();
00023     std::uint32_t  getSizeAfterDIFPtr();
00024     std::uint32_t  getDIF_CRC();
00025     bool          hasSlowControlData();
00026     Buffer         getSCBuffer();
00027     bool          badSCData();
00028     Buffer         getEndOfAllData();
00029     static void    StartAt(const int& start);
00030
00031 private:
00032     void          setSCBuffer();
00033     Buffer         m_Buffer;
00034     Buffer         m_SCbuffer;
00035     std::uint32_t  m_DIFstartIndex{0};
00036     DIFPtr*       m_TheDIFPtr{nullptr};
00037     bool          m_BadSCdata{false};
00038     static int     m_Start;
00039 };

```

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

```
#include <cstdint>
```

Enumerations

- enum [DU](#) : std::uint8_t {
[START_OF_DIF](#) = 0xBB , [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 }

5.21.1 Detailed Description

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

5.21.2 Enumeration Type Documentation

5.21.2.1 DU

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

Enumerator

START_OF_DIF	
START_OF_DIF_TEMP	
END_OF_DIF	
START_OF_LINES	
END_OF_LINES	
START_OF_FRAME	
END_OF_FRAME	
ID_SHIFT	
DTC_SHIFT	
GTC_SHIFT	
ABCID_SHIFT	
BCID_SHIFT	
LINES_SHIFT	
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 };

```

5.22 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 };

```

5.23 /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.

5.23.1 Detailed Description

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

5.23.2 Function Documentation

5.23.2.1 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; }
```


5.24 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; }
```

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

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

5.26 Buffer.cc

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

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

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

```
#include "DIFPtr.h"
#include "spdlog/spdlog.h"
#include <string>
```

5.28 DIFPtr.cc

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

```
00001
00005 #include "DIFPtr.h"
00006
00007 #include "spdlog/spdlog.h"
00008
00009 #include <string>
00010
00011 DIFPtr::DIFPtr(unsigned char* p, const std::uint32_t& max_size) : theDIF_(p), theSize_(max_size)
00012 {
00013     theFrames_.clear();
00014     theLines_.clear();
00015     try
00016     {
00017         theGetFramePtrReturn_ = DIFUnpacker::getFramePtr(theFrames_, theLines_, theSize_, theDIF_);
00018     }
00019     catch(const std::string& e)
00020     {
00021         spdlog::get("streamout")->error(" DIF {} T ? {} {} ", getID(), hasTemperature(), e);
00022     }
00023 }
```

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

```
#include "DIFSlowControl.h"
#include <stdint>
#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 <stdint>
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] != 0xal) size_hardroc1 = 0;
00023
00024     int size_hardroc2 = m_NbrAsic * 109 + header_shift + 1;
00025     if(cbuf[size_hardroc2 - 1] != 0xal) 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;
```

```

00050     for(std::map<std::string, int>::iterator jt = (it->second).begin(); jt != (it->second).end();
00051         jt++) std::cout << jt->first << " : " << jt->second << std::endl;
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+l], (71-l)*8);
00065             for(int m = 0; m < 8; m++)
00066             {
00067                 if(((l < m) & cbuf[idx + k * 72 + l]) != 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+l], (71-l)*8);
00091             for(int m = 0; m < 8; m++)
00092             {
00093                 if(((l < m) & cbuf[idx + k * 109 + l]) != 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_Discri"] = static_cast<int>(bs[566]);
00123     mAsic["ON_Fsb"] = static_cast<int>(bs[565]);
00124     mAsic["ON_Otag"] = 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_Discri"] = 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["Sel1"] = 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
00258     SelEndReadout
00259     mAsic["SelEndReadout"] = static_cast<int>(bs[8 * 108 + 1]);
00260     mAsic["SelStartReadout"] = static_cast<int>(bs[8 * 108 + 2]);
00261     mAsic["EnOCChipsatb"] = static_cast<int>(bs[8 * 108 + 3]);
00262     mAsic["EnOCTransmitOn2b"] = static_cast<int>(bs[8 * 108 + 4]);
00263     mAsic["EnOCTransmitOn1b"] = static_cast<int>(bs[8 * 108 + 5]);
00264     mAsic["EnOCdout2b"] = static_cast<int>(bs[8 * 108 + 6]);
00265     mAsic["EnOCdout1b"] = static_cast<int>(bs[8 * 108 + 7]);
00266     m_MapSC[asicid] = mAsic;
00267 }

```

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 <cstdint>
#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 <cstdint>
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,
const std::uint32_t& start)
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 }
00046
00047 std::uint32_t DIFUnpacker::getID(const unsigned char* cb, const std::uint32_t& idx) { return cb[idx +
DU::ID_SHIFT]; }
00048
00049 std::uint32_t DIFUnpacker::getDTC(const unsigned char* cb, const std::uint32_t& idx) { 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]; }
00050
00051 std::uint32_t DIFUnpacker::getGTC(const unsigned char* cb, const std::uint32_t& idx) { 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]; }
00052
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::BCID_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 }
00060
00061 std::uint32_t DIFUnpacker::getBCID(const unsigned char* cb, const std::uint32_t& idx) { return (cb[idx
+ DU::BCID_SHIFT] << 16) + (cb[idx + DU::BCID_SHIFT + 1] << 8) + cb[idx + DU::BCID_SHIFT + 2]; }
00062 std::uint32_t DIFUnpacker::getLines(const unsigned char* cb, const std::uint32_t& idx) { return
(cb[idx + DU::LINES_SHIFT] >> 4) & 0x5; }
00063
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     }
00126     do {
00127         // printf("fshift %d and %d \n", fshift, max_size);
00128         if(cb[fshift] == DU::END_OF_DIF) return fshift;
00129         if(cb[fshift] == DU::START_OF_FRAME) fshift++;
00130         if(cb[fshift] == DU::END_OF_FRAME)
00131         {
00132             fshift++;
00133             continue;
00134         }
00135         std::uint32_t header = DIFUnpacker::getFrameAsicHeader(&cb[fshift]);
00136         if(header == DU::END_OF_FRAME) return (fshift + 2);
00137         // std::cout<<header<<" "<<fshift<<std::endl;
00138         if(header < 1 || header > 48) { throw header + " Header problem " + fshift; }
00139         vFrame.push_back(&cb[fshift]);
00140         fshift += DU::FRAME_SIZE;
00141         if(fshift > max_size)
00142         {
00143             std::cout << "fshift " << fshift << " exceed " << max_size << "\n";
00144             return fshift;
00145         }
00146         if(cb[fshift] == DU::END_OF_FRAME) fshift++;
00147     } while(true);
00148 }
00149
00150 void DIFUnpacker::dumpFrameOld(const unsigned char* buf)
00151 {

```

```

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 <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 70 of file [Formatters.cc](#).

```
00070 { return fmt::format("{:016b}", b); }
```

5.33.2.2 to_bin() [2/5]

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

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

```
00072 { return fmt::format("{:032b}", b); }
```

5.33.2.3 to_bin() [3/5]

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

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

```
00074 { return fmt::format("{:064b}", b); }
```

5.33.2.4 to_bin() [4/5]

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

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

```
00068 { 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 55 of file [Formatters.cc](#).

```
00056 {
00057     std::size_t iend = end;
00058     if(iend == -1) iend = b.size();
00059     std::string ret;
00060     for(std::size_t k = begin; k < iend; k++)
00061     {
00062         ret += to_bin(b[k]);
00063         ret += " - ";
00064     }
00065     return ret;
00066 }
```

5.33.2.6 to_dec() [1/5]

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

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

```
00028 { return fmt::format("{:#016d}", b); }
```

5.33.2.7 to_dec() [2/5]

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

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

```
00030 { return fmt::format("{:#032d}", b); }
```

5.33.2.8 to_dec() [3/5]

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

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

```
00032 { return fmt::format("{:#064d}", b); }
```

5.33.2.9 to_dec() [4/5]

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

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

```
00026 { 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 13 of file [Formatters.cc](#).

```
00014 {
00015     std::size_t iend = end;
00016     if(iend == -1) iend = b.size();
00017     std::string ret;
00018     for(std::size_t k = begin; k < iend; k++)
00019     {
00020         ret += to_dec(b[k]);
00021         ret += " - ";
00022     }
00023     return ret;
00024 }
```

5.33.2.11 to_hex() [1/5]

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

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

```
00049 { return fmt::format("{:#016x}", b); }
```

5.33.2.12 to_hex() [2/5]

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

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

```
00051 { return fmt::format("{:032x}", b); }
```

5.33.2.13 to_hex() [3/5]

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

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

```
00053 { return fmt::format("{:064x}", b); }
```

5.33.2.14 to_hex() [4/5]

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

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

```
00047 { 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 34 of file [Formatters.cc](#).

```
00035 {
00036     std::size_t iend = end;
00037     if(iend == -1) iend = b.size();
00038     std::string ret;
00039     for(std::size_t k = begin; k < iend; k++)
00040     {
00041         ret += to_hex(b[k]);
00042         ret += " - ";
00043     }
00044     return ret;
00045 }
```

5.33.2.16 to_oct() [1/5]

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

Definition at line 91 of file [Formatters.cc](#).

```
00091 { return fmt::format("{:#016o}", b); }
```

5.33.2.17 to_oct() [2/5]

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

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

```
00093 { return fmt::format("{:#032o}", b); }
```

5.33.2.18 to_oct() [3/5]

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

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

```
00095 { return fmt::format("{:#064o}", b); }
```

5.33.2.19 to_oct() [4/5]

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

Definition at line 89 of file [Formatters.cc](#).

```
00089 { 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 76 of file [Formatters.cc](#).

```
00077 {
00078     std::size_t iend = end;
00079     if(iend == -1) iend = b.size();
00080     std::string ret;
00081     for(std::size_t k = begin; k < iend; k++)
00082     {
00083         ret += to_oct(b[k]);
00084         ret += " - ";
00085     }
00086     return ret;
00087 }
```

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
00011 #include <fmt/format.h>
00012
00013 std::string to_dec(const Buffer& b, const std::size_t& begin, const std::size_t& end)
00014 {
00015     std::size_t iend = end;
00016     if(iend == -1) iend = b.size();
00017     std::string ret;
00018     for(std::size_t k = begin; k < iend; k++)
00019     {
00020         ret += to_dec(b[k]);
00021         ret += " - ";
00022     }
00023     return ret;
00024 }
00025
00026 std::string to_dec(const bit8_t& b) { return fmt::format("{:08d}", b); }
00027
00028 std::string to_dec(const bit16_t& b) { return fmt::format("{:016d}", b); }
00029
00030 std::string to_dec(const bit32_t& b) { return fmt::format("{:032d}", b); }
00031
00032 std::string to_dec(const bit64_t& b) { return fmt::format("{:064d}", b); }
00033
00034 std::string to_hex(const Buffer& b, const std::size_t& begin, const std::size_t& end)
00035 {
00036     std::size_t iend = end;
00037     if(iend == -1) iend = b.size();
00038     std::string ret;
00039     for(std::size_t k = begin; k < iend; k++)
00040     {
00041         ret += to_hex(b[k]);
00042         ret += " - ";
00043     }
00044     return ret;
00045 }
00046
00047 std::string to_hex(const bit8_t& b) { return fmt::format("{:08x}", b); }
00048
00049 std::string to_hex(const bit16_t& b) { return fmt::format("{:016x}", b); }
00050
00051 std::string to_hex(const bit32_t& b) { return fmt::format("{:032x}", b); }
00052
00053 std::string to_hex(const bit64_t& b) { return fmt::format("{:064x}", b); }
00054
00055 std::string to_bin(const Buffer& b, const std::size_t& begin, const std::size_t& end)
00056 {
00057     std::size_t iend = end;
00058     if(iend == -1) iend = b.size();
00059     std::string ret;
00060     for(std::size_t k = begin; k < iend; k++)
00061     {
00062         ret += to_bin(b[k]);
00063         ret += " - ";
00064     }
00065     return ret;
00066 }
00067
00068 std::string to_bin(const bit8_t& b) { return fmt::format("{:08b}", b); }
00069
00070 std::string to_bin(const bit16_t& b) { return fmt::format("{:016b}", b); }
00071
00072 std::string to_bin(const bit32_t& b) { return fmt::format("{:032b}", b); }
00073
00074 std::string to_bin(const bit64_t& b) { return fmt::format("{:064b}", b); }
00075
00076 std::string to_oct(const Buffer& b, const std::size_t& begin, const std::size_t& end)
00077 {
00078     std::size_t iend = end;
00079     if(iend == -1) iend = b.size();
00080     std::string ret;
00081     for(std::size_t k = begin; k < iend; k++)
00082     {
00083         ret += to_oct(b[k]);
00084         ret += " - ";
00085     }
00086     return ret;

```

```

00087 }
00088
00089 std::string to_oct(const bit8_t& b) { return fmt::format("{:08o}", b); }
00090
00091 std::string to_oct(const bit16_t& b) { return fmt::format("{:016o}", b); }
00092
00093 std::string to_oct(const bit32_t& b) { return fmt::format("{:032o}", b); }
00094
00095 std::string to_oct(const bit64_t& b) { return fmt::format("{:064o}", b); }

```

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

```

#include "SDHCAL_buffer_LoopCounter.h"
#include <spdlog/spdlog.h>

```

5.35.1 Detailed Description

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

5.36 SDHCAL_buffer_LoopCounter.cc

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

```

00001
00005 #include "SDHCAL_buffer_LoopCounter.h"
00006
00007 #include <spdlog/spdlog.h>
00008
00009 void SDHCAL_buffer_LoopCounter::printAllCounters(const std::shared_ptr<spdlog::logger>& logger)
00010 {
00011     spdlog::level::level_enum level = logger->level();
00012     logger->set_level(spdlog::level::trace);
00013     logger->critical("BUFFER LOOP FINAL STATISTICS : ");
00014     printCounter("Start of DIF header", DIFStarter, logger);
00015     printCounter("Value after DIF data are processed", DIFPtrValueAtReturnedPos, logger);
00016     printCounter("Size remaining in buffer after end of DIF data", SizeAfterDIFPtr, logger);
00017     logger->critical("Number of Slow Control found {} out of which {} are bad", hasSlowControl,
hasBadSlowControl);
00018     printCounter("Size remaining after all of data have been processed", SizeAfterAllData, logger);
00019     printCounter("Number on non zero values in end of data buffer", NonZeroValusAtEndOfData, logger);
00020     logger->set_level(level);
00021 }
00022
00023 void SDHCAL_buffer_LoopCounter::printCounter(const std::string& description, const std::map<int, int>&
m, const std::shared_ptr<spdlog::logger>& logger)
00024 {
00025     std::string out{"statistics for " + description + " : "};
00026     for(std::map<int, int>::const_iterator it = m.begin(); it != m.end(); it++)
00027     {
00028         if(it != m.begin()) out += ",";
00029         out += " [" + std::to_string(it->first) + "]= " + std::to_string(it->second);
00030     }
00031     logger->critical(out);
00032 }

```

5.37 /home/runner/work/streamout/streamout/libs/core/src/SDHCAL_↵ RawBuffer_Navigator.cc File Reference

```
#include "SDHCAL_RawBuffer_Navigator.h"
#include <iostream>
```

5.37.1 Detailed Description

Copyright

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

5.38 SDHCAL_RawBuffer_Navigator.cc

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

```
00001
00005 #include "SDHCAL_RawBuffer_Navigator.h"
00006
00007 #include <iostream>
00008 int SDHCAL_RawBuffer_Navigator::m_Start = 92;
00009
00010 void SDHCAL_RawBuffer_Navigator::StartAt(const int& start)
00011 {
00012     if(start >= 0) m_Start = start;
00013 }
00014
00015 SDHCAL_RawBuffer_Navigator::SDHCAL_RawBuffer_Navigator(const Buffer& b, const int& start) :
00016     m_Buffer(b)
00017 {
00018     StartAt(start);
00019     m_DIFstartIndex = DIFUnpacker::getStartOfDIF(m_Buffer.begin(), m_Buffer.size(), m_Start);
00020 }
00021 SDHCAL_RawBuffer_Navigator::~SDHCAL_RawBuffer_Navigator()
00022 {
00023     if(m_TheDIFPtr != nullptr) delete m_TheDIFPtr;
00024 }
00025
00026 bool SDHCAL_RawBuffer_Navigator::validBuffer() { return m_DIFstartIndex != 0; }
00027
00028 std::uint32_t SDHCAL_RawBuffer_Navigator::getStartOfDIF() { return m_DIFstartIndex; }
00029
00030 unsigned char* SDHCAL_RawBuffer_Navigator::getDIFBufferStart() { return
00031     &(m_Buffer.begin()[m_DIFstartIndex]); }
00032
00033 std::uint32_t SDHCAL_RawBuffer_Navigator::getDIFBufferSize() { return m_Buffer.size() -
00034     m_DIFstartIndex; }
00035
00036 Buffer SDHCAL_RawBuffer_Navigator::getDIFBuffer() { return Buffer(getDIFBufferStart(),
00037     getDIFBufferSize()); }
00038
00039 DIFPtr* SDHCAL_RawBuffer_Navigator::getDIFPtr()
00040 {
00041     if(m_TheDIFPtr == nullptr) m_TheDIFPtr = new DIFPtr(getDIFBufferStart(), getDIFBufferSize());
00042     return m_TheDIFPtr;
00043 }
00044
00045 std::uint32_t SDHCAL_RawBuffer_Navigator::getEndOfDIFData() { return
00046     getDIFPtr()->getGetFramePtrReturn() + 3; }
00047
00048 std::uint32_t SDHCAL_RawBuffer_Navigator::getSizeAfterDIFPtr() { return getDIFBufferSize() -
00049     getDIFPtr()->getGetFramePtrReturn(); }
00050
00051 uint32_t SDHCAL_RawBuffer_Navigator::getDIF_CRC()
00052 {
00053     uint32_t i{getEndOfDIFData()};
```



```

00049     uint32_t ret{0};
00050     ret |= ((m_Buffer.begin()[i - 2]) << 8);
00051     ret |= m_Buffer.begin()[i - 1];
00052     return ret;
00053 }
00054
00055 bool SDHCAL_RawBuffer_Navigator::hasSlowControlData() { return getDIFBufferStart()[getEndOfDIFData()]
    == 0xb1; }
00056
00057 Buffer SDHCAL_RawBuffer_Navigator::getSCBuffer()
00058 {
00059     setSCBuffer();
00060     return m_SCbuffer;
00061 }
00062
00063 bool SDHCAL_RawBuffer_Navigator::badSCData()
00064 {
00065     setSCBuffer();
00066     return m_BadSCdata;
00067 }
00068
00069 void SDHCAL_RawBuffer_Navigator::setSCBuffer()
00070 {
00071     if(!hasSlowControlData()) return;
00072     if(m_SCbuffer.size() != 0) return; // deja fait
00073     if(m_BadSCdata) return;
00074     m_SCbuffer.set(&(getDIFBufferStart()[getEndOfDIFData()]));
00075     // compute Slow Control size
00076     std::size_t maxsize{m_Buffer.size() - m_DIFstartIndex - getEndOfDIFData() + 1}; // should I +1 here
    ?
00077     uint32_t k{1}; // SC Header
00078     uint32_t dif_ID{m_SCbuffer[1]};
00079     uint32_t chipSize{m_SCbuffer[3]};
00080     while((dif_ID != 0x1 && m_SCbuffer[k] != 0x1 && k < maxsize) || (dif_ID == 0x1 && m_SCbuffer[k +
    2] == chipSize && k < maxsize))
    {
00081     {
00082         k += 2; // DIF ID + ASIC Header
00083         uint32_t scsize = m_SCbuffer[k];
00084         if(scsize != 74 && scsize != 109)
00085         {
00086             std::cout << "PROBLEM WITH SC SIZE " << scsize << std::endl;
00087             k = 0;
00088             m_BadSCdata = true;
00089             break;
00090         }
00091         k++; // skip size bit
00092         k += scsize; // skip the data
00093     }
00094     if(m_SCbuffer[k] == 0x1 && !m_BadSCdata) m_SCbuffer.setSize(k + 1); // add the trailer
00095     else
00096     {
00097         m_BadSCdata = true;
00098         std::cout << "PROBLEM SC TRAILER NOT FOUND " << std::endl;
00099     }
00100 }
00101
00102 Buffer SDHCAL_RawBuffer_Navigator::getEndOfAllData()
00103 {
00104     setSCBuffer();
00105     if(hasSlowControlData() && !m_BadSCdata) { return Buffer(&(m_SCbuffer.begin()[m_SCbuffer.size()]),
    getSizeAfterDIFPtr() - 3 - m_SCbuffer.size()); }
00106     else
00107     return Buffer(&(getDIFBufferStart()[getEndOfDIFData()]), getSizeAfterDIFPtr() - 3); // remove the
    2 bytes for CRC and the DIF trailer
00108 }

```

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

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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(DIFPtr*);
00026     void processFrame(DIFPtr*, uint32_t frameIndex);
00027     void processPadInFrame(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"
```

5.41.1 Detailed Description

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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 void textDump::start() { print()->info("Will dump bunch of DIF data"); }
00008
00009 void textDump::processDIF(DIFPtr* d)
00010 {
00011     if(nullptr == d)
00012     {
00013         print()->info("DIFPtr is nullptr");
00014         return;
00015     }
00016     print()->info("DIF number is {}", d->getDIFid());
00017     print()->info("DTC value is {}", d->getDTC());
00018     print()->info("GTC value is {}", d->getGTC());
00019     print()->info("DIF BCID is {}", d->getBCID());
00020     print()->info("Absolute BCID is {}", d->getAbsoluteBCID());
00021     print()->info("The number of frame is {}", d->getNumberOfFrames());
00022 }
00023
00024 void textDump::processFrame(DIFPtr* d, uint32_t frameIndex)
00025 {
00026     print()->info("Displaying frame number {}", frameIndex);
00027     print()->info("ASIC ID is {}", d->getASICid(frameIndex));
00028     print()->info("Frame BCID is {}", d->getFrameBCID(frameIndex));
00029     print()->info("Frame Time To Trigger (a.k.a timestamp) is {}",
00030         d->getFrameTimeToTrigger(frameIndex));
00031 }
00032 void textDump::processPadInFrame(DIFPtr* d, uint32_t frameIndex, uint32_t channelIndex)
00033 {
00034     if(d->getThresholdStatus(frameIndex, channelIndex) > 0)
00035     {
00036         print()->info("Displaying channel number {}", channelIndex);
00037         print()->info("Threshold status is {}", d->getThresholdStatus(frameIndex, channelIndex));
00038     }
00039 }
00040
00041 void textDump::processSlowControl(Buffer) { print()->error("textDump::processSlowControl not
00042     implemented yet."); }
00043 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

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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 <stdint>
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     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 <stdint>
#include <cstring>
#include <stdexcept>
#include <zlib.h>

```

5.45.1 Detailed Description

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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 <stdint>
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(...)
00070     {
00071         // ...
00072     }
00073 }

```

```

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 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

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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");
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 }

```