



Middleware – MARS6 / MARS24

User Manual

(Version 1.0)

Introduction

Middleware is based on a client-server model for exchanging data between client and server. Client and server communicate over a computer network (TCP/IP) on separate hardware. Server acts as a data provider and client retrieve data from it. Middleware provide single connection at the same to prevent the drop of performance.

Connection

Middleware will listen on both loopback address (127.0.0.1) and remote internet address (like 192.168.x.x) at the port number 8888. It is an asynchronous methods having the advantage to not interrupt the program flow when a time consuming operation is needed.

List command

[START] – Obsolete

Description: Start reading tag into buffer

[READ] – Custom make

Description: Return tag message after [START] or [CLEAR].

Format of tag message:

{ZoneID}, {Associated Card ID}*...*{ZoneID}, {Associated Card ID}

The range of Zone ID is 0 .. 4

The range of Card ID is 0 .. 107

Example:

Zone1,1,2,3,4,5*Zone2,4,5,6,7*Zone3,7,8,5,3,21*Zone4,12,23,23

[CLEAR] – Custom make

Description: Clear internal buffer

[READ2] – Custom make

Description: Same as sending [READ][CLEAR]

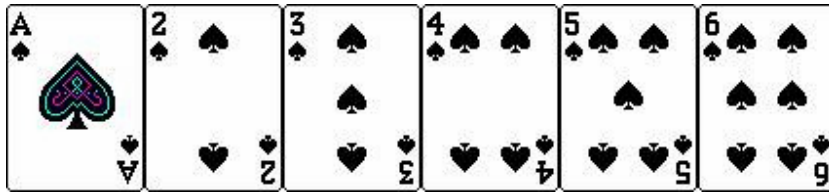
[STOP] – Obsolete

Return intermediate tag message and stop reading tag

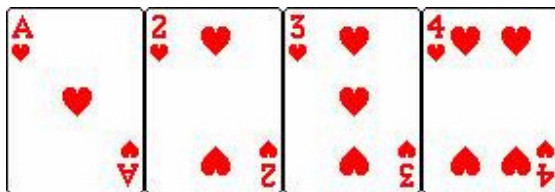
Appendix A

For example,

When the following card are placed on Antenna '0',



and Antenna '3'



Server reply: Zone0,0,1,2,3,4,5*Zone3,13,14,15,16

Appendix B



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