**Startup sequence:**

**sdi\_main**

The IDL entry point is sdi\_main in sdi\_main.pro.

Keyword arguments to sdi\_main:

settings = (required) filename of an SDI settings file

schedule = (required if mode is auto) filename of a schedule file

mode = (optional – manual by default) ‘manual’ or ‘auto’

There are usually scripts set up for each instrument to call this function through an IDL icon or similar, e.g.

**AFA\_Auto\_SDI\_Operation.pro**

sdi\_main, settings="C:\Users\sdi3000\setup\AFA\_setup.sdi",

schedule="C:\Users\sdi3000\setup\AFA\_Schedule.txt", mode="auto"

**AFA\_Manual\_SDI\_Operation.pro**

sdi\_main, settings="C:\Users\sdi3000\setup\AFA\_setup.sdi",

schedule="C:\Users\sdi3000\setup\AFA\_Schedule.txt", mode="manual"

The primary job of sdi\_main is to create the IDL object ‘XDIConsole’. On creation, this object starts xmanager, which takes over control and waits for events. sdi\_main.pro also containes the top-level event handlers Handle\_Event and Kill\_Entry (for object destruction). Calls to these functions are re-routed back to methods in the XDIConsole object (these methods are Event\_Handler and Kill\_Handler respectively).

**XDIConsole**

Starts up in the Init method, which takes the settings, schedule and mode arguments from sdi\_main.

Init Sequence:

1. Locate plugins by searching through IDL search path for files of the form ‘SDI\*\_\_define’.
2. Create the SDI console GUI and create a menu containing the plugins which were found.
3. Create a top-level timer widget which is used to drive events.
4. Create XDIWidgetReg object, which is responsible for managing opened plugins (various utilities for finding them by name etc).
5. Load the settings file (this is implemented in the method load\_settings).
6. Check that the settings file loaded correctly, if not, and we are running in manual mode, prompt for a new file, else die.
7. Load the console settings file – each plugin-type object stores things like geometry in a settings file. Not to be confused with ‘settings file’ which is required to passed as argument to sdi\_main.
8. Compile the instrument-specific settings file.
9. Run the XXX\_intialise method in the instrument-specific settings file, where the XXX is the instrument\_name field in the main settings file, in the header structure.
10. Initialise the camera. This should eventually be ported into the instrument-specific file, but since all instruments do the same thing currently, this hasn’t been done yet.
11. After initializing, we then start camera acquisition. Frames are grabbed in the timer\_event method.
12. Read the position of the mirror motor using the instrument-specific file.
13. Set the filter position to be whatever was last stored in the settings file.
14. Register to receive timer events.
15. Compile found plugins (this seems to be necessary).
16. Start the top-level timer going.
17. Start xmanager.

**Event Handling:**

Events are intercepted first by Handle\_Event in sdi\_main.pro, but are immediately re-routed to Event\_Handler in XDIConsole.

In Event\_Handler (XDIConsole::Event\_Handler), events are separated into timer events generated by the console gui and events which will be re-routed to plugins (including the console). Timer events are sent on to plugins which have registered to receive them (including the console).

The console handles timer events in XDIConsole::timer\_event, and uses them to drive things like camera frame grabbing, crash testing, calculating solar elevation angle. Once frames are acquired they are passed onto plugins which have registered to receive frame events (plugins indicate the need for frame or timer events by setting inherited member variables self.need\_timer = 1, self.need\_frame = 1 in their init methods). These fields are inherited from a class called XDI\_Base (XDIBase\_\_define.pro) and do not appear explicitly in a plugins structure definition. All plugins need to inherit from XDI\_Base.

**Schedule Execution:**

When the console decides it needs to execute a new schedule instruction, it calls XDIConsole::execute\_schedule. Current schedule information is stored in console member variables self.runtime.schedule and self.misc.schedule\_line. It first checks to see if the phasemap or steps/order need refreshing. It then calls the function schedule\_reader (schedule\_reader.pro), passing it the current schedule file line number (the line number of the last executed schedule command).

This function looks in the schedule file, beginning at the passed-in line number, and gives back the next schedule command and arguments based on the need to refresh phasemap steps/order, and the site latitude and longitude (to get solar elevation angle). It gets a reference to the console so it can retrieve the snr/scan. The rest of XDIConsole::execute\_schedule executes actions depending on the returned command string. Currently implemented commands are:

* phasemapper
* stepsperorder
* spectrum
* camaraset (set camera exposure time and gain)
* runscript (execute an idl string)
* mirror (drive the mirror)
* cal\_switch (select calibration source)
* filter (select filter)
* wait (execute IDL wait function)
* log (write a string to the console log)

In general, **the schedule file should not be changed while the SDI is running from it**. Problems arise due to mismatched line numbers etc, so if you want to update the schedule file, you should first change the SDI mode back to ‘manual’, edit and save the schedule file, then switch the mode back to ‘auto’. The console will then start reading from the start of the schedule file again, and it should all work OK.

**Adding new scheduled commands:**

If you need to implement new schedule file commands, you want to add code to the XDIConsole::execute\_schedule method. As an example, here is the filter command, used to select a new filter:

if command eq 'filter' then begin

filter\_number = fix(args(0))

current\_filter = self.misc.current\_filter

log\_path = self.logging.log\_directory

call\_procedure, self.header.instrument\_name + '\_filter', $

filter\_number, log\_path = log\_path, self.misc, self

self.misc.current\_filter = filter\_number

self -> save\_current\_settings

self -> log, 'Selected Filter ' + string(filter\_number, $

f='(i0)'), 'Console', /display

endif

The command will be a string with spaces removed, and **remember that each argument returned by the schedule reader is a string**, so in the example above, the args[] array is a string array, and since the filter number is an integer, it needs the fix(args[0]) to get a number.

**Plugin Startup:**

Handled by XDIConsole::start\_plugin. Plugins can be started either by clicking in the drop-down menu from the console gui, or through a schedule file command, in which case the plugin is being ‘auto-started’ (each plugin needs an auto\_start method to handle this). The first part of start\_plugin determines which of these two scenarios apply. It then has a special case for if the plugin is a spectrum plugin and is not being auto-started, in which case it asks for a wavelength, since this is required in order to actually create this particular plugin.

It then does the following:

1. Build a structure containing some info about the current execution environment, and some relevant variables, which gets passed to every plugin for initialization.
2. Check if saved settings exist for the plugin, if they do then restore them, the restored data is in a structure called restore\_struc.
3. Increase the object count (object count is used to provide unique id’s for plugins).
4. Create the new object instance.
5. Check to see what timers the created plugin needs, and register with the manager object.
6. Clear any frames accumulated during this time.

**Plugins:**

A plugin template is located in the idl sub-directory (Template\_Plugin.txt). Copy this and rename to SDIMypluginname\_\_define.pro in order to use.

Plugins are IDL objects. In order for them to work with the SDI, they must inherit from XDIBase, which defines things like geometry, some handles to the console and widget manager objects, etc. Plugins also need to have a variable called id in their structure definitions – this is used to hold the widget id of the plugin’s main window (I am not sure why this was never put into XDIBase).

Inside the Init method of a plugin, the plugin can tell the console that it wants to receive timer events, or frame (new camera image) events, or both. It does by first setting the following flags:

self.need\_frame = 1

self.need\_timer = 1

And by returning these fields in its ::get\_settings method (see below). When either of these fields are set to 1, the plugin also needs to define the corresponding methods. These methods are:

pro PluginName::frame\_event, image, ;\\ latest camera image

channel ;\\ current scan channel

end

pro PluginName::timer\_event ;\\ no arguments

end

The console will call these events, depending on which of the two flags have been set, when a timer event is generated or when a new camera image is received.

The plugin also needs to define a method to fill up a structure with settings that it wants to save, in order to restore them when it is next instantiated. The method looks like this:

function SDIVidshow::get\_settings

struc = {id:self.id, $

need\_frame:self.need\_frame, $

need\_timer:self.need\_timer, $

geometry:self.geometry, $

scale:self.scale, $

scale\_fac: self.scale\_fac, $

exp\_time:self.exp\_time, $

crosshairs:self.crosshairs, crosshairs\_point:self.crosshairs\_point, $

grid:self.grid}

return, struc

end

This example is from the Vidshow plugin, each of the fields in the struc are fields from the plugins own class structure which it wants to restore the next time it is started up. **The fields in red should be present for every plugin**. A plugin uses these restored settings inside its Init method. The structure from get\_settings is passed back to the plugin’s init method as a keyword restore\_struc, and a flag is set inside the data structure, which is also passed to init via a keyword. For example, from Vidshow:

function SDIVidshow::init, restore\_struc=restore\_struc, $ ;\\ Restored settings

data=data ;\\ Misc data

self.need\_timer = 0

self.need\_frame = 1

self.manager = data.manager

self.console = data.console

self.palette = data.palette

self.obj\_num = string(data.count, format = '(i0)')

self.xdim = data.xdim

self.ydim = data.ydim

if data.recover eq 1 then begin

;\\ Saved settings

xsize = data.xdim

ysize = data.ydim

xoffset = restore\_struc.geometry.xoffset

yoffset = restore\_struc.geometry.yoffset

self.scale = restore\_struc.scale

self.scale\_fac = restore\_struc.scale\_fac

self.grid = restore\_struc.grid

self.crosshairs = restore\_struc.crosshairs

self.crosshairs\_point = restore\_struc.crosshairs\_point

endif else begin

;\\ Default settings

xsize = data.xdim

ysize = data.ydim

xoffset = 100

yoffset = 100

self.scale\_fac = 0.005

endelse

;\\ other stuff here….

end

The restoration code above is shown in blue.

**Adding fields to the settings file:**

The settings file contains a set of structures (etalon, camera, header, logging, misc) plus a structure defining the com ports for different pieces of hardware. When adding or removing fields from these structures, note that the definitions actually occur in two places and need to be identical: they occur in XDIConsole\_\_define.pro (down the bottom, in the XDIConsole\_\_define method) and edit\_console\_settings.pro. If you update one, don’t forget to update the other or problems will ensue. Each of the above structures contains a field called editable, which is a vector containing the indices of all fields which are meant to be edited by the user. Be sure to update this field if you add to one of the structures and you want that field to be editable. It is easier to add fields at the end of the structure (but before the editable field) so that you don’t need to adjust all the indices. Also note that any default values placed into the definitions inside XDIConsole\_\_define.pro will not be preserved – these definitions occur inside a class definition, and don’t mean anything, all types will get their IDL-default initializers (at least this is how IDL 6.2 worked).

Adding a new field should be easy as adding it into one of the existing structures in both edit\_console\_settings.pro and xdiconsole\_\_define.pro (I just tried it and it worked OK, however you may need to do a .reset\_session in order to clear any previous definition of the structure).

If, for example, you add a new field to misc (in edit\_console\_settings), then compile and run edit\_console\_settings, assuming you made the field editable, it should appear in the tree of fields. If you then load a settings file which does not define that field, it will still load, but that field will not be updated with new information (since none was defined in the file).