M4i.44xx-x8
M4x.44xx-x4

High-speed 14/16 bit transient recorder, digitizer, A/D converter board for PCI Express bus and PXI Express bus

Hardware Manual
Software Driver Manual

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Introduction

Preface

This manual provides detailed information on the hardware features of your Spectrum instrumentation board. This information includes technical data, specifications, block diagram and a connector description.

In addition, this guide takes you through the process of installing your board and also describes the installation of the delivered driver package for each operating system.

Finally this manual provides you with the complete software information of the board and the related driver. The reader of this manual will be able to integrate the board in any PC system with one of the supported bus and operating systems.

Please note that this manual provides no description for specific driver parts such as those for LabVIEW or MATLAB. These drivers manuals are available on CD or on the Spectrum website.

For any new information on the board as well as new available options or memory upgrades please contact our website www.spectrum-instrumentation.com. You will also find the current driver package with the latest bug fixes and new features on our site.

Please read this manual carefully before you install any hardware or software. Spectrum is not responsible for any hardware failures resulting from incorrect usage.

Overview

M4i cards for PCI Express (PCIe)

The M4i generation is the fast streaming and high performance platform from Spectrum. The ¾ length cards are available in different speed grades and resolutions with best performance.

The cards have been optimized for extremely fast data transfer and allow to read data for online analysis or offline storage with more than 3 GB/s using the PCI Express x8 Gen 2 bus interface. Mechanically the card family needs x8 or x16 lane PCI Express connectors with any PCI Express generation. Electrically the card can handle smaller number of PCI Express lanes with reduced transfer speed.

When using high sampling rates the 4 GByte standard on-board memory (2 GSamples for cards with 12/14/16 bit resolution) is sufficient to acquire up to several seconds of high-speed data. The M4i cards are carefully designed and offer an optimized clock section, a wide range of trigger possibilities, new and improved features, easy usability and programming as well as an outstanding software support.

The PCI Express bus was first introduced in 2004. In today's standard PC there are usually two to six slots available for instrumentation boards. Special industrial PCs offer up to a maximum of 16 slots. The PCI Express Gen2 standard theoretically delivers up to 8 GByte/s data transfer rate per x16 slot. The Spectrum M4i boards are available as PCI Express x8 (eight lane) Gen2, 3/4 length card.

Within this document the name M4i or M4i.xxxx is used as a synonym for the PCI Express version with the full name of M4i.xxxx-x8 to enhance readability. The exact order information can be found in the related passage in this manual.

M4x cards for PXI Express (PXIe)

The M4x platform takes the features of the M4i series of PCIe cards to an industrial bus standard. The 3U two slot cards are available in different speed grades and resolutions with best performance.

Based on Spectrums proven M4i series of PCIe products the new M4x PXIe modules deliver the same advanced features and signal quality.

It also allows the new modules to share a common software interface and offer the same FPGA based averaging and statistics options.

PXI Express™

Compared to PCIe, PXIe systems come with superior mechanical design, better connectors and a defined air flow for cooling. This makes it the ideal platform for many industrial and mobile applications.

The M4x cards have been optimized for extremely fast data transfer and allow to read data for online analysis or offline storage with more than 1.5 GB/s using the PCI Express x4 Gen 2 bus interface.

When using high sampling rates the 4 GByte standard on-board memory (2 GSamples for cards with 12/14/16 bit resolution) is sufficient to acquire up to several seconds of high-speed data. The M4x cards are carefully designed and offer an optimized clock section, a wide range of trigger possibilities, new and improved features, easy usability and programming as well as an outstanding software support.

Within this document the name M4x or M4x.xxxx is used as a synonym for the PXI Express version with the full name of M4x.xxxx-x4 to enhance readability. The exact order information can be found in the related passage in this manual.

General Information

The M4i.44xx and M4x.44xx series is best suitable for applications that need ultra high sample rates as well as a maximum possible resolution. The two fastest models are available with 14 bit resolution (500 MS/s) and the four slower models even offer 16 bit resolution, hence having a four or even 16 times higher resolution than 12 bit boards.

Every channel has its own amplifier and A/D converter. Each input channel can be adapted to a wide variety of signal sources. This is done by software selecting a matching input path, input range, input impedance, input coupling and anti-aliasing filter. The user will easily find a matching solution from the six offered models. These versions are working with sample rates of 130 MS/s up to 500 MS/s and have two or four channels and can also be updated to a multi-channel system using the internal synchronization bus.

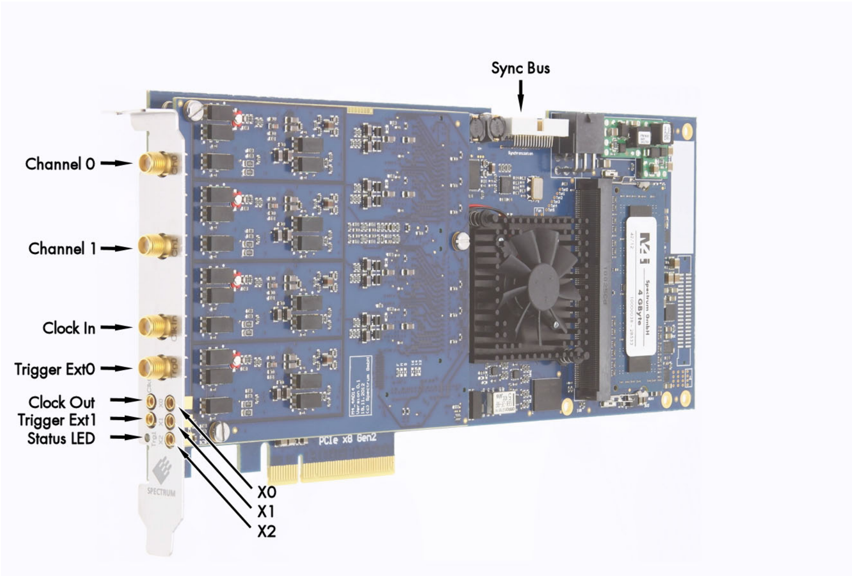
Data is written in the internal 2 GSample large memory. This memory can also be used as a FIFO buffer. In FIFO mode data will be transferred online into the PC RAM or to hard disk.

Application examples: Automatic test systems, Supersonics, CCD imaging systems, Vibration analysis, Radar, Sonar.

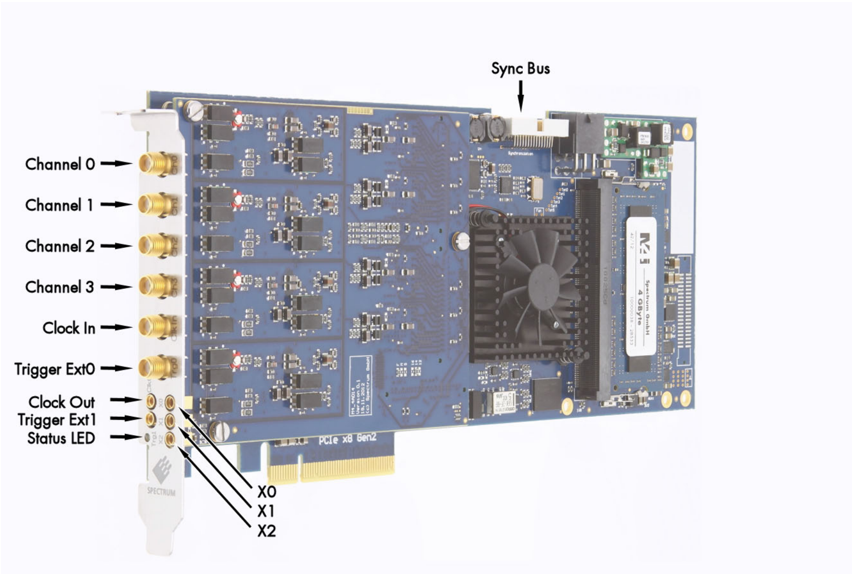
Different models of the M4i.44xx series

The following overview shows the different available models of the M4i.44xx series. They differ in the number of available channels. You can also see the model dependent location of the input connectors.

- **M4i.4410-x8**
- **M4i.4420-x8**
- **M4i.4450-x8**
- **M4i.4470-x8**
- **M4i.4480-x8**



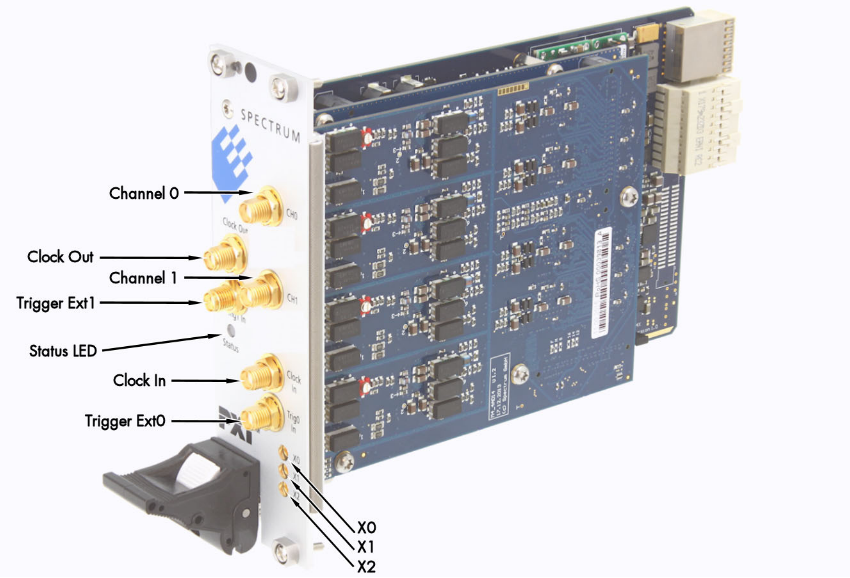
- **M4i.4411-x8**
- **M4i.4421-x8**
- **M4i.4451-x8**
- **M4i.4471-x8**
- **M4i.4481-x8**



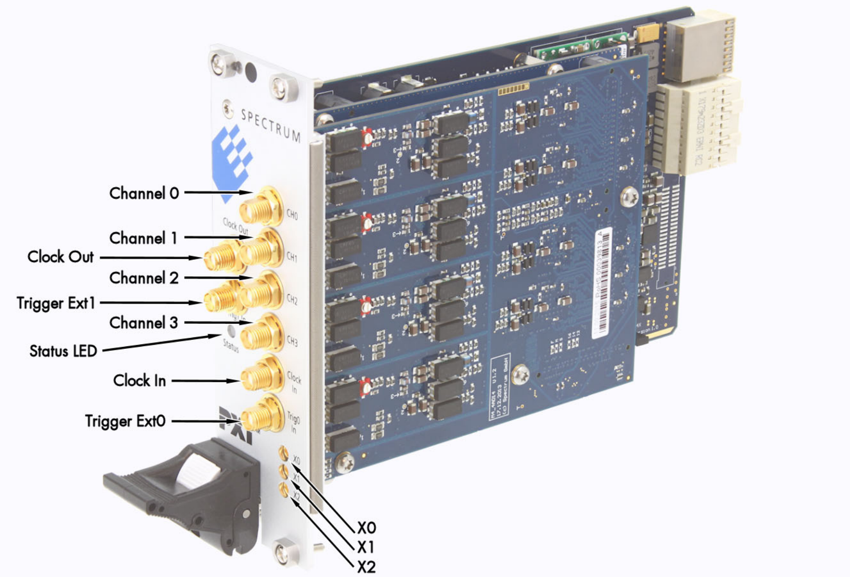
Different models of the M4x.44xx series

The following overview shows the different available models of the M4x.44xx series. They differ in the number of available channels. You can also see the model dependent location of the input connectors.

- **M4x.4410-x4**
- **M4x.4420-x4**
- **M4x.4450-x4**
- **M4x.4470-x4**
- **M4x.4480-x4**

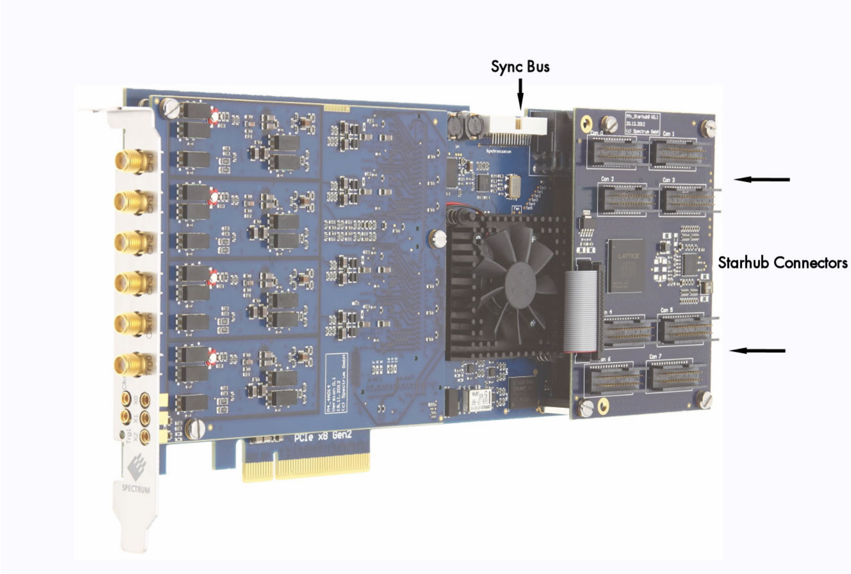


- **M4x.4411-x4**
- **M4x.4421-x4**
- **M4x.4451-x4**
- **M4x.4471-x4**
- **M4x.4481-x4**



Additional options

Star-Hub (M4i only)



The star hub module allows the synchronization of up to 8 M4i cards. It is possible to synchronize only cards of the same family with each other.

Two different versions of the star-hub module allowing the synchronization of up to 8 cards are available. A version that is mounted on top of the carrier card as a piggy-back module (option SH8tm) extending the width of the card to two slots.

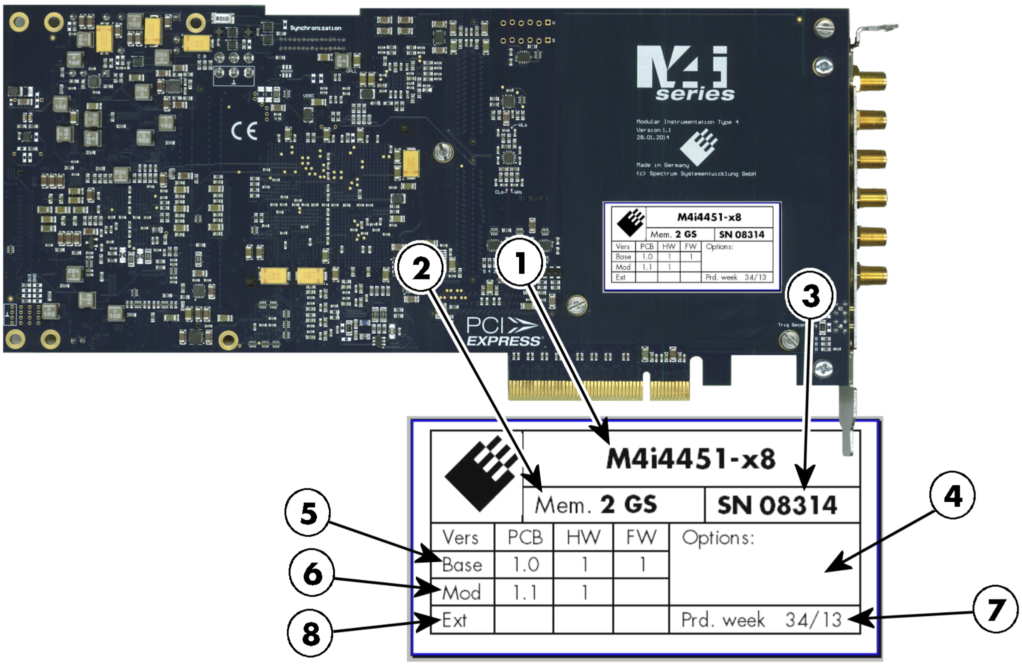
The second version (option SH8ex) is mounted behind the card and extends the M4i base card to a full-length PCI Express card. Therefore it requires the availability of a full-length slot in the system but does not need the space of an additional slot.

The module acts as a star hub for clock and trigger signals. Each board is connected with a small cable of the same length, even the master board. That minimizes the clock skew between the different cards. The picture shows the piggy-back module mounted on the base board schematically without any cables to achieve a better visibility.

The carrier card acts as the clock master and the same or any other card can be the trigger master. All trigger modes that are available on the master card are also available if the synchronization star-hub is used.

The cable connection of the boards is automatically recognized and checked by the driver when initializing the star-hub module. So no care must be taken on how to cable the cards. The star-hub module itself is handled as an additional device just like any other card and the programming consists of only a few additional commands.

The Spectrum type plate



The Spectrum type plate, which consists of the following components, can be found on all of our boards. Please check whether the printed information is the same as the information on your delivery note. All this information can also be read out by software:

1. The board type, consisting of the two letters describing the bus (in this case M4i for the PCI Express x8 bus) and the model number.

2. The size of the on-board installed memory in MSample or GSample. In this example there are 2 GS = 2048 MSample (4 GByte = 4096 MByte) installed.

3. The serial number of your Spectrum board. Every board has a unique serial number.

4. A list of the installed options. A complete list of all available options is shown in the order information. In this example no additional options are installed.

5. The base card version, consisting of the printed circuit board (PCB) version, the hardware version and the firmware version.

6. The version of the analog/digital front-end module, consisting of the printed circuit board (PCB) version, the hardware version and the firmware version (if available). If no programmable device is located on the module, the firmware field is left empty.

7. The date of production, consisting of the calendar week and the year.

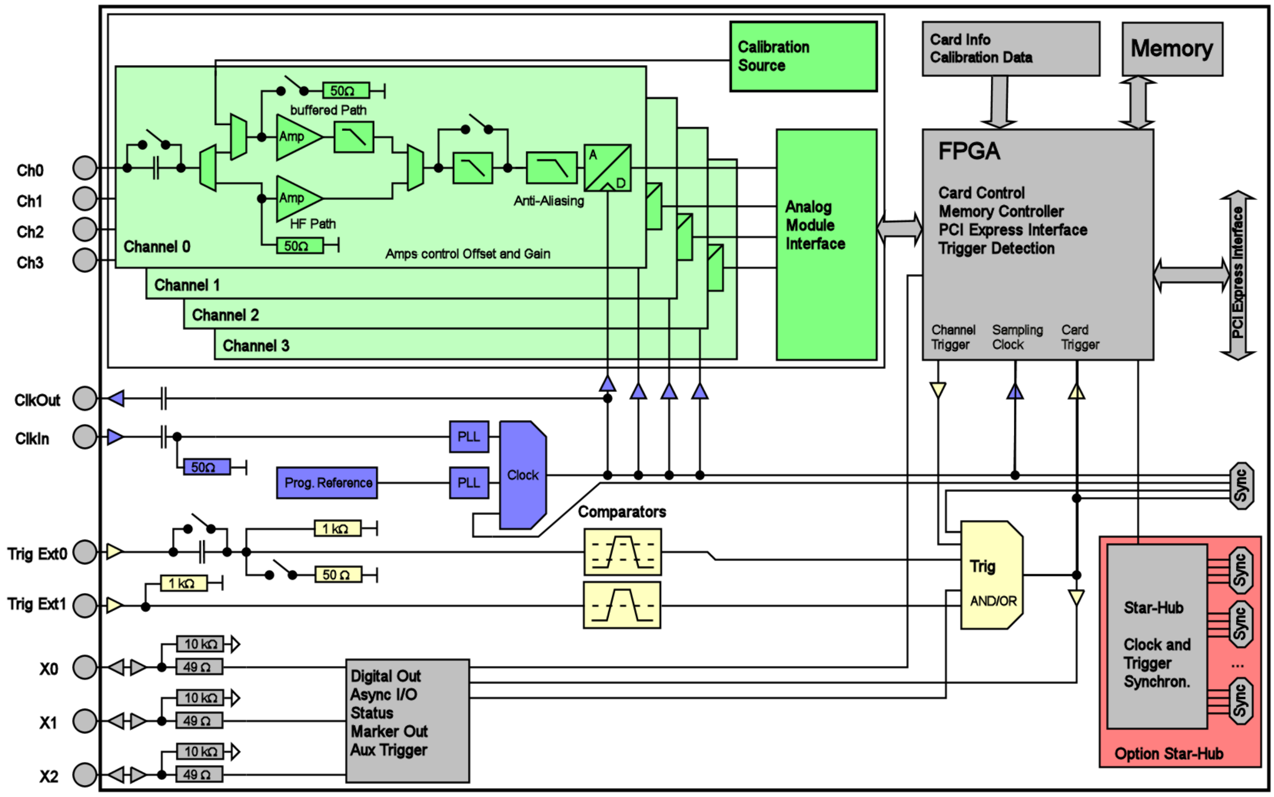
8. The version of the extension module (such as a Starhub) if one is installed, consisting of the printed circuit board (PCB) version, the hardware version and the firmware version. If no extension module is installed this part is left empty.

Please always supply us with the above information, especially the serial number in case of support request. That allows us to answer your questions as soon as possible. Thank you.

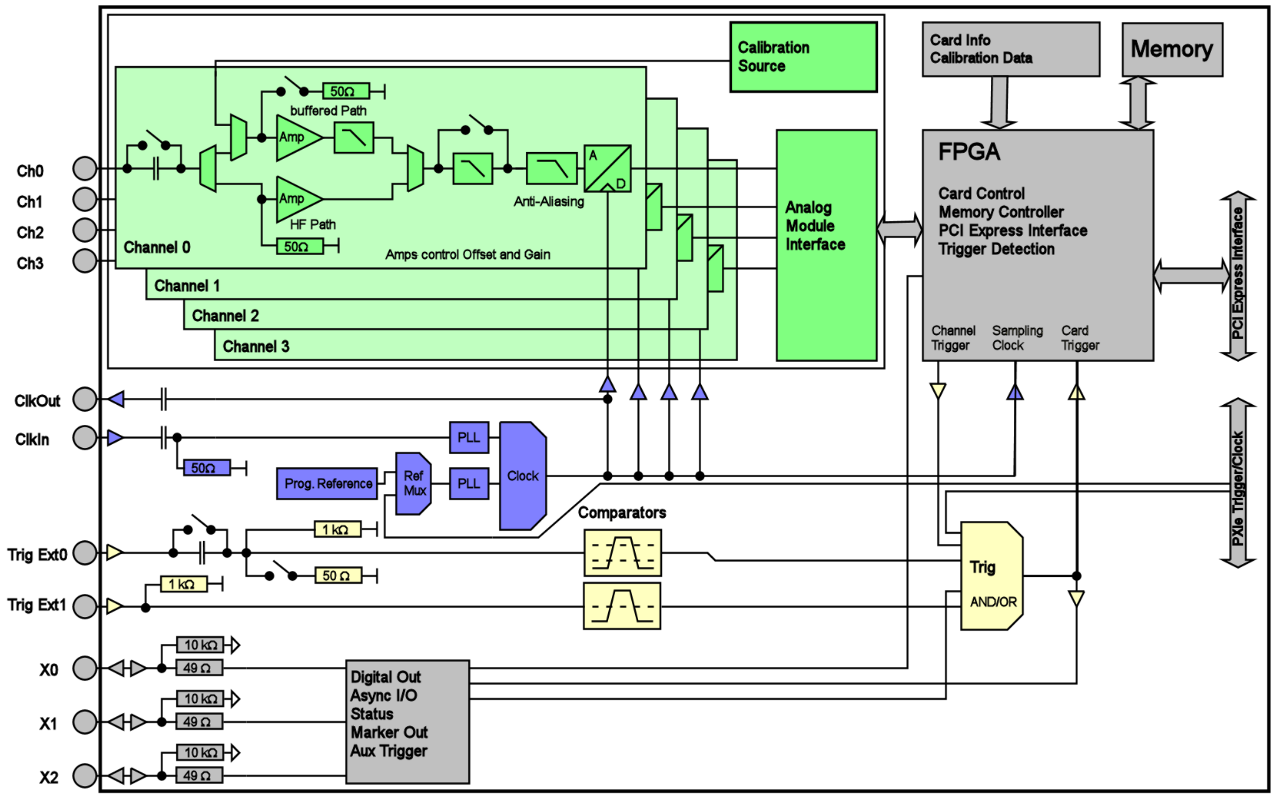
Hardware information

Block Diagrams

M4i.44xx Block Diagram



M4x.44xx Block Diagram



Technical Data

Analog Inputs

Resolution	130 MS/s up to 250 MS/s 400 MS/s and 500 MS/s	16 bit (441, 442, 447) 14 bit (445, 448)	
Input Type		Single-ended	
ADC Differential non linearity (DNL)	ADC only	±0.5 LSB (14 Bit ADC), ±0.4 LSB (16 Bit ADC)	
ADC Integral non linearity (INL)	ADC only	±2.5 LSB (14 Bit ADC), ±10.0 LSB (16 Bit ADC)	
ADC Word Error Rate (WER)	max. sampling rate	10^{-12}	
Channel selection	software programmable	1, 2, or 4 (maximum is model dependent)	
Bandwidth filter	activate by software	20 MHz bandwidth with 3rd order Butterworth filtering	
Input Path Types	software programmable	**50 Ω (HF) Path**	**Buffered (high impedance) Path**
Analog Input impedance	software programmable	50 Ω	1 MΩ || 25 pF or 50 Ω
Input Ranges	software programmable	±500 mV, ±1 V, ±2.5 V, ±5 V	±200 mV, ±500 mV, ±1 V, ±2 V, ±5 V, ±10 V
Programmable Input Offset	Frontend HW-Version < V9	not available	not available
Programmable Input Offset	Frontend HW-Version >= V9	–100%..0% on all ranges	–100%..0% on all ranges except ±1 V and ±10 V
Input Coupling	software programmable	AC/DC	AC/DC
Offset error (full speed)	after warm-up and calibration	< 0.1% of range	< 0.1% of range
Gain error (full speed)	after warm-up and calibration	< 1.0% of reading	< 1.0% of reading
Over voltage protection	range ≤ ±1V	2 Vrms	±5 V (1 MΩ), 5 Vrms (50 Ω)
Over voltage protection	range ≥ ±2V	6 Vrms	±30 V (1 MΩ), 5 Vrms (50 Ω)
Max DC voltage if AC coupling active		±30 V	±30 V
Relative input stage delay		Bandwidth filter disabled: 0 ns Bandwidth filter enabled: 14.7 ns	Bandwidth filter disabled: 3.8 ns Bandwidth filter enabled: 18.5 ns
Crosstalk 1 MHz sine signal	range ±1V	≤96 dB	≤93 dB
Crosstalk 20 MHz sine signal	range ±1V	≤82 dB	≤82 dB
Crosstalk 1 MHz sine signal	range ±5V	≤97 dB	≤85 dB
Crosstalk 20 MHz sine signal	range ±5V	≤82 dB	≤82 dB

	M4i.441x M4x.441x DN2.441-xx DN6.441-xx	M4i.442x M4x.442x DN2.442-xx DN6.442-xx	M4i.445x M4x.445x DN2.445-xx DN6.445-xx	M4i.447x M4x.447x DN2.447-xx DN6.447-xx	M4i.448x M4x.448x DN2.448-xx DN6.448-xx
lower bandwidth limit (DC coupling)	0 Hz	0 Hz	0 Hz	0 Hz	0 Hz
lower bandwidth limit (AC coupled, 50 Ω)	< 30 kHz	< 30 kHz	< 30 kHz	< 30 kHz	< 30 kHz
lower bandwidth limit (AC coupled, 1 MΩ)	< 2 Hz	< 2 Hz	< 2 Hz	< 2 Hz	< 2 Hz
-3 dB bandwidth (HF path, AC coupled, 50 Ω)	65 MHz	125 MHz	250 MHz	125 MHz	250 MHz
Flatness within ±0.5 dB (HF path, AC coupled, 50 Ω)	40 MHz	80 MHz	160 MHz	80 MHz	160 MHz
-3 dB bandwidth (Buffered path, DC coupled, 1 MΩ)	50 MHz	85 MHz	85 MHz (V1.1) 125 MHz (V1.2)	85 MHz	125 MHz (V1.2)
-3 dB bandwidth (bandwidth filter enabled)	20 MHz	20 MHz	20 MHz	20 MHz	20 MHz

Trigger

Available trigger modes	software programmable	Channel Trigger, External, Software, Window, Re-Arm, Or/And, Delay, PXI (M4x only)	
Channel trigger level resolution	software programmable	14 bit	
Trigger engines		1 engine per channel with two individual levels, 2 external triggers	
Trigger edge	software programmable	Rising edge, falling edge or both edges	
Trigger delay	software programmable	0 to (8GSamples - 16) = 8589934576 Samples in steps of 16 samples	
Multi, Gate, ABA: re-arming time		40 samples (+ programmed pretrigger)	
Pretrigger at Multi, ABA, Gate, FIFO, Boxcar	software programmable	16 up to [8192 Samples in steps of 16)	
Posttrigger	software programmable	16 up to 8G samples in steps of 16 (defining pretrigger in standard scope mode)	
Memory depth	software programmable	32 up to [installed memory / number of active channels] samples in steps of 16	
Multiple Recording/ABA segment size, Boxcar	software programmable	32 up to [installed memory / 2 / active channels] samples in steps of 16	
Trigger accuracy (all sources)		1 sample	
Boxcar (high-resolution) average factor	software programmable	2, 4, 8, 16, 32, 64, 128 or 256	
Timestamp modes	software programmable	Standard, Startreset, external reference clock on X0 (e.g. PPS from GPS, IRIG-B)	
Data format		Std., Startreset:	64 bit counter, increments with sample clock (reset manually or on start)
		RefClock:	24 bit upper counter (increment with RefClock) 40 bit lower counter (increments with sample clock, reset with RefClock)
Extra data	software programmable	none, acquisition of X0/X1/X2 inputs at trigger time, trigger source (for OR trigger)	
Size per stamp		128 bit = 16 bytes	

External trigger		**Ext0**	**Ext1**
External trigger impedance	software programmable	50 Ω /1 kΩ	1 kΩ
External trigger coupling	software programmable	AC or DC	fixed DC
External trigger type		Window comparator	Single level comparator
External input level		±10 V (1 kΩ), ±2.5 V (50 Ω),	±10 V
External trigger sensitivity (minimum required signal swing)		2.5% of full scale range	2.5% of full scale range = 0.5 V
External trigger level	software programmable	±10 V in steps of 1 mV	±10 V in steps of 1 mV
External trigger maximum voltage		±30V	±30 V
External trigger bandwidth DC	50 Ω 1 kΩ	DC to 200 MHz DC to 150 MHz	n.a. DC to 200 MHz
External trigger bandwidth AC	50 Ω	20 kHz to 200 MHz	n.a.
Minimum external trigger pulse width		≥ 2 samples	≥ 2 samples

Clock

Clock Modes	software programmable	internal PLL, external reference clock, Star-Hub sync (M4i only), PXI Reference Clock (M4x only)
Internal clock accuracy		≤ ±20 ppm
Internal clock setup granularity	standard clock mode	divider: maximum sampling rate divided by: 1, 2, 4, 8, 16, ... up to 131072 (full gain accuracy)
Internal clock setup granularity	special clock mode only	1 Hz (reduced gain accuracy when using special clock mode), not available when synchronizing multiple cards
Clock setup range gaps	special clock mode only	unsetable clock speeds: 17.5 MHz to 17.9 MHz, 35.1 MHz to 35.8 MHz, 70 MHz to 72 MHz, 140 MHz to 144 MHz, 281 MHz to 287 MHz
External reference clock range	software programmable	≥ 10 MHz and ≤ 1 GHz
External reference clock input impedance		50 Ω fixed
External reference clock input coupling		AC coupling
External reference clock input edge		Rising edge
External reference clock input type		Single-ended, sine wave or square wave
External reference clock input swing		0.3 V peak-peak up to 3.0 V peak-peak
External reference clock input max DC voltage		±30 V (with max 3.0 V difference between low and high level)
External reference clock input duty cycle requirement		45% to 55%
Internal ADC clock output type		Single-ended, 3.3V LVPECL
Internal ADC clock output frequency	standard clock mode	Fixed to maximum sampling rate (500 MS/s, 250 MS/s or 130 MS/s depending on type)
Internal ADC clock output frequency	special clock mode	445x models (500 MS/s): ADC clock in the range between 80 MS/s and 500 MS/s 448x models (400 MS/s): ADC clock in the range between 80 MS/s and 400 MS/s 442x models (250 MS/s): ADC clock in the range between 40 MS/s and 250 MS/s 447x models (180 MS/s): ADC clock in the range between 40 MS/s and 180 MS/s 441x models (130 MS/s): ADC clock in the range between 40 MS/s and 130 MS/s
Star-Hub synchronization clock modes	software selectable	Internal clock (standard clock mode only, special clock mode not allowed), External reference clock
ABA mode clock divider for slow clock	software programmable	16 up to (128k - 16) in steps of 16
Channel to channel skew on one card		< 60 ps (typical)
Skew between star-hub synchronized cards		< 130 ps (typical, preliminary)

	M4i.441x M4x.441x DN2.441-xx DN6.441-xx	M4i.442x M4x.442x DN2.442-xx DN6.442-xx	M4i.445x M4x.445x DN2.445-xx DN6.445-xx	M4i.447x M4x.447x DN2.447-xx DN6.447-xx	M4i.448x M4x.448x DN2.448-xx DN6.448-xx
ADC Resolution	16 bit	16 bit	14 bit	16 bit	14 bit
max sampling clock	130 MS/s	250 MS/s	500 MS/s	180 MS/s	400 MS/s
min sampling clock (standard clock mode)	3.814 kS/s	3.814 kS/s	3.814 kS/s	3.814 kS/s	3.814 kS/s
min sampling clock (special clock mode)	0.610 kS/s	0.610 kS/s	0.610 kS/s	0.610 kS/s	0.610 kS/s

Block Average Signal Processing Option M4i.44xx/M4x.44xx/DN2.44x/DN6.44x Series

		Firmware ≥ V1.14 (since August 2015)	Firmware < V1.14
Minimum Waveform Length		32 samples	32 samples
Minimum Waveform Stepsize		16 samples	16 samples
Maximum Waveform Length	1 channel active	128 kSamples	32 kSamples
Maximum Waveform Length	2 channels active	64 kSamples	16 kSamples
Maximum Waveform Length	4 or more channels active	32 kSamples	8 kSamples
Minimum Number of Averages		2	2
Maximum Number of Averages		65536 (64k)	65536 (64k)
Data Output Format	fixed	32 bit signed integer	32 bit signed integer
Re-Arming Time between waveforms		40 samples (+ programmed pretrigger)	40 samples (+ programmed pretrigger)
Re-Arming Time between end of average to start of next average		Depending on programmed segment length, max 100 µs	40 samples (+ programmed pretrigger)

Block Statistics Signal Processing Option M4i.44xx/M4x.44xx/DN2.44x/DN6.44x Series

Minimum Waveform Length		32 samples
Minimum Waveform Stepsize		16 samples
Maximum Waveform Length	Standard Acquisition	2 GSamples / channels
Maximum Waveform Length	FIFO Acquisition	2 GSamples
Data Output Format	fixed	32 bytes statistics summary
Statistics Information Set per Waveform		Average, Minimum, Maximum, Position Minimum, Position Maximum, Trigger Timestamp
Re-Arming Time between Segments		40 samples (+ programmed pretrigger)

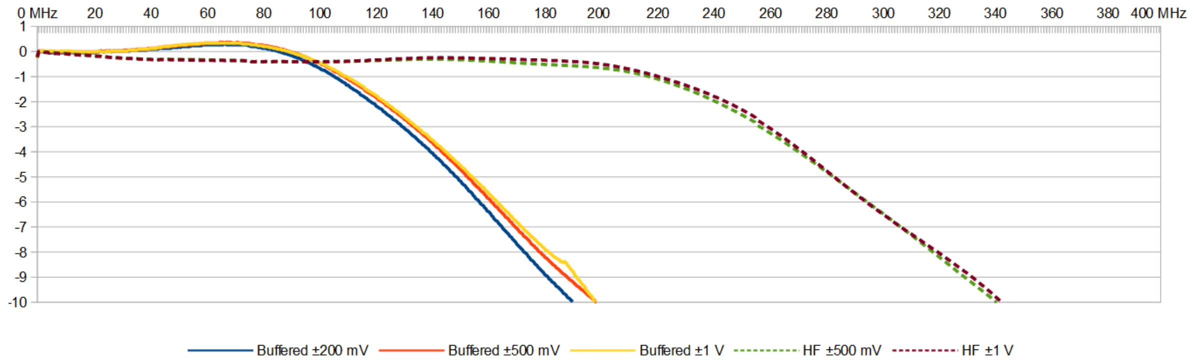
Multi Purpose I/O lines (front-plate)

Number of multi purpose lines		three, named X0, X1, X2
Input: available signal types	software programmable	Asynchronous Digital-In, Synchronous Digital-In, Timestamp Reference Clock
Input: impedance		10 kΩ to 3.3 V
Input: maximum voltage level		-0.5 V to +4.0 V
Input: signal levels		3.3 V LVTTL
Input: bandwith		125 MHz
Output: available signal types	software programmable	Asynchronous Digital-Out, Trigger Output, Run, Arm, PLL Refclock, System Clock
Output: impedance		50 Ω
Output: signal levels		3.3 V LVTTL
Output: type		3.3V LVTTL, TTL compatible for high impedance loads
Output: drive strength		Capable of driving 50 Ω loads, maximum drive strength ±48 mA
Output: update rate	14bit, 16 bit ADC resolution	sampling clock
Output: update rate	8 bit ADC resolution	Current sampling clock ≤ 1.25 GS/s : sampling clock Current sampling clock > 1.25 GS/s and ≤ 2.50 GS/s : ½ sampling clock Current sampling clock > 2.50 GS/s and ≤ 5.00 GS/s : ¼ sampling clock

Frequency Response Plots

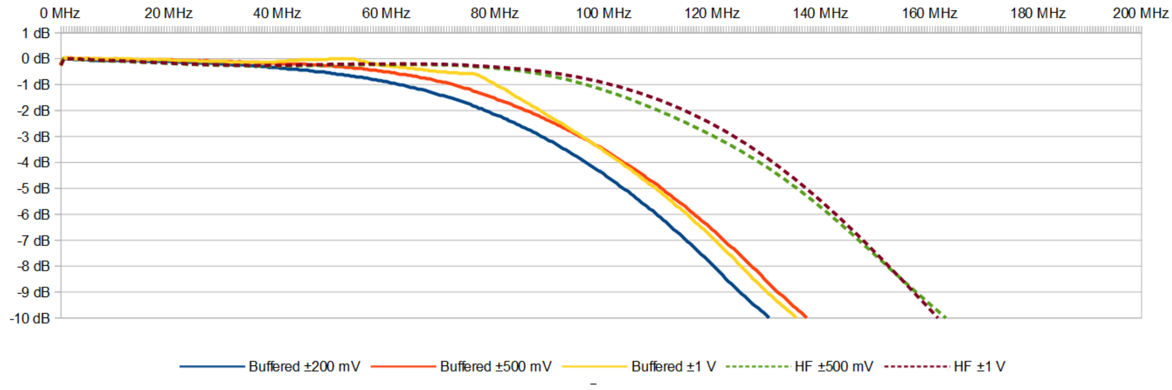
Frequency Response M4i.445x, M4x.445x, DN2.445-xx and DN6.445-xx

Sampling Rate 500 MS/s
HF Path 50 Ω, AC coupling, no filter
Buffered Path 1 MΩ, AC Coupling, no filter



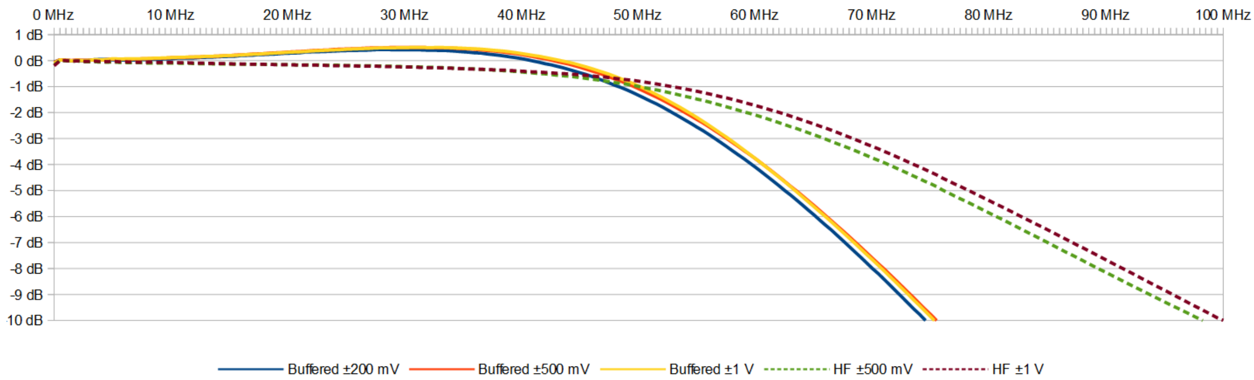
Frequency Response M4i.442x, M4x.442x, DN2.442-xx and DN6.442-xx

Sampling Rate 250 MS/s
HF Path 50 Ω, AC coupling, no filter
Buffered Path 1 MΩ, AC Coupling, no filter



Frequency Response M4i.441x, M4x.441x, DN2.441-xx and DN6.441-xx

Sampling Rate 130 MS/s
HF Path 50 Ω, AC coupling, no filter
Buffered Path 1 MΩ, AC Coupling, no filter



RMS Noise Level (Zero Noise), typical figures

	M4i.445x, M4x.445x, DN2.445-xx and DN6.445-xx, 14 Bit 500 MS/s M4i.448x, M4x.448x, DN2.448-xxx and DN6.448-xx, 14 Bit 400 MS/s													
Input Range	±200 mV		±500 mV		±1		±2 V		±2.5 V		±5 V		±10 V	
Voltage resolution	24.4 µV		61.0 µV		122.1 µV		244.1 µV		305.2 µV		610.4 µV		1.22 mV	
HF path, DC, fixed 50 Ω			<1.9 LSB	<116 µV	<1.9 LSB	<232 µV			<1.9 LSB	<580 µV	<1.9 LSB	<1.16 mV		
Buffered path, full bandwidth	<3.8 LSB	<93 µV	<2.7 LSB	<165 µV	<2.1 LSB	<256 µV	<3.8 LSB	<928 µV			<2.7 LSB	<1.65 mV	<2.0 LSB	<2.44 mV
Buffered path, BW limit active	<2.2 LSB	<54 µV	<2.0 LSB	<122 µV	<2.0 LSB	<244 µV	<3.2 LSB	<781 µV			<2.3 LSB	<1.40 mV	<2.0 LSB	<2.44 mV

	M4i.442x, M4x.442x, DN2.442-xx and DN6.442-xx, 16 Bit 250 MS/s M4i.447x, M4x.447x, DN2.447-xx and DN6.447-xx, 16 Bit 180 MS/s													
Input Range	±200 mV		±500 mV		±1		±2 V		±2.5 V		±5 V		±10 V	
Voltage resolution	6.1 µV		15.3 µV		30.5 µV		61.0 µV		76.3 µV		152.6 µV		305.2 µV	
HF path, DC, fixed 50 Ω			<6.9 LSB	<53 µV	<6.9 LSB	<211 µV			<6.9 LSB	<526 µV	<6.9 LSB	<1.05 mV		
Buffered path, full bandwidth	<11 LSB	<67 µV	<7.8 LSB	<119 µV	<7.1 LSB	<217 µV	<12 LSB	<732 µV			<8.1 LSB	<1.24 mV	<7.1 LSB	<2.17 mV
Buffered path, BW limit active	<7.9 LSB	<48 µV	<7.0 LSB	<107 µV	<6.9 LSB	<211 µV	<9.8 LSB	<598 µV			<7.2 LSB	<1.10 mV	<7.1 LSB	<2.17 mV

	M4i.441x, M4x.441x, DN2.441-xx and DN6.441-xx, 16 Bit 130 MS/s													
Input Range	±200 mV		±500 mV		±1		±2 V		±2.5 V		±5 V		±10 V	
Voltage resolution (1)	6.1 µV		15.3 µV		30.5 µV		61.0 µV		76.3 µV		152.6 µV		305.2 µV	
HF path, DC, fixed 50 Ω			<5.9 LSB	<90 µV	<5.9 LSB	<180 µV			<5.9 LSB	<450 µV	<5.9 LSB	<900 µV		
Buffered path, full bandwidth	<8.5 LSB	<52 µV	<6.5 LSB	<99 µV	<5.9 LSB	<180 µV	<11 LSB	<671 µV			<7.0 LSB	<1.07 mV	<6.1 LSB	<1.86 mV
Buffered path, BW limit active	<7.0 LSB	<43 µV	<6.1 LSB	<93 µV	<5.9 LSB	<180 µV	<9.6 LSB	<586 µV			<6.7 LSB	<1.02 mV	<6.1 LSB	<1.86 mV

Dynamic Parameters

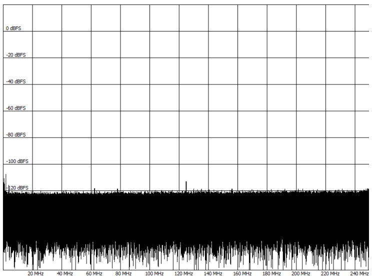
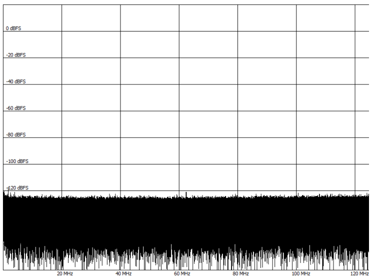
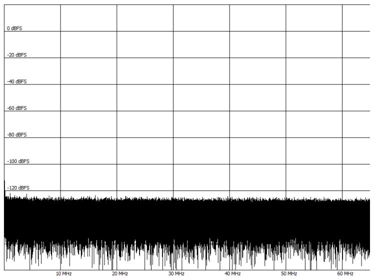
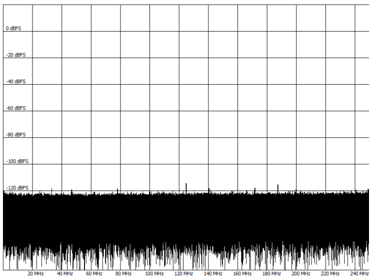
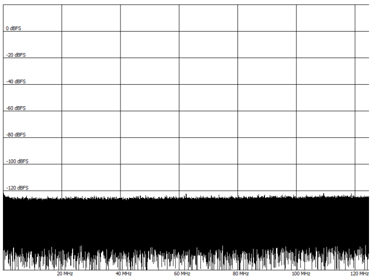
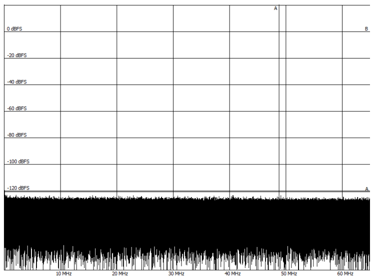
	M4i.445x, M4x.445x, DN2.445-xx and DN6.445-xx, 14 Bit 500 MS/s M4i.448x, M4x.448x, DN2.448-xxx and DN6.448-xx, 14 Bit 400 MS/s											
Input Path	HF path, AC coupled, fixed 50 Ohm						Buffered path, BW limit			Buffered path, full BW		
Test signal frequency	10 MHz				40 MHz	70 MHz	10 MHz			10 MHz	40 MHz	70 MHz
Input Range	±500mV	±1V	±2.5V	±5V	±1V	±1V	±200mV	±500mV	±1V	±500mV	±500mV	±500mV
THD (typ) (dB	<-75.9 dB	<-75.8 dB	<-75.2 dB	<-74.8 dB	<-72.5 dB	<-67.4 dB	<-71.4 dB	<-72.1 dB	<-68.6 dB	<-65.0 dB	<-58.6 dB	<-54.4 dB
SNR (typ) (dB)	>67.8 dB	>67.9 dB	>68.0 dB	>68.0 dB	>69.5 dB	>67.5 dB	>67.5 dB	>68.0 dB	>68.1 dB	>67.3 dB	>65.8 dB	>65.6 dB
SFDR (typ), excl. harm. (dB)	>88.1 dB	>88.6 dB	>85.2 dB	>85.3 dB	>88.0 dB	>87.8 dB	>87.3 dB	>88.4 dB	>87.5 dB	>89.0 dB	>88.9 dB	>88.8 dB
SFDR (typ), incl. harm. (dB)	>80.1 dB	>80.0 dB	>77.4 dB	>77.3 dB	>74.0 dB	>69.9 dB	>78.1 dB	>73.5 dB	>69.8 dB	>67.5 dB	>60.8 dB	>56.0 dB
SINAD/THD+N (typ) (dB)	>67.2 dB	>67.2 dB	>67.2 dB	>67.2 dB	>67.7 dB	>64.4 dB	>66.5 dB	>66.6 dB	>65.3 dB	>63.9 dB	>57.9 dB	>54.0 dB
ENOB based on SINAD (bit)	>10.9 bit	>10.9 bit	>10.9 bit	>10.9 bit	>10.9 bit	>10.4 bit	>10.7 bit	>10.8 bit	>10.6 bit	>10.3 bit	>9.3 bit	>8.7 bit
ENOB based on SNR (bit)	>11.0 bit	>11.0 bit	>11.0 bit	>11.0 bit	>11.0 bit	>10.9 bit	>10.9 bit	>11.0 bit	>11.0 bit	>10.9 bit	>10.6 bit	>10.6 bit

	M4i.442x, M4x.442x, DN2.442-xx and DN6.442-xx, 16 Bit 250 MS/s M4i.447x, M4x.447x, DN2.447-xx and DN6.447-xx, 16 Bit 180 MS/s											
Input Path	HF path, AC coupled, fixed 50 Ohm						Buffered path, BW limit			Buffered path, full BW		
Test signal frequency	1 MHz	10 MHz				40 MHz	10 MHz			1 MHz	10 MHz	40 MHz
Input Range	±1V	±500mV	±1V	±2.5V	±5V	±1V	±200mV	±500mV	±1V	±500mV	±500mV	±500mV
THD (typ) (dB	<-73.1 dB	<-74.0 dB	<-74.1 dB	<-74.1 dB	<-74.1 dB	<-62.9 dB	<-73.2 dB	<-71.5 dB	<-69.0 dB	<-72.2 dB	<-67.5 dB	<49.8 dB
SNR (typ) (dB)	>71.9 dB	>71.5 dB	>71.5 dB	>71.6 dB	>71.6 dB	>71.8 dB	>69.8 dB	>71.0 dB	>71.2 dB	>71.7 dB	>71.0 dB	>69.0 dB
SFDR (typ), excl. harm. (dB)	>92.1 dB	>90.4 dB	>90.8 dB	>90.1 dB	>89.7 dB	>90.2 dB	>92.1 dB	>92.0 dB	>92.1 dB	>90.0 dB	>91.4 dB	>92.5 dB
SFDR (typ), incl. harm. (dB)	>74.4 dB	>75.4 dB	>75.5 dB	>75.5 dB	>75.5 dB	>64.5 dB	>75.0 dB	>73.1 dB	>69.8 dB	>74.7 dB	>67.8 dB	>50.0 dB
SINAD/THD+N (typ) (dB)	>69.8 dB	>69.6 dB	>69.6 dB	>69.6 dB	>69.6 dB	>62.2 dB	>68.5 dB	>68.2 dB	>67.0 dB	>68.8 dB	>66.4 dB	>48.9 dB
ENOB based on SINAD (bit)	>11.3 bit	>11.2 bit	>11.2 bit	>11.3 bit	>11.3 bit	>10.0 bit	>11.1 bit	>11.0 bit	>10.8 bit	>11.1 dB	>10.7 bit	>7.8 bit
ENOB based on SNR (bit)	>11.7 bit	>11.6 bit	>11.6 bit	>11.6 bit	>11.6 bit	>11.6 dB	>11.3 bit	>11.5 bit	>11.5 bit	>11.6 dB	>11.5 bit	>11.2 bit

	M4i.441x, M4x.441x, DN2.441-xx and DN6.441-xx, 16 Bit 130 MS/s											
Input Path	HF path, AC coupled, fixed 50 Ohm						Buffered path, BW limit			Buffered path, full BW		
Test signal frequency	1 MHz	10 MHz					10 MHz			1 MHz	10 MHz	
Input Range	±1V	±500mV	±1V	±2.5V	±5V		±200mV	±500mV	±1V	±500mV	±500mV	
THD (typ) (dB	<-72.6 dB	<-77.8 dB	<-77.5 dB	<-77.3 dB	<-77.1 dB		<-74.5 dB	<-73.9 dB	<-70.1 dB	<-73.5 dB	<73.4 dB	
SNR (typ) (dB)	>72.2 dB	>71.8 dB	>71.9 dB	>72.0 dB	>72.0 dB		>69.8 dB	>71.2 dB	>71.3 dB	>71.1 dB	>71.0 dB	
SFDR (typ), excl. harm. (dB)	>92.4 dB	>97.0 dB	>96.0 dB	>95.2 dB	>94.8 dB		>89.0 dB	>94.0 dB	>94.5 dB	>88.8 dB	>93.5 dB	
SFDR (typ), incl. harm. (dB)	>73.7 dB	>78.6 dB	>78.2 dB	>75.2 dB	>75.1 dB		>77.6 dB	>77.8 dB	>71.5 dB	>74.7 dB	>73.1 dB	
SINAD/THD+N (typ) (dB)	>69.4 dB	>70.8 dB	>70.8 dB	>70.9 dB	>70.8 dB		>69.0 dB	>69.7 dB	>68.2 dB	>69.2 dB	>69.2 dB	
ENOB based on SINAD (bit)	>11.2 bit	>11.5 bit	>11.5 bit	>11.5 bit	>11.5 bit		>11.2 bit	>11.3 bit	>11.0 bit	>11.2 bit	>11.2 bit	
ENOB based on SNR (bit)	>11.7 bit	>11.6 bit	>11.6 bit	>11.6 bit	>11.6 bit		>11.3 bit	>11.5 bit	>11.5 bit	>11.6 bit	>11.6 bit	

Dynamic parameters are measured at ±1 V input range (if no other range is stated) and 50Ω termination with the samplerate specified in the table. Measured parameters are averaged 20 times to get typical values. Test signal is a pure sine wave generated by a signal generator and a matching bandpass filter. Amplitude is >99% of FSR. SNR and RMS noise parameters may differ depending on the quality of the used PC. SNR = Signal to Noise Ratio, THD = Total Harmonic Distortion, SFDR = Spurious Free Dynamic Range, SINAD = Signal Noise and Distortion, ENOB = Effective Number of Bits.

Noise Floor Plots (open inputs)

	M4i.445x, M4x.445x, DN2.445-xx, DN6.445-xx Sampling Rate 500 MS/s	**M4i.442x, M4x.442x, DN2.442-xx and DN6.442-xx** Sampling Rate 250 MS/s	**M4i.441x, M4x.441x, DN2.441-xx and DN6.441-xx** Sampling Rate 130 MS/s
Buffered Path **1 MΩ, AC** **±1 V range**			
HF Path **50 Ω, AC** **±500 mV**			

M4i Specific Technical Data

Connectors

Analog Inputs/Analog Outputs	SMA female (one for each single-ended input)	Cable-Type: Cab-3mA-xx-xx
Trigger 0 Input	SMA female	Cable-Type: Cab-3mA-xx-xx
Clock Input	SMA female	Cable-Type: Cab-3mA-xx-xx
Trigger 1 Input	MMCX female	Cable-Type: Cab-1m-xx-xx
Clock Output	MMCX female	Cable-Type: Cab-1m-xx-xx
Multi Purpose I/O	MMCX female (3 lines)	Cable-Type: Cab-1m-xx-xx

Environmental and Physical Details

Dimension (Single Card)		241 mm (¾ PCIe length) x 107 mm x 20 mm (single slot width)
Dimension (Card with option SH8tm installed)		241 mm (¾ PCIe length) x 107 mm x 40 mm (double slot width)
Dimension (Card with option SH8ex installed)		312 mm (full PCIe length) x 107 mm x 20 mm (single slot width)
Weight (M4i.44xx series)	maximum	290 g
Weight (M4i.22xx, M4i.66xx, M4i.77xx series)	maximum	420 g
Weight (Option star-hub -sh8ex, -sh8tm)	including 8 sync cables	130 g
Warm up time		10 minutes
Operating temperature		0°C to 50°C
Storage temperature		-10°C to 70°C
Humidity		10% to 90%

PCI Express specific details

PCIe slot type	x8 Generation 2
PCIe slot compatibility (physical)	x8/x16
PCIe slot compatibility (electrical)	x1, x4, x8, x16, Generation 1, Generation 2, Generation 3
Sustained streaming mode (Card-to-System: M4i.22xx, M4i.44xx, M4i.77xx)	> 3.4 GB/s (measured with a chipset supporting a TLP size of 256 bytes, using PCIe x8 Gen2)
Sustained streaming mode (System-to-Card: M4i.66xx)	> 2.8 GB/s (measured with a chipset supporting a TLP size of 256 bytes, using PCIe x8 Gen2)

Certification, Compliance, Warranty

EMC Immunity	Compliant with CE Mark
EMC Emission	Compliant with CE Mark
Product warranty	5 years starting with the day of delivery
Software and firmware updates	Life-time, free of charge

Power Consumption

	PCI EXPRESS		
	3.3V	12 V	Total
M4i.4410-x8, M4i.4420-x8, M4i.4470-x8	0.2 A	2.2 A	27 W
M4i.4411-x8, M4i.4421-x8, M4i.4471-x8	0.2 A	2.7 A	33 W
M4i.4450-x8, M4i.4480-x8	0.2 A	2.2 A	27 W
M4i.4451-x8, M4i.4481-x8	0.2 A	2.9 A	35 W

MTBF

MTBF	200000 hours

M4x specific Technical Data

Connectors

Analog Inputs/Analog Outputs	SMA female (one for each single-ended input)	Cable-Type: Cab-3mA-xx-xx
Trigger 0 Input	SMA female	Cable-Type: Cab-3mA-xx-xx
Clock Input	SMA female	Cable-Type: Cab-3mA-xx-xx
Trigger 1 Input	SMA female	Cable-Type: Cab-3mA-xx-xx
Clock Output	SMA female	Cable-Type: Cab-3mA-xx-xx
Multi Purpose I/O	MMCX female (3 lines)	Cable-Type: Cab-1m-xx-xx

Environmental and Physical Details

Dimension (Single Card)	(PCB only)	160 mm x 100 mm (Standard 3U)
Width		2 slots
Weight (M4x.44xx series)	maximum	340 g
Weight (M4x.22xx, M4x.66xx series)	maximum	450 g
Warm up time		10 minutes
Operating temperature		0°C to 50°C
Storage temperature		-10°C to 70°C
Humidity		10% to 90%

PXI Express specific details

PXIe slot type	4 Lanes, PCIe Gen 2 (x4 Gen2)
PXIe hybrid slot compatibility	Fully compatible
Sustained streaming mode (Card-to-System: M4x.22xx, M4x.44xx)	> 1.7 GB/s (measured with a chipset supporting a TLP size of 256 bytes, using PXIe x4 Gen2)
Sustained streaming mode (System-to-Card: M4x.66xx)	> 1.4 GB/s (measured with a chipset supporting a TLP size of 256 bytes, using PXIe x4 Gen2)

Certification, Compliance, Warranty

EMC Immunity	Compliant with CE Mark
EMC Emission	Compliant with CE Mark
Product warranty	5 years starting with the day of delivery
Software and firmware updates	Life-time, free of charge

Power Consumption

	PXI EXPRESS		
	3.3V	12 V	Total
M4x.4410-x4, M4x.4420-x4, M4x.4470-x4	0.25 A	2.2 A	27 W
M4x.4411-x4, M4x.4421-x4, M4x.4471-x4	0.25 A	2.7 A	33 W
M4x.4450-x4, M4x.4480-x4	0.25 A	2.2 A	28 W
M4x.4451-x4, M4x.4481-x4	0.25 A	2.9 A	35 W

MTBF

MTBF	200000 hours

Order Information

M4i Order Information

The card is delivered with 2 GSample on-board memory and supports standard acquisition (Scope), FIFO acquisition (streaming), Multiple Recording, Gated Sampling, Boxcar Average (High-Resolution), ABA mode and Timestamps. Operating system drivers for Windows/Linux 32 bit and 64 bit, examples for C/C++, LabVIEW (Windows), MATLAB (Windows and Linux), LabWindows/CVI, IVI, .NET, Delphi, Java, Python and a Base license of the oscilloscope software SBench 6 are included.

Adapter cables are not included. Please order separately!

PCI Express x8

	Order no.	A/D Resolution	Standard mem	1 channel	2 channels	4 channels
	M4i.4410-x8	16 Bit	2 GSample	130 MS/s	130 MS/s	
	M4i.4411-x8	16 Bit	2 GSample	130 MS/s	130 MS/s	130 MS/s
	M4i.4420-x8	16 Bit	2 GSample	250 MS/s	250 MS/s	
	M4i.4421-x8	16 Bit	2 GSample	250 MS/s	250 MS/s	250 MS/s
	M4i.4450-x8	14 Bit	2 GSample	500 MS/s	500 MS/s	
	M4i.4451-x8	14 Bit	2 GSample	500 MS/s	500 MS/s	500 MS/s
Export Versions	M4i.4470-x8	16 Bit	2 GSample	180 MS/s	180 MS/s	
	M4i.4471-x8	16 Bit	2 GSample	180 MS/s	180 MS/s	180 MS/s
	M4i.4480-x8	14 Bit	2 GSample	400 MS/s	400 MS/s	
	M4i.4481-x8	14 Bit	2 GSample	400 MS/s	400 MS/s	400 MS/s

Options

Order no.	Option
M4i.xxxx-SH8ex [1]	Synchronization Star-Hub for up to 8 cards (extension), only one slot width, extension of the card to full PCI Express length (312 mm). 8 synchronization cables included.
M4i.xxxx-SH8tm [1]	Synchronization Star-Hub for up to 8 cards (top mount), two slots width, top mounted on card. 8 synchronization cables included.
M4i-upgrade	Upgrade for M4i.xxxx: Later installation of option Star-Hub

Firmware Options

Order no.	Option
M4i.xxxx–spavg	Signal Processing Firmware Option: Block Average (later firmware - upgrade available)
M4i.xxxx-spstat	Signal Processing Firmware Option: Block Statistics/Peak Detect (later firmware - upgrade available)

Services

Order no.	
Recal	Recalibration at Spectrum incl. calibration protocol

Standard Cables

for Connections	Length	Order no. to BNC male	to BNC female	to SMA male	to SMA female	to SMB female
Analog/Clock-In/Trig-In	80 cm	Cab-3mA-9m-80	Cab-3mA-9f-80			
Analog/Clock-In/Trig-In	200 cm	Cab-3mA-9m-200	Cab-3mA-9f-200			
Probes (short)	5 cm		Cab-3mA-9f-5			
Clk-Out/Trig-Out/Extra	80 cm	Cab-1m-9m-80	Cab-1m-9f-80	Cab-1m-3mA-80	Cab-1m-3fA-80	Cab-1m-3f-80
Clk-Out/Trig-Out/Extra	200 cm	Cab-1m-9m-200	Cab-1m-9f200	Cab-1m-3mA-200	Cab-1m-3fA-200	Cab-1m-3f-200
Information	The standard adapter cables are based on RG174 cables and have a nominal attenuation of 0.3 dB/m at 100 MHz and 0.5 dB/m at 250 MHz. For high speed signals we recommend the low loss cables series CHF					

Low Loss Cables

Order No.	Option
CHF-3mA-3mA-200	Low loss cables SMA male to SMA male 200 cm
CHF-3mA-9m-200	Low loss cables SMA male to BNC male 200 cm
Information	The low loss adapter cables are based on MF141 cables and have an attenuation of 0.3 dB/m at 500 MHz and 0.5 dB/m at 1.5 GHz. They are recommended for signal frequencies of 200 MHz and above.

Amplifiers

Order no.	Bandwidth	Connection	Input Impedance	Coupling	Amplification
SPA.1412 [2]	200 MHz	BNC	1 MOhm	AC/DC	x10/x100 (20/40 dB)
SPA.1411 [2]	200 MHz	BNC	50 Ohm	AC/DC	x10/x100 (20/40 dB)
SPA.1232 [2]	10 MHz	BNC	1 MOhm	AC/DC	x100/x1000 (40/60 dB)
SPA.1231 [2]	10 MHz	BNC	50 Ohm	AC/DC	x100/x1000 (40/60 dB)
Information	External Amplifiers with one channel, BNC/SMA female connections on input and output, manually adjustable offset, manually switchable settings. An external power supply for 100 to 240 VAC is included. Please be sure to order an adapter cable matching the amplifier connector type and matching the connector type for your A/D card input.				

Software SBench6

Order no.	
SBench6	Base version included in delivery. Supports standard mode for one card.
SBench6-Pro	Professional version for one card: FIFO mode, export/import, calculation functions
SBench6-Multi	Option multiple cards: Needs SBench6-Pro. Handles multiple synchronized cards in one system.
Volume Licenses	Please ask Spectrum for details.

Software Options

Order no.	
SPc-RServer	Remote Server Software Package - LAN remote access for M2i/M3i/M4i/M4x/M2p cards
SPc-SCAPP	Spectrum's CUDA Access for Parallel Processing - SDK for direct data transfer between Spectrum card and CUDA GPU. Includes RDMA activation and examples. Signed NDA needed for access.

[1] : Just one of the options can be installed on a card at a time.
[2] : Third party product with warranty differing from our export conditions. No volume rebate possible.

M4x Order Information

The card is delivered with 2 GSample on-board memory and supports standard acquisition (Scope), FIFO acquisition (streaming), Multiple Recording, Gated Sampling, Boxcar Average (High-Resolution), ABA mode and Timestamps. Operating system drivers for Windows/Linux 32 bit and 64 bit, examples for C/C++, LabVIEW (Windows), MATLAB (Windows and Linux), LabWindows/CVI, IVI, .NET, Delphi, Java, Python and a Base license of the oscilloscope software SBench 6 are included.

Adapter cables are not included. Please order separately!

PXI Express x4

	Order no.	A/D Resolution	Standard mem	1 channel	2 channels	4 channels
	M4x.4410-x4	16 Bit	2 GSample	130 MS/s	130 MS/s	
	M4x.4411-x4	16 Bit	2 GSample	130 MS/s	130 MS/s	130 MS/s
	M4x.4420-x4	16 Bit	2 GSample	250 MS/s	250 MS/s	
	M4x.4421-x4	16 Bit	2 GSample	250 MS/s	250 MS/s	250 MS/s
	M4x.4450-x4	14 Bit	2 GSample	500 MS/s	500 MS/s	
	M4x.4451-x4	14 Bit	2 GSample	500 MS/s	500 MS/s	500 MS/s
Export Versions	M4x.4470-x4	16 Bit	2 GSample	180 MS/s	180 MS/s	
	M4x.4471-x4	16 Bit	2 GSample	180 MS/s	180 MS/s	180 MS/s
	M4x.4480-x4	14 Bit	2 GSample	400 MS/s	400 MS/s	
	M4x.4481-x4	14 Bit	2 GSample	400 MS/s	400 MS/s	400 MS/s

Firmware Options

Order no.	Option
M4i.xxxx–spavg	Signal Processing Firmware Option: Block Average (later firmware - upgrade available)
M4i.xxxx-spstat	Signal Processing Firmware Option: Block Statistics/Peak Detect (later firmware - upgrade available)

Services

Order no.	
Recal	Recalibration at Spectrum incl. calibration protocol

Standard Cables

for Connections	Length	Order no. to BNC male	to BNC female	to SMA male	to SMA female	to SMB female
Analog/Clock-In/Clk-Out/Trig-In	80 cm	Cab-3mA-9m-80	Cab-3mA-9f-80			
	200 cm	Cab-3mA-9m-200	Cab-3mA-9f-200			
Trig-Out/Extra	80 cm	Cab-1m-9m-80	Cab-1m-9f-80	Cab-1m-3mA-80	Cab-1m-3fA-80	Cab-1m-3f-80
	200 cm	Cab-1m-9m-200	Cab-1m-9f200	Cab-1m-3mA-200	Cab-1m-3fA-200	Cab-1m-3f-200
Information	The standard adapter cables are based on RG174 cables and have a nominal attenuation of 0.3 dB/m at 100 MHz and 0.5 dB/m at 250 MHz. For high speed signals we recommend the low loss cables series CHF					

Low Loss Cables

Order No.	Option
CHF-3mA-3mA-200	Low loss cables SMA male to SMA male 200 cm
CHF-3mA-9m-200	Low loss cables SMA male to BNC male 200 cm
Information	The low loss adapter cables are based on MF141 cables and have an attenuation of 0.3 dB/m at 500 MHz and 0.5 dB/m at 1.5 GHz. They are recommended for signal frequencies of 200 MHz and above.

Amplifiers

Order no.	Bandwidth	Connection	Input Impedance	Coupling	Amplification
SPA.1412 (2)	200 MHz	BNC	1 MOhm	AC/DC	x10/x100 (20/40 dB)
SPA.1411 (2)	200 MHz	BNC	50 Ohm	AC/DC	x10/x100 (20/40 dB)
SPA.1232 (2)	10 MHz	BNC	1 MOhm	AC/DC	x100/x1000 (40/60 dB)
SPA.1231 (2)	10 MHz	BNC	50 Ohm	AC/DC	x100/x1000 (40/60 dB)
Information	External Amplifiers with one channel, BNC/SMA female connections on input and output, manually adjustable offset, manually switchable settings. An external power supply for 100 to 240 VAC is included. Please be sure to order an adapter cable matching the amplifier connector type and matching the connector type for your A/D card input.				

Software SBench6

Order no.	
SBench6	Base version included in delivery. Supports standard mode for one card.
SBench6-Pro	Professional version for one card: FIFO mode, export/import, calculation functions
SBench6-Multi	Option multiple cards: Needs SBench6-Pro. Handles multiple synchronized cards in one system.
Volume Licenses	Please ask Spectrum for details.

Software Options

Order no.	
SPc-RServer	Remote Server Software Package - LAN remote access for M2i/M3i/M4i/M4x/M2p cards
SPc-SCAPP	Spectrum's CUDA Access for Parallel Processing - SDK for direct data transfer between Spectrum card and CUDA GPU. Includes RDMA activation and examples. Signed NDA needed for access.

(1) : Just one of the options can be installed on a card at a time.
(2) : Third party product with warranty differing from our export conditions. No volume rebate possible.

Hardware Installation

ESD Precautions

All Spectrum boards contain electronic components that can be damaged by electrostatic discharge (ESD).

Before installing the board in your system or even before touching it, it is absolutely necessary to bleed off any electrostatic electricity.

Sources of noise

Noise sensitive analog devices, such as analog acquisition and generator boards should be placed physically as far away from any noise producing source (like e.g. the power supply) as possible. It should especially be avoided to place the board in the slot directly adjacent to another fast board like e.g. a graphics controller.

M4i PCIe Cards

System Requirements

All Spectrum M4i.xxxx-x8 instrumentation cards are compliant to the PCI Express 2.0 standard and require in general one free 3/4 length PCI Express slot. This can mechanically either be a x8 or x16 slot, electrically all lane widths are supported, be it x1, x4, x8 or x16. Some x16 PCIe slots are for the use of graphic cards only and can not be used for other cards. Depending on the installed options additional free slots can be necessary.

Cooling Precautions

The boards of the M4i.xxxx series operate with components having very high power consumption at high speeds. For this reason it is absolutely required to cool this board sufficiently.

For all M4i cards it is absolutely mandatory to install an additional cooling fan producing a stream of air across the boards surface. In most cases professional PC-systems are already equipped with sufficient cooling power. In that case please make sure that the air stream is not blocked.

Installing the M4i board in the system

Installing a single board without any options

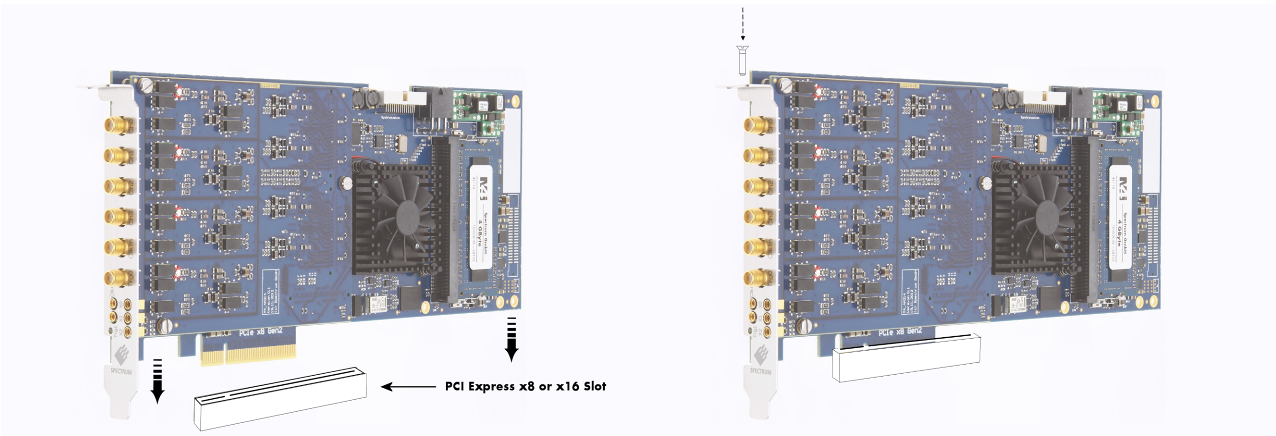
Before installing the board you first need to unscrew and remove the dedicated blind-bracket usually mounted to cover unused slots of your PC. Please keep the screw in reach to fasten your Spectrum card afterwards. All Spectrum M4i cards mechanically require one PCI Express x8 or x16 slot (electrically either x1, x4, x8 or x16). Now insert the board slowly into your computer. This is done best with one hand each at both fronts of the board.

Please take especial care to not bend the card in any direction while inserting it into the system. Bending of the card may damage the PCB totally and is not covered by the standard warranty.

Please be very careful when inserting the board in the slot, as most of the mainboards are mounted with spacers and therefore might be damaged if they are exposed to high pressure.

After the insertion of the board fasten the screw of the bracket carefully, without overdoing.

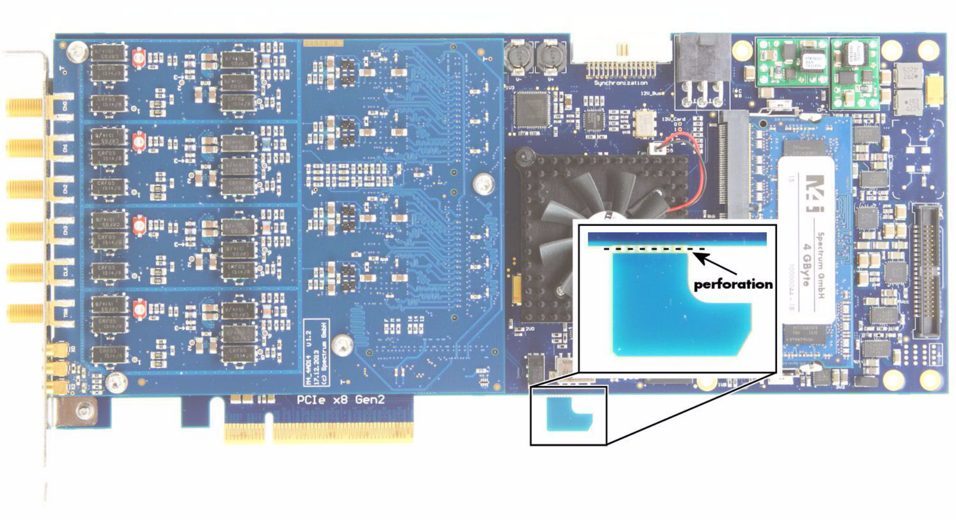
Installing the M4i.xxxx-x8 PCI Express card in a PCIe x8 or x16 slot



Additional notes on M4i cards with PCIe x16 slot retention

M4i-xxx-x8 cards starting with hardware version V7 (which includes the new PCB revision V1.2) do have an additional PCIe retention hook (hockey stick) added to the PCB.

That allows the card to be additionally locked when being installed into a PCIe x16 slot.



When installing the card in a x16 slot, make sure that the locking mechanism of the slots properly lock in place with the retention hook.

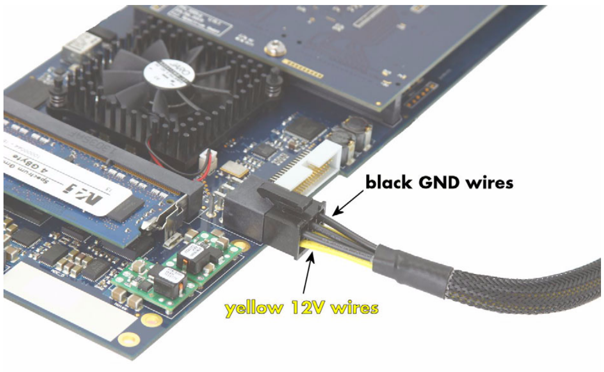
In the case that there are any components on the mainboard in the way of the retention hook when installing the card in an x8 slot, you can remove the hook by carefully breaking it off at its perforation line.

Providing additional power to M4i.xxxx-x8 cards

All PCI Express cards, with the exception of graphic adapters, are per specification only allowed to consume a maximum power of 25W per card. While some of the M4i PCIe cards are specified with a power consumption to meet these power limits, many do consume more than 25W of total power.

This is why all M4i cards can be optionally supplied with the required voltages via a dedicated PCIe 6-pin power connector directly from the system power supply.

As part of its power-on routine, the card will automatically detect, whether a cable is plugged or not and will give preference to the cable-supplied voltages.



Although it would be considered good practice to always provide the power via cable in case the card's rated power consumption is above the 25W limit, in typical system setups with one or at maximum two cards installed, not doing so and using just the slot power usually works out just fine. Having more M4i cards in a system will definitely require a separate power cable per card.

Please only connect 6-pin PCIe power cables to the M4i cards power connector and make absolutely sure, that its three lower row wires are marked yellow (hence providing 12V) and the three upper row wires (the side of the connectors retention hook) are marked black providing a connection to system ground (GND), as shown on the picture.

Installing multiple boards synchronized by star-hub option

Hooking up the boards

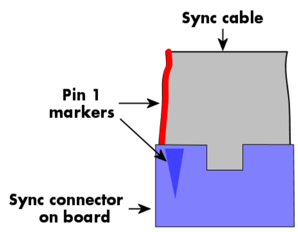
Before mounting several synchronized boards for a multi channel system into the PC you can hook up the cards with their synchronization cables first. If there is enough space in your computer's case (e.g. a big tower case) you can also mount the boards first and hook them up afterwards. Spectrum ships the card carrying the star-hub option together with the needed amount of synchronization cables. All of them are matched to the same length, to achieve a zero clock delay between the cards.

Only use the included flat ribbon cables.

All of the cards, **including the one that carries the star-hub piggy-back module**, must be wired to the star-hub as the figure is showing as an example for three synchronized boards.

It does not matter which of the available connectors on the star-hub module you use for which board. The software driver will detect the types and order of the synchronized boards automatically.

All of the synchronization cables are secured against wrong plugging, but nontheless you should take care to have the pin 1 markers on the connector and on the cable on the same side, as the figure on the right is showing.



Mounting the wired boards

Before installing the cards you first need to unscrew and remove the dedicated blind-brackets usually mounted to cover unused slots of your PC. Please keep the screws in reach to fasten your Spectrum cards afterwards.

Spectrum M4i cards with the option „M4i.xxxx-SH8tm" installed require two slots with ¾ PCIe length, whilst M4i cards with the option „M4i.xxxx-SH8ex" installed require one single full length PCIe slot with a track at the backside to guide the card by its retainer.

Now insert the cards slowly into your computer. This is done best with one hand each at both fronts of the board.

While inserting the board take care not to tilt the retainer in the track. Please take especial care to not bend the card in any direction while inserting it in the system. A bending of the card may damage the PCB totally and is not covered by the standard warranty.

Please be very careful when inserting the cards in the slots, as most of the mainboards are mounted with spacers and therefore might be damaged if they are exposed to high pressure.

M4x PXIe Cards

System Requirements

The Spectrum M4x PXIe 3U cards run in dedicated 3U PXIe slots as well as 3U PXI/PXIe hybrid slots. The M4x series of cards occupies two slots width, so up to eight cards can be installed in a large chassis providing 16 PXIe slots for peripheral cards.

The M4x cards cannot be installed in either the CPU system slot nor in the dedicated system timing slot. Only a peripheral slot marked with the „circle" symbol is suited for the cards.

Cooling Precautions

The boards of the M4x.xxxx series operate with components having very high power consumption at high speeds. For this reason it is absolutely required to cool these boards sufficiently.

PXIe systems are already equipped with sufficient cooling power. Please make sure that the air stream over the cards is not blocked, keep enough clearance around the PXIe chassis for proper air intake and clean any of the systems air filters (if available) regularly.

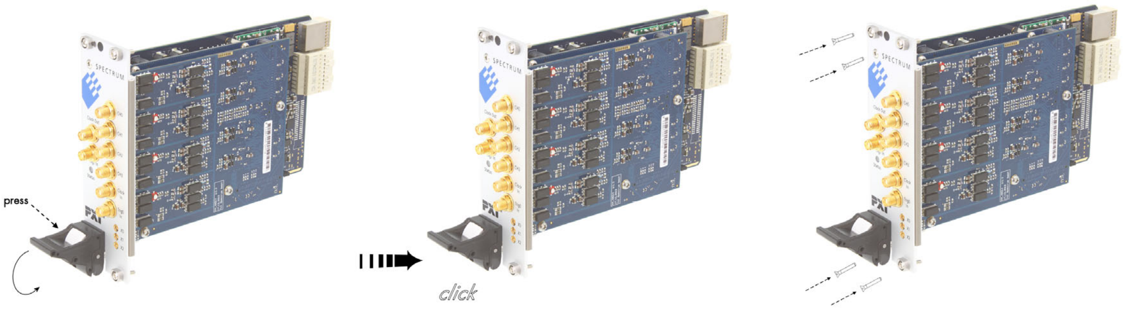
Installing the M4x board in the system

Installing a single board without any options

The locks on the bottom side of PXIe boards need to be unlocked and opened before installing the board into a free slot of the system. Therefore you need to press the little button on the inside of the fastener and move it outwards (see figure). Now slowly insert the card into the host system using the key ways until the lock snaps in with a „click".

While inserting the board take care not to tilt it.

After the board's insertion fasten the four screws carefully, without overdoing.



Software Driver Installation

Before using the board a driver must be installed that matches the operating system.

Since driver V3.33 (released on CD V3.48 in August 2017) the installation is done via an installer exectutable rather than manually via ths Windows Device Manager. The steps for manually installing a card has since been moved to a separate application note „AN008 - Legacy Windows Driver Installation".

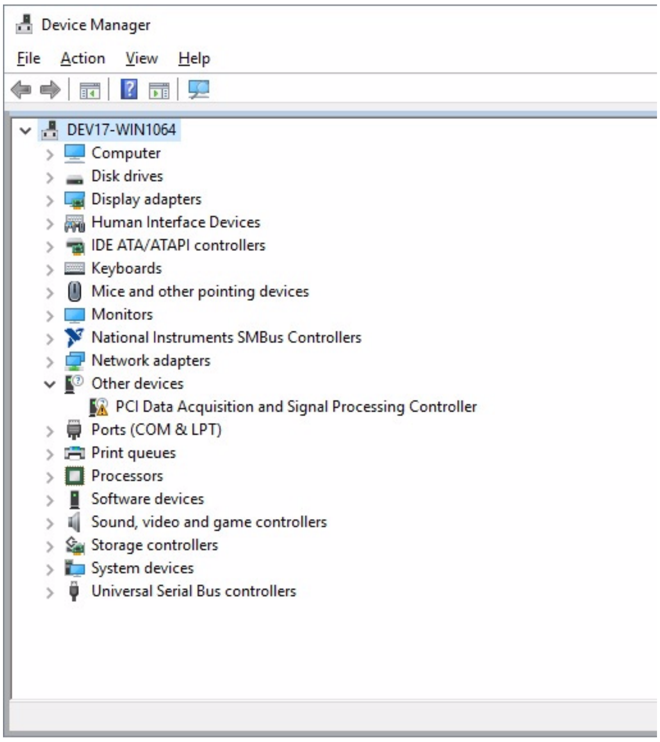
This new installer is common on all currently supported Windows platforms (Windows 7, Windows 8 and Windows 10) both 32bit and 64bit. The driver from the CD supports all cards of the M2i/M3i or M4i/M4x series. That means that you can use the same driver for all cards of these families.

Windows

Before installation

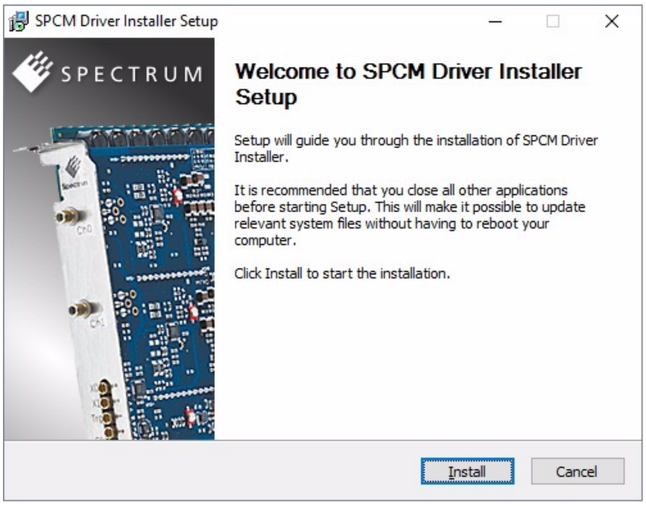
When you install a card for the very first time, Windows will discover the new hardware and might try to search the Microsoft Website for available matching driver modules.

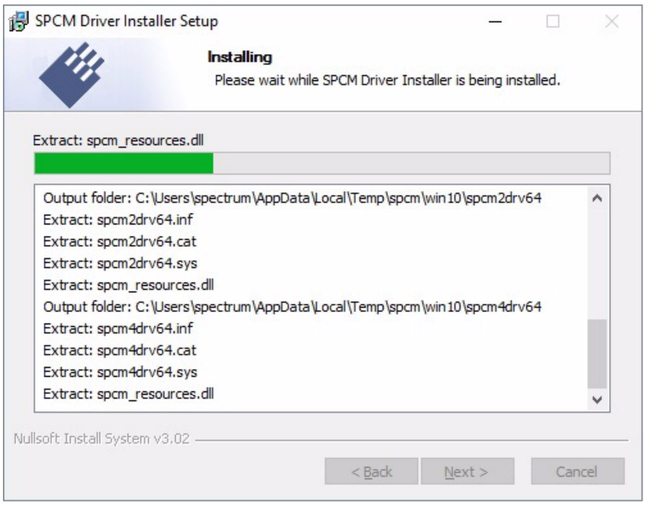
Prior to running the Spectrum installer, the card will appear in the Windows device manager as an generalized card (in case of Windows 10 as a „PCIe Data Acquisition and Signal Processing Controller" as shown here.

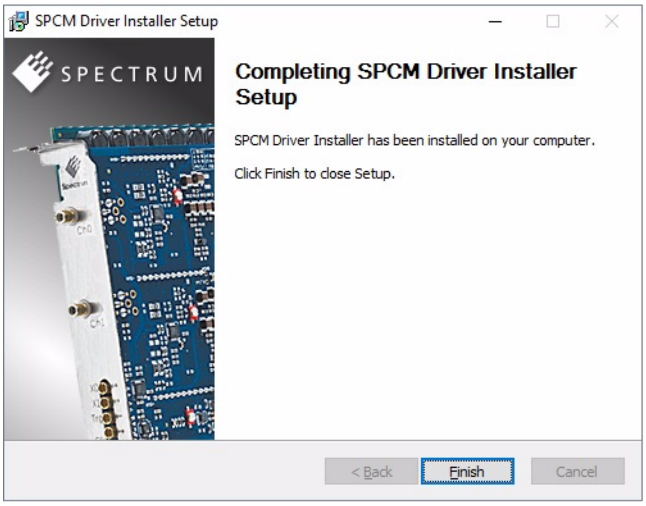


Running the driver Installer

Simply run the installer supplied on the CD („Driver\windows" folder or downloadable from www.spectrum-instrumentation.com



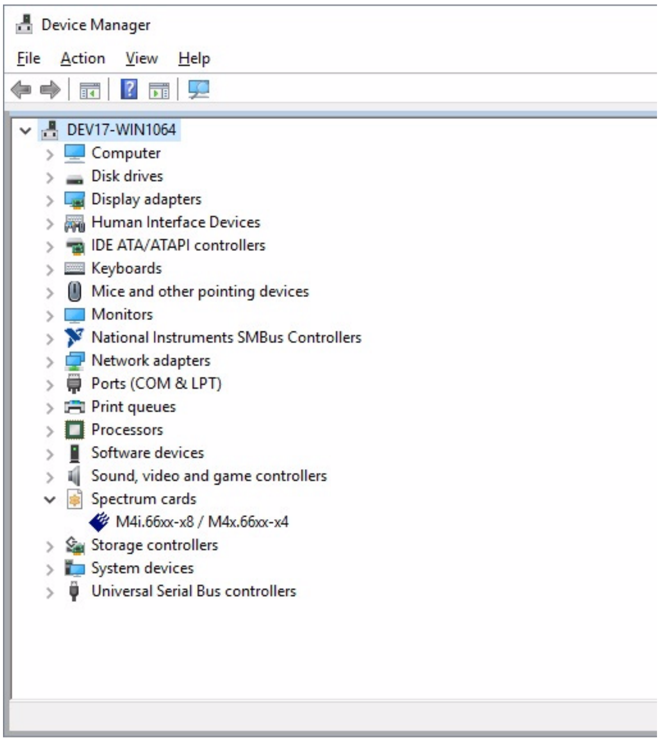




After installation

After running the Spectrum driver installer, the card will appear in the Windows device manager with its name matching the card series.

The card is now ready to be used.



Linux

Overview

The Spectrum M2i/M3i/M4i/M4x/M2p cards and digitizerNETBOX/generatorNETBOX products are delivered with Linux drivers suitable for Linux installations based on kernel 2.4, 2.6, 3.x or 4.x, single processor (non-SMP) and SMP systems, 32 bit and 64 bit systems. As each Linux distribution contains different kernel versions and different system setup it is in nearly every case necessary, to have a directly matching kernel driver for card level products to run it on a specific system. For digitizerNETBOX/generatorNETBOX products the library is suffcient and no kernel driver has to be installed.

Spectrum delivers pre-compiled kernel driver modules for a number of common distributions with the cards. You may try to use one of these kernel modules for different distributions which have a similar kernel version. Unfortunately this won't work in most cases as most Linux system refuse to load a driver which is not exactly matching. In this case it is possible to get the kernel driver sources from Spectrum. Please contact your local sales representative to get more details on this procedure.

The Standard delivery contains the pre-compiled kernel driver modules for the most popular Linux distributions, like Suse, Debian, Fedora and Ubuntu. The list with all pre-compiled and readily supported distributions and their respective kernel version can be found under: http://spectrum-instrumentation.com/en/supported-linux-distributions or via the shown QR code.

The Linux drivers have been tested with all above mentioned distributions by Spectrum. Each of these distributions has been installed with the default setup using no kernel updates. A lot more different distributions are used by customers with self compiled kernel driver modules.

Standard Driver Installation

The driver is delivered as installable kernel modules together with libraries to access the kernel driver. The installation script will help you with the installation of the kernel module and the library.

This installation is only needed if you are operating real locally installed cards. For software emulated demo cards, remotely installed cards or for digitizerNETBOX/generatorNETBOX products it is only necessary to install the libraries as explained further below.

Login as root

It is necessary to have the root rights for installing a driver.

Call the install.sh <install_path> script

This script will install the kernel module and some helper scripts to a given directory. If you do not specify a directory it will use your home directory as destination. It is possible to move the installed driver files later to any other directory.

The script will give you a list of matching kernel modules. Therefore it checks for the system width (32 bit or 64 bit) and the processor (single or smp). The script will only show matching kernel modules. Select the kernel module matching your system. The script will then do the following steps:

- copy the selected kernel module to the install directory (spcm.o or spcm.ko)
- copy the helper scripts to the install directory (spcm_start.sh and spc_end.sh)
- copy and rename the matching library to /usr/lib (/usr/lib/libspcm_linux.so)

Udev support

Once the driver is loaded it automatically generates the device nodes under /dev. The cards are automatically named to /dev/spcm0, /dev/spcm1,...

You may use all the standard naming and rules that are available with udev.

Start the driver

Starting the driver can be done with the spcm_start.sh script that has been placed in the install directory. If udev is installed the script will only load the driver. If no udev is installed the start script will load the driver and make the required device nodes /dev/spcm0... for accessing the drivers. Please keep in mind that you need root rights to load the kernel module and to make the device nodes!

Using the dedicated start script makes sure that the device nodes are matching your system setup even if new hardware and drivers have been added in between. Background: when loading the device driver it gets assigned a „major" number that is used to access this driver. All device nodes point to this major number instead of the driver name. The major numbers are assigned first come first served. This means that installing new hardware may result in different major numbers on the next system start.

Get first driver info

After the driver has been loaded successfully some information about the installed boards can be found in the /proc/spcm_cards file. Some basic information from the on-board EEProm is listed for every card.

```
cat /proc/spcm_cards
```

Stop the driver

You may want to unload the driver and clean up all device nodes. This can be done using the spcm_end.sh script that has also been placed in the install directory

Standard Driver Update

A driver update is done with the same commands as shown above. Please make sure that the driver has been stopped before updating it. To stop the driver you may use the spcm_end.sh script.

Compilation of kernel driver sources (option)

The driver sources are only available for existing customers on special request and against a signed NDA. The driver sources are not part of the standard delivery. The driver source package contains only the sources of the kernel module, not the sources of the library.

Please do the following steps for compilation and installation of the kernel driver module:

Login as root

It is necessary to have the root rights for installing a driver.

Call the compile script make_spcm_linux_kerneldrv.sh

This script will examine the type of system you use and compile the kernel with the correct settings. If using a kernel 2.4 the makefile expects two symbolic links in your system:

- /usr/src/linux pointing to the correct kernel source directory
- /usr/src/linux/.config pointing to the currently used kernel configuration

The compile script will then automatically call the install script and install the just compiled kernel module in your home directory. The rest of the installation procedure is similar as explained above.

Update of self compiled kernel driver

If the kernel driver has changed, one simply has to perform the same steps as shown above and recompile the kernel driver module. However the kernel driver module isn't changed very often.

Normally an update only needs new libraries. To update the libraries only you can either download the full Linux driver (spcm_linux_drv_v123b4567) and only use the libraries out of this or one downloads the library package which is much smaller and doesn't contain the pre-compiled kernel driver module (spcm_linux_lib_v123b4567).

The update is done with a dedicated script which only updates the library file. This script is present in both driver archives:

```
sh install_libonly.sh
```

Library only

The kernel driver module only contains the basic hardware functions that are necessary to access locally installed card level products. The main part of the driver is located inside a dynamically loadable library that is delivered with the driver. This library is available in 3 different versions:

- spcm_linux_32bit_stdc++5.so - supporting libstdc++.so.5 on 32 bit systems
- spcm_linux_32bit_stdc++6.so - supporting libstdc++.so.6 on 32 bit systems
- spcm_linux_64bit_stdc++6.so - supporting libstdc++.so.6 on 64 bit systems

The matching version is installed automatically in the /usr/lib directory by the kernel driver install script for card level products. The library is renamed for easy access to libspcm_linux.so.

For digitizerNETBOX/generatorNETBOX products and also for evaluating or using only the software simulated demo cards the library is installed with a separate install script:

```
sh install_libonly.sh
```

To access the driver library one must include the library in the compilation:

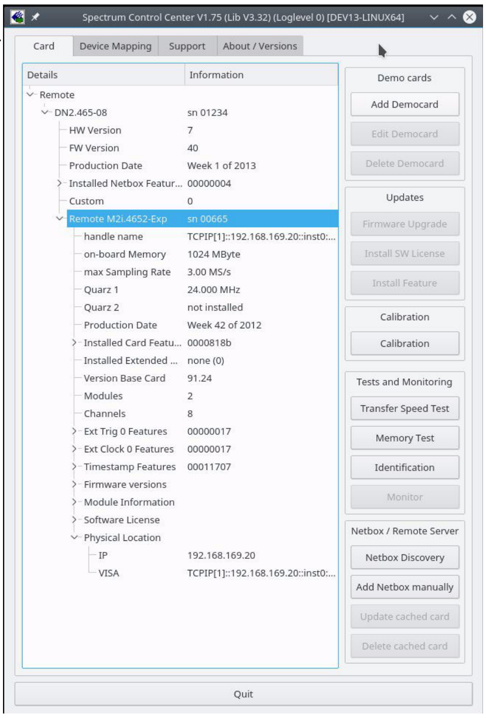
```
gcc -o test_prg -lspcm_linux test.cpp
```

To start programming the cards under Linux please use the standard C/C++ examples which are all running under Linux and Windows.

Control Center

The Spectrum Control Center is also available for Linux and needs to be installed separately. The features of the Control Center are described in a later chapter in deeper detail. The Control Center has been tested under all Linux distributions for which Spectrum delivers pre-compiled kernel modules. The following packages need to be installed to run the Control Center:

- X-Server
- expat
- freetype
- fontconfig
- libpng
- libspcm_linux (the Spectrum linux driver library)



Installation

Use the supplied packages in either *.deb or *.rpm format found in the driver section of the CD by double clicking the package file root rights from a X-Windows window.

The Control Center is installed under KDE, Gnome or Unity in the system/system tools section. It may be located directly in this menu or under a „More Programs" menu. The final location depends on the used Linux distribution. The program itself is installed as /usr/bin/spcmcontrol and may be started directly from here.

Manual Installation

To manually install the Control Center, first extract the files from the rpm matching your distribution:

```
rpm2cpio spcmcontrol-{Version}.rpm > ~/spcmcontrol-{Version}.cpio
cd ~/
cpio -id < spcmcontrol-{Version}.cpio
```

You get the directory structure and the files contained in the rpm package. Copy the binary spcmcontrol to /usr/bin. Copy the .desktop file to /usr/share/applications. Run ldconfig to update your systems library cache. Finally you can run spcmcontrol.

Troubleshooting

If you get a message like the following after starting spcmcontrol:

```
spcm_control: error while loading shared libraries: libz.so.1: cannot open shared object file: No such file
or directory
```

Run ldd spcm_control in the directory where spcm_control resides to see the dependencies of the program. The output may look like this:

```
libXext.so.6 => /usr/X11R6/lib/libXext.so.6 (0x4019e000)
libX11.so.6 => /usr/X11R6/lib/libX11.so.6 (0x401ad000)
libz.so.1 => not found
libdl.so.2 => /lib/libdl.so.2 (0x402ba000)
libpthread.so.0 => /lib/tls/libpthread.so.0 (0x402be000)
libstdc++.so.6 => /usr/lib/libstdc++.so.6 (0x402d0000)
```

As seen in the output, one of the libraries isn't found inside the library cache of the system. Be sure that this library has been properly installed. You may then run ldconfig. If this still doesn't help please add the library path to /etc/ld.so.conf and run ldconfig again.

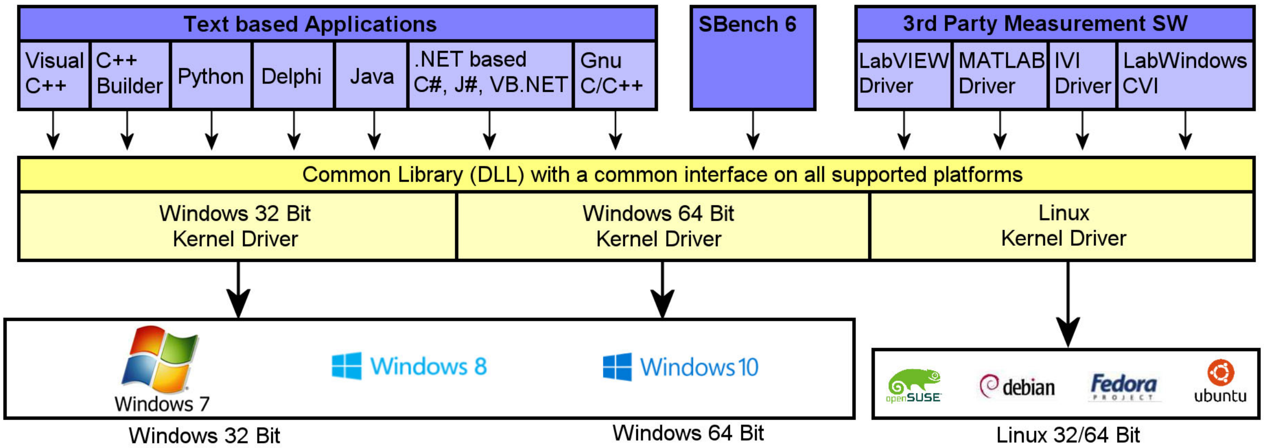
If the libspcm_linux.so is quoted as missing please make sure that you have installed the card driver properly before. If any other library is stated as missing please install the matching package of your distribution.

Software

This chapter gives you an overview about the structure of the drivers and the software, where to find and how to use the examples. It shows in detail, how the drivers are included using different programming languages and deals with the differences when calling the driver functions from them.

This manual only shows the use of the standard driver API. For further information on programming drivers for third-party software like LabVIEW, MATLAB or IVI an additional manual is required that is available on CD or by download on the internet.

Software Overview



The Spectrum drivers offer you a common and fast API for using all of the board hardware features. This API is the same on all supported operating systems. Based on this API one can write own programs using any programming language that can access the driver API. This manual describes in detail the driver API, providing you with the necessary information to write your own programs.
The drivers for third-party products like LabVIEW or MATLAB are also based on this API. The special functionality of these drivers is not subject of this document and is described with separate manuals available on the CD or on the website.

Card Control Center

A special card control center is available on CD and from the internet for all Spectrum M2i/M3i/M4i/M4x/M2p cards and for all digitizerNETBOX or generatorNETBOX products. Windows users find the Control Center installer on the CD under „Install\win\spcmcontrol_install.exe“.

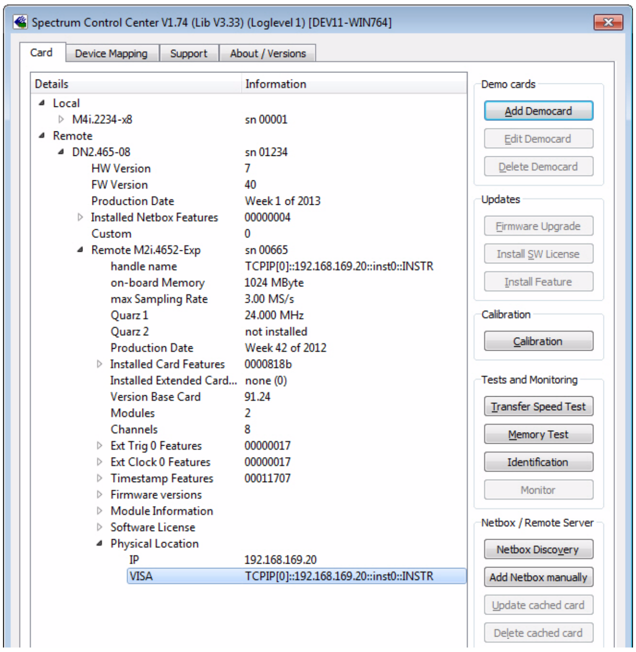
Linux users find the versions for the different stdc++ libraries under /Install/linux/spcm_control_center/ as RPM packages.

When using a digitizerNETBOX/generatorNETBOX the Card Control Center installers for Windows and Linux are also directly available from the integrated webserver.

The Control Center under Windows and Linux is available as an executive program. Under Windows it is also linked as a system control and can be accessed directly from the Windows control panel. Under Linux it is also available from the KDE System Settings, the Gnome or Unity Control Center. The different functions of the Spectrum card control center are explained in detail in the following passages.

To install the Spectrum Control Center you will need to be logged in with administrator rights for your operating system. On all Windows versions, starting with Windows Vista, installations with enabled UAC will ask you to start the installer with administrative rights (run as administrator).

Discovery of Remote Cards and digitizerNETBOX/generatorNETBOX products



The Discovery function helps you to find and identify the Spectrum LXI instruments like digitizerNETBOX/generatorNETBOX available to your computer on the network. The Discovery function will also locate Spectrum card products handled by an installed Spectrum Remote Server somewhere on the network. The function is not needed if you only have locally installed cards.

Please note that only remote products are found that are currently not used by another program. Therefore in a bigger network the number of Spectrum products found may vary depending on the current usage of the products.

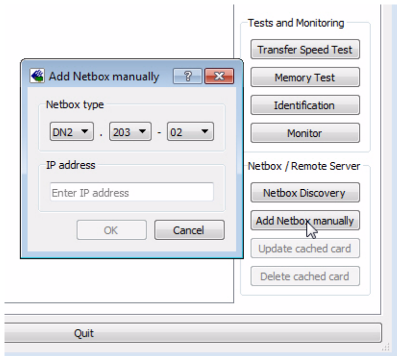
Execute the Discovery function by pressing the „Discovery" button. There is no progress window shown. After the discovery function has been executed the remotely found Spectrum products are listed under the node Remote as separate card level products. Inhere you find all hardware information as shown in the next topic and also the needed VISA resource string to access the remote card.

Please note that these information is also stored on your system and allows Spectrum software like SBench 6 to access the cards directly once found with the Discovery function.

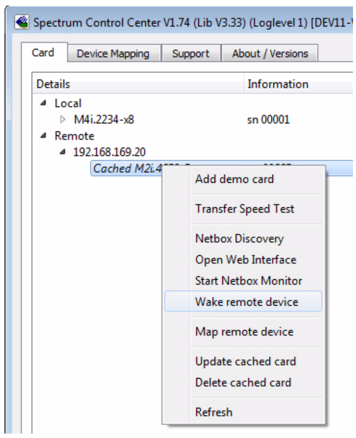
After closing the control center and re-opening it the previously found remote products are shown with the prefix cached, only showing the card type and the serial number. This is the stored information that allows other Spectrum products to access previously found cards. Using the „Update cached cards" button will try to re-open these cards and gather information of it. Afterwards the remote cards may disappear if they're in use from somewhere else or the complete information of the remote products is shown again.

Enter IP Address of digitizerNETBOX/generatorNETBOX manually

If for some reason an automatic discovery is not suitable, such as the case where the remote device is located in a different subnet, it can also be manually acessed by its type and IP address.



Wake On LAN of digitizerNETBOX/generatorNETBOX



Cached digitizerNETBOX/generatorNETBOX products that are currently in standby mode can be woken up by using the „Wake remote device" entry from the context menu.

The Control Center will broadcast a standard Wake On LAN „Magic Packet", that is sent to the device's MAC address.

It is also possible to use any other Wake On LAN software to wake a digitizerNETBOX by sending such a „Magic Packet" to the MAC address, which must be then entered manually.

It is also possible to wake a digitizerNETBOX/generatorNETBOX from your own application software by using the SPC_NETBOX_WAKEONLAN register. To wake a digitizerNETBOX/generatorNETBOX with the MAC address „00:03:2d:20:48", the following command can be issued:

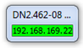
```
spcm_dwSetParam_i64 (NULL, SPC_NETBOX_WAKEONLAN, 0x00032d2048ec);
```

Netbox Monitor

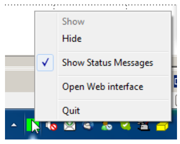
The Netbox Monitor permanently monitors whether the digitizerNETBOX/generatorNETBOX is still available through LAN. This tool is helpful if the digitizerNETBOX is located somewhere in the company LAN or located remotely or directly mounted inside another device. Starting the Netbox Monitor can be done in two different ways:

- Starting manually from the Spectrum Control Center using the context menu as shown above
- Starting from command line. The Netbox Monitor program is automatically installed together with the Spectrum Control Center and is located in the selected install folder. Using the command line tool one can place a simple script into the autostart folder to have the Netbox Monitor running automatically after system boot. The command line tool needs the IP address of the digitizerNETBOX/generatorNETBOX to monitor:

```
NetboxMonitor 192.168.169.22
```



The Netbox Monitor is shown as a small window with the type of digitizerNETBOX/generatorNETBOX in the title and the IP address under which it is accessed in the window itself. The Netbox Monitor runs completely independent of any other software and can be used in parallel to any application software. The background of the IP address is used to display the current status of the device. Pressing the Escape key or alt + F4 (Windows) terminates the Netbox Monitor permanently.



After starting the Netbox Monitor it is also displayed as a tray icon under Windows. The tray icon itself shows the status of the digitizerNETBOX/generatorNETBOX as a color. Please note that the tray icon may be hidden as a Windows default and need to be set to visible using the Windows tray setup.

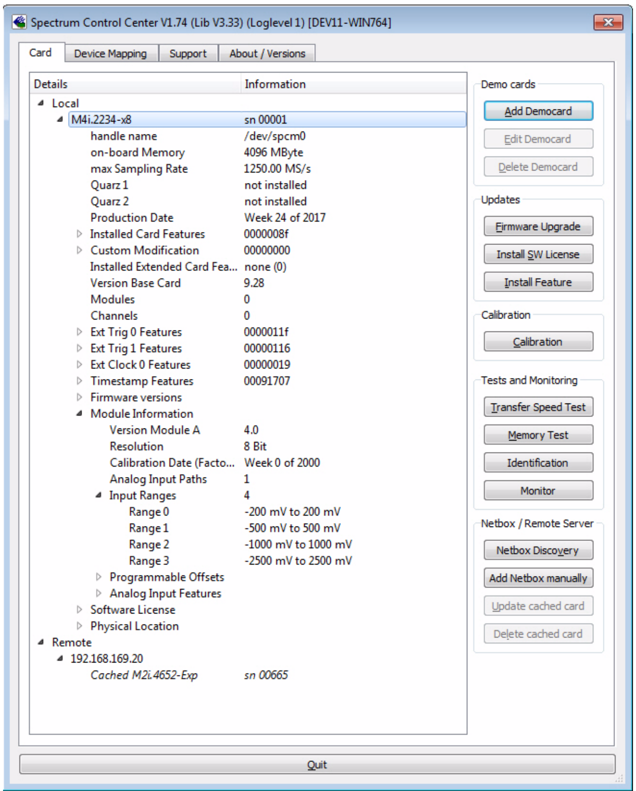
Left clicking on the tray icon will hide/show the small Netbox Monitor status window. Right clicking on the tray icon as shown in the picture on the right will open up a context menu. In here one can again select to hide/show the Netbox Monitor status window, one can directly open the web interface from here or quit the program (including the tray icon) completely.

The checkbox „Show Status Message“ controls whether the tray icon should emerge a status message on status change. If enabled (which is default) one is notified with a status message if for example the LAN connection to the digitizerNETBOX/generatorNETBOX is lost.

The status colors:

- Green: digitizerNETBOX/generatorNETBOX available and accessible over LAN
- Cyan: digitizerNETBOX/generatorNETBOX is used from my computer
- Yellow: digitizerNETBOX/generatorNETBOX is used from a different computer
- Red: LAN connection failed, digitizerNETBOX/generatorNETBOX is no longer accessible

Hardware information



Through the control center you can easily get the main information about all the installed Spectrum hardware. For each installed card there is a separate tree of information available. The picture shows the information for one installed card by example. This given information contains:

- Basic information as the type of card, the production date and its serial number, as well as the installed memory, the hardware revision of the base card, the number of available channels and installed acquisition modules.
- Information about the maximum sampling clock and the available quartz clock sources.
- The installed features/options in a sub-tree. The shown card is equipped for example with the option Multiple Recording, Gated Sampling, Timestamp and ABA-mode.
- Detailed Information concerning the installed acquisition modules. In case of the shown analog acquisition card the information consists of the module’s hardware revision, of the converter resolution and the last calibration date as well as detailed information on the available analog input ranges, offset compensation capabilities and additional features of the inputs.

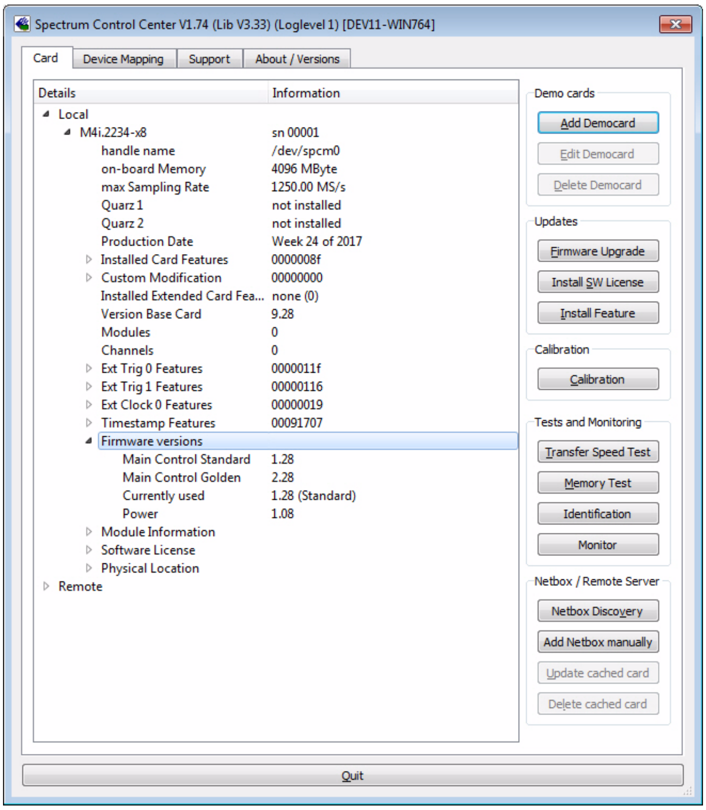
Firmware information

Another sub-tree is informing about the cards firmware version. As all Spectrum cards consist of several programmable components, there is one firmware version per component.

Nearly all of the components firmware can be updated by software. The only exception is the configuration device, which only can receive a factory update.

The procedure on how to update the firmware of your Spectrum card with the help of the card control center is described in a dedicated section later on.

The procedure on how to update the firmware of your digitizerNETBOX/generatorNETBOX with the help of the integrated Webserver is described in a dedicated chapter later on.

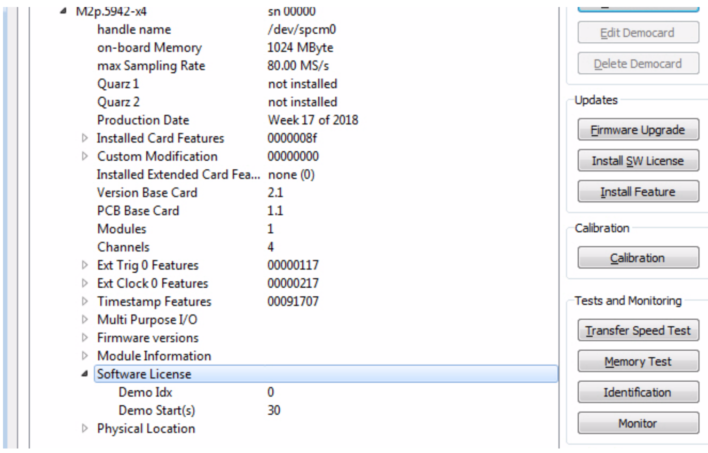


Software License information

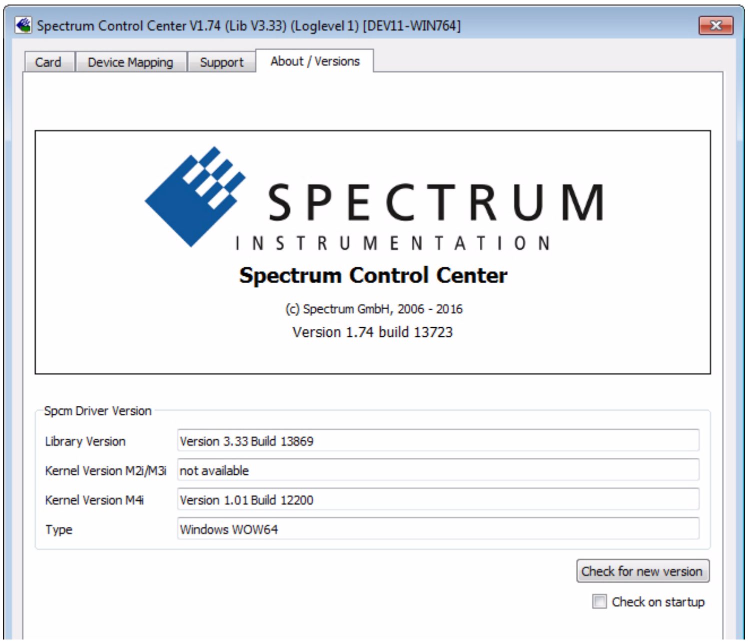
This sub-tree is informing about installed possible software licenses.

As a default all cards come with the demo professional license of SBench6, that is limited to 30 starts of the software with all professional features unlocked.

The number of demo starts left can be seen here.



Driver information



The Spectrum card control center also offers a way to gather information on the installed and used Spectrum driver.

The information on the driver is available through a dedicated tab, as the picture is showing in the example.

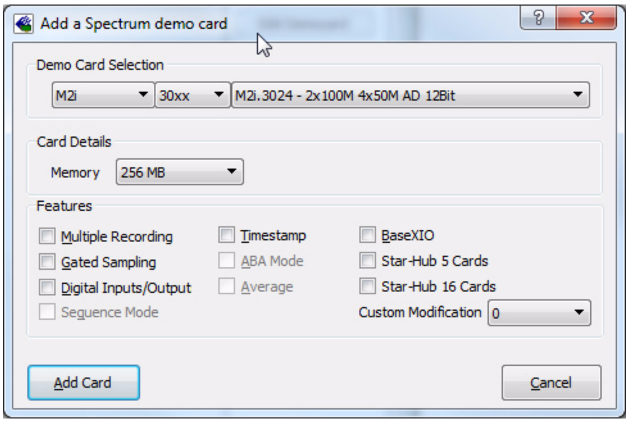
The provided information informs about the used type, distinguishing between Windows or Linux driver and the 32 bit or 64 bit type.

It also gives direct information about the version of the installed Spectrum kernel driver, separately for M2i/ M3i cards and M4i/M4x/M2p cards and the version of the library (which is the *.dll file under Windows).

The information given here can also be found under Windows using the device manager form the control panel. For details in driver details within the control panel please stick to the section on driver installation in your hardware manual.

Installing and removing Demo cards

With the help of the card control center one can install demo cards in the system. A demo card is simulated by the Spectrum driver including data production for acquisition cards. As the demo card is simulated on the lowest driver level all software can be tested including SBench, own applications and drivers for third-party products like LabVIEW. The driver supports up to 64 demo cards at the same time. The simulated memory as well as the simulated software options can be defined when adding a demo card to the system.



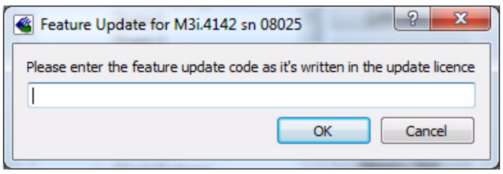
Please keep in mind that these demo cards are only meant to test software and to show certain abilities of the software. They do not simulate the complete behavior of a card, especially not any timing concerning trigger, recording length or FIFO mode notification. The demo card will calculate data every time directly after been called and give it to the user application without any more delay. As the calculation routine isn't speed optimized, generating demo data may take more time than acquiring real data and transferring them to the host PC.

Installed demo cards are listed together with the real hardware in the main information tree as described above. Existing demo cards can be deleted by clicking the related button. The demo card details can be edited by using the edit button. It is for example possible to virtually install additional feature to one card or to change the type to test with a different number of channels.

For installing demo cards on a system without real hardware simply run the Control Center installer. If the installer is not detecting the necessary driver files normally residing on a system with real hardware, it will simply install the Spcm_driver.

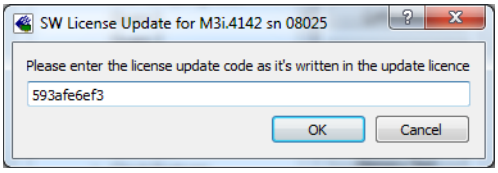
Feature upgrade

All optional features of the M2i/M3i/M4i/M4x cards that do not require any hardware modifications can be installed on fielded cards. After Spectrum has received the order, the customer will get a personalized upgrade code. Just start the card control center, click on „install feature" and enter that given code. After a short moment the feature will be installed and ready to use. No restart of the host system is required.



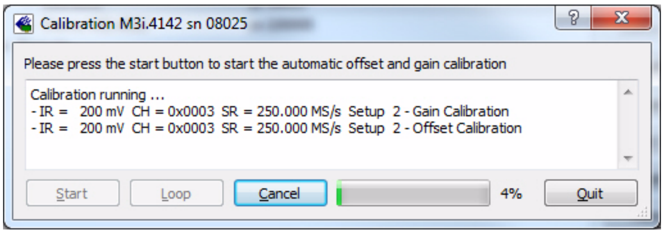
For details on the available options and prices please contact your local Spectrum distributor.

Software License upgrade



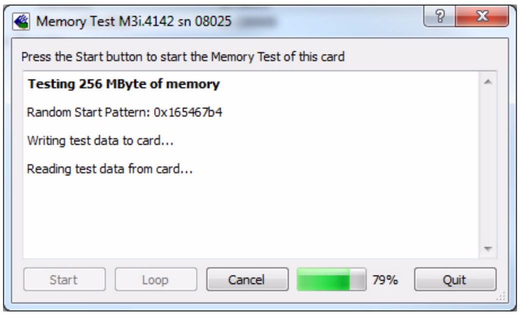
The software license for SBench 6 Professional is installed on the hardware. If ordering a software license for a card that has already been delivered you will get an upgrade code to install that software license. The upgrade code will only match for that particular card with the serial number given in the license. To install the software license please click the „Install SW License" button and type in the code exactly as given in the license.

Performing card calibration



The card control center also provides an easy way to access the automatic card calibration routines of the Spectrum A/D converter cards. Depending on the used card family this can affect offset calibration only or also might include gain calibration. Please refer to the dedicated chapter in your hardware manual for details.

Performing memory test

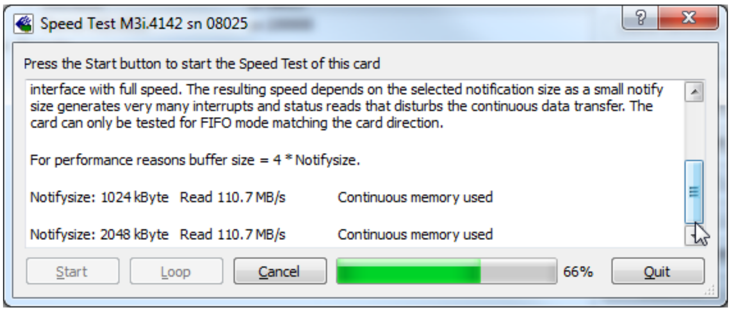


The complete on-board memory of the Spectrum M2i/M3i/M4i/M4x/M2p cards can be tested by the memory test included with the card control center.

When starting the test, randomized data is generated and written to the on-board memory. After a complete write cycle all the data is read back and compared with the generated pattern.

Depending on the amount of installed on-board memory, and your computer's performance this operation might take a while.

Transfer speed test



The control center allows to measure the bus transfer speed of an installed Spectrum card. Therefore different setup is run multiple times and the overall bus transfer speed is measured. To get reliable results it is necessary that you disable debug logging as shown above. It is also highly recommended that no other software or time-consuming background threads are running on that system. The speed test program runs the following two tests:

- Repetitive Memory Transfers: single DMA data transfers are repeated and measured. This test simulates the measuring of pulse repetition frequency when doing multiple single-shots. The test is done using different block sizes. One can estimate the transfer in relation to the transferred data size on multiple single-shots.
- FIFO mode streaming: this test measures the streaming speed in FIFO mode. The test can only use the same direction of transfer the card has been designed for (card to PC=read for all DAQ cards, PC to card=write for all generator cards and both directions for I/O cards). The streaming speed is tested without using the front-end to measure the maximum bus speed that can be reached.
  The Speed in FIFO mode depends on the selected notify size which is explained later in this manual in greater detail.

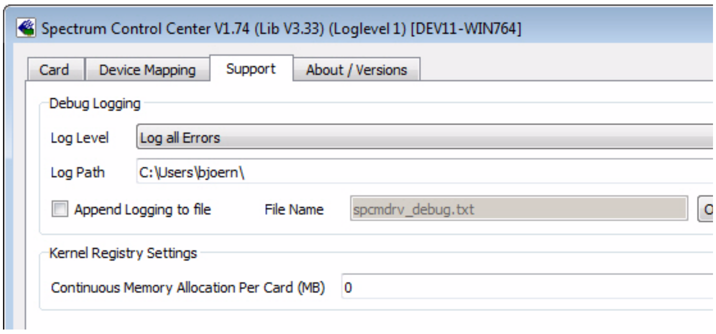
The results are given in MB/s meaning MByte per second. To estimate whether a desired acquisition speed is possible to reach one has to calculate the transfer speed in bytes. There are a few things that have to be put into the calculation:

- 12, 14 and 16 bit analog cards need two bytes for each sample.
- 16 channel digital cards need 2 bytes per sample while 32 channel digital cards need 4 bytes and 64 channel digital cards need 8 bytes.
- The sum of analog channels must be used to calculate the total transfer rate.
- The figures in the Speed Test Utility are given as MBytes, meaning 1024 * 1024 Bytes, 1 MByte = 1048576 Bytes

As an example running a card with 2 14 bit analog channels with 28 MHz produces a transfer rate of [2 channels * 2 Bytes/Sample * 28000000] = 112000000 Bytes/second. Taking the above figures measured on a standard 33 MHz PCI slot the system is just capable of reaching this transfer speed: 108.0 MB/s = 108 * 1024 * 1024 = 113246208 Bytes/second.

Unfortunately it is not possible to measure transfer speed on a system without having a Spectrum card installed.

Debug logging for support cases



For answering your support questions as fast as possible, the setup of the card, driver and firmware version and other information is very helpful.

Therefore the card control center provides an easy way to gather all that information automatically.

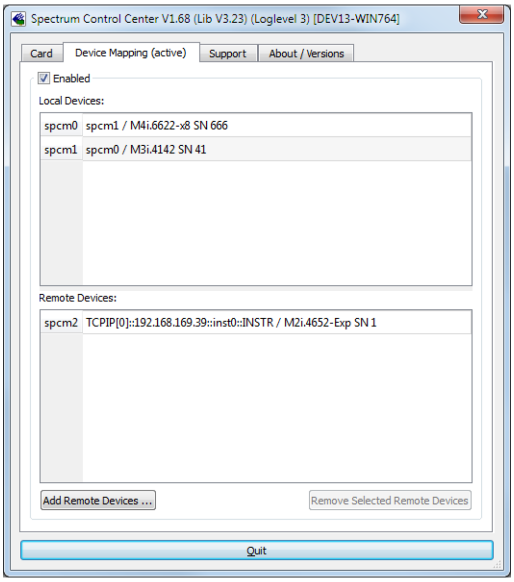
Different debug log levels are available through the graphical interface. By default the log level is set to „no logging" for maximum performance.

The customer can select different log levels and the path of the generated ASCII text file. One can also decide to delete the previous log file first before creating a new one automatically or to append different logs to one single log file.

For maximum performance of your hardware, please make sure that the debug logging is set to „no logging" for normal operation. Please keep in mind that a detailed logging in append mode can quickly generate huge log files.

Device mapping

Within the „Device mapping" tab of the Spectrum Control Center, one can enable the re-mapping of Spectrum devices, be it either local cards, remote instruments such as a digitizerNETBOX or generatorNETBOX or even cards in a remote PC and accessed via the Spectrum remote server option.



In the left column the re-mapped device name is visible that is given to the device in the right column with its original un-mapped device string.

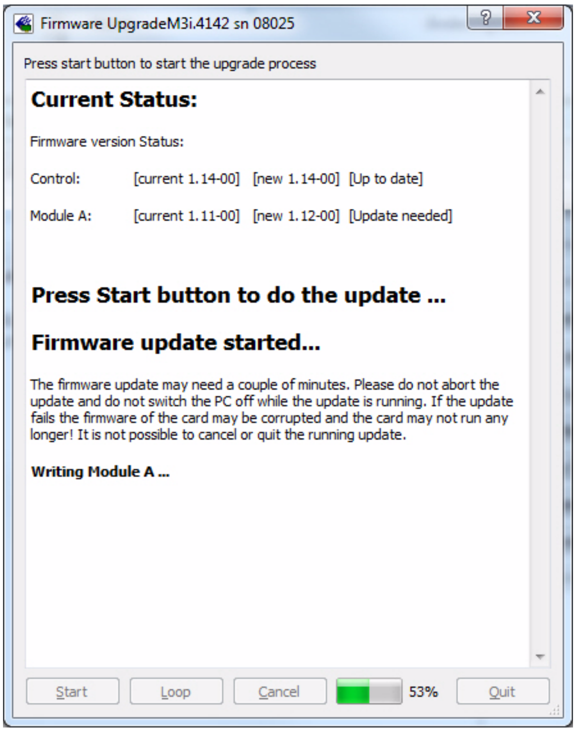
In this example the two local cards „spcm0" and „spcm1" are re-mapped to „spcm1" and „spcm0" respectively, so that their names are simply swapped.

The remote digitizerNETBOX device is mapped to spcm2.

The application software can then use the re-mapped name for simplicity instead of the quite long VISA string.

Changing the order of devices within one group (either local cards or remote devices) can simply be accomplished by draging&dropping the cards to their desired position in the same table.

Firmware upgrade



One of the major features of the card control center is the ability to update the card's firmware by an easy-to-use software. The latest firmware revisions can be found in the download section of our homepage under www.spectrum-instrumentation.com.

A new firmware version is provided there as an installer, that copies the latest firmware to your system. All files are located in a dedicated subfolder „FirmwareUpdate" that will be created inside the Spectrum installation folder. Under Windows this folder by default has been created in the standard program installation directory.

Please do the following steps when wanting to update the firmware of your M2i/M3i/M4i/M4x/M2p card:

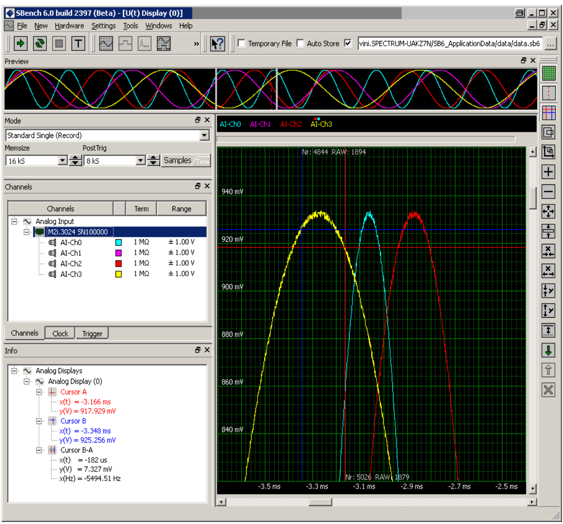
- Download the latest software driver for your operating system provided on the Spectrum homepage.
- Install the new driver as described in the driver install section of your hardware manual provided with the card. All manuals can also be found on the Spectrum homepage in the literature download section.
- Download and run the latest Spectrum Control Center installer.
- Download the installer for the new firmware version.
- Start the installer and follow the instructions given there.
- Start the card control center, select the „card" tab, select the card from the listbox and press the „firmware update" button on the right side.

The dialog then will inform you about the currently installed firmware version for the different devices on the card and the new versions that are available. All devices that will be affected with the update are marked as „update needed". Simply start the update or cancel the operation now, as a running update cannot be aborted.

Please keep in mind that you have to start the update for each card installed in your system separately. Select one card after the other from the listbox and press the „firmware update" button. The firmware installer on the other hand only needs to be started once prior to the update.

Do not abort or shut down the computer while the firmware update is in progress. After a successful update please shut down your PC completely. The re-powering is required to finally activate the new firmware version of your Spectrum card.

Accessing the hardware with SBench 6



After the installation of the cards and the drivers it can be useful to first test the card function with a ready to run software before starting with programming. If accessing a digitizerNETBOX/generatorNETBOX a full SBench 6 Professional license is installed on the system and can be used without any limitations. For plug-in card level products a base version of SBench 6 is delivered with the card on CD also including a 30 starts Professional demo version for plain card products. If you already have bought a card prior to the first SBench 6 release please contact your local dealer to get a SBench 6 Professional demo version. All digitizerNETBOX/generatorNETBOX products come with a pre-installed full SBench 6 Professional.

SBench 6 supports all current acquisition and generation cards and digitizerNETBOX/generatorNETBOX products from Spectrum. Depending on the used product and the software setup, one can use SBench as a digital storage oscilloscope, a spectrum analyzer, a signal generator, a pattern generator, a logic analyzer or simply as a data recording front end. Different export and import formats allow the use of SBench 6 together with a variety of other programs.

On the CD you'll find an install version of SBench 6 in the directory „/Install/SBench6".

The current version of SBench 6 is available free of charge directly from the Spectrum website: www.spectrum-instrumentation.com. Please go to the download section and get the latest version there.

SBench 6 has been designed to run under Windows 7, Windows 8 and Windows 10 as well as Linux using KDE, Gnome or Unity Desktop.

C/C++ Driver Interface

C/C++ is the main programming language for which the drivers have been designed for. Therefore the interface to C/C++ is the best match. All the small examples of the manual showing different parts of the hardware programming are done with C. As the libraries offer a standard interface it is easy to access the libraries also with other programming languages like Delphi, Basic, Python or Java . Please read the following chapters for additional information on this.

Header files

The basic task before using the driver is to include the header files that are delivered on CD together with the board. The header files are found in the directory /Driver/c_header. Please don't change them in any way because they are updated with each new driver version to include the new registers and new functionality.

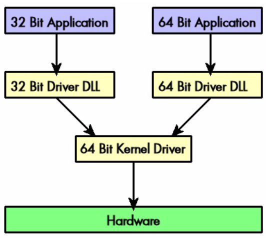
dlltyp.h	Includes the platform specific definitions for data types and function declarations. All data types are based on these definitions. The use of this type definition file allows the use of examples and programs on different platforms without changes to the program source. The header file supports Microsoft Visual C++, Borland C++ Builder and GNU C/C++ directly. When using other compilers it might be necessary to make a copy of this file and change the data types according to this compiler.
regs.h	Defines all registers and commands which are used in the Spectrum driver for the different boards. The registers a board uses are described in the board specific part of the documentation. This header file is common for all cards. Therefore this file also contains a huge number of registers used on other card types than the one described in this manual. Please stick to the manual to see which registers are valid for your type of card.
spcm_drv.h	Defines the functions of the used SpcM driver. All definitions are taken from the file dlltyp.h. The functions themselves are described below.
spcerr.h	Contains all error codes used with the Spectrum driver. All error codes that can be given back by any of the driver functions are also described here briefly. The error codes and their meaning are described in detail in the appendix of this manual.

Example for including the header files:

```
// ----- driver includes -----
#include "dlltyp.h"       // 1st include
#include "regs.h"         // 2nd include
#include "spcerr.h"       // 3rd include
#include "spcm_drv.h"     // 4th include
```

Please always keep the order of including the four Spectrum header files. Otherwise some or all of the functions do not work properly or compiling your program will be impossible!

General Information on Windows 64 bit drivers



After installation of the Spectrum 64 bit driver there are two general ways to access the hardware and to develop applications. If you're going to develop a real 64 bit application it is necessary to access the 64 bit driver dll (spcm_win64.dll) as only this driver dll is supporting the full 64 bit address range.

But it is still possible to run 32 bit applications or to develop 32 bit applications even under Windows 64 bit. Therefore the 32 bit driver dll (spcm_win32.dll) is also installed in the system. The Spectrum SBench5 software is for example running under Windows 64 bit using this driver. The 32 bit dll of course only offers the 32 bit address range and is therefore limited to access only 4 GByte of memory. Beneath both drivers the 64 bit kernel driver is running.

Mixing of 64 bit application with 32 bit dll or vice versa is not possible.

Microsoft Visual C++ 6.0, 2005 and newer 32 Bit

Include Driver

The driver files can be directly included in Microsoft C++ by simply using the library file spcm_win32_msvcpp.lib that is delivered together with the drivers. The library file can be found on the CD in the path /examples/c_cpp/c_header. Please include the library file in your Visual C++ project as shown in the examples. All functions described below are now available in your program.

Examples

Examples can be found on CD in the path /examples/c_cpp. This directory includes a number of different examples that can be used with any card of the same type (e.g. A/D acquisition cards, D/A acquisition cards). You may use these examples as a base for own programming and modify them as you like. The example directories contain a running workspace file for Microsoft Visual C++ 6.0 (*.dsw) as well as project files for Microsoft Visual Studio 2005 and newer (*.vcproj) that can be directly loaded or imported and compiled.
There are also some more board type independent examples in separate subdirectory. These examples show different aspects of the cards like programming options or synchronization and can be combined with one of the board type specific examples.

As the examples are build for a card class there are some checking routines and differentiation between cards families. Differentiation aspects can be number of channels, data width, maximum speed or other details. It is recommended to change the examples matching your card type to obtain maximum performance. Please be informed that the examples are made for easy understanding and simple showing of one aspect of programming. Most of the examples are not optimized for maximum throughput or repetition rates.

Microsoft Visual C++ 2005 and newer 64 Bit

Depending on your version of the Visual Studio suite it may be necessary to install some additional 64 bit components (SDK) on your system. Please follow the instructions found on the MSDN for further information.

Include Driver

The driver files can be directly included in Microsoft C++ by simply using the library file spcm_win64_msvcpp.lib that is delivered together with the drivers. The library file can be found on the CD in the path /examples/c_cpp/c_header. All functions described below are now available in your program.

C++ Builder 32 Bit

Include Driver

The driver files can be easily included in C++ Builder by simply using the library file spcm_win32_bcppb.lib that is delivered together with the drivers. The library file can be found on the CD in the path /examples/c_cpp/c_header. Please include the library file in your C++ Builder project as shown in the examples. All functions described below are now available in your program.

Examples

The C++ Builder examples share the sources with the Visual C++ examples. Please see above chapter for a more detailed documentation of the examples. In each example directory are project files for Visual C++ as well as C++ Builder.

Linux Gnu C/C++ 32/64 Bit

Include Driver

The interface of the linux drivers does not differ from the windows interface. Please include the spcm_linux.lib library in your makefile to have access to all driver functions. A makefile may look like this:

```
COMPILER =   gcc
EXECUTABLE = test_prg
LIBS = -lspcm_linux

OBJECTS =   test.o\
            test2.o

all: $(EXECUTABLE)

$(EXECUTABLE): $(OBJECTS)
    $(COMPILER) $(CFLAGS) -o $(EXECUTABLE) $(LIBS) $(OBJECTS)

%.o: %.cpp
    $(COMPILER) $(CFLAGS) -o $*.o -c $*.cpp
```

Examples

The Gnu C/C++ examples share the source with the Visual C++ examples. Please see above chapter for a more detailed documentation of the examples. Each example directory contains a makefile for the Gnu C/C++ examples.

C++ for .NET

Please see the next chapter for more details on the .NET inclusion.

Other Windows C/C++ compilers 32 Bit

Include Driver

To access the driver, the driver functions must be loaded from the 32 bit driver DLL. Most compilers offer special tools to generate a matching library (e.g. Borland offers the implib tool that generates a matching library out of the windows driver DLL). If such a tool is available it is recommended to use it. Otherwise the driver functions need to be loaded from the dll using standard Windows functions. There is one example in the example directory /examples/c_cpp/dll_loading that shows the process.

Example of function loading:

```
hDLL = LoadLibrary ("spcm_win32.dll"); // Load the 32 bit version of the Spcm driver
pfn_spcm_hOpen =  (SPCM_HOPEN*)  GetProcAddress (hDLL, "_spcm_hOpen@4");
pfn_spcm_vClose = (SPCM_VCLOSE*) GetProcAddress (hDLL, "_spcm_vClose@4");
```

Other Windows C/C++ compilers 64 Bit

Include Driver

To access the driver, the driver functions must be loaded from the 64 bit the driver DLL. Most compilers offer special tools to generate a matching library (e.g. Borland offers the implib tool that generates a matching library out of the windows driver DLL). If such a tool is available it is recommended to use it. Otherwise the driver functions need to be loaded from the dll using standard Windows functions. There is one example in the example directory /examples/c_cpp/dll_loading that shows the process for 32 bit environments. The only line that needs to be modified is the one loading the DLL:

Example of function loading:

```
hDLL = LoadLibrary ("spcm_win64.dll"); // Modified: Load the 64 bit version of the Spcm driver here
pfn_spcm_hOpen =  (SPCM_HOPEN*)  GetProcAddress (hDLL, "spcm_hOpen");
pfn_spcm_vClose = (SPCM_VCLOSE*) GetProcAddress (hDLL, "spcm_vClose");
```

National Instruments LabWindows/CVI

Include Drivers

To use the Spectrum driver under LabWindows/CVI it is necessary to first load the functions from the driver dll. Please use the library file spcm_win32_cvi.lib to access the driver functions.

Examples

Examples for LabWindows/CVI can be found on CD in the directory /examples/cvi. Please mix these examples with the standard C/C++ examples to have access to all functions and modes of the cards.

Driver functions

The driver contains seven main functions to access the hardware.

Own types used by our drivers

To simplify the use of the header files and our examples with different platforms and compilers and to avoid any implicit type conversions we decided to use our own type declarations. This allows us to use platform independent and universal examples and driver interfaces. If you do not stick to these declarations please be sure to use the same data type width. However it is strongly recommended that you use our defined type declarations to avoid any hard to find errors in your programs. If you're using the driver in an environment that is not natively supported by our examples and drivers please be sure to use a type declaration that represents a similar data width

Declaration	Type	Declaration	Type
int8	8 bit signed integer (range from -128 to +127)	uint8	8 bit unsigned integer (range from 0 to 255)
int16	16 bit signed integer (range from -32768 to 32767)	uint16	16 bit unsigned integer (range from 0 to 65535)
int32	32 bit signed integer (range from -2147483648 to 2147483647)	uint32	32 bit unsigned integer (range from 0 to 4294967295)
int64	64 bit signed integer (full range)	uint64	64 bit unsigned integer (full range)
drv_handle	handle to driver, implementation depends on operating system platform		

Notation of variables and functions

In our header files and examples we use a common and reliable form of notation for variables and functions. Each name also contains the type as a prefix. This notation form makes it easy to see implicit type conversions and minimizes programming errors that result from using incorrect types. Feel free to use this notation form for your programs also-

Declaration	Notation	Declaration	Notation
int8	byName (byte)	uint8	cName (character)
int16	nName	uint16	wName (word)
int32	lName (long)	uint32	dwName (double word)
int64	llName (long long)	uint64	qwName (quad word)
int32*	plName (pointer to long)	char	szName (string with zero termination)

Function spcm_hOpen

This function initializes and opens an installed card supporting the new SpcM driver interface, which at the time of printing, are all cards of the M2i/M3i/M4i/M4x/M2p series and the related digitizerNETBOX/generatorNETBOX devices. The function returns a handle that has to be used for driver access. If the card can't be found or the loading of the driver generated an error the function returns a NULL. When calling this function all card specific installation parameters are read out from the hardware and stored within the driver. It is only possible to open one device by one software as concurrent hardware access may be very critical to system stability. As a result when trying to open the same device twice an error will be raised and the function returns NULL.

Function spcm_hOpen (const char* szDeviceName):

```
drv_handle _stdcall spcm_hOpen (        // tries to open the device and returns handle or error code
    const char* szDeviceName);          // name of the device to be opened
```

Under Linux the device name in the function call needs to be a valid device name. Please change the string according to the location of the device if you don't use the standard Linux device names. The driver is installed as default under /dev/spcm0, /dev/spcm1 and so on. The kernel driver numbers the devices starting with 0.

Under Windows the only part of the device name that is used is the tailing number. The rest of the device name is ignored. Therefore to keep the examples simple we use the Linux notation in all our examples. The tailing number gives the index of the device to open. The Windows kernel driver numbers all devices that it finds on boot time starting with 0.

Example for local installed cards

```
drv_handle  hDrv;                 // returns the handle to the opended driver or NULL in case of error
hDrv = spcm_hOpen ("/dev/spcm0");   // string to the driver to open
if (!hDrv)
    printf ("open of driver failed\n");
```

Example for digitizerNETBOX/generatorNETBOX and remote installed cards

```
drv_handle  hDrv;                 // returns the handle to the opended driver or NULL in case of error
hDrv = spcm_hOpen ("TCPIP::192.168.169.14::INST0::INSTR");
if (!hDrv)
    printf ("open of driver failed\n");
```

If the function returns a NULL it is possible to read out the error description of the failed open function by simply passing this NULL to the error function. The error function is described in one of the next topics.

Function spcm_vClose

This function closes the driver and releases all allocated resources. After closing the driver handle it is not possible to access this driver any more. Be sure to close the driver if you don't need it any more to allow other programs to get access to this device.

Function spcm_vClose:

```
void _stdcall spcm_vClose (             // closes the device
    drv_handle  hDevice);               // handle to an already opened device
```

Example:

```
spcm_vClose (hDrv);
```

Function spcm_dwSetParam

All hardware settings are based on software registers that can be set by one of the functions spcm_dwSetParam. These functions set a register to a defined value or execute a command. The board must first be initialized by the spcm_hOpen function. The parameter lRegister must have a valid software register constant as defined in regs.h. The available software registers for the driver are listed in the board specific part of the documentation below. The function returns a 32 bit error code if an error occurs. If no error occurs the function returns ERR_OK, what is zero.

Function spcm_dwSetParam

```
uint32 _stdcall spcm_dwSetParam_i32 (   // Return value is an error code
    drv_handle  hDevice,                // handle to an already opened device
    int32       lRegister,              // software register to be modified
    int32       lValue);                // the value to be set

uint32 _stdcall spcm_dwSetParam_i64m (  // Return value is an error code
    drv_handle  hDevice,                // handle to an already opened device
    int32       lRegister,              // software register to be modified
    int32       lValueHigh,             // upper 32 bit of the value. Containing the sign bit !
    uint32      dwValueLow);            // lower 32 bit of the value.

uint32 _stdcall spcm_dwSetParam_i64 (   // Return value is an error code
    drv_handle  hDevice,                // handle to an already opened device
    int32       lRegister,              // software register to be modified
    int64       llValue);               // the value to be set
```

Example:

```
if (spcm_dwSetParam_i64 (hDrv, SPC_MEMSIZE, 16384) != ERR_OK)
    printf ("Error when setting memory size\n");
```

This example sets the memory size to 16 kSamples (16384). If an error occurred the example will show a short error message

Function spcm_dwGetParam

All hardware settings are based on software registers that can be read by one of the functions spcm_dwGetParam. These functions read an internal register or status information. The board must first be initialized by the spcm_hOpen function. The parameter lRegister must have a valid software register constant as defined in the regs.h file. The available software registers for the driver are listed in the board specific part of the documentation below. The function returns a 32 bit error code if an error occurs. If no error occurs the function returns ERR_OK, what is zero.

Function spcm_dwGetParam

```
uint32 _stdcall spcm_dwGetParam_i32 (   // Return value is an error code
    drv_handle  hDevice,                // handle to an already opened device
    int32       lRegister,              // software register to be read out
    int32*      plValue);               // pointer for the return value

uint32 _stdcall spcm_dwGetParam_i64m (  // Return value is an error code
    drv_handle  hDevice,                // handle to an already opened device
    int32       lRegister,              // software register to be read out
    int32*      plValueHigh,            // pointer for the upper part of the return value
    uint32*     pdwValueLow);           // pointer for the lower part of the return value

uint32 _stdcall spcm_dwGetParam_i64 (   // Return value is an error code
    drv_handle  hDevice,                // handle to an already opened device
    int32       lRegister,              // software register to be read out
    int64*      pllValue);              // pointer for the return value
```

Example:

```
int32 lSerialNumber;
spcm_dwGetParam_i32 (hDrv, SPC_PCISERIALNO, &lSerialNumber);
printf ("Your card has serial number: %05d\n", lSerialNumber);
```

The example reads out the serial number of the installed card and prints it. As the serial number is available under all circumstances there is no error checking when calling this function.

Different call types of spcm_dwSetParam and spcm_dwGetParam: _i32, _i64, _i64m

The three functions only differ in the type of the parameters that are used to call them. As some of the registers can exceed the 32 bit integer range (like memory size or post trigger) it is recommended to use the _i64 function to access these registers. However as there are some programs or compilers that don't support 64 bit integer variables there are two functions that are limited to 32 bit integer variables. In case that you do not access registers that exceed 32 bit integer please use the _i32 function. In case that you access a register which exceeds 64 bit value please use the _i64m calling convention. Inhere the 64 bit value is split into a low double word part and a high double word part. Please be sure to fill both parts with valid information.

If accessing 64 bit registers with 32 bit functions the behavior differs depending on the real value that is currently located in the register. Please have a look at this table to see the different reactions depending on the size of the register:

Internal register	read/write	Function type	Behavior
32 bit register	read	spcm_dwGetParam_i32	value is returned as 32 bit integer in plValue
32 bit register	read	spcm_dwGetParam_i64	value is returned as 64 bit integer in pllValue
32 bit register	read	spcm_dwGetParam_i64m	value is returned as 64 bit integer, the lower part in plValueLow, the upper part in plValueHigh. The upper part can be ignored as it's only a sign extension
32 bit register	write	spcm_dwSetParam_i32	32 bit value can be directly written
32 bit register	write	spcm_dwSetParam_i64	64 bit value can be directly written, please be sure not to exceed the valid register value range
32 bit register	write	spcm_dwSetParam_i64m	32 bit value is written as llValueLow, the value llValueHigh needs to contain the sign extension of this value. In case of llValueLow being a value >= 0 llValueHigh can be 0, in case of llValueLow being a value < 0, llValueHigh has to be -1.
64 bit register	read	spcm_dwGetParam_i32	If the internal register has a value that is inside the 32 bit integer range (-2G up to (2G - 1)) the value is returned normally. If the internal register exceeds this size an error code ERR_EXCEEDSINT32 is returned. As an example: reading back the installed memory will work as long as this memory is < 2 GByte. If the installed memory is >= 2 GByte the function will return an error.
64 bit register	read	spcm_dwGetParam_i64	value is returned as 64 bit integer value in pllValue independent of the value of the internal register.
64 bit register	read	spcm_dwGetParam_i64m	the internal value is split into a low and a high part. As long as the internal value is within the 32 bit range, the low part plValueLow contains the 32 bit value and the upper part plValueHigh can be ignored. If the internal value exceeds the 32 bit range it is absolutely necessary to take both value parts into account.
64 bit register	write	spcm_dwSetParam_i32	the value to be written is limited to 32 bit range. If a value higher than the 32 bit range should be written, one of the other function types need to used.
64 bit register	write	spcm_dwSetParam_i64	the value has to be split into two parts. Be sure to fill the upper part lValueHigh with the correct sign extension even if you only write a 32 bit value as the driver every time interprets both parts of the function call.
64 bit register	write	spcm_dwSetParam_i64m	the value can be written directly independent of the size.

Function spcm_dwGetContBuf

This function reads out the internal continuous memory buffer in bytes, in case one has been allocated. If no buffer has been allocated the function returns a size of zero and a NULL pointer. You may use this buffer for data transfers. As the buffer is continuously allocated in memory the data transfer will speed up by up to 15% - 25%, depending on your specific kind of card. Please see further details in the appendix of this manual.

```
uint32 _stdcall spcm_dwGetContBuf_i64 ( // Return value is an error code
    drv_handle  hDevice,                // handle to an already opened device
    uint32      dwBufType,              // type of the buffer to read as listed above under SPCM_BUF_XXXX
    void**      ppvDataBuffer,          // address of available data buffer
    uint64*     pqwContBufLen);         // length of available continuous buffer

uint32 _stdcall spcm_dwGetContBuf_i64m (// Return value is an error code
    drv_handle  hDevice,                // handle to an already opened device
    uint32      dwBufType,              // type of the buffer to read as listed above under SPCM_BUF_XXXX
    void**      ppvDataBuffer,          // address of available data buffer
    uint32*     pdwContBufLenH,         // high part of length of available continuous buffer
    uint32*     pdwContBufLenL);        // low part of length of available continuous buffer
```

These functions have been added in driver version 1.36. The functions are not available in older driver versions.

These functions also only have effect on locally installed cards and are neither useful nor usable with any digitizerNETBOX or generatorNETBOX products, because no local kernel driver is involved in such a setup. For remote devices these functions will return a NULL pointer for the buffer and 0 Bytes in length.

Function spcm_dwDefTransfer

The spcm_dwDefTransfer function defines a buffer for a following data transfer. This function only defines the buffer, there is no data transfer performed when calling this function. Instead the data transfer is started with separate register commands that are documented in a later chapter. At this position there is also a detailed description of the function parameters.
Please make sure that all parameters of this function match. It is especially necessary that the buffer address is a valid address pointing to memory buffer that has at least the size that is defined in the function call. Please be informed that calling this function with non valid parameters may crash your system as these values are base for following DMA transfers.

The use of this function is described in greater detail in a later chapter.

Function spcm_dwDefTransfer

```
uint32 _stdcall spcm_dwDefTransfer_i64m(// Defines the transfer buffer by 2 x 32 bit unsigned integer
    drv_handle  hDevice,                // handle to an already opened device
    uint32      dwBufType,              // type of the buffer to define as listed above under SPCM_BUF_XXXX
    uint32      dwDirection,            // the transfer direction as defined above
    uint32      dwNotifySize,           // no. of bytes after which an event is sent (0=end of transfer)
    void*       pvDataBuffer,           // pointer to the data buffer
    uint32      dwBrdOffsH,             // high part of offset in board memory
    uint32      dwBrdOffsL,             // low part of offset in board memory
    uint32      dwTransferLenH,         // high part of transfer buffer length
    uint32      dwTransferLenL);        // low part of transfer buffer length

uint32 _stdcall spcm_dwDefTransfer_i64 (// Defines the transfer buffer by using 64 bit unsigned integer values
    drv_handle  hDevice,                // handle to an already opened device
    uint32      dwBufType,              // type of the buffer to define as listed above under SPCM_BUF_XXXX
    uint32      dwDirection,            // the transfer direction as defined above
    uint32      dwNotifySize,           // no. of bytes after which an event is sent (0=end of transfer)
    void*       pvDataBuffer,           // pointer to the data buffer
    uint64      qwBrdOffs,              // offset for transfer in board memory
    uint64      qwTransferLen);         // buffer length
```

This function is available in two different formats as the spcm_dwGetParam and spcm_dwSetParam functions are. The background is the same. As long as you're using a compiler that supports 64 bit integer values please use the _i64 function. Any other platform needs to use the _i64m function and split offset and length in two 32 bit words.

Example:

```
int16* pnBuffer = new int16[8192];
if (spcm_dwDefTransfer_i64 (hDrv, SPCM_BUF_DATA, SPCM_DIR_CARDTOPC, 0, (void*) pnBuffer, 0, 16384) != ERR_OK)
    printf ("DefTransfer failed\n");
```

The example defines a data buffer of 8 kSamples of 16 bit integer values = 16 kByte (16384 byte) for a transfer from card to PC memory. As notify size is set to 0 we only want to get an event when the transfer has finished.

Function spcm_dwInvalidateBuf

The invalidate buffer function is used to tell the driver that the buffer that has been set with spcm_dwDefTransfer call is no longer valid. It is necessary to use the same buffer type as the driver handles different buffers at the same time. Call this function if you want to delete the buffer memory after calling the spcm_dwDefTransfer function. If the buffer already has been transferred after calling spcm_dwDefTransfer it is not necessary to call this function. When calling spcm_dwDefTransfer any further defined buffer is automatically invalidated.

Function spcm_dwInvalidateBuf

```
uint32 _stdcall spcm_dwInvalidateBuf (  // invalidate the transfer buffer
    drv_handle  hDevice,                // handle to an already opened device
    uint32      dwBufType);             // type of the buffer to invalidate as
                                        // listed above under SPCM_BUF_XXXX
```

Function spcm_dwGetErrorInfo

The function returns complete error information on the last error that has occurred. The error handling itself is explained in a later chapter in greater detail. When calling this function please be sure to have a text buffer allocated that has at least ERRORTEXTLEN length. The error text function returns a complete description of the error including the register/value combination that has raised the error and a short description of the error details. In addition it is possible to get back the error generating register/value for own error handling. If not needed the buffers for register/value can be left to NULL.

Note that the timeout event (ERR_TIMEOUT) is not counted as an error internally as it is not locking the driver but as a valid event. Therefore the GetErrorInfo function won't return the timeout event even if it had occurred in between. You can only recognize the ERR_TIMEOUT as a direct return value of the wait function that was called.

Function spcm_dwGetErrorInfo

```
uint32 _stdcall spcm_dwGetErrorInfo_i32 (
    drv_handle  hDevice,                // handle to an already opened device
    uint32*     pdwErrorReg,            // address of the error register (can be zero if not of interest)
    int32*      plErrorValue,           // address of the error value    (can be zero if not of interest)
    char        pszErrorTextBuffer[ERRORTEXTLEN]); // text buffer for text error
```

Example:

```
char szErrorBuf[ERRORTEXTLEN];
if (spcm_dwSetParam_i64 (hDrv, SPC_MEMSIZE, -1))
    {
    spcm_dwGetErrorInfo_i32 (hDrv, NULL, NULL, szErrorBuf);
    printf ("Set of memsize failed with error message: %s\n", szErrorBuf);
    }
```

Delphi (Pascal) Programming Interface

Driver interface

The driver interface is located in the sub-directory d_header and contains the following files. The files need to be included in the delphi project and have to be put into the „uses" section of the source files that will access the driver. Please do not edit any of these files as they're regularly updated if new functions or registers have been included.

file spcm_win32.pas

The file contains the interface to the driver library and defines some needed constants and variable types. All functions of the delphi library are similar to the above explained standard driver functions:

```
// ----- device handling functions -----
function spcm_hOpen (strName: pchar): int32; stdcall; external 'spcm_win32.dll' name '_spcm_hOpen@4';
procedure spcm_vClose (hDevice: int32); stdcall; external 'spcm_win32.dll' name '_spcm_vClose@4';

function spcm_dwGetErrorInfo_i32 (hDevice: int32; var lErrorReg, lErrorValue: int32; strError: pchar): uint32;
stdcall; external 'spcm_win32.dll' name '_spcm_dwGetErrorInfo_i32@16'

// ----- register access functions -----
function spcm_dwSetParam_i32 (hDevice, lRegister, lValue: int32): uint32;
stdcall; external 'spcm_win32.dll' name '_spcm_dwSetParam_i32@12';

function spcm_dwSetParam_i64 (hDevice, lRegister: int32; llValue: int64): uint32;
stdcall; external 'spcm_win32.dll' name '_spcm_dwSetParam_i64@16';

function spcm_dwGetParam_i32 (hDevice, lRegister: int32; var plValue: int32): uint32;
stdcall; external 'spcm_win32.dll' name '_spcm_dwGetParam_i32@12';

function spcm_dwGetParam_i64 (hDevice, lRegister: int32; var pllValue: int64): uint32;
stdcall; external 'spcm_win32.dll' name '_spcm_dwGetParam_i64@12';

// ----- data handling -----
function spcm_dwDefTransfer_i64 (hDevice, dwBufType, dwDirection, dwNotifySize: int32; pvDataBuffer: Pointer;
llBrdOffs, llTransferLen: int64): uint32;
stdcall; external 'spcm_win32.dll' name '_spcm_dwDefTransfer_i64@36';

function spcm_dwInvalidateBuf (hDevice, lBuffer: int32): uint32;
stdcall; external 'spcm_win32.dll' name '_spcm_dwInvalidateBuf@8';
```

The file also defines types used inside the driver and the examples. The types have similar names as used under C/C++ to keep the examples more simple to understand and allow a better comparison.

file SpcRegs.pas

The SpcRegs.pas file defines all constants that are used for the driver. The constant names are the same names as used under the C/C++ examples. All constants names will be found throughout this hardware manual when certain aspects of the driver usage are explained. It is recommended to only use these constant names for better visibility of the programs:

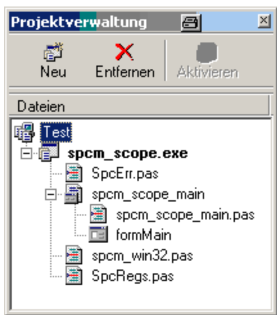
```
const SPC_M2CMD                        = 100;              { write a command }
const     M2CMD_CARD_RESET             = $00000001;        { hardware reset     }
const     M2CMD_CARD_WRITESETUP        = $00000002;        { write setup only }
const     M2CMD_CARD_START             = $00000004;        { start of card (including writesetup) }
const     M2CMD_CARD_ENABLETRIGGER     = $00000008;        { enable trigger engine }
...
```

file SpcErr.pas

The SpeErr.pas file contains all error codes that may be returned by the driver.

Including the driver files

To use the driver function and all the defined constants it is necessary to include the files into the project as shown in the picture on the right. The project overview is taken from one of the examples delivered on CD. Besides including the driver files in the project it is also necessary to include them in the uses section of the source files where functions or constants should be used:




```
uses
  Windows, Messages, SysUtils, Classes, Graphics, Controls, Forms, Dialogs,
  StdCtrls, ExtCtrls,

  SpcRegs, SpcErr, spcm_win32;
```

Examples

Examples for Delphi can be found on CD in the directory /examples/delphi. The directory contains the above mentioned delphi header files and a couple of universal examples, each of them working with a certain type of card. Please feel free to use these examples as a base for your programs and to modify them in any kind.

spcm_scope

The example implements a very simple scope program that makes single acquisitions on button pressing. A fixed setup is done inside the example. The spcm_scope example can be used with any analog data acquisition card from Spectrum. It covers cards with 1 byte per sample (8 bit resolution) as well as cards with 2 bytes per sample (12, 14 and 16 bit resolution)

The program shows the following steps:

- Initialization of a card and reading of card information like type, function and serial number
- Doing a simple card setup
- Performing the acquisition and waiting for the end interrupt
- Reading of data, re-scaling it and displaying waveform on screen

.NET programming languages

Library

For using the driver with a .NET based language Spectrum delivers a special library that encapsulates the driver in a .NET object. By adding this object to the project it is possible to access all driver functions and constants from within your .NET environment.

There is one small console based example for each supported .NET language that shows how to include the driver and how to access the cards. Please combine this example with the different standard examples to get the different card functionality.

Declaration

The driver access methods and also all the type, register and error declarations are combined in the object Spcm and are located in one of the two DLLs either SpcmDrv32.NET.dll or SpcmDrv64.NET.dll delivered with the .NET examples.

For simplicity, either file is simply called „SpcmDrv.NET.dll“ in the following passages and the actual file name must be replaced with either the 32bit or 64bit version according to your application.

Spectrum also delivers the source code of the DLLs as a C# project. These sources are located in the directory SpcmDrv.NET.

```
namespace Spcm
    {
    public class Drv
        {
        [DllImport("spcm_win32.dll")]public static extern IntPtr spcm_hOpen (string szDeviceName);
        [DllImport("spcm_win32.dll")]public static extern void spcm_vClose  (IntPtr hDevice);
...
    public class CardType
        {
        public const int TYP_M2I2020                 = unchecked ((int)0x00032020);
        public const int TYP_M2I2021                 = unchecked ((int)0x00032021);
        public const int TYP_M2I2025                 = unchecked ((int)0x00032025);
...
    public class Regs
        {
        public const int SPC_M2CMD                   = unchecked ((int)100);
        public const int M2CMD_CARD_RESET            = unchecked ((int)0x00000001);
        public const int M2CMD_CARD_WRITESETUP       = unchecked ((int)0x00000002);
...
```

Using C#

The SpcmDrv.NET.dll needs to be included within the Solution Explorer in the References section. Please use right mouse and select „AddReference“. After this all functions and constants of the driver object are available.

Please see the example in the directory CSharp as a start:

```
// ----- open card -----
hDevice = Drv.spcm_hOpen("/dev/spcm0");
if ((int)hDevice == 0)
    {
    Console.WriteLine("Error: Could not open card\n");
    return 1;
    }

// ----- get card type -----
dwErrorCode = Drv.spcm_dwGetParam_i32(hDevice, Regs.SPC_PCITYP, out lCardType);
dwErrorCode = Drv.spcm_dwGetParam_i32(hDevice, Regs.SPC_PCISERIALNR, out lSerialNumber);
```

Example for digitizerNETBOX/generatorNETBOX and remotely installed cards:

```
// ----- open remote card -----
hDevice = Drv.spcm_hOpen("TCPIP::192.168.169.14::INST0::INSTR");
```

Using Managed C++/CLI

The SpcmDrv.NET.dll needs to be included within the project options. Please select „Project" - „Properties" - „References" and finally „Add new Reference". After this all functions and constants of the driver object are available.

Please see the example in the directory CppCLR as a start:

```
// ----- open card -----
hDevice = Drv::spcm_hOpen("/dev/spcm0");
if ((int)hDevice == 0)
    {
    Console::WriteLine("Error: Could not open card\n");
    return 1;
    }

// ----- get card type -----
dwErrorCode = Drv::spcm_dwGetParam_i32(hDevice, Regs::SPC_PCITYP, lCardType);
dwErrorCode = Drv::spcm_dwGetParam_i32(hDevice, Regs::SPC_PCISERIALNR, lSerialNumber);
```

Example for digitizerNETBOX/generatorNETBOX and remotely installed cards:

```
// ----- open remote card -----
hDevice = Drv::spcm_hOpen("TCPIP::192.168.169.14::INST0::INSTR");
```

Using VB.NET

The SpcmDrv.NET.dll needs to be included within the project options. Please select „Project" - „Properties" - „References" and finally „Add new Reference". After this all functions and constants of the driver object are available.

Please see the example in the directory VB.NET as a start:

```
' ----- open card -----
hDevice = Drv.spcm_hOpen("/dev/spcm0")

If (hDevice = 0) Then
    Console.WriteLine("Error: Could not open card\n")
Else

    ' ----- get card type -----
    dwError = Drv.spcm_dwGetParam_i32(hDevice, Regs.SPC_PCITYP, lCardType)
    dwError = Drv.spcm_dwGetParam_i32(hDevice, Regs.SPC_PCISERIALNR, lSerialNumber)
```

Example for digitizerNETBOX/generatorNETBOX and remotely installed cards:

```
' ----- open remote card -----
hDevice = Drv.spcm_hOpen("TCPIP::192.168.169.14::INST0::INSTR")
```

Using J#

The SpcmDrv.NET.dll needs to be included within the Solution Explorer in the References section. Please use right mouse and select „AddReference". After this all functions and constants of the driver object are available.

Please see the example in the directory JSharp as a start:

```
// ----- open card -----
hDevice = Drv.spcm_hOpen("/dev/spcm0");

if (hDevice.ToInt32() == 0)
    System.out.println("Error: Could not open card\n");
else
    {
    // ----- get card type -----
    dwErrorCode = Drv.spcm_dwGetParam_i32(hDevice, Regs.SPC_PCITYP, lCardType);
    dwErrorCode = Drv.spcm_dwGetParam_i32(hDevice, Regs.SPC_PCISERIALNR, lSerialNumber);
```

Example for digitizerNETBOX/generatorNETBOX and remotely installed cards:

```
' ----- open remote card -----
hDevice = Drv.spcm_hOpen("TCPIP::192.168.169.14::INST0::INSTR")
```

Python Programming Interface and Examples

Driver interface

The driver interface contains the following files. The files need to be included in the python project. Please do not edit any of these files as they are regularily updated if new functions or registers have been included. To use pyspcm you need either python 2 (2.4, 2.6 or 2.7) or python 3 (3.x) and ctype, which is included in python 2.6 and newer and needs to be installed separately for Python 2.4.

file pyspcm.py

The file contains the interface to the driver library and defines some needed constants. All functions of the python library are similar to the above explained standard driver functions and use ctypes as input and return parameters:

```
# ----- Windows -----
spcmDll = windll.LoadLibrary ("c:\\windows\\system32\\spcm_win32.dll")

# load spcm_hOpen
spcm_hOpen = getattr (spcmDll, "_spcm_hOpen@4")
spcm_hOpen.argtype = [c_char_p]
spcm_hOpen.restype = drv_handle

# load spcm_vClose
spcm_vClose = getattr (spcmDll, "_spcm_vClose@4")
spcm_vClose.argtype = [drv_handle]
spcm_vClose.restype = None

# load spcm_dwGetErrorInfo
spcm_dwGetErrorInfo_i32 = getattr (spcmDll, "_spcm_dwGetErrorInfo_i32@16")
spcm_dwGetErrorInfo_i32.argtype = [drv_handle, ptr32, ptr32, c_char_p]
spcm_dwGetErrorInfo_i32.restype = uint32

# load spcm_dwGetParam_i32
spcm_dwGetParam_i32 = getattr (spcmDll, "_spcm_dwGetParam_i32@12")
spcm_dwGetParam_i32.argtype = [drv_handle, int32, ptr32]
spcm_dwGetParam_i32.restype = uint32

# load spcm_dwGetParam_i64
spcm_dwGetParam_i64 = getattr (spcmDll, "_spcm_dwGetParam_i64@12")
spcm_dwGetParam_i64.argtype = [drv_handle, int32, ptr64]
spcm_dwGetParam_i64.restype = uint32

# load spcm_dwSetParam_i32
spcm_dwSetParam_i32 = getattr (spcmDll, "_spcm_dwSetParam_i32@12")
spcm_dwSetParam_i32.argtype = [drv_handle, int32, int32]
spcm_dwSetParam_i32.restype = uint32

# load spcm_dwSetParam_i64
spcm_dwSetParam_i64 = getattr (spcmDll, "_spcm_dwSetParam_i64@16")
spcm_dwSetParam_i64.argtype = [drv_handle, int32, int64]
spcm_dwSetParam_i64.restype = uint32

# load spcm_dwSetParam_i64m
spcm_dwSetParam_i64m = getattr (spcmDll, "_spcm_dwSetParam_i64m@16")
spcm_dwSetParam_i64m.argtype = [drv_handle, int32, int32, int32]
spcm_dwSetParam_i64m.restype = uint32

# load spcm_dwDefTransfer_i64
spcm_dwDefTransfer_i64 = getattr (spcmDll, "_spcm_dwDefTransfer_i64@36")
spcm_dwDefTransfer_i64.argtype = [drv_handle, uint32, uint32, uint32, c_void_p, uint64, uint64]
spcm_dwDefTransfer_i64.restype = uint32

spcm_dwInvalidateBuf = getattr (spcmDll, "_spcm_dwInvalidateBuf@8")
spcm_dwInvalidateBuf.argtype = [drv_handle, uint32]
spcm_dwInvalidateBuf.restype = uint32


# ----- Linux -----
# use cdll because all driver access functions use cdecl calling convention under linux
spcmDll = cdll.LoadLibrary ("libspcm_linux.so")

# the loading of the driver access functions is similar to windows:

# load spcm_hOpen
spcm_hOpen = getattr (spcmDll, "spcm_hOpen")
spcm_hOpen.argtype = [c_char_p]
spcm_hOpen.restype = drv_handle

# ...
```

file regs.py

The regs.py file defines all constants that are used for the driver. The constant names are the same names compared to the C/C++ examples. All constant names will be found throughout this hardware manual when certain aspects of the driver usage are explained. It is recommended to only use these constant names for better readability of the programs:

```
SPC_M2CMD = 100l                                   # write a command
M2CMD_CARD_RESET = 0x00000001l                     # hardware reset
M2CMD_CARD_WRITESETUP = 0x00000002l                # write setup only
M2CMD_CARD_START = 0x00000004l                     # start of card (including writesetup)
M2CMD_CARD_ENABLETRIGGER = 0x00000008l             # enable trigger engine
...
```

file spcerr.py

The spcerr.py file contains all error codes that may be returned by the driver.

Examples

Examples for Python can be found on CD in the directory /examples/python. The directory contains the above mentioned header files and some examples, each of them working with a certain type of card. Please feel free to use these examples as a base for your programs and to modify them in any kind.

When allocating the buffer for DMA transfers, use the following function to get a mutable character buffer: ctypes.create_string_buffer(init_or_size[, size])

Java Programming Interface and Examples

Driver interface

The driver interface contains the following Java files (classes). The files need to be included in your Java project. Please do not edit any of these files as they are regularily updated if new functions or registers have been included. The driver interface uses the Java Native Access (JNA) library.

This library is licensed under the LGPL (https://www.gnu.org/licenses/lgpl-3.0.en.html) and has also to be included to your Java project.

To download the latest jna.jar package and to get more information about the JNA project please check the projects GitHub page under: https://github.com/java-native-access/jna

The following files can be found in the „SpcmDrv“ folder of your Java examples install path.

SpcmDrv32.java / SpcmDrv64.java

The files contain the interface to the driver library and defines some needed constants. All functions of the driver interface are similar to the above explained standard driver functions. Use the SpcmDrv32.java for 32 bit and the SpcmDrv64.java for 64 bit projects:

```
...

public interface SpcmWin64 extends StdCallLibrary {

    SpcmWin64 INSTANCE = (SpcmWin64)Native.loadLibrary (("spcm_win64"), SpcmWin64.class);

    int spcm_hOpen (String sDeviceName);
    void spcm_vClose (int hDevice);
    int spcm_dwSetParam_i64  (int hDevice, int lRegister, long llValue);
    int spcm_dwGetParam_i64 (int hDevice, int lRegister, LongByReference pllValue);
    int spcm_dwDefTransfer_i64 (int hDevice, int lBufType, int lDirection, int lNotifySize,
                                Pointer pDataBuffer, long llBrdOffs, long llTransferLen);
    int spcm_dwInvalidateBuf (int hDevice, int lBufType);
    int spcm_dwGetErrorInfo_i32 (int hDevice, IntByReference plErrorReg,
                                 IntByReference plErrorValue, Pointer sErrorTextBuffer);
    }

...
```

SpcmRegs.java

The SpcmRegs class defines all constants that are used for the driver. The constants names are the same names compared to the C/C++ examples. All constant names will be found throughout this hardware manual when certain aspects of the driver usage are explained. It is recommended to only use these constant names for better readability of the programs:

```
...

public static final int SPC_M2CMD = 100;
public static final int M2CMD_CARD_RESET = 0x00000001;
public static final int M2CMD_CARD_WRITESETUP = 0x00000002;
public static final int M2CMD_CARD_START = 0x00000004;
public static final int M2CMD_CARD_ENABLETRIGGER = 0x00000008;
...
```

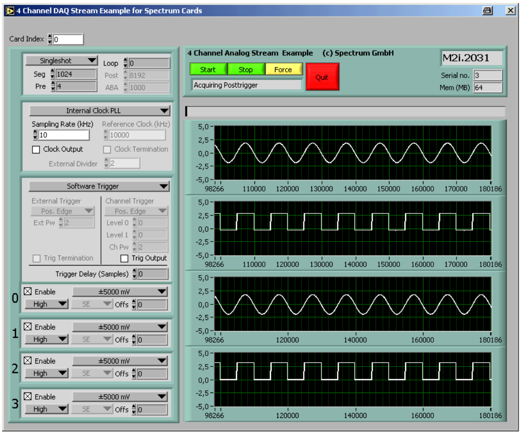
SpcmErrors.java

The SpcmErrors class contains all error codes that may be returned by the driver.

Examples

Examples for Java can be found on CD in the directory /examples/java. The directory contains the above mentioned header files and some examples, each of them working with a certain type of card. Please feel free to use these examples as a base for your programs and to modify them in any kind.

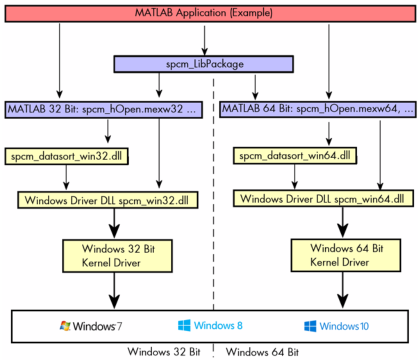
LabVIEW driver and examples



A full set of drivers and examples is available for LabVIEW for Windows. LabVIEW for Linux is currently not supported. The LabVIEW drivers have their own manual. The LabVIEW drivers, examples and the manual are found on the CD that has been included in the delivery. The latest version is also available on our webpage www.spectrum-instrumentation.com

Please follow the description in the LabVIEW manual for installation and useage of the LabVIEW drivers for this card.

MATLAB driver and examples



A full set of drivers and examples is available for Mathworks MATLAB for Windows (32 bit and 64 bit versions) and also for MATLAB for Linux (64 bit version). There is no additional toolbox needed to run the MATLAB examples and drivers.

The MATLAB drivers have their own manual. The MATLAB drivers, examples and the manual are found on the CD that has been included in the delivery. The latest version is also available on our webpage www.spectrum-instrumentation.com

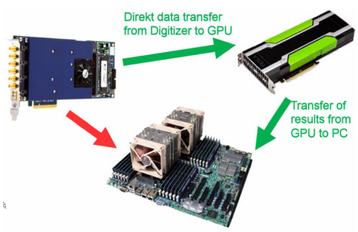
Please follow the description in the MATLAB manual for installation and useage of the MATLAB drivers for this card.

SCAPP – CUDA GPU based data processing

Spectrum's CUDA Access for Parallel Processing

Modern GPUs (Graphic Processing Units) are designed to handle a large number of parallel operations. While a CPU offers only a few cores for parallel calculations, a GPU can offer thousands of cores. This computing capabilities can be used for calculations using the Nvidia CUDA interface. Since bus bandwidth and CPU power are often a bottleneck in calculations, CUDA Remote Direct Memory Access (RDMA) can be used to directly transfer data from/to a Spectrum Digitizer/Generator to/from a GPU card for processing, thus avoiding the transfer of raw data to the host memory and benefiting from the computational power of the GPU.

SCAPP Spectrum's CUDA Access – Parallel Processing



For applications requiring high powered signal and data processing Spectrum offers SCAPP (Spectrum's CUDA Access for Parallel Processing). The SCAPP SDK allows a direct link between Spectrum digitizers or generators and CUDA based GPU cards. Once in the GPU users can harness the processing power of the GPU's multiple (up to 5000) processing cores and large (up to 24 GB) memories. SCAPP uses an RDMA (Linux only) process to send data at the digitizers full PCIe transfer speed to the GPU card. The SDK includes a set of examples for interaction between the digitizer or generator and the GPU card and another set of CUDA parallel processing examples with easy building blocks for basic functions like filtering, averaging, data de-multiplexing, data conversion or FFT. All the software is based on C/C++ and can easily be implemented, expanded and modified with normal programming skills.

Please follow the description in the SCAPP manual for installation and usage of the SCAPP drivers for this card.

Programming the Board

Overview

The following chapters show you in detail how to program the different aspects of the board. For every topic there's a small example. For the examples we focused on Visual C++. However as shown in the last chapter the differences in programming the board under different programming languages are marginal. This manual describes the programming of the whole hardware family. Some of the topics are similar for all board versions. But some differ a little bit from type to type. Please check the given tables for these topics and examine carefully which settings are valid for your special kind of board.

Register tables

The programming of the boards is totally software register based. All software registers are described in the following form:

The name of the software register as found in the regs.h file. Could directly be used by C/C++, Delphi and Basic com-

The decimal value of the software register. Also found in the regs.h file. This value must be used with all programs or compilers that cannot use the header file directly.

Describes whether the register can be read (r) and/or written (w).

Short description of the functionality of the register. A more detailed description is found above or below the register tables.

Register	Value	Direction	Description
SPC_M2CMD	100	w	Command register of the board.
M2CMD_CARD_START	4h	Starts the board with the current register settings.	
M2CMD_CARD_STOP	40h	Stops the board manually.	

Any constants that can be used to program the register directly are shown inserted beneath the register table.

The decimal or hexadecimal value of the constant, also found in the regs.h file. Hexadecimal values are indicated with an „h" at the end. This value must be used with all programs or compilers that cannot use the header file directly.

Short description of the use of this constant.

If no constants are given below the register table, the dedicated register is used as a switch. All such registers are activated if written with a "1" and deactivated if written with a "0".

Programming examples

In this manual a lot of programming examples are used to give you an impression on how the actual mentioned registers can be set within your own program. All of the examples are located in a separated colored box to indicate the example and to make it easier to differ it from the describing text.

All of the examples mentioned throughout the manual are written in C/C++ and can be used with any C/C++ compiler for Windows or Linux.

Complete C/C++ Example

```
#include "../c_header/dlltyp.h"
#include "../c_header/regs.h"
#include "../c_header/spcm_drv.h"

#include <stdio.h>

int main()
    {
    drv_handle hDrv;                                            // the handle of the device
    int32 lCardType;                                            // a place to store card information

    hDrv = spcm_hOpen ("/dev/spcm0");                           // Opens the board and gets a handle
    if (!hDrv)                                                  // check whether we can access the card
        return -1;

    spcm_dwGetParam_i32 (hDrv, SPC_PCITYP,  &lCardType);        // simple command, read out of card type
    printf ("Found card M2i/M3i/M4i.%04x in the system\n", lCardType & TYP_VERSIONMASK);
    spcm_vClose (hDrv);

    return 0;
    }
```

Initialization

Before using the card it is necessary to open the kernel device to access the hardware. It is only possible to use every device exclusively using the handle that is obtained when opening the device. Opening the same device twice will only generate an error code. After ending the driver use the device has to be closed again to allow later re-opening. Open and close of driver is done using the spcm_hOpen and spcm_vClose function as described in the "Driver Functions" chapter before.

Open/Close Example

```
drv_handle hDrv;                                            // the handle of the device

hDrv = spcm_hOpen ("/dev/spcm0");                           // Opens the board and gets a handle
if (!hDrv)                                                  // check whether we can access the card
    {
    printf "Open failed\n");
    return -1;
    }

... do any work with the driver

spcm_vClose (hDrv);
return 0;
```

Initialization of Remote Products

The only step that is different when accessing remotely controlled cards or digitizerNETBOXes is the initialization of the driver. Instead of the local handle one has to open the VISA string that is returned by the discovery function. Alternatively it is also possible to access the card directly without discovery function if the IP address of the device is known.

```
drv_handle hDrv;                                            // the handle of the device

hDrv = spcm_hOpen ("TCPIP::192.168.169.14::INSTR");         // Opens the remote board and gets a handle
if (!hDrv)                                                  // check whether we can access the card
    {
    printf "Open of remote card failed\n");
    return -1;
    }

...
```

Multiple cards are opened by indexing the remote card number:

```
hDrv = spcm_hOpen ("TCPIP::192.168.169.14::INSTR");            // Opens the remote board #0
                                                               // or alternatively
hDrv = spcm_hOpen ("TCPIP::192.168.169.14::INST0::INSTR");     // Opens the remote board #0
                                                               // all other boards require an index:
hDrv = spcm_hOpen ("TCPIP::192.168.169.14::INST1::INSTR");     // Opens the remote board #1
hDrv = spcm_hOpen ("TCPIP::192.168.169.14::INST2::INSTR");     // Opens the remote board #2
```

Error handling

If one action caused an error in the driver this error and the register and value where it occurs will be saved.

The driver is then locked until the error is read out using the error function spcm_dwGetErrorInfo_i32. Any calls to other functions will just return the error code ERR_LASTERR showing that there is an error to be read out.

This error locking functionality will prevent the generation of unseen false commands and settings that may lead to totally unexpected behavior. For sure there are only errors locked that result on false commands or settings. Any error code that is generated to report a condition to the user won't lock the driver. As example the error code ERR_TIMEOUT showing that the a timeout in a wait function has occurred won't lock the driver and the user can simply react to this error code without reading the complete error function.

As a benefit from this error locking it is not necessary to check the error return of each function call but just checking the error function once at the end of all calls to see where an error occurred. The enhanced error function returns a complete error description that will lead to the call that produces the error.

Example for error checking at end using the error text from the driver:

```
char szErrorText[ERRORTEXTLEN];

spcm_dwSetParam_i64 (hDrv, SPC_SAMPLERATE, 1000000);                // correct command
spcm_dwSetParam_i64 (hDrv, SPC_MEMSIZE, -345);                      // faulty command
spcm_dwSetParam_i64 (hDrv, SPC_POSTTRIGGER, 1024);                  // correct command
if (spcm_dwGetErrorInfo_i32 (hDrv, NULL, NULL, szErrorText) != ERR_OK)   // check for an error
    {
    printf (szErrorText);                                           // print the error text
    spcm_vClose (hDrv);                                             // close the driver
    exit (0);                                                       // and leave the program
    }
```

This short program then would generate a printout as:

```
Error ocurred at register SPC_MEMSIZE with value -345: value not allowed
```

All error codes are described in detail in the appendix. Please refer to this error description and the description of the software register to examine the cause for the error message.

Any of the parameters of the spcm_dwGetErrorInfo_i32 function can be used to obtain detailed information on the error. If one is not interested in parts of this information it is possible to just pass a NULL (zero) to this variable like shown in the example. If one is not interested in the error text but wants to install its own error handler it may be interesting to just read out the error generating register and value.

Example for error checking with own (simple) error handler:

```
uint32 dwErrorReg;
int32  lErrorValue;
uint32 dwErrorCode;

spcm_dwSetParam_i64 (hDrv, SPC_SAMPLERATE, 1000000);                // correct command
spcm_dwSetParam_i64 (hDrv, SPC_MEMSIZE, -345);                      // faulty command
spcm_dwSetParam_i64 (hDrv, SPC_POSTTRIGGER, 1024);                  // correct command
dwErrorCode = spcm_dwGetErrorInfo_i32 (hDrv, &dwErrorReg, &lErrorValue, NULL);
if (dwErrorCode)                                                    // check for an error
    {
    printf ("Errorcode: %d in register %d at value %d\n", lErrorCode, dwErrorReg, lErrorValue);
    spcm_vClose (hDrv);                                             // close the driver
    exit (0);                                                       // and leave the program
    }
```

Gathering information from the card

When opening the card the driver library internally reads out a lot of information from the on-board eeprom. The driver also offers additional information on hardware details. All of this information can be read out and used for programming and documentation. This chapter will show all general information that is offered by the driver. There is also some more information on certain parts of the card, like clock machine or trigger machine, that is described in detail in the documentation of that part of the card.

All information can be read out using one of the spcm_dwGetParam functions. Please stick to the "Driver Functions" chapter for more details on this function.

Card type

The card type information returns the specific card type that is found under this device. When using multiple cards in one system it is highly recommended to read out this register first to examine the ordering of cards. Please don't rely on the card ordering as this is based on the BIOS, the bus connections and the operating system.

Register	Value	Direction	Description
SPC_PCITYP	2000	read	Type of board as listed in the table below.

One of the following values is returned, when reading this register. Each card has its own card type constant defined in regs.h. Please note that when reading the card information as a hex value, the lower word shows the digits of the card name while the upper word is a indication for the used bus type.

.

Card type	Card type as defined in regs.h	Value hexadecimal	Value decimal		Card type	Card type as defined in regs.h	Value hexadecimal	Value decimal
M4i.4410-x8	TYP_M4I4410_X8	74410h	476176		M4i.4451-x8	TYP_M4I4451_X8	74451h	476241
M4i.4411-x8	TYP_M4I4411_X8	74411h	476177		M4i.4470-x8	TYP_M4I4470_X8	74470h	476272
M4i.4420-x8	TYP_M4I4420_X8	74420h	476192		M4i.4471-x8	TYP_M4I4471_X8	74471h	476273
M4i.4421-x8	TYP_M4I4421_X8	74421h	476193		M4i.4480-x8	TYP_M4I4480_X8	74480h	476288
M4i.4450-x8	TYP_M4I4450_X8	74450h	476240		M4i.4481-x8	TYP_M4I4481_X8	74481h	476289

Hardware and PCB version

Since all of the boards from Spectrum are modular boards, they consist of one base board and one piggy-back front-end module and eventually of an extension module like the star-hub. Each of these three kinds of hardware has its own version register. Normally you do not need this information but if you have a support question, please provide the revision together with it.

Register	Value	Direction	Description
SPC_PCIVERSION	2010	read	Base card version: the upper 16 bit show the hardware version, the lower 16 bit show the firmware version.
SPC_BASEPCBVERSION	2014	read	Base card PCB version: the lower 16 bit are divided into two 8 bit values containing pre/post decimal point version information. For example a lower 16 bit value of 0106h represents a PCB version V1.6. The upper 16 bit are always zero.
SPC_PCIMODULEVERSION	2012	read	Module version: the upper 16 bit show the hardware version, the lower 16 bit show the firmware version.
SPC_MODULEPCBVERSION	2015	read	Module PCB version: the lower 16 bit are divided into two 8 bit values containing pre/post decimal point version information. For example a lower 16 bit value of 0106h represents a PCB version V1.6. The upper 16 bit are always zero.

If your board has an additional piggy-back extension module mounted you can get the hardware version with the following register.

Register	Value	Direction	Description
SPC_PCIEXTVERSION	2011	read	Extension module version: the upper 16 bit show the hardware version, the lower 16 bit show the firmware version.
SPC_EXTPCBVERSION	2017	read	Extension module PCB version: the lower 16 bit are divided into two 8 bit values containing pre/post decimal point version information. For example a lower 16 bit value of 0106h represents a PCB version V1.6. The upper 16 bit are always zero.

Reading currently used PXI slot No. (M4x only)

For the PXIe cards of the M4x.xxxx series it is possible to read out the current slot number, in which the card is installed within the chassis:

Register	Value	Direction	Description
SPC_PXIHWSLOTNO	2055	read	Returns the currently used slot number of the chassis.

Production date

This register informs you about the production date, which is returned as one 32 bit long word. The lower word is holding the information about the year, while the upper word informs about the week of the year.

Register	Value	Direction	Description
SPC_PCIDATE	2020	read	Production date: week in bits 31 to 16, year in bits 15 to 0

The following example shows how to read out a date and how to interpret the value:

```
spcm_dwGetParam_i32 (hDrv, SPC_PCIDATE,     &lProdDate);
printf ("Production: week &d of year &d\n", (lProdDate >> 16) & 0xffff, lProdDate & 0xffff);
```

Last calibration date (analog cards only)

This register informs you about the date of the last factory calibration. When receiving a new card this date is similar to the delivery date when the production calibration is done. When returning the card to calibration this information is updated. This date is not updated when just doing an on-board calibration by the user. The date is returned as one 32 bit long word. The lower word is holding the information about the year, while the upper word informs about the week of the year.

Register	Value	Direction	Description
SPC_CALIBDATE	2025	read	Last calibration date: week in bit 31 to 16, year in bit 15 to 0

Serial number

This register holds the information about the serial number of the board. This number is unique and should always be sent together with a support question. Normally you use this information together with the register SPC_PCITYP to verify that multiple measurements are done with the exact same board.

Register	Value	Direction	Description
SPC_PCISERIALNO	2030	read	Serial number of the board

Maximum possible sampling rate

This register gives you the maximum possible sampling rate the board can run. The information provided here does not consider any restrictions in the maximum speed caused by special channel settings. For detailed information about the correlation between the maximum sampling rate and the number of activated channels please refer to the according chapter.

Register	Value	Direction	Description
SPC_PCISAMPLERATE	2100	read	Maximum sampling rate in Hz as a 64 bit integer value

Installed memory

This register returns the size of the installed on-board memory in bytes as a 64 bit integer value. If you want to know the amount of samples you can store, you must regard the size of one sample of your card. All 8 bit A/D and D/A cards use only one byte per sample, while all other A/D and D/A cards with 12, 14 and 16 bit resolution use two bytes to store one sample. All digital cards need one byte to store 8 data bits.

Register	Value	Direction	Description
SPC_PCIMEMSIZE	2110	read _i32	Installed memory in bytes as a 32 bit integer value. Maximum return value will 1 GByte. If more memory is installed this function will return the error code ERR_EXCEEDINT32.
SPC_PCIMEMSIZE	2110	read _i64	Installed memory in bytes as a 64 bit integer value

The following example is written for a „two bytes" per sample card (12, 14 or 16 bit board), on any 8 bit card memory in MSamples is similar to memory in MBytes.

```
spcm_dwGetParam_i64 (hDrv, SPC_PCIMEMSIZE,     &llInstMemsize);
printf ("Memory on card: %d MBytes\n", (int32) (llInstMemsize /1024/1024));
printf ("              : %d MSamples\n", (int32) (llInstMemsize /1024/1024/2));
```

Installed features and options

The SPC_PCIFEATURES register informs you about the features, that are installed on the board. If you want to know about one option being installed or not, you need to read out the 32 bit value and mask the interesting bit. In the table below you will find every feature that may be installed on a M2i/M3i/M4i/M4x/M2p card. Please refer to the ordering information to see which of these features are available for your card series.

Register	Value	Direction	Description
SPC_PCIFEATURES	2120	read	PCI feature register. Holds the installed features and options as a bitfield. The read value must be masked out with one of the masks below to get information about one certain feature.
SPCM_FEAT_MULTI	1h		Is set if the feature Multiple Recording / Multiple Replay is available.
SPCM_FEAT_GATE	2h		Is set if the feature Gated Sampling / Gated Replay is available.
SPCM_FEAT_DIGITAL	4h		Is set if the feature Digital Inputs / Digital Outputs is available.
SPCM_FEAT_TIMESTAMP	8h		Is set if the feature Timestamp is available.
SPCM_FEAT_STARHUB6_EXTM	20h		Is set on the card, that carries the star-hub extension or piggy-back module for synchronizing up to 6 cards (M2p).
SPCM_FEAT_STARHUB8_EXTM	20h		Is set on the card, that carries the star-hub extension or piggy-back module for synchronizing up to 8 cards (M4i).
SPCM_FEAT_STARHUB4	20h		Is set on the card, that carries the star-hub piggy-back module for synchronizing up to 4 cards (M3i).
SPCM_FEAT_STARHUB5	20h		Is set on the card, that carries the star-hub piggy-back module for synchronizing up to 5 cards (M2i).
SPCM_FEAT_STARHUB16_EXTM	40h		Is set on the card, that carries the star-hub piggy-back module for synchronizing up to 16 cards (M2p).
SPCM_FEAT_STARHUB8	40h		Is set on the card, that carries the star-hub piggy-back module for synchronizing up to 8 cards (M3i).
SPCM_FEAT_STARHUB16	40h		Is set on the card, that carries the star-hub piggy-back module for synchronizing up to 16 cards (M2i).
SPCM_FEAT_ABA	80h		Is set if the feature ABA mode is available.
SPCM_FEAT_BASEXIO	100h		Is set if the extra BaseXIO option is installed. The lines can be used for asynchronous digital I/O, extra trigger or timestamp reference signal input.
SPCM_FEAT_AMPLIFIER_10V	200h		Arbitrary Waveform Generators only: card has additional set of calibration values for amplifier card.
SPCM_FEAT_STARHUBSYSMASTER	400h		Is set in the card that carries a System Star-Hub Master card to connect multiple systems (M2i).
SPCM_FEAT_DIFFMODE	800h		M2i.30xx series only: card has option -diff installed for combining two SE channels to one differential channel.
SPCM_FEAT_SEQUENCE	1000h		Only available for output cards or I/O cards: Replay sequence mode available.
SPCM_FEAT_AMPMODULE_10V	2000h		Is set on the card that has a special amplifier module for mounted (M2i.60xx/61xx only).

SPCM_FEAT_STARHUBSYSSLAVE	4000h	Is set in the card that carries a System Star-Hub Slave module to connect with System Star-Hub master systems (M2i).
SPCM_FEAT_NETBOX	8000h	The card is physically mounted within a digitizerNETBOX or generatorNETBOX.
SPCM_FEAT_REMOTESERVER	10000h	Support for the Spectrum Remote Server option is installed on this card.
SPCM_FEAT_SCAPP	20000h	Support for the SCAPP option allowing CUDA RDMA access to supported graphics cards for GPU calculations (M4i and M2p)
SPCM_FEAT_CUSTOMMOD_MASK	F0000000h	The upper 4 bit of the feature register is used to mark special custom modifications. This is only used if the card has been specially customized. Please refer to the extra documentation for the meaning of the custom modifications.

The following example demonstrates how to read out the information about one feature.

```
spcm_dwGetParam_i32 (hDrv, SPC_PCIFEATURES, &lFeatures);
if (lFeatures & SPCM_FEAT_DIGITAL)
    printf("Option digital inputs/outputs is installed on your card");
```

The following example demonstrates how to read out the custom modification code.

```
spcm_dwGetParam_i32 (hDrv, SPC_PCIFEATURES, &lFeatures);
lCustomMod = (lFeatures >> 28) & 0xF;
if (lCustomMod != 0)
    printf("Custom modification no. %d is installed.", lCustomMod);
```

Installed extended Options and Features

Some cards (such as M4i/M4x/M2p cards) can have advanced features and options installed. This can be read out with with the following register:

Register	Value	Direction	Description
SPC_PCIEXTFEATURES	2121	read	PCI extended feature register. Holds the installed extended features and options as a bitfield. The read value must be masked out with one of the masks below to get information about one certain feature.
SPCM_FEAT_EXTFW_SEGSTAT	1h		Is set if the firmware option „Block Statistics" is installed on the board, which allows certain statistics to be on-board calculated for data being recorded in segmented memory modes, such as Multiple Recording or ABA.
SPCM_FEAT_EXTFW_SEGAVERAGE	2h		Is set if the firmware option „Block Average" is installed on the board, which allows on-board hardware averaging of data being recorded in segmented memory modes, such as Multiple Recording or ABA.
SPCM_FEAT_EXTFW_BOXCAR	4h		Is set if the firmware mode „Boxcar Average" is supported in the installed firmware version.

Miscellaneous Card Information

Some more detailed card information, that might be useful for the application to know, can be read out with the following registers:

Register	Value	Direction	Description
SPC_MIINST_MODULES	1100	read	Number of the installed front-end modules on the card.
SPC_MIINST_CHPERMODULE	1110	read	Number of channels installed on one front-end module.
SPC_MIINST_BYTESPERSAMPLE	1120	read	Number of bytes used in memory by one sample.
SPC_MIINST_BITSPERSAMPLE	1125	read	Resolution of the samples in bits.
SPC_MIINST_MAXADCVALUE	1126	read	Decimal code of the full scale value.
SPC_MIINST_MINEXTCLOCK	1145	read	Minimum external clock that can be fed in for direct external clock (if available for card model).
SPC_MIINST_MAXEXTCLOCK	1146	read	Maximum external clock that can be fed in for direct external clock (if available for card model).
SPC_MIINST_MINEXTREFCLOCK	1148	read	Minimum external clock that can be fed in as a reference clock.
SPC_MIINST_MAXEXTREFCLOCK	1149	read	Maximum external clock that can be fed in as a reference clock.
SPC_MIINST_ISDEMOCARD	1175	read	Returns a value other than zero, if the card is a demo card.

Function type of the card

This register register returns the basic type of the card:

Register	Value	Direction	Description
SPC_FNCTYPE	2001	read	Gives information about what type of card it is.
SPCM_TYPE_AI	1h		Analog input card (analog acquisition; the M2i.4028 and M2i.4038 also return this value)
SPCM_TYPE_AO	2h		Analog output card (arbitrary waveform generators)
SPCM_TYPE_DI	4h		Digital input card (logic analyzer card)
SPCM_TYPE_DO	8h		Digital output card (pattern generators)
SPCM_TYPE_DIO	10h		Digital I/O (input/output) card, where the direction is software selectable.

Used type of driver

This register holds the information about the driver that is actually used to access the board. Although the driver interface doesn't differ between Windows and Linux systems it may be of interest for a universal program to know on which platform it is working.

Register	Value	Direction	Description
SPC_GETDRVTYPE	1220	read	Gives information about what type of driver is actually used

DRVTYP_LINUX32	1	Linux 32bit driver is used
DRVTYP_WDM32	4	Windows WDM 32bit driver is used (XP/Vista/Windows 7/Windows 8/Windows 10).
DRVTYP_WDM64	5	Windows WDM 64bit driver is used by 64bit application (XP64/Vista/Windows 7/Windows 8/Windows 10).
DRVTYP_WOW64	6	Windows WDM 64bit driver is used by 32bit application (XP64/Vista/Windows 7/Windows 8/ Windows 10).
DRVTYP_LINUX64	7	Linux 64bit driver is used

Driver version

This register holds information about the currently installed driver library. As the drivers are permanently improved and maintained and new features are added user programs that rely on a new feature are requested to check the driver version whether this feature is installed.

Register	Value	Direction	Description
SPC_GETDRVVERSION	1200	read	Gives information about the driver library version

The resulting 32 bit value for the driver version consists of the three version number parts shown in the table below:

Driver Major Version	Driver Minor Version	Driver Build
8 Bit wide: bit 24 to bit 31	8 Bit wide, bit 16 to bit 23	16 Bit wide, bit 0 to bit 15

Kernel Driver version

This register informs about the actually used kernel driver. Windows users can also get this information from the device manager. Please refer to the „Driver Installation" chapter. On Linux systems this information is also shown in the kernel message log at driver start time.

Register	Value	Direction	Description
SPC_GETKERNELVERSION	1210	read	Gives information about the kernel driver version.

The resulting 32 bit value for the driver version consists of the three version number parts shown in the table below:

Driver Major Version	Driver Minor Version	Driver Build
8 Bit wide: bit 24 to bit 31	8 Bit wide, bit 16 to bit 23	16 Bit wide, bit 0 to bit 15

The following example demonstrates how to read out the kernel and library version and how to print them.

```
spcm_dwGetParam_i32 (hDrv, SPC_GETDRVVERSION,    &lLibVersion);
spcm_dwGetParam_i32 (hDrv, SPC_GETKERNELVERSION, &lKernelVersion);
printf("Kernel V %d.%d build %d\n",lKernelVersion >> 24, (lKernelVersion >> 16) & 0xff, lKernelVersion & 0xffff);
printf("Library V %d.%d build %d\n",lLibVersion >> 24, (lLibVersion >> 16) & 0xff, lLibVersion & 0xffff);
```

This small program will generate an output like this:

```
Kernel V 1.11 build 817
Library V 1.1 build 854
```

Custom modifications

Since all of the boards from Spectrum are modular boards, they consist of one base board and one piggy-back front-end module and eventually of an extension module like the star-hub. Each of these three kinds of hardware has its own version register. Normally you do not need this information but if you have a support question, please provide the revision together with it.

Register	Value	Direction	Description
SPCM_CUSTOMMOD	3130	read	Dedicated feature register used to mark special custom modifications of the base card and/or the front-end module and/or the STar-Hub module. This is only used if the card has been specially customized. Please refer to the extra documentation for the meaning of the custom modifications.
SPCM_CUSTOMMOD_BASE_MASK	000000FFh		Mask for the custom modification of the base card.
SPCM_CUSTOMMOD_MODULE_MASK	0000FF00h		Mask for the custom modification of the front-end module(s).
SPCM_CUSTOMMOD_STARHUB_MASK	00FF0000h		Mask out custom modification of the Star-Hub module.

Reset

Every Spectrum card can be reset by software. Concerning the hardware, this reset is the same as the power-on reset when starting the host computer. In addition to the power-on reset, the reset command also brings all internal driver settings to a defined default state. A software reset is automatically performed, when the driver is first loaded after starting the host system.

It is recommended, that every custom written program performs a software reset first, to be sure that the driver is in a defined state independent from possible previous setting.

Performing a board reset can be easily done by the related board command mentioned in the following table.

Register		Value	Direction	Description
SPC_M2CMD		100	w	Command register of the board.
	M2CMD_CARD_RESET	1h	A software and hardware reset is done for the board. All settings are set to the default values. The data in the board's on-board memory will be no longer valid. Any output signals like trigger or clock output will be disabled.	

Analog Inputs

Channel Selection

One key setting that influences all other possible settings is the channel enable register. A unique feature of the Spectrum cards is the possibility to program the number of channels you want to use. All on-board memory can then be used by these activated channels.

This description shows you the channel enable register for the complete card family. However, your specific board may have less channels depending on the card type that you have purchased and therefore does not allow you to set the maximum number of channels shown here.

Register		Value	Direction	Description
SPC_CHENABLE		11000	read/write	Sets the channel enable information for the next card run.
	CHANNEL0	1	Activates channel 0	
	CHANNEL1	2	Activates channel 1	
	CHANNEL2	4	Activates channel 2	
	CHANNEL3	8	Activates channel 3	

The channel enable register is set as a bitmap. That means that one bit of the value corresponds to one channel to be activated. To activate more than one channel the values have to be combined by a bitwise OR.

Example showing how to activate 4 channels:

```
spcm_dwSetParam_i64 (hDrv, SPC_CHENABLE, CHANNEL0 | CHANNEL1 | CHANNEL2 | CHANNEL3);
```

The following table shows all allowed settings for the channel enable register when your card has a maximum of 1 channel.

Channels to activate Ch0	Values to program	Value as hex	Value as decimal
X	CHANNEL0	1h	1

The following table shows all allowed settings for the channel enable register when your card has a maximum of 2 channels.

Channels to activate Ch0	Ch1	Values to program	Value as hex	Value as decimal
X		CHANNEL0	1h	1
	X	CHANNEL1	2h	2
X	X	CHANNEL0 | CHANNEL1	3h	3

The following table shows all allowed settings for the channel enable register in case that you have a four channel card.

Channels to activate Ch0	Ch1	Ch2	Ch3	Values to program	Value as hex	Value as decimal
X				CHANNEL0	1h	1
	X			CHANNEL1	2h	2
		X		CHANNEL2	4h	4
			X	CHANNEL3	8h	8
X	X			CHANNEL0 | CHANNEL1	3h	3
X		X		CHANNEL0 | CHANNEL2	5h	5
X			X	CHANNEL0 | CHANNEL3	9h	9
	X	X		CHANNEL1 | CHANNEL2	6h	6
	X		X	CHANNEL1 | CHANNEL3	Ah	10
		X	X	CHANNEL2 | CHANNEL3	Ch	12
X	X	X	X	CHANNEL0 | CHANNEL1 | CHANNEL2 | CHANNEL3	Fh	15

Any channel activation mask that is not shown here is not valid. If programming an other channel activation, the driver will return with an error code ERR_VALUE.

To help user programs it is also possible to read out the number of activated channels that correspond to the currently programmed bitmap.

Register	Value	Direction	Description
SPC_CHCOUNT	11001	read	Reads back the number of currently activated channels.

Reading out the channel enable information can be done directly after setting it or later like this:

```
spcm_dwSetParam_i32 (hDrv, SPC_CHENABLE, CHANNEL0 | CHANNEL1);
spcm_dwGetParam_i32 (hDrv, SPC_CHENABLE, &lActivatedChannels);
spcm_dwGetParam_i32 (hDrv, SPC_CHCOUNT, &lChCount);

printf ("Activated channels bitmask is: 0x%08x\n", lActivatedChannels);
printf ("Number of activated channels with this bitmask: %d\n", lChCount);
```

Assuming that the two channels are available on your card the program will have the following output:

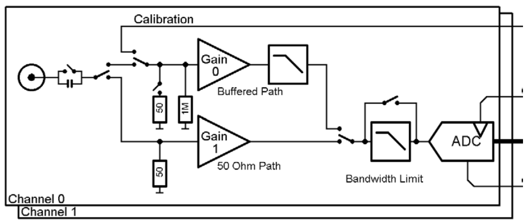
```
Activated channels bitmask is: 0x00000003
Number of activated channels with this bitmask: 2
```

Important note on channels selection

As some of the manuals passages are used in more than one hardware manual most of the registers and channel settings throughout this handbook are described for the maximum number of possible channels that are available on one card of the current series. There can be less channels on your actual type of board or bus-system. Please refer to the table(s) above to get the actual number of available channels.

Setting up the inputs

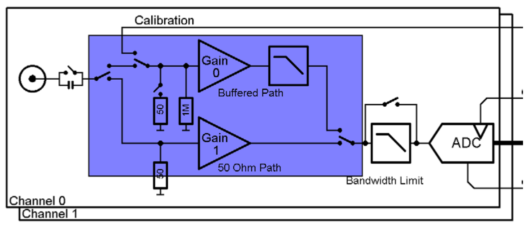
This analog acquisition board uses separate input stages and converters on each channel. This gives you the possibility to set up the desired and concerning your application best suiting input range also separately for each channel. All input stage related settings can easily be set by the corresponding input registers. The table below shows the available input stage registers and possible standard values for your type of board. As there are also modified versions available with different input ranges it is recommended to read out the currently available input ranges as shown later in this chapter.



Input Path

Each input stage consists of different input paths each with different available settings and features. Please refer to the technical data section to get details on the differences of the input paths.

Offering different input paths gives the choice to adopt the cards input stage to the specific application in the best technical way by either using a high frequency 50 ohm path to have full bandwidth and best dynamic performance or by using a buffered path with all features but limited bandwidth and dynamic performance.



All following settings are related to the selected input path. To read available features like input ranges or termination settings it is first necessary to set the input path for which the features are to be read.

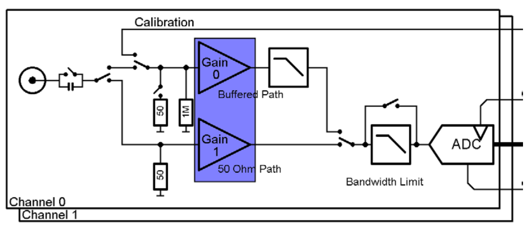
Register	Value	Direction	Description
SPC_READAIPATHCOUNT	3120	read	Returns the number of available analog input paths
SPC_READAIPATH	3121	read/write	Selects the input path which is used to read out the features. Please note that this settings does not change the current path selection.

The following registers show the available input path settings

Register	Value	Direction	Description
SPC_PATH0	30090	read/write	Selects the analog input path for channel 0 (default path is path 0)
SPC_PATH1	30190	read/write	Selects the analog input path for channel 1 (default path is path 0)
SPC_PATH2	30290	read/write	Selects the analog input path for channel 2 (default path is path 0)
SPC_PATH3	30390	read/write	Selects the analog input path for channel 3 (default path is path 0)
	0	Input Path 0: Buffered inputs	
	1	Input Path 1: HF input with fixed 50 ohm termination	

Input ranges

This analog acquisition board has several different input ranges for each channel. This gives you the possibility to set up the desired and concerning your application best suiting input range also separately for each channel. The input ranges can easily be set by the corresponding input registers. The table below shows the available input registers and possible standard ranges for your type of board. As there are also modified versions available with different input ranges it is recommended to read out the currently available input ranges as shown later in this chapter.



Please note that the available ranges need to be read out separately for each input path. Please set the register SPC_READAIPATH as shown above to select the input path for which the settings should be read. The available Input rages are read out using the following registers.

Register	Value	Direction	Description
SPC_READAIPATH	3121	read/write	Selects the input path which is used to read out the features.
SPC_READIRCOUNT	3000	read	Returns the number of available input ranges for the input path selected by SPC_READAIPATH
SPC_READRANGEMIN0	4000	read	Reads the lower border of input range 0 in mV
SPC_READRANGEMIN1	4001	read	Reads the lower border of input range 1 in mV
...	...	...	
SPC_READRANGEMAX0	4100	read	Reads the upper border of input range 0 in mV
SPC_READRANGEMAX1	4101	read	Reads the upper border of input range 1 in mV
...	...	...	

The following example reads out the number of available input ranges and reads and prints the minimum and maximum value of all input ranges.

```
spcm_dwGetParan_i32 (hDrv, SPC_READAIPATHCOUNT,   &lNumOfPaths);
for (lPath = 0; lPath < lNumOfPaths; lPath++)
    {
    spcm_dwSetParan_i32 (hDrv, SPC_READAIPATH,     lPath)
    spcm_dwGetParam_i32 (hDrv, SPC_READIRCOUNT,    &lNumberOfRanges);
    for (i = 0; i < lNumberOfRanges; i++)
        {
        spcm_dwGetParam_i32 (hDrv, SPC_READRANGEMIN0 + i, &lMinimumInputRage);
        spcm_dwGetParam_i32 (hDrv, SPC_READRANGEMAX0 + i, &lMaximumInputRange);
        printf („Path %d Range %d: %d mV to %d mV\n", lPath, i, lMinimumInputRange, lMaximumInputRange);
        }
    }
```

The input range is selected individually for each channel. Please note that the correct input path needs to be set

Register	Value	Direction	Description
SPC_AMP0	30010	read/write	Defines the input range of channel0.
SPC_AMP1	30110	read/write	Defines the input range of channel1.
SPC_AMP2	30210	read/write	Defines the input range of channel2.
SPC_AMP3	30310	read/write	Defines the input range of channel3.

Standard Input ranges of path 0 (Buffered):

200	± 200 mV calibrated input range for the appropriate channel.
500	± 500 mV calibrated input range for the appropriate channel.
1000	± 1 V calibrated input range for the appropriate channel.
2000	± 2 V calibrated input range for the appropriate channel.
5000	± 5 V calibrated input range for the appropriate channel.
10000	± 10 V calibrated input range for the appropriate channel.

Standard Input ranges of path 1 (HF, 50 ohm terminated):

500	± 500 mV calibrated input range for the appropriate channel.
1000	± 1 V calibrated input range for the appropriate channel.
2500	± 2.5 V calibrated input range for the appropriate channel.
5000	± 5 V calibrated input range for the appropriate channel.

Input offset

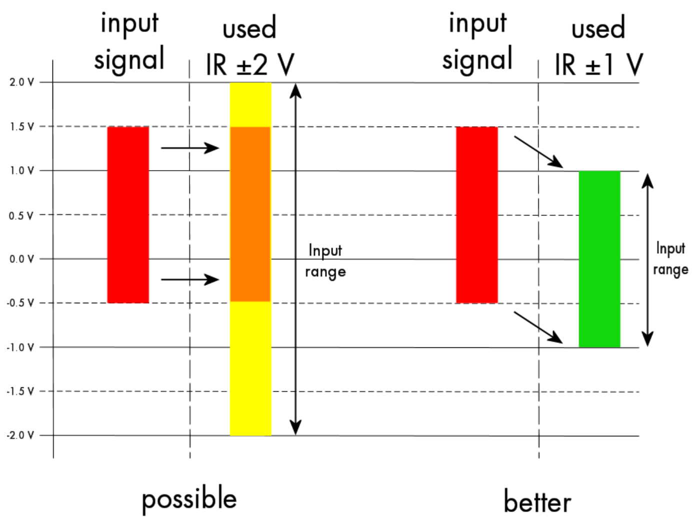
In most cases the external signals will not be symmetrically related to ground. If you want to acquire such asymmetrical signals, it is possible to use the smallest input range that matches the biggest absolute signal amplitude without exceeding the range.

The figure at the right shows this possibility. But in this example you would leave half of the possible resolution unused.

It is much more efficient if you shift the signal on-board to be as symmetrical as possible and to acquire it within the best possible range.

This results in a much better use of the converters resolution.

On this acquisition boards from Spectrum you have the possibility to adjust the input offset separately for each channel.

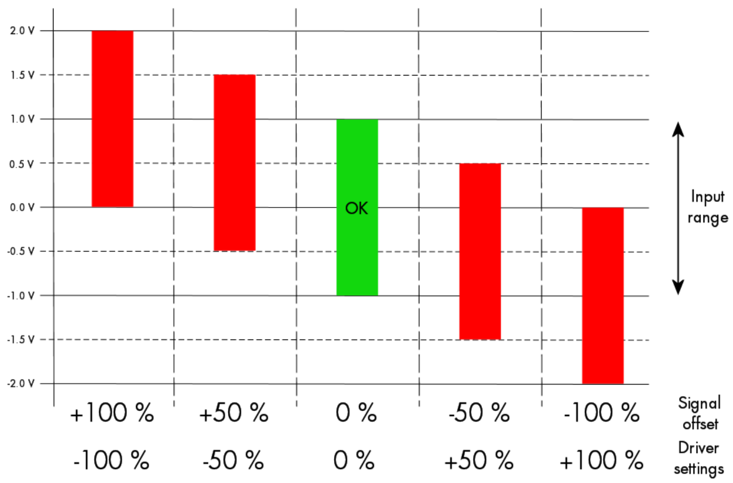


The example in the right figure shows signals with a range of ±1.0 V that have offsets up to ±1.0 V. So related to the desired input range these signals have offsets of ±100 %.

For compensating such offsets you can use the offset register for each channel separately. If you want to compensate the +100 % offset of the outer left signal, you would have to set the offset to -100 % to compensate it.

As the offset levels are relatively to the related input range, you have to calculate and set your offset again when changing the input's range.

The table below shows the offset registers and the possible offset ranges for your specific type of board.



The input offset capability has been later added with a certain hardware version of the front-end module. To check for availability on a specific card, simply read out the SPC_READAIFEATURES register and check whether SPCM_AI_OFFSPERCENT flag has been set or not.

Register	Value	Direction	Description	Offset range
SPC_OFFS0	30000	read/write	Defines the input's offset and therefore shifts the input of channel0.	Offset in percent of the input range. Differs for different ranges and input paths. Please see table below for allowed offsets.
SPC_OFFS1	30100	read/write	Defines the input's offset and therefore shifts the input of channel1.	
SPC_OFFS2	30200	read/write	Defines the input's offset and therefore shifts the input of channel2.	
SPC_OFFS3	30300	read/write	Defines the input's offset and therefore shifts the input of channel3.	

Offset of path 0 (Buffered, DC-coupled):

Allowed input offset using path0 ± 200 mV input range	–100 % .. 0% in steps of 1 %
Allowed input offset using path0 ± 500 mV input range	–100 % .. 0% in steps of 1 %
Allowed input offset using path0 ± 1 V input range	**no Offset available**
Allowed input offset using path0 ± 2 V input range	–100 % .. 0% in steps of 1 %
Allowed input offset using path0 ± 5 V input range	–100 % .. 0% in steps of 1 %
Allowed input offset using path0 ± 10 V input range	**no Offset available**

Offset of path 1 (HF, 50 ohm terminated, DC-coupled):

Allowed input offset using path1 ± 500 mV input range	–100 % .. 0% in steps of 1 %
Allowed input offset using path1 ± 1 V input range	–100 % .. 0% in steps of 1 %
Allowed input offset using path1 ± 2.5 V input range	–100 % .. 0% in steps of 1 %
Allowed input offset using path1 ± 5 V input range	–100 % .. 0% in steps of 1 %

Read out of input features

Each input path (if multiple paths are available on the card) has different features that can be read out to make the software more general. If you only operate one single card type in your software it is not necessary to read out these features.

Please note that the input features are read out for the currently selected read AI path done by register SPC_READAIPATH. Please also note that the following table shows all input features settings that are available throughout all Spectrum acquisition cards. Some of these features are not installed on your specific hardware. The column(s) for the input paths show which settings are available for which input path (if multiple paths are available on the card) on a standard card:

Register	Value	Direction	Description
SPC_READAIPATH	3121	read/write	Selects the input path which is used to read out the features. Please note that this settings does not change the current path selection.
SPC_READAIFEATURES	3101	read	Returns a bit map with the available features of that input path. The possible return values are listed below.

	Value	Path 0	Path 1	Description
SPCM_AI_TERM	00000001h	x	fixed	Programmable input termination available
SPCM_AI_SE	00000002h	fixed	fixed	Input is single-ended. If available together with SPC_AI_DIFF: input type is software selectable
SPCM_AI_DIFF	00000004h			Input is differential. If available together with SPC_AI_SE: input type is software selectable
SPCM_AI_OFFSPERCENT	00000008h	x	x	Input offset programmable in per cent of input range
SPCM_AI_OFFSMV	00000010h			Input offset programmable in mV
SPCM_AI_OVERRANGEDETECT	00000020h			Programmable overrange detection available
SPCM_AI_DCCOUPLING	00000040h	x	x	Input is DC coupled. If available together with AC coupling: coupling is software selectable
SPCM_AI_ACCOUPLING	00000080h	x	x	Input is AC coupled. If available together with DC coupling: coupling is software selectable
SPCM_AI_LOWPASS	00000100h	x	x	Input has a selectable low pass filter (bandwidth limit)
SPCM_AI_ACDC_OFFS_COMP	00000200h		x	Input has a selectable offset compensation for HF-Path with AC/DC coupling/source mismatch.
SPCM_AI_AUTOCALOFFS	00001000h	x	x	Input offset can be auto calibrated on the card
SPCM_AI_AUTOCALGAIN	00002000h	x		Input gain can be auto calibrated on the card
SPCM_AI_AUTOCALOFFSNOIN	00004000h			Input offset can auto calibrated on the card if inputs are left open
SPCM_AI_HIGHIMP	00008000h	x		Input has a high impedance mode available
SPCM_AI_LOWIMP	00010000h	x	x	Input has a low impedance mode (50 Ohm) available

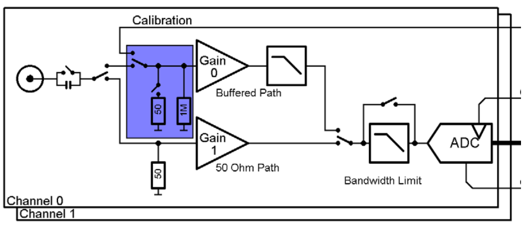
The following example shows a setup of path and input range of a two channel card.

Please note that this is a general example and the number of input channels may not match your card channels.

```
spcm_dwSetParam_i32 (hDrv, SPC_PATH0 ,     0); // Set up channel0 to input path 0 (buffered)
spcm_dwSetParam_i32 (hDrv, SPC_AMP0 ,   1000); // Set up channel0 to the range of ± 1.0 V
spcm_dwSetParam_i32 (hDrv, SPC_PATH1 ,     1); // Set up channel1 to input path 1 (HF, 50 ohm terminated)
spcm_dwSetParam_i32 (hDrv, SPC_AMP1 ,    500); // Set up channel1 to the range of ± 0.5 V
```

Input termination

The Spectrum analog acquisition cards of the M4i series offer an input path with fixed 50 ohm termination (HF path, 50 ohm path) as well as a second input path with all features to be programmed by the user (buffered path). If the HF path with fixed 50 ohm termination is activated this register will have no functionality.



The buffered input path can be terminated separately with 50 Ohm by software programming. If you do so, please make sure that your signal source is able to deliver the higher output currents. If no termination is used, the inputs have an impedance of 1 Megaohm. The following table shows the corresponding register to set the input termination.

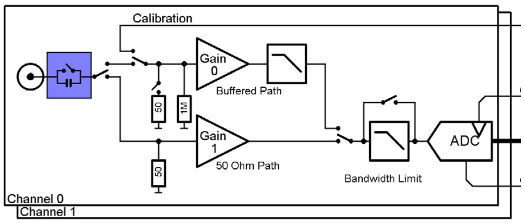
Register	Value	Direction	Description
SPC_50OHM0	30030	read/write	A „1“ sets the 50 ohm termination for channel0. A „0“ sets the termination to1 MOhm.
SPC_50OHM1	30130	read/write	A „1“ sets the 50 ohm termination for channel1. A „0“ sets the termination to1 MOhm.
SPC_50OHM2	30230	read/write	A „1“ sets the 50 ohm termination for channel2. A „0“ sets the termination to1 MOhm.
SPC_50OHM3	30330	read/write	A „1“ sets the 50 ohm termination for channel3. A „0“ sets the termination to1 MOhm.

Input coupling

All inputs can be set separately switched to AC or DC coupling. Please refer to the technical data section to see the signal frequency range that is available for the different settings.

Using the AC coupling will eliminate all DC and low frequency parts of the input signal and allows best quality measurements in the frequency domain even if the DC level of the signal varies over the time.

The following table shows the corresponding register to set the input coupling.



Register	Value	Direction	Description
SPC_ACDC0	30020	read/write	A „1“ sets the AC coupling for channel0. A „0“ sets the DC coupling (default is AC)
SPC_ACDC1	30120	read/write	A „1“ sets the AC coupling for channel1. A „0“ sets the DC coupling (default is AC)
SPC_ACDC2	30220	read/write	A „1“ sets the AC coupling for channel2. A „0“ sets the DC coupling (default is AC)
SPC_ACDC3	30320	read/write	A „1“ sets the AC coupling for channel3. A „0“ sets the DC coupling (default is AC)

AC/DC offset compensation

When using the HF-Path of the input channel, an offset voltage will be visible in case DC coupling is selected for the channel and the signal source is externally AC coupled. This offset can be compensated for by setting the compensation registers:

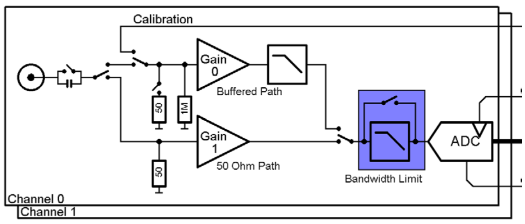
Register	Value	Direction	Description
SPC_ACDC_OFFS_COMPENSATION0	30021	read/write	A „1“ enables the compensation. A „0“ disables the compensation (default).
SPC_ACDC_OFFS_COMPENSATION1	30121	read/write	A „1“ enables the compensation. A „0“ disables the compensation (default).
SPC_ACDC_OFFS_COMPENSATION2	30221	read/write	A „1“ enables the compensation. A „0“ disables the compensation (default).
SPC_ACDC_OFFS_COMPENSATION3	30321	read/write	A „1“ enables the compensation. A „0“ disables the compensation (default).

Anti aliasing filter (Bandwidth limit)

All inputs have a separate selectable anti aliasing filter (bandwidth limit) that will cut off any aliasing effects and that will reduce signal noise.

Please note that this bandwidth limit filter will also cut of any distortion or high frequency spurious signals parts that are within the frequency spectrum of the input.

Please refer to the technical data section to see the cut off frequency and the type of filter used. The following table shows the corresponding register to activate the bandwidth limit.



Register	Value	Direction	Description
SPC_FILTER0	30080	read/write	A „1“ selects the bandwidth limit for channel 0. A „0“ set the channel to full bandwidth (default is full)
SPC_FILTER1	30180	read/write	A „1“ selects the bandwidth limit for channel 1. A „0“ set the channel to full bandwidth (default is full
SPC_FILTER2	30280	read/write	A „1“ selects the bandwidth limit for channel 2. A „0“ set the channel to full bandwidth (default is full
SPC_FILTER3	30380	read/write	A „1“ selects the bandwidth limit for channel 3. A „0“ set the channel to full bandwidth (default is full

Automatic on-board calibration of the offset and gain settings

All of the channels are calibrated in factory before the board is shipped. These values are stored in the on-board EEProm under the default settings. If you have asymmetrical signals, you can adjust the offset easily with the corresponding registers of the inputs as shown before.

To start the automatic offset adjustment, simply write the register, mentioned in the following table.

Before you start an automatic offset adjustment make sure, that no signal is connected to any input. Leave all the input connectors open and then start the adjustment. All the internal settings of the driver are changed, while the automatic offset compensation is in progress.

Register	Value	Direction	Description
SPC_ADJ_AUTOADJ	50020	write	Performs the automatic offset compensation in the driver either for all input ranges or only the actual.
ADJ_ALL	0	Automatic offset adjustment for all input ranges.	

As all settings are temporarily stored in the driver, the automatic adjustment will only affect these values. After exiting your program, all calibration information will be lost. To give you a possibility to save your own settings, most Spectrum card have at least one set of user settings that can be saved within the on-board EEPROM. The default settings of the offset and gain values are then read-only and cannot be written to the EEPROM by the user. If the card has no user settings the default settings may be overwritten.

You can easily either save adjustment settings to the EEPROM with SPC_ADJ_SAVE or recall them with SPC_ADJ_LOAD. These two registers are shown in the table below. The values for these EEPROM access registers are the sets that can be stored within the EEPROM. The amount of sets available for storing user offset settings depends on the type of board you use. The table below shows all the EEPROM sets, that are available for your board.

Register	Value	Direction	Description
SPC_ADJ_LOAD	50000	write	Loads the specified set of settings from the EEPROM. The default settings are automatically loaded, when the driver is started.
		read	Reads out, what kind of settings have been loaded last.
SPC_ADJ_SAVE	50010	write	Stores the current settings to the specified set in the EEPROM.
		read	Reads out, what kind of settings have been saved last.
ADJ_DEFAULT	0	Default settings, no user settings available	

If you want to make an offset and gain adjustment on all the channels and store the data to the ADJ_DEFAULT set of the EEPROM you can do this the way, the following example shows.

```
spcm_dwSetParam_i32 (hDrv, SPC_ADJ_AUTOADJ,    ADJ_ALL  ); // Activate offset/gain adjustment on all channels
spcm_dwSetParam_i32 (hDrv, SPC_ADJ_SAVE   ,    ADJ_DEFAULT); // and store values to DEFAULT set in the EEPROM
```

Acquisition modes

Your card is able to run in different modes. Depending on the selected mode there are different registers that each define an aspect of this mode. The single modes are explained in this chapter. Any further modes that are only available if an option is installed on the card is documented in a later chapter.

Overview

This chapter gives you a general overview on the related registers for the different modes. The use of these registers throughout the different modes is described in the following chapters.

Setup of the mode

The mode register is organized as a bitmap. Each mode corresponds to one bit of this bitmap. When defining the mode to use, please be sure just to set one of the bits. All other settings will return an error code.

The main difference between all standard and all FIFO modes is that the standard modes are limited to on-board memory and therefore can run with full sampling rate. The FIFO modes are designed to transfer data continuously over the bus to PC memory or to hard disk and can therefore run much longer. The FIFO modes are limited by the maximum bus transfer speed the PC can use. The FIFO mode uses the complete installed on-board memory as a FIFO buffer.

However as you'll see throughout the detailed documentation of the modes the standard and the FIFO mode are similar in programming and behavior and there are only a very few differences between them.

Register	Value	Direction	Description
SPC_CARDMODE	9500	read/write	Defines the used operating mode, a read command will return the currently used mode.
SPC_AVAILCARDMODES	9501	read	Returns a bitmap with all available modes on your card. The modes are listed below.

Acquisition modes

Mode	Value	Available on	Description
SPC_REC_STD_SINGLE	1h	all cards	Data acquisition to on-board memory for one single trigger event.
SPC_REC_STD_MULTI	2h	all cards	Data acquisition to on-board memory for multiple trigger events. Each recorded segment has the same size. This mode is described in greater detail in a special chapter about the Multiple Recording option.
SPC_REC_STD_GATE	4h	all cards	Data acquisition to on-board memory using an external Gate signal. Acquisition is only done as long as the gate signal has a programmed level. The mode is described in greater detail in a special chapter about the Gated Sampling option.
SPC_REC_STD_ABA	8h	digitizer only	Data acquisition to on-board memory for multiple trigger events. While the multiple trigger events are stored with programmed sampling rate the inputs are sampled continuously with a slower sampling speed. The mode is described in a special chapter about ABA mode option.
SPC_REC_STD_SEGSTATS	10000h	M4i/M4x.22xx M4i/M4x.44xx DN2/DN6.22x DN2/DN6.44x digitizer only	Data acquisition to on-board memory for multiple trigger events, using Block/Segment Statistic Module (FPGA firmware Option).
SPC_REC_STD_AVERAGE	20000h	M4i/M4x.22xx M4i/M4x.44xx DN2/DN6.22x DN2/DN6.44x digitizer only	Data acquisition to on-board memory for multiple trigger events, using Block Average Module (FPGA firmware Option).
SPC_REC_STD_BOXCAR	800000h	M4i/M4x.44xx DN2/DN6.44x digitizer only	Enables Boxcar Averaging for standard acquisition. Requires digitizer module with firmware version V29 or newer.
SPC_REC_FIFO_SINGLE	10h	all cards	Continuous data acquisition for one single trigger event. The on-board memory is used completely as FIFO buffer.
SPC_REC_FIFO_MULTI	20h	all cards	Continuous data acquisition for multiple trigger events.
SPC_REC_FIFO_GATE	40h	all cards	Continuous data acquisition using an external gate signal.
SPC_REC_FIFO_ABA	80h	digitizer only	Continuous data acquisition for multiple trigger events together with continuous data acquisition with a slower sampling clock.
SPC_REC_FIFO_SEGSTATS	100000h	M4i/M4x.22xx M4i/M4x.44xx DN2/DN6.22x DN2/DN6.44x digitizer only	Enables Block/Segment Statistic for FIFO acquisition (FPGA firmware Option).
SPC_REC_FIFO_AVERAGE	200000h	M4i/M4x.22xx M4i/M4x.44xx DN2/DN6.22x DN2/DN6.44x digitizer only	Enables Block Averaging for FIFO acquisition (FPGA firmware Option).
SPC_REC_FIFO_BOXCAR	1000000h	M4i/M4x.44xx DN2/DN6.44x digitizer only	Enables Boxcar Averaging for FIFO acquisition. Requires digitizer module firmware version V29 or newer.
SPC_REC_FIFO_SINGLE_MONITOR	2000000h	digitizer only	Combination of SPC_REC_FIFO_SINGLE mode with additional slower sampling clock data stream for monitoring purposes (same as A-data of SPC_REC_FIFO_ABA mode).

Commands

The data acquisition/data replay is controlled by the command register. The command register controls the state of the card in general and also the state of the different data transfers. Data transfers are explained in an extra chapter later on.

The commands are split up into two types of commands: execution commands that fulfill a job and wait commands that will wait for the occurrence of an interrupt. Again the commands register is organized as a bitmap allowing you to set several commands together with one call. As not all of the command combinations make sense (like the combination of reset and start at the same time) the driver will check the given command and return an error code ERR_SEQUENCE if one of the given commands is not allowed in the current state.

Register	Value	Direction	Description
SPC_M2CMD	100	write only	Executes a command for the card or data transfer.

Card execution commands

M2CMD_CARD_RESET	1h	Performs a hard and software reset of the card as explained further above.
M2CMD_CARD_WRITESETUP	2h	Writes the current setup to the card without starting the hardware. This command may be useful if changing some internal settings like clock frequency and enabling outputs.
M2CMD_CARD_START	4h	Starts the card with all selected settings. This command automatically writes all settings to the card if any of the settings has been changed since the last one was written. After card has been started none of the settings can be changed while the card is running.
M2CMD_CARD_ENABLETRIGGER	8h	The trigger detection is enabled. This command can be either sent together with the start command to enable trigger immediately or in a second call after some external hardware has been started.
M2CMD_CARD_FORCETRIGGER	10h	This command forces a trigger even if none has been detected so far. Sending this command together with the start command is similar to using the software trigger.
M2CMD_CARD_DISABLETRIGGER	20h	The trigger detection is disabled. All further trigger events are ignored until the trigger detection is again enabled. When starting the card the trigger detection is started disabled.
M2CMD_CARD_STOP	40h	Stops the current run of the card. If the card is not running this command has no effect.

Card wait commands

These commands do not return until either the defined state has been reached which is signaled by an interrupt from the card or the timeout counter has expired. If the state has been reached the command returns with an ERR_OK. If a timeout occurs the command returns with ERR_TIMEOUT. If the card has been stopped from a second thread with a stop or reset command, the wait function returns with ERR_ABORT.

M2CMD_CARD_WAITPREFULL	1000h	Acquisition modes only: the command waits until the pretrigger area has once been filled with data. After pretrigger area has been filled the internal trigger engine starts to look for trigger events if the trigger detection has been enabled.
M2CMD_CARD_WAITTRIGGER	2000h	Waits until the first trigger event has been detected by the card. If using a mode with multiple trigger events like Multiple Recording or Gated Sampling there only the first trigger detection will generate an interrupt for this wait command.
M2CMD_CARD_WAITREADY	4000h	Waits until the card has completed the current run. In an acquisition mode receiving this command means that all data has been acquired. In a generation mode receiving this command means that the output has stopped.

Wait command timeout

If the state for which one of the wait commands is waiting isn't reached any of the wait commands will either wait forever if no timeout is defined or it will return automatically with an ERR_TIMEOUT if the specified timeout has expired.

Register	Value	Direction	Description
SPC_TIMEOUT	295130	read/write	Defines the timeout for any following wait command in a millisecond resolution. Writing a zero to this register disables the timeout.

As a default the timeout is disabled. After defining a timeout this is valid for all following wait commands until the timeout is disabled again by writing a zero to this register.

A timeout occurring should not be considered as an error. It did not change anything on the board status. The board is still running and will complete normally. You may use the timeout to abort the run after a certain time if no trigger has occurred. In that case a stop command is necessary after receiving the timeout. It is also possible to use the timeout to update the user interface frequently and simply call the wait function afterwards again.

Example for card control:

```
// card is started and trigger detection is enabled immediately
spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_CARD_START | M2CMD_CARD_ENABLETRIGGER);

// we wait a maximum of 1 second for a trigger detection. In case of timeout we force the trigger
spcm_dwSetParam_i32 (hDrv, SPC_TIMEOUT, 1000);
if (spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_CARD_WAITTRIGGER) == ERR_TIMEOUT)
    {
    printf ("No trigger detected so far, we force a trigger now!\n");
    spcm_dwSetParam (hdrv, SPC_M2CMD, M2CMD_CARD_FORCETRIGGER);
    }

// we disable the timeout and wait for the end of the run
spcm_dwSetParam_i32 (hDrv, SPC_TIMEOUT, 0);
spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_CARD_WAITREADY);
printf ("Card has stopped now!\n");
```

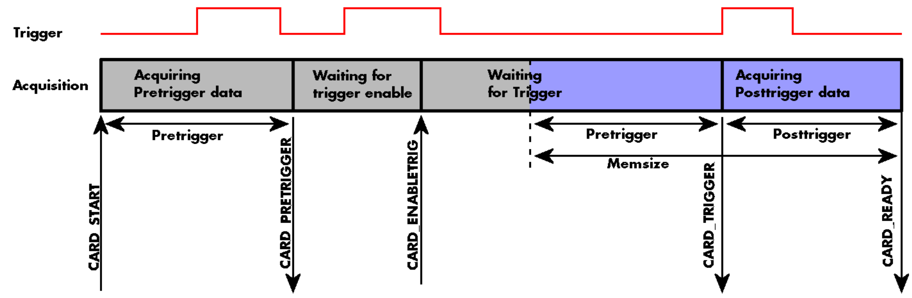
Card Status

In addition to the wait for an interrupt mechanism or completely instead of it one may also read out the current card status by reading the SPC_M2STATUS register. The status register is organized as a bitmap, so that multiple bits can be set, showing the status of the card and also of the different data transfers.

Register	Value	Direction	Description
SPC_M2STATUS	110	read only	Reads out the current status information
M2STAT_CARD_PRETRIGGER	1h	Acquisition modes only: the pretrigger area has been filled.	
M2STAT_CARD_TRIGGER	2h	The first trigger has been detected.	
M2STAT_CARD_READY	4h	The card has finished its run and is ready.	
M2STAT_CARD_SEGMENT_PRETRG	8h	Multi/ABA/Gated acquisition of M4i/M4x/M2p only: the pretrigger area of one segment has been filled.	

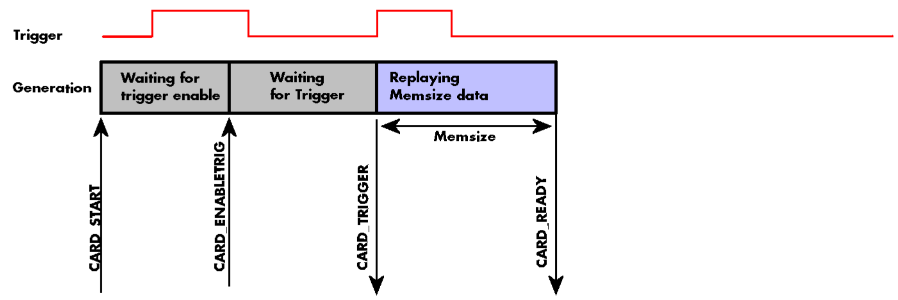
Acquisition cards status overview

The following drawing gives you an overview of the card commands and card status information. After start of card with M2CMD_CARD_START the card is acquiring pretrigger data until one time complete pretrigger data has been acquired. Then the status bit M2STAT_CARD_PRETRIGGER is set. Either the trigger has been enabled together with the start command or the card now waits for trigger enable command M2CMD_CARD_ENABLETRIGGER. After receiving this command the trigger engine is enabled and card checks for a trigger event. As soon as the trigger event is received the status bit M2STAT_CARD_TRIGGER is set and the card acquires the programmed posttrigger data. After all post trigger data has been acquired the status bit M2STAT_CARD_READY is set and data can be read out:



Generation card status overview

This drawing gives an overview of the card commands and status information for a simple generation mode. After start of card with the M2CMD_CARD_START the card is armed and waiting. Either the trigger has been enabled together with the start command or the card now waits for trigger enable command M2CMD_CARD_ENABLETRIGGER. After receiving this command the trigger engine is enabled and card checks for a trigger event. As soon as the trigger event is received the status bit M2STAT_CARD_TRIGGER is set and the card starts with the data replay. After replay has been finished - depending on the programmed mode - the status bit M2STAT_CARD_READY is set and the card stops.



Data Transfer

Data transfer consists of two parts: the buffer definition and the commands/status information that controls the transfer itself. Data transfer shares the command and status register with the card control commands and status information. In general the following details on the data transfer are valid for any data transfer in any direction:

- The memory size register (SPC_MEMSIZE) must be programmed before starting the data transfer.
- Before starting a data transfer the buffer must be defined using the spcm_dwDefTransfer function.
- Each defined buffer is only used once. After transfer has ended the buffer is automatically invalidated.
- If a buffer has to be deleted although the data transfer is in progress or the buffer has at least been defined it is necessary to call the spcm_dwInvalidateBuf function.

Definition of the transfer buffer

Before any data transfer can start it is necessary to define the transfer buffer with all its details. The definition of the buffer is done with the spcm_dwDefTransfer function as explained in an earlier chapter.

```
uint32 _stdcall spcm_dwDefTransfer_i64 (// Defines the transfer buffer by using 64 bit unsigned integer values
    drv_handle  hDevice,                // handle to an already opened device
    uint32      dwBufType,              // type of the buffer to define as listed below under SPCM_BUF_XXXX
    uint32      dwDirection,            // the transfer direction as defined below
    uint32      dwNotifySize,           // number of bytes after which an event is sent (0=end of transfer)
    void*       pvDataBuffer,           // pointer to the data buffer
    uint64      qwBrdOffs,              // offset for transfer in board memory
    uint64      qwTransferLen);         // buffer length
```

This function is used to define buffers for standard sample data transfer as well as for extra data transfer for additional ABA or timestamp information. Therefore the dwBufType parameter can be one of the following:

SPCM_BUF_DATA	1000	Buffer is used for transfer of standard sample data
SPCM_BUF_ABA	2000	Buffer is used to read out slow ABA data. Details on this mode are described in the chapter about the ABA mode option
SPCM_BUF_TIMESTAMP	3000	Buffer is used to read out timestamp information. Details on this mode are described in the chapter about the timestamp option.

The dwDirection parameter defines the direction of the following data transfer:

SPCM_DIR_PCTOCARD	0	Transfer is done from PC memory to on-board memory of card
SPCM_DIR_CARDTOPC	1	Transfer is done from card on-board memory to PC memory.
SPCM_DIR_CARDTOGPU	2	RDMA transfer from card memory to GPU memory, SCAPP option needed, Linux only
SPCM_DIR_GPUTOCARD	3	RDMA transfer from GPU memory to card memory, SCAPP option needed, Linux only

The direction information used here must match the currently used mode. While an acquisition mode is used there's no transfer from PC to card allowed and vice versa. It is possible to use a special memory test mode to come beyond this limit. Set the SPC_MEMTEST register as defined further below.

The dwNotifySize parameter defines the amount of bytes after which an interrupt should be generated. If leaving this parameter zero, the transfer will run until all data is transferred and then generate an interrupt. Filling in notify size > zero will allow you to use the amount of data that has been transferred so far. The notify size is used on FIFO mode to implement a buffer handshake with the driver or when transferring large amount of data where it may be of interest to start data processing while data transfer is still running. Please see the chapter on handling positions further below for details.

The Notify size sticks to the page size which is defined by the PC hardware and the operating system. Therefore the notify size must be a multiple of 4 kByte. For data transfer it may also be a fraction of 4k in the range of 16, 32, 64, 128, 256, 512, 1k or 2k. No other values are allowed. For ABA and timestamp the notify size can be 2k as a minimum. If you need to work with ABA or timestamp data in smaller chunks please use the polling mode as described later.

The pvDataBuffer must point to an allocated data buffer for the transfer. Please be sure to have at least the amount of memory allocated that you program to be transferred. If the transfer is going from card to PC this data is overwritten with the current content of the card on-board memory.

When not doing FIFO mode one can also use the qwBrdOffs parameter. This parameter defines the starting position for the data transfer as byte value in relation to the beginning of the card memory. Using this parameter allows it to split up data transfer in smaller chunks if one has acquired a very large on-board memory.

The qwTransferLen parameter defines the number of bytes that has to be transferred with this buffer. Please be sure that the allocated memory has at least the size that is defined in this parameter. In standard mode this parameter cannot be larger than the amount of data defined with memory size.

Memory test mode

In some cases it might be of interest to transfer data in the opposite direction. Therefore a special memory test mode is available which allows random read and write access of the complete on-board memory. While memory test mode is activated no normal card commands are processed:

Register	Value	Direction	Description
SPC_MEMTEST	200700	read/write	Writing a 1 activates the memory test mode, no commands are then processed. Writing a 0 deactivates the memory test mode again.

Invalidation of the transfer buffer

The command can be used to invalidate an already defined buffer if the buffer is about to be deleted by user. This function is automatically called if a new buffer is defined or if the transfer of a buffer has completed

```
uint32 _stdcall spcm_dwInvalidateBuf (  // invalidate the transfer buffer
    drv_handle  hDevice,                // handle to an already opened device
    uint32      dwBufType);            // type of the buffer to invalidate as listed above under SPCM_BUF_XXXX
```

The dwBufType parameter need to be the same parameter for which the buffer has been defined:

SPCM_BUF_DATA	1000	Buffer is used for transfer of standard sample data
SPCM_BUF_ABA	2000	Buffer is used to read out slow ABA data. Details on this mode are described in the chapter about the ABA mode option. The ABA mode is only available on analog acquisition cards.
SPCM_BUF_TIMESTAMP	3000	Buffer is used to read out timestamp information. Details on this mode are described in the chapter about the timestamp option. The timestamp mode is only available on analog or digital acquisition cards.

Commands and Status information for data transfer buffers.

As explained above the data transfer is performed with the same command and status registers like the card control. It is possible to send commands for card control and data transfer at the same time as shown in the examples further below.

Register		Value	Direction	Description
SPC_M2CMD		100	write only	Executes a command for the card or data transfer
	M2CMD_DATA_STARTDMA	10000h		Starts the DMA transfer for an already defined buffer. In acquisition mode it may be that the card hasn't received a trigger yet, in that case the transfer start is delayed until the card receives the trigger event
	M2CMD_DATA_WAITDMA	20000h		Waits until the data transfer has ended or until at least the amount of bytes defined by notify size are available. This wait function also takes the timeout parameter described above into account.
	M2CMD_DATA_STOPDMA	40000h		Stops a running DMA transfer. Data is invalid afterwards.

The data transfer can generate one of the following status information:

Register		Value	Direction	Description
SPC_M2STATUS		110	read only	Reads out the current status information
	M2STAT_DATA_BLOCKREADY	100h		The next data block as defined in the notify size is available. It is at least the amount of data available but it also can be more data.
	M2STAT_DATA_END	200h		The data transfer has completed. This status information will only occur if the notify size is set to zero.
	M2STAT_DATA_OVERRUN	400h		The data transfer had on overrun (acquisition) or underrun (replay) while doing FIFO transfer.
	M2STAT_DATA_ERROR	800h		An internal error occurred while doing data transfer.

Example of data transfer

```
void* pvData = (void*) new int8[1024];

// transfer data from PC memory to card memory (on replay cards) ...
spcm_dwDefTransfer_i64 (hDrv, SPCM_BUF_DATA,  SPCM_DIR_PCTOCARD , 0, pvData, 0, 1024);
spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_DATA_STARTDMA | M2CMD_DATA_WAITDMA);

// ... or transfer data from card memory to PC memory (acquisition cards)
spcm_dwDefTransfer_i64 (hDrv, SPCM_BUF_DATA,  SPCM_DIR_CARDTOPC , 0, pvData, 0, 1024);
spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_DATA_STARTDMA | M2CMD_DATA_WAITDMA);

// explicitely stop DMA tranfer prior to invalidating buffer
spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_DATA_STOPDMA);
spcm_dwInvalidateBuf (hDrv, SPCM_BUF_DATA);
delete [] (int8*) pvData;
```

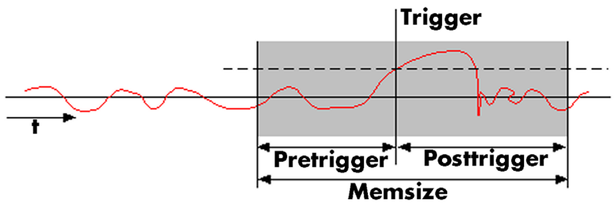
To keep the example simple it does no error checking. Please be sure to check for errors if using these command in real world programs!

Users should take care to explicitly send the M2CMD_DATA_STOPDMA command prior to invalidating the buffer, to avoid crashes due to race conditions when using higher-latency data transportation layers, such as to remote Ethernet devices.

Standard Single acquisition mode

The standard single mode is the easiest and mostly used mode to acquire analog data with a Spectrum acquisition card. In standard single recording mode the card is working totally independent from the PC, after the card setup is done. The advantage of the Spectrum boards is that regardless to the system usage the card will sample with equidistant time intervals.
The sampled and converted data is stored in the on-board memory and is held there for being read out after the acquisition. This mode allows sampling at very high conversion rates without the need to transfer the data into the memory of the host system at high speed.
After the recording is done, the data can be read out by the user and is transferred via the bus into PC memory.

This standard recording mode is the most common mode for all analog and digital acquisition and oscilloscope boards. The data is written to a programmed amount of the on-board memory (memsize). That part of memory is used as a ring buffer, and recording is done continuously until a trigger event is detected. After the trigger event, a certain programmable amount of data is recorded (post trigger) and then the recording finishes. Due to the continuous ring buffer recording, there are also samples prior to the trigger event in the memory (pretrigger).



When the card is started the pre trigger area is filled up with data first. While doing this the board's trigger detection is not armed. If you use a huge pre trigger size and a slow sample rate it can take some time after starting the board before a trigger event will be detected.

Card mode

The card mode has to be set to the correct mode SPC_REC_STD_SINGLE.

Register	Value	Direction	Description
SPC_CARDMODE	9500	read/write	Defines the used operating mode, a read command will return the currently used mode.
SPC_REC_STD_SINGLE	1h	Data acquisition to on-board memory for one single trigger event.	

Memory, Pre- and Posttrigger

At first you have to define, how many samples are to be recorded at all and how many of them should be acquired after the trigger event has been detected.

Register	Value	Direction	Description
SPC_MEMSIZE	10000	read/write	Sets the memory size in samples per channel.
SPC_POSTTRIGGER	10100	read/write	Sets the number of samples to be recorded per channel after the trigger event has been detected.

You can access these settings by the register SPC_MEMSIZE, which sets the total amount of data that is recorded, and the register SPC_POSTTRIGGER, that defines the number of samples to be recorded after the trigger event has been detected. The size of the pretrigger results on the simple formula:

pretrigger = memsize - posttrigger

The maximum memsize that can be use for recording is of course limited by the installed amount of memory and by the number of channels to be recorded. Please have a look at the topic "Limits of pre, post memsize, loops" later in this chapter.

Example

The following example shows a simple standard single mode data acquisition setup with the read out of data afterwards. To keep this example simple there is no error checking implemented.

```
int32 lMemsize = 16384;                                          // recording length is set to 16 kSamples

spcm_dwSetParam_i32 (hDrv, SPC_CHENABLE, CHANNEL0);               // only one channel activated
spcm_dwSetParam_i32 (hDrv, SPC_CARDMODE, SPC_REC_STD_SINGLE);    // set the standard single recording mode
spcm_dwSetParam_i64 (hDrv, SPC_MEMSIZE, lMemsize);                // recording length
spcm_dwSetParam_i64 (hDrv, SPC_POSTTRIGGER, 8192);               // samples to acquire after trigger = 8k

// now we start the acquisition and wait for the interrupt that signalizes the end
spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_CARD_START | M2CMD_CARD_ENABLETRIGGER | M2CMD_CARD_WAITREADY);

void* pvData = new int16[lMemsize];

// read out the data
spcm_dwDefTransfer_i64 (hDrv, SPCM_BUF_DATA,  SPCM_DIR_CARDTOPC , 0, pvData, 0, 2 * lMemsize);
spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_DATA_STARTDMA | M2CMD_DATA_WAITDMA);
```

FIFO Single acquisition mode

The FIFO single mode does a continuous data acquisition using the on-board memory as a FIFO buffer and transferring data continuously to PC memory. One can make on-line calculations with the acquired data, store the data continuously to disk for later use or even have a data logger functionality with on-line data display.

Card mode

The card mode has to be set to the correct mode SPC_REC_FIFO_SINGLE.

Register	Value	Direction	Description
SPC_CARDMODE	9500	read/write	Defines the used operating mode, a read command will return the currently used mode.
SPC_REC_FIFO_SINGLE	10h	Continuous data acquisition to PC memory. Complete on-board memory is used as FIFO buffer.	

Length and Pretrigger

Even in FIFO mode it is possible to program a pretrigger area. In general FIFO mode can run forever until it is stopped by an explicit user command or one can program the total length of the transfer by two counters Loop and Segment size

Register	Value	Direction	Description
SPC_PRETRIGGER	10030	read/write	Programs the number of samples to be acquired before the trigger event detection
SPC_SEGMENTSIZE	10010	read/write	Length of segments to acquire.
SPC_LOOPS	10020	read/write	Number of segments to acquire in total. If set to zero the FIFO mode will run continuously until it is stopped by the user.

The total amount of samples per channel that is acquired can be calculated by [SPC_LOOPS * SPC_SEGMENTSIZE]. Please stick to the below mentioned limitations of the registers.

Difference to standard single acquisition mode

The standard modes and the FIFO modes differ not very much from the programming side. In fact one can even use the FIFO mode to get the same behavior like the standard mode. The buffer handling that is shown in the next chapter is the same for both modes.

Pretrigger

When doing standard single acquisition memory is used as a circular buffer and the pre trigger can be up to the [installed memory] - [minimum post trigger]. Compared to this the pre trigger in FIFO mode is limited by a special pre trigger FIFO and hence considerably shorter.

Length of acquisition.

In standard mode the acquisition length is defined before the start and is limited to the installed on-board memory whilst in FIFO mode the acquisition length can either be defined or it can run continuously until user stops it.

Example FIFO acquisition

The following example shows a simple FIFO single mode data acquisition setup with the read out of data afterwards. To keep this example simple there is no error checking implemented.

```
spcm_dwSetParam_i32 (hDrv, SPC_CHENABLE, CHANNEL0);                    // only one channel activated
spcm_dwSetParam_i32 (hDrv, SPC_CARDMODE, SPC_REC_FIFO_SINGLE);         // set the FIFO single recording mode
spcm_dwSetParam_i64 (hDrv, SPC_PRETRIGGER, 1024);                      // 1 kSample of data before trigger

// in FIFO mode we need to define the buffer before starting the transfer
int16* pnData = new int16[llBufsizeInSamples];
spcm_dwDefTransfer_i64 (hDrv, SPCM_BUF_DATA, SPCM_DIR_CARDTOPC, 4096,
                              (void*) pnData, 0, 2 * llBufsizeInSamples);

// now we start the acquisition and wait for the first block
dwError = spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_CARD_START | M2CMD_CARD_ENABLETRIGGER);
dwError = spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_DATA_STARTDMA | M2CMD_DATA_WAITDMA);

// we acquire data in a loop. As we defined a notify size of 4k we'll get the data in >=4k chuncks
llTotalBytes = 0;
while (!dwError)
    {
    spcm_dwGetParam_i64 (hDrv, SPC_DATA_AVAIL_USER_LEN, &llAvailBytes); // read out the available bytes
    llTotalBytes += llAvailBytes;

    // here is the right position to do something with the data (printf is limited to 32 bit variables)
    printf ("Currently Available: %lld, total: %lld\n", llAvailBytes, llTotalBytes);

    // now we free the number of bytes and wait for the next buffer
    spcm_dwSetParam_i64 (hDrv, SPC_DATA_AVAIL_CARD_LEN, llAvailBytes);
    dwError = spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_DATA_WAITDMA);
    }
```

Limits of pre trigger, post trigger, memory size

The maximum memory size parameter is only limited by the number of activated channels and by the amount of installed memory. Please keep in mind that each sample needs 2 bytes of memory to be stored. Minimum memory size as well as minimum and maximum post trigger limits are independent of the activated channels or the installed memory.

Due to the internal organization of the card memory there is a certain stepsize when setting these values that has to be taken into account. The following table gives you an overview of all limits concerning pre trigger, post trigger, memory size, segment size and loops. The table shows all values in relation to the installed memory size in samples. If more memory is installed the maximum memory size figures will increase according to the complete installed memory

Activated Channels	Used Mode	Memory size SPC_MEMSIZE			Pre trigger SPC_PRETRIGGER			Post trigger SPC_POSTTRIGGER			Segment size SPC_SEGMENTSIZE			Loops SPC_LOOPS		
		Min	Max	Step	Min	Max	Step	Min	Max	Step	Min	Max	Step	Min	Max	Step
1 Ch	Standard Single	32	Mem	16	16	Mem - 16 (defined by mem and post)	16	16	8G - 16	16	not used			not used		
	Standard Multi/ABA	32	Mem	16	16	8k (defined by segment and post)	16	16	Mem/2-16	16	32	Mem/2	16	not used		
	Standard Gate	32	Mem	16	16	8k	16	16	Mem-16	16	not used			not used		
	Standard Average	For the limits in this mode please refer to the dedicated chapter in this manual.														
	FIFO Single	not used			16	8k	16	not used			32	8G - 16	16	0 (∞)	4G - 1	1
	FIFO Multi/ABA	not used			16	8k (defined by segment and post)	16	16	8G - 16	16	32	pre+post	16	0 (∞)	4G - 1	1
	FIFO Gate	not used			16	8k	16	16	8G - 16	16	not used			0 (∞)	4G - 1	1
	FIFO Average	For the limits in this mode please refer to the dedicated chapter in this manual.														
2 Ch	Standard Single	32	Mem/2	16	16	Mem/2 - 16 (defined by mem and post)	16	16	8G - 16	16	not used			not used		
	Standard Multi/ABA	32	Mem/2	16	16	8k (defined by segment and post)	16	16	Mem/4-16	16	32	Mem/4	16	not used		
	Standard Gate	32	Mem/2	16	16	8k	16	16	Mem/2-16	16	not used			not used		
	Standard Average	For the limits in this mode please refer to the dedicated chapter in this manual.														
	FIFO Single	not used			16	8k	16	not used			32	8G - 16	16	0 (∞)	4G - 1	1
	FIFO Multi/ABA	not used			16	8k (defined by segment and post)	16	16	8G - 16	16	32	pre+post	16	0 (∞)	4G - 1	1
	FIFO Gate	not used			16	8k	16	16	8G - 16	16	not used			0 (∞)	4G - 1	1
	FIFO Average	For the limits in this mode please refer to the dedicated chapter in this manual.														
4 Ch	Standard Single	32	Mem/4	16	16	Mem/4 - 16 (defined by mem and post)	16	16	8G - 16	16	not used			not used		
	Standard Multi/ABA	32	Mem/4	16	16	8k (defined by segment and post)	16	16	Mem/8-16	16	32	Mem/8	16	not used		
	Standard Gate	32	Mem/4	16	16	8k	16	16	Mem/4-16	16	not used			not used		
	Standard Average	For the limits in this mode please refer to the dedicated chapter in this manual.														
	FIFO Single	not used			16	8k	16	not used			32	8G - 16	16	0 (∞)	4G - 1	1
	FIFO Multi/ABA	not used			16	8k (defined by segment and post)	16	16	8G - 16	16	32	pre+post	16	0 (∞)	4G - 1	1
	FIFO Gate	not used			16	8k	16	16	8G - 16	16	not used			0 (∞)	4G - 1	1
	FIFO Average	For the limits in this mode please refer to the dedicated chapter in this manual.														

All figures listed here are given in samples. An entry of [8G - 16] means [8 GSamples - 16] = 8,589,934,576 samples.

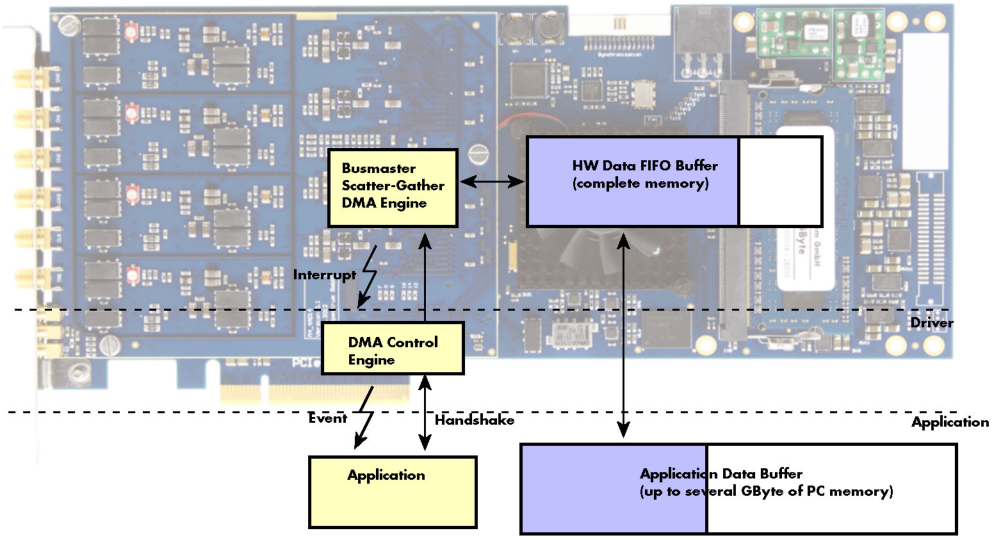
The given memory and memory / divider figures depend on the installed on-board memory as listed below:

	Installed Memory **2 GSample**
Mem	2 GSample
Mem / 2	1 GSample
Mem / 4	512 MSample
Mem / 8	256 MSample

Please keep in mind that this table shows all values at once. Only the absolute maximum and minimum values are shown. There might be additional limitations. Which of these values is programmed depends on the used mode. Please read the detailed documentation of the mode.

Buffer handling

To handle the huge amount of data that can possibly be acquired with the M4i/M4x/M2p series cards, there is a very reliable two step buffer strategy set up. The on-board memory of the card can be completely used as a real FIFO buffer. In addition a part of the PC memory can be used as an additional software buffer. Transfer between hardware FIFO and software buffer is performed interrupt driven and automatically by the driver to get best performance. The following drawing will give you an overview of the structure of the data transfer handling:



Although an M4i is shown here, this applies to M4x and M2p cards as well. A data buffer handshake is implemented in the driver which allows to run the card in different data transfer modes. The software transfer buffer is handled as one large buffer which is on the one side controlled by the driver and filled automatically by busmaster DMA from/to the hardware FIFO buffer and on the other hand it is handled by the user who set's parts of this software buffer available for the driver for further transfer. The handshake is fulfilled with the following 3 software registers:

Register	Value	Direction	Description
SPC_DATA_AVAIL_USER_LEN	200	read	Returns the number of currently to the user available bytes inside a sample data transfer.
SPC_DATA_AVAIL_USER_POS	201	read	Returns the position as byte index where the currently available data samples start.
SPC_DATA_AVAIL_CARD_LEN	202	write	Writes the number of bytes that the card can now use for sample data transfer again

Internally the card handles two counters, a user counter and a card counter. Depending on the transfer direction the software registers have slightly different meanings:

Transfer direction	Register	Direction	Description
Write to card	SPC_DATA_AVAIL_USER_LEN	read	This register contains the currently available number of bytes that are free to write new data to the card. The user can now fill this amount of bytes with new data to be transferred.
	SPC_DATA_AVAIL_CARD_LEN	write	After filling an amount of the buffer with new data to transfer to card, the user tells the driver with this register that the amount of data is now ready to transfer.
Read from card	SPC_DATA_AVAIL_USER_LEN	read	This register contains the currently available number of bytes that are filled with newly transferred data. The user can now use this data for own purposes, copy it, write it to disk or start calculations with this data.
	SPC_DATA_AVAIL_CARD_LEN	write	After finishing the job with the new available data the user needs to tell the driver that this amount of bytes is again free for new data to be transferred.
Any direction	SPC_DATA_AVAIL_USER_POS	read	The register holds the current byte index position where the available bytes start. The register is just intended to help you and to avoid own position calculation
Any direction	SPC_FILLSIZEPROMILLE	read	The register holds the current fill size of the on-board memory (FIFO buffer) in promille (1/1000) of the full on-board memory. Please note that the hardware reports the fill size only in 1/16 parts of the full memory. The reported fill size is therefore only shown in 1000/16 = 63 promille steps.

Directly after start of transfer the SPC_DATA_AVAIL_USER_LEN is every time zero as no data is available for the user and the SPC_DATA_AVAIL_CARD_LEN is every time identical to the length of the defined buffer as the complete buffer is available for the card for transfer.

The counter that is holding the user buffer available bytes (SPC_DATA_AVAIL_USER_LEN) is relates to the notify size at the DefTransfer call. Even when less bytes already have been transferred you won't get notice of it in case the notify size is programmed to a higher value.

Remarks

- The transfer between hardware FIFO buffer and application buffer is done with scatter-gather DMA using a busmaster DMA controller located on the card. Even if the PC is busy with other jobs data is still transferred until the application data buffer is completely used.
- Even if application data buffer is completely used there's still the hardware FIFO buffer that can hold data until the complete on-board memory is used. Therefore a larger on-board memory will make the transfer more reliable against any PC dead times.
- As you see in the above picture data is directly transferred between application data buffer and on-board memory. Therefore it is absolutely critical to delete the application data buffer without stopping any DMA transfers that are running actually. It is also absolutely criti-

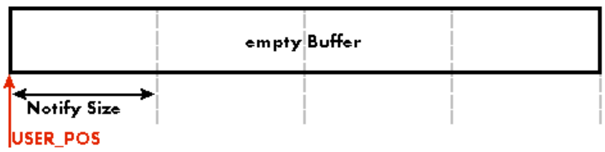
cal to define the application data buffer with an unmatching length as DMA can than try to access memory outside the application data area.
- As shown in the drawing above the DMA control will announce new data to the application by sending an event. Waiting for an event is done internally inside the driver if the application calls one of the wait functions. Waiting for an event does not consume any CPU time and is therefore highly desirable if other threads do a lot of calculation work. However it is not necessary to use the wait functions and one can simply request the current status whenever the program has time to do so. When using this polling mode the announced available bytes still stick to the defined notify size!
- If the on-board FIFO buffer has an overrun (card to PC) or an underrun (PC to card) data transfer is stopped. However in case of transfer from card to PC there is still a lot of data in the on-board memory. Therefore the data transfer will continue until all data has been transferred although the status information already shows an overrun.
- Getting best bus transfer performance is done using a „continuous buffer". This mode is explained in the appendix in greater detail.

The Notify size sticks to the page size which is defined by the PC hardware and the operating system. Therefore the notify size must be a multiple of 4 kByte. For data transfer it may also be a fraction of 4k in the range of 16, 32, 64, 128, 256, 512, 1k or 2k. No other values are allowed. For ABA and timestamp the notify size can be 2k as a minimum. If you need to work with ABA or timestamp data in smaller chunks please use the polling mode as described later.

The following graphs will show the current buffer positions in different states of the transfer. The drawings have been made for the transfer from card to PC. However all the block handling is similar for the opposite direction, just the empty and the filled parts of the buffer are inverted.

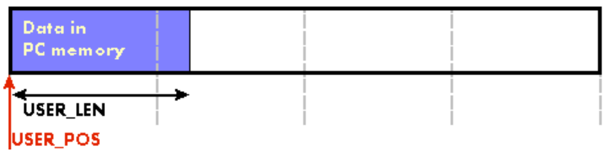
Step 1: Buffer definition

Directly after buffer definition the complete buffer is empty (card to PC) or completely filled (PC to card). In our example we have a notify size which is 1/4 of complete buffer memory to keep the example simple. In real world use it is recommended to set the notify size to a smaller stepsize.



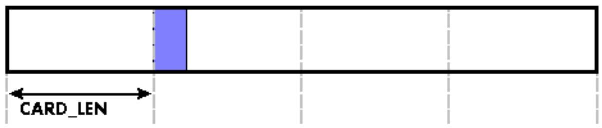
Step 2: Start and first data available

In between we have started the transfer and have waited for the first data to be available for the user. When there is at least one block of notify size in the memory we get an interrupt and can proceed with the data. Any data that already was transferred is announced. The USER_POS is still zero as we are right at the beginning of the complete transfer.



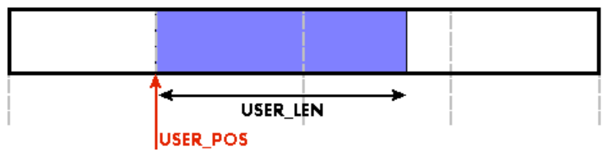
Step 3: set the first data available for card

Now the data can be processed. If transfer is going from card to PC that may be storing to hard disk or calculation of any figures. If transfer is going from PC to card that means we have to fill the available buffer again with data. After the amount of data that has been processed by the user application we set it available for the card and for the next step.



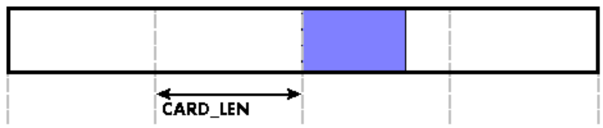
Step 4: next data available

After reaching the next border of the notify size we get the next part of the data buffer to be available. In our example at the time when reading the USER_LEN even some more data is already available. The user position will now be at the position of the previous set CARD_LEN.



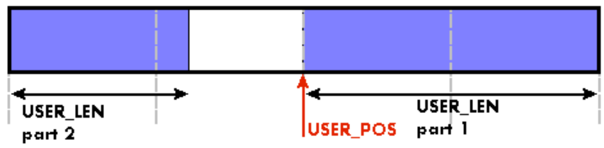
Step 5: set data available again

Again after processing the data we set it free for the card use.
In our example we now make something else and don't react to the interrupt for a longer time. In the background the buffer is filled with more data.



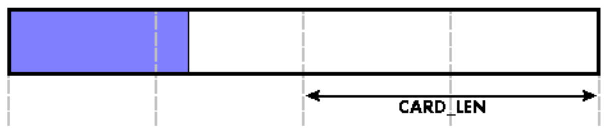
Step 6: roll over the end of buffer

Now nearly the complete buffer is filled. Please keep in mind that our current user position is still at the end of the data part that we processed and marked in step 4 and step 5. Therefore the data to process now is split in two parts. Part 1 is at the end of the buffer while part 2 is starting with address 0.



Step 7: set the rest of the buffer available

Feel free to process the complete data or just the part 1 until the end of the buffer as we do in this example. If you decide to process complete buffer please keep in mind the roll over at the end of the buffer.



This buffer handling can now continue endless as long as we manage to set the data available for the card fast enough. The USER_POS and USER_LEN for step 8 would now look exactly as the buffer shown in step 2.

Buffer handling example for transfer from card to PC

```
char* pcData = new char[llBufferSizeInBytes];

// we now define the transfer buffer with the minimum notify size of on page = 4 kByte
spcm_dwDefTransfer_i64 (hDrv, SPCM_BUF_DATA,  SPCM_DIR_CARDTOPC , 4096, (void*) pcData, 0, llBufferSizeInBytes);

// we start the DMA transfer
dwError = spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_DATA_STARTDMA);

do
    {
    if (!dwError)
        {
        // we wait for the next data to be available. Afte this call we get at least 4k of data to proceed
        dwError = spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_DATA_WAITDMA);

        // if there was no error we can proceed and read out the available bytes that are free again
        spcm_dwGetParam_i64 (hDrv, SPC_DATA_AVAIL_USER_LEN, &llAvailBytes);
        spcm_dwGetParam_i64 (hDrv, SPC_DATA_AVAIL_USER_POS, &llBytePos);

        printf ("We now have %lld new bytes available\n", llAvailBytes);
        printf ("The available data starts at position %lld\n", llBytesPos);

        // we take care not to go across the end of the buffer
        if ((llBytePos + llAvailBytes) >= llBufferSizeInBytes)
            llAvailBytes = llBufferSizeInBytes - llBytePos;

        // our do function gets a pointer to the start of the available data section and the length
        vDoSomething (&pcData[llBytesPos], llAvailBytes);

        // the buffer section is now immediately set available for the card
        spcm_dwSetParam_i64 (hDrv, SPC_DATA_AVAIL_CARD_LEN, llAvailBytes);
        }
    }
while (!dwError); // we loop forever if no error occurs
```

Buffer handling example for transfer from PC to card

```
char* pcData = new char[llBufferSizeInBytes];

// before starting transfer we ned to once fill complete buffer memory with data
vDoGenerateData (&pcData[0], llBufferSizeInBytes);

// we now define the transfer buffer with the minimum notify size of on page = 4 kByte
spcm_dwDefTransfer_i64 (hDrv, SPCM_BUF_DATA,  SPCM_DIR_PCTOCARD , 4096, (void*) pcData, 0, llBufferSizeInBytes);

// before start we once have to fill some data in for the start of the output
spcm_dwSetParam_i32 (hDrv, SPC_DATA_AVAIL_CARD_LEN, llBufferSizeInBytes);
dwError = spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_DATA_STARTDMA | M2CMD_DATA_WAITDMA);

do
    {
    if (!dwError)
        {
        // if there was no error we can proceed and read out the current amount of available data
        spcm_dwGetParam_i64 (hDrv, SPC_DATA_AVAIL_USER_LEN, &llAvailBytes);
        spcm_dwGetParam_i64 (hDrv, SPC_DATA_AVAIL_USER_POS, &llBytePos);

        printf ("We now have %lld free bytes available\n", llAvailBytes);
        printf ("The available data starts at position %lld\n", llBytesPos);

        // we take care not to go across the end of the buffer
        if ((llBytePos + llAvailBytes) >= llBufferSizeInBytes)
            llAvailBytes = llBufferSizeInBytes - llBytePos;

        // our do function gets a pointer to the start of the available data section and the length
        vDoGenerateData (&pcData[llBytesPos], llAvailBytes);

        // now we mark the number of bytes that we just generated for replay
        // and wait for the next free buffer
        spcm_dwSetParam_i64 (hDrv, SPC_DATA_AVAIL_CARD_LEN, llAvailBytes);
        dwError = spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_DATA_WAITDMA);
        }
    }
while (!dwError); // we loop forever if no error occurs
```

Please keep in mind that you are using a continuous buffer writing/reading that will start again at the zero position if the buffer length is reached. However the DATA_AVAIL_USER_LEN register will give you the complete amount of available bytes even if one part of the free area is at the end of the buffer and the second half at the beginning of the buffer.

Data organization

Data is organized in a multiplexed way in the transfer buffer. If using 2 channels data of first activated channel comes first, then data of second channel.

Activated Channels	Ch0	Ch1	Ch2	Ch3	Samples ordering in buffer memory starting with data offset zero																
1 channel	X				A0	A1	A2	A3	A4	A5	A6	A7	A8	A9	A10	A11	A12	A13	A14	A15	A16
1 channel		X			B0	B1	B2	B3	B4	B5	B6	B7	B8	B9	B10	B11	B12	B13	B14	B15	B16
1 channel			X		C0	C1	C2	C3	C4	C5	C6	C7	C8	C9	C10	C11	C12	C13	C14	C15	C16
1 channel				X	D0	D1	D2	D3	D4	D5	D6	D7	D8	D9	D10	D11	D12	D13	D14	D15	D16
2 channels	X	X			A0	B0	A1	B1	A2	B2	A3	B3	A4	B4	A5	B5	A6	B6	A7	B7	A8
2 channels	X		X		A0	C0	A1	C1	A2	C2	A3	C3	A4	C4	A5	C5	A6	C6	A7	C7	A8
2 channels	X			X	A0	D0	A1	D1	A2	D2	A3	D3	A4	D4	A5	D5	A6	D6	A7	D7	A8
2 channels		X	X		B0	C0	B1	C1	B2	C2	B3	C3	B4	C4	B5	C5	B6	C6	B7	C7	B8
2 channels		X		X	B0	D0	B1	D1	B2	D2	B3	D3	B4	D4	B5	D5	B6	D6	B7	D7	B8
2 channels			X	X	C0	D0	C1	D1	C2	D2	C3	D3	C4	D4	C5	D5	C6	D6	C7	D7	C8
4 channels	X	X	X	X	A0	B0	C0	D0	A1	B1	C1	D1	A2	B2	C2	D2	A3	B3	C3	D3	A4

The samples are re-named for better readability. A0 is sample 0 of channel 0, B4 is sample 4 of channel 1, and so on.

Sample format

If the card is using 14 bit A/D samples, they are stored in two’s complement in the lower 14 bit of the 16 bit data word. 14 bit resolution means that data is ranging from -8192…to…+8191. In standard mode the upper two bits contain the sign extension allowing to directly use the read data as 16 bit integer values. If the card is using 16 bit A/D samples, they are stored in two’s complement in the 16 bit data word. 16 bit resolution means that data is ranging from -32768…to…+32767:

	Standard Mode		**Digital inputs enabled SPCM_XMODE_DIGIN**		**Digital inputs enabled SPCM_XMODE_DIGIN2BIT**	
Data bit	**M4i.445x, M4i.448x** **14 bit ADC resolution**	**M4i.441x, M4i.442x, M4i.447x** **16 bit ADC resolution**	**M4i.445x, M4i.448x** **14 bit ADC resolution**	**M4i.441x, M4i.442x, M4i.447x** **15 bit ADC resolution**	**M4i.445x, M4i.448x** **14 bit ADC resolution**	**M4i.441x, M4i.442x, M4i.447x** **14 bit ADC resolution**
D15	ADx Bit 13 (sign extension)	ADx Bit 15 (MSB)	*44x1 (4 Ch) models:* Ch3: Digital bit 0 (X0) Ch2: Digital bit 2 (X2) Ch1: Digital bit 1 (X1) Ch0: Digital bit 0 (X0) *44x0 (2 Ch) models:* Ch1: Digital bit 1 (X2) Ch0: Digital bit 0 (X0)	*444x1 (4 Ch) models:* Ch3: Digital bit 0 (X0) Ch2: Digital bit 2 (X2) Ch1: Digital bit 1 (X1) Ch0: Digital bit 0 (X0) *44x0 (2 Ch) models:* Ch1: Digital bit 1 (X2) Ch0: Digital bit 0 (X0)	*44x1 (4 Ch) models:* Ch3: Digital bit 0 (X0) Ch2: Digital bit 2 (X2) Ch1: Digital bit 1 (X1) Ch0: Digital bit 0 (X0) *44x0 (2 Ch) models:* Ch1: Digital bit 1 (X2) Ch0: Digital bit 0 (X0)	*44x1 (4 Ch) models:* Ch3: Digital bit 0 (X0) Ch2: Digital bit 2 (X2) Ch1: Digital bit 1 (X1) Ch0: Digital bit 0 (X0) *44x0 (2 Ch) models:* Ch1: Digital bit 1 (X2) Ch0: Digital bit 0 (X0)
D14	ADx Bit 13 (sign extension)	ADx Bit 14	ADx Bit 13 (sign extension)	ADx Bit 15 (MSB)	*44x1 (4 Ch) models:* Ch3: Digital bit 1 (X1) Ch2: Digital bit 0 (X0) Ch1: Digital bit 2 (X2) Ch0: Digital bit 1 (X1) *44x0 (2 Ch) models:* Ch1: Digital bit 1 (X0) Ch0: Digital bit 0 (X1)	*44x1 (4 Ch) models:* Ch3: Digital bit 1 (X1) Ch2: Digital bit 0 (X0) Ch1: Digital bit 2 (X2) Ch0: Digital bit 1 (X1) *44x0 (2 Ch) models:* Ch1: Digital bit 1 (X0) Ch0: Digital bit 0 (X1)
D13	ADx Bit 13 (MSB)	ADx Bit 13	ADx Bit 13 (MSB)	ADx Bit 14	ADx Bit 13 (MSB)	ADx Bit 15 (MSB)
D12	ADx Bit 12	ADx Bit 12	ADx Bit 12	ADx Bit 13	ADx Bit 12	ADx Bit 14
D11	ADx Bit 11	ADx Bit 11	ADx Bit 11	ADx Bit 12	ADx Bit 11	ADx Bit 13
D10	ADx Bit 10	ADx Bit 10	ADx Bit 10	ADx Bit 11	ADx Bit 10	ADx Bit 12
D9	ADx Bit 9	ADx Bit 9	ADx Bit 9	ADx Bit 10	ADx Bit 9	ADx Bit 11
D8	ADx Bit 8	ADx Bit 8	ADx Bit 8	ADx Bit 9	ADx Bit 8	ADx Bit 10
D7	ADx Bit 7	ADx Bit 7	ADx Bit 7	ADx Bit 8	ADx Bit 7	ADx Bit 9
D6	ADx Bit 6	ADx Bit 6	ADx Bit 6	ADx Bit 7	ADx Bit 6	ADx Bit 8
D5	ADx Bit 5	ADx Bit 5	ADx Bit 5	ADx Bit 6	ADx Bit 5	ADx Bit 7
D4	ADx Bit 4	ADx Bit 4	ADx Bit 4	ADx Bit 5	ADx Bit 4	ADx Bit 6
D3	ADx Bit 3	ADx Bit 3	ADx Bit 3	ADx Bit 4	ADx Bit 3	ADx Bit 5
D2	ADx Bit 2	ADx Bit 2	ADx Bit 2	ADx Bit 3	ADx Bit 2	ADx Bit 4
D1	ADx Bit 1	ADx Bit 1	ADx Bit 1	ADx Bit 2	ADx Bit 1	ADx Bit 3
D0	ADx Bit 0 (LSB)	ADx Bit 0 (LSB)	ADx Bit 0 (LSB)	ADx Bit 1 (LSB)	ADx Bit 0 (LSB)	ADx Bit 2 (LSB)

Converting ADC samples to voltage values

The Spectrum driver also contains a register that holds the value of the decimal value of the full scale representation of the installed ADC. This value should be used when converting ADC values (in LSB) into real-world voltage values, because this register also automatically takes any specialities into account, such as slightly reduced ADC resolution with reserved codes for gain/offset compensation.

Register	Value	Direction	Description
SPC_MIINST_MAXADCVALUE	1126	read	Contains the decimal code (in LSB) of the ADC full scale value.

In case of a board that uses an 8 bit ADC that provides the full ADC code (without reserving any bits) the returned value would be 128. The the peak value for a ±1.0 V input range would be 1.0 V (or 1000 mv).

A returned sample value of for example +49 (decimal, two's complement, signed representation) would then convert to:

$$V_{in} = 49 \times \frac{1000\text{ mV}}{128} = 382.81\text{ mV}$$

A returned sample value of for example -55 (decimal) would then convert to:

$$V_{in} = -55 \times \frac{1000\text{ mV}}{128} = -429.69\text{ mV}$$

When converting samples that contain any additional data such as for example additional digital channels or overrange bits, this extra information must be first masked out and a proper sign-extension must be performed, before these values can be used as a signed two's complement value for above formulas.

Applying correction factors when using special clock mode

When using the card in the so called special clock mode (SPC_SPECIALCLOCK) the full-scale ADC input range changes with the selected sample rate. This can be compensated for by additionally multiplying the above calculated voltage values with the proper correction factors. The procedure on how to obtain these factors from the driver is described in the dedicated clock chapter later in this manual.

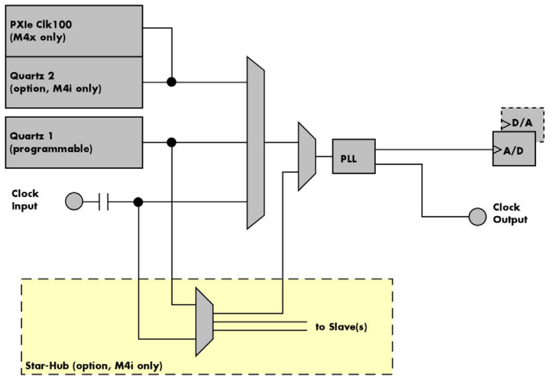
Clock generation

Overview

The Spectrum M4i PCI Express (PCIe) and M4x PXI Express (PXIe) cards offer a wide variety of different clock modes to match all the customers' needs. All of the clock modes are described in detail with programming examples in this chapter.

The figure is showing an overview of the complete engine used on all M4i cards for clock generation.

The purpose of this chapter is to give you a guide to the best matching clock settings for your specific application and needs.



Clock Mode Register

The selection of the different clock modes has to be done by the SPC_CLOCKMODE register. All available modes, can be read out by the help of the SPC_AVAILCLOCKMODES register.

Register	Value	Direction	Description
SPC_AVAILCLOCKMODES	20201	read	Bitmask, in which all bits of the below mentioned clock modes are set, if available.
SPC_CLOCKMODE	20200	read/write	Defines the used clock mode or reads out the actual selected one.
SPC_CM_INTPLL	1		Enables internal programmable high precision Quartz 1 for sample clock generation
SPC_CM_QUARTZ2	4		Enables optional Quartz 2 as reference for sample clock generation
SPC_CM_EXTREFCLOCK	32		Enables internal PLL with external reference for sample clock generation
SPC_CM_PXIREFCLOCK	64		M4x cards only: Enables internal PLL with PXIe backplane clock as reference for sample clock generation

The different clock modes and all other related or required register settings are described on the following pages.

The different clock modes

Standard internal sample rate (programmable reference quartz 1)

This is the easiest and most common way to generate a sample rate with no need for additional external clock signals. The sample rate has a very fine resolution, low jitter and a high accuracy. The Quartz 1 is a high quality software programmable clock device acting as a reference to the internal PLL. The specification is found in the technical data section of this manual.

Quartz2 with PLL (option, M4i cards only)

This optional second Quartz 2 is for special customer needs, either for a special direct sampling clock or as a very precise reference for the PLL. Please feel free to contact Spectrum for your special needs. The Quarz 2 clock footprint can be equipped with a wide variety of clock sources that are available on the market.

External Clock (reference clock)

Any clock can be fed in that matches the specification of the board. The external clock signal can be used to synchronize the board on a system clock or to feed in an exact matching sample rate. The external clock is divided/multiplied using a PLL allowing a wide range of external clock modes.

PXIe Reference Clock (M4x cards only)

The PXIe reference clock is a 100 MHz high-quality differential clock signal with an accuracy of ±100 ppm or better. This reference clock is located on the PXIe backplane and is routed to every PXIe slot with the same trace length on the mainboard's PCB. PXIe cards from Spectrum are able to use the PXIe reference clock for sampling clock generation. One big advantage of using the reference clock is the fact that all cards that are synchronized to the reference clock are running with the same clock frequency.

Synchronization Clock (option Star-Hub, M4i cards only)

The star-hub option allows the synchronization of up to 8 cards of the M4i series from Spectrum with a minimal phase delay between the different cards. The clock is distributed from the master card to all connected cards. As a source it is possible to either use the programmable Quarz 1 clock or the external Ext0 reference clock input of the master card. For details on the synchronization option please take a look at the dedicated chapter later in this manual.

Details on the different clock modes

Standard internal sampling clock (PLL)

The internal sampling clock is generated in default mode by a programmable high precision quartz. You need to select the clock mode by the dedicated register shown in the table below:

Register	Value	Direction	Description
SPC_CLOCKMODE	20200	read/write	Defines the used clock mode
SPC_CM_INTPLL	1	Enables internal programmable high precision Quartz 1 for sample clock generation	

The user does not have to care about how the desired sampling rate is generated by multiplying and dividing internally. You simply write the desired sample rate to the according register shown in the table below and the driver makes all the necessary calculations. If you want to make sure the sample rate has been set correctly you can also read out the register and the driver will give you back the sampling rate that is matching your desired one best.

Register	Value	Direction	Description
SPC_SAMPLERATE	20000	write	Defines the sample rate in Hz for internal sample rate generation.
		read	Read out the internal sample rate that is nearest matching to the desired one.

Independent of the used clock source it is possible to enable the clock output. The clock will be available on the external clock output connector and can be used to synchronize external equipment with the board.

Register	Value	Direction	Description
SPC_CLOCKOUT	20110	read/write	Writing a „1“ enables clock output on external clock output connector. Writing a „0“ disables the clock output (tristate)
SPC_CLOCKOUTFREQUENCY	20111	read	Allows to read out the frequency of an internally synthesized clock present at the clock output.

Example on writing and reading internal sampling rate

```
spcm_dwSetParam_i32 (hDrv, SPC_CLOCKMODE, SPC_CM_INTPLL); // Enables internal programmable quartz 1
spcm_dwSetParam_i64 (hDrv, SPC_SAMPLERATE,  62500000);    // Set internal sampling rate to 62.5 MHz
spcm_dwSetParam_i32 (hDrv, SPC_CLOCKOUT,  1);             // enable the clock output of the card
spcm_dwGetParam_i64 (hDrv, SPC_SAMPLERATE, &lSamplerate); // Read back the programmed sample rate and print
printf („Sample rate = %d\n“, lSamplerate);               // it. Output should be „Sample rate = 62500000“
```

In standard clock mode, which is the default setting, the sampling rate can only be programmed as maximum samplingrate and divisions of this. Valid sampling rates are [max], [max/2], [max/4], [max/8], ... [max/131072]. Any programmed sampling rate in between will automatically be rounded to the next matching divided sampling clock.

Minimum internal sampling rate

The minimum and the maximum internal sampling rates depend on the specific type of board. Both values can be found in the technical data section of this manual.

Clock Setup Granularity and Divider (Special Clock Mode)

High performance ADC’s are very sensitive devices concerning clocking and have a relatively wide variation of its full-scale range versus the used sample clock. The manual states "As the ADC is fed with nearly any sampling rate the gain accuracy is reduced and may be worse than the specified one.

So the default is, that the ADC is always running with its maximum sample rate, in case of the M4i.442x cards with 250 MHz. That way, this ADC specific variation is out of the way, and the card can be factory offset and gain calibrated.

When using "fine clock granularity" mode, the ADCs internal full-scale range changes ... and that way the input ranges change. So let's say one selects the ±500 mV input range on an M4i.442x card then - ideally spoken - applying a DC value of +500 mV would lead to the ADC full-scale code of +32767, because this card has a 16bit ADC.

That is valid for all sample rates that can be derived from the calibrated maximum sample rate of in this case of a M4i.442x card 250 MS/s. So selecting divided sample rates like 125 MS/s (250/2), 62.5 MS/s (250/4), 31.125 MS/s (250/8) does not affect gain accuracy at all, that is why this special clock mode is not the default. These dividers do not affect the real sample clock to the ADC chip, but simply drop samples (what we refer to as oversampling), so that the ADC configuration and operation does not change here.

When providing a sample clock to the ADC chip other than the calibrated one, the full-scale range changes. So let's say you again selected the ±500 mV input range, then applying the same DC value of +500 mV would not lead to the same ADC full-scale code of +32767 any more, but instead in fact to a larger one, so that actually the „new“ input range is smaller than the specified one.

That is why this continuous clock mode is not the default, because the full scale range of the ADC itself unfortunately varies over clock frequency quite widely ...something in the range of 20..30 %.

This behavior does not differ between internal sampling clock and external reference clock. In every case the sample clock that is applied to the ADC chip is generated by a PLL from a known reference, either internally or externally fed into the card.

To offer best performance to each individual user there are two different modes of clock setup, each with its own advantages:

- Standard Clock Mode (default): the clock is internally programmed using the maximum sampling rate and a divider. In this mode the specified gain accuracy is reached but the available sampling rates are limited. For a M4i.4450-x8 (2 channels 500 MS/s) this mode would result into possible sampling rates of 500 MS/s, 250 MS/s, 125 MS/s, 62.5 MS/s, ... The driver automatically adjusts the sampling rate to the nearest matching one. If programming a sampling rate of 400 MS/s this will automatically be adjusted to 500 MS/s in the case that the SPC_SPECIALCLOCK register is not set.

- Special Clock Mode (Fine Clock Granularity): this mode has to be activated by software <u>before</u> setting the sampling rate. After activation nearly every sampling rate can be programmed with a clock resolution of 1 Hz. However there are some gaps in the clock range which are specified in the technical data section. Sampling rates within the specified gaps can not be used by this card.
  As the ADC is fed with nearly any sampling rate the gain accuracy is reduced and may be worse than the specified one.

Special Clock Mode Setup

To enable the special clock mode allowing to reach fine clock granularity the register below needs to be programmed. As default this mode is deactivated.

Register	Value	Direction	Description
SPC_SPECIALCLOCK	295100	read/write	Activated or de-activates the special clock mode

Gain calibration/correction using SPC_SPECIALCLOCK mode

Starting with driver version V3.29 included on CD revision 3.45 from April 2017, the driver gives the user the possibility to start an on-board calibration cycle for a selected sample rate and then read out a correction factor for each channel for that particular setup. These factors then can be applied to the samples by the application software to minimize the effects of a full-scale change caused by a finegranularity ADC clock, as described above.

The procedure is that the user first enables the specialclock mode and defines the desired sample rate, then starts the on-board specialclock mode calibration and finally reads out the correction value per channel.

The following register is used to start the calibration routing:

Register	Value	Direction	Description
SPC_ADJ_AUTOADJ	50020	write	Register to start a selected calibration routine.
ADJ_SPECIAL_CLOCK	32	When written, starts the special clock calibration for the currently selected sample rate.	

The obtained correction factors can be read out per channel by the following registers:

Register	Value	Direction	Description
SPC_SPECIALCLOCK_ADJUST0	295150	read	Holds the sample correction factor obtained from the last special clock calibration for channel 0.
SPC_SPECIALCLOCK_ADJUST1	295151	read	Holds the sample correction factor obtained from the last special clock calibration for channel 1.
SPC_SPECIALCLOCK_ADJUST2	295152	read	Holds the sample correction factor obtained from the last special clock calibration for channel 2.
SPC_SPECIALCLOCK_ADJUST3	295153	read	Holds the sample correction factor obtained from the last special clock calibration for channel 3.

Please note that the correction factors read back by the above registers are scaled up by a factor of SPCM_SPECIALCLOCK_ADJUST_SHIFT within the driver to keep a high precision, whilst using the integer based „dwGetParam" function.

The user application will then scale these large integer factors back by this factor to convert the correction values to a double precision floating point value which can then be used to apply to each sample by simple multiplication.

The following excerpt shows how to start the special clock calibration and how to read out the calibration factors:

```
// Set special clock PRIOR setting the samplerate and also
// set the samplerate PRIOR starting the calibration routine
spcm_dwSetParam_i32 (hCard, SPC_SPECIALCLOCK, 1);
spcm_dwSetParam_i32 (hCard, SPC_SAMPLERATE, MEGA(187));

// Start calibration for this samplerate. Factors will be different for other speeds.
spcm_dwSetParam_i32 (hCard, SPC_ADJ_AUTOADJ, ADJ_SPECIAL_CLOCK);

// read out the integer correction factors and convert them to double
double adCorFac[4];
for (uint32 dwChIdx = 0; dwChIdx < 4; ++dwChIdx)
    {
    int64 llTmp = 0;
    spcm_dwGetParam_i64 (hCard, SPC_SPECIALCLOCK_ADJUST0 + dwChIdx, &llTmp);
    adCorFac[dwChIdx] = static_cast < double > (llTmp) / SPCM_SPECIALCLOCK_ADJUST_SHIFT;
    }
```

Using Quartz2 with PLL (optional, M4i cards only)

In some cases it is necessary to use a special high precision frequency for sampling rate generation. For these applications all cards of the M3i/M4i series can be equipped with a special customer quartz. Please contact Spectrum for details on available oscillators. If your card is equipped with a second oscillator you can enable it for sampling rate generation with the following register:

Register		Value	Direction	Description
SPC_CLOCKMODE		20200	read/write	Defines the used clock mode
	SPC_CM_QUARTZ2	4	Enables optional quartz2 for sample clock generation	

The quartz 2 clock is routed through a PLL to allow the generation of sampling rates based on this reference clock. As with internal PLL mode it's also possible to program the clock mode first, set a desired sampling rate with the SPC_SAMPLERATE register and to read it back. The result will then again be the best matching sampling rate.

Independent of the used clock source it is possible to enable the clock output. The clock will be available on the external clock output connector and can be used to synchronize external equipment with the board.

Register	Value	Direction	Description
SPC_CLOCKOUT	20110	read/write	Writing a „1" enables clock output on external clock output connector. Writing a „0" disables the clock output (tristate)
SPC_CLOCKOUTFREQUENCY	20111	read	Allows to read out the frequency of an internally synthesized clock present at the clock output.

Oversampling

All fast instruments have a minimum clock frequency that is limited by either the manufacturer limit of the used A/D converter or by limiting factors of the clock design. You find this minimum sampling rate specified in the technical data section as minimum native ADC converter clock.

When using one of the above mentioned internal clock modes the driver allows you to program sampling clocks that lie far beneath this minimum sampling clock. To run the instrument properly we use a special oversampling mode where the A/D converter/clock section is within its specification and only the digital part of the card is running with the slower clock. This is completely defined inside the driver and cannot be modified by the user. The following register allows to read out the oversampling factor for further calculation

Register	Value	Direction	Description
SPC_OVERSAMPLINGFACTOR	200123	read only	Returns the oversampling factor for further calculations. If oversampling isn't active a 1 is returned.

When using clock output the sampling clock at the output connector is the real instrument sampling clock and not the programmed slower sampling rate. To calculate the output clock, please just multiply the programmed sampling clock with the oversampling factor read with the above mentioned register.

External clock (reference clock)

The external clock input is fed through a PLL to the clock system. Therefore the input will act as a reference clock input thus allowing to either use a copy of the external clock or to generate any sampling clock within the allowed range from the reference clock. Please note the limited setup granularity in comparison to the internal sampling clock generation. Details are found in the technical data section.

Register		Value	Direction	Description
SPC_CLOCKMODE		20200	read/write	Defines the used clock mode
	SPC_CM_EXTREFCLOCK	32	Enables internal PLL with external reference for sample clock generation	

Due to the fact that the driver needs to know the external fed in frequency for an exact calculation of the sampling rate you must set the SPC_REFERENCECLOCK register accordingly as shown in the table below. The driver then automatically sets the PLL to achieve the desired sampling rate. Please be aware that the PLL has some internal limits and not all desired sampling rates may be reached with every reference clock.

Register		Value	Direction	Description
SPC_REFERENCECLOCK		20140	read/write	Programs the external reference clock in the range stated in the technical data section.
	External sampling rate in Hz as an integer value		You need to set up this register exactly to the frequency of the external fed in clock.	

Example of reference clock:

```
spcm_dwSetParam_i32 (hDrv, SPC_CLOCKMODE, SPC_CM_EXTREFCLOCK);    // Set to reference clock mode
spcm_dwSetParam_i32 (hDrv, SPC_REFERENCECLOCK, 10000000);         // Reference clock that is fed in is 10 MHz
spcm_dwSetParam_i64 (hDrv, SPC_SAMPLERATE,     65200000);         // We want to have 62.5 MHz as sampling rate
```

PLL Locking Error

The external clock signal is routed to a PLL to generate any sampling clock from this external clock. Due to the internal structure of the card the PLL is even used if a copy of the clock fed in externally is used for sampling (SPC_REFERENCECLOCK = SPC_SAMPLERATE). The PLL needs a stable and defined external clock with no gaps and no variation in the frequency. The external clock must be present when issuing the start command. It is not possible to start the card with external clock activated and no external clock available.

When starting the card all settings are written to hardware and the PLL is programmed to generate the desired sampling clock. If there has been any change to the clock setting the PLL then tries to lock on the external clock signal to generate the sampling clock. This locking will normally need 10 to 20 ms until the sampling clock is stable. Some clock settings may also need 200 ms to lock the PLL. This waiting time is automatically added at card start.

However if the PLL can not lock on the external clock either because there is no clock available or it hasn't sufficient signal levels or the clock is not stable the driver will return with an error code ERR_CLOCKNOTLOCKED. In that case it is necessary to check the external clock connection. Please see the example below:

```
// settings done to external clock like shown above.
if (spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_CARD_START | M2CMD_CARD_ENABLETRIGGER) == ERR_CLOCKNOTLOCKED)
    {
    printf („External clock not locked. Please check connection\n“);
    return -1;
    }
```

PXI Reference Clock (M4x cards only)

Register		Value	Direction	Description
SPC_CLOCKMODE		20200	read/write	Defines the used clock mode
	SPC_CM_PXIREFCLOCK	64	Enables internal PLL with PXI reference for sample clock generation	

The 100 MHz PXIe system reference clock can be used as a reference clock for internal sample rate generation on all M4x PXIe cards from Spectrum. With the above mentioned software command the PXIe reference clock is routed to the internal PLL. Afterwards you only have to program the sample rate register to the desired sampling rate. The remaining internal calculations will be automatically done by the driver.

Example of PXI reference clock:

```
spcm_dwSetParam_i32 (hDrv, SPC_CLOCKMODE, SPC_CM_PXIREFCLOCK);    // Set to PXI reference clock mode
spcm_dwSetParam_i64 (hDrv, SPC_SAMPLERATE,     65200000);         // We want to have 62.5 MHz as sampling rate
```

PLL Locking Error

The PXI reference signal is routed to a PLL to generate any sampling clock from this external clock. The PLL needs a stable and defined external clock with no gaps and no variation in the frequency. Some backplanes might allow to turn off the reference clock. The PXI clock must be present when issuing the start command. It is not possible to start the card with external clock activated and no external clock available.

When starting the card all settings are written to hardware and the PLL is programmed to generate the desired sampling clock. If there has been any change to the clock setting the PLL then tries to lock on the external clock signal to generate the sampling clock. This locking will normally need 10 to 20 ms until the sampling clock is stable. Some clock settings may also need 200 ms to lock the PLL. This waiting time is automatically added at card start.

However if the PLL can not lock on the PXI clock because there is no clock available (if however disabled on the backplane), the driver will return with an error code ERR_CLOCKNOTLOCKED. In that case it is necessary to check the external clock connection. Please see the example below:

```
// settings done to PXI clock like shown above.
if (spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_CARD_START | M2CMD_CARD_ENABLETRIGGER) == ERR_CLOCKNOTLOCKED)
    {
    printf („External clock not locked. Please check connection\n“);
    return -1;
    }
```

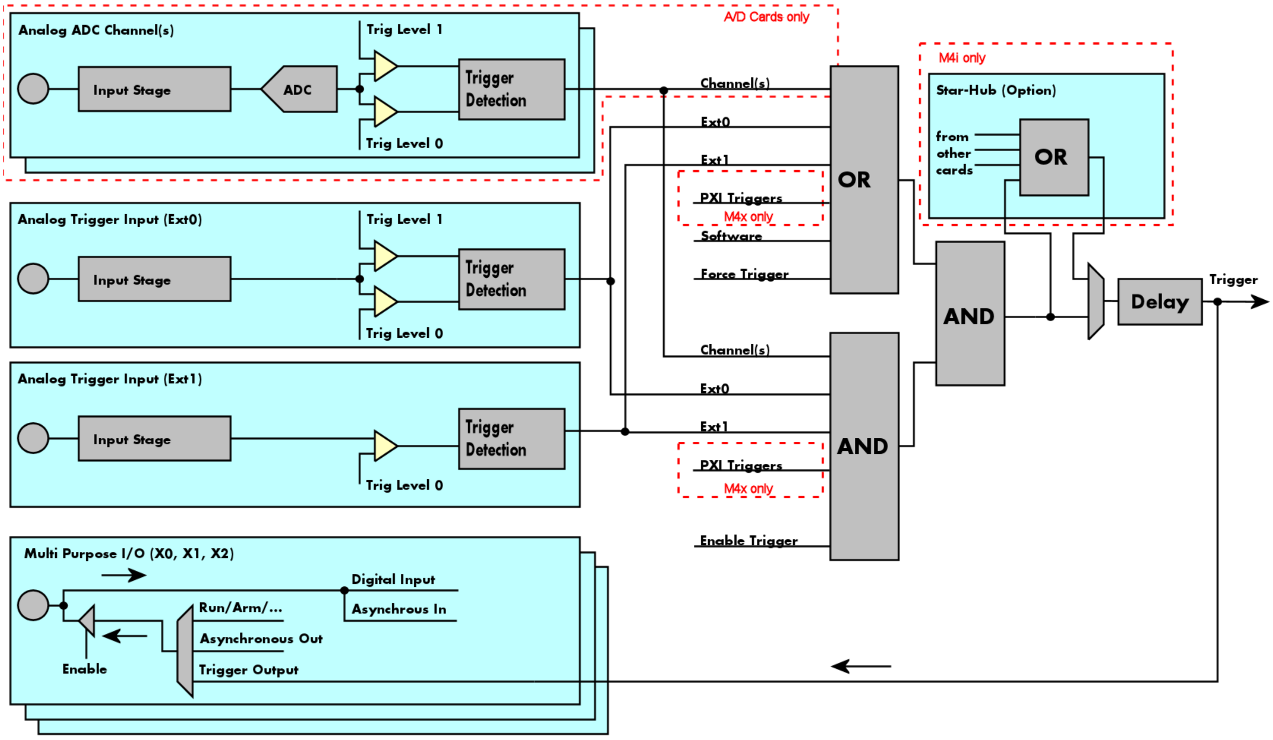
Trigger modes and appendant registers

General Description

The trigger modes of the Spectrum M4i/M4x series A/D and D/A cards are very extensive and give you the possibility to detect nearly any trigger event you can think of.

You can choose between more than 10 external trigger modes and up to 20 internal trigger modes (on analog acquisition cards) including software and channel trigger, depending on your type of board. Many of the channel trigger modes can be independently set for each input channel (on A/D boards only) resulting in a even bigger variety of modes. This chapter is about to explain all of the different trigger modes and setting up the card's registers for the desired mode.

Trigger Engine Overview



The trigger engine of the M4iM4x card series allows to combine several different trigger sources with OR and AND combination, with a trigger delay or even with an OR combination across several cards when using the Star-Hub option. The above drawing gives a complete overview of the trigger engine and shows all possible features that are available.

On A/D cards each analog input channel has two trigger level comparators to detect edges as well as windowed triggers. All card types have a total of two different additional external trigger sources. One main trigger source (Ext0) which also has two analog level comparators also allowing to use edge and windowed trigger detection and one secondary analog trigger (Ext1) with one analog level comparator. Additionally three multi purpose in/outputs that can be software programmed to either inputs or outputs some extended status signals.

The Enable trigger allows the user to enable or disable all trigger sources (including channel trigger on A/D cards and external trigger) with a single software command. The enable trigger command will not work on force trigger.

When the card is waiting for a trigger event, either a channel trigger or an external trigger the force trigger command allows to force a trigger event with a single software command. The force trigger overrides the enable trigger command.

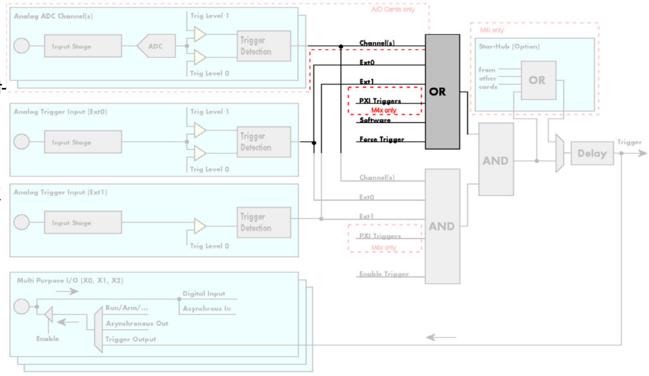
Before the trigger event is finally generated, it is wired through a programmable trigger delay. This trigger delay will also work when used in a synchronized system thus allowing each card to individually delay its trigger recognition.

Trigger masks

Trigger OR mask

The purpose of this passage is to explain the trigger OR mask (see left figure) and all the appendant software registers in detail.

The OR mask shown in the overview before as one object, is separated into two parts: a general OR mask for main external trigger (external analog window trigger), the secondary external trigger (external analog comparator trigger, the various PXI triggers (available on M4x PXIe cards only) and software trigger and a channel OR mask.

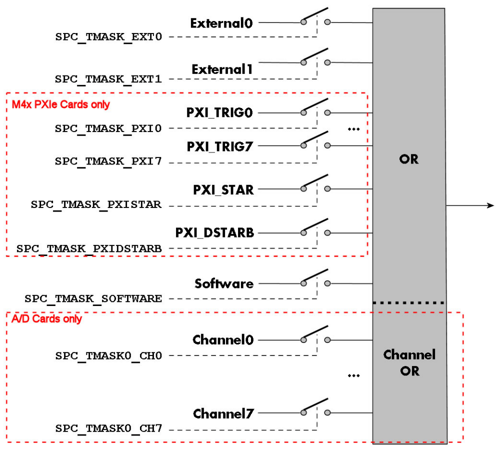


Every trigger source of the M4i/M4x series cards is wired to one of the above mentioned OR masks. The user then can program which trigger source will be recognized, and which one won't.

This selection for the general mask is realized with the SPC_TRIG_ORMASK register in combination with constants for every possible trigger source.

This selection for the channel mask (A/D cards only) is realized with the SPC_TRIG_CH_ORMASK0 register in combination with constants for every possible channel trigger source.

In either case the sources are coded as a bitfield, so that they can be combined by one access to the driver with the help of a bitwise OR.



The table below shows the relating register for the general OR mask and the possible constants that can be written to it.

Register	Value	Direction	Description
SPC_TRIG_AVAILORMASK	40400	read	Bitmask, in which all bits of the below mentioned sources for the OR mask are set, if available.
SPC_TRIG_ORMASK	40410	read/write	Defines the events included within the trigger OR mask of the card.
SPC_TMASK_NONE	0		No trigger source selected
SPC_TMASK_SOFTWARE	1h		Enables the software trigger for the OR mask. The card will trigger immediately after start.
SPC_TMASK_EXT0	2h		Enables the external (analog window) trigger 0 for the OR mask. The card will trigger when the programmed condition for this input is valid.
SPC_TMASK_EXT1	4h		Enables the external (analog comparator) trigger 1 for the OR mask. The card will trigger when the programmed condition for this input is valid.
SPC_TMASK_PXI0	100000h		Enables the PXI_TRIG0 for the OR mask. The card will trigger when the signal on this input is HIGH.
SPC_TMASK_PXI1	200000h		Enables the PXI_TRIG1 for the OR mask. The card will trigger when the signal on this input is HIGH.
SPC_TMASK_PXI2	400000h		Enables the PXI_TRIG2 for the OR mask. The card will trigger when the signal on this input is HIGH.
SPC_TMASK_PXI3	800000h		Enables the PXI_TRIG3 for the OR mask. The card will trigger when the signal on this input is HIGH.
SPC_TMASK_PXI4	1000000h		Enables the PXI_TRIG4 for the OR mask. The card will trigger when the signal on this input is HIGH.
SPC_TMASK_PXI5	2000000h		Enables the PXI_TRIG5 for the OR mask. The card will trigger when the signal on this input is HIGH.
SPC_TMASK_PXI6	4000000h		Enables the PXI_TRIG6 for the OR mask. The card will trigger when the signal on this input is HIGH.
SPC_TMASK_PXI7	8000000h		Enables the PXI_TRIG7 for the OR mask. The card will trigger when the signal on this input is HIGH.
SPC_TMASK_PXISTAR	10000000h		Enables the PXISTAR line for the OR mask. The card will trigger when the signal on this input is HIGH.
SPC_TMASK_PXIDSTARB	20000000h		Enables the PXI_DSTARB for the OR mask. The card will trigger when the signal on this input is HIGH.

Please note that as default the SPC_TRIG_ORMASK is set to SPC_TMASK_SOFTWARE. When not using any trigger mode requiring values in the SPC_TRIG_ORMASK register, this mask should explicitely cleared, as otherwise the software trigger will override other modes.

The following example shows, how to setup the OR mask, for the two external trigger inputs, ORing them together. When using just a single trigger, only this particular trigger must be used in the OR mask register, respectively. As an example a simple edge detection has been chosen for Ext1 input and a window edge detection has been chosen for Ext0 input. The explanation and a detailed description of the different trigger modes for the external trigger inputs will be shown in the dedicated passage within this chapter.

```
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_EXT0_LEVEL0, 1800);          // lower Window Trigger level set to 1.8 V
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_EXT0_LEVEL1, 2000);          // upper Window Trigger level set to 2.0 V
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_EXT0_MODE, SPC_TM_WINENTER);// Setting up main window trigger for entering

spcm_dwSetParam_i32 (hDrv, SPC_TRIG_EXT1_LEVEL0, 2500);      // Trigger level set to 2.5 V
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_EXT1_MODE, SPC_TM_POS);  // Setting up secondary trigger for rising edges

// Enable both external triggers within the OR mask, hence ORing them together
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_ORMASK, SPC_TMASK_EXT1 | SPC_TMASK_EXT0);
```

The table below is showing the registers for the channel OR mask (A/D cards only) and the possible constants that can be written to it.

Register	Value	Direction	Description
SPC_TRIG_CH_AVAILORMASK0	40450	read	Bitmask, in which all bits of the below mentioned sources/channels (0…7) for the channel OR mask are set, if available.
SPC_TRIG_CH_ORMASK0	40460	read/write	Includes the analog channels (0…7) within the channel trigger OR mask of the card.
SPC_TMASK0_CH0	00000001h		Enables channel0 for recognition within the channel OR mask.
SPC_TMASK0_CH1	00000002h		Enables channel1 for recognition within the channel OR mask.
SPC_TMASK0_CH2	00000004h		Enables channel2 for recognition within the channel OR mask.
SPC_TMASK0_CH3	00000008h		Enables channel3 for recognition within the channel OR mask.
SPC_TMASK0_CH4	00000010h		Enables channel4 for recognition within the channel OR mask.
SPC_TMASK0_CH5	00000020h		Enables channel5 for recognition within the channel OR mask.
SPC_TMASK0_CH6	00000040h		Enables channel6 for recognition within the channel OR mask.
SPC_TMASK0_CH7	00000080h		Enables channel7 for recognition within the channel OR mask.

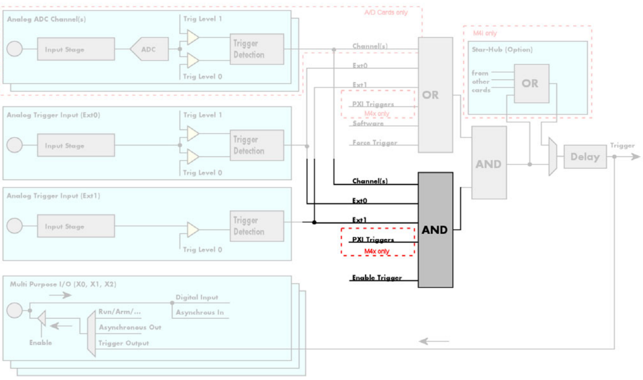
The following example shows, how to setup the OR mask for channel trigger. As an example a simple edge detection has been chosen. The explanation and a detailed description of the different trigger modes for the channel trigger modes will be shown in the dedicated passage within this chapter.

```
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_ORMASK, SPC_TMASK_NONE);     // disable default software trigger
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_CH_ORMASK0, SPC_TMASK_CH0); // Enable channel0 trigger within the OR mask
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_CH0_LEVEL0, 0);              // Trigger level is zero crossing
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_CH0_MODE, SPC_TM_POS);       // Setting up channel trigger for rising edges
```

Trigger AND mask

The purpose of this passage is to explain the trigger AND mask (see left figure) and all the appendant software registers in detail.

The AND mask shown in the overview before as one object, is separated into two parts: a general AND mask for external trigger and software trigger and a channel AND mask.

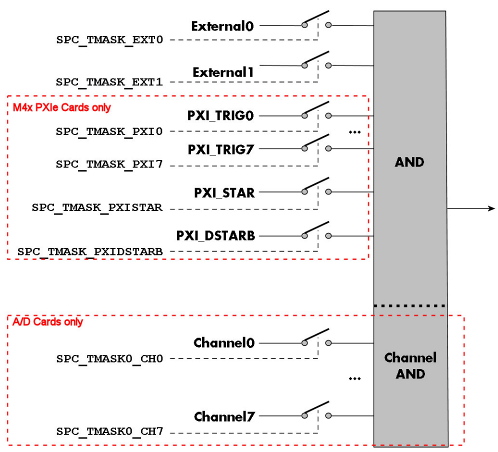


Every trigger source of the M4i/M4x series cards except the software trigger is wired to one of the above mentioned AND masks. The user then can program which trigger source will be recognized, and which one won't.

This selection for the general mask is realized with the SPC_TRIG_ANDMASK register in combination with constants for every possible trigger source.

This selection for the channel mask (A/D cards only) is realized with the SPC_TRIG_CH_ANDMASK0 register in combination with constants for every possible channel trigger source.

In either case the sources are coded as a bitfield, so that they can be combined by one access to the driver with the help of a bitwise OR.



The table below shows the relating register for the general AND mask and the possible constants that can be written to it.

Register		Value	Direction	Description
SPC_TRIG_AVAILANDMASK		40420	read	Bitmask, in which all bits of the below mentioned sources for the AND mask are set, if available.
SPC_TRIG_ANDMASK		40430	read/write	Defines the events included within the trigger AND mask of the card.
	SPC_TMASK_NONE	0		No trigger source selected
	SPC_TMASK_EXT0	2h		Enables the external (analog window) trigger 0 for the AND mask. The card will trigger when the programmed condition for this input is valid.
	SPC_TMASK_EXT1	4h		Enables the external (analog comparator) trigger 1 for the AND mask. The card will trigger when the programmed condition for this input is valid.
	SPC_TMASK_PXI0	100000h		Enables the PXI_TRIG0 for the AND mask. The card will trigger when the signal on this input is HIGH.
	SPC_TMASK_PXI1	200000h		Enables the PXI_TRIG1 for the AND mask. The card will trigger when the signal on this input is HIGH.
	SPC_TMASK_PXI2	400000h		Enables the PXI_TRIG2 for the AND mask. The card will trigger when the signal on this input is HIGH.
	SPC_TMASK_PXI3	800000h		Enables the PXI_TRIG3 for the AND mask. The card will trigger when the signal on this input is HIGH.
	SPC_TMASK_PXI4	1000000h		Enables the PXI_TRIG4 for the AND mask. The card will trigger when the signal on this input is HIGH.
	SPC_TMASK_PXI5	2000000h		Enables the PXI_TRIG5 for the AND mask. The card will trigger when the signal on this input is HIGH.
	SPC_TMASK_PXI6	4000000h		Enables the PXI_TRIG6 for the AND mask. The card will trigger when the signal on this input is HIGH.
	SPC_TMASK_PXI7	8000000h		Enables the PXI_TRIG7 for the AND mask. The card will trigger when the signal on this input is HIGH.
	SPC_TMASK_PXISTAR	10000000h		Enables the PXISTAR line for the AND mask. The card will trigger when the signal on this input is HIGH.
	SPC_TMASK_PXIDSTARB	20000000h		Enables the PXI_DSTARB for the AND mask. The card will trigger when the signal on this input is HIGH.

The following example shows, how to setup the AND mask, for an external trigger. As an example a simple high level detection has been chosen. When multiple external triggers shall be combined by AND, both of the external sources must be included in the AND mask register, similar to the OR mask example shown before. The explanation and a detailed description of the different trigger modes for the external trigger inputs will be shown in the dedicated passage within this chapter.

```
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_ORMASK, SPC_TMASK_NONE);  // disable default software trigger
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_ANDMASK, SPC_TMASK_EXT0); // Enable external trigger within the AND mask
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_EXT0_LEVEL0, 2000);       // Trigger level is 2.0 V (2000 mV)
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_EXT0_MODE, SPC_TM_HIGH);  // Setting up external trigger for HIGH level
```

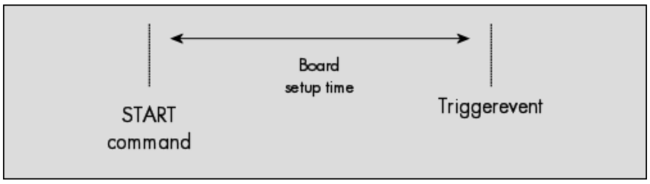
The table below is showing the constants for the channel AND mask (A/D cards only) and all the constants for the different channels.

Register		Value	Direction	Description
SPC_TRIG_CH_AVAILANDASK0		40470	read	Bitmask, in which all bits of the below mentioned sources/channels (0…7) for the channel AND mask are set, if available.
SPC_TRIG_CH_ANDMASK0		40480	read/write	Includes the analog or digital channels (0…7) within the channel trigger AND mask of the card.
	SPC_TMASK0_CH0	00000001h		Enables channel0 for recognition within the channel OR mask.
	SPC_TMASK0_CH1	00000002h		Enables channel1 for recognition within the channel OR mask.
	SPC_TMASK0_CH2	00000004h		Enables channel2 for recognition within the channel OR mask.
	SPC_TMASK0_CH3	00000008h		Enables channel3 for recognition within the channel OR mask.
	SPC_TMASK0_CH4	00000010h		Enables channel4 for recognition within the channel OR mask.
	SPC_TMASK0_CH5	00000020h		Enables channel5 for recognition within the channel OR mask.
	SPC_TMASK0_CH6	00000040h		Enables channel6 for recognition within the channel OR mask.
	SPC_TMASK0_CH7	00000080h		Enables channel7 for recognition within the channel OR mask.

The following example shows, how to setup the AND mask for a channel trigger. As an example a simple level detection has been chosen. The explanation and a detailed description of the different trigger modes for the channel trigger modes will be shown in the dedicated passage within this chapter.

```
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_ORMASK, SPC_TMASK_NONE);    // disable default software trigger
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_CH_ANDMASK0, SPC_TMASK_CH0);// Enable channel0 trigger within AND mask
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_CH0_LEVEL0, 0);             // channel level to detect is zero level
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_CH0_MODE, SPC_TM_HIGH);     // Setting up ch0 trigger for HIGH levels
```

Software trigger



The software trigger is the easiest way of triggering any Spectrum board. The acquisition or replay of data will start immediately after the card is started and the trigger engine is armed. The resulting delay upon start includes the time the board needs for its setup and the time for recording the pre-trigger area (for acquisition cards).
For enabling the software trigger one simply has to include the

software event within the trigger OR mask, as the following table is showing:

Register	Value	Direction	Description
SPC_TRIG_ORMASK	40410	read/write	Defines the events included within the trigger OR mask of the card.
SPC_TMASK_SOFTWARE	1h		Sets the trigger mode to software, so that the recording/replay starts immediately.

Example for setting up the software trigger:

```
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_ORMASK, SPC_TMASK_SOFTWARE); // Internal software trigger mode is used
```

Force- and Enable trigger

In addition to the software trigger (free run) it is also possible to force a trigger event by software while the board is waiting for a real physical trigger event. The forcetrigger command will only have any effect, when the board is waiting for a trigger event. The command for forcing a trigger event is shown in the table below.

Issuing the forcetrigger command will every time only generate one trigger event. If for example using Multiple Recording that will result in only one segment being acquired by forcetrigger. After execution of the forcetrigger command the trigger engine will fall back to the trigger mode that was originally programmed and will again wait for a trigger event.

Register	Value	Direction	Description
SPC_M2CMD	100	write	Command register of the M2i/M3i/M4i/M4x/M2p series cards.
M2CMD_CARD_FORCETRIGGER	10h		Forces a trigger event if the hardware is still waiting for a trigger event.

The example shows, how to use the forcetrigger command:

```
spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_CARD_FORCETRIGGER); // Force trigger is used.
```

It is also possible to enable (arm) or disable (disarm) the card's whole triggerengine by software. By default the trigger engine is disabled.

Register	Value	Direction	Description
SPC_M2CMD	100	write	Command register of the M2i/M3i/M4i/M4x/M2p series cards.
M2CMD_CARD_ENABLETRIGGER	8h		Enables the trigger engine. Any trigger event will now be recognized.
M2CMD_CARD_DISABLETRIGGER	20h		Disables the trigger engine. No trigger events will be recognized, except force trigger.

The example shows, how to arm and disarm the card's trigger engine properly:

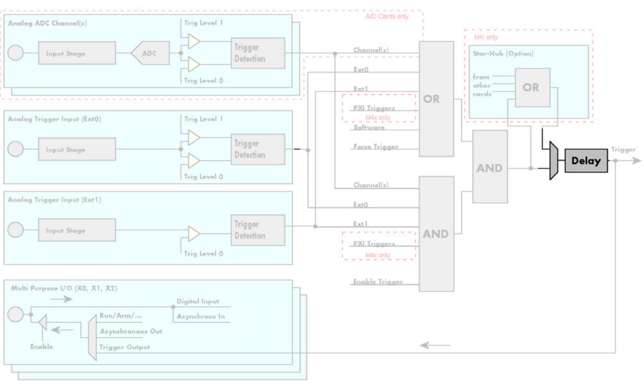
```
spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_CARD_ENABLETRIGGER);  // Trigger engine is armed.
...
spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_CARD_DISABLETRIGGER); // Trigger engine is disarmed.
```

Trigger delay

All of the Spectrum M4i/M4x series cards allow the user to program an additional trigger delay. As shown in the trigger overview section, this delay is the last element in the trigger chain. Therefore the user does not have to care for the sources when programming the trigger delay.

As shown in the overview the trigger delay is located after the star-hub connection meaning that every M4i card being synchronized can still have its own trigger delay programmed. The Star-Hub will combine the original trigger events before the result is being delayed.

The delay is programmed in samples. The resulting time delay will therefore be [Programmed Delay] / [Sampling Rate].



The following table shows the related register and the possible values. A value of 0 disables the trigger delay.

Register	Value	Direction	Description
SPC_TRIG_AVAILDELAY	40800	read	Contains the maximum available delay as a decimal integer value.
SPC_TRIG_DELAY	40810	read/write	Defines the delay for the detected trigger events.
	0		No additional delay will be added. The resulting internal delay is mentioned in the technical data section.
	16…[8G -8] in steps of 16 (12, 14, 16 bit cards)		Defines the additional trigger delay in number of sample clocks. The trigger delay can be programmed up to (8GSamples - 16) = 8589934576. Stepsize is 16 samples for 12, 14, 16 bit cards.
	32…[8G -32] in steps of 32 (8 bit cards)		Defines the additional trigger delay in number of sample clocks. The trigger delay can be programmed up to (8GSamples - 32) = 8589934560. Stepsize is 32 samples for 8 bit cards.

The example shows, how to use the trigger delay command:

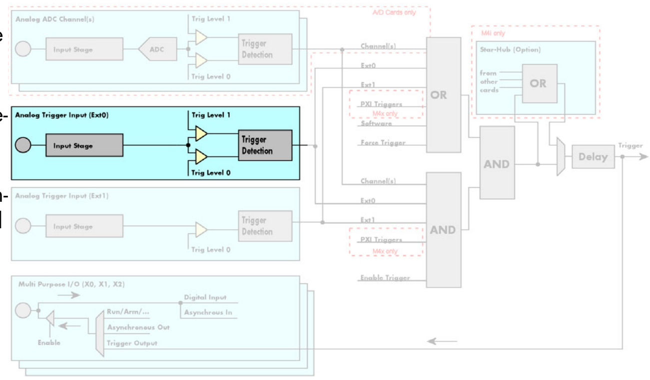
```
spcm_dwSetParam_i64 (hDrv, SPC_TRIG_DELAY, 2000); // A detected trigger event will be
                                                  // delayed for 2000 sample clocks.
```

Using the delay trigger does not affect the ratio between pre trigger and post trigger recorded number of samples, but only shifts the trigger event itself. For changing these values, please take a look in the relating chapter about „Acquisition Modes“.

Main external window trigger (Ext0)

The M4i/M4x series has one main external trigger input consisting of an input stage with programmable termination and programmable AC/DC coupling and two comparators that can be programmed in the range of +/- 10000 mV. Using two comparators offers a wide range of different trigger modes that are support like edge, level, re-arm and window trigger.

The main external analog trigger can be easily combined with channel trigger or with the secondary external trigger being programmed as an additional external trigger input. The programming of the masks is shown in the chapters above.



Trigger Mode

Please find the main external (analog) trigger input modes below. A detailed description of the modes follows in the next chapters..

Register	Value	Direction	Description
SPC_TRIG_EXT0_AVAILMODES	40500	read	Bitmask showing all available trigger modes for external 0 (Ext0) = main analog trigger input
SPC_TRIG_EXT0_MODE	40510	read/write	Defines the external trigger mode for the external SMA connector trigger input. The trigger need to be added to either OR or AND mask input to be activated.
	SPC_TM_NONE	00000000h	Channel is not used for trigger detection. This is as with the trigger masks another possibility for disabling channels.
	SPC_TM_POS	00000001h	Trigger detection for positive edges (crossing level 0 from below to above)
	SPC_TM_NEG	00000002h	Trigger detection for negative edges (crossing level 0 from above to below)
	SPC_TM_POS | SPC_TM_REARM	01000001h	Trigger detection for positive edges on level 0. Trigger is armed when crossing level 1 to avoid false trigger on noise
	SPC_TM_NEG | SPC_TM_REARM	01000002h	Trigger detection for negative edges on level 1. Trigger is armed when crossing level 0 to avoid false trigger on noise
	SPC_TM_BOTH	00000004h	Trigger detection for positive and negative edges (any crossing of level 0)
	SPC_TM_HIGH	00000008h	Trigger detection for HIGH levels (signal above level 0)
	SPC_TM_LOW	00000010h	Trigger detection for LOW levels (signal below level 0)
	SPC_TM_WINENTER	00000020h	Window trigger for entering area between level 0 and level 1
	SPC_TM_WINLEAVE	00000040h	Window trigger for leaving area between level 0 and level 1
	SPC_TM_INWIN	00000080h	Window trigger for signal inside window between level 0 and level 1
	SPC_TM_OUTSIDEWIN	00000100h	Window trigger for signal outside window between level 0 and level 1

For all external edge and level trigger modes, the OR mask must contain the corresponding input, as the following table shows:

Register	Value	Direction	Description
SPC_TRIG_ORMASK	40410	read/write	Defines the OR mask for the different trigger sources.
	SPC_TMASK_EXT0	2h	Enable main external trigger input for the OR mask

Trigger Input Termination

The external trigger input is a high impedance input with 1kOhm termination against GND. It is possible to program a 50 Ohm termination by software to terminate fast trigger signals correctly. If you enable the termination, please make sure, that your trigger source is capable to deliver the needed current. Please check carefully whether the source is able to fulfill the trigger input specification given in the technical data section.

Register	Value	Direction	Description
SPC_TRIG_TERM	40110	read/write	A „1“ sets the 50 Ohm termination for external trigger signals. A „0“ sets the high impedance termination

Please note that the signal levels will drop by 50% if using the 50 ohm termination and your source also has 50 ohm output impedance (both terminatiors will then work as a 1:2 divider). In that case it will be necessary to reprogram the trigger levels to match the new signal levels. In case of problems receiving a trigger please check the signal level of your source while connected to the terminated input.

Trigger Input Coupling

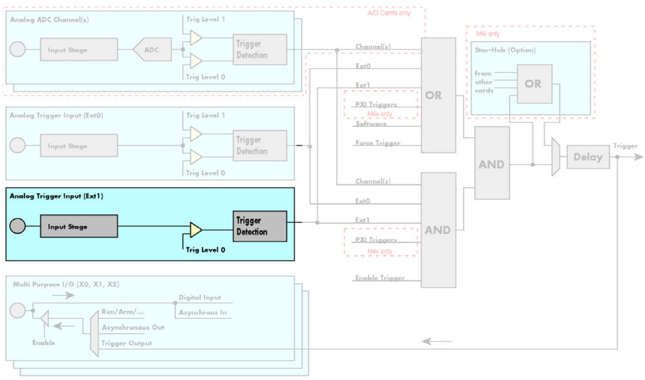
The external trigger input can be switched by software between AC and DC coupling. Please see the technical data section for details on the AC bandwidth.

Register	Value	Direction	Description
SPC_TRIG_EXT0_ACDC	40120	read/write	A „1“ sets the AC coupling for the external trigger input. A „0“ sets the DC coupling (default)

Secondary external level trigger (Ext1)

The M4i/M4x series has one secondary external trigger input consisting of an input stage with fixed 10 kOhm termination and one comparator that can be programmed in the range of +/- 10000 mV. Using one comparators offers a wide range of different logic levels for the available trigger modes that are support like edge, level.

The secondary external analog trigger can be easily combined with channel trigger or with the main external trigger being programmed as an additional external trigger input. The programming of the masks is shown in the chapters above.



Trigger Mode

Please find the main external (analog) trigger input modes below. A detailed description of the modes follows in the next chapters..

Register	Value	Direction	Description
SPC_TRIG_EXT1_AVAILMODES	40501	read	Bitmask showing all available trigger modes for external 1 (Ext1) = secondary analog trigger input
SPC_TRIG_EXT1_MODE	40511	read/write	Defines the external trigger mode for the external MMCX connector trigger input. The trigger need to be added to either OR or AND mask input to be activated.
SPC_TM_NONE	00000000h		Channel is not used for trigger detection. This is as with the trigger masks another possibility for disabling channels.
SPC_TM_POS	00000001h		Trigger detection for positive edges (crossing level 0 from below to above)
SPC_TM_NEG	00000002h		Trigger detection for negative edges (crossing level 0 from above to below)
SPC_TM_BOTH	00000004h		Trigger detection for positive and negative edges (any crossing of level 0)
SPC_TM_HIGH	00000008h		Trigger detection for HIGH levels (signal above level 0)
SPC_TM_LOW	00000010h		Trigger detection for LOW levels (signal below level 0)

For all external edge and level trigger modes, the OR mask must contain the corresponding input, as the following table shows:

Register	Value	Direction	Description
SPC_TRIG_ORMASK	40410	read/write	Defines the OR mask for the different trigger sources.
SPC_TMASK_EXT1	4h		Enable secondary external trigger input for the OR mask

Trigger level

All of the external (analog) trigger modes listed above require at least one trigger level to be set (except SPC_TM_NONE of course). Some like the window or the re-arm triggers require even two levels (upper and lower level) to be set. The meaning of the trigger levels is depending on the selected mode and can be found in the detailed trigger mode description that follows.

Trigger levels for the external (analog) trigger to be programmed in mV:

Register	Value	Direction	Description	Range
SPC_TRIG_EXT_AVAIL0_MIN	42340	read	returns the minimum trigger level to be programmed in mV	
SPC_TRIG_EXT_AVAIL0_MAX	42341	read	returns the maximum trigger level to be programmed in mV	
SPC_TRIG_EXT_AVAIL0_STEP	42342	read	returns the step size of trigger level to be programmed in mV	
SPC_TRIG_EXT_AVAIL1_MIN	42345	read	returns the minimum trigger level to be programmed in mV	
SPC_TRIG_EXT_AVAIL1_MAX	42346	read	returns the maximum trigger level to be programmed in mV	
SPC_TRIG_EXT_AVAIL1_STEP	42347	read	returns the step size of trigger level to be programmed in mV	
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Trigger level 0 for external trigger Ext0	-10000 mV to +10000 mV
SPC_TRIG_EXT0_LEVEL1	42330	read/write	Trigger level 1 for external trigger Ext0	-10000 mV to +10000 mV
SPC_TRIG_EXT1_LEVEL0	42321	read/write	Trigger level 0 for external trigger Ext1	-10000 mV to +10000 mV

Detailed description of the external analog trigger modes

For all external analog trigger modes shown below, either the OR mask or the AND must contain the external trigger to activate the external input as trigger source:.

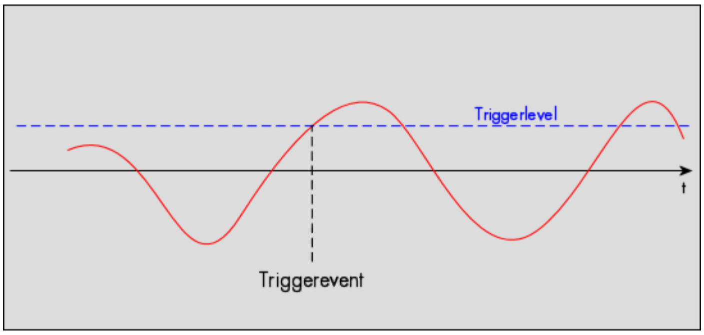
Register		Value	Direction	Description
SPC_TRIG_ORMASK		40410	read/write	Defines the events included within the trigger OR mask of the card.
SPC_TRIG_ANDMASK		40430	read/write	Defines the events included within the trigger AND mask of the card.
	SPC_TMASK_EXT0	2h	Enables the main external (analog) trigger 0 for the mask.	
	SPC_TMASK_EXT1	4h	Enables the secondary external (analog) trigger 0 for the mask.	

The following pages explain the available modes in detail. All modes that only require one single trigger level are available for both external trigger inputs. All modes that require two trigger levels are only available for the main external trigger input (Ext0).

Trigger on positive edge

The trigger input is continuously sampled with the selected sample rate. If the programmed trigger level is crossed by the trigger signal from lower values to higher values (rising edge) then the trigger event will be detected.

This edge triggered external trigger mode correspond to the trigger possibilities of usual oscilloscopes.

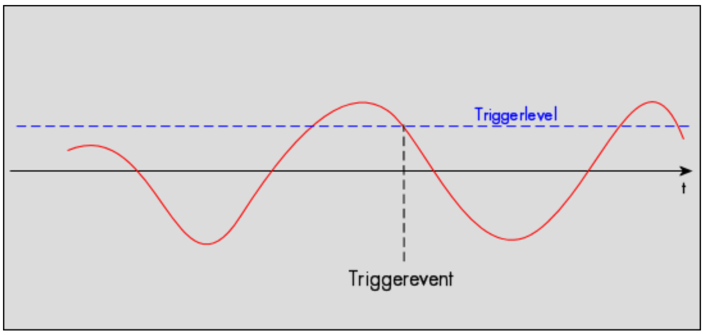


Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_POS	1h
SPC_TRIG_EXT1_MODE	40511	read/write	SPC_TM_POS	1h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Set it to the desired trigger level in mV	mV

Trigger on negative edge

The trigger input is continuously sampled with the selected sample rate. If the programmed trigger level is crossed by the trigger signal from higher values to lower values (falling edge) then the trigger event will be detected.

This edge triggered external trigger mode correspond to the trigger possibilities of usual oscilloscopes.

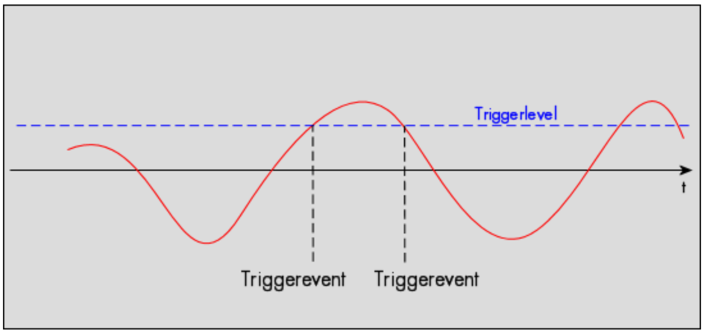


Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_NEG	2h
SPC_TRIG_EXT1_MODE	40511	read/write	SPC_TM_NEG	2h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Set it to the desired trigger level in mV	mV

Trigger on positive and negative edge

The trigger input is continuously sampled with the selected sample rate. If the programmed trigger level is crossed by the trigger signal (either rising or falling edge) the trigger event will be detected.

This edge triggered external trigger mode correspond to the trigger possibilities of usual oscilloscopes.

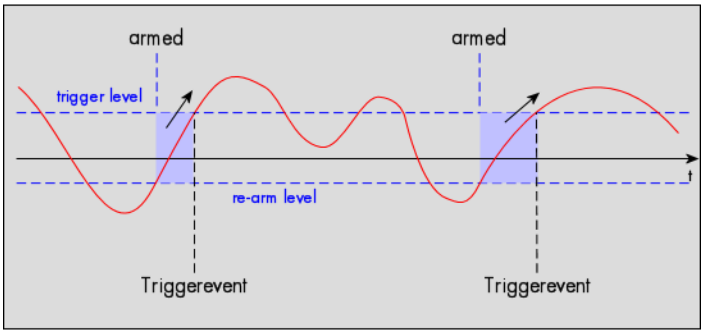


Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_BOTH	4h
SPC_TRIG_EXT1_MODE	40511	read/write	SPC_TM_BOTH	4h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Set it to the desired trigger level in mV	mV

Re-arm trigger on positive edge

The trigger input is continuously sampled with the selected sample rate. If the programmed re-arm level is crossed from lower to higher values, the trigger engine is armed and waiting for trigger. If the programmed trigger level is crossed by the trigger signal from lower values to higher values (rising edge) then the trigger event will be detected and the trigger engine will be disarmed. A new trigger event is only detected if the trigger engine is armed again.

The re-arm trigger modes can be used to prevent the board from triggering on wrong edges in noisy signals.

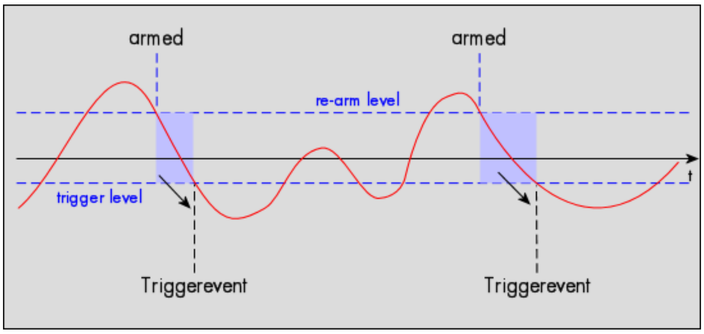


Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_POS | SPC_TM_REARM	01000001h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Set it to the desired trigger level in mV	mV
SPC_TRIG_EXT0_LEVEL1	42330	read/write	Defines the re-arm level in mV	mV

Re-arm trigger on negative edge

The trigger input is continuously sampled with the selected sample rate. If the programmed re-arm level is crossed from higher to lower values, the trigger engine is armed and waiting for trigger. If the programmed trigger level is crossed by the trigger signal from higher values to lower values (falling edge) then the trigger event will be detected and the trigger engine will be disarmed. A new trigger event is only detected, if the trigger engine is armed again.

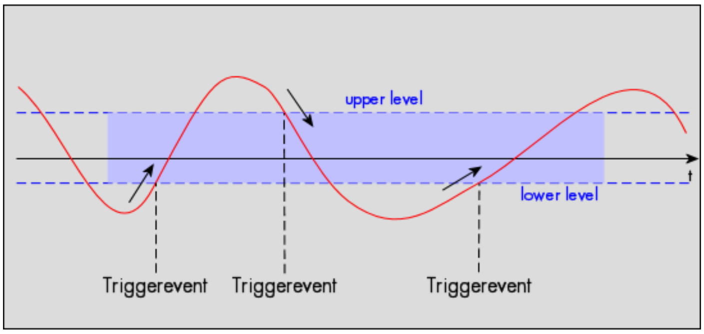
The re-arm trigger modes can be used to prevent the board from triggering on wrong edges in noisy signals.



Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_NEG | SPC_TM_REARM	01000002h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Defines the re-arm level in mV	mV
SPC_TRIG_EXT0_LEVEL1	42330	read/write	Set it to the desired trigger level in mV	mV

Window trigger for entering signals

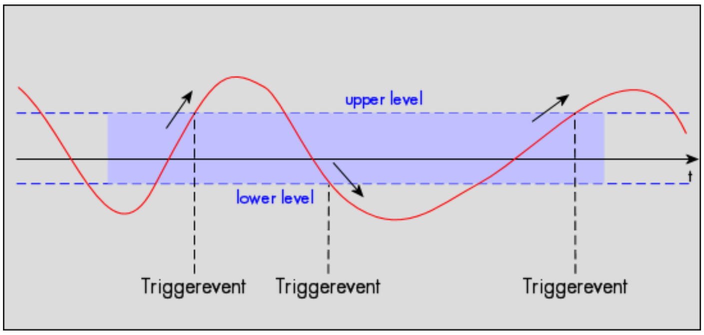
The trigger input is continuously sampled with the selected sample rate. The upper and the lower level define a window. Every time the signal enters the window from the outside, a trigger event will be detected.



Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_WINENTER	00000020h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Set it to the upper trigger level in mV	mV
SPC_TRIG_EXT0_LEVEL1	42330	read/write	Set it to the lower trigger level in mV	mV

Window trigger for leaving signals

The trigger input is continuously sampled with the selected sample rate. The upper and the lower level define a window. Every time the signal leaves the window from the inside, a trigger event will be detected.

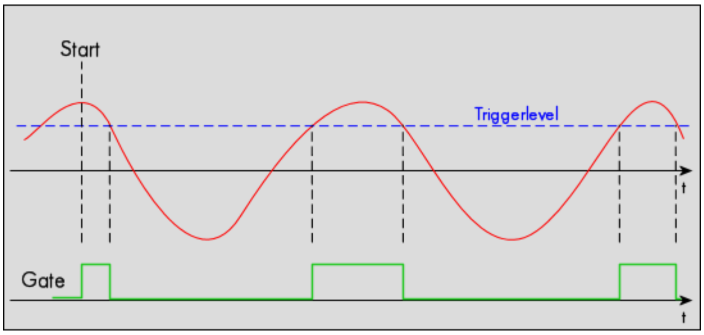


Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_WINLEAVE	00000040h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Set it to the upper trigger level in mV	mV
SPC_TRIG_EXT0_LEVEL1	42330	read/write	Set it to the lower trigger level in mV	mV

High level trigger

This trigger mode will generate an internal gate signal that can be useful in conjunction with a second trigger mode to gate that second trigger. If using this mode as a single trigger source the card will detect a trigger event at the time when entering the high level (acting like positive edge trigger) or if the trigger signal is already above the programmed level at the start it will immediately detect a trigger event.

The trigger input is continuously sampled with the selected sample rate. The trigger event will be detected if the trigger input is above the programmed trigger level.

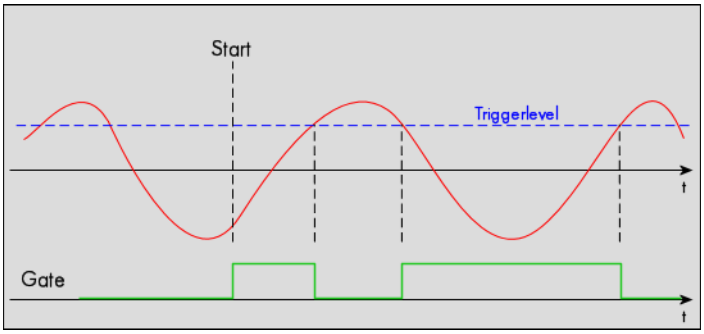


Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_HIGH	00000008h
SPC_TRIG_EXT1_MODE	40511	read/write	SPC_TM_HIGH	00000008h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Set it to the upper trigger level in mV	mV

Low level trigger

This trigger mode will generate an internal gate signal that can be useful in conjunction with a second trigger mode to gate that second trigger. If using this mode as a single trigger source the card will detect a trigger event at the time when entering the low level (acting like negative edge trigger) or if the trigger signal is already above the programmed level at the start it will immediately detect a trigger event.

The trigger input is continuously sampled with the selected sample rate. The trigger event will be detected if the trigger input is below the programmed trigger level.

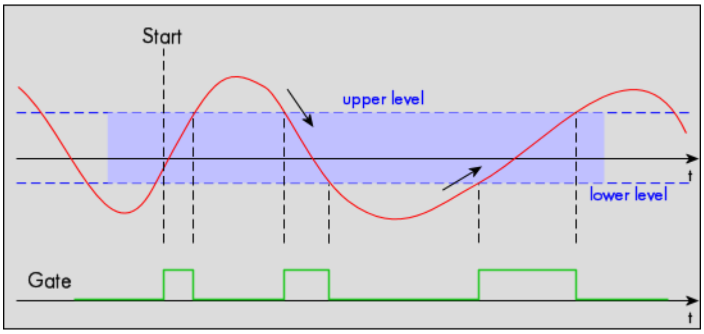


Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_LOW	00000010h
SPC_TRIG_EXT1_MODE	40511	read/write	SPC_TM_LOW	00000010h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Set it to the upper trigger level in mV	mV

In window trigger

This trigger mode will generate an internal gate signal that can be useful in conjunction with a second trigger mode to gate that second trigger. If using this mode as a single trigger source the card will detect a trigger event at the time when entering the window defined by the two trigger levels (acting like window enter trigger) or if the trigger signal is already inside the programmed window at the start it will immediately detect a trigger event.

The trigger input is continuously sampled with the selected sample rate. The trigger event will be detected if the trigger input is inside the programmed trigger window.

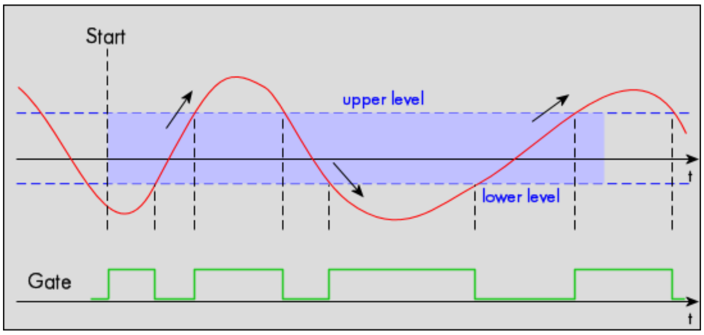


Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_INWIN	00000080h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Set it to the upper trigger level in mV	mV
SPC_TRIG_EXT0_LEVEL1	42330	read/write	Set it to the lower trigger level in mV	mV

Outside window trigger

This trigger mode will generate an internal gate signal that can be useful in conjunction with a second trigger mode to gate that second trigger. If using this mode as a single trigger source the card will detect a trigger event at the time when leaving the window defined by the two trigger levels (acting like leaving window trigger) or if the trigger signal is already outside the programmed window at the start it will immediately detect a trigger event.

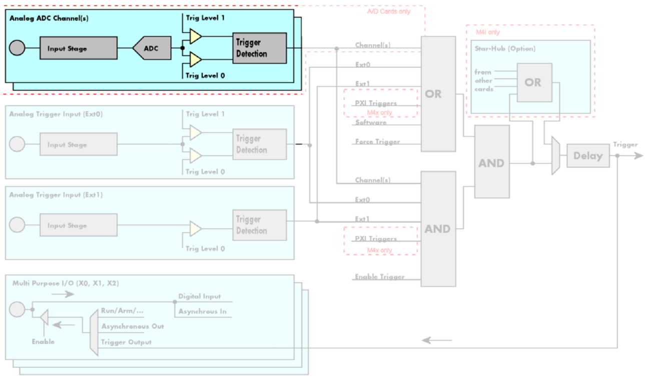
The trigger input is continuously sampled with the selected sample rate. The trigger event will be detected if the trigger input is outside the programmed trigger window.



Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_OUTSIDEWIN	00000100h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Set it to the upper trigger level in mV	mV
SPC_TRIG_EXT0_LEVEL1	42330	read/write	Set it to the lower trigger level in mV	mV

Channel Trigger

Overview of the channel trigger registers



The channel trigger modes are the most common modes, compared to external equipment like oscilloscopes. The huge variety of different channel trigger modes enables you to observe nearly any part of the analog signal. This chapter is about to explain the different modes in detail. To enable the channel trigger, you have to set the channel triggermode register accordingly. Therefore you have to choose, if you either want only one channel to be the trigger source, or if you want to combine two or more channels to a logical OR or a logical AND trigger.

For all channel trigger modes, the OR mask must contain the corresponding input channels (channel 0 taken as example here):.

Register	Value	Direction	Description
SPC_TRIG_CH_ORMASK0	40460	read/write	Defines the OR mask for the channel trigger sources.
SPC_TMASK0_CH0	1h	Enables channel0 input for the channel OR mask	

The following table shows the according registers for the two general channel trigger modes. It lists the maximum of the available channel mode registers for your card's series. So it can be that you have less channels installed on your specific card and therefore have less valid channel mode registers. If you try to set a channel that is not installed on your specific card, an error message will be returned.

Register	Value	Direction	Description
SPC_TRIG_CH_AVAILMODES	40600	read	Bitmask, in which all bits of the below mentioned modes for the channel trigger are set, if available.
SPC_TRIG_CH0_MODE	40610	read/write	Sets the trigger mode for channel 0. Channel 0 must be enabled in the channel OR/AND mask.
SPC_TRIG_CH1_MODE	40611	read/write	Sets the trigger mode for channel 1. Channel 1 must be enabled in the channel OR/AND mask.
SPC_TRIG_CH2_MODE	40612	read/write	Sets the trigger mode for channel 2. Channel 2 must be enabled in the channel OR/AND mask.
SPC_TRIG_CH3_MODE	40613	read/write	Sets the trigger mode for channel 3. Channel 3 must be enabled in the channel OR/AND mask.
SPC_TM_NONE	00000000h	Channel is not used for trigger detection. This is as with the trigger masks another possibility for disabling channels.	
SPC_TM_POS	00000001h	Enables the trigger detection for positive edges	
SPC_TM_NEG	00000002h	Enables the trigger detection for negative edges	
SPC_TM_BOTH	00000004h	Enables the trigger detection for positive and negative edges	
SPC_TM_POS | SPC_TM_REARM	01000001h	Trigger detection for positive edges on level 0. Trigger is armed when crossing level 1 to avoid false trigger on noise	
SPC_TM_NEG | SPC_TM_REARM	01000002h	Trigger detection for negative edges on level 1. Trigger is armed when crossing level 0 to avoid false trigger on noise	
SPC_TM_LOW	00000010h	Enables the trigger detection for LOW levels	
SPC_TM_HIGH	00000008h	Enables the trigger detection for HIGH levels	
SPC_TM_WINENTER	00000020h	Enables the window trigger for entering signals	
SPC_TM_WINLEAVE	00000040h	Enables the window trigger for leaving signals	
SPC_TM_INWIN	00000080h	Enables the window trigger for inner signals	
SPC_TM_OUTSIDEWIN	00000100h	Enables the window trigger for outer signals	
SPC_TM_POS | SPC_TM_HYSTERESIS	20000001h	Enables the trigger detection for positive edges with hysteresis	
SPC_TM_NEG | SPC_TM_HYSTERESIS	20000002h	Enables the trigger detection for negative edges with hysteresis	
SPC_TM_POS | SPC_TM_REARM | SPC_TM_HYSTERESIS	21000001h	Trigger detection for positive edges with hysteresis on level 0. Trigger is armed when crossing level 1 to avoid false trigger on noise	
SPC_TM_NEG | SPC_TM_REARM | SPC_TM_HYSTERESIS	21000002h	Trigger detection for negative edges with hysteresis on level 1. Trigger is armed when crossing level 0 to avoid false trigger on noise	
SPC_TM_LOW | SPC_TM_HYSTERESIS	20000010h	Enables the trigger detection for LOW levels with hysteresis	
SPC_TM_HIGH | SPC_TM_HYSTERESIS	20000008h	Enables the trigger detection for HIGH levels with hysteresis	

If you want to set up a two channel board to detect only a positive edge on channel 0, you would have to setup the board like the following example. Both of the examples either for the single trigger source and the OR trigger mode do not include the necessary settings for the trigger levels. These settings are detailed described in the following paragraphs.

```
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_ORMASK, SPC_TMASK_NONE);     // disable software trigger
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_CH_ORMASK0, SPC_TMASK0_CH0); // Enable channel 0 in the OR mask
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_CH0_MODE, SPC_TM_POS );     // Set triggermode of channel 0 to positive edge
```

If you want to set up a two channel board to detect a trigger event on either a positive edge on channel 0 or a negative edge on channel 1 you would have to set up your board as the following example shows.

```
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_ORMASK, SPC_TMASK_NONE);   // disable software trigger
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_CH_ORMASK0, SPC_TMASK0_CH0 | SPC_TMASK0_CH1);   // Enable channel 0 + 1
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_CH0_MODE, SPC_TM_POS );    // Set triggermode of channel 0 to positive edge
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_CH1_MODE, SPC_TM_NEG );    // Set triggermode of channel 1 to negative edge
```

Channel trigger level

All of the channel trigger modes listed above require at least one trigger level to be set (except SPC_TM_NONE of course). Some modes like the window triggers require even two levels (upper and lower level) to be set.

After the data has been sampled, the upper N data bits are compared with the N bits of the trigger levels. The following table shows the level registers and the possible values they can be set to for your specific card.

As the trigger levels are compared to the digitized data, the trigger levels depend on the channels input range. For every input range available to your board there is a corresponding range of trigger levels. On the different input ranges the possible stepsize for the trigger levels differs as well as the maximum and minimum values. The table further below gives you the absolute trigger levels for your specific card series.

M4i.445x/M4x.445x

14 bit resolution for the trigger levels:

Register	Value	Direction	Description	Range
SPC_TRIG_CH0_LEVEL0	42200	read/write	Trigger level 0 channel 0: main trigger level / upper level if 2 levels used	-8191 to +8191
SPC_TRIG_CH1_LEVEL0	42201	read/write	Trigger level 0 channel 1: main trigger level / upper level if 2 levels used	-8191 to +8191
SPC_TRIG_CH2_LEVEL0	42202	read/write	Trigger level 0 channel 2: main trigger level / upper level if 2 levels used	-8191 to +8191
SPC_TRIG_CH3_LEVEL0	42203	read/write	Trigger level 0 channel 3: main trigger level / upper level if 2 levels used	-8191 to +8191
SPC_TRIG_CH0_LEVEL1	42300	read/write	Trigger level 1 channel 0: auxiliary trigger level / lower level if 2 levels used	-8191 to +8191
SPC_TRIG_CH1_LEVEL1	42301	read/write	Trigger level 1 channel 1: auxiliary trigger level / lower level if 2 levels used	-8191 to +8191
SPC_TRIG_CH2_LEVEL1	42302	read/write	Trigger level 1 channel 2: auxiliary trigger level / lower level if 2 levels used	-8191 to +8191
SPC_TRIG_CH3_LEVEL1	42303	read/write	Trigger level 1 channel 3: auxiliary trigger level / lower level if 2 levels used	-8191 to +8191

14bit trigger level representation depending on selected input range

	Input ranges						
Triggerlevel	**±200 mV**	**±500 mV**	**±1 V**	**±2 V**	**±2.5 V**	**±5 V**	**±10 V**
Path 0 (Buffered)	**x**	**x**	**x**	**x**	**n.a.**	**x**	**x**
Path 1 (HF, 50 Ohms)	**n.a.**	**x**	**x**	**n.a.**	**x**	**x**	**n.a.**
8191	+199.976 mV	+499.939 mV	+999.878 mV	+1999.756 mV	+2499.695 mV	+4999.390 mV	+9998.779 mV
8190	+199.951 mV	+499.878 mV	+999.756 mV	+1999.512 mV	+2499.390 mV	+4998.779 mV	+9997.559 mV
...							
4096	+100.000 mV	+250.000 mV	+500.000 mV	+1000.000 mV	+1250.000 mV	+2500.000 mV	+5000.000 mV
...							
2	+0.049 mV	+0.122 mV	+0.244 mV	+0.488 mV	+0.610 mV	+1.221 mV	+2.441 mV
1	+0.024 mV	+0.061 mV	+0.122 mV	+0.244 mV	+0.305 mV	+0.610 mV	+1.221 mV
0	0 V	0 V	0 V	0 V	0 V	0 V	0 V
-1	-0.024 mV	-0.061 mV	-0.122 mV	-0.244 mV	-0.305 mV	-0.610 mV	-1.221 mV
-2	-0.049 mV	-0.122 mV	-0.244 mV	-0.488 mV	-0.610 mV	-1.221 mV	-2.441 mV
...							
-4096	-100.000 mV	-250.000 mV	-500.000 mV	-1000.000 mV	-2500.000 mV	-2500.000 mV	-5000.000 V
...							
-8190	-199.951 mV	-499.878 mV	-999.756 mV	-1999.512 mV	-2499.390 mV	-4998.779 mV	-9997.559 mV
-8191	-199.976 mV	-499.939 mV	-999.878 mV	-1999.756 mV	-2499.695 mV	-4999.390 mV	-9998.779 mV
Step size	**24.41 µV**	**61.04 µV**	**122.1 µV**	**244.1 µV**	**305.2 µV**	**610.4 µV**	**1.22 mV**

The following example shows, how to set up a one channel board to trigger on channel 0 with rising edge. It is assumed, that the input range of channel 0 is set to the the ±200 mV range. The decimal value for SPC_TRIG_CH0_LEVEL0 corresponds then with 5.004 mV, which is the resulting trigger level.

```
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_ORMASK, SPC_TMASK_NONE);     // disable default software trigger
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_CH0_MODE,   SPC_TM_POS);     // Setting up channel trig (rising edge)
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_CH0_LEVEL0, 205);            // Sets 14bit triggerlevel to 5.004 mV
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_CH_ORMASK0, SPC_TMASK0_CH0); // and enable it within the OR mask
```

M4i.442x/M4x.442x, M4i.441x/M4x.441x

16 bit resolution for the trigger levels:

Register	Value	Direction	Description	Range
SPC_TRIG_CH0_LEVEL0	42200	read/write	Trigger level 0 channel 0: main trigger level / upper level if 2 levels used	-32767 to +32767
SPC_TRIG_CH1_LEVEL0	42201	read/write	Trigger level 0 channel 1: main trigger level / upper level if 2 levels used	-32767 to +32767
SPC_TRIG_CH2_LEVEL0	42202	read/write	Trigger level 0 channel 2: main trigger level / upper level if 2 levels used	-32767 to +32767
SPC_TRIG_CH3_LEVEL0	42203	read/write	Trigger level 0 channel 3: main trigger level / upper level if 2 levels used	-32767 to +32767
SPC_TRIG_CH0_LEVEL1	42300	read/write	Trigger level 1 channel 0: auxiliary trigger level / lower level if 2 levels used	-32767 to +32767
SPC_TRIG_CH1_LEVEL1	42301	read/write	Trigger level 1 channel 1: auxiliary trigger level / lower level if 2 levels used	-32767 to +32767
SPC_TRIG_CH2_LEVEL1	42302	read/write	Trigger level 1 channel 2: auxiliary trigger level / lower level if 2 levels used	-32767 to +32767
SPC_TRIG_CH3_LEVEL1	42303	read/write	Trigger level 1 channel 3: auxiliary trigger level / lower level if 2 levels used	-32767 to +32767

16bit trigger level representation depending on selected input range

	Input ranges						
Triggerlevel	**±200 mV**	**±500 mV**	**±1 V**	**±2 V**	**±2.5 V**	**±5 V**	**±10 V**
Path 0 (Buffered)	**x**	**x**	**x**	**x**	**n.a.**	**x**	**x**
Path 1 (HF, 50 Ohms)	**n.a.**	**x**	**x**	**n.a.**	**x**	**x**	**n.a.**
32767	+199.994 mV	+499.985 mV	+999.969 mV	+1999.939 mV	+2499.924 mV	+4999.847 mV	+9999.695 mV
32766	+199.988 mV	+499.969 mV	+999.939 mV	+1999.878 mV	+2499.847 mV	+4998.695 mV	+9999.390 mV
...							
16384	+100.000 mV	+250.000 mV	+500.000 mV	+1000.000 mV	+1250.000 mV	+2500.000 mV	+5000.000 mV
...							
2	+0.012 mV	+0.031 mV	+0.061 mV	+0.122 mV	+0.153 mV	+0.305 mV	+0.610 mV
1	+0.006 mV	+0.015 mV	+0.031 mV	+0.061 mV	+0.076 mV	+0.153 mV	+0.305 mV
0	0 V	0 V	0 V	0 V	0 V	0 V	0 V
-1	-0.006 mV	-0.015 mV	-0.031 mV	-0.061 mV	-0.076 mV	-0.153 mV	-0.305 mV
-2	-0.012 mV	-0.031 mV	-0.061 mV	-0.122 mV	-0.153 mV	-0.305 mV	-0.610 mV
...							
-16384	-100.000 mV	-250.000 mV	-500.000 mV	-1000.000 mV	-2500.000 mV	-2500.000 mV	-5000.000 V
...							
-32766	-199.988 mV	-499.969 mV	-999.939 mV	-1999.878 mV	-2499.847 mV	-4998.695 mV	-9999.390 mV
-32767	-199.994 mV	-499.985 mV	-999.969 mV	-1999.939 mV	-2499.924 mV	-4999.847 mV	-9999.695 mV
Step size	**6.10 µV**	**15.26 µV**	**30.52 µV**	**61.04 µV**	**76.29 µV**	**152.59 µV**	**305.18 µV**

The following example shows, how to set up a one channel board to trigger on channel 0 with rising edge. It is assumed, that the input range of channel 0 is set to the the ±200 mV range. The decimal value for SPC_TRIG_CH0_LEVEL0 corresponds then with 5.004 mV, which is the resulting trigger level.

```
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_ORMASK, SPC_TMASK_NONE);      // disable default software trigger
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_CH0_MODE,   SPC_TM_POS);      // Setting up channel trig (rising edge)
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_CH0_LEVEL0, 819);             // Sets 16bit triggerlevel to 5.004 mV
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_CH_ORMASK0, SPC_TMASK0_CH0); // and enable it within the OR mask
```

Reading out the number of possible trigger levels

The Spectrum driver also contains a register that holds the value of the maximum possible different trigger levels considering the above mentioned exclusion of the most negative possible value. This is useful, as new drivers can also be used with older hardware versions, because you can check the trigger resolution during run time. The register is shown in the following table:

Register	Value	Direction	Description
SPC_READTRGLVLCOUNT	2500	r	Contains the number of different possible trigger levels meaning ± of the value.

In case of a board that uses 8 bits for trigger detection the returned value would be 127, as either the zero and 127 positive and negative values are possible.The resulting trigger step width in mV can easily be calculated from the returned value. It is assumed that you know the actually selected input range.

$$\text{Trigger step width} = \frac{\text{Input Range}_{max}}{\text{Number of trigger levels} + 1}$$

To give you an example on how to use this formula we assume, that the ±1.0 V input range is selected and the board uses 8 bits for trigger detection. The result would be 7.81 mV, which is the step width for your type of board within the actually chosen input range.

$$\text{Trigger step width} = \frac{+1000\text{ mV}}{127 + 1}$$

Detailed description of the channel trigger modes

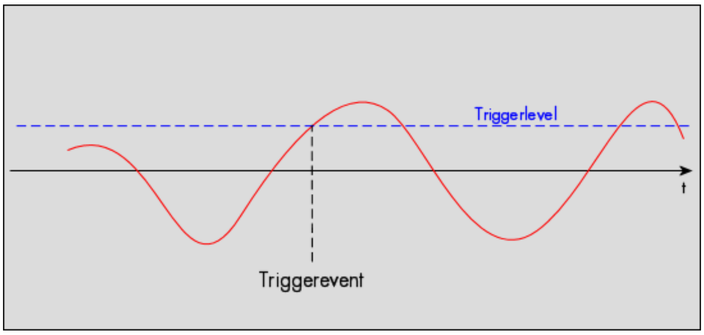
For all channel trigger modes, the OR mask must contain the corresponding input channels (channel 0 taken as example here):

Register	Value	Direction	Description
SPC_TRIG_CH_ORMASK0	40460	read/write	Defines the OR mask for the channel trigger sources.
SPC_TMASK0_CH0	1h		Enables channel0 input for the channel OR mask

Channel trigger on positive edge

The analog input is continuously sampled with the selected sample rate. If the programmed trigger level is crossed by the channel's signal from lower values to higher values (rising edge) then the trigger event will be detected.

These edge triggered channel trigger modes correspond to the trigger possibilities of usual oscilloscopes.

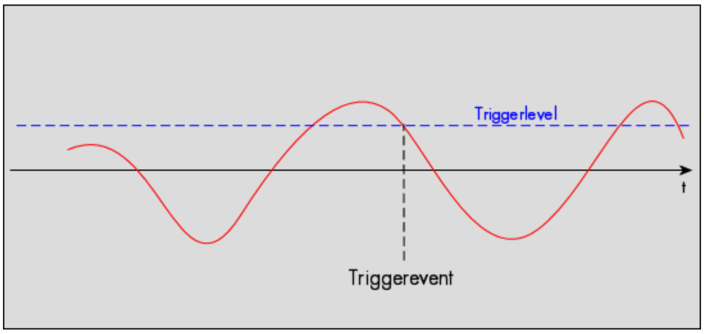


Register	Value	Direction	set to	Value
SPC_TRIG_CH0_MODE	40610	read/write	SPC_TM_POS	1h
SPC_TRIG_CH0_LEVEL0	42200	read/write	Set it to the desired trigger level relatively to the channel's input range.	board dependent

Channel trigger on negative edge

The analog input is continuously sampled with the selected sample rate. If the programmed trigger level is crossed by the channel's signal from higher values to lower values (falling edge) then the trigger event will be detected.

These edge triggered channel trigger modes correspond to the trigger possibilities of usual oscilloscopes.

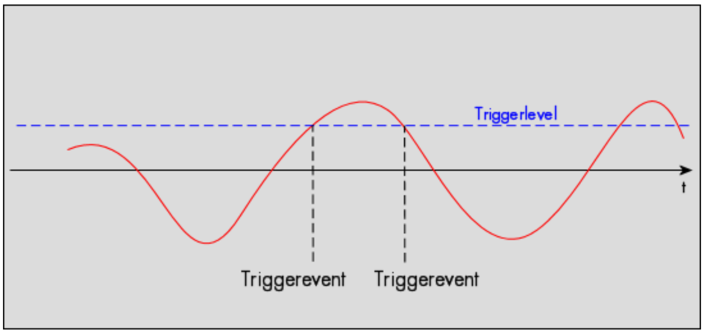


Register	Value	Direction	set to	Value
SPC_TRIG_CH0_MODE	40610	read/write	SPC_TM_NEG	2h
SPC_TRIG_CH0_LEVEL0	42200	read/write	Set it to the desired trigger level relatively to the channel's input range.	board dependent

Channel trigger on positive and negative edge

The analog input is continuously sampled with the selected sample rate. If the programmed trigger level is crossed by the channel's signal (either rising or falling edge) the trigger event will be detected.

These edge triggered channel trigger modes correspond to the trigger possibilities of usual oscilloscopes.

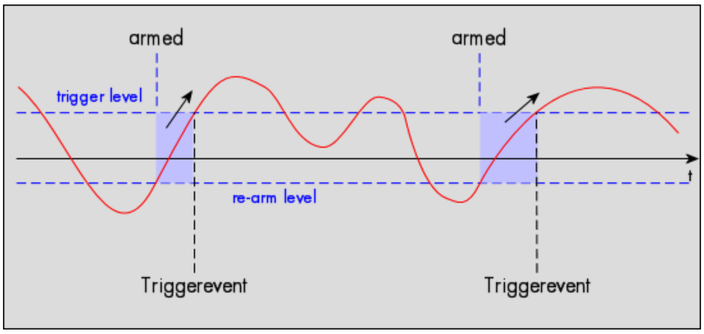


Register	Value	Direction	set to	Value
SPC_TRIG_CH0_MODE	40610	read/write	SPC_TM_BOTH	4h
SPC_TRIG_CH0_LEVEL0	42200	read/write	Set it to the desired trigger level relatively to the channel's input range.	board dependent

Channel re-arm trigger on positive edge

The analog input is continuously sampled with the selected sample rate. If the programmed re-arm level is crossed from lower to higher values, the trigger engine is armed and waiting for trigger. If the programmed trigger level is crossed by the channel's signal from lower values to higher values (rising edge) then the trigger event will be detected and the trigger engine will be disarmed. A new trigger event is only detected if the trigger engine is armed again.

The re-arm trigger modes can be used to prevent the board from triggering on wrong edges in noisy signals.

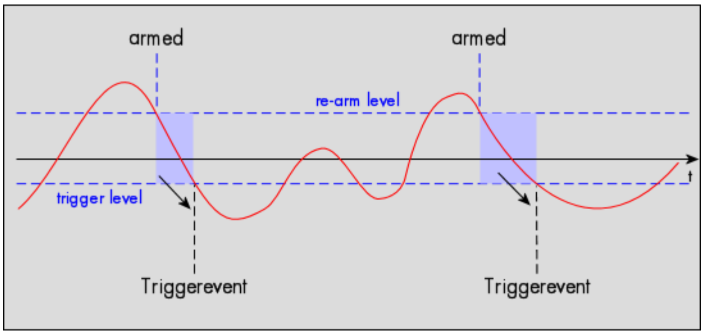


Register	Value	Direction	set to	Value
SPC_TRIG_CH0_MODE	40610	read/write	SPC_TM_POS | SPC_TM_REARM	01000001h
SPC_TRIG_CH0_LEVEL0	42200	read/write	Set it to the desired trigger level relatively to the channel's input range.	board dependent
SPC_TRIG_CH0_LEVEL1	42300	read/write	Defines the re-arm level relatively to the channel's input range	board dependent

Channel re-arm trigger on negative edge

The analog input is continuously sampled with the selected sample rate. If the programmed re-arm level is crossed from higher to lower values, the trigger engine is armed and waiting for trigger. If the programmed trigger level is crossed by the channel's signal from higher values to lower values (falling edge) then the trigger event will be detected and the trigger engine will be disarmed. A new trigger event is only detected, if the trigger engine is armed again.

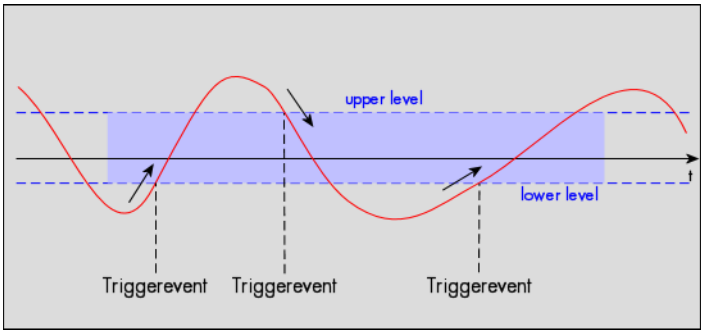
The re-arm trigger modes can be used to prevent the board from triggering on wrong edges in noisy signals.



Register	Value	Direction	set to	Value
SPC_TRIG_CH0_MODE	40610	read/write	SPC_TM_NEG | SPC_TM_REARM	01000002h
SPC_TRIG_CH0_LEVEL0	42200	read/write	Defines the re-arm level relatively to the channel's input range	board dependent
SPC_TRIG_CH0_LEVEL1	42300	read/write	Set it to the desired trigger level relatively to the channel's input range.	board dependent

Channel window trigger for entering signals

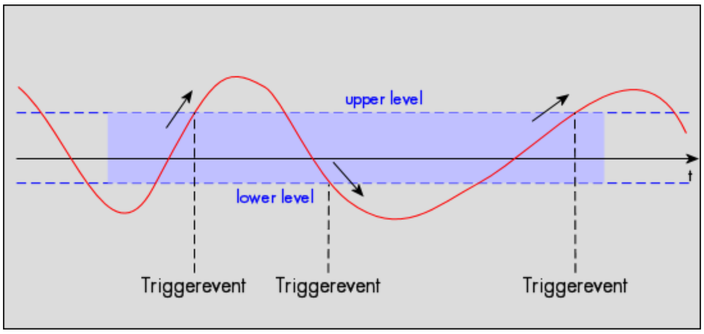
The analog input is continuously sampled with the selected sample rate. The upper and the lower level define a window. Every time the signal enters the window from the outside, a trigger event will be detected.



Register	Value	Direction	set to	Value
SPC_TRIG_CH0_MODE	40610	read/write	SPC_TM_WINENTER	00000020h
SPC_TRIG_CH0_LEVEL0	42200	read/write	Set it to the upper trigger level relatively to the channel's input range.	board dependent
SPC_TRIG_CH0_LEVEL1	42300	read/write	Set it to the lower trigger level relatively to the channel's input range.	board dependent

Channel window trigger for leaving signals

The analog input is continuously sampled with the selected sample rate. The upper and the lower level define a window. Every time the signal leaves the window from the inside, a trigger event will be detected.

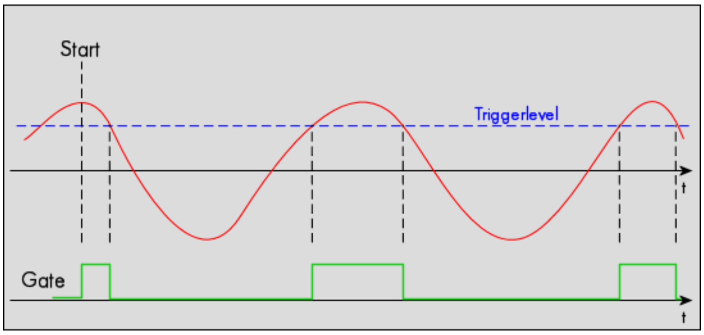


Register	Value	Direction	set to	Value
SPC_TRIG_CH0_MODE	40610	read/write	SPC_TM_WINLEAVE	00000040h
SPC_TRIG_CH0_LEVEL0	42200	read/write	Set it to the upper trigger level relatively to the channel's input range.	board dependent
SPC_TRIG_CH0_LEVEL1	42300	read/write	Set it to the lower trigger level relatively to the channel's input range.	board dependent

High level trigger

This trigger mode will generate an internal gate signal that can be very good used together with a second trigger mode to gate the trigger. If using this mode as a single trigger source the card will detect a trigger event at the time when entering the high level (acting like positive edge trigger) or if the analog signal is already above the programmed level at the start it will immediately detect a trigger event.

The channel is continuously sampled with the selected sample rate. The trigger event will be detected if the analog signal is above the programmed trigger level.

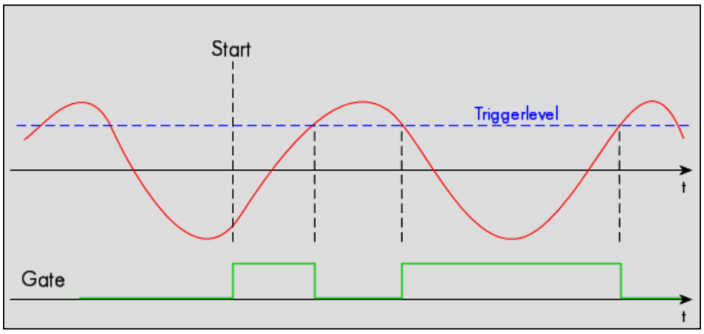


Register	Value	Direction	set to	Value
SPC_TRIG_CH0_MODE	40610	read/write	SPC_TM_HIGH	00000008h
SPC_TRIG_CH0_LEVEL0	42200	read/write	Set it to the upper trigger level relatively to the channel's input range.	board dependent

Low level trigger

This trigger mode will generate an internal gate signal that can be very good used together with a second trigger mode to gate the trigger. If using this mode as a single trigger source the card will detect a trigger event at the time when entering the low level (acting like negative edge trigger) or if the signal is already above the programmed level at the start it will immediately detect a trigger event.

The channel is continuously sampled with the selected sample rate. The trigger event will be detected if the analog signal is below the programmed trigger level.

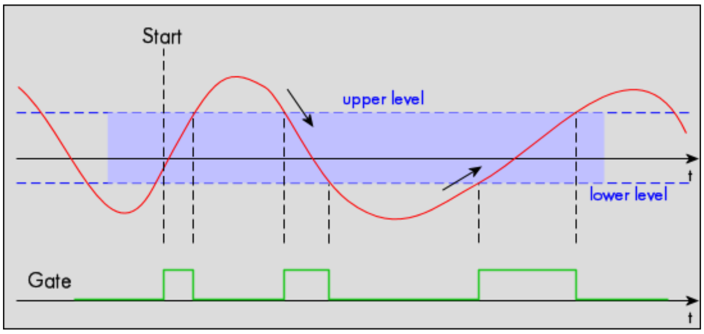


Register	Value	Direction	set to	Value
SPC_TRIG_CH0_MODE	40610	read/write	SPC_TM_LOW	00000010h
SPC_TRIG_CH0_LEVEL0	42200	read/write	Set it to the upper trigger level relatively to the channel's input range.	board dependent

In window trigger

This trigger mode will generate an internal gate signal that can be very good used together with a second trigger mode to gate the trigger. If using this mode as a single trigger source the card will detect a trigger event at the time when entering the window defined by the two trigger levels (acting like window enter trigger) or if the signal is already inside the programmed window at the start it will immediately detect a trigger event.

The channel is continuously sampled with the selected sample rate. The trigger event will be detected if the analog signal is inside the programmed trigger window.

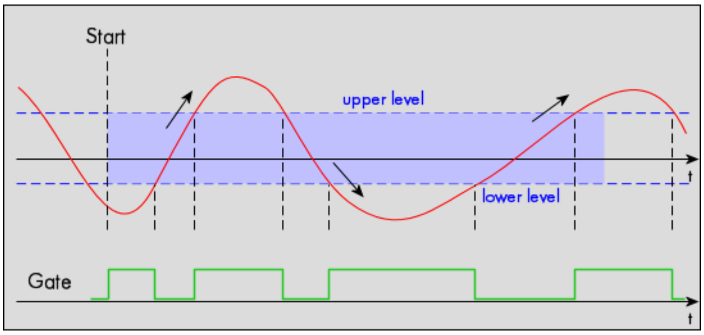


Register	Value	Direction	set to	Value
SPC_TRIG_CH0_MODE	40610	read/write	SPC_TM_INWIN	00000080h
SPC_TRIG_CH0_LEVEL0	42200	read/write	Set it to the upper trigger level relatively to the channel's input range.	board dependent
SPC_TRIG_CH0_LEVEL1	42300	read/write	Set it to the lower trigger level relatively to the channel's input range.	board dependent

Outside window trigger

This trigger mode will generate an internal gate signal that can be very good used together with a second trigger mode to gate the trigger. If using this mode as a single trigger source the card will detect a trigger event at the time when leaving the window defined by the two trigger levels (acting like leaving window trigger) or if the signal is already outside the programmed window at the start it will immediately detect a trigger event.

The channel is continuously sampled with the selected sample rate. The trigger event will be detected if the analog signal is outside the programmed trigger window.



Register	Value	Direction	set to	Value
SPC_TRIG_CH0_MODE	40610	read/write	SPC_TM_OUTSIDEWIN	00000100h
SPC_TRIG_CH0_LEVEL0	42200	read/write	Set it to the upper trigger level relatively to the channel's input range.	board dependent
SPC_TRIG_CH0_LEVEL1	42300	read/write	Set it to the lower trigger level relatively to the channel's input range.	board dependent

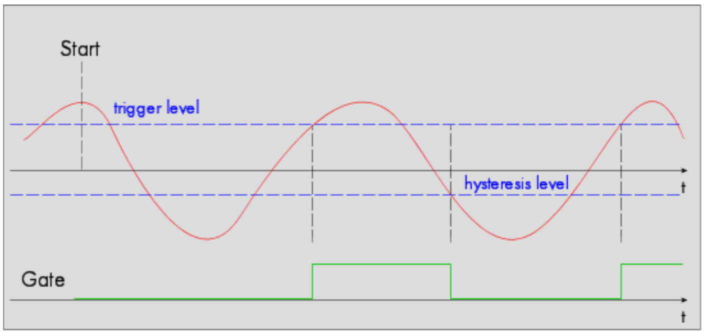
Channel hysteresis trigger on positive edge

This trigger mode will generate an internal gate signal that can be very good used together with a second trigger mode to gate the trigger. The analog input is continuously sampled with the selected sample rate.

If the programmed trigger level is crossed by the channel's signal from lower values to higher values (rising edge) the gate starts.

When the signal crosses the programmed hysteresis level from higher values to lower values (falling edge) then the gate will stop.

As this mode is purely edge-triggered, the high level at the cards start time does not trigger the board.



Register	Value	Direction	set to	Value
SPC_TRIG_CH0_MODE	40610	read/write	SPC_TM_POS | SPC_TM_HYSTERESIS	20000001h
SPC_TRIG_CH0_LEVEL0	42200	read/write	Set it to the desired trigger level relatively to the channel's input range.	board dependant
SPC_TRIG_CH0_LEVEL1	42300	read/write	Defines the hysteresis level relatively to the channel's input range	board dependant

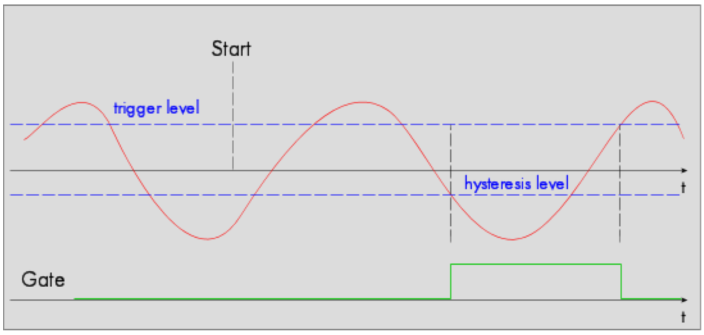
Channel hysteresis trigger on negative edge

This trigger mode will generate an internal gate signal that can be very good used together with a second trigger mode to gate the trigger. The analog input is continuously sampled with the selected sample rate.

If the programmed trigger level is crossed by the channel's signal higher values to lower values (falling edge) the gate starts.

When the signal crosses the programmed hysteresis level from lower values to higher values (rising edge) then the gate will stop.

As this mode is purely edge-triggered, the low level at the cards start time does not trigger the board.

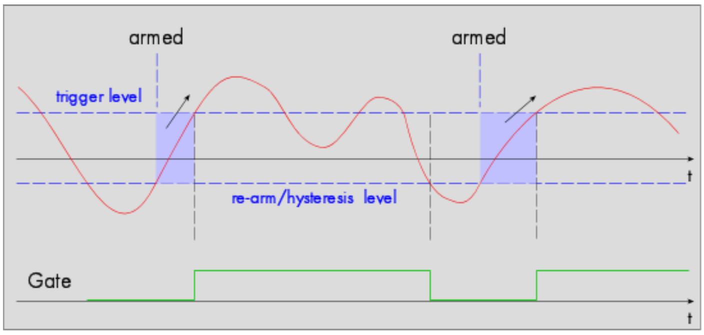


Register	Value	Direction	set to	Value
SPC_TRIG_CH0_MODE	40610	read/write	SPC_TM_NEG | SPC_TM_HYSTERESIS	20000002h
SPC_TRIG_CH0_LEVEL0	42200	read/write	Set it to the desired trigger level relatively to the channel's input range.	board dependant
SPC_TRIG_CH0_LEVEL1	42300	read/write	Defines the hysteresis level relatively to the channel's input range	board dependant

Channel re-arm hysteresis trigger on positive edge

This trigger mode will generate an internal gate signal that can be very good used together with a second trigger mode to gate the trigger. The analog input is continuously sampled with the selected sample rate.

If the programmed re-arm/hysteresis level is crossed from lower to higher values, the trigger engine is armed and waiting for trigger. If the programmed trigger level is crossed by the channel's signal from lower values to higher values (rising edge) then the gate starts and the trigger engine will be disarmed. If the programmed re-arm/hysteresis level is crossed by the channel's signal from higher values to lower values (falling edge) the gate stops.



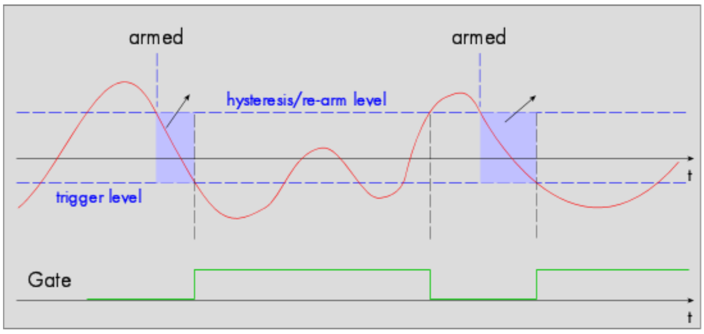
A new trigger event is only detected, if the trigger engine is armed again. The re-arm trigger modes can be used to prevent the board from triggering on wrong edges in noisy signals.

Register	Value	Direction	set to	Value
SPC_TRIG_CH0_MODE	40610	read/write	SPC_TM_POS | SPC_TM_REARM | SPC_TM_HYSTERESIS	21000001h
SPC_TRIG_CH0_LEVEL0	42200	read/write	Set it to the desired trigger level relatively to the channel's input range.	board dependant
SPC_TRIG_CH0_LEVEL1	42300	read/write	Defines the re-arm and hysteresis level relatively to the channel's input range	board dependant

Channel re-arm hysteresis trigger on negative edge

This trigger mode will generate an internal gate signal that can be very good used together with a second trigger mode to gate the trigger. The analog input is continuously sampled with the selected sample rate.

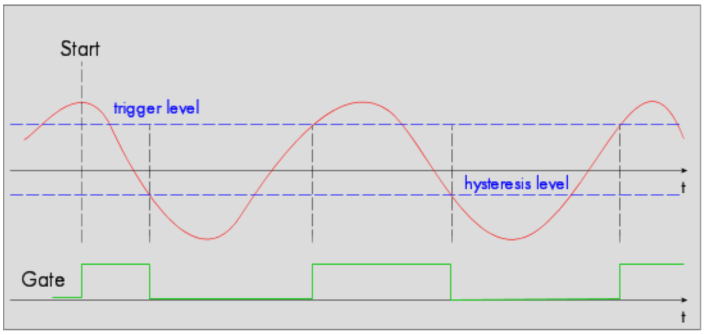
If the programmed re-arm/hysteresis level is crossed from higher to lower values, the trigger engine is armed and waiting for trigger. If the programmed trigger level is crossed by the channel's signal from higher values to lower values (falling edge) then the gate starts and the trigger engine will be disarmed. If the programmed re-arm/hysteresis level is crossed by the channel's signal from lower values to higher values (rising edge) the gate stops.



A new trigger event is only detected, if the trigger engine is armed again. The re-arm trigger modes can be used to prevent the board from triggering on wrong edges in noisy signals.

Register	Value	Direction	set to	Value
SPC_TRIG_CH0_MODE	40610	read/write	SPC_TM_NEG | SPC_TM_REARM | SPC_TM_HYSTERESIS	21000002h
SPC_TRIG_CH0_LEVEL0	42200	read/write	Defines the trigger level relatively to the channel's input range	board dependant
SPC_TRIG_CH0_LEVEL1	42300	read/write	Defines the re-arm and hysteresis level relatively to the channel's input range	board dependant

High level hysteresis trigger



This trigger mode will generate an internal gate signal that can be very good used together with a second trigger mode to gate the trigger. The analog input is continuously sampled with the selected sample rate.

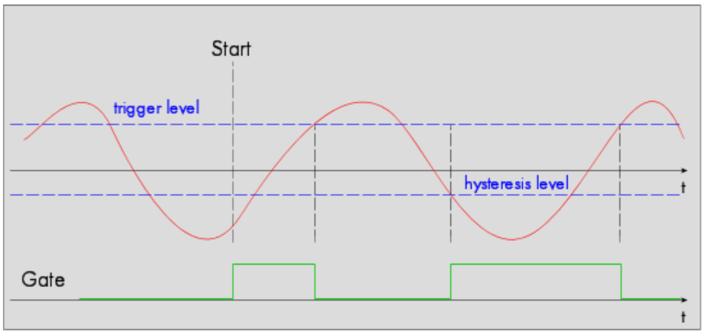
If the signal is equal or higher than the programmed trigger level the gate starts.

When the signal is lower than the programmed hysteresis level the gate will stop.

As this mode is level-triggered, the high level at the cards start time does trigger the board.

Register	Value	Direction	set to	Value
SPC_TRIG_CH0_MODE	40610	read/write	SPC_TM_HIGH | SPC_TM_HYSTERESIS	20000008h
SPC_TRIG_CH0_LEVEL0	42200	read/write	Set it to the desired trigger level relatively to the channel's input range.	board dependant
SPC_TRIG_CH0_LEVEL1	42300	read/write	Defines the hysteresis level relatively to the channel's input range	board dependant

Low level hysteresis trigger



This trigger mode will generate an internal gate signal that can be very good used together with a second trigger mode to gate the trigger. The analog input is continuously sampled with the selected sample rate.

If the signal is equal or lower than the programmed trigger level the gate starts.

When the signal is higher than the programmed hysteresis level the gate will stop.

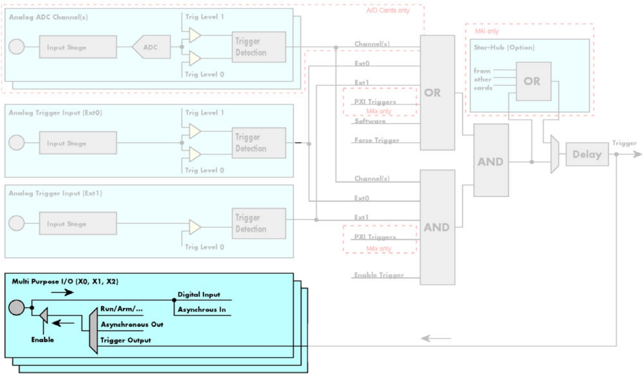
As this mode is level-triggered, the high level at the cards start time does trigger the board.

Register	Value	Direction	set to	Value
SPC_TRIG_CH0_MODE	40610	read/write	SPC_TM_LOW | SPC_TM_HYSTERESIS	20000010h
SPC_TRIG_CH0_LEVEL0	42200	read/write	Set it to the desired trigger level relatively to the channel's input range.	board dependant
SPC_TRIG_CH0_LEVEL1	42300	read/write	Defines the hysteresis level relatively to the channel's input range	board dependant

Multi Purpose I/O Lines

The M4i/M4x series cards and the base upon digitizerNETBOX and generatorNETBOX products have three multi purpose I/O lines that can be used for a wide variety of functions to help the interconnection with external equipment. The functionality of these multi purpose I/O lines can be software programmed and each of these lines can either be used for input or output.

The multi purpose I/O lines may be used as status outputs such as trigger output or internal arm/run as well as for asynchronous I/O to control external equipment as well as additional digital input lines that are sampled synchronously with the analog data.



The multi purpose I/O lines are available on the front plate and labeled with X0 (line 0), X1 (line 1) and X2 (line 2). As default these lines are switched off.

Please be careful when programming these lines as an output whilst maybe still being connected with an external signal source, as that may damage components either on the external equipment or on the card itself.

Programming the behavior

Each multi purpose I/O line can be individually programmed. Please check the available modes by reading the SPCM_X0_AVAILMODES, SPCM_X1_AVAILMODES and SPCM_X2_AVAILMODES register first. The available modes may differ from card to card and may be enhanced with new driver/firmware versions to come.

Register	Value	Direction	Description
SPCM_X0_AVAILMODES	47210	read	Bitmask with all bits of the below mentioned modes showing the available modes for (X0)
SPCM_X1_AVAILMODES	47211	read	Bitmask with all bits of the below mentioned modes showing the available modes for (X1)
SPCM_X2_AVAILMODES	47212	read	Bitmask with all bits of the below mentioned modes showing the available modes for (X2)
SPCM_X0_MODE	47200	read/write	Defines the mode for (X0). Only one mode selection is possible to be set at a time
SPCM_X1_MODE	47201	read/write	Defines the mode for (X1). Only one mode selection is possible to be set at a time
SPCM_X2_MODE	47202	read/write	Defines the mode for (X2). Only one mode selection is possible to be set at a time
SPCM_XMODE_DISABLE	00000000h		No mode selected. Output is tristate (default setup)
SPCM_XMODE_ASYNCIN	00000001h		Connector is programmed for asynchronous input. Use SPCM_XX_ASYNCIO to read data asynchronous as shown in next chapter.
SPCM_XMODE_ASYNCOUT	00000002h		Connector is programmed for asynchronous output. Use SPCM_XX_ASYNCIO to write data asynchronous as shown in next chapter.
SPCM_XMODE_DIGIN	00000004h		A/D cards only: Connector is programmed for synchronous digital input. For each analog channel, one digital channel X0/X1/X2 is integrated into the ADC data stream. Depending on the ADC resolution of your card the resulting merged samples can have different formats. Please check the „Sample format" chapter for more details. Please note that automatic sign extension of analog data is ineffective as soon as one digital input line is activated and the software must properly mask out the digital bits.
SPCM_XMODE_DIGOUT	00000008h		D/A cards only: Connector is programmed for synchronous digital output. Digital channels can be „included" within the analog samples and synchronously replayed along. Requires additional MODE bits to be set along with this flag, as explained later on.
SPCM_XMODE_TRIGOUT	00000020h		Connector is programmed as trigger output and shows the trigger detection. The trigger output goes HIGH as soon as the trigger is recognized. After end of acquisition it is LOW again. In Multiple Recording/Gated Sampling/ABA mode it goes LOW after the acquisition of the current segment stops. In standard FIFO mode the trigger output is HIGH until FIFO mode is stopped.
SPCM_XMODE_DIGIN2BIT	00000080h		Connector is programmed for digital input. For each analog channel, two digital channels X0/X1/X2 are integrated into the ADC data stream. Depending on the ADC resolution of your card the resulting merged samples can have different formats. Please check the data format chapter to see more details. Please note that automatic sign extension of analog data is ineffective as soon as one digital input line is activated and the software must properly mask out the digital bits.
SPCM_XMODE_RUNSTATE	00000100h		Connector shows the current run state of the card. If acquisition/output is running the signal is HIGH. If card has stopped the signal is LOW.
SPCM_XMODE_ARMSTATE	00000200h		Connector shows the current ARM state of the card. If the card is armed and ready to receive a trigger the signal is HIGH. If the card isn't running or the card is still acquiring pretrigger data or the trigger has been detected the signal is LOW.
SPCM_XMODE_REFCLKOUT	00001000h		Connector reflects the internally generated PLL reference clock in the range of 10 to 62.5 MHz.
SPCM_XMODE_CONTOUTMARK	00002000h		Generator Cards only: outputs a HIGH pulse as continuous marker signal for continuous replay mode. The marker signal length is ½ of the programmed memory size.
SPCM_XMODE_SYSCLKOUT	00004000h		Connector reflects the internally generated system clock in the range of 2.5 up to 156.25 MHz.

Please note that a change to the SPCM_X0_MODE, SPCM_X1_MODE or SPCM_X2_MODE will only be updated with the next call to either the M2CMD_CARD_START or M2CMD_CARD_WRITESETUP register. For further details please see the relating chapter on the M2CMD_CARD registers.

Using asynchronous I/O

To use asynchronous I/O on the multi purpose I/O lines it is first necessary to switch these lines to the desired asynchronous mode by programming the above explained mode registers. As a special feature asynchronous input can also be read if the mode is set to trigger input or digital input.

Register	Value	Direction	Description
SPCM_XX_ASYNCIO	47220	read/write	Connector X0 is linked to bit 0 of the register, connector X1 is linked to bit 1 while connector X2 is linked to bit 2 of this register. Data is written/read immediately without any relation to the currently used sampling rate or mode. If a line is programmed to output, reading this line asynchronously will return the current output level.

Example of asynchronous write and read. We write a high pulse on output X1 and wait for a high level answer on input X0:

```
spcm_dwSetParam_i32 (hDrv, SPCM_X0_MODE, SPCM_XMODE_ASYNCIN);   // X0 set to asynchronous input
spcm_dwSetParam_i32 (hDrv, SPCM_X1_MODE, SPCM_XMODE_ASYNCOUT);  // X1 set to asynchronous output
spcm_dwSetParam_i32 (hDrv, SPCM_X2_MODE, SPCM_XMODE_TRIGOUT);   // X2 set to trigger output

spcm_dwSetParam_i32 (hDrv, SPCM_XX_ASYNCIO, 0);                 // programming a high pulse on output
spcm_dwSetParam_i32 (hDrv, SPCM_XX_ASYNCIO, 2);
spcm_dwSetParam_i32 (hDrv, SPCM_XX_ASYNCIO, 0);

do {
    spcm_dwGetParam_i32 (hDrv, SPCM_XX_ASYNCIO, &lAsyncIn);     // read input in a loop
} while ((lAsyncIn & 1) == 0)                                   // until X0 is going to high level
```

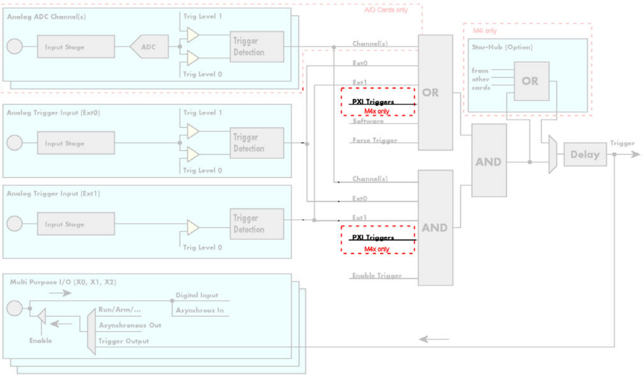
Special behavior of trigger output

As the driver of the M4i/M4x series is the same as the driver for the M2i/M3i series and some old software may rely on register structure of the M2i/M3i card series, there is a special compatible trigger output register that will work according to the M2i/M3i series style. It is not recommended to use this register unless you're writing software for multiple card series:

Register	Value	Direction	Description
SPC_TRIG_OUTPUT	40100	read/write	M2i style trigger output programming. Write a „1“ to enable: - X2 trigger output (SPCM_X2_MODE = SPCM_XMODE_TRIGOUT) - X1 arm state (SPCM_X1_MODE = SPCM_XMODE_ARMSTATE). - X0 run state (SPCM_X0_MODE = SPCM_XMODE_RUNSTATE). Write a „0“ to disable all three outputs: - SPCM_X0_MODE = SPCM_X1_MODE = SPCM_X2_MODE = SPCM_XMODE_DISABLE

The SPC_TRIG_OUTPUT register overrides the multi purpose I/O settings done by SPCM_X0_MODE, SPCM_X1_MODE and SPCM_X2_MODE and vice versa. Do not use both methods together from within one program.

PXI Trigger (M4x PXIe cards only)



The M4x PXIe cards can use the various PXI trigger sources for trigger detection and/or trigger and status distribution.

This includes the eight lines from the PXI trigger bus (PXI_TRIG[7..], as well as the „older“ single-ended PXI Star-Trigger line (PXI_STAR) and the „newer“ differential PXI_DSTARC (dedicated output) and PXI_DSTARB (dedicated input) lines, that have been introduced with the PXI Express standard.

All these lines can be included within the programmable masks on the cards, either within the OR mask as well within the AND mask, to form rather complex trigger conditions required to properly synchronize multiple M4x.xxxx cards to a single trigger event.

The following passage shows, how to program these lines for either input or output and how to properly use them for trigger synchronization between multiple M4x.xxxx cards inside a PXI or PXIe chassis.

To set up PXI trigger conditions, the mode registers have to be set up properly, to define the direction of one or multiple PXI lines, as well as the trigger masks registers for including one or multiple PXI lines to generate a trigger event from.

PXI Trigger Mode Registers

Please find the list of the various modes the different PXI trigger lines can be used for below. The modes available for driving the PXI lines are very similar to thoese of the Multi Purpose I/O lines described earlier in this manual.

Register	Value	Direction	Description
SPC_PXITRG0_AVAILMODES	47310	read	Bitmask showing all available PXI trigger modes usable with PXI_TRIG0 line.
SPC_PXITRG1_AVAILMODES	47311	read	Bitmask showing all available PXI trigger modes usable with PXI_TRIG1 line.
SPC_PXITRG2_AVAILMODES	47312	read	Bitmask showing all available PXI trigger modes usable with PXI_TRIG2 line.
SPC_PXITRG3_AVAILMODES	47313	read	Bitmask showing all available PXI trigger modes usable with PXI_TRIG3 line.
SPC_PXITRG4_AVAILMODES	47314	read	Bitmask showing all available PXI trigger modes usable with PXI_TRIG4 line.
SPC_PXITRG5_AVAILMODES	47315	read	Bitmask showing all available PXI trigger modes usable with PXI_TRIG5 line.
SPC_PXITRG6_AVAILMODES	47316	read	Bitmask showing all available PXI trigger modes usable with PXI_TRIG6 line.
SPC_PXITRG7_AVAILMODES	47317	read	Bitmask showing all available PXI trigger modes usable with PXI_TRIG7 line.
SPC_PXISTAR_AVAILMODES	47318	read	Bitmask showing all available PXI trigger modes usable with PXI_STAR line.
SPC_PXIDSTARC_AVAILMODES	47310	read	Bitmask showing all available PXI trigger modes usable with PXI_DSTARC line, to send information to a Startrigger card, installed in the System Timing Slot. The corresponding returned signal (from the System Timing Slot to the card) will be available on the DSTARB line, which then has to be properly included into the trigger source masks, as described later.
SPC_PXITRG0_MODE	47300	read/write	Defines the output mode for the PXI_TRIG0 line.
SPC_PXITRG1_MODE	47301	read/write	Defines the output mode for the PXI_TRIG1 line.
SPC_PXITRG2_MODE	47302	read/write	Defines the output mode for the PXI_TRIG2 line.
SPC_PXITRG3_MODE	47303	read/write	Defines the output mode for the PXI_TRIG3 line.
SPC_PXITRG4_MODE	47304	read/write	Defines the output mode for the PXI_TRIG4 line.
SPC_PXITRG5_MODE	47305	read/write	Defines the output mode for the PXI_TRIG5 line.
SPC_PXITRG6_MODE	47306	read/write	Defines the output mode for the PXI_TRIG6 line.
SPC_PXITRG7_MODE	47307	read/write	Defines the output mode for the PXI_TRIG7 line.
SPC_PXISTAR_MODE	47308	read/write	Defines the trigger mode for the PXI_STAR line, to send information to a Startrigger card, installed in the System Timing Slot.
SPC_PXIDSTARC_MODE	47309	read/write	Defines the trigger mode for the PXI_DSTARC line, to send information to a possible Startrigger card, installed in the System Timing Slot. The corresponding returned signal (from the System Timing Slot to the card) will be available on the DSTARB line, which then has to be properly included into the trigger source masks, as described later.

SPCM_PXITRGMODE_DISABLE	00000000h	The PXI line is neither used as input or output and is in high-impedance mode (tristate).
SPCM_PXITRGMODE_IN	00000001h	The PXI line is used as an input and can now be included in the trigger masks, as described below.
SPCM_PXITRGMODE_ASYNCOUT	00000002h	The PXI line is is programmed for asynchronous output. Use SPC_PXITRG_ASYNCIO to write data asynchronously.
SPCM_PXITRGMODE_RUNSTATE	00000004h	The PXI line outputs the current run state of the card. If acquisition/output is running the signal is HIGH. If card has stopped the signal is LOW.
SPCM_PXITRGMODE_ARMSTATE	00000008h	The PXI line outputs the current ARM state of the card. If the card is armed and ready to receive a trigger the signal is HIGH. If the card isn't running or the card is either still acquiring pretrigger data or the trigger has already been detected the signal is LOW.
SPCM_PXITRGMODE_TRIGOUT	00000010h	The PXI line outputs a detected trigger and hence shows the trigger detection. The trigger output goes HIGH as soon as the trigger is recognized. After end of acquisition it is LOW again. In Multiple Recording/Gated Sampling/ABA mode it goes LOW after the acquisition of the current segment stops. In standard FIFO mode the trigger output is HIGH until FIFO mode is stopped.
SPCM_PXITRGMODE_REFCLKOUT	00000020h	The PXI line is reflects the internal generated 10 MHz reference clock signal generated from the PXI_CLK100 clock signal in conjunction with the PXI_SYNC100 signal. Can be used to provide other equipment with an additional clock signal via one of the trigger lines.
SPCM_PXITRGMODE_CONTOUTMARK	00000040h	Generator Cards only: the PXI line outputs a HIGH pulse as continuous marker signal for continuous replay mode. The marker signal length is ½ of the programmed memory size.

Depending on the used PXI/PXIe backplane, the PXI trigger bus (PXI_TRIG[7..0]) might be segmented and needs to be setup separately, to allow routing of trigger signals between different segments an even within one segment. Please consult your PXI chassis/backplane manual for details on the routing capabilities of these lines and the relating software interface.

Be aware not to enable outputs on the same PXI trigger line on multiple cards, or to enable a segmented backplane driver and a card's output on the same line within the same segment. If two or more outputs are working against each other the result is unpredictable and may even harm the hardware parts.

PXI Trigger Sources within the Trigger Masks

To include PXI lines, whose mode has been set to „SPCM_PXITRGMODE_IN", as shown above, the desired masks must contain the corresponding input, as the following table shows:

Register		Value	Direction	Description
SPC_TRIG_ORMASK		40410	read/write	Defines the events included within the trigger OR mask of the card.
SPC_TRIG_ANDMASK		40430	read/write	Defines the events included within the trigger AND mask of the card.
	SPC_TMASK_PXI0	100000h	Enables the PXI_TRIG0 for the mask. The card will trigger when the signal on this input is HIGH.	
	SPC_TMASK_PXI1	200000h	Enables the PXI_TRIG1 for the mask. The card will trigger when the signal on this input is HIGH.	
	SPC_TMASK_PXI2	400000h	Enables the PXI_TRIG2 for the mask. The card will trigger when the signal on this input is HIGH.	
	SPC_TMASK_PXI3	800000h	Enables the PXI_TRIG3 for the mask. The card will trigger when the signal on this input is HIGH.	
	SPC_TMASK_PXI4	1000000h	Enables the PXI_TRIG4 for the mask. The card will trigger when the signal on this input is HIGH.	
	SPC_TMASK_PXI5	2000000h	Enables the PXI_TRIG5 for the mask. The card will trigger when the signal on this input is HIGH.	
	SPC_TMASK_PXI6	4000000h	Enables the PXI_TRIG6 for the mask. The card will trigger when the signal on this input is HIGH.	
	SPC_TMASK_PXI7	8000000h	Enables the PXI_TRIG7 for the mask. The card will trigger when the signal on this input is HIGH.	
	SPC_TMASK_PXISTAR	10000000h	Enables the PXISTAR line for the mask. The card will trigger when the signal on this input is HIGH.	
	SPC_TMASK_PXIDSTARB	20000000h	Enables the PXI_DSTARB for the mask. The card will trigger when the signal on this input is HIGH.	

The use of multiple PXI_TRIG lines in either mask to combine status and trigger information is shown in the following example for clarification.

PXI Trigger Setup Example

Example of connecting three M4x.xxxx cards, card 0 is triggering all three cards:

```
drv_handle hDrv[3];

for (i = 0; i < 3; i++)
    {
    sprintf (s, "/dev/spcm%d", i);
    hDrv[i] = spcm_hOpen (s); // open all three cards

    spcm_dwSetParam_i32 (hDrv[i], SPC_CLOCKMODE, SPC_CM_PXIREFCLOCK); // Use PXI reference clock on all cards
    spcm_dwGetParam_i64 (hDrv[i], SPC_SAMPLERATE, 100000000);         // Use 100 MS/s as sample clock
    }

// Slave card1 trigger setup
spcm_dwSetParam_i32 (hDrv[1], SPC_PXITRG0_MODE, SPCM_PXITRGMODE_IN);       // set PXI_TRIG0 as input
spcm_dwSetParam_i32 (hDrv[1], SPC_PXITRG1_MODE, SPCM_PXITRGMODE_ARMSTATE); // Output my ARM state on PXI_TRIG1
spcm_dwSetParam_i32 (hDrv[1], SPC_TRIG_ORMASK,  SPC_TMASK_PXI0);           // trigger source: PXI_TRIG0

// Slave card2 trigger setup
spcm_dwSetParam_i32 (hDrv[2], SPC_PXITRG0_MODE, SPCM_PXITRGMODE_IN);       // set PXI_TRIG0 as input
spcm_dwSetParam_i32 (hDrv[2], SPC_PXITRG2_MODE, SPCM_PXITRGMODE_ARMSTATE); // Output my ARM state on PXI_TRIG2
spcm_dwSetParam_i32 (hDrv[2], SPC_TRIG_ORMASK,  SPC_TMASK_PXI0);           // trigger source: PXI_TRIG0

// Master card0: Acts as a trigger master distributing External trigger 0 trigger
// Possible trigger level and mode setups are assumed to be done
spcm_dwSetParam_i32 (hDrv[0], SPC_TRIG_ORMASK,  SPC_TMASK_EXT0);

// Setting Ext0 trigger for rising edges (for AD/DA cards trigger levels might need to be adjusted)
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_EXT0_MODE, SPC_TM_POS);

spcm_dwSetParam_i32 (hDrv[0], SPC_PXITRG0_MODE,  SPCM_PXITRGMODE_TRIGOUT); // Output trigger on PXI_TRIG0
spcm_dwSetParam_i32 (hDrv[0], SPC_PXITRG1_MODE,  SPCM_PXITRGMODE_IN);      // Set PXI_TRIG1 as input
spcm_dwSetParam_i32 (hDrv[0], SPC_PXITRG2_MODE,  SPCM_PXITRGMODE_IN);      // Set PXI_TRIG2 as input

// Synchronize Pre-Trigger area of all cards to prevent unintended trigger detection, while the
// other card(s) are not ready yet. Therefore include PXI_TRIG1 and PXI_TRIG2 inputs in the AND mask,
// so that these lines both must be HIGH, to enable trigger detection on card0 and hence
// trigger distribution to the other cards.
spcm_dwSetParam_i32 (hDrv[0], SPC_TRIG_ANDMASK, SPC_TMASK_PXI2 | SPC_TMASK_PXI1);

// transfer setup to all cards to allow PXI lines to be activated (leave a possible high-impedance mode)
for (i = 0; i < 3; i++)
    spcm_dwSetParam_i32 (hCard[i], SPC_M2CMD, M2CMD_CARD_WRITESETUP);

// Start the cards now in any order, as any triggering is now prevented as long no all the cards are armed.

// Get data from all cards and do processing.

// close all three cards again
for (i = 0; i < 3; i++)
    spcm_vClose (hCard[i]);
```

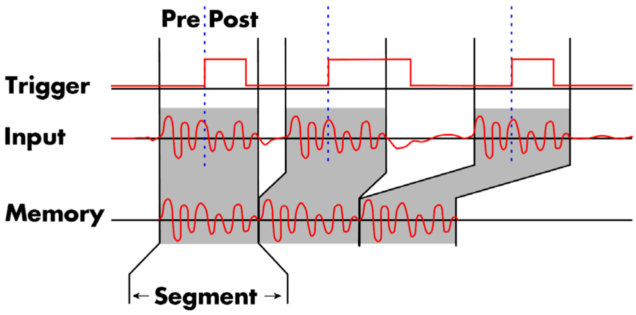
The above example assumes, that a possible PXI trigger bus segmentation of the used backplane has been properly set up, so that each card's output can reach the other card's inputs properly and that no two drivers on one segment are driving agaionst each others.

Mode Multiple Recording

The Multiple Recording mode allows the acquisition of data blocks with multiple trigger events without restarting the hardware.

The on-board memory will be divided into several segments of the same size. Each segment will be filled with data when a trigger event occurs (acquisition mode).

As this mode is totally controlled in hardware there is a very small re-arm time from end of one segment until the trigger detection is enabled again. You'll find that re-arm time in the technical data section of this manual.



The following table shows the register for defining the structure of the segments to be recorded with each trigger event.

Register	Value	Direction	Description
SPC_POSTTRIGGER	10100	read/write	Acquisition only: defines the number of samples to be recorded per channel after the trigger event.
SPC_SEGMENTSIZE	10010	read/write	Size of one Multiple Recording segment: the total number of samples to be recorded per channel after detection of one trigger event including the time recorded before the trigger (pre trigger).

Each segment in acquisition mode can consist of pretrigger and/or posttrigger samples. The user always has to set the total segment size and the posttrigger, while the pretrigger is calculated within the driver with the formula: [pretrigger] = [segment size] - [posttrigger].

When using Multiple Recording the maximum pretrigger is limited depending on the number of active channels. When the calculated value exceeds that limit, the driver will return the error ERR_PRETRIGGERLEN. Please have a look at the table further below to see the maximum pretrigger length that is possible.

Recording modes

Standard Mode

With every detected trigger event one data block is filled with data. The length of one multiple recording segment is set by the value of the segment size register SPC_SEGMENTSIZE. The total amount of samples to be recorded is defined by the memsize register.
Memsize must be set to a a multiple of the segment size. The table below shows the register for enabling Multiple Recording. For detailed information on how to setup and start the standard acquisition mode please refer to the according chapter earlier in this manual.

Register		Value	Direction	Description
SPC_CARDMODE		9500	read/write	Defines the used operating mode
	SPC_REC_STD_MULTI	2	Enables Multiple Recording for standard acquisition.	

The total number of samples to be recorded to the on-board memory in Standard Mode is defined by the SPC_MEMSIZE register.

Register	Value	Direction	Description
SPC_MEMSIZE	10000	read/write	Defines the total number of samples to be recorded per channel.

FIFO Mode

The Multiple Recording in FIFO Mode is similar to the Multiple Recording in Standard Mode. In contrast to the standard mode it is not necessary to program the number of samples to be recorded. The acquisition is running until the user stops it. The data is read block by block by the driver as described under FIFO single mode example earlier in this manual. These blocks are online available for further data processing by the user program. This mode significantly reduces the amount of data to be transferred on the PCI bus as gaps of no interest do not have to be transferred. This enables you to use faster sample rates than you would be able to in FIFO mode without Multiple Recording.
The advantage of Multiple Recording in FIFO mode is that you can stream data online to the host system. You can make real-time data processing or store a huge amount of data to the hard disk. The table below shows the dedicated register for enabling Multiple Recording. For detailed information how to setup and start the board in FIFO mode please refer to the according chapter earlier in this manual.

Register		Value	Direction	Description
SPC_CARDMODE		9500	read/write	Defines the used operating mode
	SPC_REC_FIFO_MULTI	32	Enables Multiple Recording for FIFO acquisition.	

The number of segments to be recorded must be set separately with the register shown in the following table:

Register		Value	Direction	Description
SPC_LOOPS		10020	read/write	Defines the number of segments to be recorded
	0		Recording will be infinite until the user stops it.	
	1 ... [4G - 1]		Defines the total segments to be recorded.	

Limits of pre trigger, post trigger, memory size

The maximum memory size parameter is only limited by the number of activated channels and by the amount of installed memory. Please keep in mind that each sample needs 2 bytes of memory to be stored. Minimum memory size as well as minimum and maximum post trigger limits are independent of the activated channels or the installed memory.

Due to the internal organization of the card memory there is a certain stepsize when setting these values that has to be taken into account. The following table gives you an overview of all limits concerning pre trigger, post trigger, memory size, segment size and loops. The table shows all values in relation to the installed memory size in samples. If more memory is installed the maximum memory size figures will increase according to the complete installed memory

Activated Channels	Used Mode	Memory size SPC_MEMSIZE			Pre trigger SPC_PRETRIGGER			Post trigger SPC_POSTTRIGGER			Segment size SPC_SEGMENTSIZE			Loops SPC_LOOPS		
		Min	Max	Step	Min	Max	Step	Min	Max	Step	Min	Max	Step	Min	Max	Step
1 Ch	Standard Single	32	Mem	16	16	Mem - 16 (defined by mem and post)	16	16	8G - 16	16	not used			not used		
	Standard Multi/ABA	32	Mem	16	16	8k (defined by segment and post)	16	16	Mem/2-16	16	32	Mem/2	16	not used		
	Standard Gate	32	Mem	16	16	8k	16	16	Mem-16	16	not used			not used		
	Standard Average	For the limits in this mode please refer to the dedicated chapter in this manual.														
	FIFO Single	not used			16	8k	16	not used			32	8G - 16	16	0 (∞)	4G - 1	1
	FIFO Multi/ABA	not used			16	8k (defined by segment and post)	16	16	8G - 16	16	32	pre+post	16	0 (∞)	4G - 1	1
	FIFO Gate	not used			16	8k	16	16	8G - 16	16	not used			0 (∞)	4G - 1	1
	FIFO Average	For the limits in this mode please refer to the dedicated chapter in this manual.														
2 Ch	Standard Single	32	Mem/2	16	16	Mem/2 - 16 (defined by mem and post)	16	16	8G - 16	16	not used			not used		
	Standard Multi/ABA	32	Mem/2	16	16	8k (defined by segment and post)	16	16	Mem/4-16	16	32	Mem/4	16	not used		
	Standard Gate	32	Mem/2	16	16	8k	16	16	Mem/2-16	16	not used			not used		
	Standard Average	For the limits in this mode please refer to the dedicated chapter in this manual.														
	FIFO Single	not used			16	8k	16	not used			32	8G - 16	16	0 (∞)	4G - 1	1
	FIFO Multi/ABA	not used			16	8k (defined by segment and post)	16	16	8G - 16	16	32	pre+post	16	0 (∞)	4G - 1	1
	FIFO Gate	not used			16	8k	16	16	8G - 16	16	not used			0 (∞)	4G - 1	1
	FIFO Average	For the limits in this mode please refer to the dedicated chapter in this manual.														
4 Ch	Standard Single	32	Mem/4	16	16	Mem/4 - 16 (defined by mem and post)	16	16	8G - 16	16	not used			not used		
	Standard Multi/ABA	32	Mem/4	16	16	8k (defined by segment and post)	16	16	Mem/8-16	16	32	Mem/8	16	not used		
	Standard Gate	32	Mem/4	16	16	8k	16	16	Mem/4-16	16	not used			not used		
	Standard Average	For the limits in this mode please refer to the dedicated chapter in this manual.														
	FIFO Single	not used			16	8k	16	not used			32	8G - 16	16	0 (∞)	4G - 1	1
	FIFO Multi/ABA	not used			16	8k (defined by segment and post)	16	16	8G - 16	16	32	pre+post	16	0 (∞)	4G - 1	1
	FIFO Gate	not used			16	8k	16	16	8G - 16	16	not used			0 (∞)	4G - 1	1
	FIFO Average	For the limits in this mode please refer to the dedicated chapter in this manual.														

All figures listed here are given in samples. An entry of [8G - 16] means [8 GSamples - 16] = 8,589,934,576 samples.

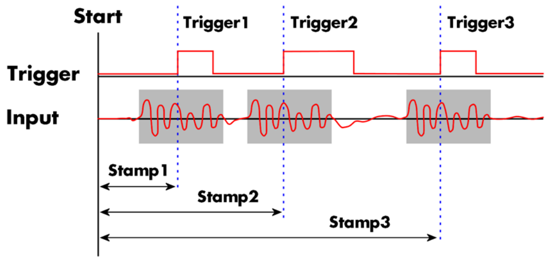
The given memory and memory / divider figures depend on the installed on-board memory as listed below:

	Installed Memory **2 GSample**
Mem	2 GSample
Mem / 2	1 GSample
Mem / 4	512 MSample
Mem / 8	256 MSample

Please keep in mind that this table shows all values at once. Only the absolute maximum and minimum values are shown. There might be additional limitations. Which of these values is programmed depends on the used mode. Please read the detailed documentation of the mode.

Multiple Recording and Timestamps

Multiple Recording is well matching with the timestamp option. If timestamp recording is activated each trigger event and therefore each Multiple Recording segment will get timestamped as shown in the drawing on the right.



Please keep in mind that the trigger events are timestamped, not the beginning of the acquisition. The first sample that is available is at the time position of [Timestamp - Pretrigger].

The programming details of the timestamp option is explained in an extra chapter.

Trigger Modes

When using Multiple Recording all of the card's trigger modes can be used including the software trigger. For detailed information on the available trigger modes, please take a look at the relating chapter earlier in this manual.

Trigger Counter

The number of acquired trigger events in Multiple Recording mode is counted in hardware and can be read out while the acquisition is running or after the acquisition has finished. The trigger events are counted both in standard mode as well as in FIFO mode.

Register	Value	Direction	Description
SPC_TRIGGERCOUNTER	200905	read	Returns the number of trigger events that has been acquired since the acquisition start. The internal trigger counter has 48 bits. It is therefore necessary to read out the trigger counter value with 64 bit access or 2 x 32 bit access if the number of trigger events exceed the 32 bit range.

The trigger counter feature needs at least driver version V2.17 and firmware version V20 (M2i series), V10 (M3i series), V6 (M4i/M4x series) or V1 (M2p series). Please update the driver and the card firmware to these versions to use this feature. Trying to use this feature without the proper firmware version will issue a driver error.

Using the trigger counter information one can determine how many Multiple Recording segments have been acquired and can perform a memory flush by issuing Force trigger commands to read out all data. This is helpful if the number of trigger events is not known at the start of the acquisition. In that case one will do the following steps:

- Program the maximum number of segments that one expects or use the FIFO mode with unlimited segments
- Set a timeout to be sure that there are no more trigger events acquired. Alternatively one can manually proceed as soon as it is clear from the application that all trigger events have been acquired
- Read out the number of acquired trigger segments
- Issue a number of Force Trigger commands to fill the complete memory (standard mode) or to transfer the last FIFO block that contains valid data segments
- Use the trigger counter value to split the acquired data into valid data with a real trigger event and invalid data with a force trigger event.

Programming examples

The following example shows how to set up the card for Multiple Recording in standard mode.

```
spcm_dwSetParam_i32 (hDrv, SPC_CARDMODE, SPC_REC_STD_MULTI);  // Enables Standard Multiple Recording

spcm_dwSetParam_i64 (hDrv, SPC_SEGMENTSIZE,   1024);          // Set the segment size to 1024 samples
spcm_dwSetParam_i64 (hDrv, SPC_POSTTRIGGER,    768);        // Set the posttrigger to 768 samples and therefore
                                                              // the pretrigger will be 256 samples
spcm_dwSetParam_i64 (hDrv, SPC_MEMSIZE,      4096);       // Set the total memsize for recording to 4096 samples
                                                            // so that actually four segments will be recorded

spcm_dwSetParam_i32 (hDrv, SPC_TRIG_EXT0_MODE,  SPC_TM_POS);  // Set triggermode to ext. TTL mode (rising edge)
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_ORMASK, SPC_TMASK_EXT0);  // and enable it within the trigger OR-mask
```

The following example shows how to set up the card for Multiple Recording in FIFO mode.

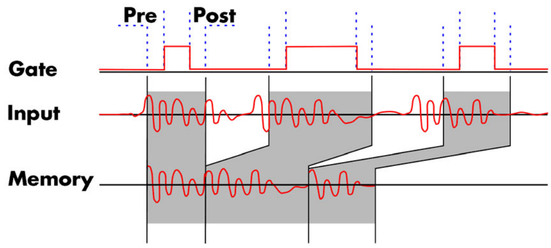
```
spcm_dwSetParam_i32 (hDrv, SPC_CARDMODE, SPC_REC_FIFO_MULTI); // Enables FIFO Multiple Recording

spcm_dwSetParam_i64 (hDrv, SPC_SEGMENTSIZE,   2048);          // Set the segment size to 2048 samples
spcm_dwSetParam_i64 (hDrv, SPC_POSTTRIGGER,   1920);        // Set the posttrigger to 1920 samples and therefore
                                                              // the pretrigger will be 128 samples
spcm_dwSetParam_i64 (hDrv, SPC_LOOPS           256);          // 256 segments will be recorded

spcm_dwSetParam_i32 (hDrv, SPC_TRIG_EXT0_MODE,  SPC_TM_NEG);  // Set triggermode to ext. TTL mode (falling edge)
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_ORMASK, SPC_TMASK_EXT0);  // and enable it within the trigger OR-mask
```

Mode Gated Sampling

The Gated Sampling mode allows the data acquisition controlled by an external or an internal gate signal. Data will only be recorded if the programmed gate condition is true. When using the Gated Sampling acquisition mode it is in addition also possible to program a pre- and/or posttrigger for recording samples prior to and/or after the valid gate.

This chapter will explain all the necessary software register to set up the card for Gated Sampling properly.

The section on the allowed trigger modes deals with detailed description on the different trigger events and the resulting gates.



When using Gated Sampling the maximum pretrigger is limited as shown in the technical data section. When the programmed value exceeds that limit, the driver will return the error ERR_PRETRIGGERLEN.

Register	Value	Direction	Description
SPC_PRETRIGGER	10030	read/write	Defines the number of samples to be recorded per channel prior to the gate start.
SPC_POSTTRIGGER	10100	read/write	Defines the number of samples to be recorded per channel after the gate end.

Acquisition modes

Standard Mode

Data will be recorded as long as the gate signal fulfills the programmed gate condition. At the end of the gate interval the recording will be stopped and the card will pause until another gates signal appears. If the total amount of data to acquire has been reached, the card stops immediately. For that reason the last gate segment is ended by the expiring memory size counter and not by the gate end signal. The total amount of samples to be recorded can be defined by the memsize register. The table below shows the register for enabling Gated Sampling. For detailed information on how to setup and start the standard acquisition mode please refer to the according chapter earlier in this manual.

Register	Value	Direction	Description
SPC_CARDMODE	9500	read/write	Defines the used operating mode
SPC_REC_STD_GATE	4		Enables Gated Sampling for standard acquisition.

The total number of samples to be recorded to the on-board memory in Standard Mode is defined by the SPC_MEMSIZE register.

Register	Value	Direction	Description
SPC_MEMSIZE	10000	read/write	Defines the total number of samples to be recorded per channel.

FIFO Mode

The Gated Sampling in FIFO Mode is similar to the Gated Sampling in Standard Mode. In contrast to the Standard Mode you cannot program a certain total amount of samples to be recorded, but two other end conditions can be set instead. The acquisition can either run until the user stops it by software (infinite recording), or until a programmed number of gates has been recorded. The data is read continuously by the driver. This data is online available for further data processing by the user program. The advantage of Gated Sampling in FIFO mode is that you can stream data online to the host system with a lower average data rate than in conventional FIFO mode without Gated Sampling. You can make real-time data processing or store a huge amount of data to the hard disk. The table below shows the dedicated register for enabling Gated Sampling in FIFO mode. For detailed information how to setup and start the card in FIFO mode please refer to the according chapter earlier in this manual.

Register	Value	Direction	Description
SPC_CARDMODE	9500	read/write	Defines the used operating mode
SPC_REC_FIFO_GATE	64		Enables Gated Sampling for FIFO acquisition.

The number of gates to be recorded must be set separately with the register shown in the following table:

Register	Value	Direction	Description
SPC_LOOPS	10020	read/write	Defines the number of gates to be recorded
0			Recording will be infinite until the user stops it.
1 … [4G - 1]			Defines the total number of gates to be recorded.

Limits of pre trigger, post trigger, memory size

The maximum memory size parameter is only limited by the number of activated channels and by the amount of installed memory. Please keep in mind that each sample needs 2 bytes of memory to be stored. Minimum memory size as well as minimum and maximum post trigger limits are independent of the activated channels or the installed memory.

Due to the internal organization of the card memory there is a certain stepsize when setting these values that has to be taken into account. The following table gives you an overview of all limits concerning pre trigger, post trigger, memory size, segment size and loops. The table shows all values in relation to the installed memory size in samples. If more memory is installed the maximum memory size figures will increase according to the complete installed memory

Activated Channels	Used Mode	Memory size SPC_MEMSIZE			Pre trigger SPC_PRETRIGGER			Post trigger SPC_POSTTRIGGER			Segment size SPC_SEGMENTSIZE			Loops SPC_LOOPS		
		Min	Max	Step	Min	Max	Step	Min	Max	Step	Min	Max	Step	Min	Max	Step
1 Ch	Standard Single	32	Mem	16	16	Mem - 16 (defined by mem and post)	16	16	8G - 16	16	not used			not used		
	Standard Multi/ABA	32	Mem	16	16	8k (defined by segment and post)	16	16	Mem/2-16	16	32	Mem/2	16	not used		
	Standard Gate	32	Mem	16	16	8k	16	16	Mem-16	16	not used			not used		
	Standard Average	For the limits in this mode please refer to the dedicated chapter in this manual.														
	FIFO Single	not used			16	8k	16	not used			32	8G - 16	16	0 (∞)	4G - 1	1
	FIFO Multi/ABA	not used			16	8k (defined by segment and post)	16	16	8G - 16	16	32	pre+post	16	0 (∞)	4G - 1	1
	FIFO Gate	not used			16	8k	16	16	8G - 16	16	not used			0 (∞)	4G - 1	1
	FIFO Average	For the limits in this mode please refer to the dedicated chapter in this manual.														
2 Ch	Standard Single	32	Mem/2	16	16	Mem/2 - 16 (defined by mem and post)	16	16	8G - 16	16	not used			not used		
	Standard Multi/ABA	32	Mem/2	16	16	8k (defined by segment and post)	16	16	Mem/4-16	16	32	Mem/4	16	not used		
	Standard Gate	32	Mem/2	16	16	8k	16	16	Mem/2-16	16	not used			not used		
	Standard Average	For the limits in this mode please refer to the dedicated chapter in this manual.														
	FIFO Single	not used			16	8k	16	not used			32	8G - 16	16	0 (∞)	4G - 1	1
	FIFO Multi/ABA	not used			16	8k (defined by segment and post)	16	16	8G - 16	16	32	pre+post	16	0 (∞)	4G - 1	1
	FIFO Gate	not used			16	8k	16	16	8G - 16	16	not used			0 (∞)	4G - 1	1
	FIFO Average	For the limits in this mode please refer to the dedicated chapter in this manual.														
4 Ch	Standard Single	32	Mem/4	16	16	Mem/4 - 16 (defined by mem and post)	16	16	8G - 16	16	not used			not used		
	Standard Multi/ABA	32	Mem/4	16	16	8k (defined by segment and post)	16	16	Mem/8-16	16	32	Mem/8	16	not used		
	Standard Gate	32	Mem/4	16	16	8k	16	16	Mem/4-16	16	not used			not used		
	Standard Average	For the limits in this mode please refer to the dedicated chapter in this manual.														
	FIFO Single	not used			16	8k	16	not used			32	8G - 16	16	0 (∞)	4G - 1	1
	FIFO Multi/ABA	not used			16	8k (defined by segment and post)	16	16	8G - 16	16	32	pre+post	16	0 (∞)	4G - 1	1
	FIFO Gate	not used			16	8k	16	16	8G - 16	16	not used			0 (∞)	4G - 1	1
	FIFO Average	For the limits in this mode please refer to the dedicated chapter in this manual.														

All figures listed here are given in samples. An entry of [8G - 16] means [8 GSamples - 16] = 8,589,934,576 samples.

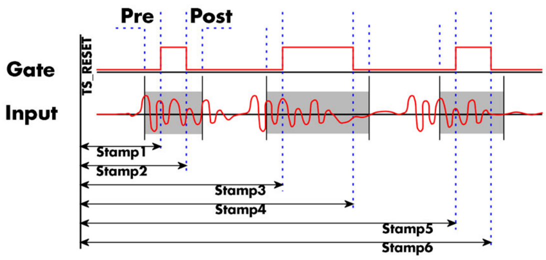
The given memory and memory / divider figures depend on the installed on-board memory as listed below:

	Installed Memory **2 GSample**
Mem	2 GSample
Mem / 2	1 GSample
Mem / 4	512 MSample
Mem / 8	256 MSample

Please keep in mind that this table shows all values at once. Only the absolute maximum and minimum values are shown. There might be additional limitations. Which of these values is programmed depends on the used mode. Please read the detailed documentation of the mode.

Gated Sampling and Timestamps

Gated Sampling and the timestamp mode fit very good together. If timestamp recording is activated each gate will get timestamped as shown in the drawing on the right. As you can see, both beginning and end of the gate interval are timestamped. Each gate segment will therefore produce two timestamps showing start of the gate interval and end of the gate interval. By taking both timestamps into account one can read out the time position of each gate as well as the length in samples. There is no other way to examine the length of each gate segment than reading out the timestamps.



Please keep in mind that the gate signals are timestamped, not the beginning and end of the acquisition. The first sample that is available is at the time position of [Timestamp1 - Pretrigger]. The last sample of the gate segment is at the position [Timestamp2 + Posttrigger]. The length of the gate segment is [Timestamp2 - Timestamp1 + Pretrigger + Posttrigger]. When using the standard gate mode the end of recording is defined by the expiring memsize counter. In standard gate mode there will be an additional timestamp for the last gate segment, when the maximum memsize is reached!

The programming details of the timestamp mode are explained in an extra chapter.

Trigger

Detailed description of the external analog trigger modes

For all external analog trigger modes shown below, either the OR mask or the AND must contain the external trigger to activate the external input as trigger source:.

Register		Value	Direction	Description
SPC_TRIG_ORMASK		40410	read/write	Defines the events included within the trigger OR mask of the card.
SPC_TRIG_ANDMASK		40430	read/write	Defines the events included within the trigger AND mask of the card.
	SPC_TMASK_EXT0	2h		Enables the main external (analog) trigger 0 for the mask.
	SPC_TMASK_EXT1	4h		Enables the secondary external (analog) trigger 0 for the mask.

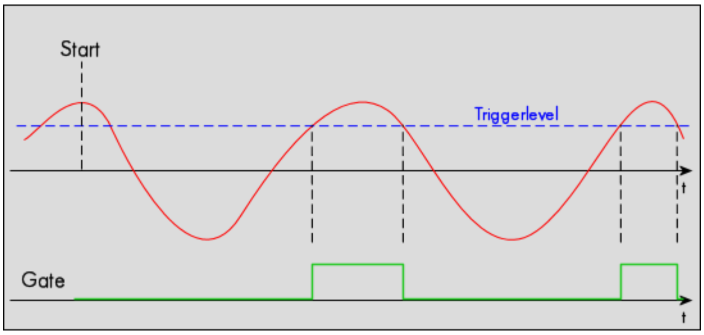
The following pages explain the available modes in detail. All modes that only require one single trigger level are available for both external trigger inputs. All modes that require two trigger levels are only available for the main external trigger input (Ext0).

Trigger on positive edge

The trigger input is continuously sampled with the selected sample rate. If the programmed trigger level is crossed by the trigger signal from lower values to higher values (rising edge) then the gate starts.

When the signal crosses the programmed trigger level from higher values to lower values (falling edge) then the gate will stop.

As this mode is purely edge-triggered, the high level at the cards start time does not trigger the board.



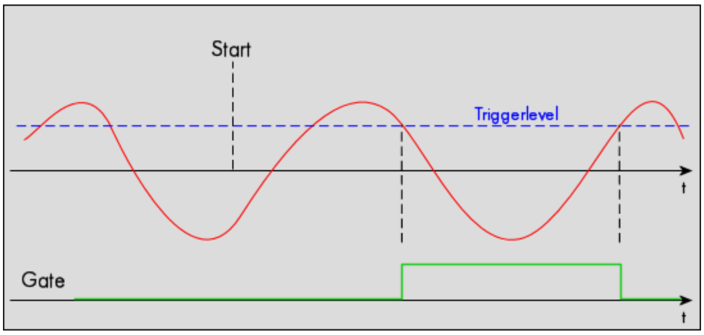
Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_POS	1h
SPC_TRIG_EXT1_MODE	40511	read/write	SPC_TM_POS	1h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Set it to the desired trigger level in mV	mV

Trigger on negative edge

The trigger input is continuously sampled with the selected sample rate. If the programmed trigger level is crossed by the trigger signal from higher values to lower values (falling edge) then the gate starts.

When the signal crosses the programmed trigger from lower values to higher values (rising edge) then the gate will stop.

As this mode is purely edge-triggered, the low level at the cards start time does not trigger the board.

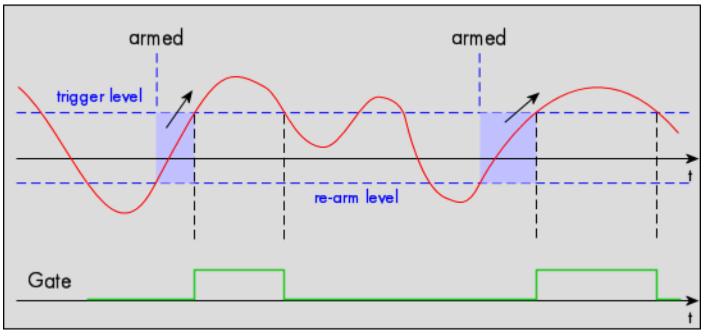


Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_NEG	2h
SPC_TRIG_EXT1_MODE	40511	read/write	SPC_TM_NEG	2h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Set it to the desired trigger level in mV	mV

Re-arm trigger on positive edge

The trigger input is continuously sampled with the selected sample rate. If the programmed re-arm level is crossed from lower to higher values, the trigger engine is armed and waiting for trigger. If the programmed trigger level is crossed by the trigger signal from lower values to higher values (rising edge) then the gate starts will be detected and the trigger engine will be disarmed. A new trigger event is only detected if the trigger engine is armed again.

If the programmed trigger level is crossed by the external signal from higher values to lower values (falling edge) the gate stops.



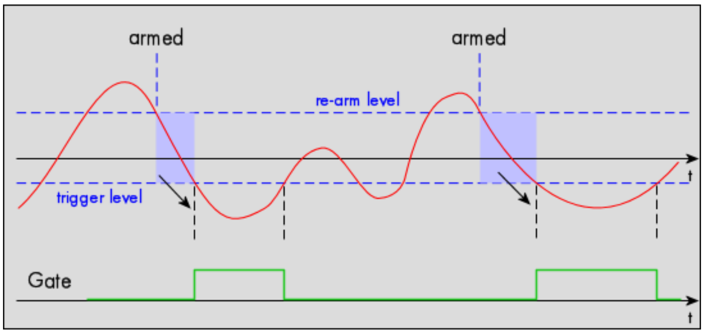
The re-arm trigger modes can be used to prevent the board from triggering on wrong edges in noisy signals.

Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_POS | SPC_TM_REARM	01000001h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Set it to the desired trigger level in mV	mV
SPC_TRIG_EXT0_LEVEL1	42330	read/write	Defines the re-arm level in mV	mV

Re-arm trigger on negative edge

The trigger input is continuously sampled with the selected sample rate. If the programmed re-arm level is crossed from higher to lower values, the trigger engine is armed and waiting for trigger. If the programmed trigger level is crossed by the trigger signal from higher values to lower values (falling edge) then the gate starts and the trigger engine will be disarmed. A new trigger event is only detected, if the trigger engine is armed again.

If the programmed trigger level is crossed by the external signal from lower values to higher values (rising edge) the gate stops.



The re-arm trigger modes can be used to prevent the board from triggering on wrong edges in noisy signals.

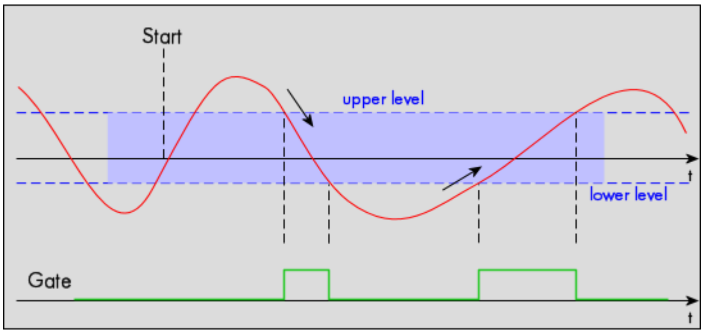
Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_NEG | SPC_TM_REARM	01000002h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Defines the re-arm level in mV	mV
SPC_TRIG_EXT0_LEVEL1	42330	read/write	Set it to the desired trigger level in mV	mV

Window trigger for entering signals

The trigger input is continuously sampled with the selected sample rate. The upper and the lower level define a window.

When the signal enters the window from the outside to the inside, the gate will start. When the signal leaves the window from the inside to the outside, the gate will stop.

As this mode is purely edge-triggered, the signal outside the window at the cards start time does not trigger the board.



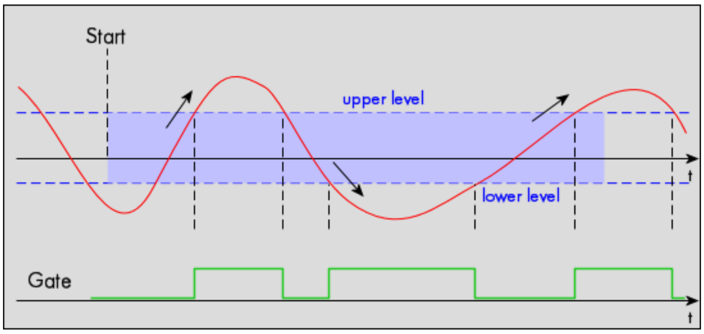
Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_WINENTER	00000020h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Set it to the upper trigger level in mV	mV
SPC_TRIG_EXT0_LEVEL1	42330	read/write	Set it to the lower trigger level in mV	mV

Window trigger for leaving signals

The trigger input is continuously sampled with the selected sample rate. The upper and the lower level define a window. Every time the signal leaves the window from the inside, a trigger event will be detected.

When the signal leaves the window from the inside to the outside, the gate will start. When the signal enters the window from the outside to the inside, the gate will stop.

As this mode is purely edge-triggered, the signal within the window at the cards start time does not trigger the board.



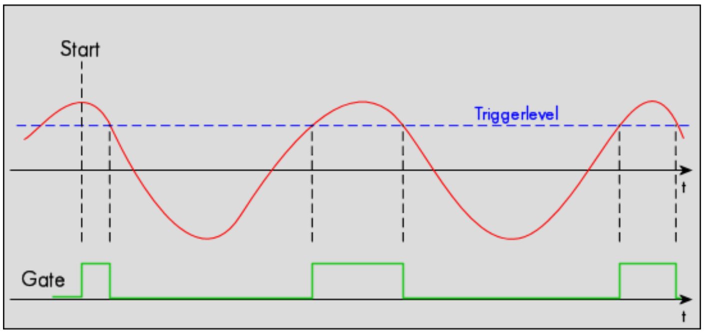
Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_WINLEAVE	00000040h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Set it to the upper trigger level in mV	mV
SPC_TRIG_EXT0_LEVEL1	42330	read/write	Set it to the lower trigger level in mV	mV

High level trigger

The external input is continuously sampled with the selected sample rate. If the signal is equal or higher than the programmed trigger level the gate starts.

When the signal is lower than the programmed trigger level the gate will stop.

As this mode is level-triggered, the high level at the cards start time does trigger the board.



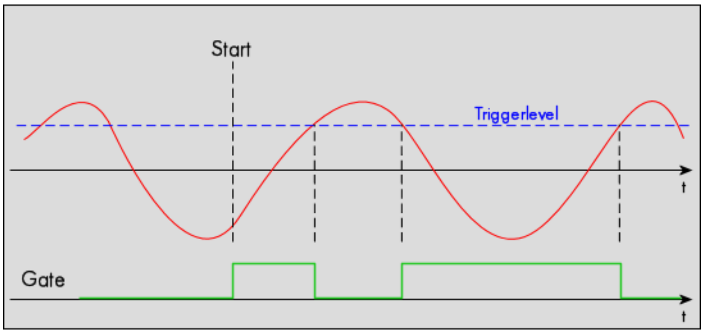
Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_HIGH	00000008h
SPC_TRIG_EXT1_MODE	40511	read/write	SPC_TM_HIGH	00000008h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Set it to the upper trigger level in mV	mV

Low level trigger

The external input is continuously sampled with the selected sample rate. If the signal is equal or lower than the programmed trigger level the gate starts.

When the signal is higher than the programmed trigger level the gate will stop.

As this mode is level-triggered, the high level at the cards start time does trigger the board.



Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_LOW	00000010h
SPC_TRIG_EXT1_MODE	40511	read/write	SPC_TM_LOW	00000010h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Set it to the upper trigger level in mV	mV

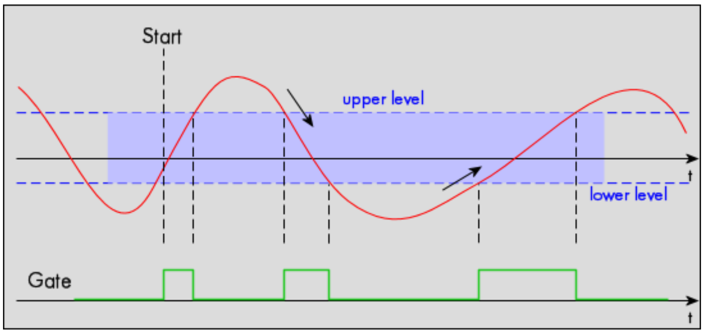
In window trigger

The external input is continuously sampled with the selected sample rate. The upper and the lower level define a window.

When the signal enters the window from the outside to the inside, the gate will start.

When the signal leaves the window from the inside to the outside, the gate will stop.

As this mode is level-triggered, the signal inside the window at the cards start time does trigger the board.



Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_INWIN	00000080h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Set it to the upper trigger level in mV	mV
SPC_TRIG_EXT0_LEVEL1	42330	read/write	Set it to the lower trigger level in mV	mV

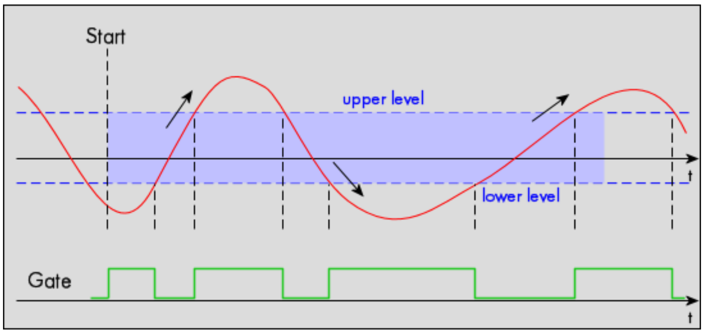
Outside window trigger

The external input is continuously sampled with the selected sample rate. The upper and the lower level define a window.

When the signal leaves the window from the inside to the outside, the gate will start.

When the signal enters the window from the outside to the inside, the gate will stop.

As this mode is level-triggered, the signal outside the window at the cards start time does trigger the board.



Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_OUTSIDEWIN	00000100h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Set it to the upper trigger level in mV	mV
SPC_TRIG_EXT0_LEVEL1	42330	read/write	Set it to the lower trigger level in mV	mV

Channel triggers modes

For all channel trigger modes, the OR mask must contain the corresponding input channels (channel 0 taken as example here):.

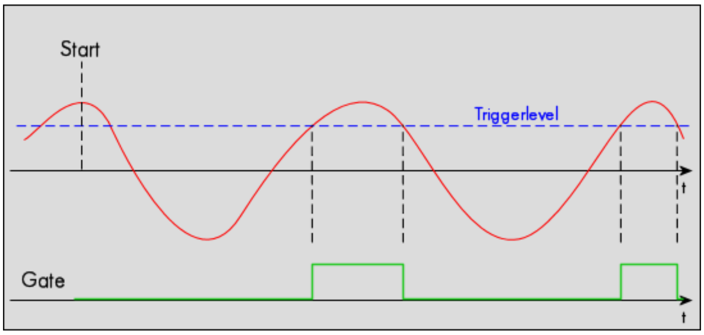
Register	Value	Direction	Description
SPC_TRIG_CH_ORMASK0	40460	read/write	Defines the OR mask for the channel trigger sources.
SPC_TMASK0_CH0	1h	Enables channel0 input for the channel OR mask	

Channel trigger on positive edge

The analog input is continuously sampled with the selected sample rate. If the programmed trigger level is crossed by the channel's signal from lower values to higher values (rising edge) the gate starts.

When the signal crosses the programmed trigger level from higher values to lower values (falling edge) then the gate will stop.

As this mode is purely edge-triggered, the high level at the cards start time does not trigger the board.



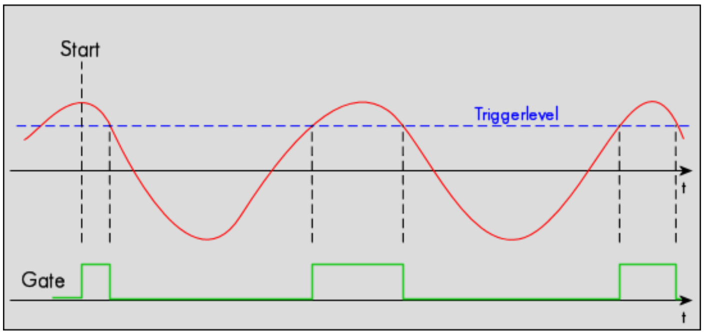
Register	Value	Direction	set to	Value
SPC_TRIG_CH0_MODE	40610	read/write	SPC_TM_POS	1h
SPC_TRIG_CH0_LEVEL0	42200	read/write	Set it to the desired trigger level relatively to the channel's input range.	board dependent

Channel trigger HIGH level

The analog input is continuously sampled with the selected sample rate. If the signal is equal or higher than the programmed trigger level the gate starts.

When the signal is lower than the programmed trigger level the gate will stop.

As this mode is level-triggered, the high level at the cards start time does trigger the board.



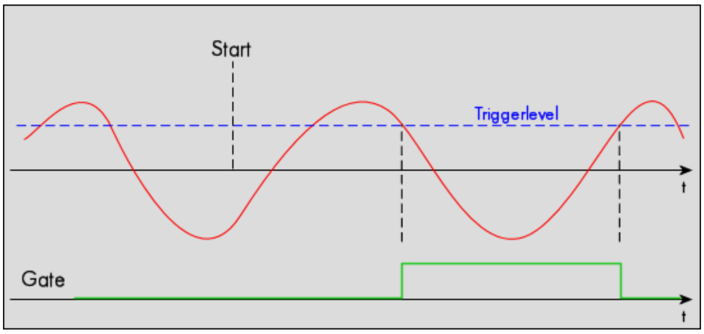
Register	Value	Direction	set to	Value
SPC_TRIG_CH0_MODE	40610	read/write	SPC_TM_HIGH	8h
SPC_TRIG_CH0_LEVEL0	42200	read/write	Set it to the desired trigger level relatively to the channel's input range.	board dependent

Channel trigger on negative edge

The analog input is continuously sampled with the selected sample rate. If the programmed trigger level is crossed by the channel's signal higher values to lower values (falling edge) the gate starts.

When the signal crosses the programmed trigger level from lower values to higher values (rising edge) then the gate will stop.

As this mode is purely edge-triggered, the low level at the cards start time does not trigger the board.



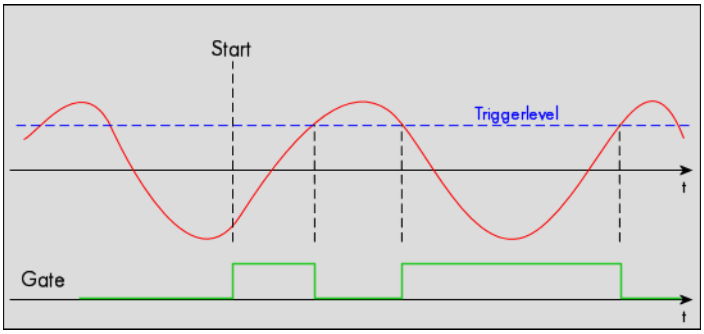
Register	Value	Direction	set to	Value
SPC_TRIG_CH0_MODE	40610	read/write	SPC_TM_NEG	2h
SPC_TRIG_CH0_LEVEL0	42200	read/write	Set it to the desired trigger level relatively to the channel's input range.	board dependent

Channel trigger LOW level

The analog input is continuously sampled with the selected sample rate. If the signal is equal or lower than the programmed trigger level the gate starts.

When the signal is higher than the programmed trigger level the gate will stop.

As this mode is level-triggered, the high level at the cards start time does trigger the board.



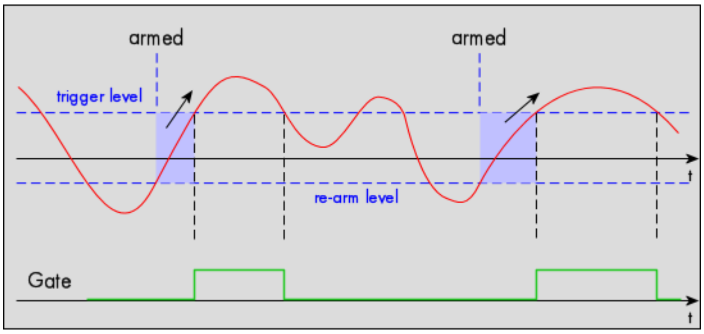
Register	Value	Direction	set to	Value
SPC_TRIG_CH0_MODE	40610	read/write	SPC_TM_LOW	10h
SPC_TRIG_CH0_LEVEL0	42200	read/write	Set it to the desired trigger level relatively to the channel's input range.	board dependent

Channel re-arm trigger on positive edge

The analog input is continuously sampled with the selected sample rate. If the programmed re-arm level is crossed from lower to higher values, the trigger engine is armed and waiting for trigger.

If the programmed trigger level is crossed by the channel's signal from lower values to higher values (rising edge) then the gate starts and the trigger engine will be disarmed.

If the programmed trigger level is crossed by the channel's signal from higher values to lower values (falling edge) the gate stops.



A new trigger event is only detected, if the trigger engine is armed again. The re-arm trigger modes can be used to prevent the board from triggering on wrong edges in noisy signals.

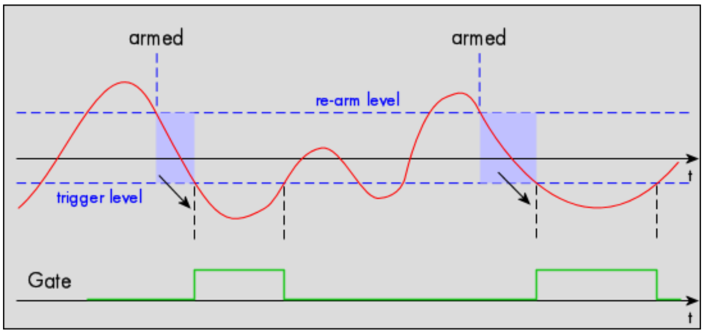
Register	Value	Direction	set to	Value
SPC_TRIG_CH0_MODE	40610	read/write	SPC_TM_POS | SPC_TM_REARM	01000001h
SPC_TRIG_CH0_LEVEL0	42200	read/write	Set it to the desired trigger level relatively to the channel's input range.	board dependent
SPC_TRIG_CH0_LEVEL1	42300	read/write	Defines the re-arm level relatively to the channel's input range	board dependent

Channel re-arm trigger on negative edge

The analog input is continuously sampled with the selected sample rate. If the programmed re-arm level is crossed from higher to lower values, the trigger engine is armed and waiting for trigger.

If the programmed trigger level is crossed by the channel's signal from higher values to lower values (falling edge) then the gate starts and the trigger engine will be disarmed.

If the programmed trigger level is crossed by the channel's signal from lower values to higher values (rising edge) the gate stops.



A new trigger event is only detected, if the trigger engine is armed again. The re-arm trigger modes can be used to prevent the board from triggering on wrong edges in noisy signals.

Register	Value	Direction	set to	Value
SPC_TRIG_CH0_MODE	40610	read/write	SPC_TM_NEG | SPC_TM_REARM	01000002h
SPC_TRIG_CH0_LEVEL0	42200	read/write	Defines the re-arm level relatively to the channel's input range	board dependent
SPC_TRIG_CH0_LEVEL1	42300	read/write	Defines the re-arm level relatively to the channel's input range	board dependent

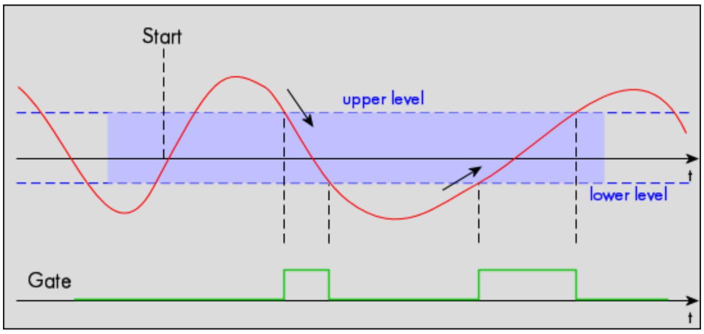
Channel window trigger for entering signals

The analog input is continuously sampled with the selected sample rate. The upper and the lower level define a window.

When the signal enters the window from the outside to the inside, the gate will start.

When the signal leaves the window from the inside to the outside, the gate will stop.

As this mode is purely edge-triggered, the signal outside the window at the cards start time does not trigger the board.



Register	Value	Direction	set to	Value
SPC_TRIG_CH0_MODE	40610	read/write	SPC_TM_WINENTER	00000020h
SPC_TRIG_CH0_LEVEL0	42200	read/write	Set it to the upper trigger level relatively to the channel's input range.	board dependent
SPC_TRIG_CH0_LEVEL1	42300	read/write	Set it to the lower trigger level relatively to the channel's input range.	board dependent

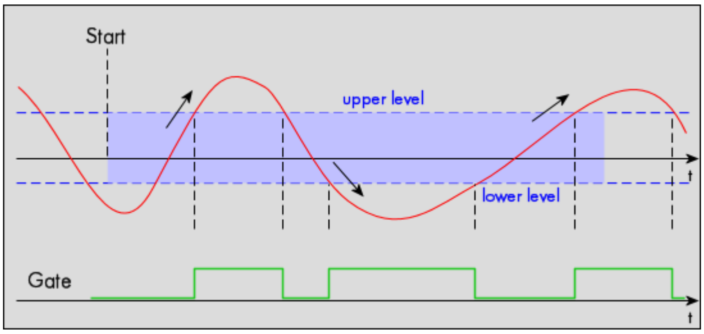
Channel window trigger for leaving signals

The analog input is continuously sampled with the selected sample rate. The upper and the lower level define a window.

When the signal leaves the window from the inside to the outside, the gate will start.

When the signal enters the window from the outside to the inside, the gate will stop.

As this mode is purely edge-triggered, the signal within the window at the cards start time does not trigger the board.



Register	Value	Direction	set to	Value
SPC_TRIG_CH0_MODE	40610	read/write	SPC_TM_WINLEAVE	00000040h
SPC_TRIG_CH0_LEVEL0	42200	read/write	Set it to the upper trigger level relatively to the channel's input range.	board dependent
SPC_TRIG_CH0_LEVEL1	42300	read/write	Set it to the lower trigger level relatively to the channel's input range.	board dependent

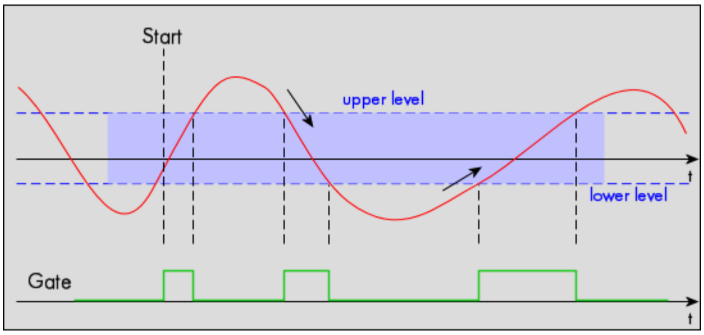
Channel window trigger for inner signals

The analog input is continuously sampled with the selected sample rate. The upper and the lower level define a window.

When the signal enters the window from the outside to the inside, the gate will start.

When the signal leaves the window from the inside to the outside, the gate will stop.

As this mode is level-triggered, the signal inside the window at the cards start time does trigger the board.



Register	Value	Direction	set to	Value
SPC_TRIG_CH0_MODE	40610	read/write	SPC_TM_INWIN	00000080h
SPC_TRIG_CH0_LEVEL0	42200	read/write	Set it to the upper trigger level relatively to the channel's input range.	board dependent
SPC_TRIG_CH0_LEVEL1	42300	read/write	Set it to the lower trigger level relatively to the channel's input range.	board dependent

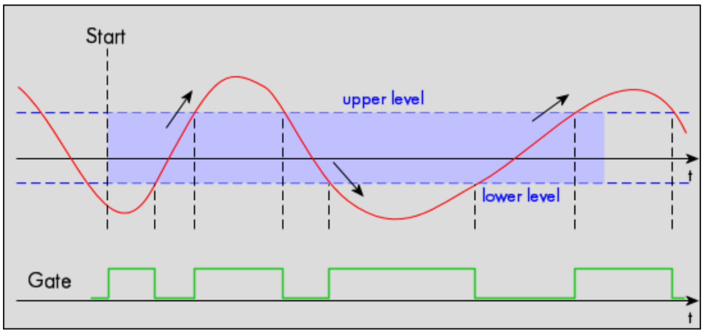
Channel window trigger for outer signals

The analog input is continuously sampled with the selected sample rate. The upper and the lower level define a window.

When the signal leaves the window from the inside to the outside, the gate will start.

When the signal enters the window from the outside to the inside, the gate will stop.

As this mode is level-triggered, the signal outside the window at the cards start time does trigger the board.



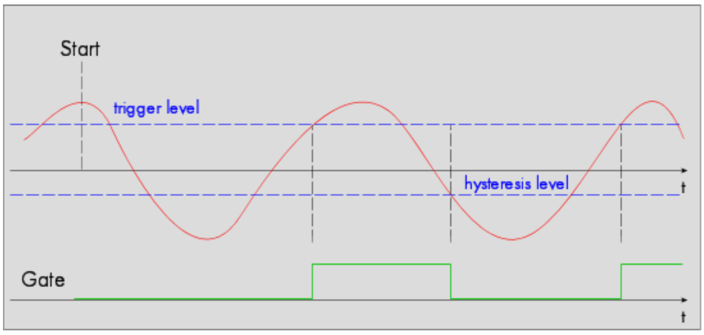
Register	Value	Direction	set to	Value
SPC_TRIG_CH0_MODE	40610	read/write	SPC_TM_OUTSIDEWIN	00000100h
SPC_TRIG_CH0_LEVEL0	42200	read/write	Set it to the upper trigger level relatively to the channel's input range.	board dependent
SPC_TRIG_CH0_LEVEL1	42300	read/write	Set it to the lower trigger level relatively to the channel's input range.	board dependent

Channel hysteresis trigger on positive edge

The analog input is continuously sampled with the selected sample rate. If the programmed trigger level is crossed by the channel's signal from lower values to higher values (rising edge) the gate starts.

When the signal crosses the programmed hysteresis level from higher values to lower values (falling edge) then the gate will stop.

As this mode is purely edge-triggered, the high level at the cards start time does not trigger the board.



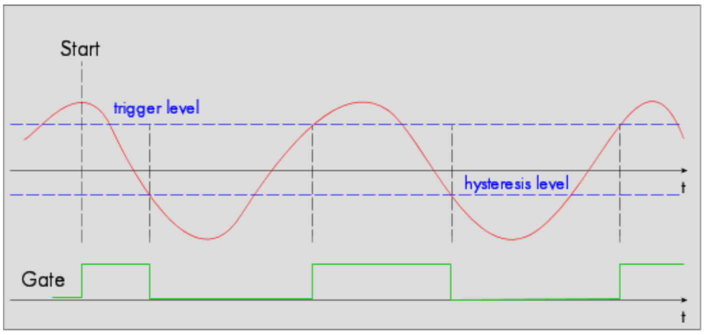
Register	Value	Direction	set to	Value
SPC_TRIG_CH0_MODE	40610	read/write	SPC_TM_POS | SPC_TM_HYSTERESIS	20000001h
SPC_TRIG_CH0_LEVEL0	42200	read/write	Set it to the desired trigger level relatively to the channel's input range.	board dependent
SPC_TRIG_CH0_LEVEL1	42300	read/write	Defines the hysteresis level relatively to the channel's input range	board dependent

Channel hysteresis trigger HIGH level

The analog input is continuously sampled with the selected sample rate. If the signal is equal or higher than the programmed trigger level the gate starts.

When the signal is lower than the programmed hysteresis level the gate will stop.

As this mode is level-triggered, the high level at the cards start time does trigger the board.



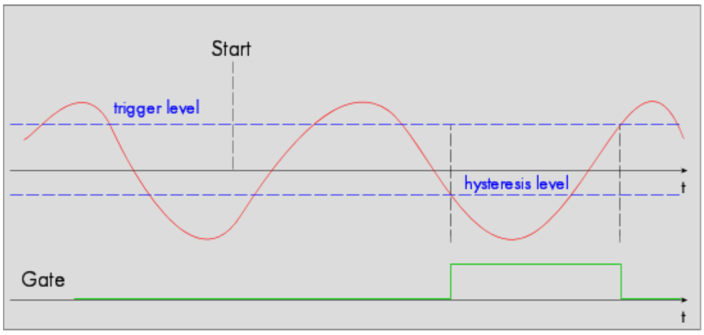
Register	Value	Direction	set to	Value
SPC_TRIG_CH0_MODE	40610	read/write	SPC_TM_HIGH | SPC_TM_HYSTERESIS	20000008h
SPC_TRIG_CH0_LEVEL0	42200	read/write	Set it to the desired trigger level relatively to the channel's input range.	board dependent
SPC_TRIG_CH0_LEVEL1	42300	read/write	Defines the hysteresis level relatively to the channel's input range	board dependent

Channel hysteresis trigger on negative edge

The analog input is continuously sampled with the selected sample rate. If the programmed trigger level is crossed by the channel's signal higher values to lower values (falling edge) the gate starts.

When the signal crosses the programmed hysteresis level from lower values to higher values (rising edge) then the gate will stop.

As this mode is purely edge-triggered, the low level at the cards start time does not trigger the board.



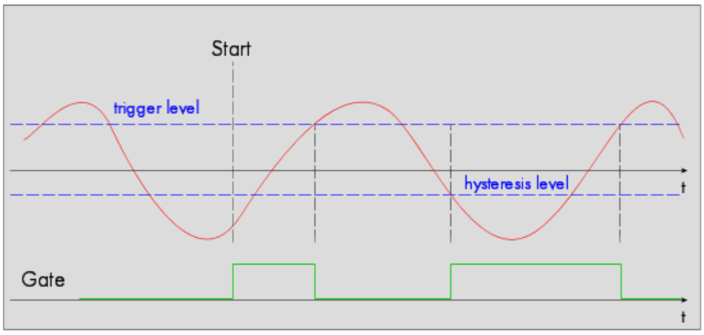
Register	Value	Direction	set to	Value
SPC_TRIG_CH0_MODE	40610	read/write	SPC_TM_NEG | SPC_TM_HYSTERESIS	20000002h
SPC_TRIG_CH0_LEVEL0	42200	read/write	Set it to the desired trigger level relatively to the channel's input range.	board dependent
SPC_TRIG_CH0_LEVEL1	42300	read/write	Defines the hysteresis level relatively to the channel's input range	board dependent

Channel hysteresis trigger LOW level

The analog input is continuously sampled with the selected sample rate. If the signal is equal or lower than the programmed trigger level the gate starts.

When the signal is higher than the programmed hysteresis level the gate will stop.

As this mode is level-triggered, the high level at the cards start time does trigger the board.



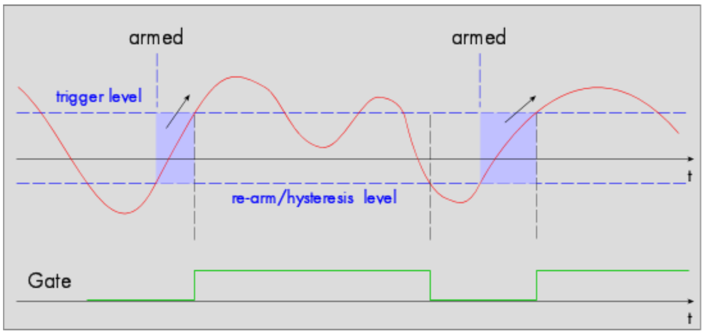
Register	Value	Direction	set to	Value
SPC_TRIG_CH0_MODE	40610	read/write	SPC_TM_LOW | SPC_TM_HYSTERESIS	20000010h
SPC_TRIG_CH0_LEVEL0	42200	read/write	Set it to the desired trigger level relatively to the channel's input range.	board dependent
SPC_TRIG_CH0_LEVEL1	42300	read/write	Defines the hysteresis level relatively to the channel's input range	board dependent

Channel re-arm hysteresis trigger on positive edge

The analog input is continuously sampled with the selected sample rate. If the programmed re-arm/hysteresis level is crossed from lower to higher values, the trigger engine is armed and waiting for trigger.

If the programmed trigger level is crossed by the channel's signal from lower values to higher values (rising edge) then the gate starts and the trigger engine will be disarmed.

If the programmed re-arm/hysteresis level is crossed by the channel's signal from higher values to lower values (falling edge) the gate stops.



A new trigger event is only detected, if the trigger engine is armed again. The re-arm trigger modes can be used to prevent the board from triggering on wrong edges in noisy signals.

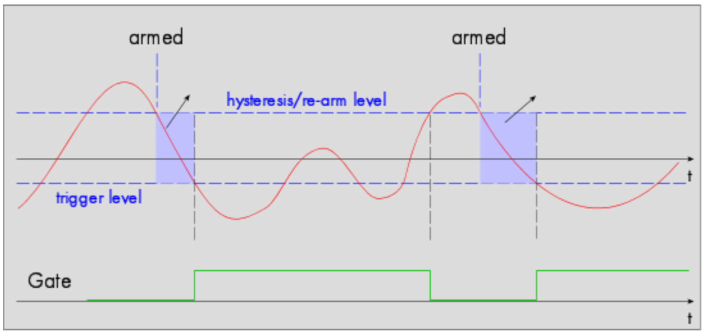
Register	Value	Direction	set to	Value
SPC_TRIG_CH0_MODE	40610	read/write	SPC_TM_POS | SPC_TM_REARM | SPC_TM_HYSTERESIS	21000001h
SPC_TRIG_CH0_LEVEL0	42200	read/write	Set it to the desired trigger level relatively to the channel's input range.	board dependent
SPC_TRIG_CH0_LEVEL1	42300	read/write	Defines the re-arm and hysteresis level relatively to the channel's input range	board dependent

Channel re-arm hysteresis trigger on negative edge

The analog input is continuously sampled with the selected sample rate. If the programmed re-arm/hysteresis level is crossed from higher to lower values, the trigger engine is armed and waiting for trigger.

If the programmed trigger level is crossed by the channel's signal from higher values to lower values (falling edge) then the gate starts and the trigger engine will be disarmed.

If the programmed re-arm/hysteresis level is crossed by the channel's signal from lower values to higher values (rising edge) the gate stops.



A new trigger event is only detected, if the trigger engine is armed again. The re-arm trigger modes can be used to prevent the board from triggering on wrong edges in noisy signals.

Register	Value	Direction	set to	Value
SPC_TRIG_CH0_MODE	40610	read/write	SPC_TM_NEG | SPC_TM_REARM | SPC_TM_HYSTERESIS	21000002h
SPC_TRIG_CH0_LEVEL0	42200	read/write	Defines the re-arm level relatively to the channel's input range	board dependent
SPC_TRIG_CH0_LEVEL1	42300	read/write	Defines the re-arm and hysteresis level relatively to the channel's input range	board dependent

Programming examples

The following examples shows how to set up the card for Gated Sampling in standard mode and for Gated Sampling in FIFO mode.

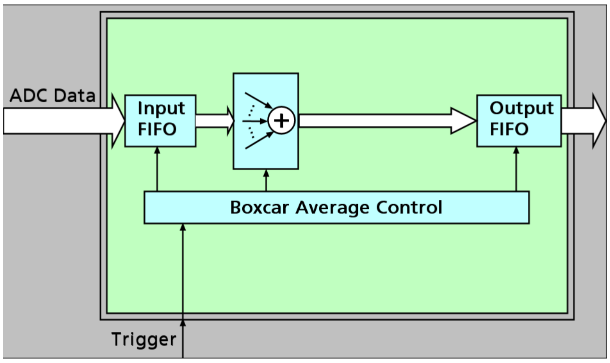
```
spcm_dwSetParam_i32 (hDrv, SPC_CARDMODE, SPC_REC_STD_GATE);  // Enables Standard Gated Sampling

spcm_dwSetParam_i64 (hDrv, PRETRIGGER,   256);                // Set the pretrigger to 256 samples
spcm_dwSetParam_i64 (hDrv, POSTTRIGGER, 2048);                // Set the posttrigger to 2048 samples
spcm_dwSetParam_i64 (hDrv, SPC_MEMSIZE, 8192);           // Set the total memsize for recording to 8192 samples

spcm_dwSetParam_i32 (hDrv, SPC_TRIG_EXT0_MODE,  SPC_TM_POS); // Set triggermode to ext. TTL mode (rising edge)
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_EXT0_LEVEL0,      1500); // Set trigger level to +1500 mV
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_ORMASK, SPC_TMASK_EXT0); // and enable it within the trigger OR-mask
```

```
spcm_dwSetParam_i32 (hDrv, SPC_CARDMODE, SPC_REC_FIFO_GATE); // Enables FIFO Gated Sampling

spcm_dwSetParam_i64 (hDrv, PRETRIGGER,   128);                // Set the pretrigger to 128 samples
spcm_dwSetParam_i64 (hDrv, POSTTRIGGER,  512);                // Set the posttrigger to 512 samples
spcm_dwSetParam_i64 (hDrv, SPC_LOOP,    1024);                // 1024 gates will be recorded

spcm_dwSetParam_i32 (hDrv, SPC_TRIG_EXT0_MODE,  SPC_TM_NEG); // Set triggermode to ext. TTL mode (falling edge)
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_EXT0_LEVEL0,     -1500); // Set trigger level to -1500 mV
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_ORMASK, SPC_TMASK_EXT0); // and enable it within the trigger OR-mask
```

Mode Boxcar Average (High-Resolution)

Overview

General Information



The Boxcar Average Module improves the resolution of the acquired samples by averaging a definable number of successive samples that are acquired with the cards full sample rate.

By summing up successive samples, the number of samples is reduced by the averaging factor (decimation) and also the output data rate (or effective „sample rate") is reduced by the same factor.

The result is a signal that has fewer but higher-resolution samples at a lower sample rate, while still maintaing the full high-speed trigger resolution of the „RAW" acquisition.

The complete averaging process is performed inside the FPGA of the digitizer and involves no CPU load at all. Averaging also reduces the amount of data that needs to be transferred to the host PC further reducing CPU demand and speeding up measurement times.

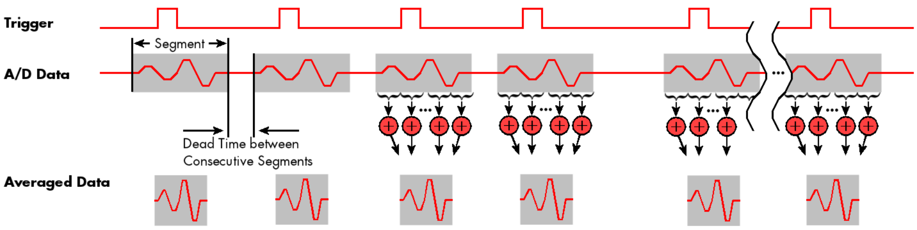
The Boxcar Average mode is fully compatible with streaming (FIFO) mode so that the digitizer can accumulate and average signals for hours or days without losing a single event. The Module takes advantage of an advanced trigger circuit, with very fast re-arm time.

The signal processing firmware also includes the standard digitizer firmware so that normal digitizer operation can be performed with no limitations.

Principle of operation

In Boxcar Average mode the acquisition works very similar to the Multiple Recording mode.

The memory is segmented and with each trigger condition a predefined number of samples, a segment, is acquired.



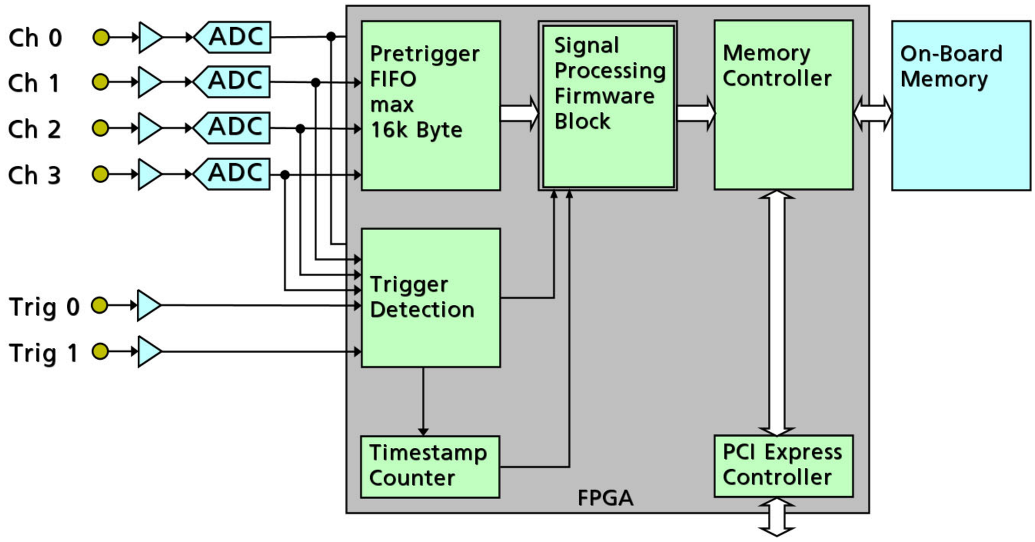
The Boxcar Average option now takes a programmable number of successive samples, starting at the first sample of each segment, and averages them together.

The result of one averaging operation is a segment with summed values, that is by the averaging factor shorter compared to the original „RAW" segment, but each sample now consists of the sum of all RAW samples and hence has a higher resolution. In order to get the higher resolution, the samples coming out of the Boxcar Average option are now 32bits in size independent of the original ADC resolution.

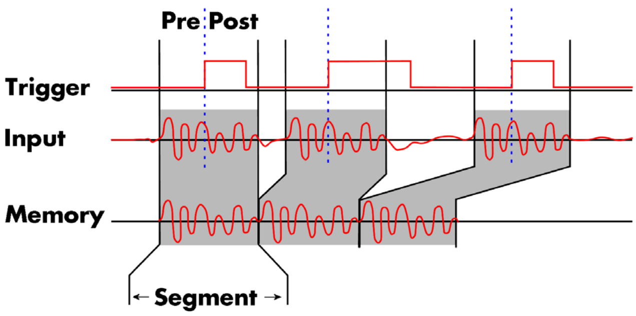
In contrast to the Block Average mode which requires a repetitive signal with a stable trigger condition, the Boxcar Average does not require a stable trigger signal and a repetitive signal, but also works on one-time only events.

Simplified Block Diagram

The following block diagram shows the general structure and data flows of the M4i/M4x based digitizer hardware. When running in the standard digitizer configuration the signal processing block simply consists of a bypass handing the input data to the memory controller without further calculations.



Setting up the Acquisition



The Boxcar Average mode allows the acquisition of data blocks with multiple trigger events (which can also be „triggerless" by using software trigger) without restarting the hardware.

With each trigger event, one „Segment" will be acquired (as shown) and is then processed by the boxcar average firmware.

The on-board memory will be divided into several segments of the same size to hold the processed data. Each segment will be filled with data from the Averager, if the defined number of triggered segments have been acquired.

As this mode is totally controlled in hardware there is a very small re-arm time from end of one segment until the trigger detection is enabled again. You'll find that re-arm time in the technical data section of this manual.

The following table shows the register for defining the structure of the segments to be recorded with each trigger event.

Register	Value	Direction	Description
SPC_POSTTRIGGER	10100	read/write	Defines the number of averaged samples to be recorded after the trigger event per channel.
SPC_SEGMENTSIZE	10010	read/write	Size of one triggered segment in averaged samples. The total number of samples to be recorded per channel after detection of one trigger event includes the time recorded before the trigger (pre trigger = segmentsize - posttrigger).
SPC_BOX_AVERAGES	10060	read/write	Defines the number sucessive samples per channel that are summed together to a higher resolution sample. A value of 2, 4, 8, 16, 32, 64, 128 and 256 is allowed.

Each segment consist of pretrigger and posttrigger samples. The user always has to set the total segment size and the posttrigger, while the pretrigger is calculated within the driver with the formula: [pretrigger] = [segment size] - [posttrigger].

When using Boxcar Averaging the maximum pretrigger is limited depending on the chosen averaging/decimation factor. When the calculated value exceeds that limit, the driver will return the error ERR_PRETRIGGERLEN. Please have a look at the table further below to see the maximum pretrigger length that is possible.

Please note that from driver version V4.0.2 and firmware version V31 on the values are given in „averaged samples" in constrast to the initial interface requiring values to be set in RAW samples !

Recording modes

Standard Mode

With every detected trigger event one data block is filled with data. The length of one triggered segment is set by the value of the segment size register SPC_SEGMENTSIZE. The total amount of samples to be recorded is defined by the memsize register.

Memsize must be set to a a multiple of the segment size. The table below shows the register for enabling Boxcar Average. For detailed information on how to setup and start the standard acquisition mode please refer to the according chapter earlier in this manual.

Register	Value	Direction	Description
SPC_CARDMODE	9500	read/write	Defines the used operating mode
SPC_REC_STD_BOXCAR	800000h		Enables Boxcar Averaging for standard acquisition.

The total number of samples to be recorded to the on-board memory in Standard Mode is defined by the SPC_MEMSIZE register.

Register	Value	Direction	Description
SPC_MEMSIZE	10000	read/write	Defines the total number of samples to be recorded per channel.

FIFO Mode

The Boxcar Averaging in FIFO Mode is similar to the Boxcar Averaging in Standard Mode. In contrast to the standard mode it is not necessary to program the number of samples to be recorded. The acquisition is running until the user stops it. The data is read block by block by the driver as described under FIFO single mode example earlier in this manual.

These blocks are online available for further data processing by the user program. This mode reduces the amount of data to be transferred on the PCI Express bus as gaps of no interest do not have to be transferred. This enables you to use faster sample rates than you would be able to in FIFO mode without Boxcar Averaging.

The advantage of Boxcar Averaging in FIFO mode is that you can stream data online to the host system. You can make real-time data processing or store a huge amount of data to the hard disk. The table below shows the dedicated register for enabling Boxcar Averaging. For detailed information how to setup and start the board in FIFO mode please refer to the according chapter earlier in this manual.

Register	Value	Direction	Description
SPC_CARDMODE	9500	read/write	Defines the used operating mode
SPC_REC_FIFO_BOXCAR	1000000h		Enables Boxcar Averaging for FIFO acquisition.

The number of segments to be recorded must be set separately with the register shown in the following table:

Register	Value	Direction	Description
SPC_LOOPS	10020	read/write	Defines the number of segments to be recorded
0			Recording will be infinite until the user stops it.
1 … [4G - 1]			Defines the total number of segments to be recorded.

Limits of pre trigger, post trigger, memory size

The maximum memory size parameter is only limited by the number of activated channels and by the amount of installed memory. Please keep in mind, that each averaged sample needs 4 bytes (32bit) of memory to be stored.

Minimum memory size as well as minimum and maximum post trigger limits are depending on the averaging/decimation factor defined by SPC_BOX_AVERAGES register.

Due to the internal organization of the card memory there is a certain stepsize for the RAW samples (prior to the averaging). When setting these values the averaging/decimation factor defined by SPC_BOX_AVERAGES register must also be taken into accout for these stepsizes.

The following tables give you an overview of all limits concerning pre trigger, post trigger, memory size, segment size and loops. The factor N in the table, is the programmed averaging/decimation factor.

Activated Channels	Used Mode	Memory size SPC_MEMSIZE			Pre trigger			Post trigger SPC_POSTTRIGGER			Segment size SPC_SEGMENTSIZE		
		Min	Max	Step	Min	Max	Step	Min	Max	Step	Min	Max	Step
1 Ch	Standard Boxcar	32	1G	16	16	8k / N	16	16	1G - 16	16	32	1G - 16	16
	FIFO Boxcar	not used											
2 Ch	Standard Boxcar	32	512M	16	16	8k / N	16	16	512M - 16	16	32	512M - 16	16
	FIFO Boxcar	not used											
4 Ch	Standard Boxcar	32	256M	16	16	8k / N	16	16	256M - 16	16	32	256M - 16	16
	FIFO Boxcar	not used											

Activated Channels	Used Mode	Loops SPC_LOOPS			Number ofAverages SPC_AVERAGES		
		Min	Max	Step	Min	Max	Step
1 Ch	Standard Boxcar	not used			2	256	1
	FIFO Boxcar	0 (∞)	4G - 1	1			
2 Ch	Standard Boxcar	not used			2	256	1
	FIFO Boxcar	0 (∞)	4G - 1	1			
4 Ch	Standard Boxcar	not used			2	256	1
	FIFO Boxcar	0 (∞)	4G - 1	1			

All figures listed here are given in samples. An entry of [8k - 16] means [8 kSamples - 16] = 8176 samples.

Trigger Modes

When using Boxcar Averaging all of the cards trigger modes can be used including software trigger. For detailed information on the available trigger modes, please take a look at the relating chapter earlier in this manual.

Output Data Format

When using Boxcar Averaging mode the resulting samples will be 32bit signed integer values per channel, that each consist of the sum of a chosen number of successive RAW samples.

So the resulting „resolution" of the samples increases with the number of averages. For example averaging 16 bit RAW samples two times results in a final resolution of 17 bit, averaging it four times results in a sample with 18 bit „resolution".

By not dividing down the samples by the number of averages in the firmware and providing the user application with the 32 bit wide sums, one can take full advantage of the enhanced resolution by using proper data formats in the application software.

Data organization

Data is organized in a multiplexed way in the transfer buffer the same way as the RAW samples would be. If using 2 channels data of first activated channel comes first, then data of second channel:

Activated Channels	Ch0	Ch1	Ch2	Ch3	32bit wide averaged samples ordering in buffer memory starting with data offset zero																
1 channel	X				A0	A1	A2	A3	A4	A5	A6	A7	A8	A9	A10	A11	A12	A13	A14	A15	A16
1 channel		X			B0	B1	B2	B3	B4	B5	B6	B7	B8	B9	B10	B11	B12	B13	B14	B15	B16
1 channel			X		C0	C1	C2	C3	C4	C5	C6	C7	C8	C9	C10	C11	C12	C13	C14	C15	C16
1 channel				X	D0	D1	D2	D3	D4	D5	D6	D7	D8	D9	D10	D11	D12	D13	D14	D15	D16
2 channels	X	X			A0	B0	A1	B1	A2	B2	A3	B3	A4	B4	A5	B5	A6	B6	A7	B7	A8
2 channels	X		X		A0	C0	A1	C1	A2	C2	A3	C3	A4	C4	A5	C5	A6	C6	A7	C7	A8
2 channels	X			X	A0	D0	A1	D1	A2	D2	A3	D3	A4	D4	A5	D5	A6	D6	A7	D7	A8
2 channels		X	X		B0	C0	B1	C1	B2	C2	B3	C3	B4	C4	B5	C5	B6	C6	B7	C7	B8
2 channels		X		X	B0	D0	B1	D1	B2	D2	B3	D3	B4	D4	B5	D5	B6	D6	B7	D7	B8
2 channels			X	X	C0	D0	C1	D1	C2	D2	C3	D3	C4	D4	C5	D5	C6	D6	C7	D7	C8
4 channels	X	X	X	X	A0	B0	C0	D0	A1	B1	C1	D1	A2	B2	C2	D2	A3	B3	C3	D3	A4

The samples are re-named for better readability. A0 is sample 0 of channel 0, B4 is sample 4 of channel 1, and so on. The averaged samples now just have a wider format of 32 bit independent of the original RAW sample resolution.

Programming examples

The following example shows how to set up the card for Boxcar Average in standard mode.

```
// define some parameters via variables
uint32 dwNoOfChannels =     2;             // Two active channels
uint64 qwNumberOfSegments = 4;             // four segments will be acquired
uint64 qwSegmentSize =      1024;          // Set the segment size to 1024 samples
uint64 qwPosttrigger =      768;           // Set the posttrigger to 768 samples and therefore
                                           // the pretrigger will be 256 samples
uint32 dwAverages =         8;             // averaging factor of 8

uint64 qwSetMemsize = qwSegmentSize * qwNumberOfSegments; // calculate memsize in samples

// for averaging the number of bytes per sample is fixed to 4 (32 bit samples)
// and memory for all channels is needed.
uint64 qwMemInBytes = qwSetMemsize * sizeof(int32) * dwNoOfChannels;
void* pvBuffer = (void*) new uint8[(int) qwMemInBytes];

// set up DMA transfer with the card
spcm_dwDefTransfer_i64 (stCard.hDrv, SPCM_BUF_DATA, SPCM_DIR_CARDTOPC, 0, pvBuffer, 0, qwMemInBytes);

// configure acquisition
spcm_dwSetParam_i32 (hDrv, SPC_CARDMODE, SPC_REC_STD_BOXCAR);
spcm_dwSetParam_i32 (hDrv, SPC_BOX_AVERAGES,dwAverages);
spcm_dwSetParam_i64 (hDrv, SPC_SEGMENTSIZE, qwSegmentSize);
spcm_dwSetParam_i64 (hDrv, SPC_POSTTRIGGER, qwPosttrigger);
spcm_dwSetParam_i64 (hDrv, SPC_MEMSIZE,     qwSetMemsize);

spcm_dwSetParam_i32 (hDrv, SPC_TRIG_ORMASK, SPC_TMASK_SOFTWARE); // simply use software/auto trigger
```

The following example shows how to set up the card for Boxcar Average in FIFO mode.

```
// define some parameters via variables
uint64 qwNumberOfSegments = 256;           // 256 segments will be acquired
uint64 qwSegmentSize =      2048;          // Set the segment size to 2048 samples
uint64 qwPosttrigger =      1920;          // Set the posttrigger to 1920 samples and therefore
                                           // the pretrigger will be 128 samples
uint32 dwAverages =         2;             // averaging factor of 2

// FIFO buffer setup not shown here for simplicity. See FIFO buffer setup in according chapter for details.

// configure acquisition
spcm_dwSetParam_i32 (hDrv, SPC_CARDMODE, SPC_REC_FIFO_BOXCAR);  // Enables FIFO Boxcar Averaging
spcm_dwSetParam_i32 (hDrv, SPC_BOX_AVERAGES,dwAverages);
spcm_dwSetParam_i64 (hDrv, SPC_SEGMENTSIZE, qwSegmentSize);
spcm_dwSetParam_i64 (hDrv, SPC_POSTTRIGGER, qwPosttrigger);
spcm_dwSetParam_i64 (hDrv, SPC_MEMSIZE,     qwSetMemsize);
spcm_dwSetParam_i64 (hDrv, SPC_LOOPS        qwNumberOfSegments);

spcm_dwSetParam_i32 (hDrv, SPC_TRIG_ORMASK, SPC_TMASK_SOFTWARE); // simply use software/auto trigger
```

Mode 8bit Storage (Low-Resolution)

Overview

Starting with firmware version V33, the cards and digitizerNETBOXes of the 44xx series allow to optionally reduce the resolution of the A/D samples from their native 14 bit or 16 bit down to 8bit resolution, such that each sample will only occupy one byte in memory instead of the standard two bytes required. This does not only enhance the size of the on-board memory from 2 GSamples to effectively 4 Gsamples, but also reduces the required bandwidth over the PCIe bus and also to the storage devices, such as SSD or HDD.

Available acquisition modes

The following modes are compatible with the data conversion modes of the 44xx series cards and hence can be used to acquire data in a reduced sample resolution:

Mode	Value	Available on	Description
SPC_REC_STD_SINGLE	1h	all cards	Data acquisition to on-board memory for one single trigger event.
SPC_REC_STD_MULTI	2h	all cards	Data acquisition to on-board memory for multiple trigger events. Each recorded segment has the same size. This mode is described in greater detail in a special chapter about the Multiple Recording option.
SPC_REC_FIFO_SINGLE	10h	all cards	Continuous data acquisition for one single trigger event. The on-board memory is used completely as FIFO buffer.
SPC_REC_FIFO_MULTI	20h	all cards	Continuous data acquisition for multiple trigger events.

Due to the internal structure of the board, Gated Sampling and ABA mode are not available using the reduced sample resolution. Please note the different limits of the memory settings (pre trigger, post trigger etc.) below compared to using the native card resolution.

Enabling hardware data conversion

The data conversion modes allow the conversion of acquired sample data in on the fly within the firmware from the cards native resolution (either 14bit or 16bit) down to 8bit and the proper one should be chosen, depending on the cards original or native resolution:

Register	Value	Direction	Description
SPC_DATACONVERSION	201400	read/write	Defines the data conversion mode.
SPC_AVAILDATACONVERSION	201401	read	Read out the available data conversion modes.
SPCM_DC_NONE	0h		The original data format will be used and no hardware data conversion will be done.
SPCM_DC_14BIT_TO_8BIT	100h		14 bit input data is assumed and the resulting samples will be 8bit.
SPCM_DC_16BIT_TO_8BIT	200h		16 bit input data is assumed and the resulting samples will be 8bit.

Sample format

The hardware data conversion shifts the original data words down by either six bits or eight bits, no matter what their content is or what channel they belong to. In case that any digital channels are included included in the original samples, these might also be shifted down, depending on their original location in the samples:

	Data Conversion disabled		Data Conversion enabled	
			SPCM_DC_14BIT_TO_8BIT	SPCM_DC_16BIT_TO_8BIT
	M4i.445x, M4i.448x	M4i.441x, M4i.442x, M4i.447x	M4i.445x, M4i.448x	M4i.441x, M4i.442x, M4i.447x
Data bit	14 bit ADC resolution	16 bit ADC resolution	reduced to 8 bit sample resolution	reduced to 8 bit sample resolution
D15	ADx Bit 13 (sign extension)	ADx Bit 15 (MSB)	not used	not used
D14	ADx Bit 13 (sign extension)	ADx Bit 14		
D13	ADx Bit 13 (MSB)	ADx Bit 13		
D12	ADx Bit 12	ADx Bit 12		
D11	ADx Bit 11	ADx Bit 11		
D10	ADx Bit 10	ADx Bit 10		
D9	ADx Bit 9	ADx Bit 9		
D8	ADx Bit 8	ADx Bit 8		
D7	ADx Bit 7	ADx Bit 7	D13 (MSB)	D15 (MSB)
D6	ADx Bit 6	ADx Bit 6	D12	D14
D5	ADx Bit 5	ADx Bit 5	D11	D13
D4	ADx Bit 4	ADx Bit 4	D10	D12
D3	ADx Bit 3	ADx Bit 3	D9	D11
D2	ADx Bit 2	ADx Bit 2	D8	D10
D1	ADx Bit 1	ADx Bit 1	D7	D9
D0	ADx Bit 0 (LSB)	ADx Bit 0 (LSB)	D6 (LSB)	D8 (LSB)

Limits of pre trigger, post trigger, memory size

The maximum memory size parameter is only limited by the number of activated channels and by the amount of installed memory. Please keep in mind that each sample with enabled data conversion only needs 1 bytes of memory to be stored. Minimum memory size as well as minimum and maximum post trigger limits are independent of the activated channels or the installed memory.

Due to the internal organization of the card memory there is a certain stepsize when setting these values that has to be taken into account. The following table gives you an overview of all limits concerning pre trigger, post trigger, memory size, segment size and loops. The table shows all values in relation to the installed memory size in samples. If more memory is installed the maximum memory size figures will increase according to the complete installed memory

Activated Channels	Used Mode	Memory size SPC_MEMSIZE			Pre trigger SPC_PRETRIGGER			Post trigger SPC_POSTTRIGGER			Segment size SPC_SEGMENTSIZE			Loops SPC_LOOPS		
		Min	Max	Step	Min	Max	Step	Min	Max	Step	Min	Max	Step	Min	Max	Step
1 Ch	Standard Single	64	Mem	32	32	Mem - 32	32	32	8G - 32	32	not used			not used		
					(defined by mem and post)											
	Standard Multi	64	Mem	32	32	8k	32	32	Mem/2-32	32	64	Mem/2	32	not used		
					(defined by segment and post)											
	FIFO Single	not used			32	8k	32	not used			64	8G - 32	32	0 (∞)	4G - 1	1
	FIFO Multi	not used			32	8k	32	32	8G - 32	32	64	pre+post	32	0 (∞)	4G - 1	1
					(defined by segment and post)											
2 Ch	Standard Single	64	Mem/2	32	32	Mem/2 - 32	32	32	8G - 32	32	not used			not used		
					(defined by mem and post)											
	Standard Multi	64	Mem/2	32	32	8k	32	32	Mem/4-32	32	64	Mem/4	32	not used		
					(defined by segment and post)											
	FIFO Single	not used			32	8k	32	not used			64	8G - 32	32	0 (∞)	4G - 1	1
	FIFO Multi	not used			32	8k	32	32	8G - 32	32	64	pre+post	32	0 (∞)	4G - 1	1
					(defined by segment and post)											
4 Ch	Standard Single	64	Mem/4	32	32	Mem/4 - 32	32	32	8G - 16	32	not used			not used		
					(defined by mem and post)											
	Standard Multi	64	Mem/4	32	32	8k	32	32	Mem/8-32	32	64	Mem/8	32	not used		
					(defined by segment and post)											
	FIFO Single	not used			32	8k	32	not used			64	8G - 32	32	0 (∞)	4G - 1	1
	FIFO Multi	not used			32	8k	32	32	8G - 32	32	64	pre+post	32	0 (∞)	4G - 1	1
					(defined by segment and post)											

All figures listed here are given in samples. An entry of [8G - 32] means [8 GSamples - 32] = 8,589,934,560 samples.

The given memory and memory / divider figures depend on the installed on-board memory as listed below:

	Installed Memory
	4 GSample
Mem	4 GSample
Mem / 2	2 GSample
Mem / 4	1 GSample
Mem / 8	512 MSample

Please keep in mind that this table shows all values at once. Only the absolute maximum and minimum values are shown. There might be additional limitations. Which of these values is programmed depends on the used mode. Please read the detailed documentation of the mode.

Converting ADC samples to voltage values

When converting the reduced samples into voltage values the same principles and formulas apply as for the native 14 bit or 16 bit samples, as described earlier in this manual. However the instead of reading out the native ADC resolution from the driver, the reduced 8 bit resolution must be used instead.

Now that the board uses 8 bit samples that provides the full ADC code (without reserving any bits) the new value for ADC_{max} would be 128. The the peak value for a ±1.0 V input range would be 1.0 V (or 1000 mv).

$$V_{In} = ADC_{Code} \times \frac{InputRange_{peak}}{ADC_{max}}$$

A returned reduced sample value of for example +49 (decimal, two's complement, signed representation) would then convert to:

$$V_{in} = 49 \times \frac{1000 \text{ mV}}{128} = 382.81 \text{ mV}$$

A returned sample value of for example -55 (decimal) would then convert to:

$$V_{in} = -55 \times \frac{1000 \text{ mV}}{128} = -429.69 \text{ mV}$$

When converting samples that contain any additional data such as for example additional digital channels or overrange bits, this extra information must be first masked out and a proper sign-extension must be performed, before these values can be used as a signed two's complement value for above formulas.

Timestamps

General information

The timestamp function is used to record trigger events relative to the beginning of the measurement, relative to a fixed time-zero point or synchronized to an external reset clock. The reset clock can come from a radio clock, a GPS signal or from any other external machine.

The timestamp is internally realized as a very wide counter that is running with the currently used sampling rate. The counter is reset either by explicit software command or depending on the mode by the start of the card. On receiving the trigger event the current counter value is stored in an extra FIFO memory.

This function is designed as an enhancement to the Multiple Recording mode and is also used together with the Gated Sampling and ABA mode, but can also be used with plain single acquisitions.

Each recorded timestamp consists of the number of samples that has been counted since the last counter reset has been done. The actual time in relation to the reset command can be easily calculated by the formula on the right. Please note that the timestamp recalculation depends on the currently used sampling rate. Please have a look at the clock chapter to see how to read out the sampling rate.

$$t = \frac{\text{Timestamp}}{\text{Sampling rate}}$$

If you want to know the time between two timestamps, you can simply calculate this by the formula on the right.

$$\Delta t = \frac{\text{Timestamp}_{n+1} - \text{Timestamp}_n}{\text{Sampling rate}}$$

The following registers can be used for the timestamp function:

Register		Value	Direction	Description
SPC_TIMESTAMP_STARTTIME		47030	read/write	Return the reset time when using reference clock mode. Hours are placed in bit 16 to 23, minutes are placed in bit 8 to 15, seconds are placed in bit 0 to 7
SPC_TIMESTAMP_STARTDATE		47031	read/write	Return the reset date when using reference clock mode. The year is placed in bit 16 to 31, the month is placed in bit 8 to 15 and the day of month is placed in bit 0 to 7
SPC_TIMESTAMP_TIMEOUT		47045	read/write	Set's a timeout in milli seconds for waiting of an reference clock edge
SPC_TIMESTAMP_AVAILMODES		47001	read	Returns all available modes as a bitmap. Modes are listed below
SPC_TIMESTAMP_CMD		47000	read/write	Programs a timestamp mode and performs commands as listed below
	SPC_TSMODE_DISABLE	0		Timestamp is disabled.
	SPC_TS_RESET	1h		The counters are reset and the local PC time is stored for read out by SPC_TIMESTAMP_STARTTIME and SPC_TIMESTAMP_STARTDATE registers.
	SPC_TSMODE_STANDARD	2h		Standard mode, counter is reset by explicit reset command.
	SPC_TSMODE_STARTRESET	4h		Counter is reset on every card start, all timestamps are in relation to card start.
	SPC_TS_RESET_WAITREFCLK	8h		Similar as SPC_TS_RESET, but aimed at SPC_TSCNT_REFCLOCKxxx modes: The counters are reset then the driver waits for the reference edge as long as defined by the timestamp timeout time. After detecting the edge, the local PC time is stored for read out by SPC_TIMESTAMP_STARTTIME and SPC_TIMESTAMP_STARTDATE registers.
	SPC_TSCNT_INTERNAL	100h		Counter is running with complete width on sampling clock
	SPC_TSCNT_REFCLOCKPOS	200h		Counter is split, upper part is running with external reference clock positive edge, lower part is running with sampling clock
	SPC_TSCNT_REFCLOCKNEG	400h		Counter is split, upper part is running with external reference clock negative edge, lower part is running with sampling clock
	SPC_TSXIOACQ_ENABLE	1000h		Enables the trigger synchronous acquisition of the X0...X2 inputs with every stored timestamp in the upper 64 bit.
	SPC_TSFEAT_NONE	0		No additional timestamp is created. The total number of stamps is only trigger related.
	SPC_TSFEAT_STORE1STABA	10000h		Enables the creation of one additional timestamp for the first A area sample when using the optional ABA (dual-timebase) mode.
	SPC_TSFEAT_TRGSRC	80000h		Reding this flag from the SPC_TIMESTAMP_AVAILMODES indicates that the card is capable of encoding the trigger source into the timestamp. Writing this flag to the SPC_TIMESTAMP_CMD register enables the storage of the trigger source in the upper 64 bit of the timestamp value.

Writing of SPC_TS_RESET and SPC_TS_RESET_WAITREFCLK to the command register can only have an effect on the counters, if the cards clock generation is already active. This is the case when the card either has already done an acquisition after the last reset or if the clock setup has already been actively transferred to the card by issuing the M2CMD_CARD_WRITESETUP command.

Example for setting timestamp mode:

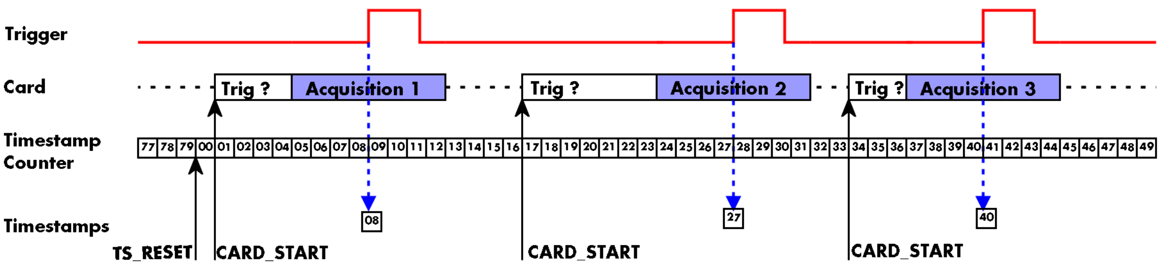
The timestamp mode consists of one of the mode constants, one of the counter and one of the feature constants:

```
// setting timestamp mode to standard using internal clocking
spcm_dwSetParam_i32 (hDrv, SPC_TIMESTAMP_CMD, SPC_TSMODE_STANDARD | SPC_TSCNT_INTERNAL | SPC_TSFEAT_NONE);

// setting timestamp mode to start reset mode using internal clocking
spcm_dwSetParam_i32 (hDrv, SPC_TIMESTAMP_CMD, SPC_TSMODE_STARTRESET | SPC_TSCNT_INTERNAL | SPC_TSFEAT_NONE);

// setting timestamp mode to standard using external reference clock with positive edge
spcm_dwSetParam_i32 (hDrv, SPC_TIMESTAMP_CMD, SPC_TSMODE_STANDARD | SPC_TSCNT_REFCLOCKPOS | SPC_TSFEAT_NONE);
```

Timestamp modes

Standard mode

In standard mode the timestamp counter is set to zero once by writing the TS_RESET command to the command register. After that command the counter counts continuously independent of start and stop of acquisition. The timestamps of all recorded trigger events are referenced to this common zero time. With this mode you can calculate the exact time difference between different recordings and also within one acquisition (if using Multiple Recording or Gated Sampling).



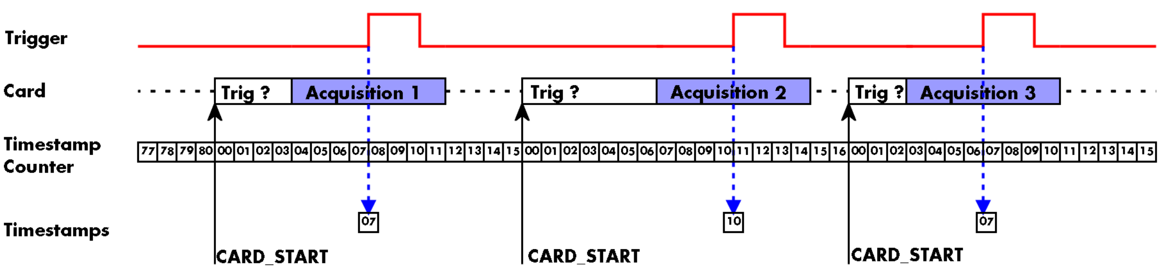
The following table shows the valid values that can be written to the timestamp command register for this mode:

Register	Value	Direction	Description
SPC_TIMESTAMP_CMD	47000	read/write	Programs a timestamp mode and performs commands as listed below
SPC_TSMODE_DISABLE	0		Timestamp is disabled.
SPC_TS_RESET	1h		The timestamp counter is set to zero
SPC_TSMODE_STANDARD	2h		Standard mode, counter is reset by explicit reset command.
SPC_TSCNT_INTERNAL	100h		Counter is running with complete width on sampling clock

Please keep in mind that this mode only work sufficiently as long as you don't change the sampling rate between two acquisitions that you want to compare.

StartReset mode

In StartReset mode the timestamp counter is set to zero on every start of the card. After starting the card the counter counts continuously. The timestamps of one recording are referenced to the start of the recording. This mode is very useful for Multiple Recording and Gated Sampling (see according chapters for detailed information on these two optional modes).



The following table shows the valid values that can be written to the timestamp command register.

Register	Value	Direction	Description
SPC_TIMESTAMP_CMD	47000	read/write	Programs a timestamp mode and performs commands as listed below
SPC_TSMODE_DISABLE	0		Timestamp is disabled.
SPC_TSMODE_STARTRESET	4h		Counter is reset on every card start, all timestamps are in relation to card start.
SPC_TSCNT_INTERNAL	100h		Counter is running with complete width on sampling clock

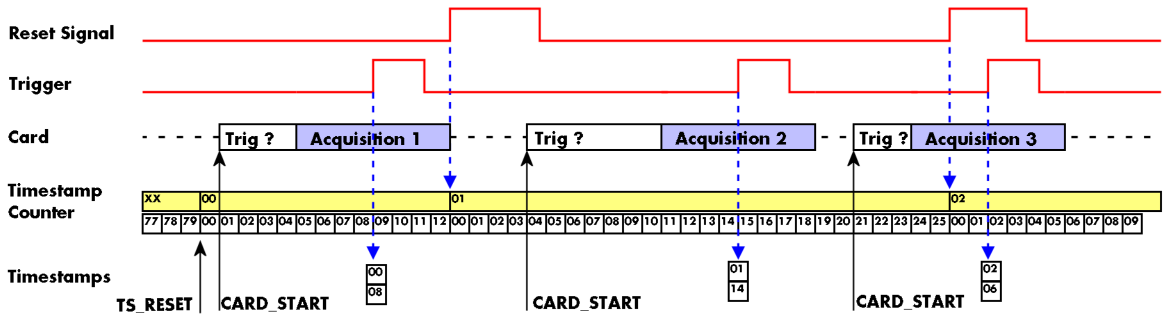
Refclock mode

In addition to the counter counting the samples a second separate counter is utilized. An additional external signal is used, which affects both counters and needs to be fed in externally. This external reference clock signal will reset the sample counter and also increase the second counter. The second counter holds the number of the clock edges that have occurred on the external reference clock signal and the sample counter holds the position within the current reference clock period with the resolution of the sampling rate.

This mode can be used to obtain an absolute time reference when using an external radio clock or a GPS receiver. In that case the higher part is counting the seconds since the last reset and the lower part is counting the position inside the second using the current sampling rate.

Please keep in mind that as this mode uses an additional external signal and can therefore only be used when connecting an reference clock signal on the X0 connector to the card.

The counting is initialized with the timestamp reset command. Both counters will then be set to zero.



The following table shows the valid values that can be written to the timestamp command register for this mode:

Register	Value	Direction	Description
SPC_TIMESTAMP_STARTTIME	47030	read/write	Return the reset time when using reference clock mode. Hours are placed in bit 16 to 23, minutes are placed in bit 8 to 15, seconds are placed in bit 0 to 7
SPC_TIMESTAMP_STARTDATE	47031	read/write	Return the reset date when using reference clock mode. The year is placed in bit 16 to 31, the month is placed in bit 8 to 15 and the day of month is placed in bit 0 to 7
SPC_TIMESTAMP_TIMEOUT	47045	read/write	Sets a timeout in milli seconds for waiting for a reference clock edge
SPC_TIMESTAMP_CMD	47000	read/write	Programs a timestamp mode and performs commands as listed below
SPC_TSMODE_DISABLE	0	Timestamp is disabled.	
SPC_TS_RESET	1h	The counters are reset and the local PC time is stored for read out by SPC_TIMESTAMP_STARTTIME and SPC_TIMESTAMP_STARTDATE registers.	
SPC_TS_RESET_WAITREFCLK	8h	Similar as SPC_TS_RESET, but aimed at SPC_TSCNT_REFCLOCKxxx modes: The counters are reset then the driver waits for the reference edge as long as defined by the timeout time. After detecting the edge, the local PC time is stored for read out by SPC_TIMESTAMP_STARTTIME and SPC_TIMESTAMP_STARTDATE registers.	
SPC_TSMODE_STANDARD	2h	Standard mode, counter is reset by explicit reset command.	
SPC_TSMODE_STARTRESET	4h	Counter is reset on every card start, all timestamps are in relation to card start.	
SPC_TSCNT_REFCLOCKPOS	200h	Counter is split, upper part is running with external reference clock positive edge, lower part is running with sampling clock	
SPC_TSCNT_REFCLOCKNEG	400h	Counter is split, upper part is running with external reference clock negative edge, lower part is running with sampling clock	

To synchronize the external reference clock signal with the PC clock it is possible to perform a timestamp reset command which waits a specified time for the occurrence of the external clock edge. As soon as the clock edge is found the function stores the current PC time and date which can be used to get the absolute time. As the timestamp reference clock can also be used with other clocks that don't need to be synchronized with the PC clock the waiting time can be programmed using the SPC_TIMESTAMP_TIMEOUT register.

Example for initialization of timestamp reference clock and synchronization of a seconds signal with the PC clock:

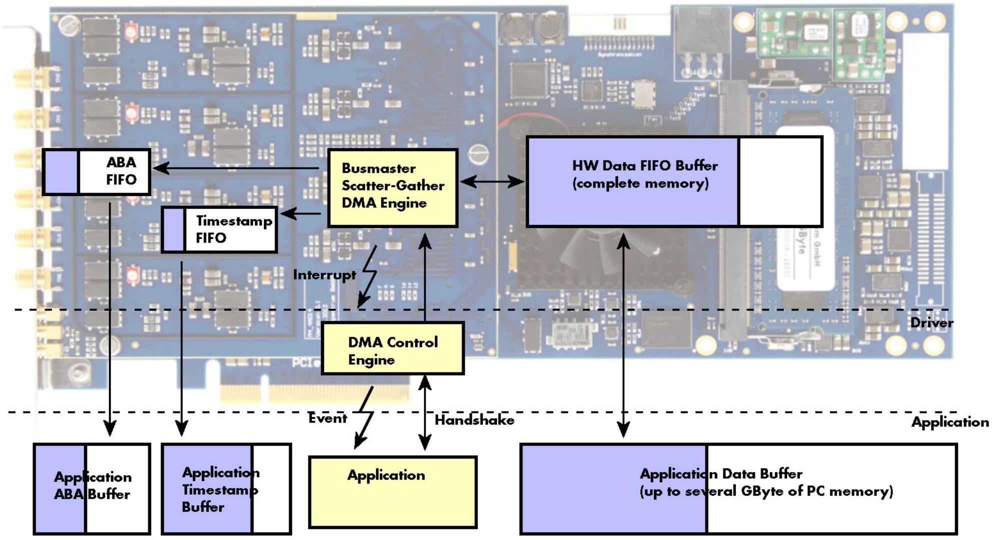
```
spcm_dwSetParam_i32 (hDrv, SPC_TIMESTAMP_CMD, SPC_TSMODE_STANDARD | SPC_TSCNT_REFCLOCKPOS);
spcm_dwSetParam_i32 (hDrv, SPC_TIMESTAMP_TIMEOUT, 1500);
if (ERR_TIMESTAMP_SYNC == spcm_dwSetParam_i32 (hDrv, SPC_TIMESTAMP_CMD, SPC_TS_RESET_WAITREFCLK))
    printf ("Synchronization with external clock signal failed\n");

// now we read out the stored synchronization clock and date
int32 lSyncDate, lSyncTime;
spcm_dwGetParam_i32 (hDrv, SPC_TIMESTAMP_STARTDATE, &lSyncDate);
spcm_dwGetParam_i32 (hDrv, SPC_TIMESTAMP_STARTTIME, &lSyncTime);

// and print the start date and time information (European format: day.month.year hour:minutes:seconds)
printf ("Start date: %02d.%02d.%04d\n", lSyncDate & 0xff, (lSyncDate >> 8) & 0xff, (lSyncData >> 16) & 0xffff);
printf ("Start time: %02d:%02d:%02d\n", (lSyncTime >> 16) & 0xff, (lSyncTime >> 8) & 0xff, lSyncTime & 0xff);
```

Reading out the timestamps

General

The timestamps are stored in an extra FIFO that is located in hardware on the card. This extra FIFO can read out timestamps using DMA transfer similar to the DMA transfer of the main sample data DMA transfer. The card has three completely independent busmaster DMA engines in hardware allowing the simultaneous transfer of both timestamp and sample data.

As seen in the picture there are separate FIFOs holding ABA and timestamp data.



Although an M4i is shown here, this applies to M4x and M2p cards as well. Each FIFO has its own DMA channel, the way data is handled by the DMA engine is similar for both kinds of extra FIFOs and is also very similar to the main sample data transfer engine. Therefore additional information can be found in the chapter explaining the main data transfer.

Commands and Status information for extra transfer buffers.

As explained above the data transfer is performed with the same command and status registers like the card control and sample data transfer. It is possible to send commands for card control, data transfer and extra FIFO data transfer at the same time

Register	Value	Direction	Description
SPC_M2CMD	100	write only	Executes a command for the card or data transfer
M2CMD_EXTRA_STARTDMA	100000h	Starts the DMA transfer for an already defined buffer.	
M2CMD_EXTRA_WAITDMA	200000h	Waits until the data transfer has ended or until at least the amount of bytes defined by notify size are available. This wait function also takes the timeout parameter into account.	
M2CMD_EXTRA_STOPDMA	400000h	Stops a running DMA transfer. Data is invalid afterwards.	
M2CMD_EXTRA_POLL	800000h	Polls data without using DMA. As DMA has some overhead and has been implemented for fast data transfer of large amounts of data it is in some cases more simple to poll for available data. Please see the detailed examples for this mode. It is not possible to mix DMA and polling mode.	

The extra FIFO data transfer can generate one of the following status information:.

Register	Value	Direction	Description
SPC_M2STATUS	110	read only	Reads out the current status information
M2STAT_EXTRA_BLOCKREADY	1000h	The next data block as defined in the notify size is available. It is at least the amount of data available but it also can be more data.	
M2STAT_EXTRA_END	2000h	The data transfer has completed. This status information will only occur if the notify size is set to zero.	
M2STAT_EXTRA_OVERRUN	4000h	The data transfer had on overrun (acquisition) or underrun (replay) while doing FIFO transfer.	
M2STAT_EXTRA_ERROR	8000h	An internal error occurred while doing data transfer.	

Data Transfer using DMA

Data transfer consists of two parts: the buffer definition and the commands/status information that controls the transfer itself. Extra data transfer shares the command and status register with the card control, data transfer commands and status information.

The DMA based data transfer mode is activated as soon as the M2CMD_EXTRA_STARTDMA is given. Please see next chapter to see how the polling mode works.

Definition of the transfer buffer

Before any data transfer can start it is necessary to define the transfer buffer with all its details. The definition of the buffer is done with the spcm_dwDefTransfer function as explained in an earlier chapter. The following example will show the definition of a transfer buffer for timestamp data, definition for ABA data is similar:

```
spcm_dwDefTransfer_i64 (hDrv, SPCM_BUF_TIMESTAMP, SPCM_CARDTOPC, 0, pvBuffer, 0, lLenOfBufferInBytes);
```

In this example the notify size is set to zero, meaning that we don't want to be notified until all extra data has been transferred. Please have a look at the sample data transfer in an earlier chapter to see more details on the notify size.

Please note that extra data transfer is only possible from card to PC and there's no programmable offset available for this transfer.

Buffer handling

A data buffer handshake is implemented in the driver which allows to run the card in different data transfer modes. The software transfer buffer is handled as one large buffer for each kind of data (timestamp and ABA) which is on the one side controlled by the driver and filled automatically by busmaster DMA from the hardware extra FIFO buffer and on the other hand it is handled by the user who set's parts of this software buffer available for the driver for further transfer. The handshake is fulfilled with the following 3 software registers:

Register	Value	Direction	Description
SPC_ABA_AVAIL_USER_LEN	210	read	This register contains the currently available number of bytes that are filled with newly transferred slow ABA data. The user can now use this ABA data for own purposes, copy it, write it to disk or start calculations with this data.
SPC_ABA_AVAIL_USER_POS	211	read	The register holds the current byte index position where the available ABA bytes start. The register is just intended to help you and to avoid own position calculation
SPC_ABA_AVAIL_CARD_LEN	212	write	After finishing the job with the new available ABA data the user needs to tell the driver that this amount of bytes is again free for new data to be transferred.
SPC_TS_AVAIL_USER_LEN	220	read	This register contains the currently available number of bytes that are filled with newly transferred timestamp data. The user can now use these timestamps for own purposes, copy it, write it to disk or start calculations with the timestamps.
SPC_TS_AVAIL_USER_POS	221	read	The register holds the current byte index position where the available timestamp bytes start. The register is just intended to help you and to avoid own position calculation
SPC_TS_AVAIL_CARD_LEN	222	write	After finishing the job with the new available timestamp data the user needs to tell the driver that this amount of bytes is again free for new data to be transferred.

Directly after start of transfer the SPC_XXX_AVAIL_USER_LEN is every time zero as no data is available for the user and the SPC_XXX_AVAIL_CARD_LEN is every time identical to the length of the defined buffer as the complete buffer is available for the card for transfer.

The counter that is holding the user buffer available bytes (SPC_XXX_AVAIL_USER_LEN) is sticking to the defined notify size at the DefTransfer call. Even when less bytes already have been transferred you won't get notice of it if the notify size is programmed to a higher value.

Remarks

- The transfer between hardware FIFO buffer and application buffer is done with scatter-gather DMA using a busmaster DMA controller located on the card. Even if the PC is busy with other jobs data is still transferred until the application buffer is completely used.
- As shown in the drawing above the DMA control will announce new data to the application by sending an event. Waiting for an event is done internally inside the driver if the application calls one of the wait functions. Waiting for an event does not consume any CPU time and is therefore highly requested if other threads do lot of calculation work. However it is not necessary to use the wait functions and one can simply request the current status whenever the program has time to do so. When using this polling mode the announced available

bytes still stick to the defined notify size!
- If the on-board FIFO buffer has an overrun data transfer is stopped immediately.

Buffer handling example for DMA timestamp transfer (ABA transfer is similar, just using other registers)

```
char* pcData = new char[lBufSizeInBytes];

// we now define the transfer buffer with the minimum notify size of one page = 4 kByte
spcm_dwDefTransfer_i64 (hDrv, SPCM_BUF_TIMESTAMP, SPCM_DIR_CARDTOPC, 4096, (void*) pcData, 0, lBufSizeInBytes);

do
    {
    // we wait for the next data to be available. After this call we get at least 4k of data to proceed
    dwError = spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_EXTRA_STARTDMA | M2CMD_EXTRA_WAITDMA);

    if (!dwError)
        {

        // if there was no error we can proceed and read out the current amount of available data
        spcm_dwGetParam_i32 (hDrv, SPC_TS_AVAIL_USER_LEN, &lAvailBytes);
        spcm_dwGetParam_i32 (hDrv, SPC_TS_AVAIL_USER_POS, &lBytePos);

        printf ("We now have %d new bytes available\n", lAvailBytes);
        printf ("The available data starts at position %d\n", lBytesPos);

        // we take care not to go across the end of the buffer
        if ((lBytePos + lAvailBytes) >= lBufSizeInBytes)
            lAvailBytes = lBufSizeInBytes - lBytePos;

        // our do function gets a pointer to the start of the available data section and the length
        vProcessTimestamps (&pcData[lBytesPos], lAvailBytes);

        // the buffer section is now immediately set available for the card
        spcm_dwSetParam_i32 (hDrv, SPC_TS_AVAIL_CARD_LEN, lAvailBytes);
        }
    }
while (!dwError); // we loop forever if no error occurs
```

The extra FIFO has a quite small size compared to the main data buffer. As the transfer is done initiated by the hardware using busmaster DMA this is not critical as long as the application data buffers are large enough and as long as the extra transfer is started BEFORE starting the card.

Data Transfer using Polling

If the extra data is quite slow and the delay caused by the notify size on DMA transfers is unacceptable for your application it is possible to use the polling mode. Please be aware that the polling mode uses CPU processing power to get the data and that there might be an overrun if your CPU is otherwise busy. You should only use polling mode in special cases and if the amount of data to transfer is not too high.

Most of the functionality is similar to the DMA based transfer mode as explained above.

The polling data transfer mode is activated as soon as the M2CMD_EXTRA_POLL is executed.

Definition of the transfer buffer

This is similar to the above explained DMA buffer transfer. The value „notify size" is ignored and should be set to 4k (4096).

Buffer handling

The buffer handling is also similar to the DMA transfer. As soon as one of the registers SPC_TS_AVAIL_USER_LEN or SPC_ABA_AVAIL_USER_LEN is read the driver will read out all available data from the hardware and will return the number of bytes that has been read. In minimum this will be one DWORD = 4 bytes.

Buffer handling example for polling timestamp transfer (ABA transfer is similar, just using other registers)

```
char* pcData = new char[lBufSizeInBytes];

// we now define the transfer buffer with the minimum notify size of one page = 4 kByte
spcm_dwDefTransfer_i64 (hDrv, SPCM_BUF_TIMESTAMP, SPCM_DIR_CARDTOPC, 4096, (void*) pcData, 0, lBufSizeInBytes);

// we start the polling mode
dwError = spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_EXTRA_POLL);

// this is pure polling loop
 do
    {
    spcm_dwGetParam_i32 (hDrv, SPC_TS_AVAIL_USER_LEN, &lAvailBytes);
    spcm_dwGetParam_i32 (hDrv, SPC_TS_AVAIL_USER_POS, &lBytePos);

    if (lAvailBytes > 0)
        {
        printf ("We now have %d new bytes available\n", lAvailBytes);
        printf ("The available data starts at position %d\n", lBytesPos);

        // we take care not to go across the end of the buffer
        if ((lBytePos + lAvailBytes) >= lBufSizeInBytes)
            lAvailBytes = lBufSizeInBytes - lBytePos;

        // our do function get's a pointer to the start of the available data section and the length
        vProcessTimestamps (&pcData[lBytesPos], lAvailBytes);

        // the buffer section is now immediately set available for the card
        spcm_dwSetParam_i32 (hDrv, SPC_TS_AVAIL_CARD_LEN, lAvailBytes);
        }
    }
while (!dwError); // we loop forever if no error occurs
```

Comparison of DMA and polling commands

This chapter shows you how small the difference in programming is between the DMA and the polling mode:

	DMA mode	Polling mode
Define the buffer	spcm_dwDefTransfer_i64 (hDrv, SPCM_BUF_TIMESTAMP, SPCM_DIR...);	spcm_dwDefTransfer_i64 (hDrv, SPCM_BUF_TIMESTAMP, SPCM_DIR...);
Start the transfer	spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_EXTRA_STARTDMA)	spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_EXTRA_POLL)
Wait for data	spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_EXTRA_WAITDMA)	not in polling mode
Available bytes?	spcm_dwGetParam_i32 (hDrv, SPC_TS_AVAIL_USER_LEN, &lBytes);	spcm_dwGetParam_i32 (hDrv, SPC_TS_AVAIL_USER_LEN, &lBytes);
Min available bytes	programmed notify size	4 bytes
Current position?	spcm_dwGetParam_i32 (hDrv, SPC_TS_AVAIL_USER_LEN, &lBytes);	spcm_dwGetParam_i32 (hDrv, SPC_TS_AVAIL_USER_LEN, &lBytes);
Free buffer for card	spcm_dwSetParam_i32 (hDrv, SPC_TS_AVAIL_CARD_LEN, lBytes);	spcm_dwSetParam_i32 (hDrv, SPC_TS_AVAIL_CARD_LEN, lBytes);

Data format

Each timestamp is 128 bit long and internally mapped to two consecutive 64 bit (8 bytes) values. The lower 64 bit (counter value) contains the number of clocks that have been recorded with the currently used sampling rate since the last counter-reset has been done. The matching time can easily be calculated as described in the general information section at the beginning of this chapter.

The values the counter is counting and that are stored in the timestamp FIFO represent the moments the trigger event occurs internally. Compared to the real external trigger event, these values are delayed. This delay is fix and therefore can be ignored, as it will be identical for all recordings with the same setup.

Standard data format

When internally mapping the timestamp from 128 bit to two 64 bit values, the unused upper 64 bits are filled up with zeros.

Timestamp Mode	16th byte	...	11th byte	10th byte	9th byte	8th byte	7th byte	6th byte	5th byte	4th byte	3rd byte	2nd byte	1st byte
Standard/StartReset	0h					64 bit wide Timestamp							
Refclock mode	0h					24 bit wide Refclock edge counter (seconds counter)			40 bit wide Timestamp				

Extended timestamp data format

Sometimes it is useful to store the level of additional external static signals together with a recording, such as e.g. control inputs of an external input multiplexer or settings of other external equipment. When programming a special flag the upper 64 bit of every 128 bit timestamp value is not (as in standard data mode) filled up with leading zeros, but with the values of the X2, X1, X0 digital inputs. The following table shows the resulting 64 bit timestamps.

Timestamp Mode	16th byte	...	11th byte	10th byte	9th byte	8th byte	7th byte	6th byte	5th byte	4th byte	3rd byte	2nd byte	1st byte
Standard/StartReset	0h			Extra Data Word		64 bit wide Timestamp							
Refclock mode	0h			Extra Data Word		24 bit wide Refclock edge counter (seconds counter)			40 bit wide Timestamp				

The above mentioned „Extra Data Word“ contains the following data, depending on the selected timestamp data format:

Timestamp Data Format	Bit 15	Bit 14	Bit 13	Bit 12	Bit 11	Bit 10	Bit 9	Bit 8	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
no special data format is set	0h															
SPC_TSXIOACQ_ENABLE	X2	X1	X0	0h												
SPC_TSFEAT_TRGSRC	0h					Trigger source bitmask (see table below)										
SPC_TSXIOACQ_ENABLE | SPC_TSFEAT_TRGSRC	X2	X1	X0	0h		Trigger source bitmask (see table below)										

The 11bit wide trigger source bitmask is encoded as follows:

SPC_TRGSRC_MASK_CH0	1h	Set when a trigger event occurring on channel 0 was leading to final trigger event.
SPC_TRGSRC_MASK_CH1	2h	Set when a trigger event occurring on channel 1 was leading to final trigger event.
SPC_TRGSRC_MASK_CH2	4h	Set when a trigger event occurring on channel 2 was leading to final trigger event.
SPC_TRGSRC_MASK_CH3	8h	Set when a trigger event occurring on channel 3 was leading to final trigger event.
SPC_TRGSRC_MASK_CH4	10h	Set when a trigger event occurring on channel 4 was leading to final trigger event.
SPC_TRGSRC_MASK_CH5	20h	Set when a trigger event occurring on channel 5 was leading to final trigger event.
SPC_TRGSRC_MASK_CH6	40h	Set when a trigger event occurring on channel 6 was leading to final trigger event.
SPC_TRGSRC_MASK_CH7	80h	Set when a trigger event occurring on channel 7 was leading to final trigger event.
SPC_TRGSRC_MASK_EXT0	100h	Set when a trigger event occurring on external trigger(Ext0) was leading to final trigger event.
SPC_TRGSRC_MASK_EXT1	200h	Set when a trigger event occurring on external trigger(Ext1) was leading to final trigger event.
SPC_TRGSRC_MASK_FORCE	400h	Set when a trigger event occurring by using the force trigger command is leading to final trigger event.

Selecting the timestamp data format

Register	Value	Direction	Description
SPC_TIMESTAMP_CMD	47000	read/write	Programs a timestamp mode and performs commands as listed below
SPC_TSXIOACQ_ENABLE	1000h	Enables the trigger synchronous acquisition of the X0...X2 inputs with every stored timestamp in the upper 64 bit.	
SPC_TSFEAT_TRGSRC	80000h	Enables the storage of the trigger source in the upper 64 bit of the timestamp value.	

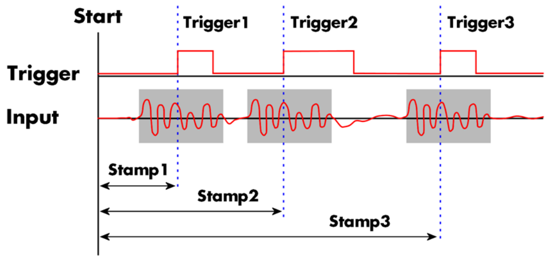
The selection between the different data format for the timestamps is done with a flag that is written to the timestamp command register. As this register is organized as a bitfield, the data format selection is available for all possible timestamp modes and different data modes can be combined.

Combination of Memory Segmentation Options with Timestamps

This topic should give you a brief overview how the timestamp option interacts with the options Multiple Recording and ABA mode for which the timestamps option has been made.

Multiple Recording and Timestamps

Multiple Recording is well matching with the timestamp option. If timestamp recording is activated each trigger event and therefore each Multiple Recording segment will get timestamped as shown in the drawing on the right.



Please keep in mind that the trigger events are timestamped, not the beginning of the acquisition. The first sample that is available is at the time position of [Timestamp - Pretrigger].

The programming details of the timestamp option is explained in an extra chapter.

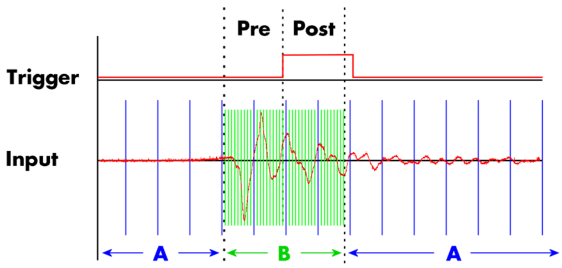
Example Multiple Recording and Timestamps

The following example shows the setup of the Multiple Recording mode together with activated timestamps recording and a short display of the acquired timestamps. The example doesn't care for the acquired data itself and doesn't check for error:

```
// setup of the Multiple Recording mode
spcm_dwSetParam_i32 (hDrv, SPC_CARDMODE, SPC_REC_STD_MULTI);  // Enables Standard Multiple Recording
spcm_dwSetParam_i64 (hDrv, SPC_SEGMENTSIZE,   1024);          // Segment size is 1 kSample, Posttrigger is 768
spcm_dwSetParam_i64 (hDrv, SPC_POSTTRIGGER,    768);          // samples and pretrigger therefore 256 samples.
spcm_dwSetParam_i64 (hDrv, SPC_MEMSIZE,       4096);          // 4 kSamples in total acquired -> 4 segments

// setup the Timestamp mode and make a reset of the timestamp counter
spcm_dwSetParam_i32 (hDrv, SPC_TIMESTAMP_CMD, SPC_TSMODE_STANDARD | SPC_TSCNT_INTERNAL);
spcm_dwSetParam_i32 (hDrv, SPC_TIMESTAMP_CMD, SPC_TSMODE_RESET);

// now we define a buffer for timestamp data and start acquistion, each timestamp is 64 bit = 8 bytes
int64* pllStamps = new int64[4];
spcm_dwDefTransfer_i64 (hDrv, SPCM_BUF_TIMESTAMP, SPCM_DIR_CARDTOPC, 0, (void*) pllStamps, 0, 4 * 8);
spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_CARD_START | M2CMD_CARD_ENABLETRIGGER | M2CMD_EXTRA_STARTDMA);

// we wait for the end timestamps transfer which will be received if all segments have been recorded
spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_EXTRA_WAITDMA);

// as we now have the timestamps we just print them and calculate the time in milli seconds
int32 lSamplerate, lOver, i;
spcm_dwGetParam_i64 (hDrv, SPC_SAMPLERATE, &lSamplerate);
spcm_dwGetParam_i32 (hDrv, SPC_OVERSAMPLINGFACTOR, &lOver);
for (i = 0; i < 4; i++)
    printf ("#%d: %I64d samples = %.3f ms\n", i, pllStamps[i], 1000.0 * pllStamps[i] / lSamplerate / lOver);
```

ABA Mode and Timestamps

The ABA mode is well matching with the timestamp option. If timestamp recording is activated, each trigger event and therefore each B time base segment will get time tamped as shown in the drawing on the right.



Please keep in mind that the trigger events - located in the B area - are time tamped, not the beginning of the acquisition. The first B sample that is available is at the time position of [Timestamp - Pretrigger].

The first A area sample is related to the card start and therefore in a fixed but various settings dependent relation to the timestamped B sample. To bring exact relation between the first A area sample (and therefore all area A samples) and the B area samples it is possible to let the card stamp the first A area sample automatically after the card start. The following table shows the register to enable this mode:

Register		Value	Direction	Description
SPC_TIMESTAMP_CMD		47000	read/write	Programs a timestamp setup including mode and additional features
	SPC_TSFEAT_MASK	F0000h		Mask for the feature relating bits of the SPC_TIMESTAMP_CMD bitmask.
	SPC_TSFEAT_STORE1STABA	10000h		Enables storage of one additional timestamp for the first A area sample (B time base related) in addition to the trigger related timestamps.
	SPC_TSFEAT_NONE	0h		No additional timestamp is created. The total number of stamps is only trigger related.

This mode is compatible with all existing timestamp modes. Please keep in mind that the timestamp counter is running with the B area time-base.

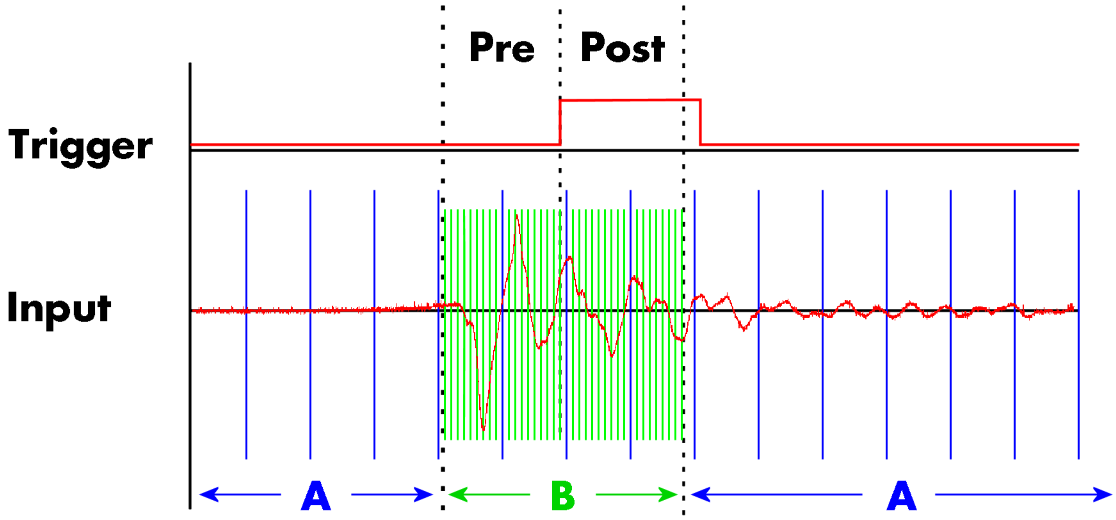
```
// normal timestamp setup (e.g. setting timestamp mode to standard using internal clocking)
uint32 dwTimestampMode = (SPC_TSMODE_STANDARD | SPC_TSMODE_DISABLE);

// additionally enable index of the first A area sample
dwTimestampMode |= SPC_TSFEAT_STORE1STABA;

spcm_dwSetParam_i32 (hDrv, SPC_TIMESTAMP_CMD, dwTimestampMode);
```

The programming details of the ABA mode and timestamp modes are each explained in an dedicated chapter in this manual.

ABA mode (dual timebase)

General information

The ABA mode allows the acquisition of data with a dual timebase. In case of trigger event the inputs are sampled very fast with the programmed sampling rate. This part is similar to the Multiple Recording option. But instead of having no data in between the segments one has the opportunity to continuously sample the inputs with a slower sampling rate the whole time. Combining this with the recording of the timestamps gives you a complete acquisition with a dual timebase as shown in the drawing.



As seen in the drawing the area around the trigger event is sampled between pretrigger and posttrigger with full sampling speed (area B of the acquisition). Outside of this area B the input is sampled with the slower ABA clock (area A of the acquisition). As changing sampling clock on the fly is not possible there is no real change in the sampling speed but area A runs continuously with a slow sampling speed without stopping when the fast sampling takes place. As a result one gets a continuous slow sampled acquisition (area A) with some fast sampled parts (area B)

The ABA mode is available for standard recording as well as for FIFO recording. In case of FIFO recording ABA and the acquisition of the fast sampled segments will run continuously until it is stopped by the user.

A second possible application for the ABA mode is the use of the ABA data for slow monitoring of the inputs while waiting for an acquisition. In that case one wouldn't record the timestamps but simply monitor the current values by acquiring ABA data.

The ABA mode needs a second clock base. As explained above the acquisition is not changing the sampling clock but runs the slower acquisition with a divided clock. The ABA memory setup including the divider value can be programmed with the following registers

Register	Value	Direction	Description
SPC_SEGMENTSIZE	10010	read/write	Size of one Multiple Recording segment: the number of samples to be recorded per channel per trigger event.
SPC_POSTTRIGGER	10030	read/write	Defines the number of samples to be recorded per channel after each trigger event.
SPC_ABADIVIDER	10040	read/write	Programs the divider which is used to sample slow ABA data: For 12 bit, 14 bit and 16 bit cards : between 16 and 131056 in steps of 16 For 8 bit cards : between 32 and 262112 in steps of 32

The resulting ABA clock is then calculated by sampling rate / ABA divider.

Each segment can consist of pretrigger and/or posttrigger samples. The user always has to set the total segment size and the posttrigger, while the pretrigger is calculated within the driver with the formula: [pretrigger] = [segment size] - [posttrigger].

When using ABA mode or Multiple Recording the maximum pretrigger is limited depending on the number of active channels. When the calculated value exceeds that limit, the driver will return the error ERR_PRETRIGGERLEN.

Standard Mode

With every detected trigger event one data block is filled with data. The length of one ABA segment is set by the value of the segmentsize register. The total amount of samples to be recorded is defined by the memsize register.
Memsize must be set to a a multiple of the segment size. The table below shows the register for enabling standard ABA mode. For detailed information on how to setup and start the standard acquisition mode please refer to the according chapter earlier in this manual.

Register	Value	Direction	Description
SPC_CARDMODE	9500	read/write	Defines the used operating mode

SPC_REC_STD_ABA	8h	Data acquisition to on-board memory for multiple trigger events. While the multiple trigger events are stored with programmed sampling rate the inputs are sampled continuously with a slower sampling speed.

The total number of samples to be recorded to the on-board memory in standard mode is defined by the SPC_MEMSIZE register.

Register	Value	Direction	Description
SPC_MEMSIZE	10000	read/write	Defines the total number of samples to be recorded per channel.

FIFO Mode

The ABA FIFO Mode is similar to the Multiple Recording FIFO mode. In contrast to the standard mode it is not necessary to program the number of samples to be recorded. The acquisition is running until the user stops it. The data is read block by block by the driver as described under Single FIFO mode example earlier in this manual. These blocks are online available for further data processing by the user program. This mode significantly reduces the average data transfer rate on the PCI bus. This enables you to use faster sample rates then you would be able to in FIFO mode without ABA.

Register	Value	Direction	Description
SPC_CARDMODE	9500	read/write	Defines the used operating mode
SPC_REC_FIFO_ABA	80h		Continuous data acquisition for multiple trigger events together with continuous data acquisition with a slower sampling clock.

The number of segments to be recorded must be set separately with the register shown in the following table:

Register	Value	Direction	Description
SPC_LOOPS	10020	read/write	Defines the number of segments to be recorded
0			Recording will be infinite until the user stops it.
1 … [4G - 1]			Defines the total segments to be recorded.

Limits of pre trigger, post trigger, memory size

The maximum memory size parameter is only limited by the number of activated channels and by the amount of installed memory. Please keep in mind that each sample needs 2 bytes of memory to be stored. Minimum memory size as well as minimum and maximum post trigger limits are independent of the activated channels or the installed memory.

Due to the internal organization of the card memory there is a certain stepsize when setting these values that has to be taken into account. The following table gives you an overview of all limits concerning pre trigger, post trigger, memory size, segment size and loops. The table shows all values in relation to the installed memory size in samples. If more memory is installed the maximum memory size figures will increase according to the complete installed memory

Activated Channels	Used Mode	Memory size SPC_MEMSIZE			Pre trigger SPC_PRETRIGGER			Post trigger SPC_POSTTRIGGER			Segment size SPC_SEGMENTSIZE			Loops SPC_LOOPS		
		Min	Max	Step	Min	Max	Step	Min	Max	Step	Min	Max	Step	Min	Max	Step
1 Ch	Standard Single	32	Mem	16	16	Mem - 16 (defined by mem and post)	16	16	8G - 16	16		not used			not used	
	Standard Multi/ABA	32	Mem	16	16	8k (defined by segment and post)	16	16	Mem/2-16	16	32	Mem/2	16		not used	
	Standard Gate	32	Mem	16	16	8k	16	16	Mem-16	16		not used			not used	
	Standard Average	For the limits in this mode please refer to the dedicated chapter in this manual.														
	FIFO Single		not used		16	8k	16		not used		32	8G - 16	16	0 (∞)	4G - 1	1
	FIFO Multi/ABA		not used		16	8k (defined by segment and post)	16	16	8G - 16	16	32	pre+post	16	0 (∞)	4G - 1	1
	FIFO Gate		not used		16	8k	16	16	8G - 16	16		not used		0 (∞)	4G - 1	1
	FIFO Average	For the limits in this mode please refer to the dedicated chapter in this manual.														
2 Ch	Standard Single	32	Mem/2	16	16	Mem/2 - 16 (defined by mem and post)	16	16	8G - 16	16		not used			not used	
	Standard Multi/ABA	32	Mem/2	16	16	8k (defined by segment and post)	16	16	Mem/4-16	16	32	Mem/4	16		not used	
	Standard Gate	32	Mem/2	16	16	8k	16	16	Mem/2-16	16		not used			not used	
	Standard Average	For the limits in this mode please refer to the dedicated chapter in this manual.														
	FIFO Single		not used		16	8k	16		not used		32	8G - 16	16	0 (∞)	4G - 1	1
	FIFO Multi/ABA		not used		16	8k (defined by segment and post)	16	16	8G - 16	16	32	pre+post	16	0 (∞)	4G - 1	1
	FIFO Gate		not used		16	8k	16	16	8G - 16	16		not used		0 (∞)	4G - 1	1
	FIFO Average	For the limits in this mode please refer to the dedicated chapter in this manual.														
4 Ch	Standard Single	32	Mem/4	16	16	Mem/4 - 16 (defined by mem and post)	16	16	8G - 16	16		not used			not used	
	Standard Multi/ABA	32	Mem/4	16	16	8k (defined by segment and post)	16	16	Mem/8-16	16	32	Mem/8	16		not used	
	Standard Gate	32	Mem/4	16	16	8k	16	16	Mem/4-16	16		not used			not used	
	Standard Average	For the limits in this mode please refer to the dedicated chapter in this manual.														
	FIFO Single		not used		16	8k	16		not used		32	8G - 16	16	0 (∞)	4G - 1	1
	FIFO Multi/ABA		not used		16	8k (defined by segment and post)	16	16	8G - 16	16	32	pre+post	16	0 (∞)	4G - 1	1

Activated Channels	Used Mode	Memory size SPC_MEMSIZE			Pre trigger SPC_PRETRIGGER			Post trigger SPC_POSTTRIGGER			Segment size SPC_SEGMENTSIZE			Loops SPC_LOOPS		
		Min	Max	Step	Min	Max	Step	Min	Max	Step	Min	Max	Step	Min	Max	Step
	FIFO Gate	not used			16	8k	16	16	8G - 16	16	not used			0 (∞)	4G - 1	1
	FIFO Average	For the limits in this mode please refer to the dedicated chapter in this manual.														

All figures listed here are given in samples. An entry of [8G - 16] means [8 GSamples - 16] = 8,589,934,576 samples.

The given memory and memory / divider figures depend on the installed on-board memory as listed below:

	Installed Memory **2 GSample**
Mem	2 GSample
Mem / 2	1 GSample
Mem / 4	512 MSample
Mem / 8	256 MSample

Please keep in mind that this table shows all values at once. Only the absolute maximum and minimum values are shown. There might be additional limitations. Which of these values is programmed depends on the used mode. Please read the detailed documentation of the mode.

Example for setting ABA mode:

The following example will program the standard ABA mode, will set the fast sampling rate to 100 MHz and acquire 2k segments with 1k pretrigger and 1k posttrigger on every rising edge of the trigger input. Meanwhile the inputs are sampled continuously with the ABA mode with a ABA divider set to 5000 resulting in a slow sampling clock for the A area of 100 MHz / 5000 = 20 kHz:

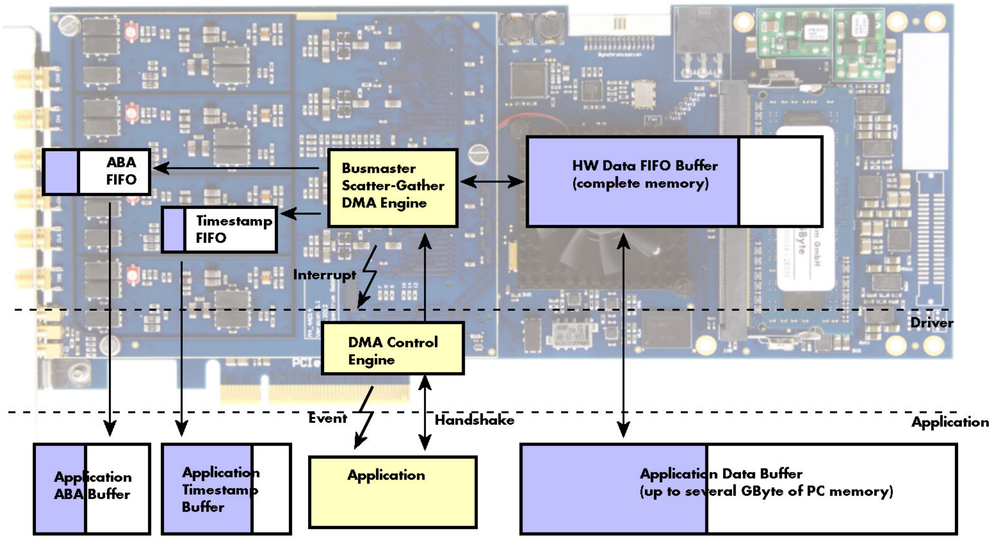
```
// setting the fast sampling clock as internal 100 MHz
spcm_dwSetParam_i32 (hDrv, SPC_CLOCKMODE, SPC_CM_INTPLL);
spcm_dwSetParam_i64 (hDrv, SPC_SAMPLERATE, 100000000);

// enable the ABA mode and set the ABA divider to 5000 -> 100 MHz / 5000 = 20 kHz
spcm_dwSetParam_i32 (hDrv, SPC_CARDMODE, SPC_REC_STD_ABA);
spcm_dwSetParam_i32 (hDrv, SPC_ABADIVIDER, 5000);

// define the segmentsize, pre and posttrigger and the total amount of data to acquire
spcm_dwSetParam_i64 (hDrv, SPC_MEMSIZE, 16384);
spcm_dwSetParam_i64 (hDrv, SPC_SEGMENTSIZE, 2048);
spcm_dwSetParam_i64 (hDrv, SPC_POSTTRIGGER, 1024);

// set the trigger mode to external with positive edge
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_ORMASK, SPC_TMASK_EXT0);
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_EXT0_MODE, SPC_TM_POS);
```

Reading out ABA data

General

The slow „A“ data is stored in an additional FIFO that is located in hardware on the card. This additional FIFO can read out slow „A“ data using DMA transfer similar to the DMA transfer of the main sample data DMA transfer. The card has three completely independent busmaster DMA engines in hardware allowing the simultaneous transfer of both „A“ and sample data, as well as optionally timestamp data. The sample data itself is read out as explained before using the standard DMA routine.

As seen in the picture there are separate FIFOs holding ABA and timestamp data.



Although an M4i is shown here, this applies to M4x and M2p cards as well. Each FIFO has its own DMA channel, the way data is handled by the DMA engine is similar for both kinds of extra FIFOs and is also very similar to the main sample data transfer engine. Therefore additional information can be found in the chapter explaining the main data transfer.

Commands and Status information for extra transfer buffers.

As explained above the data transfer is performed with the same command and status registers like the card control and sample data transfer. It is possible to send commands for card control, data transfer and extra FIFO data transfer at the same time

Register		Value	Direction	Description
SPC_M2CMD		100	write only	Executes a command for the card or data transfer
	M2CMD_EXTRA_STARTDMA	100000h		Starts the DMA transfer for an already defined buffer.
	M2CMD_EXTRA_WAITDMA	200000h		Waits until the data transfer has ended or until at least the amount of bytes defined by notify size are available. This wait function also takes the timeout parameter into account.
	M2CMD_EXTRA_STOPDMA	400000h		Stops a running DMA transfer. Data is invalid afterwards.
	M2CMD_EXTRA_POLL	800000h		Polls data without using DMA. As DMA has some overhead and has been implemented for fast data transfer of large amounts of data it is in some cases more simple to poll for available data. Please see the detailed examples for this mode. It is not possible to mix DMA and polling mode.

The extra FIFO data transfer can generate one of the following status information:.

Register		Value	Direction	Description
SPC_M2STATUS		110	read only	Reads out the current status information
	M2STAT_EXTRA_BLOCKREADY	1000h		The next data block as defined in the notify size is available. It is at least the amount of data available but it also can be more data.
	M2STAT_EXTRA_END	2000h		The data transfer has completed. This status information will only occur if the notify size is set to zero.
	M2STAT_EXTRA_OVERRUN	4000h		The data transfer had on overrun (acquisition) or underrun (replay) while doing FIFO transfer.
	M2STAT_EXTRA_ERROR	8000h		An internal error occurred while doing data transfer.

Data Transfer using DMA

Data transfer consists of two parts: the buffer definition and the commands/status information that controls the transfer itself. Extra data transfer shares the command and status register with the card control, data transfer commands and status information.

The DMA based data transfer mode is activated as soon as the M2CMD_EXTRA_STARTDMA is given. Please see next chapter to see how the polling mode works.

Definition of the transfer buffer

Before any data transfer can start it is necessary to define the transfer buffer with all its details. The definition of the buffer is done with the spcm_dwDefTransfer function as explained in an earlier chapter. The following example will show the definition of a transfer buffer for timestamp data, definition for ABA data is similar:

```
spcm_dwDefTransfer_i64 (hDrv, SPCM_BUF_TIMESTAMP, SPCM_CARDTOPC, 0, pvBuffer, 0, lLenOfBufferInBytes);
```

In this example the notify size is set to zero, meaning that we don't want to be notified until all extra data has been transferred. Please have a look at the sample data transfer in an earlier chapter to see more details on the notify size.

Please note that extra data transfer is only possible from card to PC and there's no programmable offset available for this transfer.

Buffer handling

A data buffer handshake is implemented in the driver which allows to run the card in different data transfer modes. The software transfer buffer is handled as one large buffer for each kind of data (timestamp and ABA) which is on the one side controlled by the driver and filled automatically by busmaster DMA from the hardware extra FIFO buffer and on the other hand it is handled by the user who set's parts of this software buffer available for the driver for further transfer. The handshake is fulfilled with the following 3 software registers:

Register	Value	Direction	Description
SPC_ABA_AVAIL_USER_LEN	210	read	This register contains the currently available number of bytes that are filled with newly transferred slow ABA data. The user can now use this ABA data for own purposes, copy it, write it to disk or start calculations with this data.
SPC_ABA_AVAIL_USER_POS	211	read	The register holds the current byte index position where the available ABA bytes start. The register is just intended to help you and to avoid own position calculation
SPC_ABA_AVAIL_CARD_LEN	212	write	After finishing the job with the new available ABA data the user needs to tell the driver that this amount of bytes is again free for new data to be transferred.
SPC_TS_AVAIL_USER_LEN	220	read	This register contains the currently available number of bytes that are filled with newly transferred timestamp data. The user can now use these timestamps for own purposes, copy it, write it to disk or start calculations with the timestamps.
SPC_TS_AVAIL_USER_POS	221	read	The register holds the current byte index position where the available timestamp bytes start. The register is just intended to help you and to avoid own position calculation
SPC_TS_AVAIL_CARD_LEN	222	write	After finishing the job with the new available timestamp data the user needs to tell the driver that this amount of bytes is again free for new data to be transferred.

Directly after start of transfer the SPC_XXX_AVAIL_USER_LEN is every time zero as no data is available for the user and the SPC_XXX_AVAIL_CARD_LEN is every time identical to the length of the defined buffer as the complete buffer is available for the card for transfer.

The counter that is holding the user buffer available bytes (SPC_XXX_AVAIL_USER_LEN) is sticking to the defined notify size at the DefTransfer call. Even when less bytes already have been transferred you won't get notice of it if the notify size is programmed to a higher value.

Remarks

- The transfer between hardware FIFO buffer and application buffer is done with scatter-gather DMA using a busmaster DMA controller located on the card. Even if the PC is busy with other jobs data is still transferred until the application buffer is completely used.
- As shown in the drawing above the DMA control will announce new data to the application by sending an event. Waiting for an event is done internally inside the driver if the application calls one of the wait functions. Waiting for an event does not consume any CPU time and is therefore highly requested if other threads do lot of calculation work. However it is not necessary to use the wait functions and one can simply request the current status whenever the program has time to do so. When using this polling mode the announced available bytes still stick to the defined notify size!
- If the on-board FIFO buffer has an overrun data transfer is stopped immediately.

Buffer handling example for DMA timestamp transfer (ABA transfer is similar, just using other registers)

```
char* pcData = new char[lBufSizeInBytes];

// we now define the transfer buffer with the minimum notify size of one page = 4 kByte
spcm_dwDefTransfer_i64 (hDrv, SPCM_BUF_TIMESTAMP, SPCM_DIR_CARDTOPC, 4096, (void*) pcData, 0, lBufSizeInBytes);

do
    {
    // we wait for the next data to be available. After this call we get at least 4k of data to proceed
    dwError = spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_EXTRA_STARTDMA | M2CMD_EXTRA_WAITDMA);

    if (!dwError)
        {

        // if there was no error we can proceed and read out the current amount of available data
        spcm_dwGetParam_i32 (hDrv, SPC_TS_AVAIL_USER_LEN, &lAvailBytes);
        spcm_dwGetParam_i32 (hDrv, SPC_TS_AVAIL_USER_POS, &lBytePos);

        printf ("We now have %d new bytes available\n", lAvailBytes);
        printf ("The available data starts at position %d\n", lBytesPos);

        // we take care not to go across the end of the buffer
        if ((lBytePos + lAvailBytes) >= lBufSizeInBytes)
            lAvailBytes = lBufSizeInBytes - lBytePos;

        // our do function gets a pointer to the start of the available data section and the length
        vProcessTimestamps (&pcData[lBytesPos], lAvailBytes);

        // the buffer section is now immediately set available for the card
        spcm_dwSetParam_i32 (hDrv, SPC_TS_AVAIL_CARD_LEN, lAvailBytes);
        }
    }
while (!dwError); // we loop forever if no error occurs
```

The extra FIFO has a quite small size compared to the main data buffer. As the transfer is done initiated by the hardware using busmaster DMA this is not critical as long as the application data buffers are large enough and as long as the extra transfer is started BEFORE starting the card.

Data Transfer using Polling

If the extra data is quite slow and the delay caused by the notify size on DMA transfers is unacceptable for your application it is possible to use the polling mode. Please be aware that the polling mode uses CPU processing power to get the data and that there might be an overrun if your CPU is otherwise busy. You should only use polling mode in special cases and if the amount of data to transfer is not too high.

Most of the functionality is similar to the DMA based transfer mode as explained above.

The polling data transfer mode is activated as soon as the M2CMD_EXTRA_POLL is executed.

Definition of the transfer buffer

This is similar to the above explained DMA buffer transfer. The value „notify size" is ignored and should be set to 4k (4096).

Buffer handling

The buffer handling is also similar to the DMA transfer. As soon as one of the registers SPC_TS_AVAIL_USER_LEN or SPC_ABA_AVAIL_USER_LEN is read the driver will read out all available data from the hardware and will return the number of bytes that has been read. In minimum this will be one DWORD = 4 bytes.

Buffer handling example for polling timestamp transfer (ABA transfer is similar, just using other registers)

```
char* pcData = new char[lBufSizeInBytes];

// we now define the transfer buffer with the minimum notify size of one page = 4 kByte
spcm_dwDefTransfer_i64 (hDrv, SPCM_BUF_TIMESTAMP, SPCM_DIR_CARDTOPC, 4096, (void*) pcData, 0, lBufSizeInBytes);

// we start the polling mode
dwError = spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_EXTRA_POLL);

// this is pure polling loop
 do
    {
    spcm_dwGetParam_i32 (hDrv, SPC_TS_AVAIL_USER_LEN, &lAvailBytes);
    spcm_dwGetParam_i32 (hDrv, SPC_TS_AVAIL_USER_POS, &lBytePos);

    if (lAvailBytes > 0)
        {
        printf ("We now have %d new bytes available\n", lAvailBytes);
        printf ("The available data starts at position %d\n", lBytesPos);

        // we take care not to go across the end of the buffer
        if ((lBytePos + lAvailBytes) >= lBufSizeInBytes)
            lAvailBytes = lBufSizeInBytes - lBytePos;

        // our do function get's a pointer to the start of the available data section and the length
        vProcessTimestamps (&pcData[lBytesPos], lAvailBytes);

        // the buffer section is now immediately set available for the card
        spcm_dwSetParam_i32 (hDrv, SPC_TS_AVAIL_CARD_LEN, lAvailBytes);
        }
    }
while (!dwError); // we loop forever if no error occurs
```

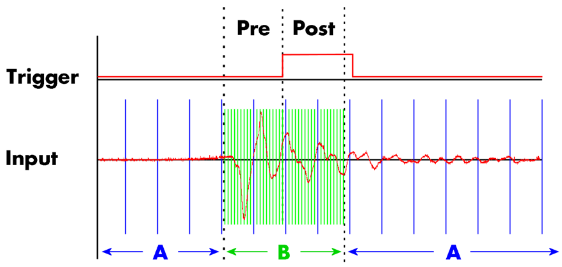
Comparison of DMA and polling commands

This chapter shows you how small the difference in programming is between the DMA and the polling mode:

	DMA mode	Polling mode
Define the buffer	spcm_dwDefTransfer_i64 (hDrv, SPCM_BUF_TIMESTAMP, SPCM_DIR...);	spcm_dwDefTransfer_i64 (hDrv, SPCM_BUF_TIMESTAMP, SPCM_DIR...);
Start the transfer	spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_EXTRA_STARTDMA)	spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_EXTRA_POLL)
Wait for data	spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_EXTRA_WAITDMA)	not in polling mode
Available bytes?	spcm_dwGetParam_i32 (hDrv, SPC_TS_AVAIL_USER_LEN, &lBytes);	spcm_dwGetParam_i32 (hDrv, SPC_TS_AVAIL_USER_LEN, &lBytes);
Min available bytes	programmed notify size	4 bytes
Current position?	spcm_dwGetParam_i32 (hDrv, SPC_TS_AVAIL_USER_LEN, &lBytes);	spcm_dwGetParam_i32 (hDrv, SPC_TS_AVAIL_USER_LEN, &lBytes);
Free buffer for card	spcm_dwSetParam_i32 (hDrv, SPC_TS_AVAIL_CARD_LEN, lBytes);	spcm_dwSetParam_i32 (hDrv, SPC_TS_AVAIL_CARD_LEN, lBytes);

ABA Mode and Timestamps

The ABA mode is well matching with the timestamp option. If timestamp recording is activated, each trigger event and therefore each B time base segment will get time tamped as shown in the drawing on the right.



Please keep in mind that the trigger events - located in the B area - are time tamped, not the beginning of the acquisition. The first B sample that is available is at the time position of [Timestamp - Pretrigger].

The first A area sample is related to the card start and therefore in a fixed but various settings dependent relation to the timestamped B sample. To bring exact relation between the first A area sample (and therefore all area A samples) and the B area samples it is possible to let the card stamp the first A area sample automatically after the card start. The following table shows the register to enable this mode:

Register		Value	Direction	Description
SPC_TIMESTAMP_CMD		47000	read/write	Programs a timestamp setup including mode and additional features
	SPC_TSFEAT_MASK	F0000h	Mask for the feature relating bits of the SPC_TIMESTAMP_CMD bitmask.	
	SPC_TSFEAT_STORE1STABA	10000h	Enables storage of one additional timestamp for the first A area sample (B time base related) in addition to the trigger related timestamps.	
	SPC_TSFEAT_NONE	0h	No additional timestamp is created. The total number of stamps is only trigger related.	

This mode is compatible with all existing timestamp modes. Please keep in mind that the timestamp counter is running with the B area timebase.

```
// normal timestamp setup (e.g. setting timestamp mode to standard using internal clocking)
uint32 dwTimestampMode = (SPC_TSMODE_STANDARD | SPC_TSMODE_DISABLE);

// additionally enable index of the first A area sample
dwTimestampMode |= SPC_TSFEAT_STORE1STABA;

spcm_dwSetParam_i32 (hDrv, SPC_TIMESTAMP_CMD, dwTimestampMode);
```

The programming details of the ABA mode and timestamp modes are each explained in an dedicated chapter in this manual.

Option Star-Hub (M3i and M4i only)

Star-Hub introduction

The purpose of the Star-Hub is to extend the number of channels available for acquisition or generation by interconnecting multiple cards and running them simultaneously.

The Star-Hub option allows to synchronize several cards of the same M3i/M4i series that are mounted within one host system (PC):

- For the M3i series there are the two different versions available: a small version with 4 connectors (option SH4) for synchronizing up to four cards and a big version with 8 connectors (option SH8) for synchronizing up to eight cards.
- For the M4i series there are the two different mechanical versions available, with 8 connectors for synchronizing up to eight cards.

The Star-Hub allows synchronizing cards of the same family only. It is not possible to synchronize cards of different families!

Both versions are implemented as a piggy -back module that is mounted to one of the cards. For details on how to install several cards including the one carrying the Star-Hub module, please refer to the section on hardware installation.

Either which of the two available Star-Hub options is used, there will be no phase delay between the sampling clocks of the synchronized cards and either no delay between the trigger events. The card holding the Star-Hub is automatically also the clock master. Any one of the synchronized cards can be part of the trigger generation.

Star-Hub trigger engine

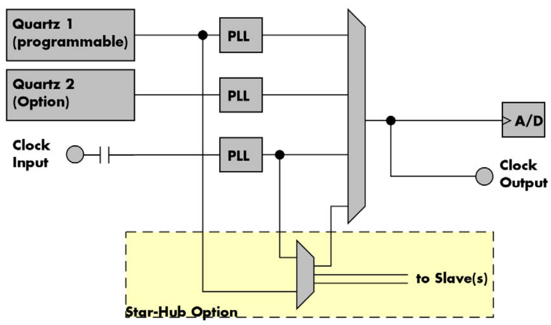
The trigger bus between an M3i/M4i card and the Star-Hub option consists of several lines. Some of them send the trigger information from the card's trigger engine to the Star-Hub and some receives the resulting trigger from the Star-Hub. All trigger events from the different cards connected are combined with OR on the Star-Hub.

While the returned trigger is identical for all synchronized cards, the sent out trigger of every single card depends on their trigger settings.

Star-Hub clock engine

The card holding the Star-Hub is the clock master for the complete system. If you need to feed in an external clock to a synchronized system the clock has to be connected to the master card. Slave cards cannot generate a Star-Hub system clock. As shown in the drawing on the right the clock master can use either the programmable quartz 1 or the external clock input to be broadcast to all other cards.

All cards including the clock master itself receive the distributed clock with equal phase information. This makes sure that there is no phase delay between the cards.



Software Interface

The software interface is similar to the card software interface that is explained earlier in this manual. The same functions and some of the registers are used with the Star-Hub. The Star-Hub is accessed using its own handle which has some extra commands for synchronization setup. All card functions are programmed directly on card as before. There are only a few commands that need to be programmed directly to the Star-Hub for synchronization.

The software interface as well as the hardware supports multiple Star-Hubs in one system. Each set of cards connected by a Star-Hub then runs totally independent. It is also possible to mix cards that are connected with the Star-Hub with other cards that run independent in one system.

Star-Hub Initialization

The interconnection between the Star-Hubs is probed at driver load time and does not need to be programmed separately. Instead the cards can be accessed using a logical index. This card index is only based on the ordering of the cards in the system and is not influenced by the current cabling. It is even possible to change the cable connections between two system starts without changing the logical card order that is used for Star-Hub programming.

The Star-Hub initialization must be done AFTER initialization of all cards in the system. Otherwise the interconnection won't be received properly.

The Star-Hubs are accessed using a special device name „sync" followed by the index of the star-hub to access. The Star-Hub is handled completely like a physical card allowing all functions based on the handle like the card itself.

Example with 4 cards and one Star-Hub (no error checking to keep example simple)

```
drv_handle  hSync;
drv_handle  hCard[4];

for (i = 0; i < 4; i++)
    {
    sprintf (s, "/dev/spcm%d", i);
    hCard[i] = spcm_hOpen (s);
    }
hSync = spcm_hOpen ("sync0");

...

spcm_vClose (hSync);
for (i = 0; i < 4; i++)
    spcm_vClose (hCard[i]);
```

Example for a digitizerNETBOX with two internal digitizer modules, This example is also suitable for accessing a remote server with two cards installed:

```
drv_handle  hSync;
drv_handle  hCard[2];

for (i = 0; i < 2; i++)
    {
    sprintf (s, "TCPIP::192.168.169.14::INST%d::INSTR", i);
    hCard[i] = spcm_hOpen (s);
    }
hSync = spcm_hOpen ("sync0");

...

spcm_vClose (hSync);
for (i = 0; i < 2; i++)
    spcm_vClose (hCard[i]);
```

When opening the Star-Hub the cable interconnection is checked. The Star-Hub may return an error if it sees internal cabling problems or if the connection between Star-Hub and the card that holds the Star-Hub is broken. It can't identify broken connections between Star-Hub and other cards as it doesn't know that there has to be a connection.

The synchronization setup is done using bit masks where one bit stands for one recognized card. All cards that are connected with a Star-Hub are internally numbered beginning with 0. The number of connected cards as well as the connections of the star-hub can be read out after initialization. For each card that is connected to the star-hub one can read the index of that card:

Register	Value	Direction	Description
SPC_SYNC_READ_NUMCONNECTORS	48991	read	Number of connectors that the Star-Hub offers at max. (available with driver V5.6 or newer)
SPC_SYNC_READ_SYNCCOUNT	48990	read	Number of cards that are connected to this Star-Hub
SPC_SYNC_READ_CARDIDX0	49000	read	Index of card that is connected to star-hub logical index 0 (mask 0x0001)
SPC_SYNC_READ_CARDIDX1	49001	read	Index of card that is connected to star-hub logical index 1 (mask 0x0002)
...		read	...
SPC_SYNC_READ_CARDIDX7	49007	read	Index of card that is connected to star-hub logical index 7 (mask 0x0080)
SPC_SYNC_READ_CARDIDX8	49008	read	M2i only: Index of card that is connected to star-hub logical index 8 (mask 0x0100)
...		read	...
SPC_SYNC_READ_CARDIDX15	49015	read	M2i only: Index of card that is connected to star-hub logical index 15 (mask 0x8000)
SPC_SYNC_READ_CABLECON0		read	Returns the index of the cable connection that is used for the logical connection 0. The cable connections can be seen printed on the PCB of the star-hub. Use these cable connection information in case that there are hardware failures with the star-hub cabeling.
...	49100	read	...
SPC_SYNC_READ_CABLECON15	49115	read	Returns the index of the cable connection that is used for the logical connection 15.

In standard systems where all cards are connected to one star-hub reading the star-hub logical index will simply return the index of the card again. This results in bit 0 of star-hub mask being 1 when doing the setup for card 0, bit 1 in star-hub mask being 1 when setting up card 1 and so on. On such systems it is sufficient to read out the SPC_SYNC_READ_SYNCCOUNT register to check whether the star-hub has found the expected number of cards to be connected.

```
spcm_dwGetParam_i32 (hSync, SPC_SYNC_READ_SYNCCOUNT, &lSyncCount);
for (i = 0; i < lSyncCount; i++)
    {
    spcm_dwGetParam_i32 (hSync, SPC_SYNC_READ_CARDIDX0 + i, &lCardIdx);
    printf ("star-hub logical index %d is connected with card %d\n", i, lCardIdx);
    }
```

In case of 4 cards in one system and all are connected with the star-hub this program excerpt will return:

```
star-hub logical index 0 is connected with card 0
star-hub logical index 1 is connected with card 1
star-hub logical index 2 is connected with card 2
star-hub logical index 3 is connected with card 3
```

Let’s see a more complex example with two Star-Hubs and one independent card in one system. Star-Hub A connects card 2, card 4 and card 5. Star-Hub B connects card 0 and card 3. Card 1 is running completely independent and is not synchronized at all:

card	Star-Hub connection	card handle	star-hub handle	card index in star-hub	mask for this card in star-hub
card 0	-	/dev/spcm0		0 (of star-hub B)	0x0001
card 1	-	/dev/spcm1			-
card 2	star-hub A	/dev/spcm2	sync0	0 (of star-hub A)	0x0001
card 3	star-hub B	/dev/spcm3	sync1	1 (of star-hub B)	0x0002
card 4	-	/dev/spcm4		1 (of star-hub A)	0x0002
card 5	-	/dev/spcm5		2 (of star-hub A)	0x0004

Now the program has to check both star-hubs:

```
for (j = 0; j < lStarhubCount; j++)
    {
    spcm_dwGetParam_i32 (hSync[j], SPC_SYNC_READ_SYNCCOUNT, &lSyncCount);
    for (i = 0; i < lSyncCount; i++)
        {
        spcm_dwGetParam_i32 (hSync[j], SPC_SYNC_READ_CARDIDX0 + i, &lCardIdx);
        printf ("star-hub %c logical index %d is connected with card %d\n“, (!j ? ’A’ : ’B’), i, lCardIdx);
        }
    printf ("\n");
    }
```

In case of the above mentioned cabling this program excerpt will return:

```
star-hub A logical index 0 is connected with card 2
star-hub A logical index 1 is connected with card 4
star-hub A logical index 2 is connected with card 5

star-hub B logical index 0 is connected with card 0
star-hub B logical index 1 is connected with card 3
```

For the following examples we will assume that 4 cards in one system are all connected to one star-hub to keep things easier.

Setup of Synchronization

The synchronization setup only requires one additional register to enable the cards that are synchronized in the next run

Register	Value	Direction	Description
SPC_SYNC_ENABLEMASK	49200	read/write	Mask of all cards that are enabled for the synchronization

The enable mask is based on the logical index explained above. It is possible to just select a couple of cards for the synchronization. All other cards then will run independently. Please be sure to always enable the card on which the star-hub is located as this one is a must for the synchronization.

In our example we synchronize all four cards. The star-hub is located on card #2 and is therefor the clock master

```
spcm_dwSetParam_i32 (hSync, SPC_SYNC_ENABLEMASK, 0x000F); // all 4 cards are masked

// set the clock master to 100 MS/s internal clock
spcm_dwSetParam_i32 (hCard[2], SPC_CLOCKMODE, SPC_CM_INTPLL);
spcm_dwSetParam_i32 (hCard[2], SPC_SAMPLEATE, MEGA(100));

// set all the slaves to run synchronously with 100 MS/s
spcm_dwSetParam_i32 (hCard[0], SPC_SAMPLEATE, MEGA(100));
spcm_dwSetParam_i32 (hCard[1], SPC_SAMPLEATE, MEGA(100));
spcm_dwSetParam_i32 (hCard[3], SPC_SAMPLEATE, MEGA(100));
```

Setup of Trigger

Setting up the trigger does not need any further steps of synchronization setup. Simply all trigger settings of all cards that have been enabled for synchronization are connected together. All trigger sources and all trigger modes can be used on synchronization as well.

Having positive edge of external trigger on card 0 to be the trigger source for the complete system needs the following setup:

```
spcm_dwSetParam_i32 (hCard[0], SPC_TRIG_ORMASK, SPC_TMASK_EXT0);
spcm_dwSetParam_i32 (hCard[0], SPC_TRIG_EXT0_MODE, SPC_TM_POS);

spcm_dwSetParam_i32 (hCard[1], SPC_TRIG_ORMASK, SPC_TM_NONE);
spcm_dwSetParam_i32 (hCard[2], SPC_TRIG_ORMASK, SPC_TM_NONE);
spcm_dwSetParam_i32 (hCard[3], SPC_TRIG_ORMASK, SPC_TM_NONE);
```

Assuming that the 4 cards are analog data acquisition cards with 4 channels each we can simply setup a synchronous system with all channels of all cards being trigger source. The following setup will show how to set up all trigger events of all channels to be OR connected. If any of the channels will now have a signal above the programmed trigger level the complete system will do an acquisition:

```
for (i = 0; i < lSyncCount; i++)
    {
    int32 lAllChannels = (SPC_TMASK0_CH0 | SPC_TMASK0_CH1 | SPC_TMASK_CH2 | SPC_TMASK_CH3);
    spcm_dwSetParam_i32 (hCard[i], SPC_TRIG_CH_ORMASK0, lAllChannels);
    for (j = 0; j < 2; j++)
        {

        // set all channels to trigger on positive edge crossing trigger level 100
        spcm_dwSetParam_i32 (hCard[i], SPC_TRIG_CH0_MODE + j, SPC_TM_POS);
        spcm_dwSetParam_i32 (hCard[i], SPC_TRIG_CH0_LEVEL0 + j, 100);
        }
    }
```

Run the synchronized cards

Running of the cards is very simple. The star-hub acts as one big card containing all synchronized cards. All card commands have to be omitted directly to the star-hub which will check the setup, do the synchronization and distribute the commands in the correct order to all synchronized cards. The same card commands can be used that are also possible for single cards:

Register	Value	Direction	Description
SPC_M2CMD	100	write only	Executes a command for the card or data transfer
M2CMD_CARD_RESET	1h		Performs a hard and software reset of the card as explained further above
M2CMD_CARD_WRITESETUP	2h		Writes the current setup to the card without starting the hardware. This command may be useful if changing some internal settings like clock frequency and enabling outputs.
M2CMD_CARD_START	4h		Starts the card with all selected settings. This command automatically writes all settings to the card if any of the settings has been changed since the last one was written. After card has been started none of the settings can be changed while the card is running.
M2CMD_CARD_ENABLETRIGGER	8h		The trigger detection is enabled. This command can be either send together with the start command to enable trigger immediately or in a second call after some external hardware has been started.
M2CMD_CARD_FORCETRIGGER	10h		This command forces a trigger even if none has been detected so far. Sending this command together with the start command is similar to using the software trigger.
M2CMD_CARD_DISABLETRIGGER	20h		The trigger detection is disabled. All further trigger events are ignored until the trigger detection is again enabled. When starting the card the trigger detection is started disabled.
M2CMD_CARD_STOP	40h		Stops the current run of the card. If the card is not running this command has no effect.

All other commands and settings need to be send directly to the card that it refers to.

This example shows the complete setup and synchronization start for our four cards:

```
spcm_dwSetParam_i32 (hSync, SPC_SYNC_ENABLEMASK, 0x000F); // all 4 cards are masked

// to keep it easy we set all card to the same clock and disable trigger
for (i = 0; i < 4; i++)
    {
    spcm_dwSetParam_i32 (hCard[i], SPC_CLOCKMODE, SPC_CM_INTPLL);
    spcm_dwSetParam_i32 (hCard[i], SPC_SAMPLERATE, MEGA(100));
    spcm_dwSetParam_i32 (hCard[i], SPC_TRIG_ORMASK, SPC_TM_NONE);
    }

// card 0 is trigger master and waits for external positive edge
spcm_dwSetParam_i32 (hCard[0], SPC_TRIG_ORMASK, SPC_TMASK_EXT0);
spcm_dwSetParam_i32 (hCard[0], SPC_TRIG_EXT0_MODE, SPC_TM_POS);

// start the cards and wait for them a maximum of 1 second to be ready
spcm_dwSetParam_i32 (hSync, SPC_TIMEOUT, 1000);
spcm_dwSetParam_i32 (hSync, SPC_M2CMD, M2CMD_CARD_START | M2CMD_CARD_ENABLETRIGGER);
if (spcm_dwSetParam_i32 (hSync, SPC_M2CMD, M2CMD_CARD_WAITREADY) == ERR_TIMEOUT)
    printf ("Timeout occured - no trigger received within time\n")
```

Using one of the wait commands for the Star-Hub will return as soon as the card holding the Star-Hub has reached this state. However when synchronizing cards with different memory sizes there may be other cards that still haven't reached this level.

SH-Direct: using the Star-Hub clock directly without synchronization

Starting with driver version 1.26 build 1754 it is possible to use the clock from the Star-Hub just like an external clock and running one or more cards totally independent of the synchronized card. The mode is by example useful if one has one or more output cards that run continuously in a loop and are synchronized with Star-Hub and in addition to this one or more acquisition cards should make multiple acquisitions but using the same clock.

For all M2i cards is is also possible to run the „slave" cards with a divided clock. Therefore please program a desired divided sampling rate in the SPC_SAMPLERATE register (example: running the Star-Hub card with 10 MS/s and the independent cards with 1 MS/s). The sampling rate is automatically adjusted by the driver to the next matching value.

What is necessary?

- All cards need to be connected to the Star-Hub
- The card(s) that should run independently can not hold the Star-Hub
- The card(s) with the Star-Hub must be setup to synchronization even if it's only one card
- The synchronized card(s) have to be started prior to the card(s) that run with the direct Star-Hub clock

Setup

At first all cards that should run synchronized with the Star-Hub are set-up exactly as explained before. The card(s) that should run independently and use the Star-Hub clock need to use the following clock mode:

Register		Value	Direction	Description
SPC_CLOCKMODE		20200	read/write	Defines the used clock mode
	SPC_CM_SHDIRECT	128	Uses the clock from the Star-Hub as if this was an external clock	

When using SH_Direct mode, the register call to SPC_CLOCKMODE enabling this mode must be written before initiating a card start command to any of the connected cards. Also it is not allowed to be modified later in the programming sequence to prevent the driver from calculating wrong sample rates.

Example

In this example we have one generator card with the Star-Hub mounted running in a continuous loop and one acquisition card running independently using the SH-Direct clock.

```
// setup of the generator card
spcm_dwSetParam_i32 (hCard[0], SPC_CARDMODE, SPC_REP_STD_SINGLE);
spcm_dwSetParam_i32 (hCard[0], SPC_LOOPS, 0);                    // infinite data replay
spcm_dwSetParam_i32 (hCard[0], SPC_CLOCKMODE, SPC_CM_INTPLL);
spcm_dwSetParam_i32 (hCard[0], SPC_SAMPLERATE, MEGA(1));
spcm_dwSetParam_i32 (hCard[0], SPC_TRIG_ORMASK, SPC_TM_SOFTWARE);

spcm_dwSetParam_i32 (hSync, SPC_SYNC_ENABLEMASK, 0x0001); // card 0 is the generator card
spcm_dwSetParam_i32 (hSync, SPC_SYNC_CLKMASK,    0x0001); // only for M2i/M3i cards: set ClkMask

// Setup of the acquisition card (waiting for external trigger)
spcm_dwSetParam_i32 (hCard[1], SPC_CARDMODE, SPC_REC_STD_SINGLE);
spcm_dwSetParam_i32 (hCard[1], SPC_CLOCKMODE, SPC_CM_SHDIRECT);
spcm_dwSetParam_i32 (hCard[1], SPC_SAMPLERATE, MEGA(1));
spcm_dwSetParam_i32 (hCard[1], SPC_TRIG_ORMASK, SPC_TMASK_EXT0);
spcm_dwSetParam_i32 (hCard[1], SPC_TRIG_EXT0_MODE, SPC_TM_POS);

// now start the generator card (sync!) first and then the acquisition card
spcm_dwSetParam_i32 (hSync, SPC_TIMEOUT, 1000);
spcm_dwSetParam_i32 (hSync, SPC_M2CMD, M2CMD_CARD_START | M2CMD_CARD_ENABLETRIGGER);

// start first acquisition
spcm_dwSetParam_i32 (hCard[1], SPC_M2CMD, M2CMD_CARD_START | M2CMD_CARD_ENABLETRIGGER | M2CMD_CARD_WAITREADY);

// process data

// start next acquistion
spcm_dwSetParam_i32 (hCard[1], SPC_M2CMD, M2CMD_CARD_START | M2CMD_CARD_ENABLETRIGGER | M2CMD_CARD_WAITREADY);

// process data
```

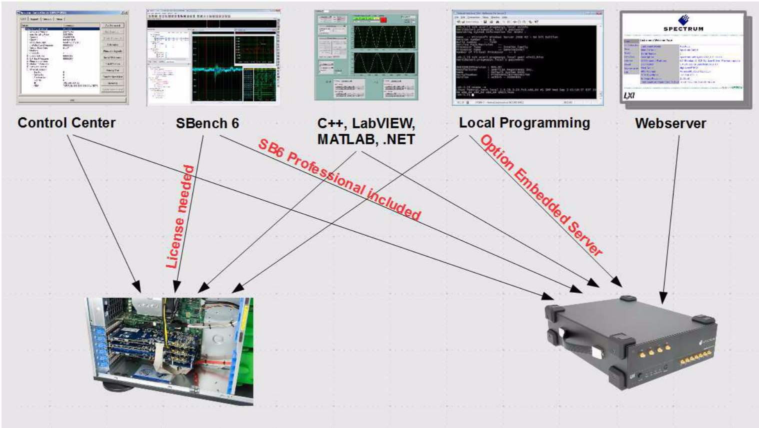
Error Handling

The Star-Hub error handling is similar to the card error handling and uses the function spcm_dwGetErrorInfo_i32. Please see the example in the card error handling chapter to see how the error handling is done.

Option Remote Server

Introduction

Using the Spectrum Remote Server (order code -SPc-RServer) it is possible to access the M2i/M3i/M4i/M4x/M2p card(s) installed in one PC (server) from another PC (client) via local area network (LAN), similar to using a digitizerNETBOX or generatorNETBOX.



It is possible to use different operating systems on both server and client. For example the Remote Server is running on a Linux system and the client is accessing them from a Windows system.

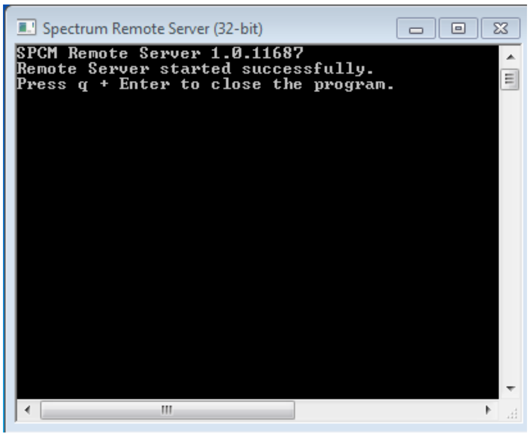
The Remote Server software requires, that the option „-SPc-RServer“ is installed on at least one card installed within the server side PC. You can either check this with the Control Center in the "Installed Card features" node or by reading out the feature register, as described in the „Installed features and options“ passage, earlier in this manual.

To run the Remote Server software, it is required to have least version 3.18 of the Spectrum SPCM driver installed. Additionally at least on one card in the server PC the feature flag SPCM_FEAT_REMOTESERVER must be set.

Installing and starting the Remote Server

Windows

Windows users find the Control Center installer on the CD under „Install\win\spcm_remote_install.exe“.
After the installation has finished there will be a new start menu entry in the Folder "Spectrum GmbH" to start the Remote Server. To start the Remote Server automatically after login, just copy this shortcut to the Autostart directory.



Linux

Linux users find the versions of the installer for the different StdC libraries under under /Install/linux/spcm_control_center/ as RPM packages.

To start the Remote Server type "spcm_remote_server" (without quotation marks). To start the Remote Server automatically after login, add the following line to the .bashrc or .profile file (depending on the used Linux distribution) in the user's home directory:

```
spcm_remote_server&
```

Detecting the digitizerNETBOX

Before accessing the digitizerNETBOX/generatorNETBOX one has to determine the IP address of the digitizerNETBOX/generatorNETBOX. Normally that can be done using one of the two methods described below:

Discovery Function

The digitizerNETBOX/generatorNETBOX responds to the VISA described Discovery function. The next chapter will show how to install and use the Spectrum control center to execute the discovery function and to find the Spectrum hardware. As the discovery function is a standard feature of all LXI devices there are other software packages that can find the digitizerNETBOX/generatorNETBOX using the discovery function:

- Spectrum control center (limited to Spectrum remote products)
- free LXI System Discovery Tool from the LXI consortium (www.lxistandard.org)
- Measurement and Automation Explorer from National Instrumen
- ts (NI MAX)
- Keysight Connection Expert from Keysight Technologies

Additionally the discovery procedure can also be started from ones own specific application:

```
#define TIMEOUT_DISCOVERY   5000 // timeout value in ms

const uint32 dwMaxNumRemoteCards = 50;

char* pszVisa[dwMaxNumRemoteCards] = { NULL };
char* pszIdn[dwMaxNumRemoteCards]  = { NULL };

const uint32 dwMaxIdnStringLen  = 256;
const uint32 dwMaxVisaStringLen = 50;

// allocate memory for string list
for (uint32 i = 0; i < dwMaxNumRemoteCards; i++)
    {
    pszVisa[i] = new char [dwMaxVisaStringLen];
    pszIdn[i] = new char [dwMaxIdnStringLen];
    memset (pszVisa[i], 0, dwMaxVisaStringLen);
    memset (pszIdn[i], 0, dwMaxIdnStringLen);
    }

// first make discovery - check if there are any LXI compatible remote devices
dwError = spcm_dwDiscovery ((char**)pszVisa, dwMaxNumRemoteCards, dwMaxVisaStringLen, TIMEOUT_DISCOVERY);

// second: check from which manufacturer the devices are
spcm_dwSendIDNRequest ((char**)pszIdn, dwMaxNumRemoteCards, dwMaxIdnStringLen);

// Use the VISA strings of these devices with Spectrum as manufacturer
// for accessing remote devices without previous knowledge of their IP address
```

Finding the digitizerNETBOX/generatorNETBOX in the network

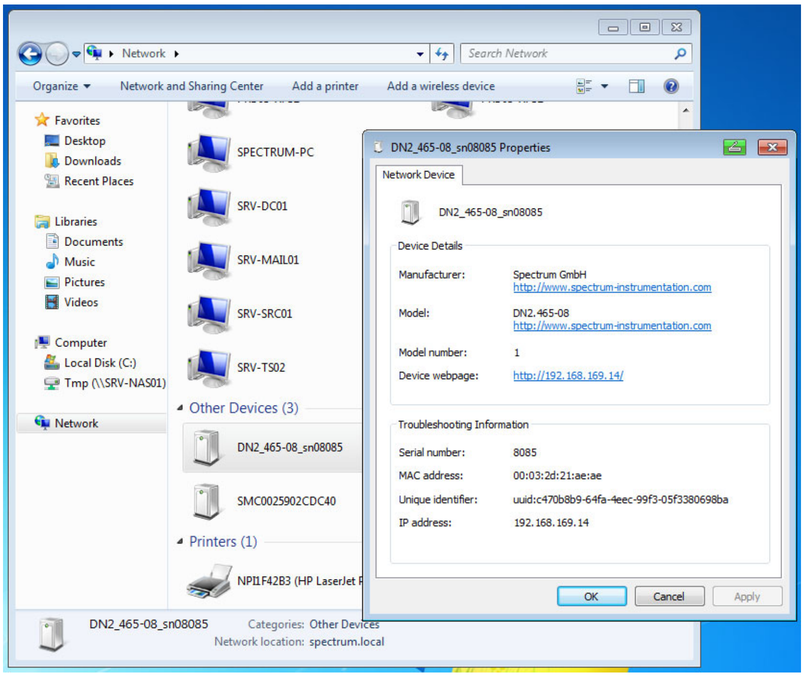
As the digitizerNETBOX/generatorNETBOX is a standard network device it has its own IP address and host name and can be found in the computer network. The standard host name consist of the model type and the serial number of the digitizerNETBOX/generatorNETBOX. The serial number is also found on the type plate on the back of the digitizerNETBOX/generatorNETBOX chassis.

Windows 7, Windows 8, Windows 10

Under Windows 7, Windows 8 and Windows 10 the digitizerNETBOX and generatorNETBOX devices are listed under the „other devices" tree with their given host name.

A right click on the digitizerNETBOX or generatorNETBOX device opens the properties window where you find further information on the device including the IP address.

From here it is possible to go the website of the device where all necessary information are found to access the device from software.



Troubleshooting

If the above methods do not work please try one of the following steps:

- Ask your network administrator for the IP address of the digitizerNETBOX/generatorNETBOX and access it directly over the IP address.
- Check your local firewall whether it allows access to the device and whether it allows to access the ports listed in the technical data section.
- Check with your network administrator whether the subnet, the device and the ports that are listed in the technical data section are accessible from your system due to company security settings.

Accessing remote cards

To detect remote card(s) from the client PC, start the Spectrum Control Center on the client and click "Netbox Discovery". All discovered cards will be listed under the "Remote" node.

Using remote cards instead of using local ones is as easy as using a digitizerNETBOX and only requires a few lines of code to be changed compared to using local cards.

Instead of opening two locally installed cards like this:

```
hDrv0 = spcm_hOpen ("/dev/spcm0"); // open local card spcm0
hDrv1 = spcm_hOpen ("/dev/spcm1"); // open local card spcm1
```

one would call spcm_hOpen() with a VISA string as a parameter instead:

```
hDrv0 = spcm_hOpen ("TCPIP::192.168.1.2::inst0::INSTR"); // open card spcm0 on a Remote Server PC
hDrv1 = spcm_hOpen ("TCPIP::192.168.1.2::inst1::INSTR"); // open card spcm1 on a Remote Server PC
```

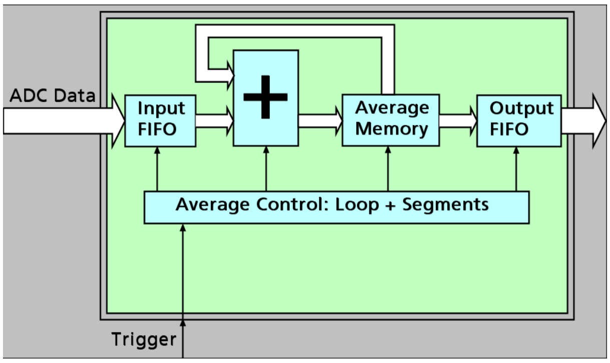
to open cards on the Remote Server PC with the IP address 192.168.1.2. The driver will take care of all the network communication.

Mode Block Average (Firmware Option)

Overview

General Information

The Block Average Module improves the fidelity of any repetitive signal by removing its random noise components. The Module allows multiple single acquisitions to be made, accumulated and averaged. The process reduces random noise improving the visibility of the repetitive signal. The averaged signal has an enhanced measurement resolution and increased signal-to-noise (SNR) ratio.



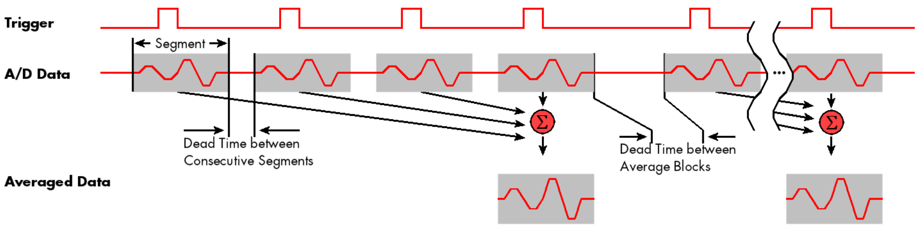
The complete averaging process is performed inside the FPGA of the digitizer and involves no CPU load at all. Averaging also reduces the amount of data that needs to be transferred to the host PC further reducing CPU demand and speeding up measurement times.

The Block Average mode is fully compatible with streaming (FIFO) mode so that the digitizer can accumulate and average signals for hours or days without losing a single event. The Module takes advantage of an advanced trigger circuit, with very fast re-arm time, so that signals can be averaged at ultra-fast rates going as high as 5 million events per second.

The signal processing firmware also includes the standard digitizer firmware so that normal digitizer operation can be performed with no limitations.

Principle of operation

In Block Average mode the acquisition works very similar to the Multiple Recording mode.



The memory is segmented and with each trigger condition a predefined number of samples, a segment, is acquired.

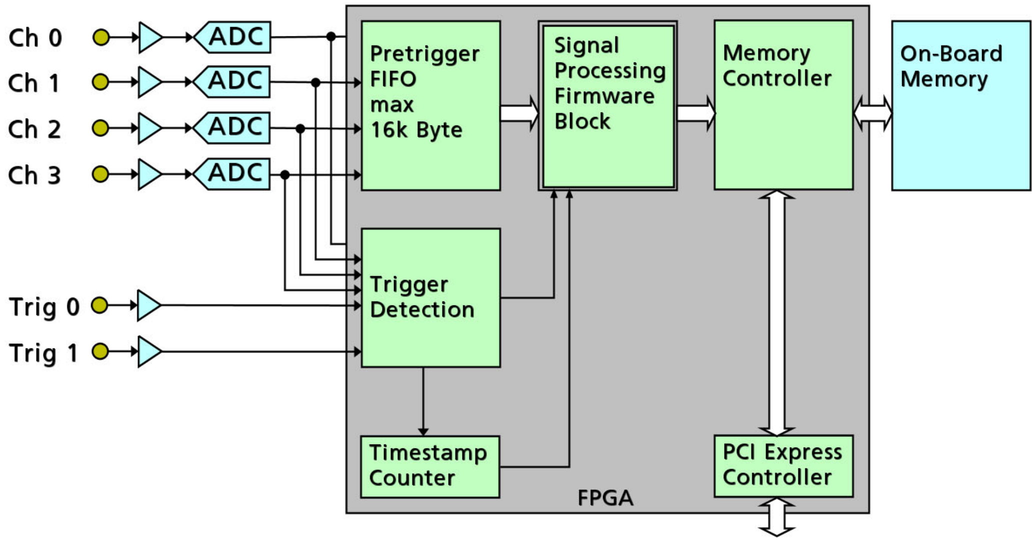
The Block Average option now takes a programmable number of these acquired consecutive data segments and averages them sample by sample over one another.

The result of one averaging operation is a segment with summed values, that has the same length as each original „RAW" segment, but each sample now consists of the sum of all samples of the averaged segment at the same location in relation to the trigger signal.

In order to get any meaningful results out of the Block Average operation, a repetitive signal is required along with a stable trigger condition.

Simplified Block Diagram

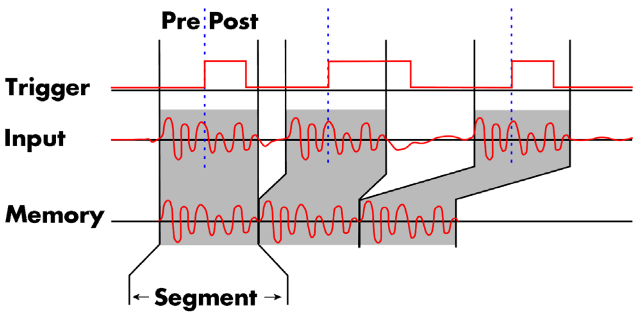
The following block diagram shows the general structure and data flows of the M4i/M4x based digitizer hardware. When running in the standard digitizer configuration the signal processing block simply consists of a bypass handing the input data to the memory controller without further calculations.



Setting up the Acquisition

The Block Average mode allows the acquisition of data blocks with multiple trigger events without restarting the hardware.

With each trigger event, one segment will be acquired (as shown) and the „Segment" is then processed by the average firmware. The on-board memory will be divided into several segments of the same size to hold the processed data. Each segment will be filled with data from the Averager, if the defined number of triggered segments have been acquired.
As this mode is totally controlled in hardware there is a very small re-arm time from end of one segment until the trigger detection is enabled again. You'll find that re-arm time in the technical data section of this manual.



The following table shows the register for defining the structure of the segments to be recorded with each trigger event.

Register	Value	Direction	Description
SPC_POSTTRIGGER	10100	read/write	Defines the number of samples per channel to be recorded after the trigger event.
SPC_SEGMENTSIZE	10010	read/write	Size of one triggered segment (in RAW samples) as well as the averaged segment (in 32bit samples). The total number of samples to be recorded per channel after detection of one trigger event includes the time recorded before the trigger (pre trigger = segmentsize - posttrigger).
SPC_AVERAGES	10050	read/write	Defines the number of triggered segments that are averaged sample per sample over one another.

Each segment consist of pretrigger and posttrigger samples. The user always has to set the total segment size and the posttrigger, while the pretrigger is calculated within the driver with the formula: [pretrigger] = [segment size] - [posttrigger].

When using Block Averaging the maximum pretrigger is limited depending on the number of active channels. When the calculated value exceeds that limit, the driver will return the error ERR_PRETRIGGERLEN. Please have a look at the table further below to see the maximum pretrigger length that is possible.

Recording modes

Standard Mode

With every detected trigger event one data block is filled with data. The length of one triggered segment is set by the value of the segment size register SPC_SEGMENTSIZE. The total amount of samples to be recorded is defined by the memsize register.

Memsize must be set to a a multiple of the segment size. The table below shows the register for enabling Block Average. For detailed information on how to setup and start the standard acquisition mode please refer to the according chapter earlier in this manual.

Register		Value	Direction	Description
SPC_CARDMODE		9500	read/write	Defines the used operating mode
	SPC_REC_STD_AVERAGE	20000h		Enables Block Averaging for standard acquisition with 32 bit wide result data.
	SPC_REC_STD_AVERAGE_16BIT	80000h		Enables Block Averaging for standard acquisition with 16 bit wide result data (8 bit cards only).

The total number of samples to be recorded to the on-board memory in Standard Mode is defined by the SPC_MEMSIZE register.

Register	Value	Direction	Description
SPC_MEMSIZE	10000	read/write	Defines the total number of samples to be recorded per channel.

FIFO Mode

The Block Averaging in FIFO Mode is similar to the Block Averaging in Standard Mode. In contrast to the standard mode it is not necessary to program the number of samples to be recorded. The acquisition is running until the user stops it. The data is read block by block by the driver as described under FIFO single mode example earlier in this manual. These blocks are online available for further data processing by the user program. This mode significantly reduces the amount of data to be transferred on the PCI bus as gaps of no interest do not have to be transferred. This enables you to use faster sample rates than you would be able to in FIFO mode without Block Averaging.
The advantage of Block Averaging in FIFO mode is that you can stream data online to the host system. You can make real-time data processing or store a huge amount of data to the hard disk. The table below shows the dedicated register for enabling Block Averaging. For detailed information how to setup and start the board in FIFO mode please refer to the according chapter earlier in this manual.

Register		Value	Direction	Description
SPC_CARDMODE		9500	read/write	Defines the used operating mode
	SPC_REC_FIFO_AVERAGE	200000h		Enables Block Averaging for FIFO acquisition with 32 bit wide result data.
	SPC_REC_FIFO_AVERAGE_16BIT	400000h		Enables Block Averaging for FIFO acquisition with 16 bit wide result data. (8 bit ADC cards only)

The number of segments to be recorded must be set separately with the register shown in the following table:

Register		Value	Direction	Description
SPC_LOOPS		10020	read/write	Defines the number of segments to be recorded
	0			Recording will be infinite until the user stops it.
	1 … [4G - 1]			Defines the total averaged segments to be recorded.

Limits of pre trigger, post trigger, memory size

The maximum memory size parameter is only limited by the number of activated channels and by the amount of installed memory. Please keep in mind, that each averaged sample needs either 2 bytes (16bit) or 4 bytes (32bit) of memory to be stored. The required size in memory depends on the selected average mode. The 16bit modes are available only for cards that have RAW 8bit ADC samples. Minimum memory size as well as minimum and maximum post trigger limits are independent of the activated channels or the installed memory.

Due to the internal organization of the card memory there is a certain stepsize when setting these values that has to be taken into account. The following table gives you an overview of all limits concerning pre trigger, post trigger, memory size, segment size and loops.

For cards with 12bit, 14bit and 16bit ADC resolution (firmware V14 and above):

Activated Channels	Used Mode	Memory size SPC_MEMSIZE			Pre trigger			Post trigger SPC_POSTTRIGGER			Segment size SPC_SEGMENTSIZE			Loops SPC_LOOPS			Number ofAverages SPC_AVERAGES		
		Min	Max	Step	Min	Max	Step	Min	Max	Step	Min	Max	Step	Min	Max	Step	Min	Max	Step
1 Ch	Standard Average	32	1G	16	16	8k	16	16	128k-16	16	32	128k	16		not used		2	64k	1
	FIFO Average		not used											0 (∞)	4G - 1	1			
2 Ch	Standard Average	32	512M	16	16	8k	16	16	64k-16	16	32	64k	16		not used		2	64k	1
	FIFO Average		not used											0 (∞)	4G - 1	1			
4 Ch	Standard Average	32	256M	16	16	8k	16	16	32k-16	16	32	32k	16		not used		2	64k	1
	FIFO Average		not used											0 (∞)	4G - 1	1			

For cards with 8bit ADC resolution, 32 bit data mode (firmware V14 and above):

Activated Channels	Used Mode	Memory size SPC_MEMSIZE			Pre trigger			Post trigger SPC_POSTTRIGGER			Segment size SPC_SEGMENTSIZE			Loops SPC_LOOPS			Number of Averages SPC_AVERAGES		
		Min	Max	Step	Min	Max	Step	Min	Max	Step	Min	Max	Step	Min	Max	Step	Min	Max	Step
1 Ch	Standard Average	64	1G	32	32	8k	32	32	64k-32	32	64	64k	32		not used		4	16M	1
	FIFO Average		not used											0 (∞)	4G - 1	1			
2 Ch	Standard Average	64	512M	32	32	8k	32	32	32k-32	32	64	32k	32		not used		4	16M	1
	FIFO Average		not used											0 (∞)	4G - 1	1			
4 Ch	Standard Average	64	256M	32	32	8k	32	32	16k-32	32	64	16k	32		not used		4	16M	1
	FIFO Average		not used											0 (∞)	4G - 1	1			

For cards with 8bit ADC resolution, 16 bit data mode (firmware V14 and above):

Activated Channels	Used Mode	Memory size SPC_MEMSIZE			Pre trigger			Post trigger SPC_POSTTRIGGER			Segment size SPC_SEGMENTSIZE			Loops SPC_LOOPS			Number of Averages SPC_AVERAGES		
		Min	Max	Step	Min	Max	Step	Min	Max	Step	Min	Max	Step	Min	Max	Step	Min	Max	Step
1 Ch	Standard Average	64	2G	32	32	8k	32	32	128k-32	32	64	128k	32		not used		4	256	1
	FIFO Average		not used											0 (∞)	4G - 1	1			
2 Ch	Standard Average	64	1G	32	32	8k	32	32	64k-32	32	64	64k	32		not used		4	256	1
	FIFO Average		not used											0 (∞)	4G - 1	1			
4 Ch	Standard Average	64	512M	32	32	8k	32	32	32k-32	32	64	32k	32		not used		4	256	1
	FIFO Average		not used											0 (∞)	4G - 1	1			

All figures listed here are given in samples. An entry of [8k - 16] means [8 kSamples - 16] = 8176 samples.

Trigger Modes

When using Block Averaging all of the card's trigger modes can be used except the software trigger. For detailed information on the available trigger modes, please take a look at the relating chapter earlier in this manual.

Output Data Format

When using Block Averaging mode the resulting samples will be, depending on the selected average mode, either 16bit signed integer values (8bit ADC cards using AVERAGE_16BIT mode only) or 32bit signed integer values per channel, that each consist of the sum of a particular sample over all averaged segments. The following table illustrates this with the first four of 'S+1' samples of one channel (A0, A1, A2, A3, ..., A_S) that are N times averaged (summed):

	Samples of one segment with segment size S over time					
Triggered Segment No. 1	A0(1)	A1(1)	A2(1)	A3(1)	...	$A_S(1)$
Triggered Segment No. 2	A0(2)	A1(2)	A2(2)	A3(2)	...	$A_S(2)$
...	...	...	...	...	...	...
Triggered Segment No. N	A0(N)	A1(N)	A2(N)	A3(N)	...	$A_S(N)$
Resulting averaged Samples	$\sum_{i=1}^{N} A0(i)$	$\sum_{i=1}^{N} A1(i)$	$\sum_{i=1}^{N} A2(i)$	$\sum_{i=1}^{N} A3(i)$	...	$\sum_{i=1}^{N} AS(i)$

So the resulting „resolution" of the samples increases with the number of averages. For example averaging 16 bit RAW samples two times results in a final resolution of 17 bit, averaging it four times results in a sample with 18 bit „resolution".

By not dividing down the samples by the number of averages in the firmware and providing the user application with the 32 bit/16 bit wide sums, one can take full advantage of the enhanced resolution by using proper data formats in the application software.

Data organization

Data is organized in a multiplexed way in the transfer buffer the same way as the RAW samples would be. If using 2 channels data of first activated channel comes first, then data of second channel:

Activated Channels	Ch0	Ch1	Ch2	Ch3	Mode dependent 16bit or 32bit wide averaged samples ordering in buffer memory starting with data offset zero																
1 channel	X				A0	A1	A2	A3	A4	A5	A6	A7	A8	A9	A10	A11	A12	A13	A14	A15	A16
1 channel		X			B0	B1	B2	B3	B4	B5	B6	B7	B8	B9	B10	B11	B12	B13	B14	B15	B16
1 channel			X		C0	C1	C2	C3	C4	C5	C6	C7	C8	C9	C10	C11	C12	C13	C14	C15	C16
1 channel				X	D0	D1	D2	D3	D4	D5	D6	D7	D8	D9	D10	D11	D12	D13	D14	D15	D16
2 channels	X	X			A0	B0	A1	B1	A2	B2	A3	B3	A4	B4	A5	B5	A6	B6	A7	B7	A8
2 channels	X		X		A0	C0	A1	C1	A2	C2	A3	C3	A4	C4	A5	C5	A6	C6	A7	C7	A8
2 channels	X			X	A0	D0	A1	D1	A2	D2	A3	D3	A4	D4	A5	D5	A6	D6	A7	D7	A8
2 channels		X	X		B0	C0	B1	C1	B2	C2	B3	C3	B4	C4	B5	C5	B6	C6	B7	C7	B8
2 channels		X		X	B0	D0	B1	D1	B2	D2	B3	D3	B4	D4	B5	D5	B6	D6	B7	D7	B8
2 channels			X	X	C0	D0	C1	D1	C2	D2	C3	D3	C4	D4	C5	D5	C6	D6	C7	D7	C8
4 channels	X	X	X	X	A0	B0	C0	D0	A1	B1	C1	D1	A2	B2	C2	D2	A3	B3	C3	D3	A4

The samples are re-named for better readability. A0 is sample 0 of channel 0, B4 is sample 4 of channel 1, and so on. The averaged samples now just have a wider format of 32 bit/16 bit independent of the original RAW sample resolution.

Programming examples

The following example shows how to set up the card for Block Average in standard mode with 32 bit wide output data.

```
// define some parameters via variables
uint32 dwNoOfChannels =     2;             // Two active channels
uint64 qwNumberOfSegments = 4;             // four averaged segments will be acquired
uint64 qwSegmentSize =      1024;          // Set the segment size to 1024 samples
uint64 qwPosttrigger =      768;           // Set the posttrigger to 768 samples and therefore
                                           // the pretrigger will be 256 samples

uint64 qwSetMemsize = qwSegmentSize * qwNumberOfSegments; // calculate memsize

// for averaging the number of bytes per sample is fixed to 4 (32 bit samples)
// and memory for all channels is needed
uint64 qwMemInBytes = qwSetMemsize * sizeof(int32) * dwNoOfChannels;
void* pvBuffer = (void*) new uint8[(int) qwMemInBytes];

// set up DMA transfer with the card
spcm_dwDefTransfer_i64 (stCard.hDrv, SPCM_BUF_DATA, SPCM_DIR_CARDTOPC, 0, pvBuffer, 0, qwMemInBytes);

// configure acquisition
spcm_dwSetParam_i32 (hDrv, SPC_CARDMODE, SPC_REC_STD_AVERAGE);  // Enables Standard Averaging
spcm_dwSetParam_i32 (hDrv, SPC_AVERAGES, 100);                  // 100 triggered acquisitions will be
                                                                // averaged for one output segment
spcm_dwSetParam_i64 (hDrv, SPC_SEGMENTSIZE, qwSegmentSize);
spcm_dwSetParam_i64 (hDrv, SPC_POSTTRIGGER, qwPosttrigger);
spcm_dwSetParam_i64 (hDrv, SPC_MEMSIZE,     qwSetMemsize);

spcm_dwSetParam_i32 (hDrv, SPC_TRIG_EXT0_MODE,  SPC_TM_POS); // Set triggermode to ext. TTL mode (rising edge)
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_ORMASK, SPC_TMASK_EXT0); // and enable it within the trigger OR-mask
```

The following example shows how to set up the card for Block Average in FIFO mode.

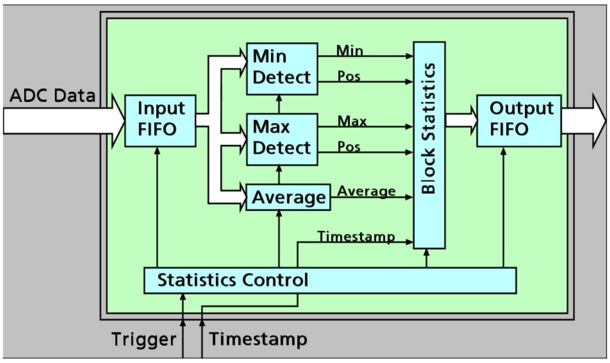
```
// define some parameters via variables
uint64 qwNumberOfSegments = 256;          // 256 averaged segments will be acquired
uint64 qwSegmentSize =      2048;         // Set the segment size to 2048 samples
uint64 qwPosttrigger =      1920;         // Set the posttrigger to 1920 samples and therefore
                                          // the pretrigger will be 128 samples

// FIFO buffer setup not shown here for simplicity. See FIFO buffer setup in according chapter for details.

// configure acquisition
spcm_dwSetParam_i32 (hDrv, SPC_CARDMODE, SPC_REC_FIFO_AVERAGE); // Enables FIFO Averaging
spcm_dwSetParam_i32 (hDrv, SPC_AVERAGES, 100);                  // 100 triggered acquisitions will be
                                                                // averaged for one output segment
spcm_dwSetParam_i64 (hDrv, SPC_SEGMENTSIZE, qwSegmentSize);
spcm_dwSetParam_i64 (hDrv, SPC_POSTTRIGGER, qwPosttrigger);
spcm_dwSetParam_i64 (hDrv, SPC_MEMSIZE,     qwSetMemsize);
spcm_dwSetParam_i64 (hDrv, SPC_LOOPS        qwNumberOfSegments);

spcm_dwSetParam_i32 (hDrv, SPC_TRIG_EXT0_MODE,  SPC_TM_POS); // Set triggermode to ext. TTL mode (rising edge)
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_ORMASK, SPC_TMASK_EXT0); // and enable it within the trigger OR-mask
```

Mode Block Statistics (Firmware Option)

Overview

General Information

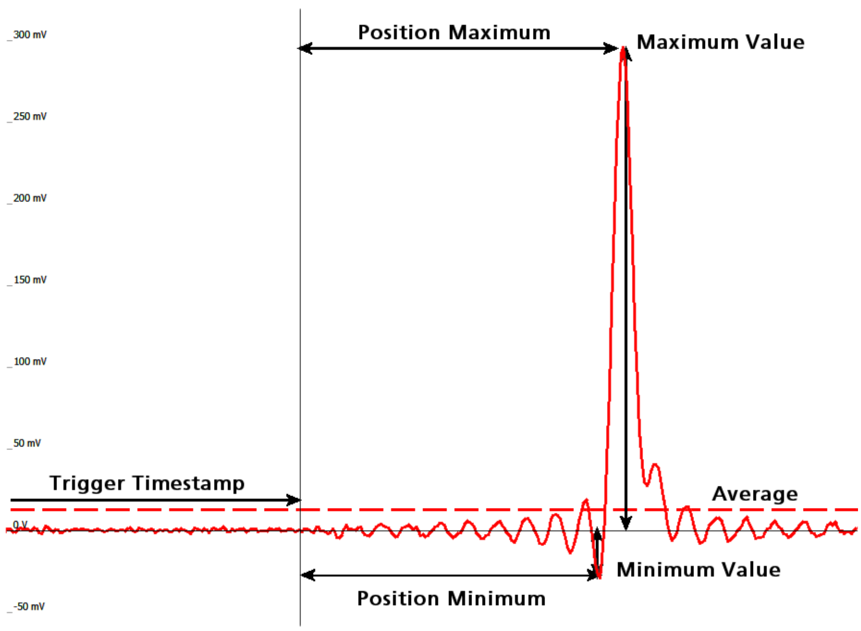
The Block Statistics and Peak Detection Module implements a widely used data analysis and reduction technology in hardware. Each block is scanned for its minimum and maximum peak and a summary date set that includes the minimum, maximum, average, timestamps and position information is stored in memory.



The complete Block Statistics and Peak Detection process is done inside the FPGA of the digitizer producing no CPU load at all. This data reduction process decreases the amount of data that needs to be transferred to the host PC further reducing CPU demand and speeding up measurement times.

The signal processing firmware also includes the standard digitizer firmware so that normal digitizer operation can be performed with no limitations.

Waveform Block Statistics



Information Set	
Average Value	64 Bit signed integer
Minimum Value	16 Bit signed integer
Maximum Value	16 Bit signed integer
Minimum Position	32 Bit unsigned integer
Maximum Position	32 Bit unsigned integer
Unused	32 Bit
TriggerTimestamp	64 Bit unsigned integer

The data will be processed per segment by the Block Statistic firmware and reduced to the shown information set. The timestamp data shown here is the lower 64bit of the „normal" timestamp mentioned in its own chapter in this manual. For convenience this timestamp is included in the information set, so that it is not necessary to set up the EXTRA_DMA channels for separate timestamp transfer as mentioned in the timestamp chapter.

The timestamp value will stamp the trigger position, after the pre-trigger is recorded. The complete segment consisting of pre trigger and post trigger is analyzed by the Block Statistics module afterwards. The positions of the minimum and maximum value shown in the drawing above are counted in samples from the begin of the complete segment - ergo from the begin of the pre trigger.

To combine the timestamp value and the position, the pre trigger value needs to be considered accordingly:

[MinPos(X) in Segment(X)] = [Timestamp(X)] - [Pretrigger] + [Position Minimum(X)]

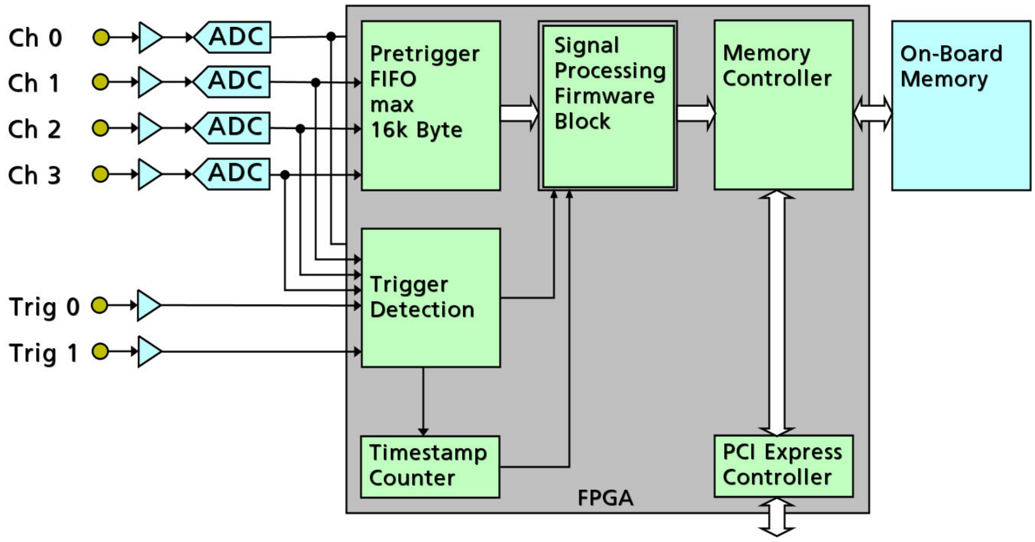
[MinPos(X+1) in Segment(X+1)] = [Timestamp(X+1)] - [Pretrigger] + [Position Minimum(X+1)]

This enables to properly correlate the positions in time and therefore also calculate the time difference between positions:

[Delta Minimum Position] = MinPos(x+1) - MinPos(X)

Simplified Block Diagram

The following block diagram shows the general structure and data flows of the M4i/M4x based digitizer hardware. When running in the standard digitizer configuration the signal processing block simply consists of a bypass handing the input data to the memory controller without further calculations.



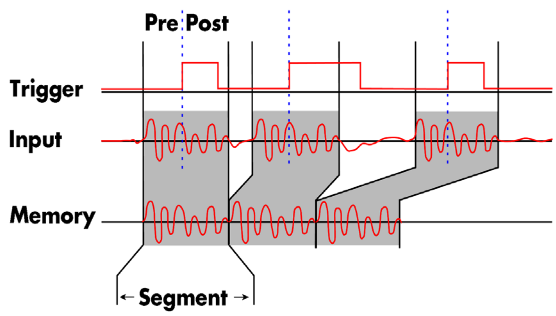
Setting up the Acquisition

The Block Statistic mode allows the acquisition of data blocks with multiple trigger events without restarting the hardware.

With each trigger event one segment will be acquired (as shown) and this „Segment" is then processed by the statistics firmware.

These segments are of pre-defined length very similar to Multiple Recording.

As this mode is totally controlled in hardware there is a very small re-arm time from end of one segment until the trigger detection is enabled again. You'll find that re-arm time in the technical data section of this manual.



The following table shows the register for defining the structure of the segments to be recorded with each trigger event.

Register	Value	Direction	Description
SPC_POSTTRIGGER	10100	read/write	Defines the number of samples to be recorded per channel after the trigger event.
SPC_SEGMENTSIZE	10010	read/write	Size of one segment. The total number of samples to be recorded per channel after detection of one trigger event includes the time recorded before the trigger (pre trigger = segmentsize - posttrigger).

Each segment consist of pretrigger and posttrigger samples. The user always has to set the total segment size and the posttrigger, while the pretrigger is calculated within the driver with the formula: [pretrigger] = [segment size] - [posttrigger].

When using Block Statistics the maximum pretrigger is limited depending on the number of active channels. When the calculated value exceeds that limit, the driver will return the error ERR_PRETRIGGERLEN. Please have a look at the table further below to see the maximum pretrigger length that is possible.

Recording modes

Standard Mode

With every detected trigger event one data block is filled with data. The length of one triggered segment is set by the value of the segment size register SPC_SEGMENTSIZE. The total amount of samples to be recorded is defined by the memsize register.
Memsize must be set to a a multiple of the segment size. The table below shows the register for enabling Block Statistic. For detailed information on how to setup and start the standard acquisition mode please refer to the according chapter earlier in this manual.

Register	Value	Direction	Description
SPC_CARDMODE	9500	read/write	Defines the used operating mode
SPC_REC_STD_SEGSTATS	65536		Enables Segment Statistic for standard acquisition.

The total number of samples to be recorded to the on-board memory in Standard Mode is defined by the SPC_MEMSIZE register.

Register	Value	Direction	Description
SPC_MEMSIZE	10000	read/write	Defines the total number of samples to be recorded per channel.

FIFO Mode

The Block Statistic in FIFO Mode is similar to the Block Statistic in Standard Mode. In contrast to the standard mode it is not necessary to program the number of samples to be recorded. The acquisition is running until the user stops it. The data is read block by block by the driver as described under FIFO single mode example earlier in this manual. These blocks are online available for further data processing by the user program. This mode significantly reduces the amount of data to be transferred on the PCI bus as gaps of no interest do not have to be transferred. This enables you to use faster sample rates than you would be able to in FIFO mode without Block Statistic.
The advantage of Segment Statistic in FIFO mode is that you can stream data online to the host system. You can make real-time data processing or store a huge amount of data to the hard disk. The table below shows the dedicated register for enabling Segment Statistic. For detailed information how to setup and start the board in FIFO mode please refer to the according chapter earlier in this manual.

Register	Value	Direction	Description
SPC_CARDMODE	9500	read/write	Defines the used operating mode
SPC_REC_FIFO_SEGSTATS	1048576	Enables Block Statistic for FIFO acquisition.	

The number of segments to be recorded must be set separately with the register shown in the following table:

Register	Value	Direction	Description
SPC_LOOPS	10020	read/write	Defines the number of segments to be recorded
0		Recording will be infinite until the user stops it.	
1 … [4G - 1]		Defines the total segments to be recorded.	

Limits of pre trigger, post trigger, memory size

The maximum memory size parameter is only limited by the number of activated channels and by the amount of installed memory. For each segment and for each channel 32 bytes (256bit) of memory is needed to store the processed data. Minimum memory size as well as minimum and maximum post trigger limits are independent of the activated channels or the installed memory.

Due to the internal organization of the card memory there is a certain stepsize when setting these values that has to be taken into account. The following table gives you an overview of all limits concerning pre trigger, post trigger, memory size, segment size and loops. The table shows all values in relation to the installed memory size in samples. If more memory is installed the maximum memory size figures will increase according to the complete installed memory.

For cards with 12bit, 14bit and 16bit ADC resolution:

Activated Channels	Used Mode	Memory size SPC_MEMSIZE			Pre trigger			Post trigger SPC_POSTTRIGGER			Segment size SPC_SEGMENTSIZE			Loops SPC_LOOPS		
		Min	Max	Step	Min	Max	Step	Min	Max	Step	Min	Max	Step	Min	Max	Step
1 Ch	Standard Statistics	32	2G	16	16	8k	16	16	32k-16	16	32	2G	16		not used	
	FIFO Statistics		not used		16	8k	16				32	2G	16	0 (∞)	4G - 1	1
2 Ch	Standard Statistics	32	1G	16	16	8k	16	16	16k-16	16	32	1G	16		not used	
	FIFO Statistics		not used		16	8k	16				32	1G	16	0 (∞)	4G - 1	1
4 Ch	Standard Statistics	32	512M	16	16	8k	16	16	8k-16	16	32	512M	16		not used	
	FIFO Statistics		not used		16	8k	16				32	512M	16	0 (∞)	4G - 1	1

For cards with 8bit ADC resolution:

Activated Channels	Used Mode	Memory size SPC_MEMSIZE			Pre trigger			Post trigger SPC_POSTTRIGGER			Segment size SPC_SEGMENTSIZE			Loops SPC_LOOPS		
		Min	Max	Step	Min	Max	Step	Min	Max	Step	Min	Max	Step	Min	Max	Step
1 Ch	Standard Statistics	32	4G	32	32	8k	32	32	64k-32	32	64	4G	32		not used	
	FIFO Statistics		not used		32	8k	32				64	4G	32	0 (∞)	4G - 1	1
2 Ch	Standard Statistics	32	2G	32	32	8k	32	32	32k-32	32	64	2G	32		not used	
	FIFO Statistics		not used		32	8k	32				64	2G	32	0 (∞)	4G - 1	1
4 Ch	Standard Statistics	32	1G	32	32	8k	32	32	16k-32	32	64	1G	32		not used	
	FIFO Statistics		not used		32	8k	32				64	1G	32	0 (∞)	4G - 1	1

All figures listed here are given in samples. An entry of [8k - 16] means [8 kSamples - 16] = 8,176 samples.

Trigger Modes

When using Segment Statistic all of the card’s trigger modes can be used including software trigger, for „automatic continuous“ acquisition. For detailed information on the available trigger modes, please take a look at the relating chapter earlier in this manual.

Information Set Format

To simplify the access to the processed data in the information set the following structured type has been defined:

```
// --- define data structure for segment statistic mode
typedef struct
    {
    int64  llAvrg:              64; //  8 bytes
    int16  nMin:                16; //  2 bytes
    int16  nMax:                16; //  2 bytes
    uint32 dwMinPos:            32; //  4 bytes
    uint32 dwMaxPos:            32; //  4 bytes
    uint32 _Unused:             32; //  4 bytes
    uint64 qw_Timestamp:        64; //  8 bytes
    } SPCM_SEGSTAT_STRUCT_CHx;      // 32 bytes in total for one information set of one channel CHx
```

When using the timestamp in any further processing, please make sure to also enable timestamp creation by setting a mode in the SPC_TIMESTAMP_CMD other than SPC_TSMODE_DISABLE. Please see timestamp chapter for further details.

Data organization

Data is organized in a multiplexed way in the transfer buffer similar to as the RAW samples would be in a non Statistic Mode such as Multiple Recording. If using 2 channels data of first activated channel comes first, then data of second channel:

Activated Channels	Ch0	Ch1	Ch2	Ch3	32bytes information set ordering in buffer memory starting with data offset zero																
1 channel	X				A0	A1	A2	A3	A4	A5	A6	A7	A8	A9	A10	A11	A12	A13	A14	A15	A16
1 channel		X			B0	B1	B2	B3	B4	B5	B6	B7	B8	B9	B10	B11	B12	B13	B14	B15	B16
1 channel			X		C0	C1	C2	C3	C4	C5	C6	C7	C8	C9	C10	C11	C12	C13	C14	C15	C16
1 channel				X	D0	D1	D2	D3	D4	D5	D6	D7	D8	D9	D10	D11	D12	D13	D14	D15	D16
2 channels	X	X			A0	B0	A1	B1	A2	B2	A3	B3	A4	B4	A5	B5	A6	B6	A7	B7	A8
2 channels	X		X		A0	C0	A1	C1	A2	C2	A3	C3	A4	C4	A5	C5	A6	C6	A7	C7	A8
2 channels	X			X	A0	D0	A1	D1	A2	D2	A3	D3	A4	D4	A5	D5	A6	D6	A7	D7	A8
2 channels		X	X		B0	C0	B1	C1	B2	C2	B3	C3	B4	C4	B5	C5	B6	C6	B7	C7	B8
2 channels		X		X	B0	D0	B1	D1	B2	D2	B3	D3	B4	D4	B5	D5	B6	D6	B7	D7	B8
2 channels			X	X	C0	D0	C1	D1	C2	D2	C3	D3	C4	D4	C5	D5	C6	D6	C7	D7	C8
4 channels	X	X	X	X	A0	B0	C0	D0	A1	B1	C1	D1	A2	B2	C2	D2	A3	B3	C3	D3	A4

The samples are re-named for better readability. A0 is the information set of the first segment of channel 0, B4 is the information set fifth segment of channel 1, and so on. The information sets now just have a wider format of 32bytes per segment per channel, independent of the original RAW sample resolution.

Programming examples

The following example shows how to set up the card for Block Statistic in standard mode.

```
// define structure for more easy data access to all channels
typedef struct
    {
    SPCM_SEGSTAT_STRUCT_CHx pst_Channel[2];
    } SPCM_SEGSTAT_STRUCT_2CH;


// define some parameters via variables
uint32 dwNoOfChannels =     2;              // Two active channels
uint64 qwNumberOfSegments = 4;              // four segments will be acquired
uint64 qwSegmentSize =      1024;           // Set the segment size to 1024 samples
uint64 qwPosttrigger =      768;            // Set the posttrigger to 768 samples and therefore
                                            // the pretrigger will be 256 samples

uint64 qwSetMemsize = qwSegmentSize * qwNumberOfSegments; // calculate memsize

// for each information set the number of bytes is fixed to 32bytes
// and memory for all channels and all segments is needed
uint64 qwMemInBytes = qwNumberOfSegments * dwNoOfChannels * sizeof (SPCM_SEGSTAT_STRUCT_CHx);
void* pvBuffer = (void*) pvAllocMemPageAligned (qwMemInBytes);

// configure acquisition
spcm_dwSetParam_i32 (hDrv, SPC_CARDMODE, SPC_REC_STD_SEGSTATS); // Enables Block/Segment Statistic

spcm_dwSetParam_i64 (hDrv, SPC_SEGMENTSIZE, qwSegmentSize);
spcm_dwSetParam_i64 (hDrv, SPC_POSTTRIGGER, qwPosttrigger);
spcm_dwSetParam_i64 (hDrv, SPC_MEMSIZE,     qwSetMemsize);

// explicitly set timestamp mode to any other value than SPC_TSMODE_DISABLE
spcm_dwSetParam_i32 (hDrv, SPC_TIMESTAMP_CMD, SPC_TSMODE_STARTRESET);

// set up DMA transfer with the card
spcm_dwDefTransfer_i64 (stCard.hDrv, SPCM_BUF_DATA, SPCM_DIR_CARDTOPC, 0, pvBuffer, 0, qwMemInBytes);

// ... Card start and transfer start not shown here for simplicity

// casting the buffer for easy data access
SPCM_SEGSTAT_STRUCT_2CH* ppstData = (SPCM_SEGSTAT_STRUCT_2CH*) pvBuffer;

// read out data of every segment (Min, Max, and Average only to keep things simple)
for (uint64 qwSegment = 0; qwSegment < qwNumberOfSegments; qwSegment++)
    for (uint32 dwChannel = 0, (uint64) dwChannel < dwNoOfChannels; dwChannel++)
        printf("\nSegment %.2d: Min: %7.4d  Max:%7.4d, TS:%16llx, Avrg; %f",
            qwSegment,
            ppstData[qwSegment].pst_Channel[dwChannel].nMin,
            ppstData[qwSegment].pst_Channel[dwChannel].nMax,
            ppstData[qwSegment].pst_Channel[dwChannel].qw_Timestamp,
            ((double) (ppstData[dwSegment].pst_Channel[dwChannel].llAvrg) / (double) qwSegmentSize));
```

Appendix

Error Codes

The following error codes could occur when a driver function has been called. Please check carefully the allowed setup for the register and change the settings to run the program.

error name	value (hex)	value (dec.)	error description
ERR_OK	0h	0	Execution OK, no error.
ERR_INIT	1h	1	An error occurred when initializing the given card. Either the card has already been opened by another process or an hardware error occurred.
ERR_TYP	3h	3	Initialization only: The type of board is unknown. This is a critical error. Please check whether the board is correctly plugged in the slot and whether you have the latest driver version.
ERR_FNCNOTSUPPORTED	4h	4	This function is not supported by the hardware version.
ERR_BRDREMAP	5h	5	The board index re map table in the registry is wrong. Either delete this table or check it carefully for double values.
ERR_KERNELVERSION	6h	6	The version of the kernel driver is not matching the version of the DLL. Please do a complete re-installation of the hardware driver. This error normally only occurs if someone copies the driver library and the kernel driver manually.
ERR_HWDRVVERSION	7h	7	The hardware needs a newer driver version to run properly. Please install the driver that was delivered together with the card.
ERR_ADRRANGE	8h	8	One of the address ranges is disabled (fatal error), can only occur under Linux.
ERR_INVALIDHANDLE	9h	9	The used handle is not valid.
ERR_BOARDNOTFOUND	Ah	10	A card with the given name has not been found.
ERR_BOARDINUSE	Bh	11	A card with given name is already in use by another application.
ERR_EXPHW64BITADR	Ch	12	Express hardware version not able to handle 64 bit addressing -> update needed.
ERR_FWVERSION	Dh	13	Firmware versions of synchronized cards or for this driver do not match -> update needed.
ERR_LASTERR	10h	16	Old error waiting to be read. Please read the full error information before proceeding. The driver is locked until the error information has been read.
ERR_BOARDINUSE	11h	17	Board is already used by another application. It is not possible to use one hardware from two different programs at the same time.
ERR_ABORT	20h	32	Abort of wait function. This return value just tells that the function has been aborted from another thread. The driver library is not locked if this error occurs.
ERR_BOARDLOCKED	30h	48	The card is already in access and therefore locked by another process. It is not possible to access one card through multiple processes. Only one process can access a specific card at the time.
ERR_DEVICE_MAPPING	32h	50	The device is mapped to an invalid device. The device mapping can be accessed via the Control Center.
ERR_NETWORKSETUP	40h	64	The network setup of a digitizerNETBOX has failed.
ERR_NETWORKTRANSFER	41h	65	The network data transfer from/to a digitizerNETBOX has failed.
ERR_FWPOWERCYCLE	42h	66	Power cycle (PC off/on) is needed to update the card's firmware (a simple OS reboot is not sufficient !)
ERR_NETWORKTIMEOUT	43h	67	A network timeout has occurred.
ERR_BUFFERSIZE	44h	68	The buffer size is not sufficient (too small).
ERR_RESTRICTEDACCESS	45h	69	The access to the card has been intentionally restricted.
ERR_INVALIDPARAM	46h	70	An invalid parameter has been used for a certain function.
ERR_REG	100h	256	The register is not valid for this type of board.
ERR_VALUE	101h	257	The value for this register is not in a valid range. The allowed values and ranges are listed in the board specific documentation.
ERR_FEATURE	102h	258	Feature (option) is not installed on this board. It's not possible to access this feature if it's not installed.
ERR_SEQUENCE	103h	259	Command sequence is not allowed. Please check the manual carefully to see which command sequences are possible.
ERR_READABORT	104h	260	Data read is not allowed after aborting the data acquisition.
ERR_NOACCESS	105h	261	Access to this register is denied. This register is not accessible for users.
ERR_TIMEOUT	107h	263	A timeout occurred while waiting for an interrupt. This error does not lock the driver.
ERR_CALLTYPE	108h	264	The access to the register is only allowed with one 64 bit access but not with the multiplexed 32 bit (high and low double word) version.
ERR_EXCEEDSINT32	109h	265	The return value is int32 but the software register exceeds the 32 bit integer range. Use double int32 or int64 accesses instead, to get correct return values.
ERR_NOWRITEALLOWED	10Ah	266	The register that should be written is a read-only register. No write accesses are allowed.
ERR_SETUP	10Bh	267	The programmed setup for the card is not valid. The error register will show you which setting generates the error message. This error is returned if the card is started or the setup is written.
ERR_CLOCKNOTLOCKED	10Ch	268	Synchronization to external clock failed: no signal connected or signal not stable. Please check external clock or try to use a different sampling clock to make the PLL locking easier.
ERR_CHANNEL	110h	272	The channel number may not be accessed on the board: Either it is not a valid channel number or the channel is not accessible due to the current setup (e.g. Only channel 0 is accessible in interlace mode)
ERR_NOTIFYSIZE	111h	273	The notify size of the last spcm_dwDefTransfer call is not valid. The notify size must be a multiple of the page size of 4096. For data transfer it may also be a fraction of 4k in the range of 16, 32, 64, 128, 256, 512, 1k or 2k. For ABA and timestamp the notify size can be 2k as a minimum.
ERR_RUNNING	120h	288	The board is still running, this function is not available now or this register is not accessible now.
ERR_ADJUST	130h	304	Automatic card calibration has reported an error. Please check the card inputs.
ERR_PRETRIGGERLEN	140h	320	The calculated pretrigger size (resulting from the user defined posttrigger values) exceeds the allowed limit.
ERR_DIRMISMATCH	141h	321	The direction of card and memory transfer mismatch. In normal operation mode it is not possible to transfer data from PC memory to card if the card is an acquisition card nor it is possible to transfer data from card to PC memory if the card is a generation card.
ERR_POSTEXCDSEGMENT	142h	322	The posttrigger value exceeds the programmed segment size in multiple recording/ABA mode. A delay of the multiple recording segments is only possible by using the delay trigger!
ERR_SEGMENTINMEM	143h	323	Memsize is not a multiple of segment size when using Multiple Recording/Replay or ABA mode. The programmed segment size must match the programmed memory size.
ERR_MULTIPLEPW	144h	324	Multiple pulsewidth counters used but card only supports one at the time.
ERR_NOCHANNELPWOR	145h	325	The channel pulsewidth on this card can't be used together with the OR conjunction. Please use the AND conjunction of the channel trigger sources.
ERR_ANDORMASKOVRLAP	146h	326	Trigger AND mask and OR mask overlap in at least one channel. Each trigger source can only be used either in the AND mask or in the OR mask, no source can be used for both.
ERR_ANDMASKEDGE	147h	327	One channel is activated for trigger detection in the AND mask but has been programmed to a trigger mode using an edge trigger. The AND mask can only work with level trigger modes.
ERR_ORMASKLEVEL	148h	328	One channel is activated for trigger detection in the OR mask but has been programmed to a trigger mode using a level trigger. The OR mask can only work together with edge trigger modes.

error name	value (hex)	value (dec.)	error description
ERR_EDGEPERMOD	149h	329	This card is only capable to have one programmed trigger edge for each module that is installed. It is not possible to mix different trigger edges on one module.
ERR_DOLEVELMINDIFF	14Ah	330	The minimum difference between low output level and high output level is not reached.
ERR_STARHUBENABLE	14Bh	331	The card holding the star-hub must be enabled when doing synchronization.
ERR_PATPWSMALLEDGE	14Ch	332	Combination of pattern with pulsewidth smaller and edge is not allowed.
ERR_PCICHECKSUM	203h	515	The check sum of the card information has failed. This could be a critical hardware failure. Restart the system and check the connection of the card in the slot.
ERR_MEMALLOC	205h	517	Internal memory allocation failed. Please restart the system and be sure that there is enough free memory.
ERR_EEPROMLOAD	206h	518	Timeout occurred while loading information from the on-board EEProm. This could be a critical hardware failure. Please restart the system and check the PCI connector.
ERR_CARDNOSUPPORT	207h	519	The card that has been found in the system seems to be a valid Spectrum card of a type that is supported by the driver but the driver did not find this special type internally. Please get the latest driver from www.spectrum-instrumentation.com and install this one.
ERR_FIFOHWOVERRUN	301h	769	Hardware buffer overrun in FIFO mode. The complete on-board memory has been filled with data and data wasn't transferred fast enough to PC memory. If acquisition speed is smaller than the theoretical bus transfer speed please check the application buffer and try to improve the handling of this one.
ERR_FIFOFINISHED	302h	770	FIFO transfer has been finished, programmed data length has been transferred completely.
ERR_TIMESTAMP_SYNC	310h	784	Synchronization to timestamp reference clock failed. Please check the connection and the signal levels of the reference clock input.
ERR_STARHUB	320h	800	The auto routing function of the Star-Hub initialization has failed. Please check whether all cables are mounted correctly.
ERR_INTERNAL_ERROR	FFFFh	65535	Internal hardware error detected. Please check for driver and firmware update of the card.

Spectrum Knowledge Base

You will also find additional help and information in our knowledge base available on our website:

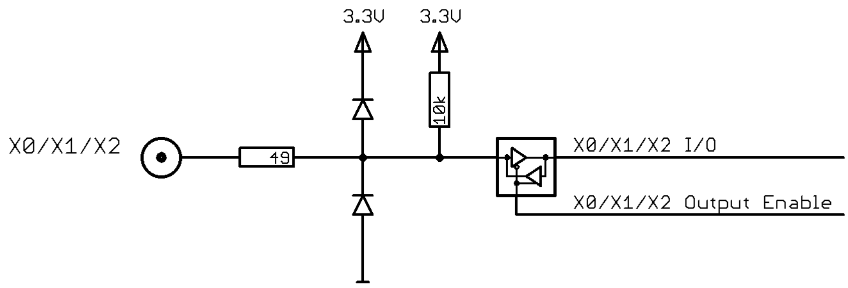
https://spectrum-instrumentation.com/en/knowledge-base-overview

Details on M4i/M4x cards I/O lines

Multi Purpose I/O Lines

The MMCX Multi Purpose I/O connectors (X0, X1 and X2) of the M4i/M4x cards from Spectrum are protected against over voltage conditions.

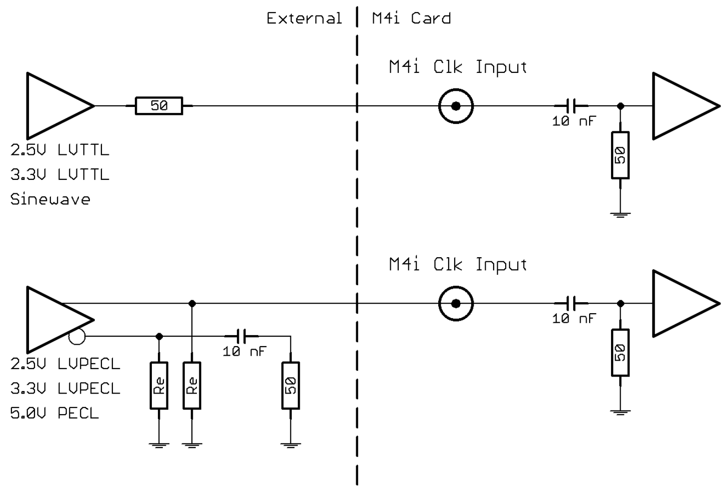
For this purpose clamping diodes of the types CD1005 are used in conjunction with a series resistor. All three I/O lines are internally clamped to signal ground and to 3.3V clamping voltage. So when connecting sources with a higher level than the clamping voltage plus the forward voltage of typically 0.6..0.7 V will be the resulting maximum high-level level.



The maximum forward current limit for the used CD1005 diodes is 100 mA, which is effectively limited by the used series resistor for logic levels up to 5.0V. To avoid floating levels with unconnected inputs, a pull up resistor of 10 kOhm to 3.3V is used on each line.

Interfacing with clock input

The clock input of the M4i/M4x cards is AC-coupled, single-ended PECL type. Due to the internal biasing and a relatively high maximum input voltage swing, it can be directly connected to various logic standards, without the need for external level converters.



Single-ended LVTTL sources

All LVTTL sources, be it 2.5V LVTTL or 3.3V LVTTL must be terminated with a 50 Ohm series resistor to avoid reflections and limit the maximum swing for the M4i card.

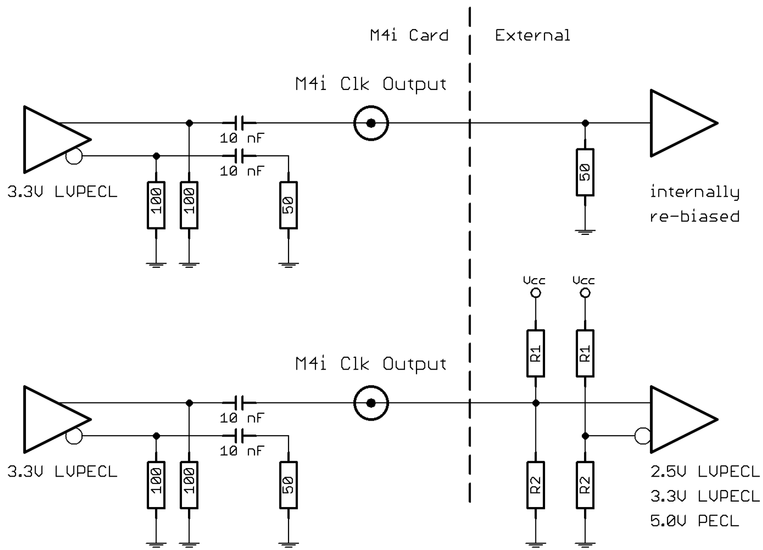
Differential (LV)PECL sources

Differential drivers require equal load on both the true and the inverting outputs. Therefore the inverting output should be loaded as shown in the drawing. All PECL drivers require a proper DC path to ground, therefore emitter resistors R_E must be used, whose value depends on the supply voltage of the driving PECL buffer:

V_{CC} - V_{EE}	2.5 V	3.3 V	5.0 V
R_E	~50 Ohm	~100 Ohm	~200 Ohm

Interfacing with clock output

The clock output of the M4i/M4x cards is AC-coupled, single-ended PECL type. The output swing of the M4i/M4x clock output is approximately 800 mV_{PP}.



Internal biased single-ended receivers

Because of the AC coupling of the M4i/M4x clock output, the signal must be properly re-biased for the receiver. Receivers that provide an internal re-bias only require the signal to be terminated to ground by a 50 Ohm resistor.

Differential (LV)PECL receivers

Differential receivers require proper re-biasing and likely a small minimum difference between the true and the inverting input to avoid ringing with open receiver inputs. Therefore a Thevenin-equivalent can be used, with receiver-type dependent values for R1, R2, R1' and R2'.

Temperature sensors

The M4i/M4x card series has integrated temperature sensors that allow to read out different internal temperatures. Theses functions are also available for the internal M4i cards inside the digitizerNETBOX and generatorNETBOX series. In here the temperature can be read out for every internal card separately.

Temperature read-out registers

Up to three different temperature sensors can be read-out for each M4i and M4x card. Depending on the specific card type not all of these temperature sensors are used. The temperature can be read in different temperature scales at any time:

Register	Value	Direction	Description
SPC_MON_TK_BASE_CTRL	500022	read	Base card temperature in Kelvin
SPC_MON_TK_MODULE_0	500023	read	Module temperature 0 in Kelvin
SPC_MON_TK_MODULE_1	500024	read	Module temperature 1 in Kelvin
SPC_MON_TC_BASE_CTRL	500025	read	Base card temperature in degrees Celsius
SPC_MON_TC_MODULE_0	500026	read	Module temperature 0 in degrees Celsius
SPC_MON_TC_MODULE_1	500027	read	Module temperature 1 in degrees Celsius
SPC_MON_TF_BASE_CTRL	500028	read	Base card temperature in degrees Fahrenheit
SPC_MON_TF_MODULE_0	500029	read	Module temperature 0 in degrees Fahrenheit
SPC_MON_TF_MODULE_1	500030	read	Module temperature 1 in degrees Fahrenheit

Temperature hints

- Monitoring of the temperature figures is recommended for environments where the operating temperature can reach or even exceed the specified operating temperature. Please see technical data section for specified operating temperatures.
- The temperature sensors can be used to optimize the system cooling.

44xx temperatures and limits

The following description shows the meaning of each temperature figure on the 44xx series and also gives maximum ratings that should not be exceeded. All figures given in degrees Celsius:

Sensor Name	Sensor Location	Typical figure at 25°C environment temperature	Maximum temperature
BASE_CTRL	Inside FPGA	50°C ±5°C	80°C
MODULE_0	not used	n.a.	n.a.
MODULE_1	not used	n.a.	n.a.

As the ADC and the front-end do not have a high heat dissipation there is no cooling plate on the card and there are also no temperature sensors placed in the front-end.

Details on M4i/M4x cards status LED

Every M4i card has a two-color status LED mounted within the multi-purpose I/O connector field on the card bracket.

The same two-color LED is located on the bracket of the M4x cards as well.

This chapter explains the different color codes and offers some possible solutions in case of an error condition.

Condition	LED color	Status	Solution
Off	Off	Card not powered	Power on the PC.
Error	Static: red	Power supply error	Restart the PC. In case that the error persists, please contact Spectrum support for further assistance.
	Fast blinking (aprox. 4 Hz): red - green - red - green ...	Power supply error	Restart the PC. In case that the error persists, please contact Spectrum support for further assistance.
	Blinking: red - off - red - off ...	Over temperature error	Power down the PC, let the card cool down and restart the system. Please make sure that you have a proper cooling fan installed to supply the M4i card in the PCIe slot with a constant air flow.
	Strobed blinking: long red - short off - short red - short off ...	FPGA boot error	Power down the PC and restart the system. In case that the error persists, please contact Spectrum support for further assistance. (available with Power Firmware V1.8 or newer)
	Slow blinking (aprox. 1 Hz): red - green - red - green ...	PCI Express link training has not finished	1) Power down the PC, un-plug and re-plug the card to verify that there is a proper contact between the card and the slot. 2) Try another PCI Express slot, maybe the currently used one is not properly working. 3) In case that this error is occurring after a firmware update or of the above steps did not help, please contact Spectrum support for assistance on how to boot the card's golden recovery image.
O.K.	Static: green	Card is ready for operation (at full PCIe speed)	A full speed PCIe link has been established (PCIe x8, Gen 2) and the card is ready for operation.
	Slow blinking (approx. 1 Hz): green - off - green - off ...	Indicator mode on (at full PCIe speed)	To ease the identification of a specific card in a multi-card system without un-installing the card it is possible to activate the card identification status by software. This mode changes the static „Ready for Operation" green into a blinking state.
	Static: green & red (yellow)	Card is ready for operation (at reduced PCIe speed)	A reduced speed PCIe link has been established either with less than all of the possible 8 lanes and/or the card is installed in a PCIe Gen 1 slot. The card is ready for operation, but the data transfer throughput over the PCI Express bus is reduced. For getting the highest PCIe performance please consult your PC's or motherboard's manual for details on the PCI Express slots of your system.
	Slow blinking (aprox. 1 Hz): yellow - off - yellow - off ...	Indicator mode on (at reduced PCIe speed)	To ease the identification of a specific card in a multi-card system without un-installing the card it is possible to activate the card identification status by software. This mode changes the static „Ready for Operation" yellow into a blinking state.

Turning on card identification LED

To enable/disable the cards LED indicator mode or to read out the current setting, please use the following register:

Register	Value	Direction	Description
SPC_CARDIDENTIFICATION	201500	read/write	Writing a '1' turns on the LED card indicator mode, writing a '0' turns off the LED indicator mode.

The default for the card identification register is the OFF state.

Continuous memory for increased data transfer rate

The continuous memory buffer has been added to the driver version 1.36. The continuous buffer is not available in older driver versions. Please update to the latest driver if you wish to use this function.

Background

All modern operating systems use a very complex memory management strategy that strictly separates between physical memory, kernel memory and user memory. The memory management is based on memory pages (normally 4 kByte = 4096 Bytes). All software only sees virtual memory that is translated into physical memory addresses by a memory management unit based on the mentioned pages.

This will lead to the circumstance that although a user program allocated a larger memory block (as an example 1 MByte) and it sees the whole 1 MByte as a virtually continuous memory area this memory is physically located as spread 4 kByte pages all over the physical memory. No problem for the user program as the memory management unit will simply translate the virtual continuous addresses to the physically spread pages totally transparent for the user program.

When using this virtual memory for a DMA transfer things become more complicated. The DMA engine of any hardware can only access physical addresses. As a result the DMA engine has to access each 4 kByte page separately. This is done through the Scatter-Gather list. This list is simply a linked list of the physical page addresses which represent the user buffer. All translation and set-up of the Scatter-Gather list is done inside the driver without being seen by the user. Although the Scatter-Gather DMA transfer is an advanced and powerful technology it has one disadvantage: For each transferred memory page of data it is necessary to also load one Scatter-Gather entry (which is 16 bytes on 32 bit systems and 32 bytes on 64 bit systems). The little overhead to transfer (16/32 bytes in relation to 4096 bytes, being less than one percent) isn't critical but the fact that the continuous data transfer on the bus is broken up every 4096 bytes and some different addresses have to be accessed slow things down.

The solution is very simple: everything works faster if the user buffer is not only virtually continuous but also physically continuous. Unfortunately it is not possible to get a physically continuous buffer for a user program. Therefore the kernel driver has to do the job and the user program simply has to read out the address and the length of this continuous buffer. This is done with the function spcm_dwGetContBuf as already mentioned in the general driver description. The desired length of the continuous buffer has to be programmed to the kernel driver for load time and is done different on the different operating systems. Please see the following chapters for more details.

Next we'll see some measuring results of the data transfer rate with/without continuous buffer. You will find more results on different motherboards and systems in the application note number 6 „Bus Transfer Speed Details". Also with M4i cards the gain in speed is not as impressive, as it is for older cards, but can be useful in certain applications and settings. As this is also system dependent, your improvements may vary.

Bus Transfer Speed Details (M2i/M3i cards in an example system)

Mode	PCI 33 MHz slot		PCI-X 66 MHz slot		PCI Express x1 slot	
	read	write	read	write	read	write
User buffer	109 MB/s	107 MB/s	195 MB/s	190 MB/s	130 MB/s	138 MB/s
Continuous kernel buffer	125 MB/s	122 MB/s	248 MB/s	238 MB/s	160 MB/s	170 MB/s
Speed advantage	15%	14%	27%	25%	24%	23%

Bus Transfer Standard Read/Write Transfer Speed Details (M4i.44xx card in an example system)

Mode	Notifysize 16 kByte		Notifysize 64 kByte		Notifysize 512 kByte		Notifysize 2048 kByte		Notifysize 4096 kByte	
	read	write	read	write	read	write	read	write	read	write
User buffer	243 MB/s	132 MB/s	793 MB/s	464 MB/s	2271 MB/s	1352 MB/s	2007 MB/s	1900 MB/s	2687 MB/s	2284 MB/s
Continuous kernel buffer	239 MB/s	133 MB/s	788 MB/s	457 MB/s	2270 MB/s	1470 MB/s	2555 MB/s	2121 MB/s	2989 MB/s	2549 MB/s
Speed advantage	-1.6%	+0.7%	-0.6%	-1.5%	0%	+8.7%	+27.3%	+11.6%	+11.2%	+11.6%

Bus Transfer FIFO Read Transfer Speed Details (M4i.44xx card in an example system)

Mode	Notifysize 4 kByte FIFO read	Notifysize 8 kByte FIFO read	Notifysize 16 kByte FIFO read	Notifysize 32 kByte FIFO read	Notifysize 64 kByte FIFO read	Notifysize 256 kByte FIFO read	Notifysize 1024 kByte FIFO read	Notifysize 2048 kByte FIFO read	Notifysize 4096 kByte FIFO read
User buffer	455 MB/s	858 MB/s	1794 MB/s	2005 MB/s	3335 MB/s	3386 MB/s	3369 MB/s	3331 MB/s	3335 MB/s
Continuous kernel buffer	540 MB/s	833 MB/s	1767 MB/s	1965 MB/s	3216 MB/s	3386 MB/s	3389 MB/s	3388 MB/s	3389 MB/s
Speed advantage	+18.6%	-2.9%	-1.5%	-2.0%	-3.5%	0%	+0.6%	+1.7%	+1.6%

Bus Transfer FIFO Read Transfer Speed Details (M2p.5942 card in an example system)

Mode	Notifysize 4 kByte FIFO read	Notifysize 8 kByte FIFO read	Notifysize 16 kByte FIFO read	Notifysize 32 kByte FIFO read	Notifysize 64 kByte FIFO read	Notifysize 256 kByte FIFO read	Notifysize 1024 kByte FIFO read	Notifysize 2048 kByte FIFO read	Notifysize 4096 kByte FIFO read
User buffer	282 MB/s	462 MB/s	597 MB/s	800 MB/s	800 MB/s	799 MB/s	799 MB/s	799 MB/s	797 MB/s
Continuous kernel buffer	279 MB/s	590 MB/s	577 MB/s	800 MB/s	800 MB/s	800 MB/s	800 MB/s	800 MB/s	799 MB/s
Speed advantage	-1.1%	+27.7%	-3.4%	+0.0%	+0.0%	0%	+0.1%	+0.1%	+0.3%

Setup on Linux systems

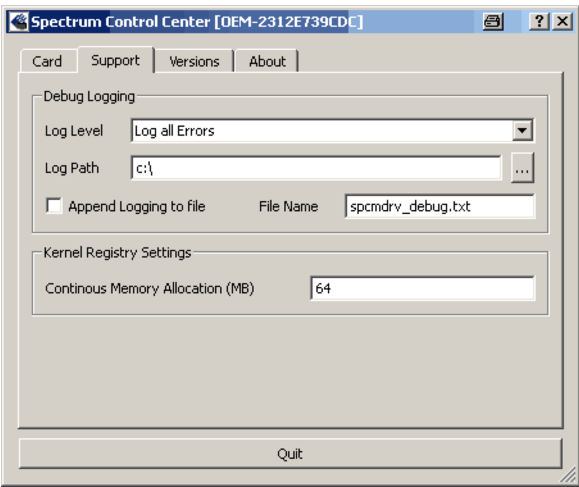
On Linux systems the continuous buffer setting is done via the command line argument contmem_mb when loading the kernel driver module:

```
insmod spcm.ko contmem_mb=4
```

As memory allocation is organized completely different compared to Windows the amount of data that is available for a continuous DMA buffer is unfortunately limited to a maximum of 8 MByte. On most systems it will even be only 4 MBytes.

Setup on Windows systems

The continuous buffer settings is done with the Spectrum Control Center using a setup located on the „Support" page. Please fill in the desired continuous buffer settings as MByte. After setting up the value the system needs to be restarted as the allocation of the buffer is done during system boot time.



If the system cannot allocate the amount of memory it will divide the desired memory by two and try again. This will continue until the system can allocate a continuous buffer. Please note that this try and error routine will need several seconds for each failed allocation try during boot up procedure. During these tries the system will look like being crashed. It is then recommended to change the buffer settings to a smaller value to avoid the long waiting time during boot up.

Continuous buffer settings should not exceed 1/4 of system memory. During tests the maximum amount that could be allocated was 384 MByte of continuous buffer on a system with 4 GByte memory installed.

Usage of the buffer

The usage of the continuous memory is very simple. It is just necessary to read the start address of the continuous memory from the driver and use this address instead of a self allocated user buffer for data transfer.

Function spcm_dwGetContBuf

This function reads out the internal continuous memory buffer (in bytes) if one has been allocated. If no buffer has been allocated the function returns a size of zero and a NULL pointer.

```
uint32 _stdcall spcm_dwGetContBuf_i64 ( // Return value is an error code
    drv_handle  hDevice,                // handle to an already opened device
    uint32      dwBufType,              // type of the buffer to read as listed above under SPCM_BUF_XXXX
    void**      ppvDataBuffer,          // address of available data buffer
    uint64*     pqwContBufLen);         // length of available continuous buffer

uint32 _stdcall spcm_dwGetContBuf_i64m (// Return value is an error code
    drv_handle  hDevice,                // handle to an already opened device
    uint32      dwBufType,              // type of the buffer to read as listed above under SPCM_BUF_XXXX
    void**      ppvDataBuffer,          // address of available data buffer
    uint32*     pdwContBufLenH,         // high part of length of available continuous buffer
    uint32*     pdwContBufLenL);        // low part of length of available continuous buffer
```

Please note that it is not possible to free the continuous memory for the user application.

Example

The following example shows a simple standard single mode data acquisition setup (for a card with 12/14/16 bit per resolution one sample equals 2 bytes) with the read out of data afterwards. To keep this example simple there is no error checking implemented.

```
int32 lMemsize = 16384;                                                     // recording length is set to 16 kSamples

spcm_dwSetParam_i64 (hDrv, SPC_CHENABLE, CHANNEL0);                           // only one channel activated
spcm_dwSetParam_i32 (hDrv, SPC_CARDMODE, SPC_REC_STD_SINGLE);               // set the standard single recording mode
spcm_dwSetParam_i64 (hDrv, SPC_MEMSIZE, lMemsize);                            // recording length in samples
spcm_dwSetParam_i64 (hDrv, SPC_POSTTRIGGER, 8192);                           // samples to acquire after trigger = 8k

// now we start the acquisition and wait for the interrupt that signalizes the end
spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_CARD_START | M2CMD_CARD_ENABLETRIGGER | M2CMD_CARD_WAITREADY);

// we now try to use a continuous buffer for data transfer or allocate our own buffer in case there's none
spcm_dwGetContBuf_i64 (hDrv, SPCM_BUF_DATA, &pvData, &qwContBufLen);
if (qwContBufLen < (2 * lMemsize))
    pvData = new int16[lMemsize];

// read out the data
spcm_dwDefTransfer_i64 (hDrv, SPCM_BUF_DATA,  SPCM_DIR_CARDTOPC , 0, pvData, 0, 2 * lMemsize);
spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_DATA_STARTDMA | M2CMD_DATA_WAITDMA);

// ... Use the data here for analysis/calculation/storage

// delete our own buffer in case we have created one
if (qwContBufLen < (2 * lMemsize))
    delete[] pvData;
```