

libcin

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Chapter 1

Module Index

1.1 Modules

Here is a list of all modules:

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Chapter 2

Class Index

2.1 Class List

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

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Chapter 3

File Index

3.1 File List

Here is a list of all documented files with brief descriptions:

src/ cin.h	19
src/ cin_register_map.h	??
src/ cinregisters.h	??
src/ common.h	??
src/ config.h	??
src/ control.h	??
src/ data.h	??
src/ descramble.h	??
src/ descramble_map.h	??
src/ fclk_program.h	??
src/ fifo.h	??
src/ report.h	??
src/ version.h	??

Chapter 4

Module Documentation

4.1 Cin Control Routines

Functions

- int [cin_ctl_init](#) ([cin_ctl_t](#) *cin, const char *ipaddr, uint16_t oport, uint16_t iport, uint16_t soport, uint16_t siport)
- int [cin_ctl_destroy](#) ([cin_ctl_t](#) *cin)
- int [cin_ctl_read](#) ([cin_ctl_t](#) *cin, uint16_t reg, uint16_t *val)
- int [cin_ctl_write](#) ([cin_ctl_t](#) *cin, uint16_t reg, uint16_t val, int wait)
- int [cin_ctl_stream_write](#) ([cin_ctl_t](#) *cin, char *val, int size)
- int [cin_ctl_write_with_readback](#) ([cin_ctl_t](#) *cin, uint16_t reg, uint16_t val)
- int [cin_ctl_pwr](#) ([cin_ctl_t](#) *cin, int pwr)
- int [cin_ctl_fp_pwr](#) ([cin_ctl_t](#) *cin, int pwr)
- int [cin_ctl_fo_test_pattern](#) ([cin_ctl_t](#) *cin, int on_off)
- int [cin_ctl_load_config](#) ([cin_ctl_t](#) *cin, char *filename)
- int [cin_ctl_load_firmware](#) ([cin_ctl_t](#) *cin, char *filename)
- int [cin_ctl_set_fclk](#) ([cin_ctl_t](#) *cin, int clkfreq)
- int [cin_ctl_get_fclk](#) ([cin_ctl_t](#) *cin, int *clkfreq)
- int [cin_ctl_freeze_dco](#) ([cin_ctl_t](#) *cin, int freeze)
- int [cin_ctl_get_cfg_fpga_status](#) ([cin_ctl_t](#) *cin, uint16_t *_val)
- int [cin_ctl_get_id](#) ([cin_ctl_t](#) *cin, [cin_ctl_id_t](#) *_val)
- void [cin_ctl_display_id](#) (FILE *out, [cin_ctl_id_t](#) val)
- void [cin_ctl_display_fpga_status](#) (FILE *out, uint16_t val)
- int [cin_ctl_get_dcm_status](#) ([cin_ctl_t](#) *cin, uint16_t *_val)
- void [cin_ctl_display_dcm_status](#) (FILE *out, uint16_t *_val)
- double [cin_ctl_current_calc](#) (uint16_t val)
- int [cin_ctl_get_power_status](#) ([cin_ctl_t](#) *cin, int full, int *pwr, [cin_ctl_pwr_mon_t](#) *values)
- void [cin_ctl_display_pwr](#) (FILE *out, [cin_ctl_pwr_mon_t](#) *values)
- void [cin_ctl_display_pwr_line](#) (FILE *out, const char *msg, [cin_ctl_pwr_val_t](#) val)
- int [cin_ctl_calc_vi_status](#) ([cin_ctl_t](#) *cin, uint16_t vreg, uint16_t ireg, double vfact, [cin_ctl_pwr_val_t](#) *vi)
- int [cin_ctl_get_camera_pwr](#) ([cin_ctl_t](#) *cin, int *val)
- int [cin_ctl_set_camera_pwr](#) ([cin_ctl_t](#) *cin, int val)
- int [cin_ctl_set_bias](#) ([cin_ctl_t](#) *cin, int val)
- int [cin_ctl_get_bias](#) ([cin_ctl_t](#) *cin, int *val)
- int [cin_ctl_set_clocks](#) ([cin_ctl_t](#) *cin, int val)
- int [cin_ctl_get_clocks](#) ([cin_ctl_t](#) *cin, int *val)
- int [cin_ctl_set_trigger](#) ([cin_ctl_t](#) *cin, int val)
- int [cin_ctl_get_trigger](#) ([cin_ctl_t](#) *cin, int *val)
- int [cin_ctl_set_focus](#) ([cin_ctl_t](#) *cin, int val)

- int **cin_ctl_get_focus** ([cin_ctl_t](#) *cin, int *val)
- int **cin_ctl_get_triggering** ([cin_ctl_t](#) *cin, int *trigger)
- int **cin_ctl_int_trigger_start** ([cin_ctl_t](#) *cin, int nimages)
- int **cin_ctl_int_trigger_stop** ([cin_ctl_t](#) *cin)
- int **cin_ctl_ext_trigger_start** ([cin_ctl_t](#) *cin, int trigger_mode)
- int **cin_ctl_ext_trigger_stop** ([cin_ctl_t](#) *cin)
- int **cin_ctl_set_exposure_time** ([cin_ctl_t](#) *cin, float e_time)
- int **cin_ctl_set_trigger_delay** ([cin_ctl_t](#) *cin, float t_time)
- int **cin_ctl_set_cycle_time** ([cin_ctl_t](#) *cin, float ftime)
- int **cin_ctl_frame_count_reset** ([cin_ctl_t](#) *cin)
- int **cin_ctl_set_mux** ([cin_ctl_t](#) *cin, int setting)
- int **cin_ctl_get_mux** ([cin_ctl_t](#) *cin, int *setting)
- int **cin_ctl_set_fcric_gain** ([cin_ctl_t](#) *cin, int gain)
- int **cin_ctl_set_fabric_address** ([cin_ctl_t](#) *cin, char *ip)
- int **cin_ctl_reg_dump** ([cin_ctl_t](#) *cin, FILE *fp)
- int **cin_ctl_get_bias_voltages** ([cin_ctl_t](#) *cin, float *voltage)
- int **cin_ctl_set_bias_voltages** ([cin_ctl_t](#) *cin, float *voltage)
- int **cin_ctl_set_fcric_clamp** ([cin_ctl_t](#) *cin, int clamp)

4.1.1 Detailed Description

4.1.2 Function Documentation

4.1.2.1 int cin_ctl_destroy ([cin_ctl_t](#) * cin)

Destroy (close) the cin control library

Close connections, free memory and exit library

Parameters

<i>cin</i>	handle to cin library
------------	-----------------------

Returns

Returns 0 on success non-zero if error

4.1.2.2 int cin_ctl_init ([cin_ctl_t](#) * cin, const char * *ipaddr*, [uint16_t](#) *oport*, [uint16_t](#) *iport*, [uint16_t](#) *soport*, [uint16_t](#) *siport*)

Initialize the cin control library

Initialize the control structures and communications with the CIN via the control interface. This function opens the UDP ports and starts a listening thread to receive packets from the CIN.

Parameters

<i>cin</i>	handle to cin library
<i>ipaddr</i>	ip address of CIN base address
<i>oport</i>	output udp port of cin
<i>iport</i>	input udp port of cin
<i>soport</i>	stream output udp port of cin
<i>siport</i>	stream input udp port of cin

Returns

Returns 0 on success non-zero if error

4.1.2.3 int cin_ctl_read (cin_ctl_t * *cin*, uint16_t *reg*, uint16_t * *val*)

Read register from CIN

Parameters

<i>cin</i>	handle to cin library
<i>reg</i>	register to read
<i>val</i>	variable to read value of register to

Returns

Returns 0 on success non-zero if error

4.1.2.4 int cin_ctl_stream_write (cin_ctl_t * cin, char * val, int size)

Write stream data to CIN

Parameters

<i>cin</i>	handle to cin library
<i>val</i>	array of values to write
<i>size</i>	size of array pointed to by val

Write stream data to cin in form of 16 bit array.

Returns

Returns 0 on success non-zero if error

4.1.2.5 int cin_ctl_write (cin_ctl_t * cin, uint16_t reg, uint16_t val, int wait)

Write register to CIN

Parameters

<i>cin</i>	handle to cin library
<i>reg</i>	register to write to
<i>val</i>	value to write to register
<i>wait</i>	if non-zero

Write register value to CIN. If wait is non-zero then wait a sleep time of i CIN_CTL_WRITE_SLEEP before releasing the mutex to add flow control to the cin.

Returns

Returns 0 on success non-zero if error

4.1.2.6 int cin_ctl_write_with_readback (cin_ctl_t * cin, uint16_t reg, uint16_t val)

Write register to CIN with readback verification

Parameters

<i>cin</i>	handle to cin library
<i>reg</i>	register to write to
<i>val</i>	value to write to register

Write register value to CIN. Follow write with read of register and compare value. CIN_CTL_WRITE_SLEEP before releasing the mutex to add flow control to the cin.

Returns

Returns 0 on success non-zero if error

4.2 CIN Data Routines

Data group

Chapter 5

Class Documentation

5.1 cin_ctl Struct Reference

Public Attributes

- [cin_port_t](#) **ctl_port**
- [cin_port_t](#) **stream_port**
- [cin_ctl_config_t](#) **config**
- [cin_ctl_listener_t](#) * **listener**
- [pthread_mutex_t](#) **access**
- [pthread_mutexattr_t](#) **access_attr**

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

- [src/cin.h](#)

5.2 cin_ctl_config Struct Reference

Public Attributes

- char **name** [CIN_CONFIG_MAX_STRING]
- char **firmware_filename** [CIN_CONFIG_MAX_STRING]
- int **overscan**
- int **columns**
- int **fclk**
- uint16_t **timing** [CIN_CONFIG_MAX_DATA][2]
- int **timing_len**
- uint16_t **fcric** [CIN_CONFIG_MAX_DATA][2]
- int **fcric_len**
- uint16_t **bias** [CIN_CONFIG_MAX_DATA][2]
- int **bias_len**

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

- [src/cin.h](#)

5.3 cin_ctl_id Struct Reference

Public Attributes

- uint16_t **board_id**
- uint16_t **serial_no**
- uint16_t **fpga_ver**

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

- src/[cin.h](#)

5.4 cin_ctl_listener Struct Reference

Public Attributes

- struct [cin_port](#) * **cp**
- [fifo](#) **ctl_fifo**
- pthread_t **thread_id**

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

- src/[cin.h](#)

5.5 cin_ctl_pwr_mon_t Struct Reference

Public Attributes

- [cin_ctl_pwr_val_t](#) **bus_12v0**
- [cin_ctl_pwr_val_t](#) **mgmt_3v3**
- [cin_ctl_pwr_val_t](#) **mgmt_2v5**
- [cin_ctl_pwr_val_t](#) **mgmt_1v2**
- [cin_ctl_pwr_val_t](#) **enet_1v0**
- [cin_ctl_pwr_val_t](#) **s3e_3v3**
- [cin_ctl_pwr_val_t](#) **gen_3v3**
- [cin_ctl_pwr_val_t](#) **gen_2v5**
- [cin_ctl_pwr_val_t](#) **v6_0v9**
- [cin_ctl_pwr_val_t](#) **v6_1v0**
- [cin_ctl_pwr_val_t](#) **v6_2v5**
- [cin_ctl_pwr_val_t](#) **fp**

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

- src/[cin.h](#)

5.6 cin_ctl_pwr_val Struct Reference

Public Attributes

- double **i**

- double **v**

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

- [src/cin.h](#)

5.7 cin_data Struct Reference

Public Attributes

- [fifo](#) * **packet_fifo**
- [fifo](#) * **frame_fifo**
- [fifo](#) * **image_fifo**
- [cin_data_threads_t](#) **listen_thread**
- [cin_data_threads_t](#) **assembler_thread**
- [cin_data_threads_t](#) **descramble_thread**
- [pthread_mutex_t](#) **listen_mutex**
- [pthread_mutex_t](#) **assembler_mutex**
- [pthread_mutex_t](#) **descramble_mutex**
- [pthread_mutex_t](#) **stats_mutex**
- [cin_data_callbacks_t](#) **callbacks**
- [cin_port_t](#) **dp**
- struct timespec **framerate**
- unsigned long int **dropped_packets**
- unsigned long int **malformed_packets**
- [uint16_t](#) **last_frame**
- [descramble_map_t](#) **map**

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

- [src/cin.h](#)

5.8 cin_data_callbacks Struct Reference

Public Attributes

- void (*)(**push**)([cin_data_frame_t](#) *)
- void (*)(**pop**)([cin_data_frame_t](#) *)
- [cin_data_frame_t](#) * **frame**

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

- [src/cin.h](#)

5.9 cin_data_frame Struct Reference

Public Attributes

- [uint16_t](#) * **data**
- [uint16_t](#) **number**
- struct timespec **timestamp**

- int **size_x**
- int **size_y**
- void * **usr_ptr**

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

- [src/cin.h](#)

5.10 cin_data_packet Struct Reference

Public Attributes

- unsigned char * **data**
- int **size**
- struct timespec **timestamp**

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

- [src/data.h](#)

5.11 cin_data_proc Struct Reference

Public Attributes

- void *(* **input_get**)(void *, int)
- void *(* **input_put**)(void *, int)
- void * **input_args**
- int **reader**
- void *(* **output_put**)(void *)
- void *(* **output_get**)(void *)
- void * **output_args**
- [cin_data_t](#) * **parent**

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

- [src/data.h](#)

5.12 cin_data_stats Struct Reference

Public Attributes

- int **last_frame**
- double **framerate**
- double **datarate**
- double **packet_percent_full**
- double **frame_percent_full**
- double **image_percent_full**
- long int **packet_overruns**
- long int **frame_overruns**
- long int **image_overruns**
- long int **packet_used**

- long int **frame_used**
- long int **image_used**
- long int **dropped_packets**
- long int **mallformed_packets**

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

- src/[cin.h](#)

5.13 cin_data_threads Struct Reference

Public Attributes

- pthread_t **thread_id**
- int **started**

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

- src/[cin.h](#)

5.14 cin_map_t Struct Reference

Public Attributes

- char * **name**
- uint16_t **reg**

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

- src/cinregisters.h

5.15 cin_port Struct Reference

Public Attributes

- char * **srvaddr**
- char * **cliaddr**
- uint16_t **srvport**
- uint16_t **cliport**
- int **sockfd**
- struct timeval **tv**
- struct sockaddr_in **sin_srv**
- struct sockaddr_in **sin_cli**
- socklen_t **slen**
- int **rcvbuf**
- int **rcvbuf_rb**

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

- src/[cin.h](#)

5.16 descramble_map_t Struct Reference

Public Attributes

- uint32_t * **map**
- int **size_x**
- int **size_y**
- int **overscan**
- int **rows**

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

- src/[cin.h](#)

5.17 fifo Struct Reference

Public Attributes

- void * **data**
- void * **head**
- void * **tail** [FIFO_MAX_READERS]
- void * **end**
- int **readers**
- long int **size**
- int **elem_size**
- int **full**
- long int **overruns**
- pthread_mutex_t **mutex**
- pthread_cond_t **signal**

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

- src/[cin.h](#)

Chapter 6

File Documentation

6.1 src/cin.h File Reference

```
#include <stdint.h>
#include <stdio.h>
#include <sys/socket.h>
#include <netinet/in.h>
#include <netinet/ip.h>
#include <sys/time.h>
#include <pthread.h>
```

Classes

- struct [cin_ctl_config](#)
- struct [fifo](#)
- struct [cin_ctl_listener](#)
- struct [cin_port](#)
- struct [cin_ctl](#)
- struct [cin_data_frame](#)
- struct [cin_data_stats](#)
- struct [cin_data_threads](#)
- struct [cin_data_callbacks](#)
- struct [descramble_map_t](#)
- struct [cin_data](#)
- struct [cin_ctl_id](#)
- struct [cin_ctl_pwr_val](#)
- struct [cin_ctl_pwr_mon_t](#)

Macros

- `#define CIN_CTL_IP "192.168.1.207"`
- `#define CIN_CTL_SVR_PORT 49200`
- `#define CIN_CTL_CLI_PORT 50200`
- `#define CIN_CTL_SVR_FRMW_PORT 49202`
- `#define CIN_CTL_CLI_FRMW_PORT 50202`
- `#define CIN_CTL_MAX_READ_TRIES 10`
- `#define CIN_CTL_MAX_WRITE_TRIES 5`
- `#define CIN_CTL_WRITE_SLEEP 2000`

- #define **CIN_CTL_POWER_ENABLE** 0x001F
- #define **CIN_CTL_POWER_DISABLE** 0x0000
- #define **CIN_CTL_FP_POWER_ENABLE** 0x0020
- #define **CIN_CTL_DCM_LOCKED** 0x0001
- #define **CIN_CTL_DCM_PSDONE** 0x0002
- #define **CIN_CTL_DCM_STATUS0** 0x0004
- #define **CIN_CTL_DCM_STATUS1** 0x0008
- #define **CIN_CTL_DCM_STATUS2** 0x0010
- #define **CIN_CTL_DCM_TX1_READY** 0x0020
- #define **CIN_CTL_DCM_TX2_READY** 0x0040
- #define **CIN_CTL_DCM_ATCA_ALARM** 0x0080
- #define **CIN_CTL_TRIG_INTERNAL** 0x0000
- #define **CIN_CTL_TRIG_EXTERNAL_1** 0x0001
- #define **CIN_CTL_TRIG_EXTERNAL_2** 0x0002
- #define **CIN_CTL_TRIG_EXTERNAL_BOTH** 0x0003
- #define **CIN_CTL_FOCUS_BIT** 0x0002
- #define **CIN_CTL_FCLK_125** 0x0000
- #define **CIN_CTL_FCLK_200** 0x0001
- #define **CIN_CTL_FCLK_250** 0x0002
- #define **CIN_CTL_FCLK_125_C** 0x0003
- #define **CIN_CTL_FCLK_200_C** 0x0004
- #define **CIN_CTL_FCLK_250_C** 0x0005
- #define **CIN_CTL_FCLK_156_C** 0x0006
- #define **CIN_CTL_FPGA_STS_CFG** 0x8000
- #define **CIN_CTL_FPGA_STS_FP_PWR** 0x0008
- #define **CIN_CTL_DCM_STS_ATCA** 0x0080
- #define **CIN_CTL_DCM_STS_LOCKED** 0x0001
- #define **CIN_CTL_DCM_STS_OVERRIDE** 0x0800
- #define **CIN_CTL_MUX1_VCLK1** 0x0001
- #define **CIN_CTL_MUX1_VCLK2** 0x0002
- #define **CIN_CTL_MUX1_VCLK3** 0x0003
- #define **CIN_CTL_MUX1_ATG** 0x0004
- #define **CIN_CTL_MUX1_VFCLK1** 0x0005
- #define **CIN_CTL_MUX1_VFCLK2** 0x0006
- #define **CIN_CTL_MUX1_VFCLK3** 0x0007
- #define **CIN_CTL_MUX1_HCLK1** 0x0008
- #define **CIN_CTL_MUX1_HCLK2** 0x0009
- #define **CIN_CTL_MUX1_OSW** 0x000A
- #define **CIN_CTL_MUX1_RST** 0x000B
- #define **CIN_CTL_MUX1_CONVERT** 0x000C
- #define **CIN_CTL_MUX1_SHUTTER** 0x000D
- #define **CIN_CTL_MUX1_SWTRIGGER** 0x000E
- #define **CIN_CTL_MUX1_TRIGMON** 0x000F
- #define **CIN_CTL_MUX1_EXPOSE** 0x0000
- #define **CIN_CTL_MUX2_VCLK1** 0x0010
- #define **CIN_CTL_MUX2_VCLK2** 0x0020
- #define **CIN_CTL_MUX2_VCLK3** 0x0030
- #define **CIN_CTL_MUX2_ATG** 0x0040
- #define **CIN_CTL_MUX2_VFCLK1** 0x0050
- #define **CIN_CTL_MUX2_VFCLK2** 0x0060
- #define **CIN_CTL_MUX2_VFCLK3** 0x0070
- #define **CIN_CTL_MUX2_HCLK1** 0x0080
- #define **CIN_CTL_MUX2_HCLK2** 0x0090
- #define **CIN_CTL_MUX2_HCLK3** 0x00A0
- #define **CIN_CTL_MUX2_OSW** 0x00B0

- #define **CIN_CTL_MUX2_RST** 0x00C0
- #define **CIN_CTL_MUX2_CONVERT** 0x00D0
- #define **CIN_CTL_MUX2_SAVE** 0x00E0
- #define **CIN_CTL_MUX2_HWTRIG** 0x00F0
- #define **CIN_CTL_MUX2_EXPOSE** 0x0000
- #define **CIN_CTL_FO_REG1** 0x821D
- #define **CIN_CTL_FO_REG2** 0x821E
- #define **CIN_CTL_FO_REG3** 0x821F
- #define **CIN_CTL_FO_REG4** 0x8001
- #define **CIN_CTL_FO_REG5** 0x8211
- #define **CIN_CTL_FO_REG6** 0x8212
- #define **CIN_CTL_FO_REG7** 0x8213
- #define **CIN_DATA_IP** "10.0.5.207"
- #define **CIN_DATA_PORT** 49201
- #define **CIN_DATA_CTL_PORT** 49203
- #define **CIN_DATA_MAX_MTU** 9000
- #define **CIN_DATA_UDP_HEADER** 8
- #define **CIN_DATA_MAGIC_PACKET** UINT64_C(0x0000F4F3F2F1F000)
- #define **CIN_DATA_MAGIC_PACKET_MASK** UINT64_C(0x0000FFFFFFFFFFFF00)
- #define **CIN_DATA_TAIL_MAGIC_PACKET** UINT64_C(0x010DF0ADDEF2F1F0)
- #define **CIN_DATA_TAIL_MAGIC_PACKET_MASK** UINT64_C(0xFFFFFFFFFFFFFFF0)
- #define **CIN_DATA_DROPPED_PACKET_VAL** 0x2000
- #define **CIN_DATA_DATA_MASK** 0x1FFF
- #define **CIN_DATA_CTRL_MASK** 0xE000
- #define **CIN_DATA_SIGN_MASK** 0x1000
- #define **CIN_DATA_GAIN_8** 0xC000
- #define **CIN_DATA_GAIN_4** 0x4000
- #define **CIN_DATA_PACKET_LEN** 8184
- #define **CIN_DATA_MAX_PACKETS** 542
- #define **CIN_DATA_RCVBUF** 100
- #define **CIN_DATA_MAX_FRAME_X** 1152
- #define **CIN_DATA_MAX_FRAME_Y** 2050
- #define **CIN_DATA_MAX_STREAM** 2400000
- #define **CIN_DATA_CCD_COLS** 96
- #define **CIN_DATA_CCD_COLS_PER_CHAN** 10
- #define **CIN_DATA_PIPELINE_FLUSH** 1344
- #define **CIN_DATA_MODE_CALLBACK** 0x01
- #define **NUM_BIAS_VOLTAGE** 20
- #define **pt_posH** 0
- #define **pt_negH** 1
- #define **pt_posRG** 2
- #define **pt_negRG** 3
- #define **pt_posSW** 4
- #define **pt_negSW** 5
- #define **pt_posV** 6
- #define **pt_negV** 7
- #define **pt_posTG** 8
- #define **pt_negTG** 9
- #define **pt_posVF** 10
- #define **pt_negVF** 11
- #define **pt_NEDGE** 12
- #define **pt_OTG** 13
- #define **pt_VDDR** 14
- #define **pt_VDD_OUT** 15
- #define **pt_BUF_Base** 16

- `#define pt_BUF_Delta 17`
- `#define pt_Spare1 18`
- `#define pt_Spare2 19`
- `#define DEBUG_PRINT(fmt,...) if(_debug_print_flag) { fprintf(stderr, "%s:%d:%s(): " fmt, __FILE__, __LINE__, __func__, __VA_ARGS__); }`
- `#define DEBUG_COMMENT(fmt) if(_debug_print_flag) { fprintf(stderr, "%s:%d:%s(): " fmt, __FILE__, __LINE__, __func__); }`
- `#define ERROR_COMMENT(fmt) if(_error_print_flag) { fprintf(stderr, "%s:%d:%s(): " fmt, __FILE__, __LINE__, __func__); }`
- `#define ERROR_PRINT(fmt,...) if(_error_print_flag) { fprintf(stderr, "%s:%d:%s(): " fmt, __FILE__, __LINE__, __func__, __VA_ARGS__); }`
- `#define CIN_CONFIG_MAX_STRING 256`
- `#define CIN_CONFIG_MAX_DATA 5000`
- `#define FIFO_MAX_READERS 10`

Typedefs

- `typedef struct cin_ctl_config cin_ctl_config_t`
- `typedef struct cin_ctl_listener cin_ctl_listener_t`
- `typedef struct cin_port cin_port_t`
- `typedef struct cin_ctl cin_ctl_t`
- `typedef struct cin_data_frame cin_data_frame_t`
- `typedef struct cin_data_stats cin_data_stats_t`
- `typedef struct cin_data_threads cin_data_threads_t`
- `typedef struct cin_data_callbacks cin_data_callbacks_t`
- `typedef struct cin_data cin_data_t`
- `typedef void(* cin_data_callback)(cin_data_frame_t *)`
- `typedef struct cin_ctl_id cin_ctl_id_t`
- `typedef struct cin_ctl_pwr_val cin_ctl_pwr_val_t`

Functions

- `void cin_set_debug_print(int debug)`
- `void cin_set_error_print(int error)`
- `void cin_report(FILE *fp, int details)`
- `int cin_ctl_init(cin_ctl_t *cin, const char *ipaddr, uint16_t oport, uint16_t iport, uint16_t soport, uint16_t siport)`
- `int cin_ctl_destroy(cin_ctl_t *cin)`
- `int cin_ctl_read(cin_ctl_t *cin, uint16_t reg, uint16_t *val)`
- `int cin_ctl_write(cin_ctl_t *cin, uint16_t reg, uint16_t val, int wait)`
- `int cin_ctl_stream_write(cin_ctl_t *cin, char *val, int size)`
- `int cin_ctl_write_with_readback(cin_ctl_t *cin, uint16_t reg, uint16_t val)`
- `int cin_ctl_pwr(cin_ctl_t *cin, int pwr)`
- `int cin_ctl_fp_pwr(cin_ctl_t *cin, int pwr)`
- `int cin_ctl_fo_test_pattern(cin_ctl_t *cin, int on_off)`
- `int cin_ctl_load_config(cin_ctl_t *cin, char *filename)`
- `int cin_ctl_load_firmware(cin_ctl_t *cin, char *filename)`
- `int cin_ctl_set_fclk(cin_ctl_t *cin, int clkfreq)`
- `int cin_ctl_get_fclk(cin_ctl_t *cin, int *clkfreq)`
- `int cin_ctl_freeze_dco(cin_ctl_t *cin, int freeze)`
- `int cin_ctl_get_cfg_fpga_status(cin_ctl_t *cin, uint16_t *val)`
- `int cin_ctl_get_id(cin_ctl_t *cin, cin_ctl_id_t *val)`
- `void cin_ctl_display_id(FILE *out, cin_ctl_id_t val)`
- `void cin_ctl_display_fpga_status(FILE *out, uint16_t val)`

- int **cin_ctl_get_dcm_status** ([cin_ctl_t](#) *cin, uint16_t *_val)
- void **cin_ctl_display_dcm_status** (FILE *out, uint16_t *_val)
- double **cin_ctl_current_calc** (uint16_t val)
- int **cin_ctl_get_power_status** ([cin_ctl_t](#) *cin, int full, int *pwr, [cin_ctl_pwr_mon_t](#) *values)
- void **cin_ctl_display_pwr** (FILE *out, [cin_ctl_pwr_mon_t](#) *values)
- void **cin_ctl_display_pwr_line** (FILE *out, const char *msg, [cin_ctl_pwr_val_t](#) val)
- int **cin_ctl_calc_vi_status** ([cin_ctl_t](#) *cin, uint16_t vreg, uint16_t ireg, double vfact, [cin_ctl_pwr_val_t](#) *vi)
- int **cin_ctl_get_camera_pwr** ([cin_ctl_t](#) *cin, int *val)
- int **cin_ctl_set_camera_pwr** ([cin_ctl_t](#) *cin, int val)
- int **cin_ctl_set_bias** ([cin_ctl_t](#) *cin, int val)
- int **cin_ctl_get_bias** ([cin_ctl_t](#) *cin, int *val)
- int **cin_ctl_set_clocks** ([cin_ctl_t](#) *cin, int val)
- int **cin_ctl_get_clocks** ([cin_ctl_t](#) *cin, int *val)
- int **cin_ctl_set_trigger** ([cin_ctl_t](#) *cin, int val)
- int **cin_ctl_get_trigger** ([cin_ctl_t](#) *cin, int *val)
- int **cin_ctl_set_focus** ([cin_ctl_t](#) *cin, int val)
- int **cin_ctl_get_focus** ([cin_ctl_t](#) *cin, int *val)
- int **cin_ctl_get_triggering** ([cin_ctl_t](#) *cin, int *trigger)
- int **cin_ctl_int_trigger_start** ([cin_ctl_t](#) *cin, int nimages)
- int **cin_ctl_int_trigger_stop** ([cin_ctl_t](#) *cin)
- int **cin_ctl_ext_trigger_start** ([cin_ctl_t](#) *cin, int trigger_mode)
- int **cin_ctl_ext_trigger_stop** ([cin_ctl_t](#) *cin)
- int **cin_ctl_set_exposure_time** ([cin_ctl_t](#) *cin, float e_time)
- int **cin_ctl_set_trigger_delay** ([cin_ctl_t](#) *cin, float t_time)
- int **cin_ctl_set_cycle_time** ([cin_ctl_t](#) *cin, float ftime)
- int **cin_ctl_frame_count_reset** ([cin_ctl_t](#) *cin)
- int **cin_ctl_set_mux** ([cin_ctl_t](#) *cin, int setting)
- int **cin_ctl_get_mux** ([cin_ctl_t](#) *cin, int *setting)
- int **cin_ctl_set_fcric_gain** ([cin_ctl_t](#) *cin, int gain)
- int **cin_ctl_set_fabric_address** ([cin_ctl_t](#) *cin, char *ip)
- int **cin_ctl_reg_dump** ([cin_ctl_t](#) *cin, FILE *fp)
- int **cin_ctl_get_bias_voltages** ([cin_ctl_t](#) *cin, float *voltage)
- int **cin_ctl_set_bias_voltages** ([cin_ctl_t](#) *cin, float *voltage)
- int **cin_ctl_set_fcric_clamp** ([cin_ctl_t](#) *cin, int clamp)
- int **cin_config_read_file** ([cin_ctl_t](#) *cin, const char *file)
- int **cin_data_init** ([cin_data_t](#) *cin, int mode, int packet_buffer_len, int frame_buffer_len, char *ipaddr, uint16_t port, char *cin_ipaddr, uint16_t [cin_port](#), int rcvbuf, cin_data_callback push_callback, cin_data_callback pop_callback, void *usr_ptr)
- void **cin_data_wait_for_threads** ([cin_data_t](#) *cin)
- void **cin_data_stop_threads** ([cin_data_t](#) *cin)
- struct [cin_data_frame](#) * **cin_data_get_next_frame** ([cin_data_t](#) *cin)
- void **cin_data_release_frame** ([cin_data_t](#) *cin, int free_mem)
- struct [cin_data_frame](#) * **cin_data_get_buffered_frame** (void)
- void **cin_data_release_buffered_frame** (void)
- void **cin_data_compute_stats** ([cin_data_t](#) *cin, [cin_data_stats_t](#) *stats)
- void **cin_data_show_stats** (FILE *fp, [cin_data_stats_t](#) stats)
- void **cin_data_reset_stats** ([cin_data_t](#) *cin)
- int **cin_data_set_descramble_params** ([cin_data_t](#) *cin, int rows, int overscan)
- void **cin_data_get_descramble_params** ([cin_data_t](#) *cin, int *rows, int *overscan, int *xsize, int *ysize)

Variables

- const char * **cin_build_git_time**
- const char * **cin_build_git_sha**
- const char * **cin_build_version**
- int **_debug_print_flag**
- int **_error_print_flag**

6.1.1 Detailed Description

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6.1.2 LICENSE

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6.1.3 DESCRIPTION

header file for CIN communications

6.1.4 Function Documentation

6.1.4.1 `int cin_data_init (cin_data_t * cin, int mode, int packet_buffer_len, int frame_buffer_len, char * ipaddr, uint16_t port, char * cin_ipaddr, uint16_t cin_port, int rcvbuf, cin_data_callback push_callback, cin_data_callback pop_callback, void * usr_ptr)`

Initialize the cin data library

Initialize the data handling routines and start the threads for listening. mode should be set for the desired output. The packet_buffer_len is the length of the packet FIFO in number of packets. The frame_buffer_len is the number of data frames to buffer.

Parameters

<i>cin</i>	Handle to cin data library
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