

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 ippor, 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**
- pthread_mutex_t **framestore_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**
- int **framestore_mode**
- struct timespec **framestore_trigger**
- int **framestore_counter**

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`
- `#define CIN_DATA_FRAMESTORE_NONE 0`
- `#define CIN_DATA_FRAMESTORE_TRIGGER 1`
- `#define CIN_DATA_FRAMESTORE_SKIP 2`

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)
- void **cin_data_framestore_trigger** ([cin_data_t](#) *cin)
- void **cin_data_set_framestore_counter** ([cin_data_t](#) *cin, int count)
- void **cin_data_get_framestore_counter** ([cin_data_t](#) *cin, int *count)
- void **cin_data_set_framestore_mode** ([cin_data_t](#) *cin, int mode)
- void **cin_data_get_framestore_mode** ([cin_data_t](#) *cin, int *mode)
- 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 void cin_data_framestore_trigger (cin_data_t * cin)

Send a framestore (software) trigger

Send a software trigger to the CIN by timestamping the request time and allow images to be processed when recieved after this time. The function is enabled by setting the framestore mode to CIN_DATA_FRAMESTORE_TRIGGER.

Parameters

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

See Also

`cin_data_set_framestore_mode`, `cin_data_set_framestore_counter`

6.1.4.2 `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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