

Crash

Generated by Doxygen 1.8.11

Contents

1	crash	1
2	Namespace Index	1
2.1	Packages	1
3	Hierarchical Index	1
3.1	Class Hierarchy	1
4	Class Index	2
4.1	Class List	2
5	File Index	2
5.1	File List	2
6	Namespace Documentation	2
6.1	crash Namespace Reference	2
6.2	crash.Proto Namespace Reference	3
7	Class Documentation	3
7.1	crash.FormConnect Class Reference	3
7.1.1	Detailed Description	4
7.1.2	Constructor & Destructor Documentation	4
7.1.3	Member Function Documentation	4
7.1.4	Member Data Documentation	7
7.2	crash.FormMain Class Reference	9
7.2.1	Detailed Description	10
7.2.2	Constructor & Destructor Documentation	10
7.2.3	Member Function Documentation	11
7.2.4	Member Data Documentation	21
7.3	crash.Proto.Message Class Reference	24
7.3.1	Detailed Description	24
7.3.2	Constructor & Destructor Documentation	24
7.3.3	Member Function Documentation	25
7.3.4	Member Data Documentation	25
7.4	crash.NetService Class Reference	26
7.4.1	Detailed Description	26
7.4.2	Constructor & Destructor Documentation	26
7.4.3	Member Function Documentation	27
7.4.4	Member Data Documentation	32
7.5	crash.Program Class Reference	33
7.5.1	Detailed Description	33
7.5.2	Member Function Documentation	33

8 File Documentation	34
8.1 /home/drb/dev/cs/crash/FormConnect.cs File Reference	34
8.2 /home/drb/dev/cs/crash/FormConnect.Designer.cs File Reference	34
8.3 /home/drb/dev/cs/crash/FormMain.cs File Reference	34
8.4 /home/drb/dev/cs/crash/FormMain.Designer.cs File Reference	34
8.5 /home/drb/dev/cs/crash/NetService.cs File Reference	35
8.6 /home/drb/dev/cs/crash/NetService_IO.cs File Reference	35
8.7 /home/drb/dev/cs/crash/Program.cs File Reference	35
8.8 /home/drb/dev/cs/crash/Proto.cs File Reference	35
8.9 /home/drb/dev/cs/crash/README.md File Reference	35
Index	37

1 crash

Controller application for Burn

2 Namespace Index

2.1 Packages

Here are the packages with brief descriptions (if available):

crash	2
crash.Proto	3

3 Hierarchical Index

3.1 Class Hierarchy

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

Form	
crash.FormConnect	3
crash.FormMain	9
crash.Proto.Message	24

crash.NetService	26
crash.Program	33

4 Class Index

4.1 Class List

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

crash.FormConnect	3
crash.FormMain	9
crash.Proto.Message	24
crash.NetService	26
crash.Program	33

5 File Index

5.1 File List

Here is a list of all files with brief descriptions:

/home/drb/dev/cs/crash/FormConnect.cs	34
/home/drb/dev/cs/crash/FormConnect.Designer.cs	34
/home/drb/dev/cs/crash/FormMain.cs	34
/home/drb/dev/cs/crash/FormMain.Designer.cs	34
/home/drb/dev/cs/crash/NetService.cs	35
/home/drb/dev/cs/crash/NetService_IO.cs	35
/home/drb/dev/cs/crash/Program.cs	35
/home/drb/dev/cs/crash/Proto.cs	35

6 Namespace Documentation

6.1 crash Namespace Reference

Namespaces

- namespace [Proto](#)

Classes

- class [FormConnect](#)
- class [FormMain](#)
- class [NetService](#)
- class [Program](#)

6.2 crash.Proto Namespace Reference

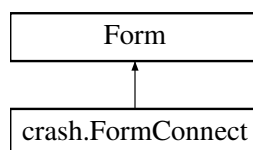
Classes

- class [Message](#)

7 Class Documentation

7.1 crash.FormConnect Class Reference

Inheritance diagram for crash.FormConnect:



Public Member Functions

- [FormConnect](#) ()

Public Attributes

- string [IP](#)
- string [Port](#)

Protected Member Functions

- override void [Dispose](#) (bool disposing)
Clean up any resources being used.

Private Member Functions

- void [btnCancel_Click](#) (object sender, EventArgs e)
- void [btnOk_Click](#) (object sender, EventArgs e)
- void [InitializeComponent](#) ()

Required method for Designer support - do not modify the contents of this method with the code editor.

Private Attributes

- System.ComponentModel.IContainer [components](#) = null
Required designer variable.
- System.Windows.Forms.Panel [panel1](#)
- System.Windows.Forms.Panel [panel2](#)
- System.Windows.Forms.Panel [panel3](#)
- System.Windows.Forms.Label [label1](#)
- System.Windows.Forms.Panel [panel4](#)
- System.Windows.Forms.TextBox [tbIP](#)
- System.Windows.Forms.Label [label2](#)
- System.Windows.Forms.TextBox [tbPort](#)
- System.Windows.Forms.Button [btnCancel](#)
- System.Windows.Forms.Button [btnOk](#)

7.1.1 Detailed Description

Definition at line 14 of file FormConnect.cs.

7.1.2 Constructor & Destructor Documentation

7.1.2.1 `crash.FormConnect.FormConnect ()`

Definition at line 19 of file FormConnect.cs.

References `crash.FormConnect.InitializeComponent()`.

```
20         {  
21             InitializeComponent();  
22         }
```

7.1.3 Member Function Documentation

7.1.3.1 `void crash.FormConnect.btnCancel_Click (object sender, EventArgs e)` `[private]`

Definition at line 24 of file FormConnect.cs.

```
25         {  
26             DialogResult = DialogResult.Cancel;  
27             Close();  
28         }
```

7.1.3.2 void crash.FormConnect.btnOk_Click (object sender, EventArgs e) [private]

Definition at line 30 of file FormConnect.cs.

References crash.FormConnect.tbIP, and crash.FormConnect.tbPort.

```

31         {
32             if (String.IsNullOrEmpty(tbIP.Text))
33             {
34                 MessageBox.Show("No IP address provided");
35                 return;
36             }
37
38             if (String.IsNullOrEmpty(tbPort.Text))
39             {
40                 MessageBox.Show("No port provided");
41                 return;
42             }
43
44             IP = tbIP.Text;
45             Port = tbPort.Text;
46             DialogResult = DialogResult.OK;
47             Close();
48         }

```

7.1.3.3 override void crash.FormConnect.Dispose (bool disposing) [protected]

Clean up any resources being used.

Parameters

<i>disposing</i>	true if managed resources should be disposed; otherwise, false.
------------------	---

Definition at line 14 of file FormConnect.Designer.cs.

References crash.FormConnect.components.

```

15         {
16             if (disposing && (components != null))
17             {
18                 components.Dispose();
19             }
20             base.Dispose(disposing);
21         }

```

7.1.3.4 void crash.FormConnect.InitializeComponent () [private]

Required method for Designer support - do not modify the contents of this method with the code editor.

Definition at line 29 of file FormConnect.Designer.cs.

References crash.FormConnect.btnCancel, crash.FormConnect.btnCancel_Click(), crash.FormConnect.btnOk, crash.FormConnect.btnOk_Click(), crash.FormConnect.label1, crash.FormConnect.label2, crash.FormConnect.panel1, crash.FormConnect.panel2, crash.FormConnect.panel3, crash.FormConnect.panel4, crash.FormConnect.tbIP, and crash.FormConnect.tbPort.

```

30     {
31         this.panel1 = new System.Windows.Forms.Panel();
32         this.btnCancel = new System.Windows.Forms.Button();
33         this.btnOk = new System.Windows.Forms.Button();
34         this.panel2 = new System.Windows.Forms.Panel();
35         this.panel3 = new System.Windows.Forms.Panel();
36         this.label2 = new System.Windows.Forms.Label();
37         this.label1 = new System.Windows.Forms.Label();
38         this.panel4 = new System.Windows.Forms.Panel();
39         this.tbPort = new System.Windows.Forms.TextBox();
40         this.tbIP = new System.Windows.Forms.TextBox();
41         this.panel1.SuspendLayout();
42         this.panel3.SuspendLayout();
43         this.panel4.SuspendLayout();
44         this.SuspendLayout();
45         //
46         // panel1
47         //
48         this.panel1.Controls.Add(this.btnCancel);
49         this.panel1.Controls.Add(this.btnOk);
50         this.panel1.Dock = System.Windows.Forms.DockStyle.Bottom;
51         this.panel1.Location = new System.Drawing.Point(0, 109);
52         this.panel1.Margin = new System.Windows.Forms.Padding(4, 4, 4, 4);
53         this.panel1.Name = "panel1";
54         this.panel1.Size = new System.Drawing.Size(362, 28);
55         this.panel1.TabIndex = 0;
56         //
57         // btnCancel
58         //
59         this.btnCancel.Dock = System.Windows.Forms.DockStyle.Right;
60         this.btnCancel.Location = new System.Drawing.Point(162, 0);
61         this.btnCancel.Margin = new System.Windows.Forms.Padding(4, 4, 4, 4);
62         this.btnCancel.Name = "btnCancel";
63         this.btnCancel.Size = new System.Drawing.Size(100, 28);
64         this.btnCancel.TabIndex = 1;
65         this.btnCancel.Text = "Cancel";
66         this.btnCancel.UseVisualStyleBackColor = true;
67         this.btnCancel.Click += new System.EventHandler(this.
btnCancel_Click);
68         //
69         // btnOk
70         //
71         this.btnOk.Dock = System.Windows.Forms.DockStyle.Right;
72         this.btnOk.Location = new System.Drawing.Point(262, 0);
73         this.btnOk.Margin = new System.Windows.Forms.Padding(4, 4, 4, 4);
74         this.btnOk.Name = "btnOk";
75         this.btnOk.Size = new System.Drawing.Size(100, 28);
76         this.btnOk.TabIndex = 0;
77         this.btnOk.Text = "Ok";
78         this.btnOk.UseVisualStyleBackColor = true;
79         this.btnOk.Click += new System.EventHandler(this.
btnOk_Click);
80         //
81         // panel2
82         //
83         this.panel2.Dock = System.Windows.Forms.DockStyle.Top;
84         this.panel2.Location = new System.Drawing.Point(0, 0);
85         this.panel2.Margin = new System.Windows.Forms.Padding(4, 4, 4, 4);
86         this.panel2.Name = "panel2";
87         this.panel2.Size = new System.Drawing.Size(362, 21);
88         this.panel2.TabIndex = 1;
89         //
90         // panel3
91         //
92         this.panel3.Controls.Add(this.label2);
93         this.panel3.Controls.Add(this.label1);
94         this.panel3.Dock = System.Windows.Forms.DockStyle.Left;
95         this.panel3.Location = new System.Drawing.Point(0, 21);
96         this.panel3.Margin = new System.Windows.Forms.Padding(4, 4, 4, 4);
97         this.panel3.Name = "panel3";
98         this.panel3.Size = new System.Drawing.Size(133, 88);
99         this.panel3.TabIndex = 2;
100        //
101        // label2
102        //
103        this.label2.AutoSize = true;
104        this.label2.Dock = System.Windows.Forms.DockStyle.Top;
105        this.label2.Location = new System.Drawing.Point(0, 25);
106        this.label2.Margin = new System.Windows.Forms.Padding(4, 4, 4, 4);
107        this.label2.Name = "label2";
108        this.label2.Padding = new System.Windows.Forms.Padding(4, 4, 4, 4);
109        this.label2.Size = new System.Drawing.Size(42, 25);
110        this.label2.TabIndex = 1;
111        this.label2.Text = "Port";
112        //
113        // label1
114        //

```



```

115         this.label1.AutoSize = true;
116         this.label1.Dock = System.Windows.Forms.DockStyle.Top;
117         this.label1.Location = new System.Drawing.Point(0, 0);
118         this.label1.Margin = new System.Windows.Forms.Padding(4, 4, 4, 4);
119         this.label1.Name = "label1";
120         this.label1.Padding = new System.Windows.Forms.Padding(4, 4, 4, 4);
121         this.label1.Size = new System.Drawing.Size(83, 25);
122         this.label1.TabIndex = 0;
123         this.label1.Text = "IP address";
124         //
125         // panel4
126         //
127         this.panel4.Controls.Add(this.tbPort);
128         this.panel4.Controls.Add(this.tbIP);
129         this.panel4.Dock = System.Windows.Forms.DockStyle.Fill;
130         this.panel4.Location = new System.Drawing.Point(133, 21);
131         this.panel4.Margin = new System.Windows.Forms.Padding(4, 4, 4, 4);
132         this.panel4.Name = "panel4";
133         this.panel4.Size = new System.Drawing.Size(229, 88);
134         this.panel4.TabIndex = 3;
135         //
136         // tbPort
137         //
138         this.tbPort.Dock = System.Windows.Forms.DockStyle.Top;
139         this.tbPort.Location = new System.Drawing.Point(0, 23);
140         this.tbPort.Margin = new System.Windows.Forms.Padding(4, 4, 4, 4);
141         this.tbPort.Name = "tbPort";
142         this.tbPort.Size = new System.Drawing.Size(229, 23);
143         this.tbPort.TabIndex = 1;
144         //
145         // tbIP
146         //
147         this.tbIP.Dock = System.Windows.Forms.DockStyle.Top;
148         this.tbIP.Location = new System.Drawing.Point(0, 0);
149         this.tbIP.Margin = new System.Windows.Forms.Padding(4, 4, 4, 4);
150         this.tbIP.Name = "tbIP";
151         this.tbIP.Size = new System.Drawing.Size(229, 23);
152         this.tbIP.TabIndex = 0;
153         //
154         // FormConnect
155         //
156         this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
157         this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
158         this.ClientSize = new System.Drawing.Size(362, 137);
159         this.Controls.Add(this.panel4);
160         this.Controls.Add(this.panel3);
161         this.Controls.Add(this.panel2);
162         this.Controls.Add(this.panel1);
163         this.Font = new System.Drawing.Font("Microsoft Sans Serif", 10F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, (byte)0));
164         this.Margin = new System.Windows.Forms.Padding(4, 4, 4, 4);
165         this.MaximizeBox = false;
166         this.MinimizeBox = false;
167         this.Name = "FormConnect";
168         this.StartPosition = System.Windows.Forms.FormStartPosition.CenterParent;
169         this.Text = "Crash - Connect";
170         this.panel1.ResumeLayout(false);
171         this.panel3.ResumeLayout(false);
172         this.panel3.PerformLayout();
173         this.panel4.ResumeLayout(false);
174         this.panel4.PerformLayout();
175         this.ResumeLayout(false);
176     }
177 }

```

7.1.4 Member Data Documentation

7.1.4.1 System.Windows.Forms.Button crash.FormConnect.btnCancel [private]

Definition at line 189 of file FormConnect.Designer.cs.

7.1.4.2 System.Windows.Forms.Button crash.FormConnect.btnOk [private]

Definition at line 190 of file FormConnect.Designer.cs.

7.1.4.3 `System.ComponentModel.IContainer` `crash.FormConnect.components = null` [private]

Required designer variable.

Definition at line 8 of file `FormConnect.Designer.cs`.

7.1.4.4 `string` `crash.FormConnect.IP`

Definition at line 16 of file `FormConnect.cs`.

7.1.4.5 `System.Windows.Forms.Label` `crash.FormConnect.label1` [private]

Definition at line 184 of file `FormConnect.Designer.cs`.

7.1.4.6 `System.Windows.Forms.Label` `crash.FormConnect.label2` [private]

Definition at line 187 of file `FormConnect.Designer.cs`.

7.1.4.7 `System.Windows.Forms.Panel` `crash.FormConnect.panel1` [private]

Definition at line 181 of file `FormConnect.Designer.cs`.

7.1.4.8 `System.Windows.Forms.Panel` `crash.FormConnect.panel2` [private]

Definition at line 182 of file `FormConnect.Designer.cs`.

7.1.4.9 `System.Windows.Forms.Panel` `crash.FormConnect.panel3` [private]

Definition at line 183 of file `FormConnect.Designer.cs`.

7.1.4.10 `System.Windows.Forms.Panel` `crash.FormConnect.panel4` [private]

Definition at line 185 of file `FormConnect.Designer.cs`.

7.1.4.11 `string` `crash.FormConnect.Port`

Definition at line 17 of file `FormConnect.cs`.

7.1.4.12 `System.Windows.Forms.TextBox` `crash.FormConnect.tbIP` [private]

Definition at line 186 of file `FormConnect.Designer.cs`.

7.1.4.13 `System.Windows.Forms.TextBox` `crash.FormConnect.tbPort` [private]

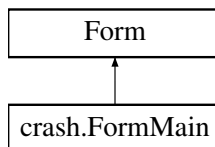
Definition at line 188 of file `FormConnect.Designer.cs`.

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

- [/home/drb/dev/cs/crash/FormConnect.cs](#)
- [/home/drb/dev/cs/crash/FormConnect.Designer.cs](#)

7.2 crash.FormMain Class Reference

Inheritance diagram for crash.FormMain:



Public Member Functions

- [FormMain](#) ()

Protected Member Functions

- override void [Dispose](#) (bool disposing)
Clean up any resources being used.

Private Member Functions

- void [FormMain_Load](#) (object sender, EventArgs e)
- void [timer_Tick](#) (object sender, EventArgs e)
- void [FormMain_FormClosing](#) (object sender, FormClosingEventArgs e)
- bool [dispatchRecvMsg](#) (Proto.Message msg)
- void [log](#) (string message)
- void [menuItemExit_Click](#) (object sender, EventArgs e)
- void [menuItemConnect_Click](#) (object sender, EventArgs e)
- void [menuItemDisconnect_Click](#) (object sender, EventArgs e)
- void [btnSendHello_Click](#) (object sender, EventArgs e)
- void [btnSendClose_Click](#) (object sender, EventArgs e)
- void [btnSendSession_Click](#) (object sender, EventArgs e)
- void [btnSendFix_Click](#) (object sender, EventArgs e)
- void [btnStopNetService_Click](#) (object sender, EventArgs e)
- void [btnGetPreview_Click](#) (object sender, EventArgs e)
- void [btnSetGain_Click](#) (object sender, EventArgs e)
- void [InitializeComponent](#) ()

Required method for Designer support - do not modify the contents of this method with the code editor.

Private Attributes

- [FormConnect](#) formConnect = new [FormConnect](#)()
- System.Windows.Forms.Timer [timer](#) = new System.Windows.Forms.Timer()
- System.ComponentModel.IContainer [components](#) = null
Required designer variable.
- System.Windows.Forms.MenuStrip [menu](#)
- System.Windows.Forms.StatusStrip [status](#)
- System.Windows.Forms.ToolStrip [tools](#)
- System.Windows.Forms.ToolStripMenuItem [menuItemFile](#)
- System.Windows.Forms.ToolStripMenuItem [menuItemExit](#)

- System.Windows.Forms.ToolStripButtons [btnConnect](#)
- System.Windows.Forms.ToolStripMenuItem [menuItemConnect](#)
- System.Windows.Forms.ToolStripMenuItem [menuItemDisconnect](#)
- System.Windows.Forms.ToolStripSeparator [toolStripSeparator1](#)
- System.Windows.Forms.ToolStripButtons [btnDisconnect](#)
- System.Windows.Forms.ToolStripStatusLabel [statusLabel](#)
- System.Windows.Forms.ToolStripLabel [lblConnectionStatus](#)
- System.Windows.Forms.TabControl [tabs](#)
- System.Windows.Forms.TabPage [pageSettings](#)
- System.Windows.Forms.TabPage [pageSpectrometry](#)
- System.Windows.Forms.Button [btnSendClose](#)
- System.Windows.Forms.Button [btnSendHello](#)
- System.Windows.Forms.TextBox [tbLog](#)
- System.Windows.Forms.Button [btnSendSession](#)
- System.Windows.Forms.Button [btnStopNetService](#)
- System.Windows.Forms.Button [btnSendFix](#)
- System.Windows.Forms.Button [btnGetPreview](#)
- System.Windows.Forms.Button [btnSetGain](#)
- System.Windows.Forms.TextBox [tbFineGain](#)
- System.Windows.Forms.TextBox [tbCoarseGain](#)
- System.Windows.Forms.TextBox [tbVoltage](#)
- System.Windows.Forms.TextBox [tbSpecLifetime](#)
- System.Windows.Forms.TextBox [tbSpecCount](#)
- System.Windows.Forms.Panel [panel2](#)
- System.Windows.Forms.Panel [panel1](#)

Static Private Attributes

- static ConcurrentQueue< [Proto.Message](#) > [sendq](#) = new ConcurrentQueue<[Proto.Message](#)>()
- static ConcurrentQueue< [Proto.Message](#) > [recvq](#) = new ConcurrentQueue<[Proto.Message](#)>()
- static [NetService](#) [netService](#) = new [NetService](#)([sendq](#), [recvq](#))
- static Thread [netThread](#) = new Thread([netService.DoWork](#))

7.2.1 Detailed Description

Definition at line 33 of file FormMain.cs.

7.2.2 Constructor & Destructor Documentation

7.2.2.1 [crash.FormMain.FormMain](#) ()

Definition at line 44 of file FormMain.cs.

References [crash.FormMain.InitializeComponent\(\)](#).

```

45         {
46             InitializeComponent ();
47         }

```

7.2.3 Member Function Documentation

7.2.3.1 void crash.FormMain.btnGetPreview_Click (object sender, EventArgs e) [private]

Definition at line 209 of file FormMain.cs.

References crash.FormMain.sendq, crash.FormMain.tbSpecCount, and crash.FormMain.tbSpecLivetime.

```
210     {
211         if (String.IsNullOrEmpty(tbSpecCount.Text))
212         {
213             MessageBox.Show("Mangler count");
214             return;
215         }
216         if (String.IsNullOrEmpty(tbSpecLivetime.Text))
217         {
218             MessageBox.Show("Mangler livetime");
219             return;
220         }
221
222         int count = Convert.ToInt32(tbSpecCount.Text);
223         float livetime = Convert.ToInt32(tbSpecLivetime.Text);
224
225         for(int i=0; i<count; i++)
226         {
227             Proto.Message msg = new Proto.Message("get_preview_spec");
228             msg.AddParameter("livetime", livetime);
229             sendq.Enqueue(msg);
230         }
231     }
232 }
```

7.2.3.2 void crash.FormMain.btnSendClose_Click (object sender, EventArgs e) [private]

Definition at line 188 of file FormMain.cs.

References crash.FormMain.sendq.

```
189     {
190         sendq.Enqueue(new Proto.Message("close"));
191     }
```

7.2.3.3 void crash.FormMain.btnSendFix_Click (object sender, EventArgs e) [private]

Definition at line 198 of file FormMain.cs.

References crash.FormMain.sendq.

```
199     {
200         sendq.Enqueue(new Proto.Message("get_fix"));
201     }
```

7.2.3.4 void crash.FormMain.btnSendHello_Click (object sender, EventArgs e) [private]

Definition at line 183 of file FormMain.cs.

References crash.FormMain.sendq.

```
184     {
185         sendq.Enqueue(new Proto.Message("ping"));
186     }
```

7.2.3.5 void crash.FormMain.btnSendSession_Click (object sender, EventArgs e) [private]

Definition at line 193 of file FormMain.cs.

References crash.FormMain.sendq.

```

194         {
195             sendq.Enqueue(new Proto.Message("new_session"));
196         }

```

7.2.3.6 void crash.FormMain.btnSetGain_Click (object sender, EventArgs e) [private]

Definition at line 234 of file FormMain.cs.

References crash.FormMain.sendq, crash.FormMain.tbCoarseGain, crash.FormMain.tbFineGain, and crash.FormMain.tbVoltage.

```

235         {
236             if (String.IsNullOrEmpty(tbVoltage.Text))
237             {
238                 MessageBox.Show("Mangler voltage");
239                 return;
240             }
241
242             if (String.IsNullOrEmpty(tbCoarseGain.Text))
243             {
244                 MessageBox.Show("Mangler coarse gain");
245                 return;
246             }
247
248             if (String.IsNullOrEmpty(tbFineGain.Text))
249             {
250                 MessageBox.Show("Mangler fine gain");
251                 return;
252             }
253
254             int voltage = Convert.ToInt32(tbVoltage.Text);
255             float coarse = Convert.ToInt32(tbCoarseGain.Text);
256             float fine = Convert.ToInt32(tbFineGain.Text);
257
258             Proto.Message msg = new Proto.Message("set_gain");
259             msg.AddParameter("voltage", voltage);
260             msg.AddParameter("coarse_gain", coarse);
261             msg.AddParameter("fine_gain", fine);
262             sendq.Enqueue(msg);
263         }

```

7.2.3.7 void crash.FormMain.btnStopNetService_Click (object sender, EventArgs e) [private]

Definition at line 203 of file FormMain.cs.

References crash.NetService.RequestStop().

```

204         {
205             netService.RequestStop();
206             netThread.Join();
207         }

```

7.2.3.8 bool crash.FormMain.dispatchRecvMsg (Proto.Message msg) [private]

Definition at line 79 of file FormMain.cs.

References `crash.FormMain.lblConnectionStatus`, `crash.FormMain.log()`, and `crash.NetService.RequestStop()`.

```

80     {
81         switch (msg.command)
82         {
83             case "connect_ok":
84                 lblConnectionStatus.ForeColor = Color.Green;
85                 lblConnectionStatus.Text = "Connected to " + msg.arguments["host"] +
86                 ":" + msg.arguments["port"];
87                 log("Connected to " + msg.arguments["host"] + ":" + msg.arguments["port"]);
88                 break;
89             case "connect_failed":
90                 lblConnectionStatus.ForeColor = Color.Red;
91                 lblConnectionStatus.Text = "Connection failed for " + msg.arguments[
92                 "host"] + ":" + msg.arguments["port"] + " " + msg.arguments["message"];
93                 log("Connection failed for " + msg.arguments["host"] + ":" + msg.arguments["port"] +
94                 " " + msg.arguments["message"]);
95                 break;
96             case "disconnect_ok":
97                 lblConnectionStatus.ForeColor = Color.Red;
98                 lblConnectionStatus.Text = "Not connected";
99                 log("Disconnected from peer");
100                 break;
101             case "close_ok":
102                 netService.RequestStop();
103                 netThread.Join();
104                 lblConnectionStatus.ForeColor = Color.Red;
105                 lblConnectionStatus.Text = "Not connected";
106                 log("Disconnected from peer, peer closed");
107                 break;
108             case "new_session_ok":
109                 log("New session created: " + msg.arguments["session_name"]);
110                 break;
111             case "new_session_failed":
112                 log("New session failed: " + msg.arguments["message"]);
113                 break;
114             case "error":
115                 log("Error: " + msg.arguments["message"]);
116                 break;
117             case "error_socket":
118                 log("Socket error: " + msg.arguments["error_code"] + " " + msg.arguments["message"]);
119                 break;
120             case "get_fix_ok":
121                 log("GPS Fix - Lat: " + msg.arguments["latitude"] + " Lon: " + msg.arguments["
122                 longitude"] + " Alt: " + msg.arguments["altitude"]);
123                 break;
124             case "set_gain_ok":
125                 log("set gain: " + msg.arguments["voltage"] + " " + msg.arguments["coarse_gain"] + "
126                 " + msg.arguments["fine_gain"]);
127                 break;
128             case "get_preview_spec_ok":
129                 log(
130                 "uncorr. total count: " + msg.arguments["uncorrected_total_count"] +
131                 " channel count: " + msg.arguments["channel_count"] +
132                 " computational limit: " + msg.arguments["computational_limit"] +
133                 " status: " + msg.arguments["status"] +
134                 " livetime: " + msg.arguments["livetime"] +
135                 " realtime: " + msg.arguments["realtime"]);
136                 log(msg.arguments["channels"]);
137                 string[] items = msg.arguments["channels"].Split(new char[] { ' ' });
138                 log("Items: " + items.Length.ToString());
139                 break;
140             default:
141                 string info = msg.command + " -> ";
142                 foreach (KeyValuePair<string, string> item in msg.arguments)
143                     info += item.Key + ":" + item.Value + ", ";
144                 log("Unhandeled command: " + info);
145         }
146     }

```

```

151             break;
152         }
153         return true;
154     }

```

7.2.3.9 override void crash.FormMain.Dispose (bool *disposing*) [protected]

Clean up any resources being used.

Parameters

<i>disposing</i>	true if managed resources should be disposed; otherwise, false.
------------------	---

Definition at line 14 of file FormMain.Designer.cs.

References crash.FormMain.components.

```

15     {
16         if (disposing && (components != null))
17         {
18             components.Dispose();
19         }
20         base.Dispose(disposing);
21     }

```

7.2.3.10 void crash.FormMain.FormMain_FormClosing (object *sender*, FormClosingEventArgs *e*) [private]

Definition at line 72 of file FormMain.cs.

References crash.FormMain.btnStopNetService_Click(), crash.NetService.IsRunning(), and crash.FormMain.timer.

```

73     {
74         if (netService.IsRunning())
75             btnStopNetService_Click(sender, e);
76         timer.Stop();
77     }

```

7.2.3.11 void crash.FormMain.FormMain_Load (object *sender*, EventArgs *e*) [private]

Definition at line 49 of file FormMain.cs.

References crash.FormMain.lblConnectionStatus, crash.FormMain.timer, and crash.FormMain.timer_Tick().

```

50     {
51         lblConnectionStatus.ForeColor = Color.Red;
52         lblConnectionStatus.Text = "Not connected";
53
54         netThread.Start();
55         while (!netThread.IsAlive);
56
57         timer.Interval = 10;
58         timer.Tick += timer_Tick;
59         timer.Start();
60     }

```


7.2.3.12 void crash.FormMain.InitializeComponent () [private]

Required method for Designer support - do not modify the contents of this method with the code editor.

Definition at line 29 of file FormMain.Designer.cs.

References crash.FormMain.btnConnect, crash.FormMain.btnDisconnect, crash.FormMain.btnGetPreview, crash.FormMain.btnGetPreview_Click(), crash.FormMain.btnSendClose, crash.FormMain.btnSendClose_Click(), crash.FormMain.btnSendFix, crash.FormMain.btnSendFix_Click(), crash.FormMain.btnSendHello, crash.FormMain.btnSendHello_Click(), crash.FormMain.btnSendSession, crash.FormMain.btnSendSession_Click(), crash.FormMain.btnSetGain, crash.FormMain.btnSetGain_Click(), crash.FormMain.btnStopNetService, crash.FormMain.btnStopNetService_Click(), crash.FormMain.FormMain_FormClosing(), crash.FormMain.FormMain_Load(), crash.FormMain.lblConnectionStatus, crash.FormMain.menu, crash.FormMain.menuItemConnect, crash.FormMain.menuItemConnect_Click(), crash.FormMain.menuItemDisconnect, crash.FormMain.menuItemDisconnect_Click(), crash.FormMain.menuItemExit, crash.FormMain.menuItemExit_Click(), crash.FormMain.menuItemFile, crash.FormMain.pageSettings, crash.FormMain.pageSpectrometry, crash.FormMain.panel1, crash.FormMain.panel2, crash.FormMain.status, crash.FormMain.statusLabel, crash.FormMain.tabs, crash.FormMain.tbCoarseGain, crash.FormMain.tbFineGain, crash.FormMain.tbLog, crash.FormMain.tbSpecCount, crash.FormMain.tbSpecLifetime, crash.FormMain.tbVoltage, crash.FormMain.tools, and crash.FormMain.toolStripSeparator1.

```

30     {
31         System.ComponentModel.ComponentResourceManager resources = new
System.ComponentModel.ComponentResourceManager(typeof(FormMain));
32         this.menu = new System.Windows.Forms.MenuStrip();
33         this.menuItemFile = new System.Windows.Forms.ToolStripMenuItem();
34         this.menuItemConnect = new System.Windows.Forms.ToolStripMenuItem();
35         this.menuItemDisconnect = new System.Windows.Forms.ToolStripMenuItem();
36         this.toolStripSeparator1 = new System.Windows.Forms.ToolStripSeparator
());
37         this.menuItemExit = new System.Windows.Forms.ToolStripMenuItem();
38         this.status = new System.Windows.Forms.StatusStrip();
39         this.statusLabel = new System.Windows.Forms.ToolStripStatusLabel();
40         this.tools = new System.Windows.Forms.ToolStrip();
41         this.btnConnect = new System.Windows.Forms.ToolStripButton();
42         this.btnDisconnect = new System.Windows.Forms.ToolStripButton();
43         this.lblConnectionStatus = new System.Windows.Forms.ToolStripLabel();
44         this.tabs = new System.Windows.Forms.TabControl();
45         this.pageSettings = new System.Windows.Forms.TabPage();
46         this.btnSetGain = new System.Windows.Forms.Button();
47         this.btnGetPreview = new System.Windows.Forms.Button();
48         this.btnSendFix = new System.Windows.Forms.Button();
49         this.btnStopNetService = new System.Windows.Forms.Button();
50         this.btnSendSession = new System.Windows.Forms.Button();
51         this.btnSendClose = new System.Windows.Forms.Button();
52         this.btnSendHello = new System.Windows.Forms.Button();
53         this.tbLog = new System.Windows.Forms.TextBox();
54         this.pageSpectrometry = new System.Windows.Forms.TabPage();
55         this.tbSpecCount = new System.Windows.Forms.TextBox();
56         this.tbSpecLifetime = new System.Windows.Forms.TextBox();
57         this.panel1 = new System.Windows.Forms.Panel();
58         this.panel2 = new System.Windows.Forms.Panel();
59         this.tbVoltage = new System.Windows.Forms.TextBox();
60         this.tbCoarseGain = new System.Windows.Forms.TextBox();
61         this.tbFineGain = new System.Windows.Forms.TextBox();
62         this.menu.SuspendLayout();
63         this.status.SuspendLayout();
64         this.tools.SuspendLayout();
65         this.tabs.SuspendLayout();
66         this.pageSettings.SuspendLayout();
67         this.panel1.SuspendLayout();
68         this.panel2.SuspendLayout();
69         this.SuspendLayout();
70         //
71         // menu
72         //
73         this.menu.Items.AddRange(new System.Windows.Forms.ToolStripItem[] {
74             this.menuItemFile});
75         this.menu.Location = new System.Drawing.Point(0, 0);
76         this.menu.Name = "menu";
77         this.menu.Padding = new System.Windows.Forms.Padding(8, 2, 0, 2);
78         this.menu.Size = new System.Drawing.Size(1129, 24);
79         this.menu.TabIndex = 0;
80         this.menu.Text = "menuStrip1";
81         //
82         // menuItemFile
83         //

```

```

84         this.menuItemFile.DropDownItems.AddRange(new System.Windows.Forms.
ToolStripItem[] {
85             this.menuItemConnect,
86             this.menuItemDisconnect,
87             this.toolStripSeparator1,
88             this.menuItemExit));
89         this.menuItemFile.Name = "menuItemFile";
90         this.menuItemFile.Size = new System.Drawing.Size(37, 20);
91         this.menuItemFile.Text = "&File";
92         //
93         // menuItemConnect
94         //
95         this.menuItemConnect.Name = "menuItemConnect";
96         this.menuItemConnect.Size = new System.Drawing.Size(133, 22);
97         this.menuItemConnect.Text = "&Connect";
98         this.menuItemConnect.Click += new System.EventHandler(this.
menuItemConnect_Click);
99         //
100        // menuItemDisconnect
101        //
102        this.menuItemDisconnect.Name = "menuItemDisconnect";
103        this.menuItemDisconnect.Size = new System.Drawing.Size(133, 22);
104        this.menuItemDisconnect.Text = "&Disconnect";
105        this.menuItemDisconnect.Click += new System.EventHandler(this.
menuItemDisconnect_Click);
106        //
107        // toolStripSeparator1
108        //
109        this.toolStripSeparator1.Name = "toolStripSeparator1";
110        this.toolStripSeparator1.Size = new System.Drawing.Size(130, 6);
111        //
112        // menuItemExit
113        //
114        this.menuItemExit.Name = "menuItemExit";
115        this.menuItemExit.Size = new System.Drawing.Size(133, 22);
116        this.menuItemExit.Text = "E&xit";
117        this.menuItemExit.Click += new System.EventHandler(this.
menuItemExit_Click);
118        //
119        // status
120        //
121        this.status.Items.AddRange(new System.Windows.Forms.ToolStripItem[] {
122            this.statusLabel});
123        this.status.Location = new System.Drawing.Point(0, 690);
124        this.status.Name = "status";
125        this.status.Padding = new System.Windows.Forms.Padding(1, 0, 19, 0);
126        this.status.Size = new System.Drawing.Size(1129, 22);
127        this.status.TabIndex = 1;
128        this.status.Text = "statusStrip1";
129        //
130        // statusLabel
131        //
132        this.statusLabel.Name = "statusLabel";
133        this.statusLabel.Size = new System.Drawing.Size(0, 17);
134        //
135        // tools
136        //
137        this.tools.Items.AddRange(new System.Windows.Forms.ToolStripItem[] {
138            this.btnConnect,
139            this.btnDisconnect,
140            this.lblConnectionStatus});
141        this.tools.Location = new System.Drawing.Point(0, 24);
142        this.tools.Name = "tools";
143        this.tools.Size = new System.Drawing.Size(1129, 25);
144        this.tools.TabIndex = 2;
145        this.tools.Text = "toolStrip1";
146        //
147        // btnConnect
148        //
149        this.btnConnect.DisplayStyle = System.Windows.Forms.ToolStripItemDisplayStyle.
Image;
150        this.btnConnect.Image = ((System.Drawing.Image) (resources.GetObject ("
btnConnect.Image")));
151        this.btnConnect.ImageTransparentColor = System.Drawing.Color.Magenta;
152        this.btnConnect.Name = "btnConnect";
153        this.btnConnect.Size = new System.Drawing.Size(23, 22);
154        this.btnConnect.Text = "toolStripButton1";
155        this.btnConnect.Click += new System.EventHandler(this.
menuItemConnect_Click);
156        //
157        // btnDisconnect
158        //
159        this.btnDisconnect.DisplayStyle = System.Windows.Forms.
ToolStripItemDisplayStyle.Image;
160        this.btnDisconnect.Image = ((System.Drawing.Image) (resources.GetObject ("
btnDisconnect.Image")));
161        this.btnDisconnect.ImageTransparentColor = System.Drawing.Color.Magenta;

```

```

162         this.btnDisconnect.Name = "btnDisconnect";
163         this.btnDisconnect.Size = new System.Drawing.Size(23, 22);
164         this.btnDisconnect.Text = "toolStripButton1";
165         this.btnDisconnect.Click += new System.EventHandler(this.
menuItemDisconnect_Click);
166         //
167         // lblConnectionStatus
168         //
169         this.lblConnectionStatus.Alignment = System.Windows.Forms.
ToolStripItemAlignment.Right;
170         this.lblConnectionStatus.Name = "lblConnectionStatus";
171         this.lblConnectionStatus.Size = new System.Drawing.Size(130, 22);
172         this.lblConnectionStatus.Text = "<lblConnectionStatus>";
173         //
174         // tabs
175         //
176         this.tabs.Controls.Add(this.pageSettings);
177         this.tabs.Controls.Add(this.pageSpectrometry);
178         this.tabs.Dock = System.Windows.Forms.DockStyle.Fill;
179         this.tabs.Location = new System.Drawing.Point(0, 49);
180         this.tabs.Margin = new System.Windows.Forms.Padding(5, 4, 5, 4);
181         this.tabs.Name = "tabs";
182         this.tabs.SelectedIndex = 0;
183         this.tabs.Size = new System.Drawing.Size(1129, 641);
184         this.tabs.TabIndex = 3;
185         //
186         // pageSettings
187         //
188         this.pageSettings.BackColor = System.Drawing.SystemColors.ButtonFace;
189         this.pageSettings.Controls.Add(this.tbFineGain);
190         this.pageSettings.Controls.Add(this.tbCoarseGain);
191         this.pageSettings.Controls.Add(this.tbVoltage);
192         this.pageSettings.Controls.Add(this.tbSpecLivetime);
193         this.pageSettings.Controls.Add(this.tbSpecCount);
194         this.pageSettings.Controls.Add(this.btnSetGain);
195         this.pageSettings.Controls.Add(this.btnGetPreview);
196         this.pageSettings.Controls.Add(this.panel2);
197         this.pageSettings.Controls.Add(this.panel1);
198         this.pageSettings.Controls.Add(this.tbLog);
199         this.pageSettings.Location = new System.Drawing.Point(4, 25);
200         this.pageSettings.Margin = new System.Windows.Forms.Padding(5, 4, 5, 4);
201         this.pageSettings.Name = "pageSettings";
202         this.pageSettings.Padding = new System.Windows.Forms.Padding(5, 4, 5, 4);
203         this.pageSettings.Size = new System.Drawing.Size(1121, 612);
204         this.pageSettings.TabIndex = 0;
205         this.pageSettings.Text = "Settings";
206         //
207         // btnSetGain
208         //
209         this.btnSetGain.Location = new System.Drawing.Point(239, 8);
210         this.btnSetGain.Name = "btnSetGain";
211         this.btnSetGain.Size = new System.Drawing.Size(101, 28);
212         this.btnSetGain.TabIndex = 7;
213         this.btnSetGain.Text = "Set gain";
214         this.btnSetGain.UseVisualStyleBackColor = true;
215         this.btnSetGain.Click += new System.EventHandler(this.
btnSetGain_Click);
216         //
217         // btnGetPreview
218         //
219         this.btnGetPreview.Location = new System.Drawing.Point(239, 60);
220         this.btnGetPreview.Name = "btnGetPreview";
221         this.btnGetPreview.Size = new System.Drawing.Size(101, 28);
222         this.btnGetPreview.TabIndex = 6;
223         this.btnGetPreview.Text = "Get preview";
224         this.btnGetPreview.UseVisualStyleBackColor = true;
225         this.btnGetPreview.Click += new System.EventHandler(this.
btnGetPreview_Click);
226         //
227         // btnSendFix
228         //
229         this.btnSendFix.Dock = System.Windows.Forms.DockStyle.Top;
230         this.btnSendFix.Location = new System.Drawing.Point(0, 56);
231         this.btnSendFix.Margin = new System.Windows.Forms.Padding(5, 4, 5, 4);
232         this.btnSendFix.Name = "btnSendFix";
233         this.btnSendFix.Size = new System.Drawing.Size(129, 28);
234         this.btnSendFix.TabIndex = 5;
235         this.btnSendFix.Text = "Get fix";
236         this.btnSendFix.UseVisualStyleBackColor = true;
237         this.btnSendFix.Click += new System.EventHandler(this.
btnSendFix_Click);
238         //
239         // btnStopNetService
240         //
241         this.btnStopNetService.Dock = System.Windows.Forms.DockStyle.Top;
242         this.btnStopNetService.Location = new System.Drawing.Point(0, 28);
243         this.btnStopNetService.Margin = new System.Windows.Forms.Padding(5, 4, 5

```

```

, 4);
244         this.btnStopNetService.Name = "btnStopNetService";
245         this.btnStopNetService.Size = new System.Drawing.Size(129, 28);
246         this.btnStopNetService.TabIndex = 4;
247         this.btnStopNetService.Text = "Stop service";
248         this.btnStopNetService.UseVisualStyleBackColor = true;
249         this.btnStopNetService.Click += new System.EventHandler(this.
btnStopNetService_Click);
250         //
251         // btnSendSession
252         //
253         this.btnSendSession.Dock = System.Windows.Forms.DockStyle.Top;
254         this.btnSendSession.Location = new System.Drawing.Point(0, 28);
255         this.btnSendSession.Margin = new System.Windows.Forms.Padding(5, 4, 5, 4);
256         this.btnSendSession.Name = "btnSendSession";
257         this.btnSendSession.Size = new System.Drawing.Size(132, 28);
258         this.btnSendSession.TabIndex = 3;
259         this.btnSendSession.Text = "New session";
260         this.btnSendSession.UseVisualStyleBackColor = true;
261         this.btnSendSession.Click += new System.EventHandler(this.
btnSendSession_Click);
262         //
263         // btnSendClose
264         //
265         this.btnSendClose.Dock = System.Windows.Forms.DockStyle.Top;
266         this.btnSendClose.Location = new System.Drawing.Point(0, 0);
267         this.btnSendClose.Margin = new System.Windows.Forms.Padding(5, 4, 5, 4);
268         this.btnSendClose.Name = "btnSendClose";
269         this.btnSendClose.Size = new System.Drawing.Size(129, 28);
270         this.btnSendClose.TabIndex = 2;
271         this.btnSendClose.Text = "Send close";
272         this.btnSendClose.UseVisualStyleBackColor = true;
273         this.btnSendClose.Click += new System.EventHandler(this.
btnSendClose_Click);
274         //
275         // btnSendHello
276         //
277         this.btnSendHello.Dock = System.Windows.Forms.DockStyle.Top;
278         this.btnSendHello.Location = new System.Drawing.Point(0, 0);
279         this.btnSendHello.Margin = new System.Windows.Forms.Padding(5, 4, 5, 4);
280         this.btnSendHello.Name = "btnSendHello";
281         this.btnSendHello.Size = new System.Drawing.Size(132, 28);
282         this.btnSendHello.TabIndex = 1;
283         this.btnSendHello.Text = "Send hello";
284         this.btnSendHello.UseVisualStyleBackColor = true;
285         this.btnSendHello.Click += new System.EventHandler(this.
btnSendHello_Click);
286         //
287         // tbLog
288         //
289         this.tbLog.Dock = System.Windows.Forms.DockStyle.Bottom;
290         this.tbLog.Location = new System.Drawing.Point(5, 112);
291         this.tbLog.Margin = new System.Windows.Forms.Padding(5, 4, 5, 4);
292         this.tbLog.Multiline = true;
293         this.tbLog.Name = "tbLog";
294         this.tbLog.ScrollBars = System.Windows.Forms.ScrollBars.Both;
295         this.tbLog.Size = new System.Drawing.Size(1111, 496);
296         this.tbLog.TabIndex = 0;
297         //
298         // pageSpectrometry
299         //
300         this.pageSpectrometry.BackColor = System.Drawing.SystemColors.ButtonFace;
301         this.pageSpectrometry.Location = new System.Drawing.Point(4, 25);
302         this.pageSpectrometry.Margin = new System.Windows.Forms.Padding(5, 4, 5,
4);
303         this.pageSpectrometry.Name = "pageSpectrometry";
304         this.pageSpectrometry.Padding = new System.Windows.Forms.Padding(5, 4, 5,
4);
305         this.pageSpectrometry.Size = new System.Drawing.Size(1121, 612);
306         this.pageSpectrometry.TabIndex = 1;
307         this.pageSpectrometry.Text = "Spectrometry";
308         //
309         // tbSpecCount
310         //
311         this.tbSpecCount.Location = new System.Drawing.Point(358, 63);
312         this.tbSpecCount.Name = "tbSpecCount";
313         this.tbSpecCount.Size = new System.Drawing.Size(100, 23);
314         this.tbSpecCount.TabIndex = 8;
315         //
316         // tbSpecLivetime
317         //
318         this.tbSpecLivetime.Location = new System.Drawing.Point(464, 63);
319         this.tbSpecLivetime.Name = "tbSpecLivetime";
320         this.tbSpecLivetime.Size = new System.Drawing.Size(100, 23);
321         this.tbSpecLivetime.TabIndex = 9;
322         //
323         // panel1

```

```

324         //
325         this.panel1.Controls.Add(this.btnSendFix);
326         this.panel1.Controls.Add(this.btnStopNetService);
327         this.panel1.Controls.Add(this.btnSendClose);
328         this.panel1.Dock = System.Windows.Forms.DockStyle.Right;
329         this.panel1.Location = new System.Drawing.Point(987, 4);
330         this.panel1.Name = "panel1";
331         this.panel1.Size = new System.Drawing.Size(129, 108);
332         this.panel1.TabIndex = 10;
333         //
334         // panel2
335         //
336         this.panel2.Controls.Add(this.btnSendSession);
337         this.panel2.Controls.Add(this.btnSendHello);
338         this.panel2.Dock = System.Windows.Forms.DockStyle.Left;
339         this.panel2.Location = new System.Drawing.Point(5, 4);
340         this.panel2.Name = "panel2";
341         this.panel2.Size = new System.Drawing.Size(132, 108);
342         this.panel2.TabIndex = 11;
343         //
344         // tbVoltage
345         //
346         this.tbVoltage.Location = new System.Drawing.Point(358, 8);
347         this.tbVoltage.Name = "tbVoltage";
348         this.tbVoltage.Size = new System.Drawing.Size(100, 23);
349         this.tbVoltage.TabIndex = 12;
350         //
351         // tbCoarseGain
352         //
353         this.tbCoarseGain.Location = new System.Drawing.Point(465, 8);
354         this.tbCoarseGain.Name = "tbCoarseGain";
355         this.tbCoarseGain.Size = new System.Drawing.Size(100, 23);
356         this.tbCoarseGain.TabIndex = 13;
357         //
358         // tbFineGain
359         //
360         this.tbFineGain.Location = new System.Drawing.Point(571, 8);
361         this.tbFineGain.Name = "tbFineGain";
362         this.tbFineGain.Size = new System.Drawing.Size(100, 23);
363         this.tbFineGain.TabIndex = 14;
364         //
365         // FormMain
366         //
367         this.AutoScaleDimensions = new System.Drawing.SizeF(8F, 16F);
368         this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
369         this.ClientSize = new System.Drawing.Size(1129, 712);
370         this.Controls.Add(this.tabs);
371         this.Controls.Add(this.tools);
372         this.Controls.Add(this.status);
373         this.Controls.Add(this.menu);
374         this.Font = new System.Drawing.Font("Microsoft Sans Serif", 10F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)0));
375         this.MainMenuStrip = this.menu;
376         this.Margin = new System.Windows.Forms.Padding(5, 4, 5, 4);
377         this.Name = "FormMain";
378         this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
379         this.Text = "Crash";
380         this.FormClosing += new System.Windows.Forms.FormClosingEventHandler(this.
FormMain_FormClosing);
381         this.Load += new System.EventHandler(this.FormMain_Load);
382         this.menu.ResumeLayout(false);
383         this.menu.PerformLayout();
384         this.status.ResumeLayout(false);
385         this.status.PerformLayout();
386         this.tools.ResumeLayout(false);
387         this.tools.PerformLayout();
388         this.tabs.ResumeLayout(false);
389         this.pageSettings.ResumeLayout(false);
390         this.pageSettings.PerformLayout();
391         this.panel1.ResumeLayout(false);
392         this.panel2.ResumeLayout(false);
393         this.ResumeLayout(false);
394         this.PerformLayout();
395     }
396 }

```

7.2.3.13 void crash.FormMain.log (string message) [private]

Definition at line 156 of file FormMain.cs.

References crash.FormMain.tbLog.

```

157         {
158             tbLog.Text += Environment.NewLine + DateTime.Now.ToString("yyyy-MM-dd HH:mm:ss") + ": " +
message;
159         }

```

7.2.3.14 void crash.FormMain.menuItemConnect_Click (object sender, EventArgs e) [private]

Definition at line 167 of file FormMain.cs.

References crash.FormConnect.IP, crash.FormConnect.Port, and crash.FormMain.sendq.

```

168         {
169             if (formConnect.ShowDialog() != System.Windows.Forms.DialogResult.OK)
170                 return;
171
172             Proto.Message msg = new Proto.Message("connect");
173             msg.AddParameter("host", formConnect.IP);
174             msg.AddParameter("port", formConnect.Port);
175             sendq.Enqueue(msg);
176         }

```

7.2.3.15 void crash.FormMain.menuItemDisconnect_Click (object sender, EventArgs e) [private]

Definition at line 178 of file FormMain.cs.

References crash.FormMain.sendq.

```

179         {
180             sendq.Enqueue(new Proto.Message("disconnect"));
181         }

```

7.2.3.16 void crash.FormMain.menuItemExit_Click (object sender, EventArgs e) [private]

Definition at line 161 of file FormMain.cs.

References crash.FormMain.menuItemDisconnect_Click().

```

162         {
163             menuItemDisconnect_Click(sender, e);
164             Close();
165         }

```

7.2.3.17 void crash.FormMain.timer_Tick (object sender, EventArgs e) [private]

Definition at line 62 of file FormMain.cs.

References crash.FormMain.dispatchRecvMsg(), and crash.FormMain.recvq.

```

63         {
64             while (!recvq.IsEmpty)
65             {
66                 Proto.Message msg;
67                 if (recvq.TryDequeue(out msg))
68                     dispatchRecvMsg(msg);
69             }
70         }

```

7.2.4 Member Data Documentation

7.2.4.1 System.Windows.Forms.ToolStripButton crash.FormMain.btnConnect [private]

Definition at line 405 of file FormMain.Designer.cs.

7.2.4.2 System.Windows.Forms.ToolStripButton crash.FormMain.btnDisconnect [private]

Definition at line 409 of file FormMain.Designer.cs.

7.2.4.3 System.Windows.Forms.Button crash.FormMain.btnGetPreview [private]

Definition at line 421 of file FormMain.Designer.cs.

7.2.4.4 System.Windows.Forms.Button crash.FormMain.btnSendClose [private]

Definition at line 415 of file FormMain.Designer.cs.

7.2.4.5 System.Windows.Forms.Button crash.FormMain.btnSendFix [private]

Definition at line 420 of file FormMain.Designer.cs.

7.2.4.6 System.Windows.Forms.Button crash.FormMain.btnSendHello [private]

Definition at line 416 of file FormMain.Designer.cs.

7.2.4.7 System.Windows.Forms.Button crash.FormMain.btnSendSession [private]

Definition at line 418 of file FormMain.Designer.cs.

7.2.4.8 System.Windows.Forms.Button crash.FormMain.btnSetGain [private]

Definition at line 422 of file FormMain.Designer.cs.

7.2.4.9 System.Windows.Forms.Button crash.FormMain.btnStopNetService [private]

Definition at line 419 of file FormMain.Designer.cs.

7.2.4.10 System.ComponentModel.IContainer crash.FormMain.components = null [private]

Required designer variable.

Definition at line 8 of file FormMain.Designer.cs.

7.2.4.11 FormConnect crash.FormMain.formConnect = new FormConnect() [private]

Definition at line 41 of file FormMain.cs.

7.2.4.12 `System.Windows.Forms.ToolStripLabel` `crash.FormMain.lblConnectionStatus` `[private]`

Definition at line 411 of file `FormMain.Designer.cs`.

7.2.4.13 `System.Windows.Forms.MenuStrip` `crash.FormMain.menu` `[private]`

Definition at line 400 of file `FormMain.Designer.cs`.

7.2.4.14 `System.Windows.Forms.ToolStripMenuItem` `crash.FormMain.menuItemConnect` `[private]`

Definition at line 406 of file `FormMain.Designer.cs`.

7.2.4.15 `System.Windows.Forms.ToolStripMenuItem` `crash.FormMain.menuItemDisconnect` `[private]`

Definition at line 407 of file `FormMain.Designer.cs`.

7.2.4.16 `System.Windows.Forms.ToolStripMenuItem` `crash.FormMain.menuItemExit` `[private]`

Definition at line 404 of file `FormMain.Designer.cs`.

7.2.4.17 `System.Windows.Forms.ToolStripMenuItem` `crash.FormMain.menuItemFile` `[private]`

Definition at line 403 of file `FormMain.Designer.cs`.

7.2.4.18 `NetService` `crash.FormMain.netService = new NetService(sendq, recvq)` `[static], [private]`

Definition at line 38 of file `FormMain.cs`.

7.2.4.19 `Thread` `crash.FormMain.netThread = new Thread(netService.DoWork)` `[static], [private]`

Definition at line 39 of file `FormMain.cs`.

7.2.4.20 `System.Windows.Forms.TabPage` `crash.FormMain.pageSettings` `[private]`

Definition at line 413 of file `FormMain.Designer.cs`.

7.2.4.21 `System.Windows.Forms.TabPage` `crash.FormMain.pageSpectrometry` `[private]`

Definition at line 414 of file `FormMain.Designer.cs`.

7.2.4.22 `System.Windows.Forms.Panel` `crash.FormMain.panel1` `[private]`

Definition at line 429 of file `FormMain.Designer.cs`.

7.2.4.23 `System.Windows.Forms.Panel` `crash.FormMain.panel2` `[private]`

Definition at line 428 of file `FormMain.Designer.cs`.

7.2.4.24 `ConcurrentQueue<Proto.Message> crash.FormMain.recvq = new ConcurrentQueue<Proto.Message>()`
[static], [private]

Definition at line 36 of file FormMain.cs.

7.2.4.25 `ConcurrentQueue<Proto.Message> crash.FormMain.sendq = new ConcurrentQueue<Proto.Message>()`
[static], [private]

Definition at line 35 of file FormMain.cs.

7.2.4.26 `System.Windows.Forms.StatusStrip crash.FormMain.status` [private]

Definition at line 401 of file FormMain.Designer.cs.

7.2.4.27 `System.Windows.Forms.ToolStripStatusLabel crash.FormMain.statusLabel` [private]

Definition at line 410 of file FormMain.Designer.cs.

7.2.4.28 `System.Windows.Forms.TabControl crash.FormMain.tabs` [private]

Definition at line 412 of file FormMain.Designer.cs.

7.2.4.29 `System.Windows.Forms.TextBox crash.FormMain.tbCoarseGain` [private]

Definition at line 424 of file FormMain.Designer.cs.

7.2.4.30 `System.Windows.Forms.TextBox crash.FormMain.tbFineGain` [private]

Definition at line 423 of file FormMain.Designer.cs.

7.2.4.31 `System.Windows.Forms.TextBox crash.FormMain.tbLog` [private]

Definition at line 417 of file FormMain.Designer.cs.

7.2.4.32 `System.Windows.Forms.TextBox crash.FormMain.tbSpecCount` [private]

Definition at line 427 of file FormMain.Designer.cs.

7.2.4.33 `System.Windows.Forms.TextBox crash.FormMain.tbSpecLifetime` [private]

Definition at line 426 of file FormMain.Designer.cs.

7.2.4.34 `System.Windows.Forms.TextBox crash.FormMain.tbVoltage` [private]

Definition at line 425 of file FormMain.Designer.cs.

7.2.4.35 `System.Windows.Forms.Timer crash.FormMain.timer = new System.Windows.Forms.Timer()` [private]

Definition at line 42 of file FormMain.cs.

7.2.4.36 System.Windows.Forms.ToolStrip crash.FormMain.tools [private]

Definition at line 402 of file FormMain.Designer.cs.

7.2.4.37 System.Windows.Forms.ToolStripSeparator crash.FormMain.toolStripSeparator1 [private]

Definition at line 408 of file FormMain.Designer.cs.

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

- [/home/drb/dev/cs/crash/FormMain.cs](#)
- [/home/drb/dev/cs/crash/FormMain.Designer.cs](#)

7.3 crash.Proto.Message Class Reference

Public Member Functions

- [Message](#) (string cmd)
- [Message](#) (string cmd, Dictionary< string, string > args)
- void [AddParameter](#) (string key, object value)

Public Attributes

- string [command](#)
Protocol command.
- Dictionary< string, string > [arguments](#) = new Dictionary<string,string>()
Protocol arguments stored as a dictionary.

7.3.1 Detailed Description

[Message](#) - Class used for serialization/deserialization of protocol messages

Definition at line 31 of file Proto.cs.

7.3.2 Constructor & Destructor Documentation

7.3.2.1 crash.Proto.Message.Message (string cmd)

Default constructor for the [Message](#) class

Parameters

<i>cmd</i>	- protocol command
------------	--------------------

Definition at line 43 of file Proto.cs.

```

44         {
45             command = cmd;
46         }

```

7.3.2.2 crash.Proto.Message.Message (string cmd, Dictionary< string, string > args)

Parameterized constructor for the [Message](#) class

Parameters

<i>cmd</i>	- protocol command
<i>args</i>	- protocol arguments

Definition at line 54 of file Proto.cs.

```

55         {
56             command = cmd;
57             if (args != null)
58                 arguments = args;
59         }

```

7.3.3 Member Function Documentation

7.3.3.1 void crash.Proto.Message.AddParameter (string key, object value)

Function used to add a parameter to the message

Parameters

<i>key</i>	- argument key
<i>value</i>	- argument value

Definition at line 66 of file Proto.cs.

```

67         {
68             arguments[key] = value.ToString();
69         }

```

7.3.4 Member Data Documentation

7.3.4.1 Dictionary<string, string> crash.Proto.Message.arguments = new Dictionary<string,string>()

Protocol arguments stored as a dictionary.

Definition at line 37 of file Proto.cs.

7.3.4.2 string crash.Proto.Message.command

Protocol command.

Definition at line 34 of file Proto.cs.

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

- [/home/drb/dev/cs/crash/Proto.cs](#)

7.4 crash.NetService Class Reference

Public Member Functions

- [NetService](#) (ConcurrentQueue< [Proto.Message](#) > sendQueue, ConcurrentQueue< [Proto.Message](#) > recvQueue)
- void [DoWork](#) ()
- void [RequestStop](#) ()
- bool [IsRunning](#) ()

Private Member Functions

- void [dispatchSendMsg](#) ([Proto.Message](#) msg)
- void [dispatchRecvMsg](#) ([Proto.Message](#) msg)
- bool [sendMessage](#) (NetworkStream stream, [Proto.Message](#) msg)
- bool [recvData](#) (NetworkStream stream)
- bool [recvMessage](#) (out [Proto.Message](#) msg)
- byte[] [hostToBig_i32](#) (int value)
- int [bigToHost_i32](#) (byte[] bvalue)

Private Attributes

- volatile bool [running](#)
Running state for this service.
- TcpClient [Client](#) = null
Network utilities.
- NetworkStream [ClientStream](#) = null
- ConcurrentQueue< [Proto.Message](#) > [sendq](#) = null
Queue used to transfer packets to server (Burn)
- ConcurrentQueue< [Proto.Message](#) > [recvq](#) = null
Queue used to transfer packets back to GUI client (Crash)
- List< byte > [recvBuffer](#) = new List<byte>()
Buffer to hold data streams from the network.

7.4.1 Detailed Description

[NetService](#) - Threaded class for network communication

[NetService](#) - Continuation of the Threaded [NetService](#) class containing IO utilities

Definition at line 31 of file NetService.cs.

7.4.2 Constructor & Destructor Documentation

7.4.2.1 `crash.NetService.NetService (ConcurrentQueue< Proto.Message > sendQueue, ConcurrentQueue< Proto.Message > recvQueue)`

Constructor for the [NetService](#)

Parameters

<i>sendQueue</i>	- Queue used to receive messages from the GUI client.
<i>recvQueue</i>	- Queue used to pass messages on to the server.

Definition at line 54 of file NetService.cs.

References `crash.NetService.recvq`, and `crash.NetService.sendq`.

```

55     {
56         running = true;
57         sendq = sendQueue;
58         recvq = recvQueue;
59     }
```

7.4.3 Member Function Documentation

7.4.3.1 `int crash.NetService.bigToHost_i32 (byte[] bvalue) [private]`

Function used to convert big endian ints to hosts endianness

Parameters

<i>value</i>	- The bytes to convert
--------------	------------------------

Returns

- Converted int

Definition at line 152 of file NetService_IO.cs.

```

153     {
154         if (BitConverter.IsLittleEndian)
155             Array.Reverse(bvalue);
156         return BitConverter.ToInt32(bvalue, 0);
157     }
```

7.4.3.2 `void crash.NetService.dispatchRecvMsg (Proto.Message msg) [private]`

Function used to handle messages coming from the server

Parameters

<i>msg</i>	- The message to handle
------------	-------------------------

Definition at line 170 of file NetService.cs.

References `crash.NetService.recvq`.

```

171     {
```

```

172         switch (msg.command)
173         {
174             case "close_ok": // The server has received a close message and are closing down
175                 if (ClientStream != null)
176                     ClientStream.Close();
177                 ClientStream = null;
178
179                 if (Client != null && Client.Connected)
180                     Client.Close();
181                 Client = null;
182
183                 recvq.Enqueue(msg); // Pass message back to GUI client
184                 break;
185
186             default:
187                 recvq.Enqueue(msg); // Pass message back to GUI client
188                 break;
189         }
190     }

```

7.4.3.3 void crash.NetService.dispatchSendMsg (Proto.Message msg) [private]

Function used to handle messages coming from the GUI client

Parameters

<i>msg</i>	- The message to handle
------------	-------------------------

Definition at line 91 of file NetService.cs.

References crash.NetService.recvq, and crash.NetService.sendMessage().

```

92     {
93         switch (msg.command)
94         {
95             case "connect":
96                 // Try to connect to server
97                 Client = new TcpClient();
98                 string host = msg.arguments["host"];
99                 int port = Convert.ToInt32(msg.arguments["port"]);
100
101                 try
102                 {
103                     Client.Connect(host, port);
104                 }
105                 catch (Exception ex)
106                 {
107                     msg.command = "connect_failed";
108                     msg.arguments.Add("message", ex.Message);
109                     recvq.Enqueue(msg);
110                     return;
111                 }
112
113                 if (Client.Connected)
114                 {
115                     // Store the stream from the TCP client
116                     ClientStream = Client.GetStream();
117                     // Empty the network buffer
118                     recvBuffer.Clear();
119                     // Update the message to a connection response message and send it back to GUI
120
121                     msg.command = "connect_ok";
122                     recvq.Enqueue(msg);
123                 }
124                 else
125                 {
126                     msg.command = "connect_failed";
127                     msg.arguments.Add("message", "Connection failed");
128                     recvq.Enqueue(msg);
129                 }
130                 break;
131
132             case "disconnect":
133                 // Disconnect from server and send response back to GUI client
134                 if (ClientStream != null)

```

```

134         ClientStream.Close();
135         ClientStream = null;
136
137         if (Client != null && Client.Connected)
138             Client.Close();
139         Client = null;
140
141         msg.command = "disconnect_ok";
142         rcvq.Enqueue(msg);
143         break;
144
145     default:
146         if (ClientStream == null)
147         {
148             Proto.Message responseMsg = new Proto.Message("error");
149             responseMsg.AddParameter("message", "Can not send message, not connected to peer");
150
151             rcvq.Enqueue(responseMsg);
152             return;
153         }
154
155         // Send message to server
156         if (!SendMessage(ClientStream, msg))
157         {
158             Proto.Message responseMsg = new Proto.Message("error");
159             responseMsg.AddParameter("message", "Unable to send message");
160
161             rcvq.Enqueue(responseMsg);
162             return;
163         }
164         break;
165     }
166 }

```

7.4.3.4 void crash.NetService.DoWork ()

Thread entry point

Definition at line 64 of file NetService.cs.

References [crash.NetService.dispatchRecvMsg\(\)](#), [crash.NetService.dispatchSendMsg\(\)](#), [crash.NetService.rcvData\(\)](#), [crash.NetService.rcvMessage\(\)](#), and [crash.NetService.sendq](#).

```

65     {
66         while (running)
67         {
68             Proto.Message sendMsg, rcvMsg;
69
70             // Read all messages from GUI client
71             while (sendq.Count > 0)
72                 if (sendq.TryDequeue(out sendMsg))
73                     dispatchSendMsg(sendMsg); // Handle the messages
74
75             // If we have a connection, read and buffer any waiting data streams
76             if (ClientStream != null)
77                 while (rcvData(ClientStream));
78
79             // Extract messages from the network buffer
80             while (rcvMessage(out rcvMsg))
81                 dispatchRecvMsg(rcvMsg); // Handle the messages
82
83             Thread.Sleep(5); // Play nice (FIXME)
84         }
85     }

```

7.4.3.5 byte [] crash.NetService.hostToBig_i32 (int value) [private]

Function used to convert ints to big endian

Parameters

<i>value</i>	- The int to convert
--------------	----------------------

Returns

- Converted bytes

Definition at line 139 of file NetService_IO.cs.

```

140         {
141             byte[] bvalue = BitConverter.GetBytes(value);
142             if (BitConverter.IsLittleEndian)
143                 Array.Reverse(bvalue);
144             return bvalue;
145         }

```

7.4.3.6 bool crash.NetService.IsRunning ()

Function used to check the running state of this service

Definition at line 203 of file NetService.cs.

References crash.NetService.running.

```

204         {
205             return running;
206         }

```

7.4.3.7 bool crash.NetService.recvData (NetworkStream stream) [private]

Function to receive a data streams from the server and store them in the network buffer

Parameters

<i>stream</i>	- The stream to read from
---------------	---------------------------

Returns

- Return true on success, false on failure

Definition at line 76 of file NetService_IO.cs.

References crash.NetService.recvBuffer.

```

77         {
78             if (!stream.DataAvailable)
79                 return false;
80
81             byte[] buffer = new byte[1024];
82             while (true)
83             {
84                 if (!stream.DataAvailable)
85                     break;
86
87                 int len = stream.Read(buffer, 0, buffer.Length);
88                 if (len <= 0)
89                     break;
90
91                 for (int i = 0; i < len; i++)
92                     recvBuffer.Add(buffer[i]);
93             }
94
95             return true;
96         }

```


7.4.3.8 bool crash.NetService.recvMessage (out Proto.Message msg) [private]

Function to read messages out of the network buffer

Parameters

<i>msg</i>	- Storage for any message read from the network buffer
------------	--

Returns

- Return true on success, false on failure

Definition at line 103 of file NetService_IO.cs.

References crash.NetService.bigToHost_i32(), and crash.NetService.recvBuffer.

```

104     {
105         msg = null;
106
107         // Make sure buffer hold at least a 32 bit int (netstrings)
108         if (recvBuffer.Count < 4)
109             return false;
110
111         // Read the message size out of the buffer
112         byte[] byteSize = new byte[4];
113         recvBuffer.CopyTo(0, byteSize, 0, 4);
114
115         // Convert the size to the hosts endianness
116         int siz = bigToHost_i32(byteSize);
117
118         // Make sure the message stored in the buffer are complete
119         if (recvBuffer.Count < 4 + siz)
120             return false;
121
122         // Read out the message and update the buffer
123         byte[] bjson = new byte[siz];
124         recvBuffer.CopyTo(4, bjson, 0, siz);
125         recvBuffer.RemoveRange(0, 4 + siz);
126
127         // Deserialize the message
128         string json = Encoding.UTF8.GetString(bjson);
129         msg = JsonConvert.DeserializeObject<Proto.Message>(json);
130
131         return true;
132     }

```

7.4.3.9 void crash.NetService.RequestStop ()

Function used to stop this service

Definition at line 195 of file NetService.cs.

```

196     {
197         running = false;
198     }

```

7.4.3.10 bool crash.NetService.sendMessage (NetworkStream stream, Proto.Message msg) [private]

Function to send a message to the server

Parameters

<i>stream</i>	- The stream to write to
<i>msg</i>	- The message to send

Returns

- Return true on success, false on failure

Definition at line 39 of file NetService_IO.cs.

References `crash.NetService.hostToBig_i32()`, and `crash.NetService.recvq`.

```

40     {
41         string json = JsonConvert.SerializeObject(msg);
42
43         using (MemoryStream mstream = new MemoryStream())
44         {
45             using (BinaryWriter writer = new BinaryWriter(mstream))
46             {
47                 byte[] encodedJson = Encoding.UTF8.GetBytes(json);
48                 writer.Write(hostToBig_i32(encodedJson.Length));
49                 writer.Write(encodedJson);
50             }
51
52             byte[] request = mstream.ToArray();
53             try
54             {
55                 stream.Write(request, 0, request.Length);
56                 stream.Flush();
57             }
58             catch (SocketException ex)
59             {
60                 Proto.Message emsg = new Proto.Message("error_socket");
61                 emsg.AddParameter("error_code", ex.ErrorCode);
62                 emsg.AddParameter("message", ex.Message);
63                 recvq.Enqueue(emsg);
64                 return false;
65             }
66         }
67
68         return true;
69     }

```

7.4.4 Member Data Documentation**7.4.4.1 TcpClient** `crash.NetService.Client = null` [private]

Network utilities.

Definition at line 37 of file NetService.cs.

7.4.4.2 NetworkStream `crash.NetService.ClientStream = null` [private]

Definition at line 38 of file NetService.cs.

7.4.4.3 List<byte> `crash.NetService.recvBuffer = new List<byte>()` [private]

Buffer to hold data streams from the network.

Definition at line 47 of file NetService.cs.

7.4.4.4 ConcurrentQueue<Proto.Message> crash.NetService.recvq = null [private]

Queue used to transfer packets back to GUI client (Crash)

Definition at line 44 of file NetService.cs.

7.4.4.5 volatile bool crash.NetService.running [private]

Running state for this service.

Definition at line 34 of file NetService.cs.

7.4.4.6 ConcurrentQueue<Proto.Message> crash.NetService.sendq = null [private]

Queue used to transfer packets to server (Burn)

Definition at line 41 of file NetService.cs.

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

- [/home/drb/dev/cs/crash/NetService.cs](#)
- [/home/drb/dev/cs/crash/NetService_IO.cs](#)

7.5 crash.Program Class Reference

Static Private Member Functions

- static void [Main](#) ()
The main entry point for the application.

7.5.1 Detailed Description

Definition at line 9 of file Program.cs.

7.5.2 Member Function Documentation

7.5.2.1 static void crash.Program.Main () [static],[private]

The main entry point for the application.

Definition at line 15 of file Program.cs.

```
16         {  
17             Application.EnableVisualStyles();  
18             Application.SetCompatibleTextRenderingDefault(false);  
19             Application.Run(new FormMain());  
20         }
```

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

- [/home/drb/dev/cs/crash/Program.cs](#)

8 File Documentation

8.1 /home/drb/dev/cs/crash/FormConnect.cs File Reference

Classes

- class [crash.FormConnect](#)

Namespaces

- namespace [crash](#)

8.2 /home/drb/dev/cs/crash/FormConnect.Designer.cs File Reference

Classes

- class [crash.FormConnect](#)

Namespaces

- namespace [crash](#)

8.3 /home/drb/dev/cs/crash/FormMain.cs File Reference

Classes

- class [crash.FormMain](#)

Namespaces

- namespace [crash](#)

8.4 /home/drb/dev/cs/crash/FormMain.Designer.cs File Reference

Classes

- class [crash.FormMain](#)

Namespaces

- namespace [crash](#)

8.5 /home/drb/dev/cs/crash/NetService.cs File Reference

Classes

- class [crash.NetService](#)

Namespaces

- namespace [crash](#)

8.6 /home/drb/dev/cs/crash/NetService_IO.cs File Reference

Classes

- class [crash.NetService](#)

Namespaces

- namespace [crash](#)

8.7 /home/drb/dev/cs/crash/Program.cs File Reference

Classes

- class [crash.Program](#)

Namespaces

- namespace [crash](#)

8.8 /home/drb/dev/cs/crash/Proto.cs File Reference

Classes

- class [crash.Proto.Message](#)

Namespaces

- namespace [crash](#)
- namespace [crash.Proto](#)

8.9 /home/drb/dev/cs/crash/README.md File Reference

Index

/home/drb/dev/cs/crash/FormConnect.Designer.cs, 34
/home/drb/dev/cs/crash/FormConnect.cs, 34
/home/drb/dev/cs/crash/FormMain.Designer.cs, 34
/home/drb/dev/cs/crash/FormMain.cs, 34
/home/drb/dev/cs/crash/NetService.cs, 35
/home/drb/dev/cs/crash/NetService_IO.cs, 35
/home/drb/dev/cs/crash/Program.cs, 35
/home/drb/dev/cs/crash/Proto.cs, 35
/home/drb/dev/cs/crash/README.md, 35

AddParameter

crash::Proto::Message, 25

arguments

crash::Proto::Message, 25

bigToHost_i32

crash::NetService, 27

btnCancel

crash::FormConnect, 7

btnCancel_Click

crash::FormConnect, 4

btnConnect

crash::FormMain, 21

btnDisconnect

crash::FormMain, 21

btnGetPreview

crash::FormMain, 21

btnGetPreview_Click

crash::FormMain, 11

btnOk

crash::FormConnect, 7

btnOk_Click

crash::FormConnect, 4

btnSendClose

crash::FormMain, 21

btnSendClose_Click

crash::FormMain, 11

btnSendFix

crash::FormMain, 21

btnSendFix_Click

crash::FormMain, 11

btnSendHello

crash::FormMain, 21

btnSendHello_Click

crash::FormMain, 11

btnSendSession

crash::FormMain, 21

btnSendSession_Click

crash::FormMain, 11

btnSetGain

crash::FormMain, 21

btnSetGain_Click

crash::FormMain, 12

btnStopNetService

crash::FormMain, 21

btnStopNetService_Click

crash::FormMain, 12

Client

crash::NetService, 32

ClientStream

crash::NetService, 32

command

crash::Proto::Message, 25

components

crash::FormConnect, 7

crash::FormMain, 21

crash, 2

crash.FormConnect, 3

crash.FormMain, 9

crash.NetService, 26

crash.Program, 33

crash.Proto, 3

crash.Proto.Message, 24

crash::FormConnect

btnCancel, 7

btnCancel_Click, 4

btnOk, 7

btnOk_Click, 4

components, 7

Dispose, 5

FormConnect, 4

InitializeComponent, 5

IP, 8

label1, 8

label2, 8

panel1, 8

panel2, 8

panel3, 8

panel4, 8

Port, 8

tbIP, 8

tbPort, 8

crash::FormMain

btnConnect, 21

btnDisconnect, 21

btnGetPreview, 21

btnGetPreview_Click, 11

btnSendClose, 21

btnSendClose_Click, 11

btnSendFix, 21

btnSendFix_Click, 11

btnSendHello, 21

btnSendHello_Click, 11

btnSendSession, 21

btnSendSession_Click, 11

btnSetGain, 21

btnSetGain_Click, 12

btnStopNetService, 21

btnStopNetService_Click, 12

components, 21

- dispatchRecvMsg, 12
- Dispose, 14
- formConnect, 21
- FormMain, 10
- FormMain_FormClosing, 14
- FormMain_Load, 14
- InitializeComponent, 14
- lblConnectionStatus, 21
- log, 19
- menu, 22
- menuItemConnect, 22
- menuItemConnect_Click, 20
- menuItemDisconnect, 22
- menuItemDisconnect_Click, 20
- menuItemExit, 22
- menuItemExit_Click, 20
- menuItemFile, 22
- netService, 22
- netThread, 22
- pageSettings, 22
- pageSpectrometry, 22
- panel1, 22
- panel2, 22
- recvq, 22
- sendq, 23
- status, 23
- statusLabel, 23
- tabs, 23
- tbCoarseGain, 23
- tbFineGain, 23
- tbLog, 23
- tbSpecCount, 23
- tbSpecLifetime, 23
- tbVoltage, 23
- timer, 23
- timer_Tick, 20
- toolStripSeparator1, 24
- tools, 23
- crash::NetService
 - bigToHost_i32, 27
 - Client, 32
 - ClientStream, 32
 - dispatchRecvMsg, 27
 - dispatchSendMsg, 28
 - DoWork, 29
 - hostToBig_i32, 29
 - IsRunning, 30
 - NetService, 26
 - recvBuffer, 32
 - recvData, 30
 - recvMessage, 30
 - recvq, 32
 - RequestStop, 31
 - running, 33
 - sendMessage, 31
 - sendq, 33
- crash::Program
 - Main, 33
- crash::Proto::Message
 - AddParameter, 25
 - arguments, 25
 - command, 25
 - Message, 24, 25
- dispatchRecvMsg
 - crash::FormMain, 12
 - crash::NetService, 27
- dispatchSendMsg
 - crash::NetService, 28
- Dispose
 - crash::FormConnect, 5
 - crash::FormMain, 14
- DoWork
 - crash::NetService, 29
- FormConnect
 - crash::FormConnect, 4
- formConnect
 - crash::FormMain, 21
- FormMain
 - crash::FormMain, 10
- FormMain_FormClosing
 - crash::FormMain, 14
- FormMain_Load
 - crash::FormMain, 14
- hostToBig_i32
 - crash::NetService, 29
- InitializeComponent
 - crash::FormConnect, 5
 - crash::FormMain, 14
- IP
 - crash::FormConnect, 8
- IsRunning
 - crash::NetService, 30
- label1
 - crash::FormConnect, 8
- label2
 - crash::FormConnect, 8
- lblConnectionStatus
 - crash::FormMain, 21
- log
 - crash::FormMain, 19
- Main
 - crash::Program, 33
- menu
 - crash::FormMain, 22
- menuItemConnect
 - crash::FormMain, 22
- menuItemConnect_Click
 - crash::FormMain, 20
- menuItemDisconnect
 - crash::FormMain, 22
- menuItemDisconnect_Click
 - crash::FormMain, 20

- menuItemExit
 - crash::FormMain, [22](#)
- menuItemExit_Click
 - crash::FormMain, [20](#)
- menuItemFile
 - crash::FormMain, [22](#)
- Message
 - crash::Proto::Message, [24](#), [25](#)
- NetService
 - crash::NetService, [26](#)
- netService
 - crash::FormMain, [22](#)
- netThread
 - crash::FormMain, [22](#)
- pageSettings
 - crash::FormMain, [22](#)
- pageSpectrometry
 - crash::FormMain, [22](#)
- panel1
 - crash::FormConnect, [8](#)
 - crash::FormMain, [22](#)
- panel2
 - crash::FormConnect, [8](#)
 - crash::FormMain, [22](#)
- panel3
 - crash::FormConnect, [8](#)
- panel4
 - crash::FormConnect, [8](#)
- Port
 - crash::FormConnect, [8](#)
- recvBuffer
 - crash::NetService, [32](#)
- recvData
 - crash::NetService, [30](#)
- recvMessage
 - crash::NetService, [30](#)
- recvq
 - crash::FormMain, [22](#)
 - crash::NetService, [32](#)
- RequestStop
 - crash::NetService, [31](#)
- running
 - crash::NetService, [33](#)
- sendMessage
 - crash::NetService, [31](#)
- sendq
 - crash::FormMain, [23](#)
 - crash::NetService, [33](#)
- status
 - crash::FormMain, [23](#)
- statusLabel
 - crash::FormMain, [23](#)
- tabs
 - crash::FormMain, [23](#)
- tbCoarseGain
 - crash::FormMain, [23](#)
- tbFineGain
 - crash::FormMain, [23](#)
- tbIP
 - crash::FormConnect, [8](#)
- tbLog
 - crash::FormMain, [23](#)
- tbPort
 - crash::FormConnect, [8](#)
- tbSpecCount
 - crash::FormMain, [23](#)
- tbSpecLifetime
 - crash::FormMain, [23](#)
- tbVoltage
 - crash::FormMain, [23](#)
- timer
 - crash::FormMain, [23](#)
- timer_Tick
 - crash::FormMain, [20](#)
- toolStripSeparator1
 - crash::FormMain, [24](#)
- tools
 - crash::FormMain, [23](#)