LS-CAT PGPMAC

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Contents

Chapter 1

The LS-CAT pgpmac Project

pgpmac.c

Some pmac defines, typedefs, functions suggested by Delta Tau Accessory 54E User Manual, October 23, 2003 (C) 2003 by Delta Tau Data Systems, Inc. All rights reserved.

This project implements the MD2 communications required for operation at LS-CAT and is intended to replace Windows XP based .NET code provided by MAATEL.

The need to do this is driven by a desire to make the system as effecient and fast as possible by combining various operations. A proof-of-principle version of this code saw frame rates of 23/minute as opposed to the nominal 18/minute we normally quote for 1 second exposures.

Additionally, as we rapidly approach EOL for Windows XP an alternative is urgently needed.

Structure

The project is roughly broken down as follows:

```
    lsevents.c          Simple event queue

    lsredis.c           Receive key value pair updates from redis databases

    lslogging.c         A logging utility to simplify debugging

    lspg.c              Handles communications with the controlling posgresql database

    lsupdate.c          Periodically update the px.kvs table with new positions.

    md2cmds.c           Provides the equivilant (mostly) of the LS-CAT BLUMax code.

    pgpmac.c            Main: parses command line and starts up the various threads

    pgpmac.h            All includes and defines.  The only file included by the .c files in this

    pmac_md2_ls-cat.pmc Code for the PMAC: compile and install with pmac exectutive program.

    pmac_md2.sql        Tables and procedures for the posgresql side of the project.
```

Notes:

- The postgresql and the pmac communications interfaces are asynchronous and rely heavyly on the unix "poll" routine.
- The project is multithreaded and based on "pthreads".
- Most threads maintain a queue of commands to simpify communications with each other.
- Note that a MAATEL supported interface for a more recent version of Windows may be available, however, a bit of effort will be required to implement it at LS-CAT as the BLUMax code will likely require some revisions. This is still an option should the present project become intractable.
- An important constraint has been to run the MD2 either from the windows .NET environment or from the pgpmac environment. A consequence is that the pmac "pmc" file has been augmented to include new capabilities without destroying the code that the .NET interface requires.
- Epics support could come by adapting the "e.c" code to work here directly or could come by making use of the existing kv pair mechanism already in place or, as is most likely, a combination of the two.
- Ncurses support could include input lines for SQL queries and direct commands for supporting homing etc. Perhaps the F keys could change modes or use of special mode changing text commands. Output is not asynchronous. Although this is unlikely to cause a problem I'd hate to have the program hang because terminal output is hung up.
- PG queries come back as text instead of binary. We could reduce the numeric errors by using binary and things would run a tad faster, though it is unlikely anyone would notice or care about the speed.

MD2 Motors and Coordinate Systems

```
CS       Motor

1             1       X = Omega

2            17       X = Center X
             18       Y = Center Y

3             2       X = Alignment X
              3       Y = Alignment Y
              4       Z = Alignment Z

--            5       Analyzer

4             6       X = Zoom

5             7       Y = Aperture Y
              8       Z = Aperture Z
              9       U = Capillary Y
             10       V = Capillary Z
             11       W = Scintillator Z

6                     (None)

7            19       X = Kappa
             20       Y = Phi
```

MD2 Motion Programs

```
before calling, set
   M4XX = 1:  flag to indicate we are running program XX
   P variables as arguments

Program         Description
  1             home omega
  2             home alignment table X
  3             home alignment table Y
  4             home alignment table Z
  6             home camera zoom
  7             home aperture Y
  8             home aperture Z
  9             home capillary Y
 10             home capillary Z
 11             home scintillator Z
 17             home center X
 18             home center Y
 19             home kappa
 20             home phi (Home position is not defined for phi ...)
 25             kappa stress test

 26             Combined Incremental move of X and Y in selected coordinate system
                        (Does not reset M426)
                        P170  = X increment
                        P171  = Y increment


 31             scan omega
                        P170  = Start
                        P171  = End
                        P173  = Velocity (float)
                        P174  = Sample Rate (I5049)
                        P175  = Acceleration time
                        P176  = Gathering source
                        P177  = Number of passes
                        P178  = Shutter rising distance (units of omega motion)
                        P179  = Shutter falling distance (units of omega motion)
                        P180  = Exposure Time


 34             Organ Scan
                        P169  = Motor Number
                        P170  = Start Position
                        P171  = End Position
                        P172  = Step Size
                        P173  = Motor Speed


 35             Organ Homing


 37             Organ Move   (microdiff_hard.ini says we don't use this anymore)
                        P169  = Capillary Z
                        P170  = Scintillator Z
                        P171  = Aperture Z


 50             Combined Incremental move of X and Y
                        P170  = X increment
                        P171  = Y increment


 52             X oscillation (while M320 == 1)
                        (Does not reset M452)


 53             Center X and Y Synchronized homing
 54             Combined X, Y, Z absolute move
                        P170  = X
                        P171  = Y
                        P172  = Z

131             LS-CAT Modified Omega Scan
                        P170    = Shutter open position, in counts
                        P171    = Delta omega, in counts
                        P173    = Omega velocity (counts/msec)
                        P175    = Acceleration Time (msec)
                        P177    = Number of passes
                        P178    = Shutter Rising Distance
                        P179    = Shutter Falling Distance
                        P180    = Exposure TIme (msec)

140             LS-CAT Move X Absolute
                        Q10    = X Value (cts)

141             LS-CAT Move Y Absolute
                        Q11    = Y Value (cts)

142             LS-CAT Move Z Absolute
                        Q12    = Z Value (cts)

150             LS-CAT Move X, Y Absolute
                        Q20    = X Value
                        Q21    = Y Value

160             LS-CAT Move X, Y, Z  Absolute
                        Q30    = X Value
                        Q31    = Y Value
                        Q32    = Z Value
```

Chapter 2

Namespace Index

2.1 Namespace List

Here is a list of all namespaces with brief descriptions:

Chapter 3

Data Structure Index

3.1 Data Structures

Here are the data structures with brief descriptions:

Chapter 4

File Index

4.1 File List

Here is a list of all files with brief descriptions:

Chapter 5

Namespace Documentation

5.1 iniParser Namespace Reference

Data Structures

- class iniParser

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Variables

- tuple ip iniParser("microdiff_hard.ini")

5.1.1 Variable Documentation

5.1.1.1 tuple iniParser.ip iniParser("microdiff_hard.ini")

Definition at line 104 of file iniParser.py.

5.2 mk_pgpmac_redis Namespace Reference

Variables

- list head sys.argv[1]
- list pref_ini sys.argv[2]
- list hard_ini sys.argv[3]
- dictionary motor_dict
- dictionary hard_ini_fields
- list motor_field_lists
- list bi_list ["CryoSwitch"]
- dictionary motor_presets
- list zoom_settings
- tuple hi iniParser.iniParser(hard_ini)
- list v motor_dict[m]
- string f "HSETNX"
- tuple pi iniParser.iniParser(pref_ini)
- int i 0

- tuple ppos pi.get(section, option)
- string fnc "HSETNX"
- tuple b pi.get(section, "LightIntensity")
- tuple p pi.get(section, "MotorPosition")
- tuple x pi.get(section, "ScaleX")
- tuple y pi.get(section, "ScaleY")

5.2.1 Variable Documentation

5.2.1.1 tuple mk_pgpmac_redis.b pi.get(section, "LightIntensity")

Definition at line 376 of file mk_pgpmac_redis.py.

5.2.1.2 list mk_pgpmac_redis.bi_list ["CryoSwitch"]

Definition at line 226 of file mk_pgpmac_redis.py.

5.2.1.3 tuple mk_pgpmac_redis.f "HSETNX"

Definition at line 326 of file mk_pgpmac_redis.py.

5.2.1.4 string mk_pgpmac_redis.fnc "HSETNX"

Definition at line 368 of file mk_pgpmac_redis.py.

5.2.1.5 mk_pgpmac_redis.hard_ini sys.argv[3]

Definition at line 21 of file mk_pgpmac_redis.py.

5.2.1.6 dictionary mk_pgpmac_redis.hard_ini_fields

Initial value:

```
{
    "active"      : "Simulation",
    "coord_num"   : "CoordinateSystem",
    "largeStep"   : "LargeStep",
    "maxPosition" : "MaxPosition",
    "minPosition" : "MinPosition",
    "motor_num"   : "MotorNumber",
    "smallStep"   : "SmallStep",
    "u2c"         : "UnitRatio",
     "neutralPosition" : "NeutralPosition"
     }
```

Definition at line 169 of file mk_pgpmac_redis.py.

5.2.1.7 list mk_pgpmac_redis.head sys.argv[1]

Definition at line 13 of file mk_pgpmac_redis.py.

5.2.1.8 tuple mk_pgpmac_redis.hi iniParser.iniParser(hard_ini)

Definition at line 301 of file mk_pgpmac_redis.py.

5.2.1.9 int mk_pgpmac_redis.i 0

Definition at line 347 of file mk_pgpmac_redis.py.

5.2.1.10 dictionary mk_pgpmac_redis.motor_dict

Definition at line 26 of file mk_pgpmac_redis.py.

5.2.1.11 list mk_pgpmac_redis.motor_field_lists

Definition at line 190 of file mk_pgpmac_redis.py.

5.2.1.12 dictionary mk_pgpmac_redis.motor_presets

Definition at line 228 of file mk_pgpmac_redis.py.

5.2.1.13 tuple mk_pgpmac_redis.p pi.get(section, ”MotorPosition”)

Definition at line 382 of file mk_pgpmac_redis.py.

5.2.1.14 tuple mk_pgpmac_redis.pi iniParser.iniParser(pref_ini)

Definition at line 344 of file mk_pgpmac_redis.py.

5.2.1.15 tuple mk_pgpmac_redis.ppos pi.get(section, option)

Definition at line 354 of file mk_pgpmac_redis.py.

5.2.1.16 mk_pgpmac_redis.pref_ini sys.argv[2]

Definition at line 16 of file mk_pgpmac_redis.py.

5.2.1.17 tuple mk_pgpmac_redis.v motor_dict[m]

Definition at line 325 of file mk_pgpmac_redis.py.

5.2.1.18 tuple mk_pgpmac_redis.x pi.get(section, ”ScaleX”)

Definition at line 388 of file mk_pgpmac_redis.py.

5.2.1.19 tuple mk_pgpmac_redis.y pi.get(section, ”ScaleY”)

Definition at line 394 of file mk_pgpmac_redis.py.

5.2.1.20 list mk_pgpmac_redis.zoom_settings

Initial value:

```
[
    #lev   front  back  pos     scalex  scaley   section
    [1,     4.0,   8.0,  34100, 2.7083,  3.3442, "CoaxCam.Zoom1"],
    [2,     6.0,   8.1,  31440, 2.2487,  2.2776, "CoaxCam.Zoom2"],
    [3,     6.5,   8.2,  27460, 1.7520,  1.7550, "CoaxCam.Zoom3"],
    [4,     7.0,   8.3,  23480, 1.3360,  1.3400, "CoaxCam.Zoom4"],
    [5,     8.0,  10.0,  19500, 1.0140,  1.0110, "CoaxCam.Zoom5"],
    [6,     9.0,  12.0,  15520, 0.7710,  0.7760, "CoaxCam.Zoom6"],
    [7,    10.0,  17.0,  11540, 0.5880,  0.5920, "CoaxCam.Zoom7"],
     [8,    12.0,  25.0,   7560, 0.4460,  0.4480, "CoaxCam.Zoom8"],
     [9,    15.0,  37.0,   3580, 0.3410,  0.3460, "CoaxCam.Zoom9"],
     [10,   16.0,  42.0,      0, 0.2700,  0.2690, "CoaxCam.Zoom10"]
     ]
```

Definition at line 277 of file mk_pgpmac_redis.py.

Chapter 6

Data Structure Documentation

6.1 iniParser.iniParser Class Reference

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Public Member Functions

- def __init__
- def read
- def sections
- def options
- def has_section
- def has_option
- def get

Data Fields

- f
- sd

6.1.1 Detailed Description

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You should have received a copy of the GNU General Public License along with this program. If not, see `http-://www.gnu.org/licenses/`.

We assume the sections and options are case insensitive and that, although nested sections are implied by the format used by the md2, that the nesting has no practical importance.

The current version is for READING the files.

TODO: add writing. We'll need to keep track of the preferred case used in the ini file as well as the existing comments. This is mildly tricky since comments apparently can appear on both option lines and non-option lines so we'll need to track the line number within each section to preserve all the comments. Strictly speaking this is not necessary as we can just spit stuff out all lower case without comments and, presumably, the md2 should be able to deal with it. However, there is enough of a problem with the lack of documentation that willfully removing seems like a bad idea.

Definition at line 42 of file iniParser.py.

6.1.2 Constructor & Destructor Documentation

6.1.2.1 def iniParser.iniParser.__init__ (*self*, *fn*)

Definition at line 44 of file iniParser.py.

```

    def __init__( self, fn):
        self.f = open( fn, "r")
        self.sd = {}

```

6.1.3 Member Function Documentation

6.1.3.1 def iniParser.iniParser.get (*self*, *section*, *option*)

Definition at line 99 of file iniParser.py.

```

    def get( self, section, option):
        return self.sd[section.lower()][option.lower()]

```

6.1.3.2 def iniParser.iniParser.has_option (*self*, *section*, *option*)

Definition at line 94 of file iniParser.py.

```

    def has_option( self, section, option):
        if self.has_section( section):
            return self.sd[section.lower()].has_key( option.lower())
        return False
```

6.1.3.3 def iniParser.iniParser.has_section (*self*, *section*)

Definition at line 91 of file iniParser.py.

```

    def has_section( self, section):
        return self.sd.has_key( section.lower())
```

6.1.3.4 def iniParser.iniParser.options (*self*, *section*)

Definition at line 87 of file iniParser.py.

```

    def options( self, section):
        return self.sd[section.lower()].keys()

```

6.1.3.5 def iniParser.iniParser.read (*self*)

Definition at line 49 of file iniParser.py.

```

    def read( self):
        self.sd = {}
        current_section = "default"
        current_dict    = {}
        for l in self.f.readlines():
            sl = l.strip()
            if len(sl) > 0:
                if sl[0] == ";":
                    continue

                if sl[0] == "[" and sl.find("]") > 1:
                    self.sd[current_section] = current_dict
                    current_dict = {}
                    current_section = (sl[1:sl.find("]")]).lower()

                else:
                    if sl.find(";") > 0:
                        s = sl[0:sl.find(";")]
                    else:
                        s = sl

                    if s.find("=") > 0:
                        slist = s.split("=")
                        if len(slist) == 2:
                            k = (slist[0].strip()).lower()
                            v = slist[1].strip()
                            current_dict[k] = v

        self.sd[current_section] = current_dict


        self.f.close()

```

6.1.3.6 def iniParser.iniParser.sections (*self*)

Definition at line 83 of file iniParser.py.

```

    def sections( self):
        ks = set(self.sd.keys())
        return list(ks.difference( ["default"]))
```

6.1.4 Field Documentation

6.1.4.1 iniParser.iniParser.f

Definition at line 45 of file iniParser.py.

6.1.4.2 iniParser.iniParser.sd

Definition at line 46 of file iniParser.py.

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

- iniParser.py

6.2 lsevents_listener_struct Struct Reference

Linked list of event listeners.

Data Fields

- struct lsevents_listener_struct ∗ next

  Next listener.
- char ∗ raw_regexp

  the original string sent to us
- regex_t re

  regular expression representing listened for events
- void(∗ cb)(char ∗)

  call back function

6.2.1 Detailed Description

Linked list of event listeners.

Definition at line 27 of file lsevents.c.

6.2.2 Field Documentation

6.2.2.1 void(∗ lsevents_listener_struct::cb)(char ∗)

call back function

Definition at line 31 of file lsevents.c.

6.2.2.2 struct lsevents_listener_struct∗ lsevents_listener_struct::next

Next listener.

Definition at line 28 of file lsevents.c.

6.2.2.3 char∗ lsevents_listener_struct::raw_regexp

the original string sent to us

Definition at line 29 of file lsevents.c.

6.2.2.4 regex_t lsevents_listener_struct::re

regular expression representing listened for events

Definition at line 30 of file lsevents.c.

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

- lsevents.c

6.3 lsevents_queue_struct Struct Reference

Storage definition for the events.

Data Fields

- char ∗ evp

  name of the event

6.3.1 Detailed Description

Storage definition for the events.

Just a string for now. Perhaps one day we'll succumb to the temptation to add an argument or two.

Definition at line 17 of file lsevents.c.

6.3.2 Field Documentation

6.3.2.1 char∗ lsevents_queue_struct::evp

name of the event

Definition at line 18 of file lsevents.c.

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

- lsevents.c

6.4 lslogging_queue_struct Struct Reference

Our log object: time and message.

Data Fields

- struct timespec ltime

  time stamp: set when queued
- char lmsg [LSLOGGING_MSG_LENGTH]

  our message, truncated if too long

6.4.1 Detailed Description

Our log object: time and message.

Definition at line 24 of file lslogging.c.

6.4.2 Field Documentation

6.4.2.1 char lslogging_queue_struct::lmsg[LSLOGGING_MSG_LENGTH]

our message, truncated if too long

Definition at line 26 of file lslogging.c.

6.4.2.2 struct timespec lslogging_queue_struct::ltime

time stamp: set when queued

Definition at line 25 of file lslogging.c.

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

- lslogging.c

6.5 lspg_demandairrights_struct Struct Reference

```
#include <pgpmac.h>
```

Data Fields

- pthread_mutex_t mutex
- pthread_cond_t cond
- int new_value_ready

6.5.1 Detailed Description

Definition at line 190 of file pgpmac.h.

6.5.2 Field Documentation

6.5.2.1 pthread_cond_t lspg_demandairrights_struct::cond

Definition at line 192 of file pgpmac.h.

6.5.2.2 pthread_mutex_t lspg_demandairrights_struct::mutex

Definition at line 191 of file pgpmac.h.

6.5.2.3 int lspg_demandairrights_struct::new_value_ready

Definition at line 193 of file pgpmac.h.

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

- pgpmac.h

6.6 lspg_getcenter_struct Struct Reference

Storage for getcenter query Used for the md2 ROTATE command that generates the centering movies.

```
#include <pgpmac.h>
```

Data Fields

- pthread_mutex_t mutex

  don't let the threads collide!
- pthread_cond_t cond

  provides signaling for when the query is done
- int new_value_ready

  used with condition
- int no_rows_returned

  flag in case no centering information was forthcoming
- int zoom

  the next zoom level to go to before taking the next movie
- int zoom_isnull
- double dcx

  center x change
- int dcx_isnull
- double dcy

  center y change
- int dcy_isnull
- double dax

  alignment x change
- int dax_isnull
- double day

  alignment y change
- int day_isnull
- double daz

  alignment z change
- int daz_isnull

6.6.1 Detailed Description

Storage for getcenter query Used for the md2 ROTATE command that generates the centering movies.

Definition at line 204 of file pgpmac.h.

6.6.2 Field Documentation

6.6.2.1 pthread_cond_t lspg_getcenter_struct::cond

provides signaling for when the query is done

Definition at line 206 of file pgpmac.h.

6.6.2.2 double lspg_getcenter_struct::dax

alignment x change

Definition at line 219 of file pgpmac.h.

6.6.2.3 int lspg_getcenter_struct::dax_isnull

Definition at line 220 of file pgpmac.h.

6.6.2.4 double lspg_getcenter_struct::day

alignment y change

Definition at line 222 of file pgpmac.h.

6.6.2.5 int lspg_getcenter_struct::day_isnull

Definition at line 223 of file pgpmac.h.

6.6.2.6 double lspg_getcenter_struct::daz

alignment z change

Definition at line 225 of file pgpmac.h.

6.6.2.7 int lspg_getcenter_struct::daz_isnull

Definition at line 226 of file pgpmac.h.

6.6.2.8 double lspg_getcenter_struct::dcx

center x change

Definition at line 213 of file pgpmac.h.

6.6.2.9 int lspg_getcenter_struct::dcx_isnull

Definition at line 214 of file pgpmac.h.

6.6.2.10 double lspg_getcenter_struct::dcy

center y change

Definition at line 216 of file pgpmac.h.

6.6.2.11 int lspg_getcenter_struct::dcy_isnull

Definition at line 217 of file pgpmac.h.

6.6.2.12 pthread_mutex_t lspg_getcenter_struct::mutex

don't let the threads collide!

Definition at line 205 of file pgpmac.h.

6.6.2.13 int lspg_getcenter_struct::new_value_ready

used with condition

Definition at line 207 of file pgpmac.h.

6.6.2.14 int lspg_getcenter_struct::no_rows_returned

flag in case no centering information was forthcoming

Definition at line 208 of file pgpmac.h.

6.6.2.15 int lspg_getcenter_struct::zoom

the next zoom level to go to before taking the next movie

Definition at line 210 of file pgpmac.h.

6.6.2.16 int lspg_getcenter_struct::zoom_isnull

Definition at line 211 of file pgpmac.h.

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

- pgpmac.h

6.7 lspg_getcurrentsampleid_struct Struct Reference

```
#include <pgpmac.h>
```

Data Fields

- pthread_mutex_t mutex

  practice safe threading
- pthread_cond_t cond

  for signaling
- int no_rows_returned

  flag for an empty return
- int new_value_ready

  OK, there is never a value, we need a variable for the conditional wait and this is what we call it everywhere else.
- unsigned int getcurrentsampleid

  the sample we think is mounted on the diffractometer
- int getcurrentsampleid_isnull

  the sample we think is mounted on the diffractometer

6.7.1 Detailed Description

Definition at line 178 of file pgpmac.h.

6.7.2 Field Documentation

6.7.2.1 pthread_cond_t lspg_getcurrentsampleid_struct::cond

for signaling

Definition at line 180 of file pgpmac.h.

6.7.2.2 unsigned int lspg_getcurrentsampleid_struct::getcurrentsampleid

the sample we think is mounted on the diffractometer

Definition at line 183 of file pgpmac.h.

6.7.2.3 int lspg_getcurrentsampleid_struct::getcurrentsampleid_isnull

the sample we think is mounted on the diffractometer

Definition at line 184 of file pgpmac.h.

6.7.2.4 pthread_mutex_t lspg_getcurrentsampleid_struct::mutex

practice safe threading

Definition at line 179 of file pgpmac.h.

6.7.2.5 int lspg_getcurrentsampleid_struct::new_value_ready

OK, there is never a value, we need a variable for the conditional wait and this is what we call it everywhere else.

Definition at line 182 of file pgpmac.h.

6.7.2.6 int lspg_getcurrentsampleid_struct::no_rows_returned

flag for an empty return

Definition at line 181 of file pgpmac.h.

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

- pgpmac.h

6.8 lspg_lock_detector_struct Struct Reference

lock detector object Implements detector lock for exposure control

Data Fields

- pthread_mutex_t mutex
- pthread_cond_t cond
- int new_value_ready

6.8.1 Detailed Description

lock detector object Implements detector lock for exposure control

Definition at line 974 of file lspg.c.

6.8.2 Field Documentation

6.8.2.1 pthread_cond_t lspg_lock_detector_struct::cond

Definition at line 976 of file lspg.c.

6.8.2.2 pthread_mutex_t lspg_lock_detector_struct::mutex

Definition at line 975 of file lspg.c.

6.8.2.3 int lspg_lock_detector_struct::new_value_ready

Definition at line 977 of file lspg.c.

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

- lspg.c

6.9 lspg_lock_diffractometer_struct Struct Reference

Object used to impliment locking the diffractometer Critical to exposure timing.

Data Fields

- pthread_mutex_t mutex
- pthread_cond_t cond
- int new_value_ready

6.9.1 Detailed Description

Object used to impliment locking the diffractometer Critical to exposure timing.

Definition at line 915 of file lspg.c.

6.9.2 Field Documentation

6.9.2.1 pthread_cond_t lspg_lock_diffractometer_struct::cond

Definition at line 917 of file lspg.c.

6.9.2.2 pthread_mutex_t lspg_lock_diffractometer_struct::mutex

Definition at line 916 of file lspg.c.

6.9.2.3 int lspg_lock_diffractometer_struct::new_value_ready

Definition at line 918 of file lspg.c.

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

- lspg.c

6.10 lspg_nextsample_struct Struct Reference

Returns the next sample number Just a 32 bit int (Ha!, take that, nextshot!)

```
#include <pgpmac.h>
```

Data Fields

- pthread_mutex_t mutex

  Our mutex.
- pthread_cond_t cond

  Our condition.
- int new_value_ready

  flag for our condition
- int no_rows_returned

  just in case, though this query should always return an integer, perhaps 0
- unsigned int nextsample

  sample number (4 8-bit segments: station, dewar (lid), puck, and position in the puck)
- int nextsample_isnull

  shouldn't ever be set, but if we change the logic of this call in PG then we are ready for it here.

6.10.1 Detailed Description

Returns the next sample number Just a 32 bit int (Ha!, take that, nextshot!)

Definition at line 251 of file pgpmac.h.

6.10.2 Field Documentation

6.10.2.1 pthread_cond_t lspg_nextsample_struct::cond

Our condition.

Definition at line 253 of file pgpmac.h.

6.10.2.2 pthread_mutex_t lspg_nextsample_struct::mutex

Our mutex.

Definition at line 252 of file pgpmac.h.

6.10.2.3 int lspg_nextsample_struct::new_value_ready

flag for our condition

Definition at line 254 of file pgpmac.h.

6.10.2.4 unsigned int lspg_nextsample_struct::nextsample

sample number (4 8-bit segments: station, dewar (lid), puck, and position in the puck)

Definition at line 257 of file pgpmac.h.

6.10.2.5 int lspg_nextsample_struct::nextsample_isnull

shouldn't ever be set, but if we change the logic of this call in PG then we are ready for it here.

Definition at line 258 of file pgpmac.h.

6.10.2.6 int lspg_nextsample_struct::no_rows_returned

just in case, though this query should always return an integer, perhaps 0

Definition at line 255 of file pgpmac.h.

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

- pgpmac.h

6.11 lspg_nextshot_struct Struct Reference

Storage definition for nextshot query.

```
#include <pgpmac.h>
```

Data Fields

- pthread_mutex_t mutex

    Our mutex for sanity in the multi-threaded program.
- pthread_cond_t cond

    Condition to wait for a response from our postgresql server.
- int new_value_ready

    Our flag for the condition to wait for.
- int no_rows_returned

    flag indicating that no rows were returned.
- char ∗ dsdir

    Directory for data relative to the ESAF home directory.
- int dsdir_isnull
- char ∗ dspid

    ID string identifying this dataset.
- int dspid_isnull
- double dsowidth

    dataset defined oscillation width
- int dsowidth_isnull
- char ∗ dsoscaxis

    dataset defined oscillation axis (always omega)
- int dsoscaxis_isnull
- double dsexp

    dataset defined exposure time
- int dsexp_isnull
- long long skey

    key identifying a particulary image
- int skey_isnull
- double sstart

    starting angle
- int sstart_isnull
- char ∗ sfn

    file name
- int sfn_isnull
- double dsphi

    dataset defined starting phi angle
- int dsphi_isnull

- double dsomega

  dataset defined starting omega angle
- int dsomega_isnull
- double dskappa

  dataset defined starting kappa angle
- int dskappa_isnull
- double dsdist

  dataset defined detector distance
- int dsdist_isnull
- double dsnrg

  dataset defined energy
- int dsnrg_isnull
- unsigned int dshpid

  sample holder ID
- int dshpid_isnull
- double cx

  centering table x position
- int cx_isnull
- double cy

  centering table y position
- int cy_isnull
- double ax

  alignment table x position
- int ax_isnull
- double ay

  alignment table y position
- int ay_isnull
- double az

  alignment table z position
- int az_isnull
- int active

  flag: 1=move to indicated center position, 0=don't move center or alignment tables
- int active_isnull
- int sindex

  index of frame (used to generate the file extension)
- int sindex_isnull
- char ∗ stype

  "Normal" or "Gridsearch"
- int stype_isnull
- double dsowidth2

  next image oscillation width
- int dsowidth2_isnull
- char ∗ dsoscaxis2

  next image ascillation axis (always "omega")
- int dsoscaxis2_isnull
- double dsexp2

  next image exposure time
- int dsexp2_isnull
- double sstart2

  next image start angle
- int sstart2_isnull
- double dsphi2

next image phi position
- int dsphi2_isnull
- double dsomega2

  next image omega position
- int dsomega2_isnull
- double dskappa2

  next image kappa position
- int dskappa2_isnull
- double dsdist2

  next image distance
- int dsdist2_isnull
- double dsnrg2

  next image energy
- int dsnrg2_isnull
- double cx2

  next image centering table x position
- int cx2_isnull
- double cy2

  next image centering table y position
- int cy2_isnull
- double ax2

  next image alignment x position
- int ax2_isnull
- double ay2

  next image alignment y position
- int ay2_isnull
- double az2

  next image alignment z position
- int az2_isnull
- int active2

  flag: 1 if next image should use the above centering parameters
- int active2_isnull
- int sindex2

  next image index number
- int sindex2_isnull
- char ∗ stype2

  next image type ("Normal" or "Gridsearch")
- int stype2_isnull

6.11.1 Detailed Description

Storage definition for nextshot query.

The next shot query returns all the information needed to collect the next data frame. Since SQL allows for null fields independently from blank strings a separate integer is used as a flag for this case. This adds to the program complexity but allows for some important cases. Suck it up.

Definition at line 271 of file pgpmac.h.

6.11.2 Field Documentation

6.11.2.1 int lspg_nextshot_struct::active

flag: 1=move to indicated center position, 0=don't move center or alignment tables

Definition at line 334 of file pgpmac.h.

6.11.2.2 int lspg_nextshot_struct::active2

flag: 1 if next image should use the above centering parameters

Definition at line 385 of file pgpmac.h.

6.11.2.3 int lspg_nextshot_struct::active2_isnull

Definition at line 386 of file pgpmac.h.

6.11.2.4 int lspg_nextshot_struct::active_isnull

Definition at line 335 of file pgpmac.h.

6.11.2.5 double lspg_nextshot_struct::ax

alignment table x position

Definition at line 325 of file pgpmac.h.

6.11.2.6 double lspg_nextshot_struct::ax2

next image alignment x position

Definition at line 376 of file pgpmac.h.

6.11.2.7 int lspg_nextshot_struct::ax2_isnull

Definition at line 377 of file pgpmac.h.

6.11.2.8 int lspg_nextshot_struct::ax_isnull

Definition at line 326 of file pgpmac.h.

6.11.2.9 double lspg_nextshot_struct::ay

alignment table y position

Definition at line 328 of file pgpmac.h.

6.11.2.10 double lspg_nextshot_struct::ay2

next image alignment y position

Definition at line 379 of file pgpmac.h.

6.11.2.11 int lspg_nextshot_struct::ay2_isnull

Definition at line 380 of file pgpmac.h.

6.11.2.12 int lspg_nextshot_struct::ay_isnull

Definition at line 329 of file pgpmac.h.

6.11.2.13 double lspg_nextshot_struct::az

alignment table z position

Definition at line 331 of file pgpmac.h.

6.11.2.14 double lspg_nextshot_struct::az2

next image alignment z position

Definition at line 382 of file pgpmac.h.

6.11.2.15 int lspg_nextshot_struct::az2_isnull

Definition at line 383 of file pgpmac.h.

6.11.2.16 int lspg_nextshot_struct::az_isnull

Definition at line 332 of file pgpmac.h.

6.11.2.17 pthread_cond_t lspg_nextshot_struct::cond

Condition to wait for a response from our postgresql server.

Definition at line 273 of file pgpmac.h.

6.11.2.18 double lspg_nextshot_struct::cx

centering table x position

Definition at line 319 of file pgpmac.h.

6.11.2.19 double lspg_nextshot_struct::cx2

next image centering table x position

Definition at line 370 of file pgpmac.h.

6.11.2.20 int lspg_nextshot_struct::cx2_isnull

Definition at line 371 of file pgpmac.h.

6.11.2.21 int lspg_nextshot_struct::cx_isnull

Definition at line 320 of file pgpmac.h.

6.11.2.22 double lspg_nextshot_struct::cy

centering table y position

Definition at line 322 of file pgpmac.h.

6.11.2.23 double lspg_nextshot_struct::cy2

next image centering table y position

Definition at line 373 of file pgpmac.h.

6.11.2.24 int lspg_nextshot_struct::cy2_isnull

Definition at line 374 of file pgpmac.h.

6.11.2.25 int lspg_nextshot_struct::cy_isnull

Definition at line 323 of file pgpmac.h.

6.11.2.26 char* lspg_nextshot_struct::dsdir

Directory for data relative to the ESAF home directory.

Definition at line 277 of file pgpmac.h.

6.11.2.27 int lspg_nextshot_struct::dsdir_isnull

Definition at line 278 of file pgpmac.h.

6.11.2.28 double lspg_nextshot_struct::dsdist

dataset defined detector distance

Definition at line 310 of file pgpmac.h.

6.11.2.29 double lspg_nextshot_struct::dsdist2

next image distance

Definition at line 364 of file pgpmac.h.

6.11.2.30 int lspg_nextshot_struct::dsdist2_isnull

Definition at line 365 of file pgpmac.h.

6.11.2.31 int lspg_nextshot_struct::dsdist_isnull

Definition at line 311 of file pgpmac.h.

6.11.2.32 double lspg_nextshot_struct::dsexp

dataset defined exposure time

Definition at line 289 of file pgpmac.h.

6.11.2.33 double lspg_nextshot_struct::dsexp2

next image exposure time

Definition at line 349 of file pgpmac.h.

6.11.2.34 int lspg_nextshot_struct::dsexp2_isnull

Definition at line 350 of file pgpmac.h.

6.11.2.35 int lspg_nextshot_struct::dsexp_isnull

Definition at line 290 of file pgpmac.h.

6.11.2.36 unsigned int lspg_nextshot_struct::dshpid

sample holder ID

Definition at line 316 of file pgpmac.h.

6.11.2.37 int lspg_nextshot_struct::dshpid_isnull

Definition at line 317 of file pgpmac.h.

6.11.2.38 double lspg_nextshot_struct::dskappa

dataset defined starting kappa angle

Definition at line 307 of file pgpmac.h.

6.11.2.39 double lspg_nextshot_struct::dskappa2

next image kappa position

Definition at line 361 of file pgpmac.h.

6.11.2.40 int lspg_nextshot_struct::dskappa2_isnull

Definition at line 362 of file pgpmac.h.

6.11.2.41 int lspg_nextshot_struct::dskappa_isnull

Definition at line 308 of file pgpmac.h.

6.11.2.42 double lspg_nextshot_struct::dsnrg

dataset defined energy

Definition at line 313 of file pgpmac.h.

6.11.2.43 double lspg_nextshot_struct::dsnrg2

next image energy

Definition at line 367 of file pgpmac.h.

6.11.2.44 int lspg_nextshot_struct::dsnrg2_isnull

Definition at line 368 of file pgpmac.h.

6.11.2.45 int lspg_nextshot_struct::dsnrg_isnull

Definition at line 314 of file pgpmac.h.

6.11.2.46 double lspg_nextshot_struct::dsomega

dataset defined starting omega angle

Definition at line 304 of file pgpmac.h.

6.11.2.47 double lspg_nextshot_struct::dsomega2

next image omega position

Definition at line 358 of file pgpmac.h.

6.11.2.48 int lspg_nextshot_struct::dsomega2_isnull

Definition at line 359 of file pgpmac.h.

6.11.2.49 int lspg_nextshot_struct::dsomega_isnull

Definition at line 305 of file pgpmac.h.

6.11.2.50 char* lspg_nextshot_struct::dsoscaxis

dataset defined oscillation axis (always omega)

Definition at line 286 of file pgpmac.h.

6.11.2.51 char* lspg_nextshot_struct::dsoscaxis2

next image ascillation axis (always "omega")

Definition at line 346 of file pgpmac.h.

6.11.2.52 int lspg_nextshot_struct::dsoscaxis2_isnull

Definition at line 347 of file pgpmac.h.

6.11.2.53 int lspg_nextshot_struct::dsoscaxis_isnull

Definition at line 287 of file pgpmac.h.

6.11.2.54 double lspg_nextshot_struct::dsowidth

dataset defined oscillation width

Definition at line 283 of file pgpmac.h.

6.11.2.55 double lspg_nextshot_struct::dsowidth2

next image oscillation width

Definition at line 343 of file pgpmac.h.

6.11.2.56 int lspg_nextshot_struct::dsowidth2_isnull

Definition at line 344 of file pgpmac.h.

6.11.2.57 int lspg_nextshot_struct::dsowidth_isnull

Definition at line 284 of file pgpmac.h.

6.11.2.58 double lspg_nextshot_struct::dsphi

dataset defined starting phi angle

Definition at line 301 of file pgpmac.h.

6.11.2.59 double lspg_nextshot_struct::dsphi2

next image phi position

Definition at line 355 of file pgpmac.h.

6.11.2.60 int lspg_nextshot_struct::dsphi2_isnull

Definition at line 356 of file pgpmac.h.

6.11.2.61 int lspg_nextshot_struct::dsphi_isnull

Definition at line 302 of file pgpmac.h.

6.11.2.62 char* lspg_nextshot_struct::dspid

ID string identifying this dataset.

Definition at line 280 of file pgpmac.h.

6.11.2.63 int lspg_nextshot_struct::dspid_isnull

Definition at line 281 of file pgpmac.h.

6.11.2.64 pthread_mutex_t lspg_nextshot_struct::mutex

Our mutex for sanity in the multi-threaded program.

Definition at line 272 of file pgpmac.h.

6.11.2.65 int lspg_nextshot_struct::new_value_ready

Our flag for the condition to wait for.

Definition at line 274 of file pgpmac.h.

6.11.2.66 int lspg_nextshot_struct::no_rows_returned

flag indicating that no rows were returned.

Definition at line 275 of file pgpmac.h.

6.11.2.67 char∗ lspg_nextshot_struct::sfn

file name

Definition at line 298 of file pgpmac.h.

6.11.2.68 int lspg_nextshot_struct::sfn_isnull

Definition at line 299 of file pgpmac.h.

6.11.2.69 int lspg_nextshot_struct::sindex

index of frame (used to generate the file extension)

Definition at line 337 of file pgpmac.h.

6.11.2.70 int lspg_nextshot_struct::sindex2

next image index number

Definition at line 388 of file pgpmac.h.

6.11.2.71 int lspg_nextshot_struct::sindex2_isnull

Definition at line 389 of file pgpmac.h.

6.11.2.72 int lspg_nextshot_struct::sindex_isnull

Definition at line 338 of file pgpmac.h.

6.11.2.73 long long lspg_nextshot_struct::skey

key identifying a particulary image

Definition at line 292 of file pgpmac.h.

6.11.2.74 int lspg_nextshot_struct::skey_isnull

Definition at line 293 of file pgpmac.h.

6.11.2.75 double lspg_nextshot_struct::sstart

starting angle

Definition at line 295 of file pgpmac.h.

6.11.2.76 double lspg_nextshot_struct::sstart2

next image start angle

Definition at line 352 of file pgpmac.h.

6.11.2.77 int lspg_nextshot_struct::sstart2_isnull

Definition at line 353 of file pgpmac.h.

6.11.2.78 int lspg_nextshot_struct::sstart_isnull

Definition at line 296 of file pgpmac.h.

6.11.2.79 char∗ lspg_nextshot_struct::stype

"Normal" or "Gridsearch"

Definition at line 340 of file pgpmac.h.

6.11.2.80 char∗ lspg_nextshot_struct::stype2

next image type ("Normal" or "Gridsearch")

Definition at line 391 of file pgpmac.h.

6.11.2.81 int lspg_nextshot_struct::stype2_isnull

Definition at line 392 of file pgpmac.h.

6.11.2.82 int lspg_nextshot_struct::stype_isnull

Definition at line 341 of file pgpmac.h.

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

- pgpmac.h

6.12 lspg_seq_run_prep_struct Struct Reference

Data collection running object.

Data Fields

- pthread_mutex_t mutex
- pthread_cond_t cond
- int new_value_ready

6.12.1 Detailed Description

Data collection running object.

Definition at line 1032 of file lspg.c.

6.12.2 Field Documentation

6.12.2.1 pthread_cond_t lspg_seq_run_prep_struct::cond

Definition at line 1034 of file lspg.c.

6.12.2.2 pthread_mutex_t lspg_seq_run_prep_struct::mutex

Definition at line 1033 of file lspg.c.

6.12.2.3 int lspg_seq_run_prep_struct::new_value_ready

Definition at line 1035 of file lspg.c.

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

- lspg.c

6.13 lspg_starttransfer_struct Struct Reference

returns 1 if transfer can continue 0 to abort

```
#include <pgpmac.h>
```

Data Fields

- pthread_mutex_t mutex

  Our mutex.
- pthread_cond_t cond

  Our condition.
- int new_value_ready

  flag for our condition
- int no_rows_returned

  just in case, though this query should always return an integer, perhaps 0
- unsigned int starttransfer

  sample number (4 8-bit segments: station, dewar (lid), puck, and position in the puck)

6.13.1 Detailed Description

returns 1 if transfer can continue 0 to abort

Definition at line 237 of file pgpmac.h.

6.13.2 Field Documentation

6.13.2.1 pthread_cond_t lspg_starttransfer_struct::cond

Our condition.

Definition at line 239 of file pgpmac.h.

6.13.2.2 pthread_mutex_t lspg_starttransfer_struct::mutex

Our mutex.

Definition at line 238 of file pgpmac.h.

6.13.2.3 int lspg_starttransfer_struct::new_value_ready

flag for our condition

Definition at line 240 of file pgpmac.h.

6.13.2.4 int lspg_starttransfer_struct::no_rows_returned

just in case, though this query should always return an integer, perhaps 0

Definition at line 241 of file pgpmac.h.

6.13.2.5 unsigned int lspg_starttransfer_struct::starttransfer

sample number (4 8-bit segments: station, dewar (lid), puck, and position in the puck)

Definition at line 243 of file pgpmac.h.

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

- pgpmac.h

6.14 lspg_wait_for_detector_struct Struct Reference

Object that implements detector / spindle timing We use database locks for exposure control and this implements the md2 portion of this handshake.

Data Fields

- pthread_mutex_t mutex
- pthread_cond_t cond
- int new_value_ready

6.14.1 Detailed Description

Object that implements detector / spindle timing We use database locks for exposure control and this implements the md2 portion of this handshake.

Definition at line 850 of file lspg.c.

6.14.2 Field Documentation

6.14.2.1 pthread_cond_t lspg_wait_for_detector_struct::cond

Definition at line 852 of file lspg.c.

6.14.2.2 pthread_mutex_t lspg_wait_for_detector_struct::mutex

Definition at line 851 of file lspg.c.

6.14.2.3 int lspg_wait_for_detector_struct::new_value_ready

Definition at line 853 of file lspg.c.

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

- lspg.c

6.15 lspg_waitcryo_struct Struct Reference

```
#include <pgpmac.h>
```

Data Fields

- pthread_mutex_t mutex

  practice safe threading
- pthread_cond_t cond

  for signaling
- int new_value_ready

  OK, there is never a value, we need a variable for the conditional wait and this is what we call it everywhere else.

6.15.1 Detailed Description

Definition at line 170 of file pgpmac.h.

6.15.2 Field Documentation

6.15.2.1 pthread_cond_t lspg_waitcryo_struct::cond

for signaling

Definition at line 172 of file pgpmac.h.

6.15.2.2 pthread_mutex_t lspg_waitcryo_struct::mutex

practice safe threading

Definition at line 171 of file pgpmac.h.

6.15.2.3 int lspg_waitcryo_struct::new_value_ready

OK, there is never a value, we need a variable for the conditional wait and this is what we call it everywhere else.

Definition at line 173 of file pgpmac.h.

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

- pgpmac.h

6.16 lspgQueryQueueStruct Struct Reference

Store each query along with it's callback function.

`#include <pgpmac.h>`

Data Fields

- char qs [LS_PG_QUERY_STRING_LENGTH]

  our queries should all be pretty short as we'll just be calling functions: fixed length here simplifies memory management
- void(∗ onResponse)(struct lspgQueryQueueStruct ∗qq, PGresult ∗pgr)

  Callback function for when a query returns a result.

6.16.1 Detailed Description

Store each query along with it's callback function.

All calls are asynchronous

Definition at line 31 of file kvredis.c.

6.16.2 Field Documentation

6.16.2.1 void(∗ lspgQueryQueueStruct::onResponse)(struct lspgQueryQueueStruct ∗qq, PGresult ∗pgr)

Callback function for when a query returns a result.

Definition at line 33 of file kvredis.c.

6.16.2.2 char lspgQueryQueueStruct::qs

our queries should all be pretty short as we'll just be calling functions: fixed length here simplifies memory management

Definition at line 32 of file kvredis.c.

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

- kvredis.c
- pgpmac.h

6.17 lspmac_ascii_buffers_struct Struct Reference

Data Fields

- uint16_t command_buf
- uint16_t command_buf_cc
- char command_str [160]
- uint16_t response_buf
- uint16_t response_n
- char response_str [256]

6.17.1 Detailed Description

Definition at line 342 of file lspmac.c.

6.17.2 Field Documentation

6.17.2.1 uint16_t lspmac_ascii_buffers_struct::command_buf

Definition at line 344 of file lspmac.c.

6.17.2.2 uint16_t lspmac_ascii_buffers_struct::command_buf_cc

Definition at line 345 of file lspmac.c.

6.17.2.3 char lspmac_ascii_buffers_struct::command_str[160]

Definition at line 346 of file lspmac.c.

6.17.2.4 uint16_t lspmac_ascii_buffers_struct::response_buf

Definition at line 347 of file lspmac.c.

6.17.2.5 uint16_t lspmac_ascii_buffers_struct::response_n

Definition at line 348 of file lspmac.c.

6.17.2.6 char lspmac_ascii_buffers_struct::response_str[256]

Definition at line 349 of file lspmac.c.

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

- lspmac.c

6.18 lspmac_bi_struct Struct Reference

Storage for binary inputs.

```
#include <pgpmac.h>
```

Data Fields

- int ∗ ptr

  points to the location in the status buffer
- pthread_mutex_t mutex

  so we don't get confused
- int mask

  mask for the bit in the status register
- int position

  the current value.
- int previous

  the previous value
- int first_time

  flag indicating we've not read the input even once
- char ∗ changeEventOn

  Event to send when the value changes to 1.
- char ∗ changeEventOff

  Event to send when the value changes to 0.

6.18.1 Detailed Description

Storage for binary inputs.

Definition at line 150 of file pgpmac.h.

6.18.2 Field Documentation

6.18.2.1 char∗ lspmac_bi_struct::changeEventOff

Event to send when the value changes to 0.

Definition at line 158 of file pgpmac.h.

6.18.2.2 char∗ lspmac_bi_struct::changeEventOn

Event to send when the value changes to 1.

Definition at line 157 of file pgpmac.h.

6.18.2.3 int lspmac_bi_struct::first_time

flag indicating we've not read the input even once

Definition at line 156 of file pgpmac.h.

6.18.2.4 int lspmac_bi_struct::mask

mask for the bit in the status register

Definition at line 153 of file pgpmac.h.

6.18.2.5 pthread_mutex_t lspmac_bi_struct::mutex

so we don't get confused

Definition at line 152 of file pgpmac.h.

6.18.2.6 int lspmac_bi_struct::position

the current value.

Definition at line 154 of file pgpmac.h.

6.18.2.7 int lspmac_bi_struct::previous

the previous value

Definition at line 155 of file pgpmac.h.

6.18.2.8 int∗ lspmac_bi_struct::ptr

points to the location in the status buffer

Definition at line 151 of file pgpmac.h.

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

- pgpmac.h

6.19 lspmac_cmd_queue_struct Struct Reference

PMAC command queue item.

`#include <pgpmac.h>`

Data Fields

- pmac_cmd_t pcmd

  the pmac command to send
- int no_reply

  1 = no reply is expected, 0 = expect a reply
- struct timespec time_sent

  time this item was dequeued and sent to the pmac
- char ∗ event

  event name to send
- void(∗ onResponse)(struct lspmac_cmd_queue_struct ∗, int, char ∗)

  function to call when response is received. args are (int fd, nreturned, buffer)

6.19.1 Detailed Description

PMAC command queue item.

Command queue items are fixed length to simplify memory management.

Definition at line 86 of file pgpmac.h.

6.19.2 Field Documentation

6.19.2.1 char∗ lspmac_cmd_queue_struct::event

event name to send

Definition at line 90 of file pgpmac.h.

6.19.2.2 int lspmac_cmd_queue_struct::no_reply

1 = no reply is expected, 0 = expect a reply

Definition at line 88 of file pgpmac.h.

6.19.2.3 void(∗ lspmac_cmd_queue_struct::onResponse)(struct lspmac_cmd_queue_struct ∗, int, char ∗)

function to call when response is received. args are (int fd, nreturned, buffer)

Definition at line 91 of file pgpmac.h.

6.19.2.4 pmac_cmd_t lspmac_cmd_queue_struct::pcmd

the pmac command to send

Definition at line 87 of file pgpmac.h.

6.19.2.5 struct timespec lspmac_cmd_queue_struct::time_sent

time this item was dequeued and sent to the pmac

Definition at line 89 of file pgpmac.h.

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

- pgpmac.h

6.20 lspmac_dpascii_queue_struct Struct Reference

Data Fields

- char ∗ event
- char pl [160]

6.20.1 Detailed Description

Definition at line 356 of file lspmac.c.

6.20.2 Field Documentation

6.20.2.1 char∗ lspmac_dpascii_queue_struct::event

Definition at line 357 of file lspmac.c.

6.20.2.2 char lspmac_dpascii_queue_struct::pl[160]

Definition at line 358 of file lspmac.c.

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

- lspmac.c

6.21 lspmac_motor_struct Struct Reference

Motor information.

`#include <pgpmac.h>`

Data Fields

- pthread_mutex_t mutex

  coordinate waiting for motor to be done
- pthread_cond_t cond

  used to signal when a motor is done moving
- int not_done

  set to 1 when request is queued, zero after motion has toggled
- void(∗ read)(struct lspmac_motor_struct ∗)

  method to read the motor status and position
- int command_sent

  Motion command verified sent to pmac.
- int motion_seen

  set to 1 when motion has been verified to have started
- pmac_cmd_queue_t ∗ pq

  the queue item requesting motion. Used to check time request was made
- int homing

  Homing routine started.
- int requested_pos_cnts

  requested position
- int ∗ actual_pos_cnts_p

  pointer to the md2_status structure to the actual position
- int actual_pos_cnts

  local copy of actual counts so only our mutex is needed to read
- double position

  scaled position
- double reported_position

  previous position reported to the database
- double requested_position

  The position as requested by the user.
- int ∗ status1_p

  First 24 bit PMAC motor status word.
- int status1

  local copy of status1
- int ∗ status2_p

  Sectond 24 bit PMAC motor status word.
- int status2

local copy of status2

- char ∗ dac_mvar

  controlling mvariable as a string
- char ∗ name

  Name of motor as refered by ls database kvs table.
- lsredis_obj_t ∗ unit

  string to use as the units
- lsredis_obj_t ∗ printf_fmt

  printf format
- lsredis_obj_t ∗ redis_fmt

  special format string to create text array for putting the position back into redis
- lsredis_obj_t ∗ max_speed

  our maximum speed (cts/msec)
- lsredis_obj_t ∗ max_accel

  our maximum acceleration (cts/msec^2)
- lsredis_obj_t ∗ motor_num

  pmac motor number
- lsredis_obj_t ∗ coord_num

  coordinate system this motor belongs to (0 if none)
- lsredis_obj_t ∗ update_resolution

  Change needs to be at least this big to report as a new position to the database.
- lsredis_obj_t ∗ axis

  the axis (X, Y, Z, etc) or null if not in a coordinate system
- lsredis_obj_t ∗ home

  pmac commands to home motor
- lsredis_obj_t ∗ active

  Use the motor ("true") or not ("false")
- lsredis_obj_t ∗ active_init

  pmac commands to make this motor active
- lsredis_obj_t ∗ inactive_init

  pmac commands to inactivate the motor
- lsredis_obj_t ∗ redis_position

  how we report our position to the world
- lsredis_obj_t ∗ status_str

  A talky version of the status.
- lsredis_obj_t ∗ u2c

  conversion from counts to units: 0.0 means not loaded yet
- char ∗ write_fmt

  Format string to write requested position to PMAC used for binary io.
- int ∗ read_ptr

  With read_mask finds bit to read for binary i/o.
- int read_mask

  With read_ptr find bit to read for binary i/o.
- void(∗ moveAbs)(struct lspmac_motor_struct ∗, double)

  function to move the motor
- double ∗ lut

  lookup table (instead of u2c)
- int nlut

  length of lut
- WINDOW ∗ win

  our ncurses window

6.21.1 Detailed Description

Motor information.

A catchall for motors and motor like objects. Not all members are used by all objects.

Definition at line 101 of file pgpmac.h.

6.21.2 Field Documentation

6.21.2.1 lsredis_obj_t* lspmac_motor_struct::active

Use the motor ("true") or not ("false")

Definition at line 132 of file pgpmac.h.

6.21.2.2 lsredis_obj_t* lspmac_motor_struct::active_init

pmac commands to make this motor active

Definition at line 133 of file pgpmac.h.

6.21.2.3 int lspmac_motor_struct::actual_pos_cnts

local copy of actual counts so only our mutex is needed to read

Definition at line 112 of file pgpmac.h.

6.21.2.4 int* lspmac_motor_struct::actual_pos_cnts_p

pointer to the md2_status structure to the actual position

Definition at line 111 of file pgpmac.h.

6.21.2.5 lsredis_obj_t* lspmac_motor_struct::axis

the axis (X, Y, Z, etc) or null if not in a coordinate system

Definition at line 130 of file pgpmac.h.

6.21.2.6 int lspmac_motor_struct::command_sent

Motion command verified sent to pmac.

Definition at line 106 of file pgpmac.h.

6.21.2.7 pthread_cond_t lspmac_motor_struct::cond

used to signal when a motor is done moving

Definition at line 103 of file pgpmac.h.

6.21.2.8 lsredis_obj_t* lspmac_motor_struct::coord_num

coordinate system this motor belongs to (0 if none)

Definition at line 128 of file pgpmac.h.

6.21.2.9 char∗ lspmac_motor_struct::dac_mvar

controlling mvariable as a string

Definition at line 120 of file pgpmac.h.

6.21.2.10 lsredis_obj_t∗ lspmac_motor_struct::home

pmac commands to home motor

Definition at line 131 of file pgpmac.h.

6.21.2.11 int lspmac_motor_struct::homing

Homing routine started.

Definition at line 109 of file pgpmac.h.

6.21.2.12 lsredis_obj_t∗ lspmac_motor_struct::inactive_init

pmac commands to inactivate the motor

Definition at line 134 of file pgpmac.h.

6.21.2.13 double∗ lspmac_motor_struct::lut

lookup table (instead of u2c)

Definition at line 142 of file pgpmac.h.

6.21.2.14 lsredis_obj_t∗ lspmac_motor_struct::max_accel

our maximum acceleration (cts/msec^2)

Definition at line 126 of file pgpmac.h.

6.21.2.15 lsredis_obj_t∗ lspmac_motor_struct::max_speed

our maximum speed (cts/msec)

Definition at line 125 of file pgpmac.h.

6.21.2.16 int lspmac_motor_struct::motion_seen

set to 1 when motion has been verified to have started

Definition at line 107 of file pgpmac.h.

6.21.2.17 lsredis_obj_t∗ lspmac_motor_struct::motor_num

pmac motor number

Definition at line 127 of file pgpmac.h.

6.21.2.18 void(∗ lspmac_motor_struct::moveAbs)(struct lspmac_motor_struct ∗, double)

function to move the motor

Definition at line 141 of file pgpmac.h.

6.21.2.19 pthread_mutex_t lspmac_motor_struct::mutex

coordinate waiting for motor to be done

Definition at line 102 of file pgpmac.h.

6.21.2.20 char∗ lspmac_motor_struct::name

Name of motor as refered by ls database kvs table.

Definition at line 121 of file pgpmac.h.

6.21.2.21 int lspmac_motor_struct::nlut

length of lut

Definition at line 143 of file pgpmac.h.

6.21.2.22 int lspmac_motor_struct::not_done

set to 1 when request is queued, zero after motion has toggled

Definition at line 104 of file pgpmac.h.

6.21.2.23 double lspmac_motor_struct::position

scaled position

Definition at line 113 of file pgpmac.h.

6.21.2.24 pmac_cmd_queue_t∗ lspmac_motor_struct::pq

the queue item requesting motion. Used to check time request was made

Definition at line 108 of file pgpmac.h.

6.21.2.25 lsredis_obj_t∗ lspmac_motor_struct::printf_fmt

printf format

Definition at line 123 of file pgpmac.h.

6.21.2.26 void(∗ lspmac_motor_struct::read)(struct lspmac_motor_struct ∗)

method to read the motor status and position

Definition at line 105 of file pgpmac.h.

6.21.2.27 int lspmac_motor_struct::read_mask

With read_ptr find bit to read for binary i/o.

Definition at line 140 of file pgpmac.h.

6.21.2.28 int∗ lspmac_motor_struct::read_ptr

With read_mask finds bit to read for binary i/o.

Definition at line 139 of file pgpmac.h.

6.21.2.29 lsredis_obj_t∗ lspmac_motor_struct::redis_fmt

special format string to create text array for putting the position back into redis

Definition at line 124 of file pgpmac.h.

6.21.2.30 lsredis_obj_t∗ lspmac_motor_struct::redis_position

how we report our position to the world

Definition at line 135 of file pgpmac.h.

6.21.2.31 double lspmac_motor_struct::reported_position

previous position reported to the database

Definition at line 114 of file pgpmac.h.

6.21.2.32 int lspmac_motor_struct::requested_pos_cnts

requested position

Definition at line 110 of file pgpmac.h.

6.21.2.33 double lspmac_motor_struct::requested_position

The position as requested by the user.

Definition at line 115 of file pgpmac.h.

6.21.2.34 int lspmac_motor_struct::status1

local copy of status1

Definition at line 117 of file pgpmac.h.

6.21.2.35 int∗ lspmac_motor_struct::status1_p

First 24 bit PMAC motor status word.

Definition at line 116 of file pgpmac.h.

6.21.2.36 int lspmac_motor_struct::status2

local copy of status2

Definition at line 119 of file pgpmac.h.

6.21.2.37 int∗ lspmac_motor_struct::status2_p

Sectond 24 bit PMAC motor status word.

Definition at line 118 of file pgpmac.h.

6.21.2.38 lsredis_obj_t∗ lspmac_motor_struct::status_str

A talky version of the status.

Definition at line 136 of file pgpmac.h.

6.21.2.39 lsredis_obj_t∗ lspmac_motor_struct::u2c

conversion from counts to units: 0.0 means not loaded yet

Definition at line 137 of file pgpmac.h.

6.21.2.40 lsredis_obj_t∗ lspmac_motor_struct::unit

string to use as the units

Definition at line 122 of file pgpmac.h.

6.21.2.41 lsredis_obj_t∗ lspmac_motor_struct::update_resolution

Change needs to be at least this big to report as a new position to the database.

Definition at line 129 of file pgpmac.h.

6.21.2.42 WINDOW∗ lspmac_motor_struct::win

our ncurses window

Definition at line 144 of file pgpmac.h.

6.21.2.43 char∗ lspmac_motor_struct::write_fmt

Format string to write requested position to PMAC used for binary io.

Definition at line 138 of file pgpmac.h.

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

- pgpmac.h

6.22 lsredis_obj_struct Struct Reference

Redis Object Basic object whose value is sychronized with our redis db.

`#include <pgpmac.h>`

Data Fields

- pthread_mutex_t mutex

  Don't let anyone use an old value.
- pthread_cond_t cond

  wait for a valid value
- struct lsredis_obj_struct ∗ next

  the next in our list (I guess this is going to be a linked list)
- char valid

  1 if we think the value is good, 0 otherwise
- int wait_for_me

  Number of times we need to see our publication before we start accepting new values.
- char ∗ key

  The redis key for this object.
- char ∗ events_name

  Name used to generate events (normally key without the station id)
- int value_length

  Number of bytes allocated for value (not value's string length)
- char ∗ value

  our value
- double dvalue

  our value as a double
- long int lvalue

  our value as a long
- char ∗∗ avalue

  our value as an array of strings
- int bvalue

  our value as a boolean (1 or 0) -1 means we couldn't figure it out
- char cvalue

  just the first character of our value
- int hits

  number of times we've searched for this key

6.22.1 Detailed Description

Redis Object Basic object whose value is sychronized with our redis db.

Definition at line 38 of file pgpmac.h.

6.22.2 Field Documentation

6.22.2.1 char∗∗ lsredis_obj_struct::avalue

our value as an array of strings

Definition at line 50 of file pgpmac.h.

6.22.2.2 int lsredis_obj_struct::bvalue

our value as a boolean (1 or 0) -1 means we couldn't figure it out

Definition at line 51 of file pgpmac.h.

6.22.2.3 pthread_cond_t lsredis_obj_struct::cond

wait for a valid value

Definition at line 40 of file pgpmac.h.

6.22.2.4 char lsredis_obj_struct::cvalue

just the first character of our value

Definition at line 52 of file pgpmac.h.

6.22.2.5 double lsredis_obj_struct::dvalue

our value as a double

Definition at line 48 of file pgpmac.h.

6.22.2.6 char∗ lsredis_obj_struct::events_name

Name used to generate events (normally key without the station id)

Definition at line 45 of file pgpmac.h.

6.22.2.7 int lsredis_obj_struct::hits

number of times we've searched for this key

Definition at line 53 of file pgpmac.h.

6.22.2.8 char∗ lsredis_obj_struct::key

The redis key for this object.

Definition at line 44 of file pgpmac.h.

6.22.2.9 long int lsredis_obj_struct::lvalue

our value as a long

Definition at line 49 of file pgpmac.h.

6.22.2.10 pthread_mutex_t lsredis_obj_struct::mutex

Don't let anyone use an old value.

Definition at line 39 of file pgpmac.h.

6.22.2.11 struct lsredis_obj_struct∗ lsredis_obj_struct::next

the next in our list (I guess this is going to be a linked list)

Definition at line 41 of file pgpmac.h.

6.22.2.12 char lsredis_obj_struct::valid

1 if we think the value is good, 0 otherwise

Definition at line 42 of file pgpmac.h.

6.22.2.13 char∗ lsredis_obj_struct::value

our value

Definition at line 47 of file pgpmac.h.

6.22.2.14 int lsredis_obj_struct::value_length

Number of bytes allocated for value (not value's string length)

Definition at line 46 of file pgpmac.h.

6.22.2.15 int lsredis_obj_struct::wait_for_me

Number of times we need to see our publication before we start accepting new values.

Definition at line 43 of file pgpmac.h.

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

- pgpmac.h

6.23 lstimer_list_struct Struct Reference

Everything we need to know about a timer.

Data Fields

- int shots

  run this many times: -1 means reload forever, 0 means we are done with this timer and it may be reused
- unsigned long int ncalls

  track how many times we triggered a callback (like an unsigned long int is really needed)
- char event [LSEVENTS_EVENT_LENGTH]

  the event to send
- long int next_secs

  epoch (seconds) of next alarm
- long int next_nsecs

  nano seconds of next alarm
- long int delay_secs

  number of seconds for a periodic delay
- long int delay_nsecs

  nano seconds of delay
- long int last_secs

  the last time this timer was triggered
- long int last_nsecs

  the last time this timer was triggered
- long int init_secs

our initialization time

- long int init_nsecs

  our initialization time

6.23.1 Detailed Description

Everything we need to know about a timer.

Definition at line 22 of file lstimer.c.

6.23.2 Field Documentation

6.23.2.1 long int lstimer_list_struct::delay_nsecs

nano seconds of delay

Definition at line 29 of file lstimer.c.

6.23.2.2 long int lstimer_list_struct::delay_secs

number of seconds for a periodic delay

Definition at line 28 of file lstimer.c.

6.23.2.3 char lstimer_list_struct::event[LSEVENTS_EVENT_LENGTH]

the event to send

Definition at line 25 of file lstimer.c.

6.23.2.4 long int lstimer_list_struct::init_nsecs

our initialization time

Definition at line 33 of file lstimer.c.

6.23.2.5 long int lstimer_list_struct::init_secs

our initialization time

Definition at line 32 of file lstimer.c.

6.23.2.6 long int lstimer_list_struct::last_nsecs

the last time this timer was triggered

Definition at line 31 of file lstimer.c.

6.23.2.7 long int lstimer_list_struct::last_secs

the last time this timer was triggered

Definition at line 30 of file lstimer.c.

6.23.2.8 unsigned long int lstimer_list_struct::ncalls

track how many times we triggered a callback (like an unsigned long int is really needed)

Definition at line 24 of file lstimer.c.

6.23.2.9 long int lstimer_list_struct::next_nsecs

nano seconds of next alarm

Definition at line 27 of file lstimer.c.

6.23.2.10 long int lstimer_list_struct::next_secs

epoch (seconds) of next alarm

Definition at line 26 of file lstimer.c.

6.23.2.11 int lstimer_list_struct::shots

run this many times: -1 means reload forever, 0 means we are done with this timer and it may be reused

Definition at line 23 of file lstimer.c.

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

- lstimer.c

6.24 md2StatusStruct Struct Reference

The block of memory retrieved in a status request.

Data Fields

- int dummy1
- int omega_status_1
- int alignx_status_1
- int aligny_status_1
- int alignz_status_1
- int analyzer_status_1
- int zoom_status_1
- int aperturey_status_1
- int aperturez_status_1
- int capy_status_1
- int capz_status_1
- int scint_status_1
- int centerx_status_1
- int centery_status_1
- int kappa_status_1
- int phi_status_1
- int dummy2
- int omega_status_2
- int alignx_status_2
- int aligny_status_2

- int alignz_status_2
- int analyzer_status_2
- int zoom_status_2
- int aperturey_status_2
- int aperturez_status_2
- int capy_status_2
- int capz_status_2
- int scint_status_2
- int centerx_status_2
- int centery_status_2
- int kappa_status_2
- int phi_status_2
- int dummy3
- int omega_act_pos
- int alignx_act_pos
- int aligny_act_pos
- int alignz_act_pos
- int analyzer_act_pos
- int zoom_act_pos
- int aperturey_act_pos
- int aperturez_act_pos
- int capy_act_pos
- int capz_act_pos
- int scint_act_pos
- int centerx_act_pos
- int centery_act_pos
- int kappa_act_pos
- int phi_act_pos
- int acc11c_1
- int acc11c_2
- int acc11c_3
- int acc11c_5
- int acc11c_6
- int front_dac
- int back_dac
- int scint_piezo
- int dummy4
- int dummy5
- int dummy6
- int dummy7
- int dummy8
- int dummy9
- int dummyA
- int dummyB
- int fs_is_open
- int phiscan
- int fs_has_opened
- int fs_has_opened_globally
- int number_passes
- int moving_flags

6.24.1 Detailed Description

The block of memory retrieved in a status request.

Definition at line 243 of file lspmac.c.

6.24.2 Field Documentation

6.24.2.1 int md2StatusStruct::acc11c_1

Definition at line 310 of file lspmac.c.

6.24.2.2 int md2StatusStruct::acc11c_2

Definition at line 311 of file lspmac.c.

6.24.2.3 int md2StatusStruct::acc11c_3

Definition at line 312 of file lspmac.c.

6.24.2.4 int md2StatusStruct::acc11c_5

Definition at line 313 of file lspmac.c.

6.24.2.5 int md2StatusStruct::acc11c_6

Definition at line 314 of file lspmac.c.

6.24.2.6 int md2StatusStruct::alignx_act_pos

Definition at line 294 of file lspmac.c.

6.24.2.7 int md2StatusStruct::alignx_status_1

Definition at line 260 of file lspmac.c.

6.24.2.8 int md2StatusStruct::alignx_status_2

Definition at line 277 of file lspmac.c.

6.24.2.9 int md2StatusStruct::aligny_act_pos

Definition at line 295 of file lspmac.c.

6.24.2.10 int md2StatusStruct::aligny_status_1

Definition at line 261 of file lspmac.c.

6.24.2.11 int md2StatusStruct::aligny_status_2

Definition at line 278 of file lspmac.c.

6.24.2.12 int md2StatusStruct::alignz_act_pos

Definition at line 296 of file lspmac.c.

6.24.2.13 int md2StatusStruct::alignz_status_1

Definition at line 262 of file lspmac.c.

6.24.2.14 int md2StatusStruct::alignz_status_2

Definition at line 279 of file lspmac.c.

6.24.2.15 int md2StatusStruct::analyzer_act_pos

Definition at line 297 of file lspmac.c.

6.24.2.16 int md2StatusStruct::analyzer_status_1

Definition at line 263 of file lspmac.c.

6.24.2.17 int md2StatusStruct::analyzer_status_2

Definition at line 280 of file lspmac.c.

6.24.2.18 int md2StatusStruct::aperturey_act_pos

Definition at line 299 of file lspmac.c.

6.24.2.19 int md2StatusStruct::aperturey_status_1

Definition at line 265 of file lspmac.c.

6.24.2.20 int md2StatusStruct::aperturey_status_2

Definition at line 282 of file lspmac.c.

6.24.2.21 int md2StatusStruct::aperturez_act_pos

Definition at line 300 of file lspmac.c.

6.24.2.22 int md2StatusStruct::aperturez_status_1

Definition at line 266 of file lspmac.c.

6.24.2.23 int md2StatusStruct::aperturez_status_2

Definition at line 283 of file lspmac.c.

6.24.2.24 int md2StatusStruct::back_dac

Definition at line 316 of file lspmac.c.

6.24.2.25 int md2StatusStruct::capy_act_pos

Definition at line 301 of file lspmac.c.

6.24.2.26 int md2StatusStruct::capy_status_1

Definition at line 267 of file lspmac.c.

6.24.2.27 int md2StatusStruct::capy_status_2

Definition at line 284 of file lspmac.c.

6.24.2.28 int md2StatusStruct::capz_act_pos

Definition at line 302 of file lspmac.c.

6.24.2.29 int md2StatusStruct::capz_status_1

Definition at line 268 of file lspmac.c.

6.24.2.30 int md2StatusStruct::capz_status_2

Definition at line 285 of file lspmac.c.

6.24.2.31 int md2StatusStruct::centerx_act_pos

Definition at line 304 of file lspmac.c.

6.24.2.32 int md2StatusStruct::centerx_status_1

Definition at line 270 of file lspmac.c.

6.24.2.33 int md2StatusStruct::centerx_status_2

Definition at line 287 of file lspmac.c.

6.24.2.34 int md2StatusStruct::centery_act_pos

Definition at line 305 of file lspmac.c.

6.24.2.35 int md2StatusStruct::centery_status_1

Definition at line 271 of file lspmac.c.

6.24.2.36 int md2StatusStruct::centery_status_2

Definition at line 288 of file lspmac.c.

6.24.2.37 int md2StatusStruct::dummy1

Definition at line 258 of file lspmac.c.

6.24.2.38 int md2StatusStruct::dummy2

Definition at line 275 of file lspmac.c.

6.24.2.39 int md2StatusStruct::dummy3

Definition at line 292 of file lspmac.c.

6.24.2.40 int md2StatusStruct::dummy4

Definition at line 319 of file lspmac.c.

6.24.2.41 int md2StatusStruct::dummy5

Definition at line 320 of file lspmac.c.

6.24.2.42 int md2StatusStruct::dummy6

Definition at line 321 of file lspmac.c.

6.24.2.43 int md2StatusStruct::dummy7

Definition at line 322 of file lspmac.c.

6.24.2.44 int md2StatusStruct::dummy8

Definition at line 323 of file lspmac.c.

6.24.2.45 int md2StatusStruct::dummy9

Definition at line 324 of file lspmac.c.

6.24.2.46 int md2StatusStruct::dummyA

Definition at line 325 of file lspmac.c.

6.24.2.47 int md2StatusStruct::dummyB

Definition at line 326 of file lspmac.c.

6.24.2.48 int md2StatusStruct::front_dac

Definition at line 315 of file lspmac.c.

6.24.2.49 int md2StatusStruct::fs_has_opened

Definition at line 330 of file lspmac.c.

6.24.2.50 int md2StatusStruct::fs_has_opened_globally

Definition at line 331 of file lspmac.c.

6.24.2.51 int md2StatusStruct::fs_is_open

Definition at line 328 of file lspmac.c.

6.24.2.52 int md2StatusStruct::kappa_act_pos

Definition at line 306 of file lspmac.c.

6.24.2.53 int md2StatusStruct::kappa_status_1

Definition at line 272 of file lspmac.c.

6.24.2.54 int md2StatusStruct::kappa_status_2

Definition at line 289 of file lspmac.c.

6.24.2.55 int md2StatusStruct::moving_flags

Definition at line 334 of file lspmac.c.

6.24.2.56 int md2StatusStruct::number_passes

Definition at line 332 of file lspmac.c.

6.24.2.57 int md2StatusStruct::omega_act_pos

Definition at line 293 of file lspmac.c.

6.24.2.58 int md2StatusStruct::omega_status_1

Definition at line 259 of file lspmac.c.

6.24.2.59 int md2StatusStruct::omega_status_2

Definition at line 276 of file lspmac.c.

6.24.2.60 int md2StatusStruct::phi_act_pos

Definition at line 307 of file lspmac.c.

6.24.2.61 int md2StatusStruct::phi_status_1

Definition at line 273 of file lspmac.c.

6.24.2.62 int md2StatusStruct::phi_status_2

Definition at line 290 of file lspmac.c.

6.24.2.63 int md2StatusStruct::phiscan

Definition at line 329 of file lspmac.c.

6.24.2.64 int md2StatusStruct::scint_act_pos

Definition at line 303 of file lspmac.c.

6.24.2.65 int md2StatusStruct::scint_piezo

Definition at line 317 of file lspmac.c.

6.24.2.66 int md2StatusStruct::scint_status_1

Definition at line 269 of file lspmac.c.

6.24.2.67 int md2StatusStruct::scint_status_2

Definition at line 286 of file lspmac.c.

6.24.2.68 int md2StatusStruct::zoom_act_pos

Definition at line 298 of file lspmac.c.

6.24.2.69 int md2StatusStruct::zoom_status_1

Definition at line 264 of file lspmac.c.

6.24.2.70 int md2StatusStruct::zoom_status_2

Definition at line 281 of file lspmac.c.

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

- lspmac.c

6.25 tagEthernetCmd Struct Reference

PMAC ethernet packet definition.

```
#include <pgpmac.h>
```

Data Fields

- unsigned char RequestType

    VR_UPLOAD or VR_DOWNLOAD.
- unsigned char Request

    The command to run (VR_PMAC_GETMEM, etc).
- unsigned short wValue

    Command parameter 1.
- unsigned short wIndex

    Command parameter 2.
- unsigned short wLength

    Number of bytes in bData.
- unsigned char bData [1492]

    The data buffer, if required.

6.25.1 Detailed Description

PMAC ethernet packet definition.

Taken directly from the Delta Tau documentation.

Definition at line 73 of file pgpmac.h.

6.25.2 Field Documentation

6.25.2.1 unsigned char tagEthernetCmd::bData[1492]

The data buffer, if required.

Definition at line 79 of file pgpmac.h.

6.25.2.2 unsigned char tagEthernetCmd::Request

The command to run (VR_PMAC_GETMEM, etc).

Definition at line 75 of file pgpmac.h.

6.25.2.3 unsigned char tagEthernetCmd::RequestType

VR_UPLOAD or VR_DOWNLOAD.

Definition at line 74 of file pgpmac.h.

6.25.2.4 unsigned short tagEthernetCmd::wIndex

Command parameter 2.

Definition at line 77 of file pgpmac.h.

6.25.2.5 unsigned short tagEthernetCmd::wLength

Number of bytes in bData.

Definition at line 78 of file pgpmac.h.

6.25.2.6 unsigned short tagEthernetCmd::wValue

Command parameter 1.

Definition at line 76 of file pgpmac.h.

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

- pgpmac.h

Chapter 7

File Documentation

7.1 iniParser.py File Reference

Data Structures

- class iniParser.iniParser

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Namespaces

- namespace iniParser

Variables

- tuple iniParser.ip iniParser("microdiff_hard.ini")

7.2 kvredis.c File Reference

```
#include <stdio.h>
#include <stdlib.h>
#include <hiredis/hiredis.h>
#include <hiredis/async.h>
#include <poll.h>
#include <postgresql/libpq-fe.h>
#include <string.h>
```

Data Structures

- struct lspgQueryQueueStruct

  Store each query along with it's callback function.

Macros

- #define LS_PG_QUERY_QUEUE_LENGTH 512

- #define LS_PG_QUERY_STRING_LENGTH 512
- #define LS_PG_STATE_INIT -4
- #define LS_PG_STATE_INIT_POLL -3
- #define LS_PG_STATE_RESET -2
- #define LS_PG_STATE_RESET_POLL -1
- #define LS_PG_STATE_IDLE 1
- #define LS_PG_STATE_SEND 2
- #define LS_PG_STATE_SEND_FLUSH 3
- #define LS_PG_STATE_RECV 4

Typedefs

- typedef struct lspgQueryQueueStruct lspg_query_queue_t

  Store each query along with it's callback function.

Functions

- void redisDisconnectCB (const redisAsyncContext ∗ac, int status)
- void debugCB (redisAsyncContext ∗ac, void ∗reply, void ∗privdata)
- void addRead (void ∗data)
- void delRead (void ∗data)
- void addWrite (void ∗data)
- void delWrite (void ∗data)
- void cleanup (void ∗data)
- void lspg_allkvs_cb (lspg_query_queue_t ∗qqp, PGresult ∗pgr)
- PQnoticeProcessor lspg_notice_processor (void ∗arg, const char ∗msg)
- lspg_query_queue_t ∗ lspg_query_next ()

  Return the next item in the postgresql queue.
- void lspg_query_reply_next ()

  Remove the oldest item in the queue.
- lspg_query_queue_t ∗ lspg_query_reply_peek ()

  Return the next item in the reply queue but don't pop it since we may need it more than once.
- void lspg_query_push (void(∗cb)(lspg_query_queue_t ∗, PGresult ∗), char ∗fmt,...)

  Place a query on the queue.
- void lspg_receive ()

  Receive a result of a query.
- void lspg_pg_connect ()

  Connect to the pg server.
- void lspg_flush ()

  Flush psql output buffer (ie, send the query)
- void lspg_next_state ()

  Implements our state machine Does not strictly only set the next state as it also calls some functions that, perhaps, alters the state mid-function.
- void lspg_send_next_query ()

  send the next queued query to the DB server
- void lspg_pg_service (struct pollfd ∗evt)

  I/O control to/from the postgresql server.
- void fd_service (struct pollfd ∗evt)
- main ()

Variables

- static redisAsyncContext ∗ subac
- static redisAsyncContext ∗ cmdac
- static int ls_pg_state = LS_PG_STATE_INIT

    State of the lspg state machine.
- static struct timeval
  lspg_time_sent now

    used to ensure we do not inundate the db server with connection requests
- static int kvseq = 0

    used to synchronize pg.kvs and redis
- static lspg_query_queue_t lspg_query_queue [LS_PG_QUERY_QUEUE_LENGTH]

    Our query queue.
- static unsigned int lspg_query_queue_on = 0

    Next position to add something to the queue.
- static unsigned int lspg_query_queue_off = 0

    The last item still being used (on == off means nothing in queue)
- static unsigned int lspg_query_queue_reply = 0

    The current item being digested.
- static PGconn ∗ q = NULL

    Database connector.
- static PostgresPollingStatusType lspg_connectPoll_response

    Used to determine state while connecting.
- static PostgresPollingStatusType lspg_resetPoll_response

    Used to determine state while reconnecting.
- static struct pollfd lspgfd

    our poll info
- static struct pollfd subfd

    poll info for redis subscribe channel
- static struct pollfd cmdfd

    poll info for redis command channel

7.2.1 Macro Definition Documentation

7.2.1.1 #define LS_PG_QUERY_QUEUE_LENGTH 512

Definition at line 12 of file kvredis.c.

7.2.1.2 #define LS_PG_QUERY_STRING_LENGTH 512

Definition at line 13 of file kvredis.c.

7.2.1.3 #define LS_PG_STATE_IDLE 1

Definition at line 19 of file kvredis.c.

7.2.1.4 #define LS_PG_STATE_INIT -4

Definition at line 15 of file kvredis.c.

7.2.1.5 #define LS_PG_STATE_INIT_POLL -3

Definition at line 16 of file kvredis.c.

7.2.1.6 #define LS_PG_STATE_RECV 4

Definition at line 22 of file kvredis.c.

7.2.1.7 #define LS_PG_STATE_RESET -2

Definition at line 17 of file kvredis.c.

7.2.1.8 #define LS_PG_STATE_RESET_POLL -1

Definition at line 18 of file kvredis.c.

7.2.1.9 #define LS_PG_STATE_SEND 2

Definition at line 20 of file kvredis.c.

7.2.1.10 #define LS_PG_STATE_SEND_FLUSH 3

Definition at line 21 of file kvredis.c.

7.2.2 Typedef Documentation

7.2.2.1 typedef struct lspgQueryQueueStruct lspg_query_queue_t

Store each query along with it's callback function.

All calls are asynchronous

7.2.3 Function Documentation

7.2.3.1 void addRead (void ∗ *data*)

Definition at line 111 of file kvredis.c.

```
                         {
  struct pollfd *pfd;
  pfd = (struct pollfd *)data;
  pfd->events |= POLLIN;
}
```

7.2.3.2 void addWrite (void ∗ *data*)

Definition at line 121 of file kvredis.c.

```
                          {
  struct pollfd *pfd;
  pfd = (struct pollfd *)data;
  pfd->events |= POLLOUT;
}
```

7.2.3.3 void cleanup (void ∗ *data*)

Definition at line 131 of file kvredis.c.

```
                         {
  struct pollfd *pfd;
  pfd = (struct pollfd *)data;
  pfd->events &= ~(POLLOUT | POLLIN);
}
```

7.2.3.4 void debugCB (redisAsyncContext ∗ *ac,* void ∗ *reply,* void ∗ *privdata*)

Definition at line 63 of file kvredis.c.

```
                                                                    {
  static int indentlevel = 0;
  redisReply *r;
  int i;

  r = (redisReply *)reply;

  if( r == NULL) {
    printf( "Null reply.  Odd\n");
    return;
  }

  switch( r->type) {
  case REDIS_REPLY_STATUS:
    printf( "%*sSTATUS: %s\n", indentlevel*4,"", r->str);
    break;

  case REDIS_REPLY_ERROR:
    printf( "%*sERROR: %s\n", indentlevel*4, "", r->str);
    break;

  case REDIS_REPLY_INTEGER:
    printf( "%*sInteger: %lld\n", indentlevel*4, "", r->integer);
    break;

  case REDIS_REPLY_NIL:
    printf( "%*s(nil)\n", indentlevel*4, "");
    break;

  case REDIS_REPLY_STRING:
    printf( "%*sSTRING: %s\n", indentlevel*4, "", r->str);
    break;

  case REDIS_REPLY_ARRAY:
    printf( "%*sARRAY of %d elements\n", indentlevel*4, "", (int)r->elements);
    indentlevel++;
    for( i=0; i<r->elements; i++) {
      debugCB( ac, r->element[i], NULL);
    }
    indentlevel--;
    break;

  default:
    printf( "%*sUnknown type %d\n", indentlevel*4,"", r->type);

  }
}
```

7.2.3.5 void delRead (void ∗ *data*)

Definition at line 116 of file kvredis.c.

```
                         {
  struct pollfd *pfd;
  pfd = (struct pollfd *)data;
  pfd->events &= ~POLLIN;
}
```

7.2.3.6 void delWrite (void * *data*)

Definition at line 126 of file kvredis.c.

```
                            {
  struct pollfd *pfd;
  pfd = (struct pollfd *)data;
  pfd->events &= ~POLLOUT;
}
```

7.2.3.7 void fd_service (struct pollfd * *evt*)

Definition at line 636 of file kvredis.c.

```
                                        {
  if( evt->fd == subac->c.fd) {
    if( evt->revents & POLLIN)
      redisAsyncHandleRead( subac);
    if( evt->revents & POLLOUT)
      redisAsyncHandleWrite( subac);
  }
  if( evt->fd == cmdac->c.fd) {
    if( evt->revents & POLLIN)
      redisAsyncHandleRead( cmdac);
    if( evt->revents & POLLOUT)
      redisAsyncHandleWrite( cmdac);
  }
  if( q && evt->fd == PQsocket( q))
    lspg_pg_service( evt);
}
```

7.2.3.8 void lspg_allkvs_cb (lspg_query_queue_t * *qqp*, PGresult * *pgr*)

Definition at line 137 of file kvredis.c.

```
                                                              {
  int kvname_col, kvvalue_col, kvseq_col, kvdbrtype_col;
  int i;
  int seq;
  char *argv[8];

  kvname_col     = PQfnumber( pgr, "rname");
  kvvalue_col    = PQfnumber( pgr, "rvalue");
  kvseq_col      = PQfnumber( pgr, "rseq");
  kvdbrtype_col = PQfnumber( pgr, "rdbrtype");

  if( kvname_col == -1 || kvvalue_col == -1 || kvseq_col == -1 || kvdbrtype_col
       == -1) {
    fprintf( stderr, "lspg_allkvs_cb: bad column number(s)\n");
    return;
  }

  redisAsyncCommand( cmdac, NULL, NULL, "MULTI");
  for( i=0; i<PQntuples( pgr); i++) {
    seq = atoi( PQgetvalue( pgr, i, kvseq_col));
    kvseq = kvseq < seq ? seq : kvseq;

    argv[0] = "HMSET";
    argv[1] = PQgetvalue( pgr, i, kvname_col);
    argv[2] = "VALUE";
    argv[3] = PQgetvalue( pgr, i, kvvalue_col);
    argv[4] = "SEQ";
    argv[5] = PQgetvalue( pgr, i, kvseq_col);
    argv[6] = "DBRTYPE";
    argv[7] = PQgetvalue( pgr, i, kvdbrtype_col);
    redisAsyncCommandArgv( cmdac, NULL, NULL, 8, (const char **)argv, NULL
      );

    argv[0] = "PUBLISH";
    argv[1] = "REDIS_KV_CONNECTOR";
    argv[2] = PQgetvalue( pgr, i, kvname_col);
    redisAsyncCommandArgv( cmdac, NULL, NULL, 3, (const char **)argv, NULL
      );
  }
  redisAsyncCommand( cmdac, NULL, NULL, "SET redis.kvseq %d", kvseq);

  redisAsyncCommand( cmdac, NULL, NULL, "EXEC");

}
```

7.2.3.9 void lspg_flush ( )

Flush psql output buffer (ie, send the query)

Definition at line 412 of file kvredis.c.

```
                {
  int err;

  err = PQflush( q);
  switch( err) {
  case -1:
    // an error occured

    fprintf( stderr, "flush failed: %s\n", PQerrorMessage( q));

    ls_pg_state = LS_PG_STATE_IDLE;
    //
    // We should probably reset the connection and start from scratch.
       Probably the connection died.
    //
    break;

  case 0:
    // goodness and joy.
    ls_pg_state = LS_PG_STATE_RECV;
    break;

  case 1:
    // more sending to do
    ls_pg_state = LS_PG_STATE_SEND_FLUSH;
    break;
  }
}
```

7.2.3.10 void lspg_next_state ( )

Implements our state machine Does not strictly only set the next state as it also calls some functions that, perhaps, alters the state mid-function.

Definition at line 444 of file kvredis.c.

```
                     {
  //
  // connect to the database
  //
  if( q == NULL ||
      ls_pg_state == LS_PG_STATE_INIT ||
      ls_pg_state == LS_PG_STATE_RESET ||
      ls_pg_state == LS_PG_STATE_INIT_POLL ||
      ls_pg_state == LS_PG_STATE_RESET_POLL)
    lspg_pg_connect( lspgfd);


  if( ls_pg_state == LS_PG_STATE_IDLE &&
      lspg_query_queue_on != lspg_query_queue_off
      )
    ls_pg_state = LS_PG_STATE_SEND;

  switch( ls_pg_state) {
  case LS_PG_STATE_INIT_POLL:
    if( lspg_connectPoll_response ==
      PGRES_POLLING_WRITING)
      lspgfd.events = POLLOUT;
    else if( lspg_connectPoll_response ==
      PGRES_POLLING_READING)
      lspgfd.events = POLLIN;
    else
      lspgfd.events = 0;
    break;
  case LS_PG_STATE_RESET_POLL:
    if( lspg_resetPoll_response == PGRES_POLLING_WRITING
      )
      lspgfd.events = POLLOUT;
    else if( lspg_resetPoll_response ==
      PGRES_POLLING_READING)
      lspgfd.events = POLLIN;
    else
      lspgfd.events = 0;
    break;

  case LS_PG_STATE_IDLE:
  case LS_PG_STATE_RECV:
    lspgfd.events = POLLIN;
    break;

  case LS_PG_STATE_SEND:
  case LS_PG_STATE_SEND_FLUSH:
    lspgfd.events = POLLOUT;
    break;

  default:
    lspgfd.events = 0;
  }
}
```

7.2.3.11 PQnoticeProcessor lspg_notice_processor (void ∗ *arg*, const char ∗ *msg*)

Definition at line 182 of file kvredis.c.

```
                                                                    {
  fprintf( stderr, "lspg: %s", msg);
}
```

7.2.3.12 void lspg_pg_connect ( )

Connect to the pg server.

Definition at line 325 of file kvredis.c.

```
                          {
  PGresult *pgr;
  int wait_interval = 1;
  int connection_init = 0;
  int i, err;

  if( q == NULL)
    ls_pg_state = LS_PG_STATE_INIT;

  switch( ls_pg_state) {
  case LS_PG_STATE_INIT:

    if( lspg_time_sent.tv_sec != 0) {
      //
      // Reality check: if it's less the about 10 seconds since the last failed
       attempt
      // the just chill.
      //
      gettimeofday( &now, NULL);
      if( now.tv_sec - lspg_time_sent.tv_sec < 10) {
        return;
      }
    }

    q = PQconnectStart( "dbname=ls user=lsuser hostaddr=10.1.0.3");
    if( q == NULL) {
      fprintf( stderr, "Out of memory (lspg_pg_connect)");
      exit( -1);
    }

    err = PQstatus( q);
    if( err == CONNECTION_BAD) {
      fprintf( stderr, "Trouble connecting to database");

      gettimeofday( &lspg_time_sent, NULL);
      return;
    }
    err = PQsetnonblocking( q, 1);
    if( err != 0) {
      fprintf( stderr, "Odd, could not set database connection to nonblocking")
      ;
    }

    ls_pg_state = LS_PG_STATE_INIT_POLL;
    lspg_connectPoll_response = PGRES_POLLING_WRITING;
    //
    // set up the connection for poll
    //
    lspgfd.fd = PQsocket( q);
    break;

  case LS_PG_STATE_INIT_POLL:
    if( lspg_connectPoll_response ==
      PGRES_POLLING_FAILED) {
      PQfinish( q);
      q = NULL;
      ls_pg_state = LS_PG_STATE_INIT;
    } else if( lspg_connectPoll_response ==
      PGRES_POLLING_OK) {
      PQsetNoticeProcessor( q, (PQnoticeProcessor)lspg_notice_processor
      , NULL);

      ls_pg_state = LS_PG_STATE_IDLE;
    }
    break;

  case LS_PG_STATE_RESET:
    err = PQresetStart( q);
    if( err == 0) {
      PQfinish( q);
      q = NULL;
      ls_pg_state = LS_PG_STATE_INIT;
    } else {
      ls_pg_state = LS_PG_STATE_RESET_POLL;
      lspg_resetPoll_response = PGRES_POLLING_WRITING;
    }
    break;

  case LS_PG_STATE_RESET_POLL:
    if( lspg_resetPoll_response == PGRES_POLLING_FAILED)
       {
      PQfinish( q);
      q = NULL;
      ls_pg_state = LS_PG_STATE_INIT;
    } else if( lspg_resetPoll_response ==
      PGRES_POLLING_OK) {
      ls_pg_state = LS_PG_STATE_IDLE;
    }
    break;
  }
}
```

7.2.3.13 void lspg_pg_service (struct pollfd ∗ *evt*)

I/O control to/from the postgresql server.

Parameters

in	*evt*	The pollfd object that we are responding to

Definition at line 543 of file kvredis.c.

```
                       {
  //
  // Currently just used to check for notifies
  // Other socket communication is done syncronously
  //

  if( evt->revents & POLLIN) {
    int err;

    if( ls_pg_state == LS_PG_STATE_INIT_POLL) {
      lspg_connectPoll_response = PQconnectPoll( q);
      if( lspg_connectPoll_response ==
      PGRES_POLLING_FAILED) {
        ls_pg_state = LS_PG_STATE_RESET;
      }
      return;
    }

    if( ls_pg_state == LS_PG_STATE_RESET_POLL)
       {
      lspg_resetPoll_response = PQresetPoll( q);
      if( lspg_resetPoll_response ==
      PGRES_POLLING_FAILED) {
        ls_pg_state = LS_PG_STATE_RESET;
      }
      return;
    }


    //
    // if in IDLE or RECV we need to call consumeInput first
    //
    if( ls_pg_state == LS_PG_STATE_IDLE) {
      err = PQconsumeInput( q);
      if( err != 1) {
        fprintf( stderr, "consume input failed: %s", PQerrorMessage( q));
        ls_pg_state == LS_PG_STATE_RESET;
        return;
      }
    }

    if( ls_pg_state == LS_PG_STATE_RECV) {
      lspg_receive();
    }

    //
    // Check for notifies regardless of our state
    // Push as many requests as we have notifies.
    //
    {
      PGnotify *pgn;

      while( 1) {
        pgn = PQnotifies( q);
        if( pgn == NULL)
          break;

        lspg_query_push( lspg_allkvs_cb, "SELECT *
       FROM px.redis_kv_update(%d)", kvseq);

        PQfreemem( pgn);
      }
    }
  }

  if( evt->revents & POLLOUT) {

    if( ls_pg_state == LS_PG_STATE_INIT_POLL) {
      lspg_connectPoll_response = PQconnectPoll( q);
      if( lspg_connectPoll_response ==
      PGRES_POLLING_FAILED) {
        ls_pg_state = LS_PG_STATE_RESET;
      }
      return;
    }

    if( ls_pg_state == LS_PG_STATE_RESET_POLL)
       {
      lspg_resetPoll_response = PQresetPoll( q);
      if( lspg_resetPoll_response ==
      PGRES_POLLING_FAILED) {
        ls_pg_state = LS_PG_STATE_RESET;
      }
      return;
    }


    if( ls_pg_state == LS_PG_STATE_SEND) {
      lspg_send_next_query();
    }

    if( ls_pg_state == LS_PG_STATE_SEND_FLUSH)
       {
      lspg_flush();
    }
  }
}
```

7.2.3.14 lspg_query_queue_t∗ lspg_query_next ( )

Return the next item in the postgresql queue.

If there is an item left in the queue then it is returned. Otherwise, NULL is returned.

Definition at line 191 of file kvredis.c.

```
                                    {
  lspg_query_queue_t *rtn;

  if( lspg_query_queue_off == lspg_query_queue_on
      )
    // Queue is empty
    rtn = NULL;
  else {
    rtn = &(lspg_query_queue[(lspg_query_queue_off
      ++) % LS_PG_QUERY_QUEUE_LENGTH]);

  }
  return rtn;
}
```

7.2.3.15 void lspg_query_push (void(∗)(lspg_query_queue_t ∗, PGresult ∗) *cb*, char ∗ *fmt*, ...)

Place a query on the queue.

Parameters

in	*cb*	Our callback function that deals with the response
in	*fmt*	Printf style function to generate the query

Definition at line 234 of file kvredis.c.

```
                     {
  int idx;
  va_list arg_ptr;


  //
  // Pause the thread while we service the queue
  //
  if( (lspg_query_queue_on + 1) % LS_PG_QUERY_QUEUE_LENGTH
       == lspg_query_queue_off % LS_PG_QUERY_QUEUE_LENGTH
      ) {
    fprintf( stderr, "lspg_query_push: queue is full.  Ignoring query \"%s\"\n"
      , fmt);
    return;
  }

  idx = lspg_query_queue_on % LS_PG_QUERY_QUEUE_LENGTH
      ;

  va_start( arg_ptr, fmt);
  vsnprintf( lspg_query_queue[idx].qs,
      LS_PG_QUERY_STRING_LENGTH-1, fmt, arg_ptr);
  va_end( arg_ptr);

  lspg_query_queue[idx].qs[LS_PG_QUERY_STRING_LENGTH
       - 1] = 0;
  lspg_query_queue[idx].onResponse = cb;
  lspg_query_queue_on++;

};
```

7.2.3.16 void lspg_query_reply_next ( )

Remove the oldest item in the queue.

this is called only when there is nothing else to service the reply: this pop does not return anything. We use the ...reply_peek function to return the next item in the reply queue

Definition at line 211 of file kvredis.c.

```
                              {

  if( lspg_query_queue_reply != lspg_query_queue_on
      )
    lspg_query_queue_reply++;

}
```

7.2.3.17 lspg_query_queue_t* lspg_query_reply_peek ( )

Return the next item in the reply queue but don't pop it since we may need it more than once.

Call lspg_query_reply_next() when done.

Definition at line 221 of file kvredis.c.

```
                                             {
  lspg_query_queue_t *rtn;

  if( lspg_query_queue_reply == lspg_query_queue_on
      )
    rtn = NULL;
  else
    rtn = &(lspg_query_queue[(lspg_query_queue_reply
      ) % LS_PG_QUERY_QUEUE_LENGTH]);

  return rtn;
}
```

7.2.3.18 void lspg_receive ( )

Receive a result of a query.

Definition at line 266 of file kvredis.c.

```
                    {
  PGresult *pgr;
  lspg_query_queue_t *qqp;
  int err;

  err = PQconsumeInput( q);
  if( err != 1) {
    fprintf( stderr, "consume input failed: %s", PQerrorMessage( q));
    ls_pg_state == LS_PG_STATE_RESET;
    return;
  }

  //
  // We must call PQgetResult until it returns NULL before sending the next
      query
  // This implies that only one query can ever be active at a time and our
      queue
  // management should be simple
  //
  // We should be in the LS_PG_STATE_RECV here
  //

  while( !PQisBusy( q)) {
    pgr = PQgetResult( q);
    if( pgr == NULL) {
      lspg_query_reply_next();
      //
      // we are now done reading the response from the database
      //
      ls_pg_state = LS_PG_STATE_IDLE;
      break;
    } else {
      ExecStatusType es;

      qqp = lspg_query_reply_peek();
      es = PQresultStatus( pgr);

      if( es != PGRES_COMMAND_OK && es != PGRES_TUPLES_OK) {
        char *emess;
        emess = PQresultErrorMessage( pgr);
        if( emess != NULL && emess[0] != 0) {
          fprintf( stderr, "Error from query '%s':\n%s", qqp->qs, emess);
        }
      } else {
        //
        // Deal with the response
        //
        // If the response is likely to take awhile we should probably
        // add a new state and put something in the main look to run the
       onResponse
        // routine in the main loop.  For now, though, we only expect very
       brief onResponse routines
        //
        if( qqp != NULL && qqp->onResponse != NULL)
          qqp->onResponse( qqp, pgr);
      }
      PQclear( pgr);
    }
  }
}
```

7.2.3.19 void lspg_send_next_query ( )

send the next queued query to the DB server

Definition at line 496 of file kvredis.c.

```
                            {
  //
  // Normally we should be in the "send" state
  // but we can also send if we are servicing
  // a reply
  //

  lspg_query_queue_t *qqp;
  int err;

  qqp = lspg_query_next();
  if( qqp == NULL) {
    //
    // A send without a query?  Should never happen.
    // But at least we shouldn't segfault if it does.
    //
    return;
  }

  if( qqp->qs[0] == 0) {
    //
    // Do we really have to check this case?
    // It would only come up if we stupidly pushed an empty query string
    // or ran off the end of the queue
    //
    fprintf( stderr, "Popped empty query string.  Probably bad things are going
       on.\n");

    lspg_query_reply_next();
    ls_pg_state = LS_PG_STATE_IDLE;
  } else {
    err = PQsendQuery( q, qqp->qs);
    if( err == 0) {
      fprintf( stderr, "query failed: %s\n", PQerrorMessage( q));

      //
      // Don't wait for a reply, just reset the connection
      //
      lspg_query_reply_next();
      ls_pg_state == LS_PG_STATE_RESET;
    } else {
      ls_pg_state = LS_PG_STATE_SEND_FLUSH;
    }
  }
}
```

7.2.3.20 main ( )

Definition at line 655 of file kvredis.c.

```
    {
static struct pollfd fda[3];
static int nfda = 0;
int pollrtn;
int poll_timeout_ms;
int i;

subac = redisAsyncConnect("127.0.0.1", 6379);
if( subac->err) {
  fprintf( stderr, "Error: %s\n", subac->errstr);
  exit( -1);
}

cmdac = redisAsyncConnect("127.0.0.1", 6379);
if( cmdac->err) {
  fprintf( stderr, "Error: %s\n", cmdac->errstr);
  exit( -1);
}

if( redisAsyncSetDisconnectCallback( subac, redisDisconnectCB
    ) == REDIS_ERR) {
  fprintf( stderr, "Error: could not set disconnect callback\n");
  exit( -1);
}

if( redisAsyncSetDisconnectCallback( cmdac, redisDisconnectCB
    ) == REDIS_ERR) {
  fprintf( stderr, "Error: could not set disconnect callback\n");
  exit( -1);
}

// Set up redis events
//
subfd.fd            = subac->c.fd;
subfd.events        = 0;
subac->ev.data      = &subfd;
subac->ev.addRead   = addRead;
subac->ev.delRead   = delRead;
subac->ev.addWrite  = addWrite;
subac->ev.delWrite  = delWrite;
subac->ev.cleanup   = cleanup;

cmdfd.fd            = cmdac->c.fd;
cmdfd.events        = 0;
cmdac->ev.data      = &cmdfd;
cmdac->ev.addRead   = addRead;
cmdac->ev.delRead   = delRead;
cmdac->ev.addWrite  = addWrite;
cmdac->ev.delWrite  = delWrite;
cmdac->ev.cleanup   = cleanup;


lspgfd.fd = -1;

if( redisAsyncCommand( cmdac, NULL, NULL, "KEYS *") == REDIS_ERR) {
  fprintf( stderr, "Error sending KEYS command\n");
  exit( -1);
}

if( redisAsyncCommand( subac, debugCB, NULL, "PSUBSCRIBE MD2* UI*
    ") == REDIS_ERR) {
  fprintf( stderr, "Error sending PSUBSCRIBE command\n");
  exit( -1);
}


lspg_query_push( lspg_allkvs_cb, "SELECT * FROM
     px.redis_kv_init()");
lspg_query_push( NULL, "LISTEN REDIS_KV_CONNECTOR");

while( 1) {
  nfda = 0;
  if( subfd.fd != -1) {
    fda[nfda].fd      = subfd.fd;
    fda[nfda].events  = subfd.events;
    fda[nfda].revents = 0;

    nfda++;
  }
  if( cmdfd.fd != -1) {
    fda[nfda].fd      = cmdfd.fd;
    fda[nfda].events  = cmdfd.events;
    fda[nfda].revents = 0;

    nfda++;
  }
  poll_timeout_ms = -1;
```

```
    lspg_next_state();

    if( lspgfd.fd == -1) {
      //
      // Here a connection to the database is not established.
      // Periodicaly try again.  Should possibly arrange to reconnect
      // to signalfd but that's unlikely to be nessesary.
      //
      poll_timeout_ms = 10000;
    } else {
      //
      // Arrange to peacfully do nothing until either the pg server sends us
       something
      // or someone pushs something onto our queue
      //
      fda[nfda].fd      = lspgfd.fd;
      fda[nfda].events  = lspgfd.events;
      fda[nfda].revents = 0;
      nfda++;
      poll_timeout_ms = -1;
    }


    pollrtn = poll( fda, nfda, poll_timeout_ms);

    for( i=0; i<nfda; i++) {
      if( fda[i].revents) {
        fd_service( &(fda[i]));
      }
    }
  }
}
```

7.2.3.21 void redisDisconnectCB (const redisAsyncContext * *ac*, int *status*)

Definition at line 54 of file kvredis.c.

```
                                                                             {
  if( status == REDIS_OK) {
    printf( "OK, that was fun.\n");
    exit( 0);
  }
  fprintf( stderr, "Opps, Disconnected with status %d\n", status);
  exit( -1);
}
```

7.2.4 Variable Documentation

7.2.4.1 redisAsyncContext * cmdac [static]

Definition at line 9 of file kvredis.c.

7.2.4.2 struct pollfd cmdfd [static]

poll info for redis command channel

Definition at line 50 of file kvredis.c.

7.2.4.3 int kvseq = 0 [static]

used to synchronize pg.kvs and redis

Definition at line 26 of file kvredis.c.

7.2.4.4 int ls_pg_state = LS_PG_STATE_INIT [static]

State of the lspg state machine.

Definition at line 24 of file kvredis.c.

7.2.4.5 PostgresPollingStatusType lspg_connectPoll_response [static]

Used to determine state while connecting.

Definition at line 46 of file kvredis.c.

7.2.4.6 lspg_query_queue_t lspg_query_queue[LS_PG_QUERY_QUEUE_LENGTH] [static]

Our query queue.

Definition at line 37 of file kvredis.c.

7.2.4.7 unsigned int lspg_query_queue_off = 0 [static]

The last item still being used (on == off means nothing in queue)

Definition at line 39 of file kvredis.c.

7.2.4.8 unsigned int lspg_query_queue_on = 0 [static]

Next position to add something to the queue.

Definition at line 38 of file kvredis.c.

7.2.4.9 unsigned int lspg_query_queue_reply = 0 [static]

The current item being digested.

Normally off <= reply <= on. Corner case of queue wrap arround works because we only increment and compare for equality.

Definition at line 40 of file kvredis.c.

7.2.4.10 PostgresPollingStatusType lspg_resetPoll_response [static]

Used to determine state while reconnecting.

Definition at line 47 of file kvredis.c.

7.2.4.11 struct pollfd lspgfd [static]

our poll info

Definition at line 48 of file kvredis.c.

7.2.4.12 struct timeval lspg_time_sent now [static]

used to ensure we do not inundate the db server with connection requests

Definition at line 25 of file kvredis.c.

7.2.4.13 PGconn∗ q = NULL [static]

Database connector.

Definition at line 45 of file kvredis.c.

7.2.4.14 redisAsyncContext∗ subac [static]

Definition at line 9 of file kvredis.c.

7.2.4.15 struct pollfd subfd [static]

poll info for redis subscribe channel

Definition at line 49 of file kvredis.c.

7.3 lsevents.c File Reference

event subsystem for inter-pgpmac communication

```
#include "pgpmac.h"
```

Data Structures

- struct lsevents_queue_struct

  Storage definition for the events.
- struct lsevents_listener_struct

  Linked list of event listeners.

Macros

- #define LSEVENTS_QUEUE_LENGTH 512

Typedefs

- typedef struct
  lsevents_queue_struct lsevents_queue_t

  Storage definition for the events.
- typedef struct
  lsevents_listener_struct lsevents_listener_t

  Linked list of event listeners.

Functions

- void lsevents_send_event (char ∗fmt,...)

  Call the callback routines for the given event.
- void lsevents_add_listener (char ∗event, void(∗cb)(char ∗))

  Add a callback routine to listen for a specific event.
- void lsevents_remove_listener (char ∗event, void(∗cb)(char ∗))

  Remove a listener previously added with lsevents_add_listener.

- void ∗ lsevents_worker (void ∗dummy)

  Our worker.
- void lsevents_init ()

  Initialize this module.
- void lsevents_run ()

  Start up the thread and get out of the way.

Variables

- static lsevents_queue_t lsevents_queue [LSEVENTS_QUEUE_LENGTH]

  simple list of events
- static unsigned int lsevents_queue_on = 0

  next queue location to write
- static unsigned int lsevents_queue_off = 0

  next queue location to read
- static lsevents_listener_t ∗ lsevents_listeners_p = NULL

  Pointer to the first item in the link list of listeners.
- static pthread_t lsevents_thread

  thread to run the event queue
- static pthread_mutex_t lsevents_listener_mutex

  mutex to protect the listener linked list
- static pthread_mutex_t lsevents_queue_mutex

  mutex to protect the event queue
- static pthread_cond_t lsevents_queue_cond

  condition to pause the queue if needed

7.3.1 Detailed Description

event subsystem for inter-pgpmac communication

Date

2012

Author

Keith Brister

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Definition in file lsevents.c.

7.3.2 Macro Definition Documentation

7.3.2.1 #define LSEVENTS_QUEUE_LENGTH 512

Definition at line 10 of file lsevents.c.

7.3.3 Typedef Documentation

7.3.3.1 typedef struct lsevents_listener_struct lsevents_listener_t

Linked list of event listeners.

7.3.3.2 typedef struct lsevents_queue_struct lsevents_queue_t

Storage definition for the events.

Just a string for now. Perhaps one day we'll succumb to the temptation to add an argument or two.

7.3.4 Function Documentation

7.3.4.1 void lsevents_add_listener (char ∗ *event*, void(∗)(char ∗) *cb*)

Add a callback routine to listen for a specific event.

Parameters

event	the name of the event to listen for
cb	the routine to call

Definition at line 75 of file lsevents.c.

```
                                                                    {
  lsevents_listener_t *new;
  int err;
  char *errbuf;
  int nerrbuf;



  new = calloc( 1, sizeof( lsevents_listener_t));
  if( new == NULL) {
    lslogging_log_message( "lsevents_add_listener: out of
       memory");
    exit( -1);
  }

  err = regcomp( &new->re, event, REG_EXTENDED | REG_NOSUB);
  if( err != 0) {
    nerrbuf = regerror( err, &new->re, NULL, 0);
    errbuf = calloc( nerrbuf, sizeof( char));
    if( errbuf == NULL) {
      lslogging_log_message( "lsevents_add_listener: out
       of memory (re)");
      exit( -1);
    }
    regerror( err, &new->re, errbuf, nerrbuf);
    lslogging_log_message( "lsevents_add_listener: %s",
      errbuf);
    free( errbuf);
    free( new);
    return;
  }

  new->raw_regexp = strdup( event);
  new->cb    = cb;

  pthread_mutex_lock( &lsevents_listener_mutex);
  new->next = lsevents_listeners_p;
  lsevents_listeners_p = new;
  pthread_mutex_unlock( &lsevents_listener_mutex);

  lslogging_log_message( "lsevents_add_listener: added
       listener for event %s", event);

}
```

7.3.4.2 void lsevents_init ( )

Initialize this module.

Definition at line 214 of file lsevents.c.

```
                      {
  pthread_mutex_init( &lsevents_queue_mutex, NULL);
  pthread_cond_init(  &lsevents_queue_cond, NULL);
  pthread_mutex_init( &lsevents_listener_mutex, NULL);
}
```

7.3.4.3 void lsevents_remove_listener (char ∗ *event*, void(∗)(char ∗) *cb*)

Remove a listener previously added with lsevents_add_listener.

Parameters

event	The name of the event
cb	The callback routine to remove

Definition at line 120 of file lsevents.c.

```
                                                                  {

  lsevents_listener_t *last, *current;

  //
  // Find the listener to remove
  // and unlink it from the list
  //
  pthread_mutex_lock( &lsevents_listener_mutex);
  last = NULL;
  for( current = lsevents_listeners_p; current != NULL;
      current = current->next) {
    if( strcmp( last->raw_regexp, event) == 0 && last->cb == cb) {
      if( last == NULL) {
        lsevents_listeners_p = current->next;
      } else {
        last->next = current->next;
      }
      break;
    }
  }
  pthread_mutex_unlock( &lsevents_listener_mutex);

  //
  // Now remove it
  //
  if( current != NULL) {
    if( current->raw_regexp != NULL)
      free( current->raw_regexp);
    free(current);
  }
}
```

7.3.4.4 void lsevents_run ( )

Start up the thread and get out of the way.

Definition at line 222 of file lsevents.c.

```
                     {
  pthread_create( &lsevents_thread, NULL, lsevents_worker
      , NULL);
}
```

7.3.4.5 void lsevents_send_event (char * *fmt,* *...*)

Call the callback routines for the given event.

Parameters

fmt	a printf style formating string
...	list of arguments specified by the format string

Definition at line 45 of file lsevents.c.

```
                                          {
  char event[LSEVENTS_EVENT_LENGTH];
  va_list arg_ptr;

  va_start( arg_ptr, fmt);
  vsnprintf( event, sizeof(event)-1, fmt, arg_ptr);
  event[sizeof(event)-1]=0;
  va_end( arg_ptr);

  pthread_mutex_lock( &lsevents_queue_mutex);

  lslogging_log_message( "lsevents_send_event: %s", event)
      ;


  // maybe wait for room on the queue
  while( (lsevents_queue_on + 1) % LSEVENTS_QUEUE_LENGTH
       == lsevents_queue_off % LSEVENTS_QUEUE_LENGTH
      )
    pthread_cond_wait( &lsevents_queue_cond, &
      lsevents_queue_mutex);

  lsevents_queue[(lsevents_queue_on++) %
      LSEVENTS_QUEUE_LENGTH].evp = strdup(event);

  pthread_cond_signal(  &lsevents_queue_cond);
  pthread_mutex_unlock( &lsevents_queue_mutex);

}
```

7.3.4.6 void* lsevents_worker (void * *dummy*)

Our worker.

Parameters

dummy	Unused but needed by pthreads to be happy

Definition at line 155 of file lsevents.c.

```
                         {

  //  char *event;
  lsevents_queue_t *ep;
  lsevents_listener_t *p;

  while( 1) {
    pthread_mutex_lock( &lsevents_queue_mutex);

    //
    // wait for someone to send an event
    //
    while( lsevents_queue_off == lsevents_queue_on
      )
      pthread_cond_wait( &lsevents_queue_cond, &
      lsevents_queue_mutex);

    //
    // copy event string since the value in the queue may change when
    // we unlock the mutex
    //
    ep = &(lsevents_queue[(lsevents_queue_off++
      ) % LSEVENTS_QUEUE_LENGTH]);
    //
    // let the send event process know there is room on the queue again
    //
    pthread_cond_signal(  &lsevents_queue_cond);
    pthread_mutex_unlock( &lsevents_queue_mutex);

    //
    // Find the callbacks and, well, call them back
    //
    // TODO:
    //
    // Yes, this is O(N).
    //
    // Plan to make this O(1):
    //  track actual event names from send_event
    //  match listeners for new event names
    //  store matchs in hash table
    //
    // That makes send_event for new events O(N)
    // but O(1) otherwise, O(N) for add_listener, and O(1) here.
    //
    pthread_mutex_lock( &lsevents_listener_mutex);
    for( p = lsevents_listeners_p; p != NULL; p = p->next
      ) {
      if( regexec( &p->re, ep->evp, 0, NULL, 0) == 0) {
        p->cb( ep->evp);
      }
    }
    free( ep->evp);

    pthread_mutex_unlock( &lsevents_listener_mutex);
  }
  return NULL;
}
```

7.3.5 Variable Documentation

7.3.5.1 pthread_mutex_t lsevents_listener_mutex [static]

mutex to protect the listener linked list

Definition at line 37 of file lsevents.c.

7.3.5.2 lsevents_listener_t* lsevents_listeners_p = NULL [static]

Pointer to the first item in the link list of listeners.

Definition at line 34 of file lsevents.c.

7.3.5.3 lsevents_queue_t lsevents_queue[LSEVENTS_QUEUE_LENGTH] [static]

simple list of events

Definition at line 21 of file lsevents.c.

7.3.5.4 pthread_cond_t lsevents_queue_cond [static]

condition to pause the queue if needed

Definition at line 39 of file lsevents.c.

7.3.5.5 pthread_mutex_t lsevents_queue_mutex [static]

mutex to protect the event queue

Definition at line 38 of file lsevents.c.

7.3.5.6 unsigned int lsevents_queue_off = 0 [static]

next queue location to read

Definition at line 23 of file lsevents.c.

7.3.5.7 unsigned int lsevents_queue_on = 0 [static]

next queue location to write

Definition at line 22 of file lsevents.c.

7.3.5.8 pthread_t lsevents_thread [static]

thread to run the event queue

Definition at line 36 of file lsevents.c.

7.4 lslogging.c File Reference

Logs messages to a file.

```
#include "pgpmac.h"
```

Data Structures

- struct lslogging_queue_struct

  Our log object: time and message.

Macros

- #define LSLOGGING_FILE_NAME "/tmp/pgpmac.log"

  Full name of the log file.
- #define LSLOGGING_MSG_LENGTH 2048

  Fixed maximum length messages to keep some form of sanity.
- #define LSLOGGING_QUEUE_LENGTH 8192

  Modest length queue.

Typedefs

- typedef struct lslogging_queue_struct lslogging_queue_t

  Our log object: time and message.

Functions

- void lslogging_init ()

  Initialize the lslogging objects.
- void lslogging_log_message (char ∗fmt,...)

  The routine everyone will be talking about.
- void ∗ lslogging_worker (void ∗dummy)

Service the queue, write to the file.
- void lslogging_run ()

  Start up the worker thread.

Variables

- static pthread_t lslogging_thread

  our thread
- static pthread_mutex_t lslogging_mutex

  mutex to keep the various threads from adding to the queue at the exact same time
- static pthread_cond_t lslogging_cond

  We'll spend most of our time waiting for this condition's signal.
- static FILE ∗ lslogging_file

  our log file object
- static lslogging_queue_t lslogging_queue [LSLOGGING_QUEUE_LENGTH]

  Our entire queue. Right here. Every message we'll ever write.
- static unsigned int lslogging_on = 0

  next location to add to the queue
- static unsigned int lslogging_off = 0

  next location to remove from the queue

7.4.1 Detailed Description

Logs messages to a file.

Date

2012

Author

Keith Brister

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Definition in file lslogging.c.

7.4.2 Macro Definition Documentation

7.4.2.1 #define LSLOGGING_FILE_NAME "/tmp/pgpmac.log"

Full name of the log file.

Probably should be in /var/log/pgpmac.

Definition at line 16 of file lslogging.c.

7.4.2.2 #define LSLOGGING_MSG_LENGTH 2048

Fixed maximum length messages to keep some form of sanity.

Definition at line 20 of file lslogging.c.

7.4.2.3 #define LSLOGGING_QUEUE_LENGTH 8192

Modest length queue.

Definition at line 30 of file lslogging.c.

7.4.3 Typedef Documentation

7.4.3.1 typedef struct lslogging_queue_struct lslogging_queue_t

Our log object: time and message.

7.4.4 Function Documentation

7.4.4.1 void lslogging_init ( )

Initialize the lslogging objects.

Definition at line 37 of file lslogging.c.

```
                    {
  pthread_mutex_init( &lslogging_mutex, NULL);
  pthread_cond_init(  &lslogging_cond, NULL);

  lslogging_file = fopen( LSLOGGING_FILE_NAME,
       "w");
}
```

7.4.4.2 void lslogging_log_message (char * *fmt*, ...)

The routine everyone will be talking about.

Parameters

fmt	A printf style formating string.
...	The arguments specified by fmt

Definition at line 48 of file lslogging.c.

```
                                              {
  char msg[LSLOGGING_MSG_LENGTH];
  struct timespec theTime;
  va_list arg_ptr;
  unsigned int on;

  clock_gettime( CLOCK_REALTIME, &theTime);

  va_start( arg_ptr, fmt);
  vsnprintf( msg, sizeof(msg)-1, fmt, arg_ptr);
  va_end( arg_ptr);
  msg[sizeof(msg)-1]=0;

  pthread_mutex_lock( &lslogging_mutex);

  on = (lslogging_on++) % LSLOGGING_QUEUE_LENGTH
      ;
  strncpy( lslogging_queue[on].lmsg, msg, LSLOGGING_MSG_LENGTH
       - 1);
  lslogging_queue[on].lmsg[LSLOGGING_MSG_LENGTH
      -1] = 0;

  memcpy( &(lslogging_queue[on].ltime), &theTime, sizeof(theTime
      ));

  pthread_cond_signal(  &lslogging_cond);
  pthread_mutex_unlock( &lslogging_mutex);

}
```

7.4.4.3 void lslogging_run ( )

Start up the worker thread.

Definition at line 105 of file lslogging.c.

```
                         {
  pthread_create( &lslogging_thread, NULL, &lslogging_worker
      , NULL);
  lslogging_log_message( "Start up");
}
```

7.4.4.4 void∗ lslogging_worker (void ∗ *dummy*)

Service the queue, write to the file.

Parameters

in	*dummy*	Required by protocol but unused

Definition at line 76 of file lslogging.c.

```
                             {


  struct tm coarsetime;
  char tstr[64];
  unsigned int msecs;
  unsigned int off;

  pthread_mutex_lock( &lslogging_mutex);

  while( 1) {
    while( lslogging_on == lslogging_off) {
      pthread_cond_wait( &lslogging_cond, &lslogging_mutex
      );
    }

    off = (lslogging_off++) % LSLOGGING_QUEUE_LENGTH
      ;
    localtime_r( &(lslogging_queue[off].ltime.tv_sec), &
      coarsetime);
    strftime( tstr, sizeof(tstr)-1, "%Y-%m-%d %H:%M:%S", &coarsetime);
    tstr[sizeof(tstr)-1] = 0;
    msecs = lslogging_queue[off].ltime.tv_nsec / 1000;
    fprintf( lslogging_file, "%s.%.06u  %s\n", tstr, msecs,
      lslogging_queue[off].lmsg);
    fflush( lslogging_file);
  }
}
```

7.4.5 Variable Documentation

7.4.5.1 pthread_cond_t lslogging_cond [static]

We'll spend most of our time waiting for this condition's signal.

Definition at line 12 of file lslogging.c.

7.4.5.2 FILE∗ lslogging_file [static]

our log file object

Definition at line 17 of file lslogging.c.

7.4.5.3 pthread_mutex_t lslogging_mutex `[static]`

mutex to keep the various threads from adding to the queue at the exact same time

Definition at line 11 of file lslogging.c.

7.4.5.4 unsigned int lslogging_off = 0 `[static]`

next location to remove from the queue

Definition at line 34 of file lslogging.c.

7.4.5.5 unsigned int lslogging_on = 0 `[static]`

next location to add to the queue

Definition at line 33 of file lslogging.c.

7.4.5.6 lslogging_queue_t lslogging_queue[LSLOGGING_QUEUE_LENGTH] `[static]`

Our entire queue. Right here. Every message we'll ever write.

Definition at line 31 of file lslogging.c.

7.4.5.7 pthread_t lslogging_thread `[static]`

our thread

Definition at line 10 of file lslogging.c.

7.5 lspg.c File Reference

Postgresql support for the LS-CAT pgpmac project.

```
#include "pgpmac.h"
```

Data Structures

- struct lspg_wait_for_detector_struct

  Object that implements detector / spindle timing We use database locks for exposure control and this implements the md2 portion of this handshake.
- struct lspg_lock_diffractometer_struct

  Object used to impliment locking the diffractometer Critical to exposure timing.
- struct lspg_lock_detector_struct

  lock detector object Implements detector lock for exposure control
- struct lspg_seq_run_prep_struct

  Data collection running object.

Macros

- #define LS_PG_STATE_INIT -4
- #define LS_PG_STATE_INIT_POLL -3
- #define LS_PG_STATE_RESET -2

- #define LS_PG_STATE_RESET_POLL -1
- #define LS_PG_STATE_IDLE 1
- #define LS_PG_STATE_SEND 2
- #define LS_PG_STATE_SEND_FLUSH 3
- #define LS_PG_STATE_RECV 4
- #define LS_PG_QUERY_QUEUE_LENGTH 16384

  Queue length should be long enough that we do not ordinarly bump into the end We should be safe as long as the thread the adds stuff to the queue is not the one that removes it.

Typedefs

- typedef struct lspg_wait_for_detector_struct lspg_wait_for_detector_t

  Object that implements detector / spindle timing We use database locks for exposure control and this implements the md2 portion of this handshake.
- typedef struct lspg_lock_diffractometer_struct lspg_lock_diffractometer_t

  Object used to impliment locking the diffractometer Critical to exposure timing.
- typedef struct lspg_lock_detector_struct lspg_lock_detector_t

  lock detector object Implements detector lock for exposure control
- typedef struct lspg_seq_run_prep_struct lspg_seq_run_prep_t

  Data collection running object.

Functions

- lspg_query_queue_t ∗ lspg_query_next ()

  Return the next item in the postgresql queue.
- void lspg_query_reply_next ()

  Remove the oldest item in the queue.
- lspg_query_queue_t ∗ lspg_query_reply_peek ()

  Return the next item in the reply queue but don't pop it since we may need it more than once.
- void lspg_query_push (void(∗cb)(lspg_query_queue_t ∗, PGresult ∗), char ∗fmt,...)

  Place a query on the queue.
- char ∗∗ lspg_array2ptrs (char ∗a)

  returns a null terminated list of strings parsed from postgresql array
- void lspg_starttransfer_init ()
- void lspg_starttransfer_cb (lspg_query_queue_t ∗qqp, PGresult ∗pgr)
- void lspg_starttransfer_call (unsigned int nextsample, int sample_detected, double ax, double ay, double az, double horz, double vert, double esttime)
- void lspg_starttransfer_wait ()
- void lspg_starttransfer_done ()
- int lspg_starttransfer_all (int ∗err, unsigned int nextsample, int sampledetected, double ax, double ay, double az, double horz, double vert, double esttime)
- void lspg_getcurrentsampleid_init ()
- void lspg_getcurrentsampleid_cb (lspg_query_queue_t ∗qqp, PGresult ∗pgr)

  get currentsampleid
- void lspg_getcurrentsampleid_call ()
- unsigned int lspg_getcurrentsampleid_read ()
- void lspg_getcurrentsampleid_wait_for_id (unsigned int test)
- void lspg_nextsample_cb (lspg_query_queue_t ∗qqp, PGresult ∗pgr)

Next Sample.

- void lspg_nextsample_init ()

  Initialize the nextsample variable, mutex, and condition.
- void lspg_nextsample_call ()

  Queue up a nextsample query.
- void lspg_nextsample_wait ()

  Wait for the nextsample query to get processed.
- void lspg_nextsample_done ()

  Called when the next shot query has been processed.
- unsigned int lspg_nextsample_all (int ∗err)
- void lspg_waitcryo_init ()
- void lspg_waitcryo_cb (lspg_query_queue_t ∗qqp, PGresult ∗pgr)
- void lspg_waitcryo_all ()

  no need to get fancy with the wait cryo command It should not return until the robot is almost ready for air rights
- void lspg_demandairrights_init ()

  initialize the demandairrights structure
- void lspg_demandairrights_cb (lspg_query_queue_t ∗qqp, PGresult ∗pgr)

  handle the airrights response
- void lspg_demandairrights_call ()

  call for airrights
- void lspg_demandairrights_wait ()

  wait for the air rights request to return
- void lspg_demandairrights_all ()

  do nothing until we get airrights
- void lspg_nextshot_cb (lspg_query_queue_t ∗qqp, PGresult ∗pgr)

  Next Shot Callback.
- void lspg_nextshot_init ()

  Initialize the nextshot variable, mutex, and condition.
- void lspg_nextshot_call ()

  Queue up a nextshot query.
- void lspg_nextshot_wait ()

  Wait for the next shot query to get processed.
- void lspg_nextshot_done ()

  Called when the next shot query has been processed.
- void lspg_wait_for_detector_init ()

  initialize the detector timing object
- void lspg_wait_for_detector_cb (lspg_query_queue_t ∗qqp, PGresult ∗pgr)

  Callback for the wait for detector query.
- void lspg_wait_for_detector_call ()

  initiate the wait for detector query
- void lspg_wait_for_detector_wait ()

  Pause the calling thread until the detector is ready Called by the MD2 thread.
- void lspg_wait_for_detector_done ()

  Done waiting for the detector.
- void lspg_wait_for_detector_all ()

  Combined call to wait for the detector.
- void lspg_lock_diffractometer_init ()

  initialize the diffractometer locking object
- void lspg_lock_diffractometer_cb (lspg_query_queue_t ∗qqp, PGresult ∗pgr)

  Callback routine for a lock diffractometer query.
- void lspg_lock_diffractometer_call ()

Request that the database grab the diffractometer lock.

- void lspg_lock_diffractometer_wait ()

  Wait for the diffractometer lock.
- void lspg_lock_diffractometer_done ()

  Finish up the lock diffractometer call.
- void lspg_lock_diffractometer_all ()

  Convience function that combines lock diffractometer calls.
- void lspg_lock_detector_init ()

  Initialize detector lock object.
- void lspg_lock_detector_cb (lspg_query_queue_t ∗qqp, PGresult ∗pgr)

  Callback for when the detector lock has be grabbed.
- void lspg_lock_detector_call ()

  Request (demand) a detector lock.
- void lspg_lock_detector_wait ()

  Wait for the detector lock.
- void lspg_lock_detector_done ()

  Finish waiting.
- void lspg_lock_detector_all ()

  Detector lock convinence function.
- void lspg_seq_run_prep_init ()

  Initialize the data collection object.
- void lspg_seq_run_prep_cb (lspg_query_queue_t ∗qqp, PGresult ∗pgr)

  Callback for the seq_run_prep query.
- void lspg_seq_run_prep_call (long long skey, double kappa, double phi, double cx, double cy, double ax, double ay, double az)

  queue up the seq_run_prep query
- void lspg_seq_run_prep_wait ()

  Wait for seq run prep query to return.
- void lspg_seq_run_prep_done ()

  Indicate we are done waiting.
- void lspg_seq_run_prep_all (long long skey, double kappa, double phi, double cx, double cy, double ax, double ay, double az)

  Convinence function to call seq run prep.
- void lspg_getcenter_cb (lspg_query_queue_t ∗qqp, PGresult ∗pgr)

  Retrieve the data to center the crystal.
- void lspg_getcenter_init ()

  Initialize getcenter object.
- void lspg_getcenter_call ()

  Request a getcenter query.
- void lspg_getcenter_wait ()

  Wait for a getcenter query to return.
- void lspg_getcenter_done ()

  Done with getcenter query.
- void lspg_getcenter_all ()

  Convenience function to complete synchronous getcenter query.
- void lspg_nextaction_cb (lspg_query_queue_t ∗qqp, PGresult ∗pgr)

  Queue the next MD2 instruction.
- void lspg_cmd_cb (lspg_query_queue_t ∗qqp, PGresult ∗pgr)

  Send strings directly to PMAC queue.
- void lspg_flush ()

  Flush psql output buffer (ie, send the query)

- void lspg_send_next_query ()

  send the next queued query to the DB server
- void lspg_receive ()

  Receive a result of a query.
- void lspg_sig_service (struct pollfd ∗evt)

  Service a signal Signals here are treated as file descriptors and fits into our poll scheme.
- void lspg_pg_service (struct pollfd ∗evt)

  I/O control to/from the postgresql server.
- PQnoticeProcessor lspg_notice_processor (void ∗arg, const char ∗msg)
- void lspg_pg_connect ()

  Connect to the pg server.
- void lspg_next_state ()

  Implements our state machine Does not strictly only set the next state as it also calls some functions that, perhaps, alters the state mid-function.
- void ∗ lspg_worker (void ∗dummy)

  The main loop for the lspg thread.
- void lspmac_sample_detector_cb (char ∗event)

  log magnet state
- void lspg_init ()

  Initiallize the lspg module.
- void lspg_run ()

  Start 'er runnin'.

Variables

- static int ls_pg_state = LS_PG_STATE_INIT

  State of the lspg state machine.
- static struct timeval
  lspg_time_sent now

  used to ensure we do not inundate the db server with connection requests
- static pthread_t lspg_thread

  our worker thread
- static pthread_mutex_t lspg_queue_mutex

  keep the queue from getting tangled
- static pthread_cond_t lspg_queue_cond

  keeps the queue from overflowing
- static struct pollfd lspgfd

  our poll info
- static lspg_query_queue_t lspg_query_queue [LS_PG_QUERY_QUEUE_LENGTH]

  Our query queue.
- static unsigned int lspg_query_queue_on = 0

  Next position to add something to the queue.
- static unsigned int lspg_query_queue_off = 0

  The last item still being used (on == off means nothing in queue)
- static unsigned int lspg_query_queue_reply = 0

  The current item being digested.
- static PGconn ∗ q = NULL

  Database connector.
- static PostgresPollingStatusType lspg_connectPoll_response

  Used to determine state while connecting.
- static PostgresPollingStatusType lspg_resetPoll_response

Used to determine state while reconnecting.

- lspg_nextsample_t lspg_nextsample

    the very next sample
- lspg_nextshot_t lspg_nextshot

    the nextshot object
- lspg_getcenter_t lspg_getcenter

    the getcenter object
- lspg_demandairrights_t lspg_demandairrights

    our demandairrights object
- lspg_getcurrentsampleid_t lspg_getcurrentsampleid

    our currentsample id
- lspg_starttransfer_t lspg_starttransfer

    start a sample transfer
- lspg_waitcryo_t lspg_waitcryo

    signal the robot
- static lspg_wait_for_detector_t lspg_wait_for_detector

    Instance of the detector timing object.
- static lspg_lock_diffractometer_t lspg_lock_diffractometer
- static lspg_lock_detector_t lspg_lock_detector
- static lspg_seq_run_prep_t lspg_seq_run_prep

7.5.1 Detailed Description

Postgresql support for the LS-CAT pgpmac project.

```
\date 2012
\author Keith Brister
\copyright All Rights Reserved


  Database state machine


State             Description


 -4               Initiate connection
 -3               Poll until connection initialization is complete
 -2               Initiate reset
 -1               Poll until connection reset is complete
  1               Idle (wait for a notify from the server)
  2               Send a query to the server
  3               Continue flushing a command to the server
  4               Waiting for a reply
```

Definition in file lspg.c.

7.5.2 Macro Definition Documentation

7.5.2.1 #define LS_PG_QUERY_QUEUE_LENGTH 16384

Queue length should be long enough that we do not ordinarly bump into the end We should be safe as long as the thread the adds stuff to the queue is not the one that removes it.

(And we can tolerate the adding thread being paused.)

Definition at line 51 of file lspg.c.

7.5.2.2 #define LS_PG_STATE_IDLE 1

Definition at line 34 of file lspg.c.

7.5.2.3 #define LS_PG_STATE_INIT -4

Definition at line 30 of file lspg.c.

7.5.2.4 #define LS_PG_STATE_INIT_POLL -3

Definition at line 31 of file lspg.c.

7.5.2.5 #define LS_PG_STATE_RECV 4

Definition at line 37 of file lspg.c.

7.5.2.6 #define LS_PG_STATE_RESET -2

Definition at line 32 of file lspg.c.

7.5.2.7 #define LS_PG_STATE_RESET_POLL -1

Definition at line 33 of file lspg.c.

7.5.2.8 #define LS_PG_STATE_SEND 2

Definition at line 35 of file lspg.c.

7.5.2.9 #define LS_PG_STATE_SEND_FLUSH 3

Definition at line 36 of file lspg.c.

7.5.3 Typedef Documentation

7.5.3.1 typedef struct lspg_lock_detector_struct lspg_lock_detector_t

lock detector object Implements detector lock for exposure control

7.5.3.2 typedef struct lspg_lock_diffractometer_struct lspg_lock_diffractometer_t

Object used to impliment locking the diffractometer Critical to exposure timing.

7.5.3.3 typedef struct lspg_seq_run_prep_struct lspg_seq_run_prep_t

Data collection running object.

7.5.3.4 typedef struct lspg_wait_for_detector_struct lspg_wait_for_detector_t

Object that implements detector / spindle timing We use database locks for exposure control and this implements the md2 portion of this handshake.

7.5.4 Function Documentation

7.5.4.1 char∗∗ lspg_array2ptrs (char ∗ *a*)

returns a null terminated list of strings parsed from postgresql array

Definition at line 161 of file lspg.c.

```
                                {
  char **rtn, *sp, *acums;
  int i, n, inquote, havebackslash, rtni;;
  int mxsz;

  inquote       = 0;
  havebackslash = 0;

  // Despense with the null input condition before we complicate the code below
  if( a == NULL || a[0] != '{' || a[strlen(a)-1] != '}')
    return NULL;

  // Count the maximum number of strings
  // Actual number will be less if there are quoted commas
  //
  n = 1;
  for( i=0; a[i]; i++) {
    if( a[i] == ',')
      n++;
  }
  //
  // The maximum size of any string is the length of a (+1)
  //
  mxsz = strlen(a) + 1;

  // This is the accumulation string to make up the array elements
  acums = (char *)calloc( mxsz, sizeof( char));
  if( acums == NULL) {
    lslogging_log_message( "lspg_array2ptrs: out of memory
       (acums)");
    exit( 1);
  }

  //
  // allocate storage for the pointer array and the null terminator
  //
  rtn = (char **)calloc( n+1, sizeof( char *));
  if( rtn == NULL) {
    lslogging_log_message( "lspg_array2ptrs: out of memory
       (rtn)");
    exit( 1);
  }
  rtni = 0;

  // Go through and create the individual strings
  sp = acums;
  *sp = 0;

  inquote = 0;
  havebackslash = 0;
  for( i=1; a[i] != 0; i++) {
    switch( a[i]) {
    case '"':
      if( havebackslash) {
        // a quoted quote.  Cool
        //
        *(sp++) = a[i];
        *sp = 0;
        havebackslash = 0;
      } else {
        // Toggle the flag
        inquote = 1 - inquote;
      }
      break;

    case '\\':
      if( havebackslash) {
        *(sp++) = a[i];
        *sp = 0;
        havebackslash = 0;
      } else {
        havebackslash = 1;
      }
      break;

    case ',':
      if( inquote || havebackslash) {
        *(sp++) = a[i];
        *sp = 0;
        havebackslash = 0;
      } else {
        rtn[rtni++] = strdup( acums);
        sp = acums;
      }
      break;

    case '}':
      if( inquote || havebackslash) {
        *(sp++) = a[i];
        *sp = 0;
        havebackslash = 0;
      } else {
        rtn[rtni++] = strdup( acums);
        rtn[rtni]   = NULL;
        free( acums);
        return( rtn);
      }
      break;

    default:
      *(sp++) = a[i];
      *sp = 0;
      havebackslash = 0;
    }
  }
  //
  // Getting here means the final '}' was missing
  // Probably we should throw an error or log it or something.
  // Through out the last entry since this there is not resonable expectation
       that
  // we should be parsing it anyway.
  //
  rtn[rtni]   = NULL;
  free( acums);
  return( rtn);
}
```

7.5.4.2 void lspg_cmd_cb (**lspg_query_queue_t** ∗ *qqp,* **PGresult** ∗ *pgr*)

Send strings directly to PMAC queue.

Parameters

in	*qqp*	Our query
in	*pgr*	Our result

Definition at line 1238 of file lspg.c.

```
                   {
  //
  // Call back funciton assumes query results in zero or more commands to send
       to the PMAC
  //
  int i;
  char *sp;

  for( i=0; i<PQntuples( pgr); i++) {
    sp = PQgetvalue( pgr, i, 0);
    if( sp != NULL && *sp != 0) {
      lspmac_SockSendDPline( NULL, sp);
      //      lspmac_SockSendline( sp);
      //
      // Keep asking for more until
      // there are no commands left
      //
      // This should solve a potential problem where
      // more than one command is put on the queue for a given notify.
      //
      lspg_query_push( lspg_cmd_cb, "select
       pmac.md2_queue_next()");
    }
  }
}
```

7.5.4.3 void lspg_demandairrights_all ( )

do nothing until we get airrights

Definition at line 556 of file lspg.c.

```
                                {
  lspg_demandairrights_call();
  lspg_demandairrights_wait();
  // there is no "done" version
}
```

7.5.4.4 void lspg_demandairrights_call ( )

call for airrights

Definition at line 538 of file lspg.c.

```
                                 {
  pthread_mutex_lock( &lspg_demandairrights.mutex);
  lspg_demandairrights.new_value_ready = 0;
  pthread_mutex_unlock( &lspg_demandairrights.mutex);
  lspg_query_push( lspg_demandairrights_cb
      , "SELECT px.demandairrights())");
}
```

7.5.4.5 void lspg_demandairrights_cb (**lspg_query_queue_t** ∗ *qqp,* PGresult ∗ *pgr*)

handle the airrights response

Definition at line 529 of file lspg.c.

```
                                                                            {
  pthread_mutex_lock( &lspg_demandairrights.mutex);
  lspg_demandairrights.new_value_ready = 1;
  pthread_cond_signal( &lspg_demandairrights.cond);
  pthread_mutex_unlock( &lspg_demandairrights.mutex);
}
```

7.5.4.6 void lspg_demandairrights_init ( )

initialize the demandairrights structure

Definition at line 521 of file lspg.c.

```
                                 {
  lspg_demandairrights.new_value_ready = 0;
  pthread_mutex_init( &lspg_demandairrights.mutex,
      NULL);
  pthread_cond_init( &lspg_demandairrights.cond, NULL);
}
```

7.5.4.7 void lspg_demandairrights_wait ( )

wait for the air rights request to return

Definition at line 547 of file lspg.c.

```
                                 {
  pthread_mutex_lock( &lspg_demandairrights.mutex);
  while( lspg_demandairrights.new_value_ready
       == 0)
    pthread_cond_wait( &lspg_demandairrights.cond, &
      lspg_demandairrights.mutex);
  pthread_mutex_unlock( &lspg_demandairrights.mutex);
}
```

7.5.4.8 void lspg_flush ( )

Flush psql output buffer (ie, send the query)

Definition at line 1268 of file lspg.c.

```
                    {
  int err;

  err = PQflush( q);
  switch( err) {
  case -1:
    // an error occured

    lslogging_log_message( "flush failed: %s",
      PQerrorMessage( q));

    ls_pg_state = LS_PG_STATE_IDLE;
    //
    // We should probably reset the connection and start from scratch.
       Probably the connection died.
    //
    break;

  case 0:
    // goodness and joy.
    ls_pg_state = LS_PG_STATE_RECV;
    break;

  case 1:
    // more sending to do
    ls_pg_state = LS_PG_STATE_SEND_FLUSH;
    break;
  }
}
```

7.5.4.9 void lspg_getcenter_all ( )

Convenience function to complete synchronous getcenter query.

Definition at line 1201 of file lspg.c.

```
                            {
  lspg_getcenter_call();
  lspg_getcenter_wait();
  lspg_getcenter_done();
}
```

7.5.4.10 void lspg_getcenter_call ( )

Request a getcenter query.

Definition at line 1177 of file lspg.c.

```
                             {
  pthread_mutex_lock( &lspg_getcenter.mutex);
  lspg_getcenter.new_value_ready = 0;
  pthread_mutex_unlock( &lspg_getcenter.mutex);

  lspg_query_push( lspg_getcenter_cb, "SELECT *
       FROM px.getcenter2()");
}
```

7.5.4.11 void lspg_getcenter_cb (lspg_query_queue_t ∗ *qqp*, PGresult ∗ *pgr*)

Retrieve the data to center the crystal.

Definition at line 1112 of file lspg.c.

```
                                                                  {
  static int
    zoom_c, dcx_c, dcy_c, dax_c, day_c, daz_c;

  pthread_mutex_lock( &(lspg_getcenter.mutex));

  lspg_getcenter.no_rows_returned = PQntuples(
      pgr) <= 0;
  if( lspg_getcenter.no_rows_returned) {
    //
    // No particular reason this path should ever be taken
    // but if we don't get rows then we had better not move anything.
    //
    lspg_getcenter.new_value_ready = 1;
    pthread_cond_signal( &(lspg_getcenter.cond));
    pthread_mutex_unlock( &(lspg_getcenter.mutex));
    return;
  }

  zoom_c = PQfnumber( pgr, "zoom");
  dcx_c  = PQfnumber( pgr, "dcx");
  dcy_c  = PQfnumber( pgr, "dcy");
  dax_c  = PQfnumber( pgr, "dax");
  day_c  = PQfnumber( pgr, "day");
  daz_c  = PQfnumber( pgr, "daz");

  lspg_getcenter.zoom_isnull = PQgetisnull( pgr, 0,
      zoom_c);
  if( lspg_getcenter.zoom_isnull == 0)
    lspg_getcenter.zoom = atoi( PQgetvalue( pgr, 0, zoom_c));

  lspg_getcenter.dcx_isnull = PQgetisnull( pgr, 0,
      dcx_c);
  if( lspg_getcenter.dcx_isnull == 0)
    lspg_getcenter.dcx = atof( PQgetvalue( pgr, 0, dcx_c));

  lspg_getcenter.dcy_isnull = PQgetisnull( pgr, 0,
      dcy_c);
  if( lspg_getcenter.dcy_isnull == 0)
    lspg_getcenter.dcy = atof( PQgetvalue( pgr, 0, dcy_c));

  lspg_getcenter.dax_isnull = PQgetisnull( pgr, 0,
      dax_c);
  if( lspg_getcenter.dax_isnull == 0)
    lspg_getcenter.dax = atof( PQgetvalue( pgr, 0, dax_c));

  lspg_getcenter.day_isnull = PQgetisnull( pgr, 0,
      day_c);
  if( lspg_getcenter.day_isnull == 0)
    lspg_getcenter.day = atof( PQgetvalue( pgr, 0, day_c));

  lspg_getcenter.daz_isnull = PQgetisnull( pgr, 0,
      daz_c);
  if( lspg_getcenter.daz_isnull == 0)
    lspg_getcenter.daz = atof( PQgetvalue( pgr, 0, daz_c));

  lspg_getcenter.new_value_ready = 1;

  pthread_cond_signal( &(lspg_getcenter.cond));
  pthread_mutex_unlock( &(lspg_getcenter.mutex));
}
```

7.5.4.12 void lspg_getcenter_done ( )

Done with getcenter query.

Definition at line 1195 of file lspg.c.

```
                            {
  pthread_mutex_unlock( &(lspg_getcenter.mutex));
}
```

7.5.4.13 void lspg_getcenter_init ( )

Initialize getcenter object.

Definition at line 1169 of file lspg.c.

```
                            {
  memset( &lspg_getcenter, 0, sizeof( lspg_getcenter
      ));
  pthread_mutex_init( &(lspg_getcenter.mutex), NULL);
  pthread_cond_init( &(lspg_getcenter.cond), NULL);
}
```

7.5.4.14 void lspg_getcenter_wait ( )

Wait for a getcenter query to return.

Definition at line 1187 of file lspg.c.

```
                            {
  pthread_mutex_lock( &(lspg_getcenter.mutex));
  while( lspg_getcenter.new_value_ready == 0)
    pthread_cond_wait( &(lspg_getcenter.cond), &(
      lspg_getcenter.mutex));
}
```

7.5.4.15 void lspg_getcurrentsampleid_call ( )

Definition at line 367 of file lspg.c.

```
                                     {
  pthread_mutex_lock( &lspg_getcurrentsampleid.mutex
      );
  lspg_getcurrentsampleid.new_value_ready
       = 0;
  pthread_mutex_unlock( &lspg_getcurrentsampleid.mutex
      );

  lspg_query_push( lspg_getcurrentsampleid_cb
      , "SELECT px.getcurrentsampleid()");
}
```

7.5.4.16 void lspg_getcurrentsampleid_cb (lspg_query_queue_t * *qqp*, PGresult * *pgr*)

get currentsampleid

Definition at line 346 of file lspg.c.

```
                                                                          {
  pthread_mutex_lock( &lspg_getcurrentsampleid.mutex
      );

  lspg_nextsample.new_value_ready = 1;
  lspg_getcurrentsampleid.no_rows_returned
       = PQntuples( pgr) <= 0;
  if( lspg_getcurrentsampleid.no_rows_returned
      ) {
    pthread_cond_signal( &lspg_getcurrentsampleid.cond
      );
    pthread_mutex_unlock( &lspg_getcurrentsampleid.mutex
      );
    return;
  }

  lspg_getcurrentsampleid.getcurrentsampleid_isnull
       = PQgetisnull( pgr, 0, 0);
  if( lspg_getcurrentsampleid.getcurrentsampleid_isnull
       == 0)
    lspg_getcurrentsampleid.getcurrentsampleid
       = strtol( PQgetvalue( pgr, 0, 0), NULL, 0);

  pthread_cond_signal( &lspg_getcurrentsampleid.cond
      );
  pthread_mutex_unlock( &lspg_getcurrentsampleid.mutex
      );
}
```

7.5.4.17 void lspg_getcurrentsampleid_init ( )

Definition at line 338 of file lspg.c.

```
                                    {
  lspg_getcurrentsampleid.new_value_ready
       = 0;
  pthread_mutex_init( &lspg_getcurrentsampleid.mutex
      , NULL);
  pthread_cond_init( &lspg_getcurrentsampleid.cond,
      NULL);
}
```

7.5.4.18 unsigned int lspg_getcurrentsampleid_read ( )

Definition at line 377 of file lspg.c.

```
                                            {
  unsigned int rtn;
  pthread_mutex_lock( &lspg_getcurrentsampleid.mutex
      );
  while( lspg_getcurrentsampleid.new_value_ready
       == 0)
    pthread_cond_wait( &lspg_getcurrentsampleid.cond
      , &lspg_getcurrentsampleid.mutex);

  if( lspg_getcurrentsampleid.getcurrentsampleid_isnull
      )
    rtn = -1;
  else
    rtn = lspg_getcurrentsampleid.getcurrentsampleid
      ;
  pthread_mutex_unlock( &lspg_getcurrentsampleid.mutex
      );
  return rtn;
}
```

7.5.4.19 void lspg_getcurrentsampleid_wait_for_id (unsigned int *test*)

Definition at line 393 of file lspg.c.

```
                                                             {
  pthread_mutex_lock( &lspg_getcurrentsampleid.mutex
      );
  while( lspg_getcurrentsampleid.getcurrentsampleid
       != test)
    pthread_cond_wait( &lspg_getcurrentsampleid.cond
      , &lspg_getcurrentsampleid.mutex);

  pthread_mutex_unlock( &lspg_getcurrentsampleid.mutex
      );
}
```

7.5.4.20 void lspg_init ( )

Initiallize the lspg module.

Definition at line 1758 of file lspg.c.

```
                 {
  pthread_mutex_init( &lspg_queue_mutex, NULL);
  pthread_cond_init( &lspg_queue_cond, NULL);

  lspg_demandairrights_init();
  lspg_getcenter_init();
  lspg_getcurrentsampleid_init();
  lspg_lock_detector_init();
  lspg_lock_diffractometer_init();
  lspg_nextsample_init();
  lspg_nextshot_init();
  lspg_seq_run_prep_init();
  lspg_starttransfer_init();
  lspg_wait_for_detector_init();
  lspg_waitcryo_init();
}
```

7.5.4.21 void lspg_lock_detector_all ( )

Detector lock convinence function.

Definition at line 1024 of file lspg.c.

```
                              {
  lspg_lock_detector_call();
  lspg_lock_detector_wait();
  lspg_lock_detector_done();
}
```

7.5.4.22 void lspg_lock_detector_call ( )

Request (demand) a detector lock.

Definition at line 1000 of file lspg.c.

```
                               {
  pthread_mutex_lock( &(lspg_lock_detector.mutex));
  lspg_lock_detector.new_value_ready = 0;
  pthread_mutex_unlock( &(lspg_lock_detector.mutex));

  lspg_query_push( lspg_lock_detector_cb, "
      SELECT px.lock_detector()");
}
```

7.5.4.23 void lspg_lock_detector_cb (lspg_query_queue_t ∗ *qqp,* PGresult ∗ *pgr*)

Callback for when the detector lock has be grabbed.

Definition at line 991 of file lspg.c.

```
                                                                       {
  pthread_mutex_lock( &(lspg_lock_detector.mutex));
  lspg_lock_detector.new_value_ready = 1;
  pthread_cond_signal( &(lspg_lock_detector.cond));
  pthread_mutex_unlock( &(lspg_lock_detector.mutex));
}
```

7.5.4.24 void lspg_lock_detector_done ( )

Finish waiting.

Definition at line 1018 of file lspg.c.

```
                               {
  pthread_mutex_unlock( &(lspg_lock_detector.mutex));
}
```

7.5.4.25 void lspg_lock_detector_init ( )

Initialize detector lock object.

Definition at line 983 of file lspg.c.

```
                             {
  lspg_lock_detector.new_value_ready = 0;
  pthread_mutex_init( &(lspg_lock_detector.mutex), NULL)
      ;
  pthread_cond_init(  &(lspg_lock_detector.cond),  NULL);
}
```

7.5.4.26 void lspg_lock_detector_wait ( )

Wait for the detector lock.

Definition at line 1010 of file lspg.c.

```
                             {
  pthread_mutex_lock( &(lspg_lock_detector.mutex));
  while( lspg_lock_detector.new_value_ready ==
       0)
    pthread_cond_wait( &(lspg_lock_detector.cond), &(
      lspg_lock_detector.mutex));
}
```

7.5.4.27 void lspg_lock_diffractometer_all ( )

Convience function that combines lock diffractometer calls.

Definition at line 965 of file lspg.c.

```
                                  {
  lspg_lock_diffractometer_call();
  lspg_lock_diffractometer_wait();
  lspg_lock_diffractometer_all();
}
```

7.5.4.28 void lspg_lock_diffractometer_call ( )

Request that the database grab the diffractometer lock.

Definition at line 941 of file lspg.c.

```
                                   {
  pthread_mutex_lock( &(lspg_lock_diffractometer.mutex
      ));
  lspg_lock_diffractometer.new_value_ready
       = 0;
  pthread_mutex_unlock( &(lspg_lock_diffractometer.
      mutex));

  lspg_query_push( lspg_lock_diffractometer_cb
      , "SELECT px.lock_diffractomter()");
}
```

7.5.4.29 void lspg_lock_diffractometer_cb (lspg_query_queue_t ∗ *qqp,* PGresult ∗ *pgr*)

Callback routine for a lock diffractometer query.

Definition at line 932 of file lspg.c.

```
                                                                          {
  pthread_mutex_lock( &(lspg_lock_diffractometer.mutex
      ));
  lspg_lock_diffractometer.new_value_ready
       = 1;
  pthread_cond_signal( &(lspg_lock_diffractometer.cond
      ));
  pthread_mutex_unlock( &(lspg_lock_diffractometer.
      mutex));
}
```

7.5.4.30 void lspg_lock_diffractometer_done ( )

Finish up the lock diffractometer call.

Definition at line 959 of file lspg.c.

```
                                     {
  pthread_mutex_unlock( &(lspg_lock_diffractometer.
      mutex));
}
```

7.5.4.31 void lspg_lock_diffractometer_init ( )

initialize the diffractometer locking object

Definition at line 924 of file lspg.c.

```
                                     {
  lspg_lock_diffractometer.new_value_ready
       = 0;
  pthread_mutex_init( &(lspg_lock_diffractometer.mutex
      ), NULL);
  pthread_cond_init(  &(lspg_lock_diffractometer.cond
      ), NULL);
}
```

7.5.4.32 void lspg_lock_diffractometer_wait ( )

Wait for the diffractometer lock.

Definition at line 951 of file lspg.c.

```
                                     {
  pthread_mutex_lock( &(lspg_lock_diffractometer.mutex
      ));
  while( lspg_lock_diffractometer.new_value_ready
       == 0)
    pthread_cond_wait( &(lspg_lock_diffractometer.cond
      ), &(lspg_lock_diffractometer.mutex));
}
```

7.5.4.33 void lspg_next_state ( )

Implements our state machine Does not strictly only set the next state as it also calls some functions that, perhaps, alters the state mid-function.

Definition at line 1623 of file lspg.c.

```
                        {
  //
  // connect to the database
  //
  if( q == NULL ||
      ls_pg_state == LS_PG_STATE_INIT ||
      ls_pg_state == LS_PG_STATE_RESET ||
      ls_pg_state == LS_PG_STATE_INIT_POLL ||
      ls_pg_state == LS_PG_STATE_RESET_POLL)
    lspg_pg_connect( lspgfd);


  if( ls_pg_state == LS_PG_STATE_IDLE &&
      lspg_query_queue_on != lspg_query_queue_off
      )
    ls_pg_state = LS_PG_STATE_SEND;

  switch( ls_pg_state) {
  case LS_PG_STATE_INIT_POLL:
    if( lspg_connectPoll_response ==
      PGRES_POLLING_WRITING)
      lspgfd.events = POLLOUT;
    else if( lspg_connectPoll_response ==
      PGRES_POLLING_READING)
      lspgfd.events = POLLIN;
    else
      lspgfd.events = 0;
    break;

  case LS_PG_STATE_RESET_POLL:
    if( lspg_resetPoll_response == PGRES_POLLING_WRITING
      )
      lspgfd.events = POLLOUT;
    else if( lspg_resetPoll_response ==
      PGRES_POLLING_READING)
      lspgfd.events = POLLIN;
    else
      lspgfd.events = 0;
    break;

  case LS_PG_STATE_IDLE:
  case LS_PG_STATE_RECV:
    lspgfd.events = POLLIN;
    break;

  case LS_PG_STATE_SEND:
  case LS_PG_STATE_SEND_FLUSH:
    lspgfd.events = POLLOUT;
    break;

  default:
    lspgfd.events = 0;
  }
}
```

7.5.4.34 void lspg_nextaction_cb (lspg_query_queue_t ∗ *qqp*, PGresult ∗ *pgr*)

Queue the next MD2 instruction.

Parameters

in	*qqp*	The query that generated this result
in	*pgr*	The result

Definition at line 1210 of file lspg.c.

```
                        {
  char *action;

  if( PQntuples( pgr) <= 0)
    return;             // Note: nextaction should always return at least
       "noAction", so this branch should never be taken

  action = PQgetvalue( pgr, 0, 0);      // next action only returns one row

  if( strcmp( action, "noAction") == 0)
    return;

  if( pthread_mutex_trylock( &md2cmds_mutex) == 0) {
    strncpy( md2cmds_cmd, action, MD2CMDS_CMD_LENGTH
      -1);
    md2cmds_cmd[MD2CMDS_CMD_LENGTH-1] = 0;
    pthread_cond_signal( &md2cmds_cond);
    pthread_mutex_unlock( &md2cmds_mutex);
  } else {
    lslogging_log_message( "MD2 command '%s' ignored.
       Already running '%s'", action, md2cmds_cmd);
  }
}
```

7.5.4.35 unsigned int lspg_nextsample_all (int * *err*)

Definition at line 468 of file lspg.c.

```
                                                 {
  unsigned int rtn;

  lspg_nextsample_call();
  lspg_nextsample_wait();

  if( lspg_nextsample.no_rows_returned) {
    rtn = 0;
    *err = 1;
  } else {
    if( lspg_nextsample.nextsample_isnull) {
      rtn = 0;
      *err = 1;
    } else {
      rtn = lspg_nextsample.nextsample;
      *err = 0;
    }
  }
  lspg_nextsample_done();

  return rtn;
}
```

7.5.4.36 void lspg_nextsample_call ( )

Queue up a nextsample query.

Definition at line 445 of file lspg.c.

```
                                 {
  pthread_mutex_lock( &(lspg_nextsample.mutex));
  lspg_nextsample.new_value_ready = 0;
  pthread_mutex_unlock( &(lspg_nextsample.mutex));

  lspg_query_push( lspg_nextsample_cb, "SELECT
       nextsample FROM px.nextsample()");
}
```

7.5.4.37 void lspg_nextsample_cb (lspg_query_queue_t * *qqp*, PGresult * *pgr*)

Next Sample.

Parameters

in	*qqp*	Our nextsample query
in	*pgr*	result of the query

Definition at line 404 of file lspg.c.

```
                            {
  static int got_columns = 0;
  static int nextsample_col;
  pthread_mutex_lock( &(lspg_nextsample.mutex));

  lspg_nextsample.no_rows_returned = PQntuples(
      pgr) <= 0;
  if( lspg_nextsample.no_rows_returned) {
    lslogging_log_message( "lspg_nextsample_cb: no rows
       returned.  This should never happen.");
    lspg_nextsample.new_value_ready = 1;
    pthread_cond_signal( &(lspg_nextsample.cond));
    pthread_mutex_unlock( &(lspg_nextsample.mutex));
    return;
  }

  if( got_columns == 0) {
    nextsample_col = PQfnumber( pgr, "nextsample");
    got_columns = 1;
  }

  lspg_nextsample.nextsample_isnull =
      PQgetisnull( pgr, 0, nextsample_col);
  if( lspg_nextsample.nextsample_isnull == 0)
    lspg_nextsample.nextsample = strtol( PQgetvalue(
      pgr, 0, nextsample_col), NULL, 0);

  lspg_nextsample.new_value_ready = 1;
  pthread_cond_signal( &(lspg_nextsample.cond));
  pthread_mutex_unlock( &(lspg_nextsample.mutex));
}
```

7.5.4.38 void lspg_nextsample_done ( )

Called when the next shot query has been processed.

Definition at line 463 of file lspg.c.

```
                          {
  pthread_mutex_unlock( &(lspg_nextsample.mutex));
}
```

7.5.4.39 void lspg_nextsample_init ( )

Initialize the nextsample variable, mutex, and condition.

Definition at line 437 of file lspg.c.

```
                          {
  memset( &lspg_nextsample, 0, sizeof( lspg_nextsample
      ));
  pthread_mutex_init( &(lspg_nextsample.mutex), NULL);
  pthread_cond_init( &(lspg_nextsample.cond), NULL);
}
```

7.5.4.40 void lspg_nextsample_wait ( )

Wait for the nextsample query to get processed.

Definition at line 455 of file lspg.c.

```
                          {
  pthread_mutex_lock( &(lspg_nextsample.mutex));
  while( lspg_nextsample.new_value_ready == 0)
    pthread_cond_wait( &(lspg_nextsample.cond), &(
      lspg_nextsample.mutex));
}
```

7.5.4.41 void lspg_nextshot_call ( )

Queue up a nextshot query.

Definition at line 824 of file lspg.c.

```
                         {
  pthread_mutex_lock( &(lspg_nextshot.mutex));
  lspg_nextshot.new_value_ready = 0;
  pthread_mutex_unlock( &(lspg_nextshot.mutex));

  lspg_query_push( lspg_nextshot_cb, "SELECT *
       FROM px.nextshot2()");
}
```

7.5.4.42 void lspg_nextshot_cb (lspg_query_queue_t * *qqp*, PGresult * *pgr*)

Next Shot Callback.

This is a long and tedious routine as there are a large number of variables returned. Suck it up. Return with the global object lspg_nextshot set.

Parameters

in	*qqp*	Our nextshot query
in	*pgr*	result of the query

Definition at line 569 of file lspg.c.

```
                       {
  static int got_col_nums=0;
  static int
    dsdir_c, dspid_c, dsowidth_c, dsoscaxis_c, dsexp_c, skey_c, sstart_c, sfn_c
      , dsphi_c,
    dsomega_c, dskappa_c, dsdist_c, dsnrg_c, dshpid_c, cx_c, cy_c, ax_c, ay_c,
      az_c,
    active_c, sindex_c, stype_c,
    dsowidth2_c, dsoscaxis2_c, dsexp2_c, sstart2_c, dsphi2_c, dsomega2_c,
      dskappa2_c, dsdist2_c, dsnrg2_c,
    cx2_c, cy2_c, ax2_c, ay2_c, az2_c, active2_c, sindex2_c, stype2_c;

  pthread_mutex_lock( &(lspg_nextshot.mutex));

  lspg_nextshot.no_rows_returned = PQntuples( pgr)
       <= 0;
  if( lspg_nextshot.no_rows_returned) {
    lspg_nextshot.new_value_ready = 1;
    pthread_cond_signal( &(lspg_nextshot.cond));
    pthread_mutex_unlock( &(lspg_nextshot.mutex));
    return;                       // I guess there was no shot after all
  }

  if( got_col_nums == 0) {
    dsdir_c      = PQfnumber( pgr, "dsdir");
    dspid_c      = PQfnumber( pgr, "dspid");
    dsowidth_c   = PQfnumber( pgr, "dsowidth");
    dsoscaxis_c  = PQfnumber( pgr, "dsoscaxis");
    dsexp_c      = PQfnumber( pgr, "dsexp");
    skey_c       = PQfnumber( pgr, "skey");
    sstart_c     = PQfnumber( pgr, "sstart");
    sfn_c        = PQfnumber( pgr, "sfn");
    dsphi_c      = PQfnumber( pgr, "dsphi");
    dsomega_c    = PQfnumber( pgr, "dsomega");
    dskappa_c    = PQfnumber( pgr, "dskappa");
    dsdist_c     = PQfnumber( pgr, "dsdist");
    dsnrg_c      = PQfnumber( pgr, "dsnrg");
    dshpid_c     = PQfnumber( pgr, "dshpid");
    cx_c         = PQfnumber( pgr, "cx");
    cy_c         = PQfnumber( pgr, "cy");
    ax_c         = PQfnumber( pgr, "ax");
    ay_c         = PQfnumber( pgr, "ay");
    az_c         = PQfnumber( pgr, "az");
    active_c     = PQfnumber( pgr, "active");
    sindex_c     = PQfnumber( pgr, "sindex");
    stype_c      = PQfnumber( pgr, "stype");
    dsowidth2_c  = PQfnumber( pgr, "dsowidth2");
    dsoscaxis2_c = PQfnumber( pgr, "dsoscaxis2");
    dsexp2_c     = PQfnumber( pgr, "dsexp2");
    sstart2_c    = PQfnumber( pgr, "sstart2");
    dsphi2_c     = PQfnumber( pgr, "dsphi2");
    dsomega2_c   = PQfnumber( pgr, "dsomega2");
    dskappa2_c   = PQfnumber( pgr, "dskappa2");
    dsdist2_c    = PQfnumber( pgr, "dsdist2");
    dsnrg2_c     = PQfnumber( pgr, "dsnrg2");
    cx2_c        = PQfnumber( pgr, "cx2");
    cy2_c        = PQfnumber( pgr, "cy2");
    ax2_c        = PQfnumber( pgr, "ax2");
    ay2_c        = PQfnumber( pgr, "ay2");
    az2_c        = PQfnumber( pgr, "az2");
    active2_c    = PQfnumber( pgr, "active2");
    sindex2_c    = PQfnumber( pgr, "sindex2");
    stype2_c     = PQfnumber( pgr, "stype2");

    got_col_nums = 1;
  }


  //
  // NULL string values come back as empty strings
  // Mark the null flag but allocate the empty string anyway
  //

  lspg_nextshot.dsdir_isnull = PQgetisnull( pgr, 0,
      dsdir_c);
  if( lspg_nextshot.dsdir != NULL)
    free( lspg_nextshot.dsdir);
  lspg_nextshot.dsdir = strdup( PQgetvalue( pgr, 0, dsdir_c))
      ;

  lspg_nextshot.dspid_isnull = PQgetisnull( pgr, 0,
      dspid_c);
  if( lspg_nextshot.dspid != NULL)
    free( lspg_nextshot.dspid);
  lspg_nextshot.dspid = strdup( PQgetvalue( pgr, 0, dspid_c))
      ;

  lspg_nextshot.dsoscaxis_isnull = PQgetisnull(
      pgr, 0, dsoscaxis_c);
  if( lspg_nextshot.dsoscaxis != NULL)
    free( lspg_nextshot.dsoscaxis);
  lspg_nextshot.dsoscaxis = strdup( PQgetvalue( pgr, 0,
      dsoscaxis_c));

  lspg_nextshot.dsoscaxis2_isnull = PQgetisnull(
      pgr, 0, dsoscaxis2_c);
  if( lspg_nextshot.dsoscaxis2 != NULL)
    free( lspg_nextshot.dsoscaxis2);
  lspg_nextshot.dsoscaxis2 = strdup( PQgetvalue( pgr, 0,
       dsoscaxis2_c));

  lspg_nextshot.sfn_isnull = PQgetisnull(pgr, 0, sfn_c);
  if( lspg_nextshot.sfn != NULL)
    free( lspg_nextshot.sfn);
  lspg_nextshot.sfn = strdup( PQgetvalue( pgr, 0, sfn_c));

  lspg_nextshot.stype_isnull = PQgetisnull( pgr, 0,
      stype_c);
  if( lspg_nextshot.stype != NULL)
    free( lspg_nextshot.stype);
  lspg_nextshot.stype = strdup( PQgetvalue( pgr, 0, stype_c))
      ;

  lspg_nextshot.stype2_isnull = PQgetisnull( pgr, 0,
      stype2_c);
  if( lspg_nextshot.stype2 != NULL)
    free( lspg_nextshot.stype2);
  lspg_nextshot.stype2 = strdup( PQgetvalue( pgr, 0,
      stype2_c));

  //
  // Probably shouldn't try to convert null number values
  //
  lspg_nextshot.dsowidth_isnull = PQgetisnull( pgr,
       0, dsowidth_c);
  if( lspg_nextshot.dsowidth_isnull == 0)
    lspg_nextshot.dsowidth = atof( PQgetvalue( pgr,0,
      dsowidth_c));

  lspg_nextshot.dsexp_isnull = PQgetisnull( pgr, 0,
      dsexp_c);
  if( lspg_nextshot.dsexp_isnull == 0)
    lspg_nextshot.dsexp     = atof( PQgetvalue( pgr,0, dsexp_c
      ));

  lspg_nextshot.sstart_isnull = PQgetisnull( pgr, 0,
      sstart_c);
  if( lspg_nextshot.sstart_isnull == 0)
    lspg_nextshot.sstart    = atof( PQgetvalue( pgr,0,
      sstart_c));

  lspg_nextshot.dsphi_isnull = PQgetisnull( pgr, 0,
      dsphi_c);
  if( lspg_nextshot.dsphi_isnull == 0)
    lspg_nextshot.dsphi     = atof( PQgetvalue( pgr,0, dsphi_c
      ));

  lspg_nextshot.dsomega_isnull = PQgetisnull( pgr, 0
      , dsomega_c);
  if( lspg_nextshot.dsomega_isnull == 0)
    lspg_nextshot.dsomega   = atof( PQgetvalue( pgr,0,
      dsomega_c));

  lspg_nextshot.dskappa_isnull = PQgetisnull( pgr, 0
      , dskappa_c);
  if( lspg_nextshot.dskappa_isnull == 0)
    lspg_nextshot.dskappa   = atof( PQgetvalue( pgr,0,
      dskappa_c));

  lspg_nextshot.dsdist_isnull = PQgetisnull( pgr, 0,
      dsdist_c);
  if( lspg_nextshot.dsdist_isnull == 0)
    lspg_nextshot.dsdist    = atof( PQgetvalue( pgr,0,
      dsdist_c));

  lspg_nextshot.dsnrg_isnull = PQgetisnull( pgr, 0,
      dsnrg_c);
  if( lspg_nextshot.dsnrg_isnull == 0)
    lspg_nextshot.dsnrg     = atof( PQgetvalue( pgr,0, dsnrg_c
      ));

  lspg_nextshot.cx_isnull = PQgetisnull( pgr, 0, cx_c);
  if( lspg_nextshot.cx_isnull == 0)
    lspg_nextshot.cx        = atof( PQgetvalue( pgr,0, cx_c));

  lspg_nextshot.cy_isnull = PQgetisnull( pgr, 0, cy_c);
  if( lspg_nextshot.cy_isnull == 0)
    lspg_nextshot.cy        = atof( PQgetvalue( pgr,0, cy_c));

  lspg_nextshot.ax_isnull = PQgetisnull( pgr, 0, ax_c);
  if( lspg_nextshot.ax_isnull == 0)
    lspg_nextshot.ax        = atof( PQgetvalue( pgr,0, ax_c));

  lspg_nextshot.ay_isnull = PQgetisnull( pgr, 0, ay_c);
  if( lspg_nextshot.ay_isnull == 0)
    lspg_nextshot.ay        = atof( PQgetvalue( pgr,0, ay_c));

  lspg_nextshot.az_isnull = PQgetisnull( pgr, 0, az_c);
  if( lspg_nextshot.az_isnull == 0)
    lspg_nextshot.az        = atof( PQgetvalue( pgr,0, az_c));

  lspg_nextshot.active_isnull = PQgetisnull( pgr, 0,
      active_c);
  if( lspg_nextshot.active_isnull == 0)
    lspg_nextshot.active = atoi( PQgetvalue( pgr, 0,
      active_c));

  lspg_nextshot.sindex_isnull = PQgetisnull( pgr, 0,
      sindex_c);
  if( lspg_nextshot.sindex_isnull == 0)
    lspg_nextshot.sindex = atoi( PQgetvalue( pgr, 0,
      sindex_c));

  lspg_nextshot.dshpid_isnull = PQgetisnull( pgr, 0,
      dshpid_c);
  if( lspg_nextshot.dshpid_isnull == 0)
    lspg_nextshot.dshpid = atoi( PQgetvalue( pgr, 0,
      dshpid_c));

  lspg_nextshot.skey_isnull = PQgetisnull( pgr, 0,
      skey_c);
  if( lspg_nextshot.skey_isnull == 0)
    lspg_nextshot.skey    = atoll( PQgetvalue( pgr, 0, skey_c))
      ;

  lspg_nextshot.dsowidth2_isnull = PQgetisnull(
      pgr, 0, dsowidth2_c);
  if( lspg_nextshot.dsowidth2_isnull == 0)
    lspg_nextshot.dsowidth2 = atof( PQgetvalue( pgr,0,
      dsowidth2_c));

  lspg_nextshot.dsexp2_isnull = PQgetisnull( pgr, 0,
      dsexp2_c);
  if( lspg_nextshot.dsexp2_isnull == 0)
    lspg_nextshot.dsexp2     = atof( PQgetvalue( pgr,0,
      dsexp2_c));

  lspg_nextshot.sstart2_isnull = PQgetisnull( pgr, 0
      , sstart2_c);
  if( lspg_nextshot.sstart2_isnull == 0)
    lspg_nextshot.sstart2    = atof( PQgetvalue( pgr,0,
      sstart2_c));

  lspg_nextshot.dsphi2_isnull = PQgetisnull( pgr, 0,
      dsphi2_c);
  if( lspg_nextshot.dsphi2_isnull == 0)
    lspg_nextshot.dsphi2     = atof( PQgetvalue( pgr,0,
      dsphi2_c));

  lspg_nextshot.dsomega2_isnull = PQgetisnull( pgr,
       0, dsomega2_c);
  if( lspg_nextshot.dsomega2_isnull == 0)
    lspg_nextshot.dsomega2   = atof( PQgetvalue( pgr,0,
      dsomega2_c));

  lspg_nextshot.dskappa2_isnull = PQgetisnull( pgr,
       0, dskappa2_c);
  if( lspg_nextshot.dskappa2_isnull == 0)
    lspg_nextshot.dskappa2   = atof( PQgetvalue( pgr,0,
      dskappa2_c));

  lspg_nextshot.dsdist2_isnull = PQgetisnull( pgr, 0
      , dsdist2_c);
  if( lspg_nextshot.dsdist2_isnull == 0)
    lspg_nextshot.dsdist2    = atof( PQgetvalue( pgr,0,
      dsdist2_c));

  lspg_nextshot.dsnrg2_isnull = PQgetisnull( pgr, 0,
      dsnrg2_c);
  if( lspg_nextshot.dsnrg2_isnull == 0)
    lspg_nextshot.dsnrg2     = atof( PQgetvalue( pgr,0,
      dsnrg2_c));

  lspg_nextshot.cx2_isnull = PQgetisnull( pgr, 0, cx2_c)
      ;
  if( lspg_nextshot.cx2_isnull == 0)
    lspg_nextshot.cx2        = atof( PQgetvalue( pgr,0, cx2_c));

  lspg_nextshot.cy2_isnull = PQgetisnull( pgr, 0, cy2_c)
      ;
  if( lspg_nextshot.cy2_isnull == 0)
    lspg_nextshot.cy2        = atof( PQgetvalue( pgr,0, cy2_c));

  lspg_nextshot.ax2_isnull = PQgetisnull( pgr, 0, ax2_c)
      ;
  if( lspg_nextshot.ax2_isnull == 0)
    lspg_nextshot.ax2        = atof( PQgetvalue( pgr,0, ax2_c));

  lspg_nextshot.ay2_isnull = PQgetisnull( pgr, 0, ay2_c)
      ;
  if( lspg_nextshot.ay2_isnull == 0)
    lspg_nextshot.ay2        = atof( PQgetvalue( pgr,0, ay2_c));

  lspg_nextshot.az2_isnull = PQgetisnull( pgr, 0, az2_c)
      ;
  if( lspg_nextshot.az2_isnull == 0)
    lspg_nextshot.az2        = atof( PQgetvalue( pgr,0, az2_c));

  lspg_nextshot.active2_isnull = PQgetisnull( pgr, 0
      , active2_c);
  if( lspg_nextshot.active2_isnull == 0)
    lspg_nextshot.active2 = atoi( PQgetvalue( pgr, 0,
      active2_c));

  lspg_nextshot.sindex2_isnull = PQgetisnull( pgr, 0
      , sindex2_c);
  if( lspg_nextshot.sindex2_isnull == 0)
    lspg_nextshot.sindex2 = atoi( PQgetvalue( pgr, 0,
      sindex2_c));

  lspg_nextshot.new_value_ready = 1;

  pthread_cond_signal( &(lspg_nextshot.cond));
  pthread_mutex_unlock( &(lspg_nextshot.mutex));

}
```

7.5.4.43 void lspg_nextshot_done ( )

Called when the next shot query has been processed.

Definition at line 842 of file lspg.c.

```
                         {
  pthread_mutex_unlock( &(lspg_nextshot.mutex));
}
```

7.5.4.44 void lspg_nextshot_init ( )

Initialize the nextshot variable, mutex, and condition.

Definition at line 816 of file lspg.c.

```
                         {
  memset( &lspg_nextshot, 0, sizeof( lspg_nextshot));
  pthread_mutex_init( &(lspg_nextshot.mutex), NULL);
  pthread_cond_init( &(lspg_nextshot.cond), NULL);
}
```

7.5.4.45 void lspg_nextshot_wait ( )

Wait for the next shot query to get processed.

Definition at line 834 of file lspg.c.

```
                         {
  pthread_mutex_lock( &(lspg_nextshot.mutex));
  while( lspg_nextshot.new_value_ready == 0)
    pthread_cond_wait( &(lspg_nextshot.cond), &(lspg_nextshot
      .mutex));
}
```

7.5.4.46 PQnoticeProcessor lspg_notice_processor (void ∗ *arg*, const char ∗ *msg*)

Definition at line 1527 of file lspg.c.

```
                                                                      {
  lslogging_log_message( "lspg: %s", msg);
  return NULL;
}
```

7.5.4.47 void lspg_pg_connect ( )

Connect to the pg server.

Definition at line 1534 of file lspg.c.

```
                      {
  int err;

  if( q == NULL)
    ls_pg_state = LS_PG_STATE_INIT;

  switch( ls_pg_state) {
  case LS_PG_STATE_INIT:

    if( lspg_time_sent.tv_sec != 0) {
      //
      // Reality check: if it's less the about 10 seconds since the last failed
       attempt
      // the just chill.
      //
      gettimeofday( &now, NULL);
      if( now.tv_sec - lspg_time_sent.tv_sec < 10) {
        return;
      }
    }

    q = PQconnectStart( "dbname=ls user=lsuser hostaddr=10.1.0.3");
    if( q == NULL) {
      lslogging_log_message( "Out of memory
       (lspg_pg_connect)");
      exit( -1);
    }

    err = PQstatus( q);
    if( err == CONNECTION_BAD) {
      lslogging_log_message( "Trouble connecting to
       database");

      gettimeofday( &lspg_time_sent, NULL);
      return;
    }
    err = PQsetnonblocking( q, 1);
    if( err != 0) {
      lslogging_log_message( "Odd, could not set database
       connection to nonblocking");
    }

    ls_pg_state = LS_PG_STATE_INIT_POLL;
    lspg_connectPoll_response = PGRES_POLLING_WRITING;
    //
    // set up the connection for poll
    //
    lspgfd.fd = PQsocket( q);
    break;

  case LS_PG_STATE_INIT_POLL:
    if( lspg_connectPoll_response ==
      PGRES_POLLING_FAILED) {
      PQfinish( q);
      q = NULL;
      ls_pg_state = LS_PG_STATE_INIT;
    } else if( lspg_connectPoll_response ==
      PGRES_POLLING_OK) {
      PQsetNoticeProcessor( q, (PQnoticeProcessor)lspg_notice_processor
      , NULL);
      lspg_query_push( NULL, "select pmac.md2_init()");
      ls_pg_state = LS_PG_STATE_IDLE;
    }
    break;

  case LS_PG_STATE_RESET:
    err = PQresetStart( q);
    if( err == 0) {
      PQfinish( q);
      q = NULL;
      ls_pg_state = LS_PG_STATE_INIT;
    } else {
      ls_pg_state = LS_PG_STATE_RESET_POLL;
      lspg_resetPoll_response = PGRES_POLLING_WRITING;
    }
    break;

  case LS_PG_STATE_RESET_POLL:
    if( lspg_resetPoll_response == PGRES_POLLING_FAILED)
       {
      PQfinish( q);
      q = NULL;
      ls_pg_state = LS_PG_STATE_INIT;
    } else if( lspg_resetPoll_response ==
      PGRES_POLLING_OK) {
      lspg_query_push( NULL, "select pmac.md2_init()");
      ls_pg_state = LS_PG_STATE_IDLE;
    }
    break;
  }
}
```

7.5.4.48 void lspg_pg_service (struct pollfd ∗ *evt*)

I/O control to/from the postgresql server.

Parameters

in	*evt*	The pollfd object that we are responding to

Definition at line 1428 of file lspg.c.

```
                      {
//
// Currently just used to check for notifies
// Other socket communication is done syncronously
//

if( evt->revents & POLLIN) {
  int err;

  if( ls_pg_state == LS_PG_STATE_INIT_POLL) {
    lspg_connectPoll_response = PQconnectPoll( q);
    if( lspg_connectPoll_response ==
    PGRES_POLLING_FAILED) {
      ls_pg_state = LS_PG_STATE_RESET;
    }
    return;
  }

  if( ls_pg_state == LS_PG_STATE_RESET_POLL)
     {
    lspg_resetPoll_response = PQresetPoll( q);
    if( lspg_resetPoll_response ==
    PGRES_POLLING_FAILED) {
      ls_pg_state = LS_PG_STATE_RESET;
    }
    return;
  }


  //
  // if in IDLE or RECV we need to call consumeInput first
  //
  if( ls_pg_state == LS_PG_STATE_IDLE) {
    err = PQconsumeInput( q);
    if( err != 1) {
      lslogging_log_message( "consume input failed: %s",
     PQerrorMessage( q));
      ls_pg_state = LS_PG_STATE_RESET;
      return;
    }
  }

  if( ls_pg_state == LS_PG_STATE_RECV) {
    lspg_receive();
  }

  //
  // Check for notifies regardless of our state
  // Push as many requests as we have notifies.
  //
  {
    PGnotify *pgn;

    while( 1) {
      pgn = PQnotifies( q);
      if( pgn == NULL)
        break;

      lslogging_log_message( "lspg_pg_service: notify
     recieved %s", pgn->relname);

      if( strstr( pgn->relname, "_pmac") != NULL) {
        lspg_query_push( lspg_cmd_cb, "SELECT
     pmac.md2_queue_next()");
      } else if (strstr( pgn->relname, "_diff") != NULL || strstr( pgn->
    relname, "_run") != NULL) {
        lspg_query_push( lspg_nextaction_cb,
     "SELECT action FROM px.nextaction()");
      } else if (strstr( pgn->relname, "_sample") != NULL) {
        lspg_getcurrentsampleid_call();
      }
      PQfreemem( pgn);
    }
  }
}

if( evt->revents & POLLOUT) {

  if( ls_pg_state == LS_PG_STATE_INIT_POLL) {
    lspg_connectPoll_response = PQconnectPoll( q);
    if( lspg_connectPoll_response ==
    PGRES_POLLING_FAILED) {
      ls_pg_state = LS_PG_STATE_RESET;
    }
    return;
  }
```

```
    if( ls_pg_state == LS_PG_STATE_RESET_POLL)
       {
      lspg_resetPoll_response = PQresetPoll( q);
      if( lspg_resetPoll_response ==
      PGRES_POLLING_FAILED) {
        ls_pg_state = LS_PG_STATE_RESET;
      }
      return;
    }


    if( ls_pg_state == LS_PG_STATE_SEND) {
      lspg_send_next_query();
    }

    if( ls_pg_state == LS_PG_STATE_SEND_FLUSH)
       {
      lspg_flush();
    }
  }
}
```

7.5.4.49 lspg_query_queue_t∗ lspg_query_next ( )

Return the next item in the postgresql queue.

If there is an item left in the queue then it is returned. Otherwise, NULL is returned.

Definition at line 75 of file lspg.c.

```
                                       {
  lspg_query_queue_t *rtn;

  pthread_mutex_lock( &lspg_queue_mutex);

  if( lspg_query_queue_off == lspg_query_queue_on
      )
    // Queue is empty
    rtn = NULL;
  else {
    rtn = &(lspg_query_queue[(lspg_query_queue_off
      ++) % LS_PG_QUERY_QUEUE_LENGTH]);
    pthread_cond_signal( &lspg_queue_cond);
  }
  pthread_mutex_unlock( &lspg_queue_mutex);

  return rtn;
}
```

7.5.4.50 void lspg_query_push (void(∗)(lspg_query_queue_t ∗, PGresult ∗) *cb*, char ∗ *fmt*, ...)

Place a query on the queue.

Parameters

in	*cb*	Our callback function that deals with the response
in	*fmt*	Printf style function to generate the query

Definition at line 128 of file lspg.c.

```
                         {
  int idx;
  va_list arg_ptr;

  pthread_mutex_lock( &lspg_queue_mutex);

  //
  // Pause the thread while we service the queue
  //
  while( (lspg_query_queue_on + 1) %
      LS_PG_QUERY_QUEUE_LENGTH == lspg_query_queue_off %
      LS_PG_QUERY_QUEUE_LENGTH) {
    pthread_cond_wait( &lspg_queue_cond, &lspg_queue_mutex
      );
  }

  idx = lspg_query_queue_on % LS_PG_QUERY_QUEUE_LENGTH
      ;

  va_start( arg_ptr, fmt);
  vsnprintf( lspg_query_queue[idx].qs,
      LS_PG_QUERY_STRING_LENGTH-1, fmt, arg_ptr);
  va_end( arg_ptr);

  lspg_query_queue[idx].qs[LS_PG_QUERY_STRING_LENGTH
       - 1] = 0;
  lspg_query_queue[idx].onResponse = cb;
  lspg_query_queue_on++;

  pthread_kill( lspg_thread, SIGUSR1);
  pthread_mutex_unlock( &lspg_queue_mutex);
};
```

7.5.4.51 void lspg_query_reply_next ( )

Remove the oldest item in the queue.

this is called only when there is nothing else to service the reply: this pop does not return anything. We use the ...reply_peek function to return the next item in the reply queue

Definition at line 99 of file lspg.c.

```
                              {
  pthread_mutex_lock( &lspg_queue_mutex);

  if( lspg_query_queue_reply != lspg_query_queue_on
      )
    lspg_query_queue_reply++;

  pthread_mutex_unlock( &lspg_queue_mutex);
}
```

7.5.4.52 lspg_query_queue_t* lspg_query_reply_peek ( )

Return the next item in the reply queue but don't pop it since we may need it more than once.

Call lspg_query_reply_next() when done.

Definition at line 112 of file lspg.c.

```
                                              {
  lspg_query_queue_t *rtn;

  pthread_mutex_lock( &lspg_queue_mutex);

  if( lspg_query_queue_reply == lspg_query_queue_on
      )
    rtn = NULL;
  else
    rtn = &(lspg_query_queue[(lspg_query_queue_reply
      ) % LS_PG_QUERY_QUEUE_LENGTH]);

  pthread_mutex_unlock( &lspg_queue_mutex);
  return rtn;
}
```

7.5.4.53 void lspg_receive ( )

Receive a result of a query.

Definition at line 1345 of file lspg.c.

```
                    {
  PGresult *pgr;
  lspg_query_queue_t *qqp;
  int err;

  err = PQconsumeInput( q);
  if( err != 1) {
    lslogging_log_message( "consume input failed: %s",
      PQerrorMessage( q));
    ls_pg_state = LS_PG_STATE_RESET;
    return;
  }

  //
  // We must call PQgetResult until it returns NULL before sending the next
       query
  // This implies that only one query can ever be active at a time and our
       queue
  // management should be simple
  //
  // We should be in the LS_PG_STATE_RECV here
  //

  while( !PQisBusy( q)) {
    pgr = PQgetResult( q);
    if( pgr == NULL) {
      lspg_query_reply_next();
      //
      // we are now done reading the response from the database
      //
      ls_pg_state = LS_PG_STATE_IDLE;
      break;
    } else {
      ExecStatusType es;

      qqp = lspg_query_reply_peek();
      es = PQresultStatus( pgr);

      if( es != PGRES_COMMAND_OK && es != PGRES_TUPLES_OK) {
        char *emess;
        emess = PQresultErrorMessage( pgr);
        if( emess != NULL && emess[0] != 0) {
          lslogging_log_message( "Error from query '%s':\n
      %s", qqp->qs, emess);
        }
      } else {
        //
        // Deal with the response
        //
        // If the response is likely to take awhile we should probably
        // add a new state and put something in the main look to run the
       onResponse
        // routine in the main loop.  For now, though, we only expect very
       brief onResponse routines
        //
        if( qqp != NULL && qqp->onResponse != NULL)
          qqp->onResponse( qqp, pgr);
      }
      PQclear( pgr);
    }
  }
}
```

7.5.4.54 void lspg_run ( )

Start 'er runnin'.

Definition at line 1777 of file lspg.c.

```
               {
  pthread_create( &lspg_thread, NULL, lspg_worker, NULL);
  lsevents_add_listener( "Sample(Detected|Absent)",
      lspmac_sample_detector_cb);
}
```

7.5.4.55 void lspg_send_next_query ( )

send the next queued query to the DB server

Definition at line 1298 of file lspg.c.

```
                            {
  //
  // Normally we should be in the "send" state
  // but we can also send if we are servicing
  // a reply
  //

  lspg_query_queue_t *qqp;
  int err;

  qqp = lspg_query_next();
  if( qqp == NULL) {
    //
    // A send without a query?  Should never happen.
    // But at least we shouldn't segfault if it does.
    //
    return;
  }

  if( qqp->qs[0] == 0) {
    //
    // Do we really have to check this case?
    // It would only come up if we stupidly pushed an empty query string
    // or ran off the end of the queue
    //
    lslogging_log_message( "Popped empty query string.
       Probably bad things are going on.");

    lspg_query_reply_next();
    ls_pg_state = LS_PG_STATE_IDLE;
  } else {
    err = PQsendQuery( q, qqp->qs);
    if( err == 0) {
      lslogging_log_message( "query failed: %s\n",
      PQerrorMessage( q));

      //
      // Don't wait for a reply, just reset the connection
      //
      lspg_query_reply_next();
      ls_pg_state = LS_PG_STATE_RESET;
    } else {
      ls_pg_state = LS_PG_STATE_SEND_FLUSH;
    }
  }
}
```

7.5.4.56 void lspg_seq_run_prep_all (long long *skey,* double *kappa,* double *phi,* double *cx,* double *cy,* double *ax,* double *ay,* double *az*)

Convinence function to call seq run prep.

Parameters

in	*skey*	px.shots key for this image
in	*kappa*	current kappa postion
in	*phi*	current phi postition
in	*cx*	current center table x
in	*cy*	current center table y
in	*ax*	current alignment table x
in	*ay*	current alignment table y
in	*az*	current alignment table z

Definition at line 1095 of file lspg.c.

```
                            {
  lspg_seq_run_prep_call( skey, kappa, phi, cx,
      cy, ax, ay, az);
  lspg_seq_run_prep_wait();
  lspg_seq_run_prep_done();
}
```

7.5.4.57 void lspg_seq_run_prep_call (long long *skey*, double *kappa*, double *phi*, double *cx*, double *cy*, double *ax*, double *ay*, double *az*)

queue up the seq_run_prep query

Parameters

in	*skey*	px.shots key for this image
in	*kappa*	current kappa postion
in	*phi*	current phi postition
in	*cx*	current center table x
in	*cy*	current center table y
in	*ax*	current alignment table x
in	*ay*	current alignment table y
in	*az*	current alignment table z

Definition at line 1061 of file lspg.c.

```
                                              {
  pthread_mutex_lock( &(lspg_seq_run_prep.mutex));
  lspg_seq_run_prep.new_value_ready = 0;
  pthread_mutex_unlock( &(lspg_seq_run_prep.mutex));

  lspg_query_push( lspg_seq_run_prep_cb, "
      SELECT px.seq_run_prep( %lld, %.3f, %.3f, %.3f, %.3f, %.3f, %.3f, %.3f)",
                   skey, kappa, phi, cx, cy, ax, ay, az);
}
```

7.5.4.58 void lspg_seq_run_prep_cb (lspg_query_queue_t ∗ *qqp*, PGresult ∗ *pgr*)

Callback for the seq_run_prep query.

Parameters

in	*qqp*	The query item that generated this callback
in	*pgr*	The result of the query

Definition at line 1049 of file lspg.c.

```
                                            {
  pthread_mutex_lock( &(lspg_seq_run_prep.mutex));
  lspg_seq_run_prep.new_value_ready = 1;
  pthread_cond_signal( &(lspg_seq_run_prep.cond));
  pthread_mutex_unlock( &(lspg_seq_run_prep.mutex));
}
```

7.5.4.59 void lspg_seq_run_prep_done ( )

Indicate we are done waiting.

Definition at line 1089 of file lspg.c.

```
                                              {
  pthread_mutex_unlock( &(lspg_seq_run_prep.mutex));
}
```

7.5.4.60 void lspg_seq_run_prep_init ( )

Initialize the data collection object.

Definition at line 1041 of file lspg.c.

```
                            {
  lspg_seq_run_prep.new_value_ready = 0;
  pthread_mutex_init( &(lspg_seq_run_prep.mutex), NULL);
  pthread_cond_init(  &(lspg_seq_run_prep.cond),  NULL);
}
```

7.5.4.61 void lspg_seq_run_prep_wait ( )

Wait for seq run prep query to return.

Definition at line 1081 of file lspg.c.

```
                            {
  pthread_mutex_lock( &(lspg_seq_run_prep.mutex));
  while( lspg_seq_run_prep.new_value_ready == 0
      )
    pthread_cond_wait( &(lspg_seq_run_prep.cond), &(
      lspg_seq_run_prep.mutex));
}
```

7.5.4.62 void lspg_sig_service (struct pollfd * *evt*)

Service a signal Signals here are treated as file descriptors and fits into our poll scheme.

Parameters

in	*evt*	The pollfd object that triggered this call

Definition at line 1406 of file lspg.c.

```
                      {
  struct signalfd_siginfo fdsi;

  //
  // Really, we don't care about the signal,
  // it's just used to drop out of the poll
  // function when there is something for us
  // to do that didn't invovle something coming
  // from our postgresql server.
  //
  // This is accompished by the query_push function
  // to notify us that a new query is ready.
  //

  read( evt->fd, &fdsi, sizeof( struct signalfd_siginfo));

}
```

7.5.4.63 int lspg_starttransfer_all (int * *err*, unsigned int *nextsample*, int *sampledetected*, double *ax*, double *ay*, double *az*, double *horz*, double *vert*, double *esttime*)

Definition at line 322 of file lspg.c.

```
                                                                                  {
  int rtn;

  lspg_starttransfer_call( nextsample, sampledetected,
      ax, ay, az, horz, vert, esttime);
  lspg_starttransfer_wait();
  if( lspg_starttransfer.no_rows_returned ||
      lspg_starttransfer.starttransfer != 1) {
    *err = 1;
  } else {
    *err = 0;
    rtn = lspg_starttransfer.starttransfer;
  }
  lspg_starttransfer_done();
  return rtn;
}
```

7.5.4.64 void lspg_starttransfer_call (unsigned int *nextsample*, int *sample_detected*, double *ax*, double *ay*, double *az*, double *horz*, double *vert*, double *esttime*)

Definition at line 302 of file lspg.c.

```
                                                                                              {
  pthread_mutex_lock( &(lspg_starttransfer.mutex));
  lspg_starttransfer.new_value_ready = 0;
  pthread_mutex_unlock( &(lspg_starttransfer.mutex));

  lspg_query_push( lspg_starttransfer_cb, "
      SELECT px.starttransfer( %d, %d, %.3f, %.3f, %.3f, %.3f, %.3f, %.3f",
                     nextsample, sample_detected, ax, ay, az, horz
      , vert, esttime);
}
```

7.5.4.65 void lspg_starttransfer_cb (lspg_query_queue_t * *qqp*, PGresult * *pgr*)

Parameters

in	*qqp*	Our nextsample query
in	*pgr*	result of the query

Definition at line 281 of file lspg.c.

```
                        {
  pthread_mutex_lock( &(lspg_starttransfer.mutex));

  lspg_starttransfer.new_value_ready = 1;
  if( PQntuples( pgr) <=0) {
    lspg_starttransfer.no_rows_returned = 0;
    lspg_starttransfer.starttransfer = 0;
  } else {
    lspg_starttransfer.no_rows_returned = 1;
    if( PQgetisnull( pgr, 0, 0) || strtol( PQgetvalue( pgr, 0, 0), NULL, 0) !=
      1)
    lspg_starttransfer.starttransfer = 0;
  else
    lspg_starttransfer.starttransfer = 1;
  }
  pthread_cond_signal( &(lspg_starttransfer.cond));
  pthread_mutex_unlock( &(lspg_starttransfer.mutex));
}
```

7.5.4.66 void lspg_starttransfer_done ( )

Definition at line 317 of file lspg.c.

```
                               {
  pthread_mutex_unlock( &(lspg_starttransfer.mutex));
}
```

7.5.4.67 void lspg_starttransfer_init ( )

Definition at line 275 of file lspg.c.

```
                               {
  lspg_starttransfer.new_value_ready = 0;
  pthread_mutex_init( &lspg_starttransfer.mutex, NULL);
  pthread_cond_init( &lspg_starttransfer.cond, NULL);
}
```

7.5.4.68 void lspg_starttransfer_wait ( )

Definition at line 311 of file lspg.c.

```
                                 {
  pthread_mutex_lock( &(lspg_starttransfer.mutex));
  while( lspg_starttransfer.new_value_ready ==
       0)
    pthread_cond_wait( &(lspg_starttransfer.cond), &(
      lspg_starttransfer.mutex));
}
```

7.5.4.69 void lspg_wait_for_detector_all ( )

Combined call to wait for the detector.

Definition at line 905 of file lspg.c.

```
                                    {
  lspg_wait_for_detector_call();
  lspg_wait_for_detector_wait();
  lspg_wait_for_detector_done();
}
```

7.5.4.70 void lspg_wait_for_detector_call ( )

initiate the wait for detector query

Definition at line 879 of file lspg.c.

```
                                     {
  pthread_mutex_lock( &(lspg_wait_for_detector.mutex
      ));
  lspg_wait_for_detector.new_value_ready =
       0;
  pthread_mutex_unlock( &(lspg_wait_for_detector.mutex
      ));

  lspg_query_push( lspg_wait_for_detector_cb
      , "SELECT px.lock_detector_test_block()");
}
```

7.5.4.71 void lspg_wait_for_detector_cb (lspg_query_queue_t * *qqp*, PGresult * *pgr*)

Callback for the wait for detector query.

Definition at line 870 of file lspg.c.

```
                                                                        {
  pthread_mutex_lock( &(lspg_wait_for_detector.mutex
      ));
  lspg_wait_for_detector.new_value_ready =
       1;
  pthread_cond_signal(  &(lspg_wait_for_detector.cond
      ));
  pthread_mutex_unlock( &(lspg_wait_for_detector.mutex
      ));
}
```

7.5.4.72 void lspg_wait_for_detector_done ( )

Done waiting for the detector.

Definition at line 898 of file lspg.c.

```
                                   {
  pthread_mutex_unlock( &(lspg_wait_for_detector.mutex
      ));
}
```

7.5.4.73 void lspg_wait_for_detector_init ( )

initialize the detector timing object

Definition at line 862 of file lspg.c.

```
                                   {
  lspg_wait_for_detector.new_value_ready =
       0;
  pthread_mutex_init( &(lspg_wait_for_detector.mutex
      ), NULL);
  pthread_cond_init(  &(lspg_wait_for_detector.cond),
       NULL);
}
```

7.5.4.74 void lspg_wait_for_detector_wait ( )

Pause the calling thread until the detector is ready Called by the MD2 thread.

Definition at line 890 of file lspg.c.

```
                                   {
  pthread_mutex_lock( &(lspg_wait_for_detector.mutex
      ));
  while( lspg_wait_for_detector.new_value_ready
       == 0)
    pthread_cond_wait( &(lspg_wait_for_detector.cond)
      , &(lspg_wait_for_detector.mutex));
}
```

7.5.4.75 void lspg_waitcryo_all ( )

no need to get fancy with the wait cryo command It should not return until the robot is almost ready for air rights

Definition at line 507 of file lspg.c.

```
                         {
  pthread_mutex_lock( &lspg_waitcryo.mutex);
  lspg_waitcryo.new_value_ready = 0;

  lspg_query_push( lspg_waitcryo_cb, "SELECT
       px.waitcryo()");

  while( lspg_waitcryo.new_value_ready == 0)
    pthread_cond_wait( &lspg_waitcryo.cond, &lspg_waitcryo
      .mutex);

  pthread_mutex_unlock( &lspg_waitcryo.mutex);
}
```

7.5.4.76 void lspg_waitcryo_cb (lspg_query_queue_t ∗ *qqp,* PGresult ∗ *pgr*)

Definition at line 497 of file lspg.c.

```
                                                              {
  pthread_mutex_lock( &lspg_waitcryo.mutex);
  lspg_waitcryo.new_value_ready = 1;
  pthread_cond_signal( &lspg_waitcryo.cond);
  pthread_mutex_unlock( &lspg_waitcryo.mutex);
}
```

7.5.4.77 void lspg_waitcryo_init ( )

Definition at line 491 of file lspg.c.

```
                        {
  lspg_waitcryo.new_value_ready = 0;
  pthread_mutex_init( &lspg_waitcryo.mutex, NULL);
  pthread_cond_init( &lspg_waitcryo.cond, NULL);
}
```

7.5.4.78 void∗ lspg_worker (void ∗ *dummy*)

The main loop for the lspg thread.

Parameters

in	*dummy*	Required by pthreads but unused

Definition at line 1674 of file lspg.c.

```
                    {
  static struct pollfd fda[2];  // 0=signal handler, 1=pg socket
  static int nfda = 0;
  static sigset_t our_sigset;

  //
  // block ordinary signal mechanism
  //
  sigemptyset( &our_sigset);
  sigaddset( &our_sigset, SIGUSR1);
  pthread_sigmask(SIG_BLOCK, &our_sigset, NULL);


  fda[0].fd = signalfd( -1, &our_sigset, SFD_NONBLOCK);
  if( fda[0].fd == -1) {
    char *es;

    es = strerror( errno);
    lslogging_log_message( "Signalfd trouble: %s", es);
  }
  fda[0].events = POLLIN;

  //
  //  make sure file descriptor is not legal until it's been conneceted
  //
  lspgfd.fd   = -1;


  while( 1) {
    int pollrtn;
    int poll_timeout_ms;

   lspg_next_state();

    if( lspgfd.fd == -1) {
      //
      // Here a connection to the database is not established.
      // Periodicaly try again.  Should possibly arrange to reconnect
      // to signalfd but that's unlikely to be nessesary.
      //
      nfda = 1;
      poll_timeout_ms = 10000;
      fda[1].revents = 0;
    } else {
      //
      // Arrange to peacfully do nothing until either the pg server sends us
       something
      // or someone pushes something onto our queue
      //
      nfda = 2;
      fda[1].fd      = lspgfd.fd;
      fda[1].events  = lspgfd.events;
      fda[1].revents = 0;
      poll_timeout_ms = -1;
    }

    pollrtn = poll( fda, nfda, poll_timeout_ms);
    if( pollrtn && fda[0].revents) {
      lspg_sig_service( &(fda[0]));
      pollrtn--;
    }
    if( pollrtn && fda[1].revents) {
      lspg_pg_service( &(fda[1]));
      pollrtn--;
    }
  }
}
```

7.5.4.79 void lspmac_sample_detector_cb (char * *event*)

log magnet state

Definition at line 1746 of file lspg.c.

```
                                               {
  int present;
  if( strcmp( event, "SampleDetected") == 0)
    present = 1;
  else
    present = 0;

  lspg_query_push( NULL, "SELECT px.logmagnetstate(%s)", present
       ? "TRUE" : "FALSE");
}
```

7.5.5 Variable Documentation

7.5.5.1 int ls_pg_state = LS_PG_STATE_INIT [static]

State of the lspg state machine.

Definition at line 39 of file lspg.c.

7.5.5.2 PostgresPollingStatusType lspg_connectPoll_response [static]

Used to determine state while connecting.

Definition at line 60 of file lspg.c.

7.5.5.3 lspg_demandairrights_t lspg_demandairrights

our demandairrights object

Definition at line 66 of file lspg.c.

7.5.5.4 lspg_getcenter_t lspg_getcenter

the getcenter object

Definition at line 65 of file lspg.c.

7.5.5.5 lspg_getcurrentsampleid_t lspg_getcurrentsampleid

our currentsample id

Definition at line 67 of file lspg.c.

7.5.5.6 lspg_lock_detector_t lspg_lock_detector [static]

Definition at line 979 of file lspg.c.

7.5.5.7 lspg_lock_diffractometer_t lspg_lock_diffractometer [static]

Definition at line 920 of file lspg.c.

7.5.5.8 lspg_nextsample_t lspg_nextsample

the very next sample

Definition at line 63 of file lspg.c.

7.5.5.9 lspg_nextshot_t lspg_nextshot

the nextshot object

Definition at line 64 of file lspg.c.

7.5.5.10 lspg_query_queue_t lspg_query_queue[LS_PG_QUERY_QUEUE_LENGTH] [static]

Our query queue.

Definition at line 52 of file lspg.c.

7.5.5.11 unsigned int lspg_query_queue_off = 0 [static]

The last item still being used (on == off means nothing in queue)

Definition at line 54 of file lspg.c.

7.5.5.12 unsigned int lspg_query_queue_on = 0 [static]

Next position to add something to the queue.

Definition at line 53 of file lspg.c.

7.5.5.13 unsigned int lspg_query_queue_reply = 0 [static]

The current item being digested.

Normally off <= reply <= on. Corner case of queue wrap arround works because we only increment and compare for equality.

Definition at line 55 of file lspg.c.

7.5.5.14 pthread_cond_t lspg_queue_cond [static]

keeps the queue from overflowing

Definition at line 44 of file lspg.c.

7.5.5.15 pthread_mutex_t lspg_queue_mutex [static]

keep the queue from getting tangled

Definition at line 43 of file lspg.c.

7.5.5.16 PostgresPollingStatusType lspg_resetPoll_response [static]

Used to determine state while reconnecting.

Definition at line 61 of file lspg.c.

7.5.5.17 lspg_seq_run_prep_t lspg_seq_run_prep [static]

Definition at line 1037 of file lspg.c.

7.5.5.18 lspg_starttransfer_t lspg_starttransfer

start a sample transfer

Definition at line 68 of file lspg.c.

7.5.5.19 pthread_t lspg_thread [static]

our worker thread

Definition at line 42 of file lspg.c.

7.5.5.20 lspg_wait_for_detector_t lspg_wait_for_detector [static]

Instance of the detector timing object.

Definition at line 858 of file lspg.c.

7.5.5.21 lspg_waitcryo_t lspg_waitcryo

signal the robot

Definition at line 69 of file lspg.c.

7.5.5.22 struct pollfd lspgfd [static]

our poll info

Definition at line 45 of file lspg.c.

7.5.5.23 struct timeval lspg_time_sent now [static]

used to ensure we do not inundate the db server with connection requests

Definition at line 40 of file lspg.c.

7.5.5.24 PGconn∗ q = NULL `[static]`

Database connector.

Definition at line 59 of file lspg.c.

7.6 lspmac.c File Reference

Routines concerned with communication with PMAC.

`#include "pgpmac.h"`

Data Structures

- struct md2StatusStruct

  The block of memory retrieved in a status request.
- struct lspmac_ascii_buffers_struct
- struct lspmac_dpascii_queue_struct

Macros

- #define LS_PMAC_STATE_RESET -1
- #define LS_PMAC_STATE_DETACHED 0
- #define LS_PMAC_STATE_IDLE 1
- #define LS_PMAC_STATE_SC 2
- #define LS_PMAC_STATE_WACK_NFR 3
- #define LS_PMAC_STATE_WACK_CC 4
- #define LS_PMAC_STATE_WACK 5
- #define LS_PMAC_STATE_GMR 6
- #define LS_PMAC_STATE_CR 7
- #define LS_PMAC_STATE_RR 8
- #define LS_PMAC_STATE_WACK_RR 9
- #define LS_PMAC_STATE_GB 10
- #define LS_PMAC_STATE_WCR 11
- #define LS_PMAC_STATE_WGB 12
- #define LSPMAC_PRESET_REGEX "(.∗\\.%s\\.presets)\\.([0-9]+)\\.(name|position)"

  Regex to pick out preset name and corresponding position.
- #define PMACPORT 1025

  The PMAC (only) listens on this port.
- #define pmac_cmd_size 8

  PMAC command size in bytes.
- #define VR_UPLOAD 0xc0
- #define VR_DOWNLOAD 0x40
- #define VR_PMAC_SENDLINE 0xb0
- #define VR_PMAC_GETLINE 0xb1
- #define VR_PMAC_FLUSH 0xb3
- #define VR_PMAC_GETMEM 0xb4
- #define VR_PMAC_SETMEM 0xb5
- #define VR_PMAC_SENDCTRLCHAR 0xb6
- #define VR_PMAC_SETBIT 0xba
- #define VR_PMAC_SETBITS 0xbb
- #define VR_PMAC_PORT 0xbe

- #define VR_PMAC_GETRESPONSE 0xbf
- #define VR_PMAC_READREADY 0xc2
- #define VR_CTRL_RESPONSE 0xc4
- #define VR_PMAC_GETBUFFER 0xc5
- #define VR_PMAC_WRITEBUFFER 0xc6
- #define VR_PMAC_WRITEERROR 0xc7
- #define VR_FWDOWNLOAD 0xcb
- #define VR_IPADDRESS 0xe0
- #define PMAC_MIN_CMD_TIME 100.0

  Minimum time between commands to the pmac.
- #define PMAC_CMD_QUEUE_LENGTH 2048

  Size of the PMAC command queue.
- #define LSPMAC_DPASCII_QUEUE_LENGTH 1024

Typedefs

- typedef struct md2StatusStruct md2_status_t

  The block of memory retrieved in a status request.
- typedef struct
  lspmac_ascii_buffers_struct lspmac_ascii_buffers_t
- typedef struct
  lspmac_dpascii_queue_struct lspmac_dpascii_queue_t

Functions

- void lspmac_get_ascii (char ∗)

  Forward declarateion.
- double lspmac_lut (int nlut, double ∗lut, double x)

  Look up table support for motor positions (think x=zoom, y=light intensity) use a lookup table to find the "counts" to move the motor to the requested position The look up table is a simple one dimensional array with the x values as even indicies and the y values as odd indices.
- double lspmac_rlut (int nlut, double ∗lut, double y)
- void hex_dump (int n, unsigned char ∗s)

  Prints a hex dump of the given data.
- void cleanstr (char ∗s)

  Replace \r with \n in null terminated string and print result to terminal.
- void lsConnect (char ∗ipaddr)

  Connect to the PMAC socket.
- void lspmac_reset_queue ()

  Clear the queue as part of PMAC reinitialization.
- pmac_cmd_queue_t ∗ lspmac_push_queue (pmac_cmd_queue_t ∗cmd)

  Put a new command on the queue.
- pmac_cmd_queue_t ∗ lspmac_pop_queue ()

  Remove the oldest queue item.
- pmac_cmd_queue_t ∗ lspmac_pop_reply ()

  Remove the next command queue item that is waiting for a reply.
- pmac_cmd_queue_t ∗ lspmac_send_command (int rqType, int rq, int wValue, int wIndex, int wLength, char ∗data, void(∗responseCB)(pmac_cmd_queue_t ∗, int, char ∗), int no_reply, char ∗event)

  Compose a packet and send it to the PMAC.
- void lspmac_SockFlush ()

  Reset the PMAC socket from the PMAC side.
- void lspmac_Reset ()

Clear the queue and put the PMAC into a known state.

- void lspmac_Error (char ∗buff)

  The service routing detected an error condition.
- void lspmac_Service (struct pollfd ∗evt)

  Service routine for packet coming from the PMAC.
- void lspmac_GetShortReplyCB (pmac_cmd_queue_t ∗cmd, int nreceived, char ∗buff)

  Receive a reply that does not require multiple buffers.
- void lspmac_SendControlReplyPrintCB (pmac_cmd_queue_t ∗cmd, int nreceived, char ∗buff)

  Receive a reply to a control character Print a "printable" version of the character to the terminal Followed by a hex dump of the response.
- void lspmac_GetmemReplyCB (pmac_cmd_queue_t ∗cmd, int nreceived, char ∗buff)

  Service a reply to the getmem command.
- pmac_cmd_queue_t ∗ lspmac_SockGetmem (int offset, int nbytes)

  Request a chunk of memory to be returned.
- pmac_cmd_queue_t ∗ lspmac_SockSendline (char ∗event, char ∗fmt,...)

  Send a one line command.
- pmac_cmd_queue_t ∗ lspmac_SockSendline_nr (char ∗event, char ∗fmt,...)

  Send a command and ignore the response.
- pmac_cmd_queue_t ∗ lspmac_SockSendControlCharPrint (char ∗event, char c)

  Send a control character.
- void lspmac_Getmem ()

  Request a block of double buffer memory.
- void lspmac_bo_read (lspmac_motor_t ∗mp)

  Read the state of a binary i/o motor This is the read method for the binary i/o motor class.
- void lspmac_dac_read (lspmac_motor_t ∗mp)

  Read a DAC motor position.
- void lspmac_shutter_read (lspmac_motor_t ∗mp)

  Fast shutter read routine The shutter is mildly complicated in that we need to take into account the fact that the shutter can open and close again between status updates.
- void lspmac_home1_queue (lspmac_motor_t ∗mp)

  Home the motor.
- void lspmac_home2_queue (lspmac_motor_t ∗mp)

  Second stage of homing.
- double lspmac_getPosition (lspmac_motor_t ∗mp)

  get the motor position (with locking)
- void lspmac_pmacmotor_read (lspmac_motor_t ∗mp)

  Read the position and status of a normal PMAC motor.
- int lspmac_getBIPosition (lspmac_bi_t ∗bip)

  get binary input value
- void lspmac_get_status_cb (pmac_cmd_queue_t ∗cmd, int nreceived, char ∗buff)

  Service routing for status upate This updates positions and status information.
- void lspmac_get_status ()

  Request a status update from the PMAC.
- void lspmac_more_ascii_cb (pmac_cmd_queue_t ∗cmd, int nreceived, char ∗buff)

  we are expecting more characters from the DPRAM ASCII interface
- void lspmac_get_ascii_cb (pmac_cmd_queue_t ∗cmd, int nreceived, char ∗buff)

  service the ascii buffer request response
- void lspmac_asciicmdCB (pmac_cmd_queue_t ∗cmd, int nreceived, char ∗buf)

  PMAC has received our ascii command request Now see when it is ready for the next one.
- void lspmac_SockSendDPline (char ∗event, char ∗fmt,...)

  prepare (queue up) a line to send the dpram ascii command interface

- void lspmac_SockSendDPqueue ()
- void lspmac_GetAllIVarsCB (pmac_cmd_queue_t ∗cmd, int nreceived, char ∗buff)

  Receive the values of all the I variables Update our Postgresql database with the results.
- void lspmac_GetAllIVars ()

  Request the values of all the I variables.
- void lspmac_GetAllMVarsCB (pmac_cmd_queue_t ∗cmd, int nreceived, char ∗buff)

  Receive the values of all the M variables Update our database with the results.
- void lspmac_GetAllMVars ()

  Request the values of all the M variables.
- void lspmac_sendcmd_nocb (char ∗fmt,...)

  Send a command that does not need to deal with the reply.
- void lspmac_sendcmd (char ∗event, void(∗responseCB)(pmac_cmd_queue_t ∗, int, char ∗), char ∗fmt,...)

  PMAC command with call back.
- void lspmac_next_state ()

  State machine logic.
- void ∗ lspmac_worker (void ∗dummy)

  Our lspmac worker thread.
- void lspmac_movedac_queue (lspmac_motor_t ∗mp, double requested_position)

  Move method for dac motor objects (ie, lights)
- void lspmac_movezoom_queue (lspmac_motor_t ∗mp, double requested_position)

  Move method for the zoom motor.
- void lspmac_move_preset_queue (lspmac_motor_t ∗mp, char ∗preset_name)

  Move a given motor to one of its preset positions.
- int lspmac_test_preset (lspmac_motor_t ∗mp, char ∗preset_name, double tolerance)

  see if the motor is within tolerance of the preset 1 means yes, it is 0 mean no it isn't or that the preset was not found
- void lspmac_moveabs_fshut_queue (lspmac_motor_t ∗mp, double requested_position)

  Move method for the fast shutter.
- void lspmac_moveabs_bo_queue (lspmac_motor_t ∗mp, double requested_position)

  Move method for binary i/o motor objects.
- void lspmac_moveabs_timed_queue (lspmac_motor_t ∗mp, double start, double delta, double time)

  timed motor move
- void lspmac_moveabs_frontlight_oo_queue (lspmac_motor_t ∗mp, double pos)

  "move" frontlight on/off
- void lspmac_moveabs_flight_factor_queue (lspmac_motor_t ∗mp, double pos)
- void lspmac_moveabs_blight_factor_queue (lspmac_motor_t ∗mp, double pos)
- void lspmac_video_rotate (double secs)

  Special motion program to collect centering video.
- void lspmac_move_or_jog_abs_queue (lspmac_motor_t ∗mp, double requested_position, int use_jog)

  Move method for normal stepper and servo motor objects.
- void lspmac_move_or_jog_preset_queue (lspmac_motor_t ∗mp, char ∗preset, int use_jog)

  move using a preset value
- void lspmac_moveabs_queue (lspmac_motor_t ∗mp, double requested_position)

  Use coordinate system motion program, if available, to move motor to requested position.
- void lspmac_jogabs_queue (lspmac_motor_t ∗mp, double requested_position)

  Use jog to move motor to requested position.
- void lspmac_moveabs_wait (lspmac_motor_t ∗mp)

  Wait for motor to finish moving.
- void _lspmac_motor_init (lspmac_motor_t ∗d, char ∗name)

  Helper funciton for the init calls.
- lspmac_motor_t ∗ lspmac_motor_init (lspmac_motor_t ∗d, int wy, int wx, int ∗posp, int ∗stat1p, int ∗stat2p, char ∗wtitle, char ∗name, void(∗moveAbs)(lspmac_motor_t ∗, double))

Initialize a pmac stepper or servo motor.

- lspmac_motor_t ∗ lspmac_fshut_init (lspmac_motor_t ∗d)

  Initalize the fast shutter motor.

- lspmac_motor_t ∗ lspmac_bo_init (lspmac_motor_t ∗d, char ∗name, char ∗write_fmt, int ∗read_ptr, int read-_mask)

  Initialize binary i/o motor.

- lspmac_motor_t ∗ lspmac_dac_init (lspmac_motor_t ∗d, int ∗posp, char ∗mvar, char ∗name, void(∗move-Abs)(lspmac_motor_t ∗, double))

  Initialize DAC motor Note that some motors require further initialization from a database query.

- void lspmac_soft_motor_read (lspmac_motor_t ∗p)

  Dummy routine to read a soft motor.

- lspmac_motor_t ∗ lspmac_soft_motor_init (lspmac_motor_t ∗d, char ∗name, void(∗moveAbs)(lspmac_motor-_t ∗, double))
- lspmac_bi_t ∗ lspmac_bi_init (lspmac_bi_t ∗d, int ∗ptr, int mask, char ∗onEvent, char ∗offEvent)

  Initialize binary input.

- void lspmac_init (int ivarsflag, int mvarsflag)

  Initialize this module.

- void lspmac_cryoSwitchChanged_cb (char ∗event)
- void lspmac_scint_inPosition_cb (char ∗event)

  Maybe start drying off the scintilator.

- void lspmac_backLight_up_cb (char ∗event)

  Turn on the backlight whenever it goes up.

- void lspmac_backLight_down_cb (char ∗event)

  Turn off the backlight whenever it goes down.

- void lspmac_light_zoom_cb (char ∗event)

  Set the backlight intensity whenever the zoom is changed (and the backlight is up)

- void lspmac_scint_dried_cb (char ∗event)

  Turn off the dryer.

- void lspmac_zoom_lut_setup ()

  Set up lookup table for zoom.

- void lspmac_flight_lut_setup ()

  Set up lookup table for flight.

- void lspmac_blight_lut_setup ()

  Set up lookup table for blight.

- void lspmac_fscint_lut_setup ()

  Set up lookup table for fscint.

- void lspmac_command_done_cb (char ∗event)
- void lspmac_run ()

  Start up the lspmac thread.

Variables

- static int ls_pmac_state = LS_PMAC_STATE_DETACHED

  Current state of the PMAC communications state machine.

- static lsredis_obj_t ∗ lspmac_md2_init
- int lspmac_shutter_state

  State of the shutter, used to detect changes.

- int lspmac_shutter_has_opened

  Indicates that the shutter had opened, perhaps briefly even if the state did not change.

- pthread_mutex_t lspmac_shutter_mutex

  Coordinates threads reading shutter status.

- pthread_cond_t lspmac_shutter_cond

    Allows waiting for the shutter status to change.
- pthread_mutex_t lspmac_moving_mutex

    Coordinate moving motors between threads.
- pthread_cond_t lspmac_moving_cond

    Wait for motor(s) to finish moving condition.
- int lspmac_moving_flags

    Flag used to implement motor moving condition.
- static pthread_mutex_t lspmac_ascii_mutex

    Keep too many processes from sending commands at once.
- static int lspmac_ascii_busy = 0

    flag for condition to wait for
- static int omega_zero_search = 0

    Indicate we'd really like to know when omega crosses zero.
- static double omega_zero_velocity = 0

    rate (cnts/sec) that omega was traveling when it crossed zero
- struct timespec omega_zero_time

    Time we believe that omega crossed zero.
- static struct timespec lspmac_status_time

    Time the status was read.
- static struct timespec lspmac_status_last_time

    Time the status was read.
- static pthread_t pmac_thread

    our thread to manage access and communication to the pmac
- pthread_mutex_t pmac_queue_mutex

    manage access to the pmac command queue
- pthread_cond_t pmac_queue_cond

    wait for a command to be sent to PMAC before continuing
- static struct pollfd pmacfd

    our poll structure
- static int getivars = 0

    flag set at initialization to send i vars to db
- static int getmvars = 0

    flag set at initialization to send m vars to db
- lspmac_bi_t lspmac_bis [32]

    array of binary inputs
- int lspmac_nbis = 0

    number of active binary inputs
- lspmac_motor_t lspmac_motors [48]

    All our motors.
- int lspmac_nmotors = 0

    The number of motors we manage.
- lspmac_motor_t ∗ omega

    MD2 omega axis (the air bearing)
- lspmac_motor_t ∗ alignx

    Alignment stage X.
- lspmac_motor_t ∗ aligny

    Alignment stage Y.
- lspmac_motor_t ∗ alignz

    Alignment stage X.
- lspmac_motor_t ∗ anal

  Polaroid analyzer motor.
- lspmac_motor_t ∗ zoom

  Optical zoom.
- lspmac_motor_t ∗ apery

  Aperture Y.
- lspmac_motor_t ∗ aperz

  Aperture Z.
- lspmac_motor_t ∗ capy

  Capillary Y.
- lspmac_motor_t ∗ capz

  Capillary Z.
- lspmac_motor_t ∗ scint

  Scintillator Z.
- lspmac_motor_t ∗ cenx

  Centering Table X.
- lspmac_motor_t ∗ ceny

  Centering Table Y.
- lspmac_motor_t ∗ kappa

  Kappa.
- lspmac_motor_t ∗ phi

  Phi (not data collection axis)
- lspmac_motor_t ∗ fshut

  Fast shutter.
- lspmac_motor_t ∗ flight

  Front Light DAC.
- lspmac_motor_t ∗ blight

  Back Light DAC.
- lspmac_motor_t ∗ fscint

  Scintillator Piezo DAC.
- lspmac_motor_t ∗ smart_mag_oo

  Smart Magnet on/off.
- lspmac_motor_t ∗ blight_ud

  Back light Up/Down actuator.
- lspmac_motor_t ∗ cryo

  Move the cryostream towards or away from the crystal.
- lspmac_motor_t ∗ dryer

  blow air on the scintilator to dry it off
- lspmac_motor_t ∗ fluo

  Move the fluorescence detector in/out.
- lspmac_motor_t ∗ flight_oo

  Turn front light on/off.
- lspmac_motor_t ∗ blight_f

  Back light scale factor.
- lspmac_motor_t ∗ flight_f

  Front light scale factor.
- lspmac_bi_t ∗ lp_air

  Low pressure air OK.
- lspmac_bi_t ∗ hp_air

  High pressure air OK.
- lspmac_bi_t ∗ cryo_switch

  that little toggle switch for the cryo

- lspmac_bi_t ∗ blight_down

    Backlight is down.
- lspmac_bi_t ∗ blight_up

    Backlight is up.
- lspmac_bi_t ∗ cryo_back

    cryo is in the back position
- lspmac_bi_t ∗ fluor_back

    fluor is in the back position
- lspmac_bi_t ∗ sample_detected

    smart magnet detected sample
- lspmac_bi_t ∗ etel_ready

    ETEL is ready.
- lspmac_bi_t ∗ etel_on

    ETEL is on.
- lspmac_bi_t ∗ etel_init_ok

    ETEL initialized OK.
- lspmac_bi_t ∗ minikappa_ok

    Minikappa is OK (whatever that means)
- lspmac_bi_t ∗ smart_mag_on

    smart magnet is on
- lspmac_bi_t ∗ arm_parked

    (whose arm? parked where?)
- lspmac_bi_t ∗ shutter_open

    shutter is open (note in pmc says this is a slow input)
- lspmac_bi_t ∗ smart_mag_err

    smart magnet error (coil broken perhaps)
- lspmac_bi_t ∗ smart_mag_off

    smart magnet is off
- static unsigned char dbmem [64 ∗1024]

    double buffered memory
- static int dbmemIn = 0

    next location
- static struct timeval
  pmac_time_sent now

    used to ensure we do not send commands to the pmac too often. Only needed for non-DB commands.
- static pmac_cmd_t rr_cmd
- static pmac_cmd_t gb_cmd
- static pmac_cmd_t cr_cmd

    commands to send out "readready", "getbuffer", "controlresponse" (initialized in main)
- static pmac_cmd_queue_t ethCmdQueue [PMAC_CMD_QUEUE_LENGTH]

    PMAC command queue.
- static unsigned int ethCmdOn = 0

    points to next empty PMAC command queue position
- static unsigned int ethCmdOff = 0

    points to current command (or none if == ethCmdOn)
- static unsigned int ethCmdReply = 0

    Used like ethCmdOff only to deal with the pmac reply to a command.
- static char ∗ pmac_error_strs [ ]

    Decode the errors perhaps returned by the PMAC.
- static md2_status_t md2_status

    Buffer for MD2 Status.

- pthread_mutex_t md2_status_mutex

    Synchronize reading/writting status buffer.
- static lspmac_ascii_buffers_t lspmac_ascii_buffers
- pthread_mutex_t lspmac_ascii_buffers_mutex
- static lspmac_dpascii_queue_t lspmac_dpascii_queue [LSPMAC_DPASCII_QUEUE_LENGTH]
- static uint32_t lspmac_dpascii_on = 0
- static uint32_t lspmac_dpascii_off = 0

7.6.1 Detailed Description

Routines concerned with communication with PMAC.

```
\date 2012
\author Keith Brister
\copyright All Rights Reserved
```

This is a state machine (surprise!) Lacking is support for writingbuffer, control writing and reading, as well as double buffered memory It looks like several different methods of managing PMAC communications are possible. Here is set up a queue of outgoing commands and deal completely with the result before sending the next. A full handshake of acknowledgements and "readready" is expected.

```
 State    Description
  -1      Reset the connection
   0      Detached: need to connect to tcp port
   1      Idle (waiting for a command to send to the pmac)
   2      Send command
   3      Waiting for command acknowledgement (no further response expected)
   4      Waiting for control character acknowledgement (further response expected)
   5      Waiting for command acknowledgement (further response expected)
   6      Waiting for get memory response
   7      Send controlresponse
   8      Send readready
   9      Waiting for acknowledgement of "readready"
  10      Send readbuffer
  11      Waiting for control response
  12      Waiting for readbuffer response
```

Definition in file lspmac.c.

7.6.2 Macro Definition Documentation

7.6.2.1 #define LS_PMAC_STATE_CR 7

Definition at line 45 of file lspmac.c.

7.6.2.2 #define LS_PMAC_STATE_DETACHED 0

Definition at line 38 of file lspmac.c.

7.6.2.3 #define LS_PMAC_STATE_GB 10

Definition at line 48 of file lspmac.c.

7.6.2.4 #define LS_PMAC_STATE_GMR 6

Definition at line 44 of file lspmac.c.

7.6.2.5 #define LS_PMAC_STATE_IDLE 1

Definition at line 39 of file lspmac.c.

7.6.2.6 #define LS_PMAC_STATE_RESET -1

Definition at line 37 of file lspmac.c.

7.6.2.7 #define LS_PMAC_STATE_RR 8

Definition at line 46 of file lspmac.c.

7.6.2.8 #define LS_PMAC_STATE_SC 2

Definition at line 40 of file lspmac.c.

7.6.2.9 #define LS_PMAC_STATE_WACK 5

Definition at line 43 of file lspmac.c.

7.6.2.10 #define LS_PMAC_STATE_WACK_CC 4

Definition at line 42 of file lspmac.c.

7.6.2.11 #define LS_PMAC_STATE_WACK_NFR 3

Definition at line 41 of file lspmac.c.

7.6.2.12 #define LS_PMAC_STATE_WACK_RR 9

Definition at line 47 of file lspmac.c.

7.6.2.13 #define LS_PMAC_STATE_WCR 11

Definition at line 49 of file lspmac.c.

7.6.2.14 #define LS_PMAC_STATE_WGB 12

Definition at line 50 of file lspmac.c.

7.6.2.15 #define LSPMAC_DPASCII_QUEUE_LENGTH 1024

Definition at line 355 of file lspmac.c.

7.6.2.16 #define LSPMAC_PRESET_REGEX "(.*\\.%s\\.presets)\\.([0-9]+)\\.(name|position)"

Regex to pick out preset name and corresponding position.

Definition at line 138 of file lspmac.c.

7.6.2.17 #define PMAC_CMD_QUEUE_LENGTH 2048

Size of the PMAC command queue.

Definition at line 182 of file lspmac.c.

7.6.2.18 #define pmac_cmd_size 8

PMAC command size in bytes.

Definition at line 148 of file lspmac.c.

7.6.2.19 #define PMAC_MIN_CMD_TIME 100.0

Minimum time between commands to the pmac.

Definition at line 178 of file lspmac.c.

7.6.2.20 #define PMACPORT 1025

The PMAC (only) listens on this port.

Definition at line 142 of file lspmac.c.

7.6.2.21 #define VR_CTRL_RESPONSE 0xc4

Definition at line 164 of file lspmac.c.

7.6.2.22 #define VR_DOWNLOAD 0x40

Definition at line 151 of file lspmac.c.

7.6.2.23 #define VR_FWDOWNLOAD 0xcb

Definition at line 168 of file lspmac.c.

7.6.2.24 #define VR_IPADDRESS 0xe0

Definition at line 169 of file lspmac.c.

7.6.2.25 #define VR_PMAC_FLUSH 0xb3

Definition at line 155 of file lspmac.c.

7.6.2.26 #define VR_PMAC_GETBUFFER 0xc5

Definition at line 165 of file lspmac.c.

7.6.2.27 #define VR_PMAC_GETLINE 0xb1

Definition at line 154 of file lspmac.c.

7.6.2.28 #define VR_PMAC_GETMEM 0xb4

Definition at line 156 of file lspmac.c.

7.6.2.29 #define VR_PMAC_GETRESPONSE 0xbf

Definition at line 162 of file lspmac.c.

7.6.2.30 #define VR_PMAC_PORT 0xbe

Definition at line 161 of file lspmac.c.

7.6.2.31 #define VR_PMAC_READREADY 0xc2

Definition at line 163 of file lspmac.c.

7.6.2.32 #define VR_PMAC_SENDCTRLCHAR 0xb6

Definition at line 158 of file lspmac.c.

7.6.2.33 #define VR_PMAC_SENDLINE 0xb0

Definition at line 153 of file lspmac.c.

7.6.2.34 #define VR_PMAC_SETBIT 0xba

Definition at line 159 of file lspmac.c.

7.6.2.35 #define VR_PMAC_SETBITS 0xbb

Definition at line 160 of file lspmac.c.

7.6.2.36 #define VR_PMAC_SETMEM 0xb5

Definition at line 157 of file lspmac.c.

7.6.2.37 #define VR_PMAC_WRITEBUFFER 0xc6

Definition at line 166 of file lspmac.c.

7.6.2.38 #define VR_PMAC_WRITEERROR 0xc7

Definition at line 167 of file lspmac.c.

7.6.2.39 #define VR_UPLOAD 0xc0

Definition at line 150 of file lspmac.c.

7.6.3 Typedef Documentation

7.6.3.1 typedef struct lspmac_ascii_buffers_struct lspmac_ascii_buffers_t

7.6.3.2 typedef struct lspmac_dpascii_queue_struct lspmac_dpascii_queue_t

7.6.3.3 typedef struct md2StatusStruct md2_status_t

The block of memory retrieved in a status request.

7.6.4 Function Documentation

7.6.4.1 void _lspmac_motor_init (lspmac_motor_t * *d*, char * *name*)

Helper funciton for the init calls.

Definition at line 2726 of file lspmac.c.

```
                                                              {
  lspmac_nmotors++;

  pthread_mutex_init( &(d->mutex), NULL);
  pthread_cond_init(  &(d->cond), NULL);

  d->name                   = strdup(name);
  d->redis_position         = lsredis_get_obj( "
      %s.position",           d->name);
  d->u2c                    = lsredis_get_obj( "%s.u2c",
           d->name);
  d->printf_fmt                   = lsredis_get_obj( "
      %s.printf",             d->name);
  d->redis_fmt             = lsredis_get_obj( "%s.format",
                d->name);
  d->unit               = lsredis_get_obj( "%s.unit",
        d->name);
  d->max_speed             = lsredis_get_obj( "
      %s.max_speed",          d->name);
  d->max_accel             = lsredis_get_obj( "
      %s.max_accel",          d->name);
  d->motor_num             = lsredis_get_obj( "
      %s.motor_num",          d->name);
  d->coord_num             = lsredis_get_obj( "
      %s.coord_num",          d->name);
  d->axis               = lsredis_get_obj( "%s.axis",
         d->name);
  d->home               = lsredis_get_obj( "%s.home",
         d->name);
  d->active                   = lsredis_get_obj( "%s.active",
        d->name);
  d->active_init        = lsredis_get_obj( "
      %s.active_init",         d->name);
  d->inactive_init   = lsredis_get_obj( "
      %s.inactive_init",       d->name);
  d->update_resolution    = lsredis_get_obj( "
      %s.update_resolution", d->name);
  d->status_str             = lsredis_get_obj( "
      %s.status_str",         d->name);
  d->lut                    = NULL;
  d->nlut                   = 0;
  d->homing                 = 0;
  d->dac_mvar               = NULL;
  d->actual_pos_cnts_p      = NULL;
  d->status1_p              = NULL;
  d->status2_p              = NULL;
  d->win                    = NULL;
  d->read                   = NULL;
  d->reported_position      = INFINITY;
}
```

7.6.4.2 void cleanstr (char ∗ *s*)

Replace \r with \n in null terminated string and print result to terminal.

Needed to turn PMAC messages into something printable.

Parameters

in	*s*	String to print to terminal.

Definition at line 535 of file lspmac.c.

```
                 {
  int i;

  pthread_mutex_lock( &ncurses_mutex);

  for( i=0; i<strlen( s); i++) {
    if( s[i] == '\r')
      wprintw( term_output, "\n");
    else
      wprintw( term_output, "%c", s[i]);
  }

  pthread_mutex_unlock( &ncurses_mutex);
}
```

7.6.4.3 void hex_dump (int *n*, unsigned char ∗ *s*)

Prints a hex dump of the given data.

Used to debug packet data.

Parameters

in	*n*	Number of bytes passed in s
in	*s*	Data to dump

Definition at line 508 of file lspmac.c.

```
                 {

  int i;        // row counter
  int j;         // column counter
  unsigned char outs[128], outs1[4];

  for( i=0; n > 0; i++) {

    sprintf( (char *)outs, "%04d: ", 16*i);
    for( j=0; j<16 && n > 0; j++) {
      if( j==8)
        strcat( (char *)outs, "  ");
      sprintf( (char *)outs1, " %02x",  *(s + 16*i + j));
      strcat( (char *)outs, (char *)outs1);
      n--;
    }
    lslogging_log_message( "hex_dump: %s", outs);
  }
}
```

7.6.4.4 void lsConnect (char ∗ *ipaddr*)

Connect to the PMAC socket.

Establish or reestablish communications.

Parameters

in	*ipaddr*	String representation of the IP address (dot quad or FQN)

Definition at line 556 of file lspmac.c.

```
                 {
  int psock;                     // our socket: value stored in pmacfda.fd
  int err;                       // error code from some system calls
  struct sockaddr_in *addrP;     // our address structure to connect to
  struct addrinfo ai_hints;      // required for getaddrinfo
  struct addrinfo *ai_resultP;   // linked list of address structures (we'll
       always pick the first)

  pmacfd.fd     = -1;
  pmacfd.events = 0;

  // Initial buffer(s)
  memset( &ai_hints,  0, sizeof( ai_hints));

  ai_hints.ai_family   = AF_INET;
  ai_hints.ai_socktype = SOCK_STREAM;


  //
  // get address
  //
  err = getaddrinfo( ipaddr, NULL, &ai_hints, &ai_resultP);
  if( err != 0) {

    lslogging_log_message( "Could not find address: %s",
      gai_strerror( err));

    return;
  }


  addrP = (struct sockaddr_in *)ai_resultP->ai_addr;
  addrP->sin_port = htons( PMACPORT);


  psock = socket( PF_INET, SOCK_STREAM, 0);
  if( psock == -1) {
    lslogging_log_message( "Could not create socket");
    return;
  }

  err = connect( psock, (const struct sockaddr *)addrP, sizeof( *addrP));
  if( err != 0) {
    lslogging_log_message( "Could not connect socket: %s",
       strerror( errno));
    return;
  }

  ls_pmac_state = LS_PMAC_STATE_IDLE;
  pmacfd.fd     = psock;
  pmacfd.events = POLLIN;

}
```

7.6.4.5 void lspmac_asciicmdCB (pmac_cmd_queue_t * *cmd*, int *nreceived*, char * *buf*)

PMAC has received our ascii command request Now see when it is ready for the next one.

Definition at line 1904 of file lspmac.c.

```
                                                                          {
  lspmac_get_ascii( cmd->event);
}
```

7.6.4.6 void lspmac_backLight_down_cb (char * *event*)

Turn off the backlight whenever it goes down.

Parameters

event	Name of the event that called us

Definition at line 3073 of file lspmac.c.

```
                                            {
  blight->moveAbs( blight, 0.0);
}
```

7.6.4.7 void lspmac_backLight_up_cb (char * *event*)

Turn on the backlight whenever it goes up.

Parameters

event	Name of the event that called us

Definition at line 3066 of file lspmac.c.

```
                                          {
  blight->moveAbs( blight, round(lspmac_getPosition
      ( zoom)));
}
```

7.6.4.8 lspmac_bi_t* lspmac_bi_init (lspmac_bi_t * *d,* int * *ptr,* int *mask,* char * *onEvent,* char * *offEvent*)

Initialize binary input.

Definition at line 2875 of file lspmac.c.

```
                    {
  lspmac_nbis++;
  pthread_mutex_init( &(d->mutex), NULL);
  d->ptr              = ptr;
  d->mask             = mask;
  d->changeEventOn    = strdup( onEvent);
  d->changeEventOff   = strdup( offEvent);
  d->first_time       = 1;

  return d;
}
```

7.6.4.9 void lspmac_blight_lut_setup ( )

Set up lookup table for blight.

Definition at line 3175 of file lspmac.c.

```
                              {
  int i;
  lsredis_obj_t *p;

  pthread_mutex_lock( &blight->mutex);

  blight->nlut = 11;
  blight->lut = calloc( 2 * blight->nlut, sizeof( double));
  if( blight->lut == NULL) {
    lslogging_log_message( "lspmac_blight_lut_setup: out
      of memory");
    exit( -1);
  }

  blight->lut[0] = 0;
  blight->lut[1] = 0;
  for( i=1; i<blight->nlut; i++) {
    p = lsredis_get_obj( "cam.zoom.%d.LightIntensity", i);
    if( p==NULL || strlen( lsredis_getstr(p)) == 0) {
      free( blight->lut);
      blight->lut = NULL;
      blight->nlut = 0;
      pthread_mutex_unlock( &blight->mutex);
      lslogging_log_message( "lspmac_blight_lut_setup:
       cannot find MotorPosition element for cam.blight level %d", i);
      return;
    }
    blight->lut[2*i]   = i;
    blight->lut[2*i+1] = 20000.0 * lsredis_getd( p) / 100.
      0;
  }
  for( i=0; i<blight->nlut; i++) {
    lslogging_log_message( "lspmac_blight_lut_setup:  i:
       %d  x: %f  y: %f  y(lut): %f  x(rlut): %f",
                         i, blight->lut[2*i], blight->lut[2
      *i+1],
                         lspmac_lut( blight->nlut, blight
      ->lut, blight->lut[2*i]),
                         lspmac_rlut( blight->nlut,
      blight->lut, blight->lut[2*i+1])
                         );
  }
  pthread_mutex_unlock( &blight->mutex);
}
```

7.6.4.10 lspmac_motor_t∗ lspmac_bo_init (lspmac_motor_t ∗ *d,* char ∗ *name,* char ∗ *write_fmt,* int ∗ *read_ptr,* int *read_mask*)

Initialize binary i/o motor.

Parameters

in	*d*	Our uninitialized motor object
in	*name*	Name of motor to coordinate with DB
in	*write_fmt*	Format string used to generate PMAC command to move motor
in	*read_ptr*	Pointer to byte in md2_status to find position
in	*read_mask*	Bitmask to find position in ∗read_ptr

Definition at line 2809 of file lspmac.c.

```
                                    {
  _lspmac_motor_init( d, name);

  d->moveAbs          = lspmac_moveabs_bo_queue;
  d->read             = lspmac_bo_read;
  d->write_fmt        = strdup( write_fmt);
  d->read_ptr         = read_ptr;
  d->read_mask        = read_mask;

  return d;
}
```

7.6.4.11 void lspmac_bo_read (lspmac_motor_t ∗ *mp*)

Read the state of a binary i/o motor This is the read method for the binary i/o motor class.

Parameters

in	*mp*	The motor

Definition at line 1119 of file lspmac.c.

```
                        {
```

```
  int pos, changed;

  pthread_mutex_lock( &(mp->mutex));

  pos = (*(mp->read_ptr) & mp->read_mask) == 0 ? 0 : 1;

  changed = pos != mp->position;
  mp->position = pos;

  pthread_mutex_unlock( &(mp->mutex));

  if( changed)
    lsevents_send_event( "%s %d", mp->name, pos);
}
```

7.6.4.12 void lspmac_command_done_cb (char * *event*)

Definition at line 3235 of file lspmac.c.

```
                                          {
  int i;
  lspmac_motor_t *mp;

  // O(n).  Bad.
  //
  for( i=0; i<lspmac_nmotors; i++) {
    if( strncmp( lspmac_motors[i].name, event, strlen(
      lspmac_motors[i].name)) == 0)
      break;
  }

  if( i >= lspmac_nmotors)
    return;

  mp = &(lspmac_motors[i]);
  pthread_mutex_lock( &(mp->mutex));

  mp->command_sent = 1;

  pthread_cond_signal( &(mp->cond));
  pthread_mutex_unlock( &(mp->mutex));

  return;
}
```

7.6.4.13 void lspmac_cryoSwitchChanged_cb (char * *event*)

Definition at line 3028 of file lspmac.c.

```
                                               {
  int pos;

  pthread_mutex_lock( &(cryo->mutex));
  pos = cryo->position;
  pthread_mutex_unlock( &(cryo->mutex));

  cryo->moveAbs( cryo, pos ? 0.0 : 1.0);
}
```

7.6.4.14 lspmac_motor_t* lspmac_dac_init (lspmac_motor_t * *d,* int * *posp,* char * *mvar,* char * *name,* void(*)(lspmac_motor_t *, double) *moveAbs*)

Initialize DAC motor Note that some motors require further initialization from a database query.

For this reason this initialzation code must be run before the database queue is allowed to be processed.

Parameters

out	*d*	Returns the (almost) initialized motor object [in,out] unitintialized motor
in	*posp*	Location of current position
in	*mvar*	M variable, ie, "M1200"
in	*name*	name to coordinate with DB
in	*moveAbs*	Method to use to move this motor

Definition at line 2835 of file lspmac.c.

```
                                    {
  _lspmac_motor_init( d, name);
  d->moveAbs               = moveAbs;
  d->read                  = lspmac_dac_read;
  d->actual_pos_cnts_p = posp;
  d->dac_mvar              = strdup(mvar);

  return d;
}
```

7.6.4.15 void lspmac_dac_read (**lspmac_motor_t** ∗ *mp*)

Read a DAC motor position.

Parameters

in	*mp*	The motor

Definition at line 1139 of file lspmac.c.

```
                       {
  double u2c;

  pthread_mutex_lock( &(mp->mutex));
  mp->actual_pos_cnts = *mp->actual_pos_cnts_p;
  u2c = lsredis_getd( mp->u2c);

  if( mp->nlut >0 && mp->lut != NULL) {
    if( u2c == 0.0)
      u2c = 1.0;
    mp->position = lspmac_rlut( mp->nlut, mp->lut, mp
      ->actual_pos_cnts/u2c);
  } else {
    if( u2c != 0.0) {
      mp->position = mp->actual_pos_cnts / u2c;
    } else {
      mp->position = mp->actual_pos_cnts;
    }
  }

  pthread_mutex_unlock( &(mp->mutex));
}
```

7.6.4.16 void lspmac_Error (char ∗ *buff*)

The service routing detected an error condition.

Scan the response buffer for an error code and print it out.

Parameters

in	*buff*	Buffer returned by PMAC perhaps containing a NULL terminated message.

Definition at line 765 of file lspmac.c.

```
                      {
```

```
  int err;
  //
  // assume buff points to a 1400 byte array of stuff read from the pmac
  //

  if( buff[0] == 7 && buff[1] == 'E' && buff[2] == 'R' && buff[3] == 'R') {
    buff[7] = 0;  // For null termination
    err = atoi( &(buff[4]));
    if( err > 0 && err < 20) {
      lslogging_log_message( pmac_error_strs
      [err]);

      pthread_mutex_lock( &ncurses_mutex);
      wprintw( term_output, "\n%s\n", pmac_error_strs
      [err]);
      wnoutrefresh( term_output);
      wnoutrefresh( term_input);
      doupdate();
      pthread_mutex_unlock( &ncurses_mutex);
    }
  }
  lspmac_Reset();
}
```

7.6.4.17 void lspmac_flight_lut_setup ( )

Set up lookup table for flight.

Definition at line 3142 of file lspmac.c.

```
                              {
  int i;
  lsredis_obj_t *p;

  pthread_mutex_lock( &flight->mutex);

  flight->nlut = 11;
  flight->lut = calloc( 2 * flight->nlut, sizeof( double));
  if( flight->lut == NULL) {
    lslogging_log_message( "lspmac_flight_lut_setup: out
       of memory");
    exit( -1);
  }

  flight->lut[0] = 0;
  flight->lut[1] = 0;
  for( i=1; i < flight->nlut; i++) {
    p = lsredis_get_obj( "cam.zoom.%d.FrontLightIntensity", i);
    if( p==NULL || strlen( lsredis_getstr(p)) == 0) {
      free( flight->lut);
      flight->lut   = NULL;
      flight->nlut = 0;
      pthread_mutex_unlock( &flight->mutex);
      lslogging_log_message( "lspmac_flight_lut_setup:
       cannot find MotorPosition element for cam.flight level %d", i);
      return;
    }
    flight->lut[2*i]   = i;
    flight->lut[2*i+1] = 32767.0 * lsredis_getd( p) / 100.
      0;
  }
  pthread_mutex_unlock( &flight->mutex);
}
```

7.6.4.18 void lspmac_fscint_lut_setup ( )

Set up lookup table for fscint.

Definition at line 3216 of file lspmac.c.

```
                              {
  int i;

  pthread_mutex_lock( &fscint->mutex);

  fscint->nlut = 101;
  fscint->lut = calloc( 2 * fscint->nlut, sizeof( double));
  if( fscint->lut == NULL) {
    lslogging_log_message( "lspmac_fscint_lut_setup: out
       of memory");
    exit( -1);
  }

  for( i=0; i<fscint->nlut; i++) {
    fscint->lut[2*i] = i;
    fscint->lut[2*i+1] = 320.0 * i;
  }
  pthread_mutex_unlock( &fscint->mutex);
}
```

7.6.4.19 lspmac_motor_t* lspmac_fshut_init (lspmac_motor_t * *d*)

Initalize the fast shutter motor.

Parameters

in	*d*	Our uninitialized motor object

Definition at line 2793 of file lspmac.c.

```
                                    {
  _lspmac_motor_init( d, "fastShutter");

  d->moveAbs            = lspmac_moveabs_fshut_queue
      ;
  d->read               = lspmac_shutter_read;

  return d;
}
```

7.6.4.20 void lspmac_get_ascii (char * *event*)

Forward declarateion.

Request the ascii buffers from the PMAC.

Definition at line 1896 of file lspmac.c.

```
                                    {
  lspmac_send_command( VR_UPLOAD, VR_PMAC_GETMEM
      , 0x0e9c, 0, sizeof(lspmac_ascii_buffers_t), NULL,
      lspmac_get_ascii_cb, 0, event);
}
```

7.6.4.21 void lspmac_get_ascii_cb (pmac_cmd_queue_t * *cmd,* int *nreceived,* char * *buff*)

service the ascii buffer request response

Definition at line 1788 of file lspmac.c.

```
                                                                        {
  uint32_t clrdata;
  int need_more;

  need_more = 0;
  pthread_mutex_lock( &lspmac_ascii_mutex);
  memcpy( &lspmac_ascii_buffers, buff, sizeof(
      lspmac_ascii_buffers));


  //
  // The response is not ready yet
  // This will be an infinite loop if we queue a command that does not
```

```
// produce a response.
//
// Quoted comments below from Delta Tau "Turbo PMAC User Manual 9/12/2008,
     page 422"
//
// "1.  Wait for the Host-Input Control Word at 0x0F40 (Y:$063D0) to become
     greater than 0, indicating
// that a response line is ready."
//
if( lspmac_ascii_buffers.response_buf == 0) {
  need_more = 1;
} else {
  if( (lspmac_ascii_buffers.response_buf & 0
    x8000) != 0) {
    char bcd1, bcd2, bcd3;
    int errcode;
    // Error response
    //
    // "2.  Interpret the value in this register to determine what
    // type of response is present. If Bit 15 is 1, Turbo PMAC is
    // reporting an error in the command, and there is no response
    // other than this word. In this case, Bits 0 - 11 encode the
    // error number for the command as 3 BCD digits."
    //
    need_more = 0;
    bcd1 = lspmac_ascii_buffers.response_buf
     & 0x000f;
    bcd2 = (lspmac_ascii_buffers.response_buf
     & 0x00f0) >> 4;
    bcd3 = (lspmac_ascii_buffers.response_buf
     & 0x0f00) >> 8;
    errcode = (bcd3 * 10 + bcd2) * 10 + bcd1;

    if( errcode >= sizeof( pmac_error_strs)/sizeof(
     *pmac_error_strs))
      errcode = 0;
    lslogging_log_message( "lspmac_get_ascii_cb: Error
     returned for %s: %s", lspmac_ascii_buffers.command_str
    , pmac_error_strs[errcode]);
    //
    // Command not allowed during program execution.
    //
    // Requeue it;
    if( errcode == 1) {
      lspmac_dpascii_off--;
    }
  } else {
    //
    // "3.  Read the response string starting at 0x0F44
    // (Y:$0603D1). Two 8-bit characters are packed into each 16-bit
    // word; the first character is placed into the low
    // byte. Subsequent characters are placed into consecutive
    // higher addresses, two per 16-bit word. (In byte addressing,
    // each character is read from an address one higher than the
    // preceding character.) Up to 255 characters can be sent in a
    // single response line. The string is terminated with the NULL
    // character (byte value 0), convenient for C-style string
    // handling. For Pascal-style string handling, the register at
    // 0x0F42 (X:$0603D0) contains the number of characters in the
    // string (plus one)."
    //
    if( lspmac_ascii_buffers.response_n > 1)
      lslogging_log_message( "lspmac_get_ascii_cb: '%s'
      '%s'", lspmac_ascii_buffers.command_str,
    lspmac_ascii_buffers.response_str);
    else
      lslogging_log_message( "lspmac_get_ascii_cb: '%s'
      responded", lspmac_ascii_buffers.command_str);

    //
    // 5.  "If Bits 0 - 7 of the Host-Input Control Word had
    // contained the value $0D (13 decimal, "CR"), this was not the
    // last line in the response, and steps 1 - 4 should be
    // repeated. If they had contained the value $06 (6 decimal,
    // "ACK"), this was the last line in the response."
    //
    if( (lspmac_ascii_buffers.response_buf &
    0x00ff) == 0x0d) {
      need_more = 1;
    } else {
      need_more = 0;

      if( cmd->event != NULL && *(cmd->event) != 0)
        lsevents_send_event( "%s command done", cmd->event
    );
    }
  }
  }

  pthread_mutex_unlock( &lspmac_ascii_mutex);

  //
  // Reset the buffer flags and, perhaps, requeue a request
  //
  // "4.  Clear the Host-Input Control Word at 0x0F40 (Y:$063D0)
  // to 0. Turbo PMAC will not send another response line until it sees
  // this register set to 0."
  //
  clrdata = 0;           // set the control word to zero

  if( need_more) {
    lspmac_send_command( VR_UPLOAD, VR_PMAC_SETMEM
      , 0x0f40, 0, 4, (char *)&clrdata, lspmac_more_ascii_cb, 1,
      NULL);
  } else {
    lspmac_send_command( VR_UPLOAD, VR_PMAC_SETMEM
      , 0x0f40, 0, 4, (char *)&clrdata, NULL, 1, NULL);
    lspmac_ascii_busy = 0;
  }
}
```

7.6.4.22 void lspmac_get_status ( )

Request a status update from the PMAC.

Definition at line 1776 of file lspmac.c.

```
                           {
  lspmac_send_command( VR_UPLOAD, VR_PMAC_GETMEM
      , 0x400, 0, sizeof(md2_status_t), NULL, lspmac_get_status_cb
      , 0, NULL);
}
```

7.6.4.23 void lspmac_get_status_cb (pmac_cmd_queue_t ∗ *cmd,* int *nreceived,* char ∗ *buff*)

Service routing for status upate This updates positions and status information.

Parameters

in	*cmd*	The command that generated this reply
in	*nreceived*	Number of bytes received
in	*buff*	The Big Byte Buffer

Definition at line 1577 of file lspmac.c.

```
                              {
  static int cnt = 0;
  static struct timeval ts1;

  int i;
  lspmac_bi_t     *bp;

  clock_gettime( CLOCK_REALTIME, &lspmac_status_time);

  if( cnt == 0) {
    gettimeofday( &ts1, NULL);
  }

  pthread_mutex_lock( &md2_status_mutex);
  memcpy( &md2_status, buff, sizeof(md2_status));
  //
  // Note that we are the only thread that writes to md2_status
  // so we no longer need the lock to read.  Other threads must
  // lock the mutex to read md2_status.
  //
  pthread_mutex_unlock( &md2_status_mutex);


  //
  // track the coordinate system moving flags
```

```
//
pthread_mutex_lock( &lspmac_moving_mutex);
if( md2_status.moving_flags != lspmac_moving_flags
    ) {
  lslogging_log_message( "lspmac_get_status_cb: new
     moving flag: %0x", md2_status.moving_flags);
  lspmac_moving_flags = md2_status.moving_flags
    ;
  pthread_cond_signal( &lspmac_moving_cond);
}
pthread_mutex_unlock( &lspmac_moving_mutex);


//
// Read the motor positions
//
for( i=0; i<lspmac_nmotors; i++) {
  lspmac_motors[i].read(&(lspmac_motors[i]));
}

//
// Read the binary inputs and perhaps send an event
//
for( i=0; i<lspmac_nbis; i++) {
  bp = &(lspmac_bis[i]);

  pthread_mutex_lock( &(bp->mutex));

  bp->position = (*(bp->ptr) & bp->mask) == 0 ? 0 : 1;

  if( bp->first_time) {
    bp->first_time = 0;
    if( bp->position==1 && bp->changeEventOn != NULL &&
    bp->changeEventOn[0] != 0)
      lsevents_send_event( lspmac_bis[i].
    changeEventOn);
    if( bp->position==0 && bp->changeEventOff != NULL
    && bp->changeEventOff[0] != 0)
      lsevents_send_event( lspmac_bis[i].
    changeEventOff);
  } else {
    if( bp->position != bp->previous) {
      if( bp->position==1 && bp->changeEventOn != NULL
    && bp->changeEventOn[0] != 0)
        lsevents_send_event( lspmac_bis[i].
    changeEventOn);
      if(bp->position==0 && bp->changeEventOff != NULL
    && bp->changeEventOff[0] != 0)
        lsevents_send_event( lspmac_bis[i].
    changeEventOff);
    }
  }
  bp->previous = bp->position;
  pthread_mutex_unlock( &(bp->mutex));
}

pthread_mutex_lock( &ncurses_mutex);

// acc11c_1   INPUTS
// mask  bit
// 0x01  0    M1000   Air pressure OK
// 0x02  1    M1001   Air bearing OK
// 0x04  2    M1002   Cryo switch
// 0x08  3    M1003   Backlight Down
// 0x10  4    M1004   Backlight Up
// 0x20  5
// 0x40  6    M1006   Cryo is back

//
// acc11c_2   INPUTS
// mask  bit
// 0x01  0    M1008   Fluor Dector back
// 0x02  1    M1009   Sample Detected
// 0x04  2    M1020   {SC load request}
// 0x08  3    M1021   {SC move cryo back request}
// 0x10  4    M1022   {SC sample magnet control}
// 0x20  5    M1013   Etel Ready
// 0x40  6    M1014   Etel On
// 0x80  7    M1015   Etel Init OK

if( md2_status.acc11c_2 & 0x01)
  mvwprintw( term_status2, 3, 10, "%*s", -8, "Fluor Out");
else
  mvwprintw( term_status2, 3, 10, "%*s", -8, "Fluor In");

if( md2_status.acc11c_5 & 0x08)
  mvwprintw( term_status2, 4, 1, "%*s", -(LS_DISPLAY_WINDOW_WIDTH
    -2), "Dryer On");
else
  mvwprintw( term_status2, 4, 1, "%*s", -(LS_DISPLAY_WINDOW_WIDTH
    -2), "Dryer Off");

if( md2_status.acc11c_2 & 0x02)
  mvwprintw( term_status2, 2, 1, "%*s", -(LS_DISPLAY_WINDOW_WIDTH
    -2), "Cap Dectected");
else
  mvwprintw( term_status2, 2, 1, "%*s", -(LS_DISPLAY_WINDOW_WIDTH
    -2), "Cap Not Dectected");
wnoutrefresh( term_status2);


// acc11c_3   INPUTS
// mask  bit
// 0x01  0    M1025   Minikappa OK
// 0x02  1    M1023   {SC unload request}
// 0x04  2    M1024   Smartmagnet is on (note in pmc saying this is not used
     in VB interface)
// 0x08  3    M1027   Arm Parked
// 0x10  4    M1031   Smartmagnet error (coil is broken)
// 0x20  5
// 0x40  6
// 0x80  7
// 0x100 8    M1048   Shutter is open (note in pmc says: slow input !!!)

// acc11c_4   INPUTS
// mask  bit
// 0x01  0    M1031   {laser mirror is back}
// 0x02  1    M1032   {laser PSS OK}
// 0x04  2    M1033   {laser shutter open}




// acc11c_5   OUTPUTS
// mask  bit
// 0x01  0    M1100   Mag Off
// 0x02  1    M1191   Condenser Out
// 0x04  2    M1102   Cryo Back
// 0x08  3    M1103   Dryer On
// 0x10  4    M1104   FluoDet Out
// 0x20  5    M1105   {smartmagnet on/off: note in pmc says this is not used}
// 0x40  6    M1106   1=SmartMag, 0=Permanent Mag
//

if( md2_status.acc11c_5 & 0x04)
  mvwprintw( term_status2, 3, 1, "%*s", -8, "Cryo Out");
else
  mvwprintw( term_status2, 3, 1, "%*s", -8, "Cryo In ");

// acc11c_6   OUTPUTS
// mask   bit
// 0x0001   0 M1040   {SC Sample transfer is on}
// 0x0002   1
// 0x0004   2
// 0x0008   3
// 0x0010   4
// 0x0020   5
// 0x0040   6
// 0x0080   7 M1115   Etel Enable
// 0x0100   8 M1124   Fast Shutter Enable
// 0x0200   9 M1125   Fast Shutter Manual Enable
// 0x0400  10 M1126   Fast Shutter On
// 0x0800  11
// 0x1000  12 M1128   ADC1 gain bit 0
// 0x2000  13 M1129   ADC1 gain bit 1
// 0x4000  14 M1130   ADC2 gain bit 0
// 0x8000  15 M1131   ADC2 gain bit 1
//

if( md2_status.acc11c_5 & 0x02)
  mvwprintw( term_status,  3, 1, "%*s", -(LS_DISPLAY_WINDOW_WIDTH
    -2), "Backlight Up");
else
  mvwprintw( term_status,  3, 1, "%*s", -(LS_DISPLAY_WINDOW_WIDTH
    -2), "Backlight Down");

mvwprintw( term_status, 4, 1, "Front: %*u",
    LS_DISPLAY_WINDOW_WIDTH-2-8, (int)flight->position);
mvwprintw( term_status, 5, 1, "Back: %*u", LS_DISPLAY_WINDOW_WIDTH
    -2-7,  (int)blight->position);
mvwprintw( term_status, 6, 1, "Piezo: %*u",
    LS_DISPLAY_WINDOW_WIDTH-2-8, (int)fscint->position);
wnoutrefresh( term_status);
wnoutrefresh( term_input);
doupdate();
pthread_mutex_unlock( &ncurses_mutex);

/*
if( ++cnt % 1000 == 0) {
  gettimeofday( &ts2, NULL);

  lslogging_log_message( "Refresh Rate: %0.1f Hz", 1000000.*(cnt)/(ts2.tv_sec
    *1000000 + ts2.tv_usec - ts1.tv_sec*1000000 - ts1.tv_usec));

  cnt = 0;
}
*/
}
```

7.6.4.24 void lspmac_GetAllIVars ( )

Request the values of all the I variables.

Definition at line 1976 of file lspmac.c.

```
                                {
  static char *cmds = "I0..8191";
  lspmac_send_command( VR_DOWNLOAD,
      VR_PMAC_SENDLINE, 0, 0, strlen( cmds), cmds,
      lspmac_GetAllIVarsCB, 0, NULL);
}
```

7.6.4.25 void lspmac_GetAllIVarsCB (pmac_cmd_queue_t * *cmd*, int *nreceived*, char * *buff*)

Receive the values of all the I variables Update our Postgresql database with the results.

Parameters

in	*cmd*	The command that gave this response
in	*nreceived*	Number of bytes received
in	*buff*	The byte buffer

Definition at line 1959 of file lspmac.c.

```
                                  {
  static char qs[LS_PG_QUERY_STRING_LENGTH];
  char *sp;
  int i;
  for( i=0, sp=strtok(buff, "\r"); sp != NULL; sp=strtok( NULL, "\r"), i++) {
    snprintf( qs, sizeof( qs)-1, "SELECT pmac.md2_ivar_set( %d, '%s')", i, sp);
    qs[sizeof( qs)-1]=0;
    lspg_query_push( NULL, qs);
  }
}
```

7.6.4.26 void lspmac_GetAllMVars ( )

Request the values of all the M variables.

Definition at line 2001 of file lspmac.c.

```
                                {
  static char *cmds = "M0..8191->";
  lspmac_send_command( VR_DOWNLOAD,
      VR_PMAC_SENDLINE, 0, 0, strlen( cmds), cmds,
      lspmac_GetAllMVarsCB, 0, NULL);
}
```

7.6.4.27 void lspmac_GetAllMVarsCB (pmac_cmd_queue_t * *cmd*, int *nreceived*, char * *buff*)

Receive the values of all the M variables Update our database with the results.

Parameters

in	*cmd*	The command that started this
in	*nreceived*	Number of bytes received
in	*buff*	Our byte buffer

Definition at line 1984 of file lspmac.c.

```
                          {
  static char qs[LS_PG_QUERY_STRING_LENGTH];
  char *sp;
  int i;
  for( i=0, sp=strtok(buff, "\r"); sp != NULL; sp=strtok( NULL, "\r"), i++) {
    snprintf( qs, sizeof( qs)-1, "SELECT pmac.md2_mvar_set( %d, '%s')", i, sp);
    qs[sizeof( qs)-1]=0;
    lspg_query_push( NULL, qs);
  }
}
```

7.6.4.28 int lspmac_getBIPosition (lspmac_bi_t * *bip*)

get binary input value

Definition at line 1565 of file lspmac.c.

```
                                            {
  int rtn;
  pthread_mutex_lock( &bip->mutex);
  rtn = bip->position;
  pthread_mutex_unlock( &bip->mutex);
  return rtn;
}
```

7.6.4.29 void lspmac_Getmem ( )

Request a block of double buffer memory.

Definition at line 1110 of file lspmac.c.

```
                     {
  int nbytes;
  nbytes = (dbmemIn + 1400 > sizeof( dbmem)) ? sizeof( dbmem)
      - dbmemIn : 1400;
  lspmac_SockGetmem( dbmemIn, nbytes);
}
```

7.6.4.30 void lspmac_GetmemReplyCB (pmac_cmd_queue_t * *cmd*, int *nreceived*, char * *buff*)

Service a reply to the getmem command.

Parameters

cmd	Queue item this is a reply to
nreceived	Number of bytes received
buff	Buffer of bytes recieved

Definition at line 1036 of file lspmac.c.

```
                                                                    {
  memcpy( &(dbmem[ntohs(cmd->pcmd.wValue)]), buff, nreceived);

  dbmemIn += nreceived;
  if( dbmemIn >= sizeof( dbmem)) {
    dbmemIn = 0;
  }
}
```

7.6.4.31 double lspmac_getPosition (lspmac_motor_t ∗ *mp*)

get the motor position (with locking)

Parameters

mp	the motor object

Definition at line 1336 of file lspmac.c.

```
                                               {
  double rtn;
  pthread_mutex_lock( &(mp->mutex));
  rtn = mp->position;
  pthread_mutex_unlock( &(mp->mutex));
  return rtn;
}
```

7.6.4.32 void lspmac_GetShortReplyCB (pmac_cmd_queue_t ∗ *cmd,* int *nreceived,* char ∗ *buff*)

Receive a reply that does not require multiple buffers.

Parameters

in	*cmd*	Queue item this is a reply to
in	*nreceived*	Number of bytes received
in	*buff*	The buffer of bytes

Definition at line 979 of file lspmac.c.

```
                               {
  char *sp;     // pointer to the command this is a reply to

  if( nreceived < 1400)
    buff[nreceived]=0;

  sp = (char *)(cmd->pcmd.bData);

  if( *buff == 0) {
    pthread_mutex_lock( &ncurses_mutex);
    wprintw( term_output, "%s\n", sp);
    pthread_mutex_unlock( &ncurses_mutex);
  } else {
    pthread_mutex_lock( &ncurses_mutex);
    wprintw( term_output, "%s: ", sp);
    pthread_mutex_unlock( &ncurses_mutex);
    cleanstr( buff);
  }
  wnoutrefresh( term_output);
  wnoutrefresh( term_input);
  doupdate();

  memset( cmd->pcmd.bData, 0, sizeof( cmd->pcmd.bData));
}
```

7.6.4.33 void lspmac_home1_queue (lspmac_motor_t * *mp*)

Home the motor.

Parameters

in	*mp*	motor we are concerned about

Definition at line 1203 of file lspmac.c.

```
                              {
  int i;
  int motor_num;
  int coord_num;
  char **home;

  pthread_mutex_lock( &(mp->mutex));

  motor_num = lsredis_getl( mp->motor_num);
  coord_num = lsredis_getl( mp->coord_num);
  home      = lsredis_get_string_array( mp->home);

  // Each of the motors should have this defined
  // but let's not seg fault if home is missing
  //
  if( home == NULL || *home == NULL) {
    //
    // Note we are already initialized
    // so if we are here there is something wrong.
    //
    lslogging_log_message( "lspmac_home1_queue: null or
       empty home strings for motor %s", mp->name);
    pthread_mutex_unlock( &(mp->mutex));
    return;
  }

  // We've already been called.  Don't home again until
  // we're finish with the last time.
  //
  if( mp->homing) {
    pthread_mutex_unlock( &(mp->mutex));
    return;
  }


  //
  // Don't go on if any other motors in this coordinate system are homing.
  // It's possible to write the homing program to home all the motors in the
       coordinate
  // system.  TODO  (hint hint)
  //
  if( coord_num > 0) {
    for( i=0; i<lspmac_nmotors; i++) {
      if( &(lspmac_motors[i]) == mp)
        continue;
      if( lsredis_getl(lspmac_motors[i].coord_num) ==
      coord_num) {
        int nogo;
        nogo = 0;
        pthread_mutex_lock( &(lspmac_motors[i].mutex));
        //
        //  Don't go on if
        //
        //    we are homing          or      ( not in position
       while     in open loop)
        //
        if( lspmac_motors[i].homing || (((lspmac_motors
      [i].status2 & 0x01)==0) && ((lspmac_motors[i].status1 & 0x040000)
      != 0)))
          nogo = 1;
        pthread_mutex_unlock( &(lspmac_motors[i].mutex));
        if( nogo) {
          pthread_mutex_unlock( &(mp->mutex));
          return;
        }
      }
    }
  }
  mp->homing    = 1;
  mp->not_done = 1;      // set up waiting for cond
  mp->motion_seen = 0;
  // This opens the control loop.
  // The status routine should notice this and the fact that
  // the homing flag is set and call on the home2 routine
  //
  // Only send the open loop command if we are not in
  // open loop mode already.  This test might prevent a race condition
  // where we've already moved the home2 routine (and queue the homing program
       motion)
  // before the open loop command is dequeued and acted on.
  //
  if( ~(mp->status1) & 0x040000) {
    lspmac_SockSendDPline( mp->name, "#%d$*",
      motor_num);
  }

  pthread_mutex_unlock( &(mp->mutex));
}
```

7.6.4.34 void lspmac_home2_queue (lspmac_motor_t * *mp*)

Second stage of homing.

Parameters

in	*mp*	motor we are concerned about

Definition at line 1289 of file lspmac.c.

```
                         {

  char **spp;
  char **home;

  //
  // At this point we are in open loop.
  // Run the motor specific commands
  //

  pthread_mutex_lock( &(mp->mutex));

  home = lsredis_get_string_array( mp->home);

  //
  // We don't have any motors that have a null home text array so
  // there is currently no need to worry about this case other than
  // not to seg fault
  //
  // Also, Only go on if the first homing phase has been started
  //
  if( home == NULL || mp->homing != 1) {
    pthread_mutex_unlock( &(mp->mutex));
    return;
  }

  for( spp = home; *spp != NULL; spp++) {

    pthread_mutex_lock( &ncurses_mutex);
    wprintw( term_output, "home2 is queuing '%s'\n", *spp);
    wnoutrefresh( term_output);
    doupdate();
    pthread_mutex_unlock( &ncurses_mutex);

    lspmac_SockSendDPline( mp->name, *spp);
  }

  mp->homing = 2;
  pthread_mutex_unlock( &(mp->mutex));

}
```

7.6.4.35 void lspmac_init (int *ivarsflag*, int *mvarsflag*)

Initialize this module.

Parameters

in	*ivarsflag*	Set global flag to harvest i variables
in	*mvarsflag*	Set global flag to harvest m variables

Definition at line 2891 of file lspmac.c.

```
                  {
md2_status_t *p;

// Set our global harvest flags
getivars = ivarsflag;
getmvars = mvarsflag;

// All important status mutex
pthread_mutex_init( &md2_status_mutex, NULL);

//
// Get the MD2 initialization strings
//
lspmac_md2_init = lsredis_get_obj( "
    md2_pmac.init");

//
// Initialize the motor objects
//

p = &md2_status;

omega  = lspmac_motor_init( &(lspmac_motors
    [ 0]), 0, 0, &p->omega_act_pos,     &p->omega_status_1
    ,     &p->omega_status_2,     "Omega   #1 &1 A", "omega",
    lspmac_moveabs_queue);
alignx = lspmac_motor_init( &(lspmac_motors
    [ 1]), 0, 1, &p->alignx_act_pos,    &p->alignx_status_1
    ,    &p->alignx_status_2,    "Align X #2 &3 X", "align.x",
    lspmac_moveabs_queue);
aligny = lspmac_motor_init( &(lspmac_motors
    [ 2]), 0, 2, &p->aligny_act_pos,    &p->aligny_status_1
    ,    &p->aligny_status_2,    "Align Y #3 &3 Y", "align.y",
    lspmac_moveabs_queue);
alignz = lspmac_motor_init( &(lspmac_motors
    [ 3]), 0, 3, &p->alignz_act_pos,    &p->alignz_status_1
    ,    &p->alignz_status_2,    "Align Z #4 &3 Z", "align.z",
    lspmac_moveabs_queue);
anal   = lspmac_motor_init( &(lspmac_motors
    [ 4]), 0, 4, &p->analyzer_act_pos,  &p->analyzer_status_1
    ,  &p->analyzer_status_2,  "Anal    #5",      "lightPolar",
    lspmac_moveabs_queue);
zoom   = lspmac_motor_init( &(lspmac_motors
    [ 5]), 1, 0, &p->zoom_act_pos,      &p->zoom_status_1,
         &p->zoom_status_2,      "Zoom    #6 &4 Z", "cam.zoom",
    lspmac_movezoom_queue);
apery  = lspmac_motor_init( &(lspmac_motors
    [ 6]), 1, 1, &p->aperturey_act_pos, &p->aperturey_status_1
    , &p->aperturey_status_2, "Aper Y  #7 &5 Y", "appy",
    lspmac_moveabs_queue);
aperz  = lspmac_motor_init( &(lspmac_motors
    [ 7]), 1, 2, &p->aperturez_act_pos, &p->aperturez_status_1
    , &p->aperturez_status_2, "Aper Z  #8 &5 Z", "appz",
    lspmac_moveabs_queue);
capy   = lspmac_motor_init( &(lspmac_motors
    [ 8]), 1, 3, &p->capy_act_pos,      &p->capy_status_1,
         &p->capy_status_2,      "Cap Y   #9 &5 U", "capy",
    lspmac_moveabs_queue);
capz   = lspmac_motor_init( &(lspmac_motors
    [ 9]), 1, 4, &p->capz_act_pos,      &p->capz_status_1,
         &p->capz_status_2,      "Cap Z  #10 &5 V", "capz",
    lspmac_moveabs_queue);
scint  = lspmac_motor_init( &(lspmac_motors
    [10]), 2, 0, &p->scint_act_pos,     &p->scint_status_1
    ,     &p->scint_status_2,     "Scin Z #11 &5 W", "scint",
    lspmac_moveabs_queue);
cenx   = lspmac_motor_init( &(lspmac_motors
    [11]), 2, 1, &p->centerx_act_pos,   &p->centerx_status_1
    ,   &p->centerx_status_2,   "Cen X  #17 &2 X", "centering.x",
    lspmac_moveabs_queue);
ceny   = lspmac_motor_init( &(lspmac_motors
    [12]), 2, 2, &p->centery_act_pos,   &p->centery_status_1
    ,   &p->centery_status_2,   "Cen Y  #18 &2 Y", "centering.y",
    lspmac_moveabs_queue);
kappa  = lspmac_motor_init( &(lspmac_motors
    [13]), 2, 3, &p->kappa_act_pos,     &p->kappa_status_1
    ,     &p->kappa_status_2,     "Kappa  #19 &7 X", "kappa",
    lspmac_moveabs_queue);
```

```
phi     = lspmac_motor_init( &(lspmac_motors[
    14]), 2, 4, &p->phi_act_pos,       &p->phi_status_1,
      &p->phi_status_2,        "Phi    #20 &7 Y", "phi",
    lspmac_moveabs_queue);

fshut   = lspmac_fshut_init( &(lspmac_motors
    [15]));
flight = lspmac_dac_init( &(lspmac_motors[1
    6]), &p->front_dac,    "M1200", "frontLight.intensity",
    lspmac_movedac_queue);
blight = lspmac_dac_init( &(lspmac_motors[1
    7]), &p->back_dac,     "M1201", "backLight.intensity",
    lspmac_movedac_queue);
fscint = lspmac_dac_init( &(lspmac_motors[1
    8]), &p->scint_piezo, "M1203", "scint.focus",
    lspmac_movedac_queue);

smart_mag_oo  = lspmac_bo_init( &(lspmac_motors
    [19]), "smartMagnet","M1100=%d", &(md2_status.acc11c_5), 0x01)
    ;
blight_ud      = lspmac_bo_init( &(lspmac_motors
    [20]), "backLight",  "M1101=%d", &(md2_status.acc11c_5), 0x02)
    ;
cryo           = lspmac_bo_init( &(lspmac_motors
    [21]), "cryo",       "M1102=%d", &(md2_status.acc11c_5), 0x04)
    ;
dryer          = lspmac_bo_init( &(lspmac_motors
    [22]), "dryer",      "M1103=%d", &(md2_status.acc11c_5), 0x08)
    ;
fluo           = lspmac_bo_init( &(lspmac_motors
    [23]), "fluo",       "M1104=%d", &(md2_status.acc11c_5), 0x10)
    ;
flight_oo      = lspmac_soft_motor_init( &(
    lspmac_motors[24]), "frontLight",
    lspmac_moveabs_frontlight_oo_queue);
blight_f       = lspmac_soft_motor_init( &(
    lspmac_motors[25]), "backLight.factor",
    lspmac_moveabs_blight_factor_queue);
flight_f       = lspmac_soft_motor_init( &(
    lspmac_motors[26]), "frontLight.factor",
    lspmac_moveabs_flight_factor_queue);

lp_air           = lspmac_bi_init( &(lspmac_bis[
     0]), &(md2_status.acc11c_1),  0x01, "Low Pressure Air OK",  "
    Low Pressure Air Failed");
hp_air           = lspmac_bi_init( &(lspmac_bis[
     1]), &(md2_status.acc11c_1),  0x02, "High Pressure Air OK", "
    High Pressure Air Failed");
cryo_switch      = lspmac_bi_init( &(lspmac_bis
    [ 2]), &(md2_status.acc11c_1),  0x04, "CryoSwitchChanged",
    "CryoSwitchChanged");
blight_down      = lspmac_bi_init( &(lspmac_bis
    [ 3]), &(md2_status.acc11c_1),  0x08, "Backlight Down",
    "Backlight Not Down");
blight_up        = lspmac_bi_init( &(lspmac_bis
    [ 4]), &(md2_status.acc11c_1),  0x10, "Backlight Up",
    "Backlight Not Up");
cryo_back        = lspmac_bi_init( &(lspmac_bis
    [ 5]), &(md2_status.acc11c_1),  0x40, "Cryo Back",
    "Cryo Not Back");
fluor_back     = lspmac_bi_init( &(lspmac_bis
    [ 6]), &(md2_status.acc11c_2),  0x01, "Fluor. Det. Parked",
    "Fluor. Det. Not Parked");
sample_detected = lspmac_bi_init( &(lspmac_bis
    [ 7]), &(md2_status.acc11c_2),  0x02, "SamplePresent",
    "SampleAbsent");
etel_ready       = lspmac_bi_init( &(lspmac_bis
    [ 8]), &(md2_status.acc11c_2),  0x20, "ETEL Ready",
    "ETEL Not Ready");
etel_on          = lspmac_bi_init( &(lspmac_bis
    [ 9]), &(md2_status.acc11c_2),  0x40, "ETEL On",
    "ETEL Off");
etel_init_ok     = lspmac_bi_init( &(lspmac_bis
    [10]), &(md2_status.acc11c_2),  0x80, "ETEL Init OK",
    "ETEL Init Not OK");
minikappa_ok     = lspmac_bi_init( &(lspmac_bis
    [11]), &(md2_status.acc11c_3),  0x01, "Minikappa OK",
    "Minikappa Not OK");
smart_mag_on     = lspmac_bi_init( &(lspmac_bis
    [12]), &(md2_status.acc11c_3),  0x04, "Smart Magnet On",
    "Smart Magnet Not On");
arm_parked       = lspmac_bi_init( &(lspmac_bis
    [13]), &(md2_status.acc11c_3),  0x08, "Arm Parked",
    "Arm Not Parked");
smart_mag_err    = lspmac_bi_init( &(lspmac_bis
    [14]), &(md2_status.acc11c_3),  0x10, "Smart Magnet Error",
    "Smart Magnet OK");
```

```
  shutter_open     = lspmac_bi_init( &(lspmac_bis
      [15]), &(md2_status.acc11c_3), 0x100, "Shutter Open",
      "Shutter Not Open");
  smart_mag_off    = lspmac_bi_init( &(lspmac_bis
      [16]), &(md2_status.acc11c_5),  0x01, "Smart Magnet Off",
      "Smart Magnet Not Off");


  //
  // Initialize several commands that get called, perhaps, alot
  //


  rr_cmd.RequestType = VR_UPLOAD;
  rr_cmd.Request     = VR_PMAC_READREADY;
  rr_cmd.wValue      = 0;
  rr_cmd.wIndex      = 0;
  rr_cmd.wLength     = htons(2);
  memset( rr_cmd.bData, 0, sizeof(rr_cmd.bData));

  gb_cmd.RequestType = VR_UPLOAD;
  gb_cmd.Request     = VR_PMAC_GETBUFFER;
  gb_cmd.wValue      = 0;
  gb_cmd.wIndex      = 0;
  gb_cmd.wLength     = htons(1400);
  memset( gb_cmd.bData, 0, sizeof(gb_cmd.bData));

  cr_cmd.RequestType = VR_UPLOAD;
  cr_cmd.Request     = VR_CTRL_RESPONSE;
  cr_cmd.wValue      = 0;
  cr_cmd.wIndex      = 0;
  cr_cmd.wLength     = htons(1400);
  memset( cr_cmd.bData, 0, sizeof(cr_cmd.bData));

  //
  // Initialize some mutexs and conditions
  //

  pthread_mutex_init( &pmac_queue_mutex, NULL);
  pthread_cond_init(  &pmac_queue_cond, NULL);

  lspmac_shutter_state = 0;                         //
       assume the shutter is now closed: not a big deal if we are wrong
  pthread_mutex_init( &lspmac_shutter_mutex, NULL);
  pthread_cond_init(  &lspmac_shutter_cond, NULL);
  pmacfd.fd = -1;

  pthread_mutex_init( &lspmac_moving_mutex, NULL);
  pthread_cond_init(  &lspmac_moving_cond, NULL);

  pthread_mutex_init( &lspmac_ascii_mutex, NULL);

  pthread_mutex_init( &lspmac_ascii_buffers_mutex,
      NULL);

  //
  // clear the ascii communications buffers
  //
  {
    uint32_t cc;
    cc = 0;
    lspmac_send_command( VR_UPLOAD, VR_PMAC_SETMEM
      , 0x0e9e, 0, 4, (char *)&cc, NULL, 1, NULL);

    cc = 0x18;
    lspmac_send_command( VR_UPLOAD, VR_PMAC_SETMEM
      , 0x0e9e, 0, 4, (char *)&cc, NULL, 1, NULL);
  }

  lspmac_SockSendDPline( NULL, "I5=0");
  lspmac_SockSendDPline( NULL, "ENABLE PLCC 0,2");
  lspmac_SockSendDPline( NULL, "DISABLE PLCC 1");
  lspmac_SockSendDPline( NULL, "I5=3");
}
```

7.6.4.36 void lspmac_jogabs_queue (lspmac_motor_t * *mp*, double *requested_position*)

Use jog to move motor to requested position.

Parameters

in	*mp*	The motor to move
in	*requested_-position*	Where to move it

Definition at line 2665 of file lspmac.c.

```
                              {

  lspmac_move_or_jog_abs_queue( mp,
      requested_position, 1);
}
```

7.6.4.37 void lspmac_light_zoom_cb (char * *event*)

Set the backlight intensity whenever the zoom is changed (and the backlight is up)

Parameters

event	Name of the event that calledus

Definition at line 3080 of file lspmac.c.

```
                                          {
  int z;

  z = round(lspmac_getPosition( zoom));

  lslogging_log_message( "lspmac_light_zoom_cb: zoom = %d"
      , z);

  if( lspmac_getPosition( flight_oo) != 0.0) {
    flight->moveAbs( flight, (double)z);
    } else {
      flight->moveAbs( flight, 0.0);
    }
  if( lspmac_getPosition( blight_ud) != 0.0) {
    blight->moveAbs( blight, (double)z);
  } else {
    blight->moveAbs( blight, 0.0);
  }
}
```

7.6.4.38 double lspmac_lut (int *nlut*, double * *lut*, double *x*)

Look up table support for motor positions (think x=zoom, y=light intensity) use a lookup table to find the "counts" to move the motor to the requested position The look up table is a simple one dimensional array with the x values as even indicies and the y values as odd indices.

Returns: y value

Parameters

in	*nlut*	number of entries in lookup table
in	*lut*	The lookup table: even indicies are the x values, odd are the y's
in	*x*	The x value we are looking up.

Definition at line 376 of file lspmac.c.

```
                          {
  int i, foundone;
  double m;
  double y1, y2, x1, x2, y;

  foundone = 0;
  if( lut != NULL && nlut > 1) {
    for( i=0; i < 2*nlut; i += 2) {
      x1 = lut[i];
      y1 = lut[i+1];
      if( i < 2*nlut - 2) {
        x2 = lut[i+2];
        y2 = lut[i+3];
      }

      //
      // First one too big?  Use the y value of the first element
      //
      if( i == 0 && x1 > x) {
        y = y1;
        foundone = 1;
        break;
      }

      //
      // Look for equality
      //
      if( x1 == x) {
        y = y1;
        foundone = 1;
        break;
      }

      //
      // Maybe interpolate
      //
      if( (i < 2*nlut-2) && x < x2) {
        m = (y2 - y1) / (x2 - x1);
        y = m*(x - x1) + y1;
        foundone = 1;
        break;
      }
    }
    if( foundone == 0) {
      // must be bigger than the last entry
      //
      //
      y = lut[2*(nlut-1) + 1];
    }
    return y;
  }
  return 0.0;
}
```

7.6.4.39 void lspmac_more_ascii_cb (pmac_cmd_queue_t * *cmd,* int *nreceived,* char * *buff*)

we are expecting more characters from the DPRAM ASCII interface

Definition at line 1782 of file lspmac.c.

```
                                                                       {
  lspmac_get_ascii( cmd->event);
}
```

7.6.4.40 lspmac_motor_t* lspmac_motor_init (lspmac_motor_t * *d,* int *wy,* int *wx,* int * *posp,* int * *stat1p,* int * *stat2p,* char * *wtitle,* char * *name,* void(*)(lspmac_motor_t *, double) *moveAbs*)

Initialize a pmac stepper or servo motor.

Parameters

in,out	*d*	An uninitialize motor object
in	*wy*	Curses status window row index
in	*wx*	Curses status window column index
in	*posp*	Pointer to position status
in	*stat1p*	Pointer to 1st status word
in	*stat2p*	Pointer to 2nd status word
in	*wtitle*	Title for this motor (to display)
in	*name*	This motor's name
in	*moveAbs*	Method to use to move this motor

Definition at line 2764 of file lspmac.c.

```
                                    {

  _lspmac_motor_init( d, name);

  d->moveAbs               = moveAbs;
  d->read                  = lspmac_pmacmotor_read;
  d->actual_pos_cnts_p     = posp;
  d->status1_p             = stat1p;
  d->status2_p             = stat2p;
  d->win = newwin( LS_DISPLAY_WINDOW_HEIGHT,
      LS_DISPLAY_WINDOW_WIDTH, wy*LS_DISPLAY_WINDOW_HEIGHT
      , wx*LS_DISPLAY_WINDOW_WIDTH);
  box( d->win, 0, 0);
  mvwprintw( d->win, 1, 1, "%s", wtitle);
  wnoutrefresh( d->win);

  return d;
}
```

7.6.4.41 void lspmac_move_or_jog_abs_queue (lspmac_motor_t * *mp,* double *requested_position,* int *use_jog*)

Move method for normal stepper and servo motor objects.

< format string for coordinate system move

< coordinate system bit

< the requested position in units of "counts"

< motor and coordinate system;

< our axis

Parameters

in	*mp*	The motor to move
in	*requested_-position*	Where to move it
in	*use_jog*	1 to force jog, 0 for motion prog

Definition at line 2515 of file lspmac.c.

```
                            {
  char *fmt;
  int q100;
  int requested_pos_cnts;
  int coord_num, motor_num;
  char *axis;
  double u2c;

  pthread_mutex_lock( &(mp->mutex));

  u2c       = lsredis_getd(   mp->u2c);
  motor_num = lsredis_getl(   mp->motor_num);
  coord_num = lsredis_getl(   mp->coord_num);
  axis      = lsredis_getstr( mp->axis);

  if( u2c == 0.0) {
    //
    // Shouldn't try moving a motor that has no units defined
    //
    pthread_mutex_unlock( &(mp->mutex));
    return;
  }
  mp->requested_position = requested_position;
  mp->not_done      = 1;
  mp->motion_seen   = 0;
  mp->command_sent = 0;
  mp->requested_pos_cnts = u2c * requested_position;
  requested_pos_cnts = mp->requested_pos_cnts;

  if( use_jog || axis == NULL || *axis == 0) {
    use_jog = 1;
  } else {
    use_jog = 0;
    q100 = 1 << (coord_num -1);
  }

  pthread_mutex_unlock( &(mp->mutex));

  if( !use_jog) {
    //
    // Make sure the coordinate system is not moving something, wait if it is
    // TODO: put in a timeout so we have a way out if something goes wrong
    // TODO: are we sure this thread is not the one moving it?
    //
    pthread_mutex_lock( &lspmac_moving_mutex);
    lslogging_log_message( "lspmac_moveabs_queue: waiting
       for previous moves to end.  lspmac_moving_flags = %0x", lspmac_moving_flags
      );
    while( (lspmac_moving_flags & q100) != 0)
      pthread_cond_wait( &lspmac_moving_cond, &
      lspmac_moving_mutex);
    pthread_mutex_unlock( &lspmac_moving_mutex);
    lslogging_log_message( "lspmac_moveabs_queue: Done.
       lspmac_moving_flags = %0x", lspmac_moving_flags);

    //
    // Set the "we are moving this coordinate system" flag
    //
    lspmac_SockSendDPline( NULL, "M5075=(M5075 | %d)",
      q100);

    switch( *axis) {
    case 'A':
      fmt = "&%d Q16=%d Q100=%d B146R";
      break;

    case 'B':
      fmt = "&%d Q17=%d Q100=%d B147R";
      break;

    case 'C':
      fmt = "&%d Q18=%d Q100=%d B148R";
      break;
    case 'X':
      fmt = "&%d Q10=%d Q100=%d B140R";
      break;

    case 'Y':
      fmt = "&%d Q11=%d Q100=%d B141R";
      break;

    case 'Z':
      fmt = "&%d Q12=%d Q100=%d B142R";
      break;

    case 'U':
      fmt = "&%d Q13=%d Q100=%d B143R";
      break;

    case 'V':
      fmt = "&%d Q14=%d Q100=%d B144R";
      break;

    case 'W':
      fmt = "&%d Q15=%d Q100=%d B145R";
      break;
    }

    //
    // Make sure the flag has been seen
    //
    pthread_mutex_lock( &lspmac_moving_mutex);
    lslogging_log_message( "lspmac_moveabs_queue: waiting
       for moving flag to propagate.  lspmac_moving_flags = %0x", lspmac_moving_flags
      );
    while( (lspmac_moving_flags & q100) == 0)
      pthread_cond_wait( &lspmac_moving_cond, &
      lspmac_moving_mutex);
    pthread_mutex_unlock( &lspmac_moving_mutex);
    lslogging_log_message( "lspmac_moveabs_queue: Done.
       lspmac_moving_flags = %0x", lspmac_moving_flags);
  }
  pthread_mutex_lock( &(mp->mutex));
  if( use_jog) {
    lspmac_SockSendDPline( mp->name, "#%d j=%d",
      motor_num, requested_pos_cnts);
  } else {
    lspmac_SockSendDPline( mp->name, fmt, coord_num,
      requested_pos_cnts, q100);
  }
  pthread_mutex_unlock( &(mp->mutex));

  free( axis);
}
```

7.6.4.42 void lspmac_move_or_jog_preset_queue (lspmac_motor_t * *mp,* char * *preset,* int *use_jog*)

move using a preset value

Parameters

in	*mp*	Our motor
in	*preset*	the name of the preset
	use_jog	[in[1 to force jog, 0 to try motion prog

Definition at line 2635 of file lspmac.c.

```
                                        {
  double pos;
  int err;

  if( preset == NULL || *preset == 0)
    return;

  err = lsredis_find_preset( mp->name, preset, &pos);

  if( err != 0)
    lspmac_move_or_jog_abs_queue( mp, pos, use_jog)
      ;
}
```

7.6.4.43 void lspmac_move_preset_queue (lspmac_motor_t * *mp,* char * *preset_name*)

Move a given motor to one of its preset positions.

No movement if the preset is not found.

Parameters

mp	lspmac motor pointer
name	Name of the preset to use

Definition at line 2284 of file lspmac.c.

```
                                                                  {
  double pos;
  int err;

  lslogging_log_message( "lspmac_move_preset_queue: Called
       with motor %s and preset named '%s'", mp->name, preset_name);

  err = lsredis_find_preset( mp->name, preset_name, &pos
      );
  if( err == 0)
    return;

  mp->moveAbs( mp, pos);
  lslogging_log_message( "lspmac_move_preset_queue: moving
       %s to preset '%s' (%f)", mp->name, preset_name, pos);
}
```

7.6.4.44 void lspmac_moveabs_blight_factor_queue (lspmac_motor_t * *mp,* double *pos*)

Definition at line 2464 of file lspmac.c.

```
                                                                          {
  char *fmt;

  if( pos >= 60 && pos <= 140) {
    pthread_mutex_lock( &(mp->mutex));
    *mp->actual_pos_cnts_p = pos;
    mp->position =            pos;
    pthread_mutex_unlock( &(mp->mutex));

    pthread_mutex_lock( &(blight->mutex));
    fmt = lsredis_getstr( blight->redis_fmt);
    lsredis_setstr( blight->u2c, fmt, pos / 100.0);
    free( fmt);
    pthread_mutex_unlock( &(blight->mutex));

    blight->moveAbs( blight, lspmac_getPosition
      ( zoom));
  }
}
```

7.6.4.45 void lspmac_moveabs_bo_queue (lspmac_motor_t * *mp*, double *requested_position*)

Move method for binary i/o motor objects.

Parameters

in	*mp*	A binary i/o motor object
in	*requested_-position*	a 1 or a 0 request to move

Definition at line 2350 of file lspmac.c.

```
                                          {

  pthread_mutex_lock( &(mp->mutex));
  mp->requested_position = requested_position == 0.0 ? 0.0 :
      1.0;
  mp->requested_pos_cnts = requested_position == 0.0 ? 0 : 1;

  mp->not_done     = 1;
  mp->motion_seen = 0;
  lspmac_SockSendDPline( mp->name, mp->write_fmt
      , mp->requested_pos_cnts);


  pthread_mutex_unlock( &(mp->mutex));

}
```

7.6.4.46 void lspmac_moveabs_flight_factor_queue (lspmac_motor_t * *mp*, double *pos*)

Definition at line 2443 of file lspmac.c.

```
                                                                          {
  char *fmt;

  if( pos >= 60 && pos <= 140) {
    pthread_mutex_lock( &(mp->mutex));
    *mp->actual_pos_cnts_p = pos;
    mp->position =            pos;
    pthread_mutex_unlock( &(mp->mutex));

    pthread_mutex_lock( &(flight->mutex));

    fmt = lsredis_getstr( flight->redis_fmt);
    lsredis_setstr( flight->u2c, fmt, pos / 100.0);
    free( fmt);

    pthread_mutex_unlock( &(flight->mutex));

    flight->moveAbs( flight, lspmac_getPosition
      ( zoom));
  }
}
```

7.6.4.47 void lspmac_moveabs_frontlight_oo_queue (lspmac_motor_t ∗ *mp,* double *pos*)

"move" frontlight on/off

Definition at line 2431 of file lspmac.c.

```
                                                                        {
  pthread_mutex_lock( &(mp->mutex));
  *mp->actual_pos_cnts_p = pos;
  mp->position =           pos;
  pthread_mutex_unlock( &(mp->mutex));
  if( pos == 0.0) {
    flight->moveAbs( flight, 0.0);
  } else {
    flight->moveAbs( flight, lspmac_getPosition
      ( zoom));
  }
}
```

7.6.4.48 void lspmac_moveabs_fshut_queue (lspmac_motor_t ∗ *mp,* double *requested_position*)

Move method for the fast shutter.

Slightly more complicated than a binary io as some flags need to be set up.

Parameters

mp	The fast shutter motor instance
requested_-position	1 (open) or 0 (close), really

Definition at line 2323 of file lspmac.c.

```
                                        {
  pthread_mutex_lock( &(mp->mutex));

  mp->requested_position = requested_position;
  mp->not_done     = 1;
  mp->motion_seen = 0;
  mp->requested_pos_cnts = requested_position;
  if( requested_position != 0) {
    //
    // ScanEnable=0, ManualEnable=1, ManualOn=1
    //
    lspmac_SockSendDPline( mp->name, "M1124=0 M1125=1
       M1126=1");
  } else {
    //
    // ManualOn=0, ManualEnable=0, ScanEnable=1
    //
    lspmac_SockSendDPline( mp->name, "M1126=0 M1125=0
       M1124=1");
  }

  pthread_mutex_unlock( &(mp->mutex));
}
```

7.6.4.49 void lspmac_moveabs_queue (lspmac_motor_t ∗ *mp,* double *requested_position*)

Use coordinate system motion program, if available, to move motor to requested position.

Parameters

in	*mp*	The motor to move
in	*requested_-position*	Where to move it

Definition at line 2655 of file lspmac.c.

```
                            {
  lspmac_move_or_jog_abs_queue( mp,
      requested_position, 0);
}
```

7.6.4.50 void lspmac_moveabs_timed_queue (lspmac_motor_t * *mp*, double *start*, double *delta*, double *time*)

timed motor move

Parameters

mp	Our motor object
start	Beginning of motion
delta	Distance to move
time	to move it in (secs)

< Flags needed for wait routine

Definition at line 2376 of file lspmac.c.

```
                                    {
  // 240                LS-CAT Timed X move
  //             Q10    = Starting X value (cnts)
  //             Q11    = Delta X value    (cnts)
  //             Q12    = Time to run between the two points (mSec)
  //             Q13    = Acceleration time (msecs)
  //             Q100   = 1 << (coord sys no - 1)

  int q10;        // Starting value (counts)
  int q11;        // Delta (counts)
  int q12;        // Time to run (msecs)
  int q13;        // Acceleration time (msecs)
  int q100;       // 1 << (coord sys no - 1)
  int coord_num;  // our coordinate number
  double u2c;
  double max_accel;

  pthread_mutex_lock( &(mp->mutex));

  u2c       = lsredis_getd( mp->u2c);
  max_accel = lsredis_getd( mp->max_accel);
  coord_num = lsredis_getl( mp->coord_num);

  if( u2c == 0.0 || time <= 0.0 || max_accel <= 0.0) {
    //
    // Shouldn't try moving a motor that has bad motion parameters
    //
    pthread_mutex_unlock( &(mp->mutex));
    return;
  }

  mp->not_done     = 1;
  mp->motion_seen = 0;

  mp->requested_position = start + delta;
  mp->requested_pos_cnts = u2c * mp->requested_position
      ;
  q10 = mp->requested_pos_cnts;
  q11 = u2c * delta;
  q12 = 1000 * time;
  q13 = q11 / q12 / max_accel;
  q100 = 1 << (coord_num - 1);
  pthread_mutex_unlock( &(mp->mutex));

  pthread_mutex_lock( &(mp->mutex));
  lspmac_SockSendDPline( mp->name, "&%d Q10=%d Q11=%d
      Q12=%d Q13=%d Q100=%d B240R", coord_num, q10, q11, q12, q13, q100);
  pthread_mutex_unlock( &(mp->mutex));
}
```

7.6.4.51 void lspmac_moveabs_wait (lspmac_motor_t ∗ *mp*)

Wait for motor to finish moving.

Assume motion already queued, now just wait

Parameters

in	*mp*	The motor object to wait for

Definition at line 2677 of file lspmac.c.

```
                          {
  struct timespec wt;
  int return_code;

  //
  // Copy the queue item for the most recent move request
  //
  pthread_mutex_lock( &(mp->mutex));

  while( mp->command_sent == 0)
    pthread_cond_wait( &mp->cond, &mp->mutex);
  pthread_mutex_unlock( &(mp->mutex));

  //
  // wait for the motion to have started
  // This will time out if the motion ends before we can read the status back
  // hence the added complication of time stamp of the sent packet.
  //
  // This sets up a one second wait
  //
  clock_gettime( CLOCK_REALTIME, &wt);
  wt.tv_sec++;

  return_code=0;

  pthread_mutex_lock( &(mp->mutex));
  while( mp->motion_seen == 0 && return_code == 0)
    return_code = pthread_cond_timedwait( &(mp->cond), &(mp->mutex), &
      wt);

  if( return_code == 0) {
    //
    // wait for the motion that we know has started to finish
    //
    while( mp->not_done)
      pthread_cond_wait( &(mp->cond), &(mp->mutex));
  }

  //
  // if return code was not 0 then we know we shouldn't wait for not_done flag.
  // In this case the motion ended before we read the status registers
  //
  pthread_mutex_unlock( &(mp->mutex));

}
```

7.6.4.52 void lspmac_movedac_queue (lspmac_motor_t ∗ *mp,* double *requested_position*)

Move method for dac motor objects (ie, lights)

Parameters

in	*mp*	Our motor
in	*requested_-position*	Desired x postion (look up and send y position)

Definition at line 2219 of file lspmac.c.

```
                            {
  double u2c;

  pthread_mutex_lock( &(mp->mutex));

  u2c = lsredis_getd( mp->u2c);
  mp->requested_position = requested_position;

  if( mp->nlut > 0 && mp->lut != NULL) {
    //
    // u2c scales the lookup table value
    //
    mp->requested_pos_cnts = u2c * lspmac_lut( mp->
      nlut, mp->lut, requested_position);

    lslogging_log_message( "lspmac_movedac_queue: motor %s
       requested position %f  requested counts %d  u2c %f",
                           mp->name, mp->requested_position
      , mp->requested_pos_cnts, u2c);

    mp->not_done     = 1;
    mp->motion_seen = 0;

    lspmac_SockSendDPline( mp->name, "%s=%d", mp->
      dac_mvar, mp->requested_pos_cnts);
  }

  pthread_mutex_unlock( &(mp->mutex));
}
```

7.6.4.53 void lspmac_movezoom_queue (lspmac_motor_t * *mp*, double *requested_position*)

Move method for the zoom motor.

Parameters

in	*mp*	the zoom motor
in	*requested_-position*	our desired zoom

Definition at line 2251 of file lspmac.c.

```
                             {
  double y;
  int motor_num;

  pthread_mutex_lock( &(mp->mutex));

  motor_num = lsredis_getl( mp->motor_num);

  mp->requested_position = requested_position;

  if( mp->nlut > 0 && mp->lut != NULL) {
    y = lspmac_lut( mp->nlut, mp->lut, requested_position);

    mp->requested_pos_cnts = (int)y;
    mp->not_done     = 1;
    mp->motion_seen = 0;


    lspmac_SockSendDPline( mp->name, "#%d j=%d",
      motor_num, mp->requested_pos_cnts);

  }
  pthread_mutex_unlock( &(mp->mutex));

}
```

7.6.4.54 void lspmac_next_state ( )

State machine logic.

Given the current state, generate the next one

Definition at line 2050 of file lspmac.c.

```
                          {


  //
  // Connect to the pmac and perhaps initialize it.
  // OK, this is slightly more than just the state
  // machine logic...
  //
  if( ls_pmac_state == LS_PMAC_STATE_DETACHED
      ) {
    //
    // TODO (eventually)
    // This ip address wont change in a single PMAC installation
    // We'll need to audit the code if we decide to implement
    // multiple PMACs so might as well wait til then.
    //
    lsConnect( "192.6.94.5");

    //
    // If the connect was successful we can proceed with the initialization
    //
    if( ls_pmac_state != LS_PMAC_STATE_DETACHED
      ) {
      lspmac_SockFlush();

      //
      // Harvest the I and M variables in case we need them
      // one day.
      //
      if( getmvars) {
        lspmac_GetAllMVars();
        getmvars = 0;
      }

      if( getivars) {
        lspmac_GetAllIVars();
        getivars = 0;
      }
    }
  }

  //
  // Check the command queue and perhaps go to the "Send Command" state.
  //
  if( ls_pmac_state == LS_PMAC_STATE_IDLE) {
    int goodtogo;
    goodtogo = 0;
    pthread_mutex_lock( &lspmac_ascii_mutex);
    if( lspmac_ascii_busy==0 && lspmac_dpascii_on
       != lspmac_dpascii_off)
      goodtogo = 1;
    pthread_mutex_unlock( &lspmac_ascii_mutex);
    if( goodtogo)
      lspmac_SockSendDPqueue();
  }

  if( ls_pmac_state == LS_PMAC_STATE_IDLE &&
      ethCmdOn != ethCmdOff)
    ls_pmac_state = LS_PMAC_STATE_SC;


  //
  // Set the events flag
  // to tell poll what we are waiting for.
  //
  switch( ls_pmac_state) {
  case LS_PMAC_STATE_DETACHED:
    //
    // there shouldn't be a valid fd, so ignore the events
    //
    pmacfd.events = 0;
    break;

  case LS_PMAC_STATE_IDLE:
    if( ethCmdOn == ethCmdOff) {
      //
      // Anytime we are idle we want to
      // get the status of the PMAC
      //

      lspmac_get_status();
    }
  //
  // These states require that we listen for packets
  //
  case LS_PMAC_STATE_WACK_NFR:
  case LS_PMAC_STATE_WACK:
  case LS_PMAC_STATE_WACK_CC:
  case LS_PMAC_STATE_WACK_RR:
  case LS_PMAC_STATE_WCR:
  case LS_PMAC_STATE_WGB:
  case LS_PMAC_STATE_GMR:
    pmacfd.events = POLLIN;
    break;

  //
  // These states require that we send packets out.
  //
  case LS_PMAC_STATE_SC:
  case LS_PMAC_STATE_CR:
  case LS_PMAC_STATE_RR:
  case LS_PMAC_STATE_GB:
    //
    // Sad fact: PMAC will fail to process commands if we send them too
       quickly.
    // We deal with that by waiting a tad before we let poll tell us the PMAC
       socket is ready to write.
    //
    gettimeofday( &now, NULL);
    if(  ((now.tv_sec * 1000000. + now.tv_usec) - (pmac_time_sent.tv_sec
      * 1000000. + pmac_time_sent.tv_usec)) < PMAC_MIN_CMD_TIME) {
      pmacfd.events = 0;
    } else {
      pmacfd.events = POLLOUT;
    }
    break;
  }
}
```

7.6.4.55 void lspmac_pmacmotor_read (lspmac_motor_t * *mp*)

Read the position and status of a normal PMAC motor.

Parameters

in	*mp*	Our motor

Definition at line 1347 of file lspmac.c.

```
                              {
  char s[512], *sp;
  int homing1, homing2;
  double u2c;
  int motor_num;
  char *fmt;
  int status_changed;


  pthread_mutex_lock( &(mp->mutex));

  //
  // if this time and last time were both "in position"
  // and the position changed significantly then log the event
  //
  // On E omega has been observed to change by 0x10000 on its own
  // with no real motion.
  //
  if( mp->status2 & 1 && mp->status2 == *mp->status2_p
      && abs( mp->actual_pos_cnts - *mp->actual_pos_cnts_p
      ) > 256) {
    //    lslogging_log_message( "Instantaneous change: %s old status1: %0x,
       new status1: %0x, old status2: %0x, new status2: %0x, old cnts: %0x, new cnts:
       %0x",
    //                        mp->name, mp->status1, *mp->status1_p, mp->status2,
       *mp->status2_p, mp->actual_pos_cnts, *mp->actual_pos_cnts_p);

    //
    // At this point we'll just log the event and return
    // There is no reason to believe the change is real.
    //
    // There is a non-zero probability that the first value is the bad one and
       any value afterwards will be taken as
    // wrong.  Homing (or moving) the motor should fix this.  There is a
       non-zero probably that it can happen
    // two or more times in a row after moving.
    //
    // TODO: account for the case where mp->actual_pos_cnts is the bad value.
    //
    // TODO: Is this a problem when the motor is moving?  Can we detect it?
    //
    // TODO: Think of the correct change value here (currently 256) that works
       for all motors
    // or have this value configurable
    //
    pthread_mutex_unlock( &(mp->mutex));
    return;
  }


  // Send an event if inPosition has changed
  //
  if( (mp->status2 & 0x000001) != (*mp->status2_p & 0x000001))
      {
    lsevents_send_event( "%s %s", mp->name, (*mp->
      status2_p & 0x000001) ? "In Position" : "Moving");
  }

  // Get some values we might need later
  //
  u2c       = lsredis_getd( mp->u2c);
  motor_num = lsredis_getl( mp->motor_num);

  //
  // maybe look for omega zero crossing
  //
  if( motor_num == 1 && omega_zero_search && *mp->
      actual_pos_cnts_p >=0 && mp->actual_pos_cnts <
      0) {
    int secs, nsecs;

    if( omega_zero_velocity > 0.0) {
      secs = *mp->actual_pos_cnts_p / omega_zero_velocity
      ;
      nsecs = (*mp->actual_pos_cnts_p / omega_zero_velocity
       - secs) * 1000000000;


      omega_zero_time.tv_sec = lspmac_status_time
      .tv_sec  - secs;
      omega_zero_time.tv_nsec= lspmac_status_time
      .tv_nsec;
      if( omega_zero_time.tv_nsec < nsecs) {
        omega_zero_time.tv_sec  -= 1;
        omega_zero_time.tv_nsec += 1000000000;
      }
      omega_zero_time.tv_nsec -= nsecs;

      lsevents_send_event( "omega crossed zero");
      lslogging_log_message("lspmac_pmacmotor_read: omega
       zero secs %d  nsecs %d ozt.tv_sec %ld  ozt.tv_nsec  %ld, motor cnts %d",
                            secs, nsecs, omega_zero_time.tv_sec,
       omega_zero_time.tv_nsec, *mp->actual_pos_cnts_p
      );
    }
    omega_zero_search = 0;
  }


  // Make local copies so we can inspect them in other threads
  // without having to grab the status mutex
  //
  if( mp->status1 != *mp->status1_p || mp->status2 != *
      mp->status2_p) {
    mp->status1 = *mp->status1_p;
    mp->status2 = *mp->status2_p;
    status_changed = 1;
  } else {
    status_changed = 0;
  }
  mp->actual_pos_cnts = *mp->actual_pos_cnts_p;

  //
  // See if we are done moving, ie, in position
  //
  if( mp->status2 & 0x000001) {
    if( mp->not_done) {
      mp->not_done = 0;
      pthread_cond_signal( &(mp->cond));
    }
  } else if( mp->not_done == 0) {
    mp->not_done = 1;
  }

  // See if the motor is moving
  //
  //                 move timer                    homing
  //                   123456                      123456
  if( mp->status1 & 0x020000 || mp->status1 & 0x000400) {
    if( mp->motion_seen == 0) {
      mp->motion_seen = 1;
      pthread_cond_signal( &(mp->cond));
    }
  }

  mvwprintw( mp->win, 2, 1, "%*s", LS_DISPLAY_WINDOW_WIDTH
      -2, " ");
  mvwprintw( mp->win, 2, 1, "%*d cts", LS_DISPLAY_WINDOW_WIDTH
      -6, mp->actual_pos_cnts);
  mvwprintw( mp->win, 3, 1, "%*s", LS_DISPLAY_WINDOW_WIDTH
      -2, " ");

  if( mp->nlut >0 && mp->lut != NULL) {
    mp->position = lspmac_rlut( mp->nlut, mp->lut, mp
      ->actual_pos_cnts);
  } else {
    if( u2c != 0.0) {
      mp->position = mp->actual_pos_cnts / u2c;
    } else {
      mp->position = mp->actual_pos_cnts;
    }
  }

  if( status_changed || fabs(mp->reported_position - mp->
      position) >= lsredis_getd(mp->update_resolution
      )) {
    fmt = lsredis_getstr(mp->redis_fmt);
    lsredis_setstr( mp->redis_position, fmt, mp->
      position);
    free(fmt);
    mp->reported_position = mp->position;
  }

  fmt = lsredis_getstr( mp->printf_fmt);
  snprintf( s, sizeof(s)-1, fmt, 8, mp->position);
  s[sizeof(s)-1] = 0;
  free( fmt);

  // set flag if we are not homed
  homing1 = 0;
  //                         ~(homed flag)
  if( mp->homing == 0  && (~mp->status2 & 0x000400) != 0) {
    homing1 = 1;
  }

  // set flag if we are homing and in open loop
  homing2 = 0;
  //                          open loop
  if( mp->homing == 1 && (mp->status1 & 0x040000) != 0) {
    homing2 = 1;
  }
  // maybe reset homing flag
  //                         homed flag                      in position flag
  if( (mp->homing == 2) && ((mp->status2 & 0x000400) != 0) && ((mp
      ->status2 & 0x000001) != 0))
    mp->homing = 0;


  s[sizeof(s)-1] = 0;
  mvwprintw( mp->win, 3, 1, "%*s", LS_DISPLAY_WINDOW_WIDTH
      -6, s);

  if( status_changed) {
    mvwprintw( mp->win, 4, 1, "%*x", LS_DISPLAY_WINDOW_WIDTH
      -2, mp->status1);
    mvwprintw( mp->win, 5, 1, "%*x", LS_DISPLAY_WINDOW_WIDTH
      -2, mp->status2);
    sp = "";
    if( mp->status2 & 0x000002)
      sp = "Following Warning";
    else if( mp->status2 & 0x000004)
      sp = "Following Error";
    else if( mp->status2 & 0x000020)
      sp = "I2T Amp Fault";
    else if( mp->status2 & 0x000008)
      sp = "Amp. Fault";
    else if( mp->status2 & 0x000800)
      sp = "Stopped on Limit";
    else if( mp->status1 & 0x040000)
      sp = "Open Loop";
    else if( ~(mp->status1) & 0x080000)
      sp = "Motor Disabled";
    else if( mp->status1 & 0x000400)
      sp = "Homing";
    else if( (mp->status1 & 0x600000) == 0x600000)
      sp = "Both Limits Tripped";
    else if( mp->status1 & 0x200000)
      sp = "Positive Limit";
    else if( mp->status1 & 0x400000)
      sp = "Negative Limit";
    else if( ~(mp->status2) & 0x000400)
      sp = "Not Homed";
    else if( mp->status1 & 0x020000)
      sp = "Moving";
    else if( mp->status2 & 0x000001)
      sp = "In Position";

    mvwprintw( mp->win, 6, 1, "%*s", LS_DISPLAY_WINDOW_WIDTH
      -2, sp);

    lsredis_setstr( mp->status_str, sp);
  }
  wnoutrefresh( mp->win);

  pthread_mutex_unlock( &(mp->mutex));

  if( homing1)
    lspmac_home1_queue( mp);

  if( homing2)
    lspmac_home2_queue( mp);

  lspmac_status_last_time.tv_sec  = lspmac_status_time
      .tv_sec;
  lspmac_status_last_time.tv_nsec = lspmac_status_time
      .tv_nsec;
}
```

7.6.4.56 pmac_cmd_queue_t* lspmac_pop_queue ( )

Remove the oldest queue item.

Used to send command to PMAC. Note that there is a separate reply index to ensure we've know to what command a reply is refering. Returns the item.

Definition at line 650 of file lspmac.c.

```
                                    {
  pmac_cmd_queue_t *rtn;

  pthread_mutex_lock( &pmac_queue_mutex);

  if( ethCmdOn == ethCmdOff)
    rtn = NULL;
  else {
    rtn = &(ethCmdQueue[(ethCmdOff++) %
      PMAC_CMD_QUEUE_LENGTH]);
    clock_gettime( CLOCK_REALTIME, &(rtn->time_sent));
  }
  pthread_mutex_unlock( &pmac_queue_mutex);
  return rtn;
}
```

7.6.4.57 pmac_cmd_queue_t* lspmac_pop_reply ( )

Remove the next command queue item that is waiting for a reply.

We always need a reply to know we are done with a given command. Returns the item.

Definition at line 670 of file lspmac.c.

```
                                    {
  pmac_cmd_queue_t *rtn;

  pthread_mutex_lock( &pmac_queue_mutex);

  if( ethCmdOn == ethCmdReply)
    rtn = NULL;
  else
    rtn = &(ethCmdQueue[(ethCmdReply++) %
      PMAC_CMD_QUEUE_LENGTH]);

  pthread_mutex_unlock( &pmac_queue_mutex);
  return rtn;
}
```

7.6.4.58 pmac_cmd_queue_t* lspmac_push_queue (pmac_cmd_queue_t * *cmd*)

Put a new command on the queue.

Pointer is returned so caller can evaluate the time command was actually sent.

Parameters

cmd	Command to send to the PMAC

Definition at line 626 of file lspmac.c.

```
                                     {
  pmac_cmd_queue_t *rtn;

  pthread_mutex_lock( &pmac_queue_mutex);
  rtn = &(ethCmdQueue[(ethCmdOn++) % PMAC_CMD_QUEUE_LENGTH
      ]);
  memcpy( rtn, cmd, sizeof( pmac_cmd_queue_t));
  rtn->time_sent.tv_sec  = 0;
  rtn->time_sent.tv_nsec = 0;
  pthread_cond_signal( &pmac_queue_cond);
  pthread_mutex_unlock( &pmac_queue_mutex);

  return rtn;
}
```

7.6.4.59 void lspmac_Reset ( )

Clear the queue and put the PMAC into a known state.

Definition at line 749 of file lspmac.c.

```
                      {
  ls_pmac_state = LS_PMAC_STATE_IDLE;

  // clear queue
  ethCmdReply = ethCmdOn;
  ethCmdOff   = ethCmdOn;

  lspmac_SockFlush();
}
```

7.6.4.60 void lspmac_reset_queue ( )

Clear the queue as part of PMAC reinitialization.

Definition at line 613 of file lspmac.c.

```
                            {
  pthread_mutex_lock( &pmac_queue_mutex);
  ethCmdOn    = 0;
  ethCmdOff   = 0;
  ethCmdReply = 0;
  pthread_mutex_unlock( &pmac_queue_mutex);
}
```

7.6.4.61 double lspmac_rlut (int *nlut,* double ∗ *lut,* double *y*)

Parameters

in	*nlut*	number of entries in lookup table
in	*lut*	our lookup table
in	*y*	the y value for which we need an x

Definition at line 434 of file lspmac.c.

```
                    {
  int i, foundone, up;
  double m;
  double y1, y2, x1, x2, x;

  foundone = 0;
  if( lut != NULL && nlut > 1) {

    //
    // are the table values going up or down?
    //
    if( lut[1] < lut[2*nlut-1])
      up = 1;
    else
      up = 0;

    //
    // Linear search
    //
    for( i=0; i < 2*nlut; i += 2) {
      x1 = lut[i];
      y1 = lut[i+1];
      if( i < 2*nlut - 2) {
        x2 = lut[i+2];
        y2 = lut[i+3];
      }
      //
      // see if y is before the beginning of the table
      //
      if( i==0 && ( up ? y1 > y : y1 < y)) {
        x = x1;
        foundone = 1;
        break;
      }
      //
      // Did we, perhaps, nail it?
      //
      if( y1 == y) {
        x = x1;
        foundone = 1;
        break;
      }

      //
      // Interpolate between the two values (if we've not bumped our heads on
       the end of the table)
      //
      if( (i < 2*nlut-2) && (up ? y < y2 : y > y2)) {
        m = (x2 - x1) / (y2 - y1);
        x = m * (y - y1) + x1;
        foundone = 1;
        break;
      }
    }
    //
    // y is off the charts: just use the last value
    //
    if( foundone == 0 ) {
      x = lut[2*(nlut-1)];
    }
    return x;
  }
  return 0.0;
}
```

7.6.4.62 void lspmac_run ( )

Start up the lspmac thread.

Definition at line 3263 of file lspmac.c.

```
                {
char **inits;
lspmac_motor_t *mp;
char evts[64];
int i;
int active;

pthread_create( &pmac_thread, NULL, lspmac_worker,
    NULL);

lsevents_add_listener( "CryoSwitchChanged",
    lspmac_cryoSwitchChanged_cb);
lsevents_add_listener( "scint In Position",
    lspmac_scint_inPosition_cb);
lsevents_add_listener( "scintDried",
    lspmac_scint_dried_cb);
lsevents_add_listener( "backLight 1",
    lspmac_backLight_up_cb);
lsevents_add_listener( "backLight 0",
    lspmac_backLight_down_cb);
lsevents_add_listener( "cam.zoom In Position",
    lspmac_light_zoom_cb);

for( i=0; i<lspmac_nmotors; i++) {
  snprintf( evts, sizeof( evts)-1, "%s command done", lspmac_motors
    [i].name);
  evts[sizeof(evts)-1] = 0;
  lsevents_add_listener( evts, lspmac_command_done_cb
    );
}



lspmac_zoom_lut_setup();
lspmac_flight_lut_setup();
lspmac_blight_lut_setup();
lspmac_fscint_lut_setup();

//
// Clear the command interfaces
//
lspmac_SockSendControlCharPrint( NULL, '\x18')
    ;
{
  uint32_t cc;
  cc = 0;
  lspmac_send_command( VR_UPLOAD, VR_PMAC_SETMEM
    , 0x0e9e, 0, 4, (char *)&cc, NULL, 1, NULL);

  cc = 0x18;
  lspmac_send_command( VR_UPLOAD, VR_PMAC_SETMEM
    , 0x0e9e, 0, 4, (char *)&cc, NULL, 1, NULL);
}

//
// Initialize the MD2 pmac (ie, turn on the right plcc's etc)
//
/*
for( inits = lsredis_get_string_array(lspmac_md2_init); *inits != NULL;
     inits++) {
  lspmac_SockSendDPline( NULL, *inits);
}
*/

//
// Initialize the pmac's support for each motor
// (ie, set the various flag for when a motor is active or not)
//
for( i=0; i<lspmac_nmotors; i++) {
  mp = &(lspmac_motors[i]);
  active = lsredis_getb( mp->active);

  // if there is a problem with "active" then don't do anything
  // On the other hand, various combinations of yes/no true/fals 1/0 should
     work
  //
  switch( active) {
  case 1:
    inits = lsredis_get_string_array( mp->active_init
    );
    break;

  case 0:
    inits = lsredis_get_string_array( mp->
    inactive_init);
    break;
    default:
      lslogging_log_message( "lspmac_run: motor %s is
       neither active nor inactive (!?)", mp->name);
      inits = NULL;
    }
    if( inits != NULL) {
      while( *inits != NULL) {
        lspmac_SockSendDPline( NULL, *inits);
        inits++;
      }
    }
  }
}
```

7.6.4.63 void lspmac_scint_dried_cb (char * *event*)

Turn off the dryer.

Parameters

event	required by protocol

Definition at line 3103 of file lspmac.c.

```
                                        {
  lslogging_log_message( "lspmac_scint_dried_cb: Stopping
       dryer");
  dryer->moveAbs( dryer, 0.0);
}
```

7.6.4.64 void lspmac_scint_inPosition_cb (char * *event*)

Maybe start drying off the scintilator.

Parameters

event	required by protocol

Definition at line 3041 of file lspmac.c.

```
                                             {
  double pos;
  double cover;
  int err;

  pthread_mutex_lock( &(scint->mutex));
  pos = scint->position;
  err = lsredis_find_preset( scint->name, "Cover",
      &cover);
  pthread_mutex_unlock( &(scint->mutex));

  lslogging_log_message( "lspmac_scint_inPosition_cb: pos
       %f, cover %f, diff %f, err %d", pos, cover, fabs( pos-cover), err);

  if( err == 0)
    return;

  if( fabs( pos - cover) <= 0.1) {
    dryer->moveAbs( dryer, 1.0);
    lslogging_log_message( "lspmac_scint_inPosition_cb:
       Starting dryer");
    lstimer_add_timer( "scintDried", 1, 120, 0);
  }
}
```

7.6.4.65 pmac_cmd_queue_t∗ lspmac_send_command (int *rqType,* int *rq,* int *wValue,* int *wIndex,* int *wLength,* char ∗ *data,* void(∗)(pmac_cmd_queue_t ∗, int, char ∗) *responseCB,* int *no_reply,* char ∗ *event*)

Compose a packet and send it to the PMAC.

This is the meat of the PMAC communications routines. The queued command is returned.

Parameters

in	*rqType*	VR_UPLOAD or VR_DOWNLOAD
in	*rq*	PMAC command (see PMAC User Manual
in	*wValue*	Command argument 1
in	*wIndex*	Command argument 2
in	*wLength*	Length of data array
in	*data*	Data array (or NULL)
in	*responseCB*	Function to call when a response is read from the PMAC
in	*no_reply*	Flag, non-zero means no reply is expected
in	*event*	base name for events

Definition at line 688 of file lspmac.c.

```
                                      {
  static pmac_cmd_queue_t cmd;

  cmd.pcmd.RequestType = rqType;
  cmd.pcmd.Request     = rq;
  cmd.pcmd.wValue      = htons(wValue);
  cmd.pcmd.wIndex      = htons(wIndex);
  cmd.pcmd.wLength     = htons(wLength);
  cmd.onResponse       = responseCB;
  cmd.no_reply         = no_reply;
  cmd.event            = event;

  //
  // Setting the message buff bData requires a bit more care to avoid over
     filling it
  // or sending garbage in the unused bytes.
  //

  if( wLength > sizeof( cmd.pcmd.bData)) {
    //
    // Bad things happen if we do not catch this case.
    //
    lslogging_log_message( "Message Length %d longer than
       maximum of %ld, aborting", wLength, sizeof( cmd.pcmd.bData));
    exit( -1);
  }
  if( data == NULL) {
    memset( cmd.pcmd.bData, 0, sizeof( cmd.pcmd.bData));
  } else {
    //
    // This could leave bData non-null terminated.  I do not know if this is a
       problem.
    //
    if( wLength > 0)
      memcpy( cmd.pcmd.bData, data, wLength);
    if( wLength < sizeof( cmd.pcmd.bData))
      memset( cmd.pcmd.bData + wLength, 0, sizeof( cmd.pcmd.bData
      ) - wLength);
  }

  return lspmac_push_queue( &cmd);
}
```

7.6.4.66 void lspmac_sendcmd (char ∗ *event,* void(∗)(pmac_cmd_queue_t ∗, int, char ∗) *responseCB,* char ∗ *fmt,* ...)

PMAC command with call back.

Parameters

in	*event*	base name for events
in	*responseCB*	our callback routine
in	*fmt*	printf style format string

Definition at line 2029 of file lspmac.c.

```
                            {
  static char tmps[1024];
  va_list arg_ptr;

  va_start( arg_ptr, fmt);
  vsnprintf( tmps, sizeof(tmps)-1, fmt, arg_ptr);
  tmps[sizeof(tmps)-1]=0;
  va_end( arg_ptr);

  lspmac_send_command( VR_DOWNLOAD,
      VR_PMAC_SENDLINE, 0, 0, strlen(tmps), tmps, responseCB, 0,
      event);
}
```

7.6.4.67 void lspmac_sendcmd_nocb (char ∗ *fmt,* ...)

Send a command that does not need to deal with the reply.

Parameters

in	*fmt*	A printf style format string

Definition at line 2010 of file lspmac.c.

```
                             {
  static char tmps[1024];
  va_list arg_ptr;

  va_start( arg_ptr, fmt);
  vsnprintf( tmps, sizeof(tmps)-1, fmt, arg_ptr);
  tmps[sizeof(tmps)-1]=0;
  va_end( arg_ptr);

  lspmac_send_command( VR_DOWNLOAD,
      VR_PMAC_SENDLINE, 0, 0, strlen(tmps), tmps, NULL, 0, NULL);
}
```

7.6.4.68 void lspmac_SendControlReplyPrintCB (pmac_cmd_queue_t ∗ *cmd,* int *nreceived,* char ∗ *buff*)

Receive a reply to a control character Print a "printable" version of the character to the terminal Followed by a hex dump of the response.

Parameters

in	*cmd*	Queue item this is a reply to
in	*nreceived*	Number of bytes received
in	*buff*	Buffer of bytes received

Definition at line 1013 of file lspmac.c.

```
                                              {
  pthread_mutex_lock( &ncurses_mutex);
  wprintw( term_output, "control-%c: ", '@'+ ntohs(cmd->pcmd.
      wValue));
  pthread_mutex_unlock( &ncurses_mutex);
  hex_dump( nreceived, (unsigned char *)buff);
  pthread_mutex_lock( &ncurses_mutex);
  wnoutrefresh( term_output);
  wnoutrefresh( term_input);
  doupdate();
  pthread_mutex_unlock( &ncurses_mutex);
}
```

7.6.4.69 void lspmac_Service (struct pollfd ∗ *evt*)

Service routine for packet coming from the PMAC.

All communications is asynchronous so this is the only place incomming packets are handled

Parameters

in	*evt*	pollfd object returned by poll

Definition at line 796 of file lspmac.c.

```
                    {
  static char *receiveBuffer = NULL;    // the buffer inwhich to stick our
       incomming characters
  static int receiveBufferSize = 0;             // size of receiveBuffer
  static int receiveBufferIn = 0;               // next location to write to in
       receiveBuffer
  pmac_cmd_queue_t *cmd;                        // maybe the
       command we are servicing
  ssize_t nsent, nread;                         // nbytes dealt with
  int i;                                       // loop counter
  int foundEOCR;                                // end of command response flag

  if( evt->revents & (POLLERR | POLLHUP | POLLNVAL)) {
    if( evt->fd != -1) {
      close( evt->fd);
      evt->fd = -1;
    }
    ls_pmac_state = LS_PMAC_STATE_DETACHED;
    return;
  }


  if( evt->revents & POLLOUT) {

    switch( ls_pmac_state) {
    case LS_PMAC_STATE_DETACHED:
      break;
    case LS_PMAC_STATE_IDLE:
      break;

    case LS_PMAC_STATE_SC:
      cmd = lspmac_pop_queue();
      if( cmd == NULL)
        return;

      if( cmd->pcmd.Request == VR_PMAC_GETMEM) {
        nsent = send( evt->fd, cmd, pmac_cmd_size, 0);
        if( nsent != pmac_cmd_size) {
          lslogging_log_message( "Could only send %d of %d
       bytes....Not good.", (int)nsent, (int)(pmac_cmd_size));
        }
      } else {
        nsent = send( evt->fd, cmd, pmac_cmd_size + ntohs(cmd->
      pcmd.wLength), 0);
        gettimeofday( &pmac_time_sent, NULL);
        if( nsent != pmac_cmd_size + ntohs(cmd->pcmd.wLength
      )) {
          lslogging_log_message( "Could only send %d of %d
       bytes....Not good.", (int)nsent, (int)(pmac_cmd_size + ntohs(cmd->
      pcmd.wLength)));
        }
      }

      if( cmd->pcmd.Request == VR_PMAC_SENDCTRLCHAR
      )
        ls_pmac_state = LS_PMAC_STATE_WACK_CC
      ;
      else if( cmd->pcmd.Request == VR_PMAC_GETMEM)
        ls_pmac_state = LS_PMAC_STATE_GMR;
      else if( cmd->no_reply == 0)
        ls_pmac_state = LS_PMAC_STATE_WACK;
      else
        ls_pmac_state = LS_PMAC_STATE_WACK_NFR
      ;
      break;

    case LS_PMAC_STATE_CR:
      nsent = send( evt->fd, &cr_cmd, pmac_cmd_size, 0);
      gettimeofday( &pmac_time_sent, NULL);
      ls_pmac_state = LS_PMAC_STATE_WCR;
      break;
    case LS_PMAC_STATE_RR:
      nsent = send( evt->fd, &rr_cmd, pmac_cmd_size, 0);
      gettimeofday( &pmac_time_sent, NULL);
      ls_pmac_state = LS_PMAC_STATE_WACK_RR;
      break;

    case LS_PMAC_STATE_GB:
      nsent = send( evt->fd, &gb_cmd, pmac_cmd_size, 0);
      gettimeofday( &pmac_time_sent, NULL);
      ls_pmac_state = LS_PMAC_STATE_WGB;
      break;
    }
  }

  if( evt->revents & POLLIN) {

    if( receiveBufferSize - receiveBufferIn < 1400) {
      char *newbuff;

      receiveBufferSize += 1400;
      newbuff = calloc( receiveBufferSize, sizeof( unsigned char));
      if( newbuff == NULL) {
        lslogging_log_message( "lspmac_Service: Out of
       memory");
        exit( -1);
      }
      if( receiveBuffer != NULL) {
        memcpy( newbuff, receiveBuffer, receiveBufferIn);
        free(receiveBuffer);
      }
      receiveBuffer = newbuff;
    }

    nread = read( evt->fd, receiveBuffer + receiveBufferIn, 1400);

    foundEOCR = 0;
    if( ls_pmac_state == LS_PMAC_STATE_GMR) {
      //
      // get memory returns binary stuff, don't try to parse it
      //
      receiveBufferIn += nread;
    } else {
      //
      // other commands end in 6 if OK, 7 if not
      //
      for( i=receiveBufferIn; i<receiveBufferIn+nread; i++) {
        if( receiveBuffer[i] == 7) {
          //
          // Error condition
          //
          lspmac_Error( &(receiveBuffer[i]));
          receiveBufferIn = 0;
          return;
        }
        if( receiveBuffer[i] == 6) {
          //
          // End of command response
          //
          foundEOCR = 1;
          receiveBuffer[i] = 0;
          break;
        }
      }
      receiveBufferIn = i;
    }

    cmd = NULL;

    switch( ls_pmac_state) {
    case LS_PMAC_STATE_WACK_NFR:
      receiveBuffer[--receiveBufferIn] = 0;
      cmd = lspmac_pop_reply();
      ls_pmac_state = LS_PMAC_STATE_IDLE;
      break;
    case LS_PMAC_STATE_WACK:
      receiveBuffer[--receiveBufferIn] = 0;
      ls_pmac_state = LS_PMAC_STATE_RR;
      break;
    case LS_PMAC_STATE_WACK_CC:
      receiveBuffer[--receiveBufferIn] = 0;
      ls_pmac_state = LS_PMAC_STATE_CR;
      break;
    case LS_PMAC_STATE_WACK_RR:
      receiveBufferIn -= 2;
      if( receiveBuffer[receiveBufferIn])
        ls_pmac_state = LS_PMAC_STATE_GB;
      else
        ls_pmac_state = LS_PMAC_STATE_RR;
      receiveBuffer[receiveBufferIn] = 0;
      break;
    case LS_PMAC_STATE_GMR:
      cmd = lspmac_pop_reply();
      ls_pmac_state = LS_PMAC_STATE_IDLE;
      break;

    case LS_PMAC_STATE_WCR:
      cmd = lspmac_pop_reply();
      ls_pmac_state = LS_PMAC_STATE_IDLE;
      break;
    case LS_PMAC_STATE_WGB:
      if( foundEOCR) {
        cmd = lspmac_pop_reply();
        ls_pmac_state = LS_PMAC_STATE_IDLE;
      } else {
        ls_pmac_state = LS_PMAC_STATE_RR;
      }
      break;
    }


    if( cmd != NULL && cmd->onResponse != NULL) {
      cmd->onResponse( cmd, receiveBufferIn, receiveBuffer);
      receiveBufferIn = 0;
    }
  }
}
```

7.6.4.70 void lspmac_shutter_read (lspmac_motor_t * *mp*)

Fast shutter read routine The shutter is mildly complicated in that we need to take into account the fact that the shutter can open and close again between status updates.

This means that we need to rely on a PCL program running in the PMAC to monitor the shutter state and let us know that this has happened.

Parameters

in	*mp*	The motor object associated with the fast shutter

Definition at line 1169 of file lspmac.c.

```
                            {
  //
  // track the shutter state and signal if it has changed
  //
  pthread_mutex_lock( &lspmac_shutter_mutex);
  if( md2_status.fs_has_opened && !
      lspmac_shutter_has_opened && !md2_status.
      fs_is_open) {
    //
    // Here the shutter opened and closed again before we got the memo
    // Treat it as a shutter closed event
    //
    pthread_cond_signal( &lspmac_shutter_cond);
  }
  lspmac_shutter_has_opened = md2_status.
      fs_has_opened;

  if( lspmac_shutter_state !=  md2_status.
      fs_is_open) {
    lspmac_shutter_state = md2_status.fs_is_open
      ;
    pthread_cond_signal( &lspmac_shutter_cond);
  }

  if( md2_status.fs_is_open) {
    mvwprintw( term_status2, 1, 1, "Shutter Open  ");
    mp->position = 1;
  } else {
    mvwprintw( term_status2, 1, 1, "Shutter Closed");
    mp->position = 0;
  }

  pthread_mutex_unlock( &lspmac_shutter_mutex);
}
```

7.6.4.71 void lspmac_SockFlush ( )

Reset the PMAC socket from the PMAC side.

Puts the PMAC into a known communications state

Definition at line 742 of file lspmac.c.

```
                         {
  lspmac_send_command( VR_DOWNLOAD, VR_PMAC_FLUSH
      , 0, 0, 0, NULL, NULL, 1, NULL);
}
```

7.6.4.72 pmac_cmd_queue_t∗ lspmac_SockGetmem (int *offset,* int *nbytes*)

Request a chunk of memory to be returned.

Parameters

in	*offset*	Offset in PMAC Double Buffer
in	*nbytes*	Number of bytes to request

Definition at line 1048 of file lspmac.c.

```
                                          {
  return lspmac_send_command( VR_UPLOAD,
      VR_PMAC_GETMEM, offset, 0, nbytes, NULL, lspmac_GetmemReplyCB
      , 0, NULL);
}
```

7.6.4.73 pmac_cmd_queue_t∗ lspmac_SockSendControlCharPrint (char ∗ *event,* char *c*)

Send a control character.

Parameters

in	*event*	base name for events
	c	The control character to send

Definition at line 1101 of file lspmac.c.

```
                                                     {
  return lspmac_send_command( VR_DOWNLOAD,
      VR_PMAC_SENDCTRLCHAR, c, 0, 0, NULL,
      lspmac_SendControlReplyPrintCB, 0, event);
}
```

7.6.4.74 void lspmac_SockSendDPline (char ∗ *event,* char ∗ *fmt,* ...)

prepare (queue up) a line to send the dpram ascii command interface

Definition at line 1910 of file lspmac.c.

```
                                                           {
  va_list arg_ptr;
  uint32_t index;
  char *pl;

  pthread_mutex_lock( &lspmac_ascii_mutex);
  index = lspmac_dpascii_on++ % LSPMAC_DPASCII_QUEUE_LENGTH
      ;
  pl = lspmac_dpascii_queue[index].pl;

  va_start( arg_ptr, fmt);
  vsnprintf( pl, 159, fmt, arg_ptr);
  pl[159] = 0;
  va_end( arg_ptr);

  lspmac_dpascii_queue[index].event = event;

  pthread_mutex_unlock( &lspmac_ascii_mutex);
}
```

7.6.4.75 void lspmac_SockSendDPqueue ( )

Definition at line 1930 of file lspmac.c.

```
                              {
  lspmac_dpascii_queue_t *qp;
  uint32_t mask;
  uint32_t clrdata;

  pthread_mutex_lock( &lspmac_ascii_mutex);
  qp = &(lspmac_dpascii_queue[(lspmac_dpascii_off
      ++) % LSPMAC_DPASCII_QUEUE_LENGTH]);
  lspmac_ascii_busy = 1;
  pthread_mutex_unlock( &lspmac_ascii_mutex);

  lslogging_log_message( "lspmac_SockSendDPqueue: %s", qp
      ->pl);

  clrdata = 0;           // set the control word to zero
  lspmac_send_command( VR_UPLOAD, VR_PMAC_SETMEM
      , 0x0f40, 0, 4, (char *)&clrdata, NULL, 1, NULL);
  lspmac_send_command( VR_UPLOAD, VR_PMAC_SETMEM
      , 0x0e9c, 0, 4, (char *)&clrdata, NULL, 1, NULL);

  lspmac_send_command( VR_UPLOAD, VR_PMAC_SETMEM
      , 0x0ea0, 0, strlen(qp->pl)+1, qp->pl, NULL, 1, NULL);

  mask = 0x0001;
  lspmac_send_command( VR_UPLOAD, VR_PMAC_SETBIT
      , 0x0e9c, 1, sizeof( mask), (char *)&mask,lspmac_asciicmdCB, 1,
       qp->event);

  if( qp->event != NULL && *(qp->event) != 0)
    lsevents_send_event( "%s queued", qp->event);
}
```

7.6.4.76 pmac_cmd_queue_t* lspmac_SockSendline (char * *event*, char * *fmt*, ...)

Send a one line command.

Uses printf style arguments.

Parameters

in	*event*	base name for events
in	*fmt*	Printf style format string

Definition at line 1058 of file lspmac.c.

```
                                          {
  va_list arg_ptr;
  char payload[1400];

  va_start( arg_ptr, fmt);
  vsnprintf( payload, sizeof(payload)-1, fmt, arg_ptr);
  payload[ sizeof(payload)-1] = 0;
  va_end( arg_ptr);

  lslogging_log_message( payload);

  return lspmac_send_command( VR_DOWNLOAD,
      VR_PMAC_SENDLINE, 0, 0, strlen( payload), payload,
      lspmac_GetShortReplyCB, 0, event);
}
```

7.6.4.77 pmac_cmd_queue_t∗ lspmac_SockSendline_nr (char ∗ *event,* char ∗ *fmt,* ...)

Send a command and ignore the response.

Parameters

in	*event*	base name for events
in	*fmt*	Printf style format string

Definition at line 1081 of file lspmac.c.

```
                                          {
  va_list arg_ptr;
  char s[512];

  va_start( arg_ptr, fmt);
  vsnprintf( s, sizeof(s)-1, fmt, arg_ptr);
  s[sizeof(s)-1] = 0;
  va_end( arg_ptr);

  lslogging_log_message( s);

  return lspmac_send_command( VR_DOWNLOAD,
      VR_PMAC_SENDLINE, 0, 0, strlen( s), s, NULL, 1, event);
}
```

7.6.4.78 lspmac_motor_t∗ lspmac_soft_motor_init (lspmac_motor_t ∗ *d,* char ∗ *name,* void(∗)(lspmac_motor_t ∗, double) *moveAbs*)

Definition at line 2860 of file lspmac.c.

```
                                        {

  _lspmac_motor_init( d, name);

  d->moveAbs      = moveAbs;
  d->read         = lspmac_soft_motor_read;
  d->actual_pos_cnts_p = calloc( sizeof(int), 1);
  *d->actual_pos_cnts_p = 0;

  return d;
}
```

7.6.4.79 void lspmac_soft_motor_read (lspmac_motor_t ∗ *p*)

Dummy routine to read a soft motor.

Definition at line 2855 of file lspmac.c.

```
                                              {

}
```

7.6.4.80 int lspmac_test_preset (lspmac_motor_t ∗ *mp,* char ∗ *preset_name,* double *tolerance*)

see if the motor is within tolerance of the preset 1 means yes, it is 0 mean no it isn't or that the preset was not found

Definition at line 2302 of file lspmac.c.

```
      {
  double preset_position;
  int err;

  err = lsredis_find_preset( mp->name, preset_name, &
      preset_position);
  if( err == 0)
    return 0;

  if( fabs( preset_position - lspmac_getPosition( mp)) <=
      tolerance)
    return 1;

  return 0;
}
```

7.6.4.81 void lspmac_video_rotate (double *secs*)

Special motion program to collect centering video.

Definition at line 2486 of file lspmac.c.

```
                                          {
  double q10;           // starting position (counts)
  double q11;           // delta counts
  double q12;           // milliseconds to run over delta

  double u2c;

  if( secs <= 0.0)
    return;

  omega_zero_search = 1;

  pthread_mutex_lock( &(omega->mutex));
  u2c = lsredis_getd( omega->u2c);

  q10 = 0;
  q11 = 360.0 * u2c;
  q12 = 1000 * secs;


  omega_zero_velocity = 360.0 * u2c / secs;  //
       counts/second to back calculate zero crossing time

  lspmac_SockSendDPline( omega->name, "&1
       Q10=%.1f Q11=%.1f Q12=%.1f Q13=(I117) Q14=(I116) B240R", q10, q11, q12);
  pthread_mutex_unlock( &(omega->mutex));
}
```

7.6.4.82 void∗ lspmac_worker (void ∗ *dummy*)

Our lspmac worker thread.

Parameters

in	*dummy*	Unused but required by pthread library

Definition at line 2168 of file lspmac.c.

```
                          {
  static int disconnected_notify = 0;
  static int old_state;

  old_state = ls_pmac_state;
  while( 1) {
    int pollrtn;

    lspmac_next_state();

    if( ls_pmac_state != old_state) {
      //      lslogging_log_message( "lspmac_worker: state = %d",
       ls_pmac_state);
      old_state = ls_pmac_state;
    }

    if( pmacfd.fd == -1) {
      if( disconnected_notify == 0)
        lslogging_log_message( "lspmac_worker: PMAC not
       connected");
      disconnected_notify = 1;
      //
      // At this point we assume we became disconnected due to something like a
       hard boot of the MD2 PMAC
      // and hence the entire system needs reinitialization.
      //
      // It's possible to put in a test here (perhaps using I65) to see if we
       in fact suffered a reset
      // and need to clear the queue, reinitialize, etc.  Or if it was just a
       networking glitch and do not
      // need to clear the queue and should instead just charge ahead.
      //
      lspmac_reset_queue();
      sleep( 10);
      //
      // This just puts us into a holding pattern until the pmac becomes
       connected again
      //
      continue;
    }
    disconnected_notify = 0;

    pollrtn = poll( &pmacfd, 1, 10);
    if( pollrtn) {
      lspmac_Service( &pmacfd);
    }
  }
}
```

7.6.4.83 void lspmac_zoom_lut_setup ( )

Set up lookup table for zoom.

Definition at line 3111 of file lspmac.c.

```
                             {
  int i;
  lsredis_obj_t *p;

  pthread_mutex_lock( &zoom->mutex);

  zoom->nlut = 10;
  zoom->lut = calloc( 2 * zoom->nlut, sizeof( double));
  if( zoom->lut == NULL) {
    lslogging_log_message( "lspmac_zoom_lut_setup: out of
       memory");
    exit( -1);
  }

  for( i=0; i < zoom->nlut; i++) {
    p = lsredis_get_obj( "cam.zoom.%d.MotorPosition", i+1);
    if( p==NULL || strlen( lsredis_getstr(p)) == 0) {
      free( zoom->lut);
      zoom->lut  = NULL;
      zoom->nlut = 0;
      pthread_mutex_unlock( &zoom->mutex);
      lslogging_log_message( "lspmac_zoom_lut_setup:
       cannot find MotorPosition element for cam.zoom level %d", i+1);
      return;
    }
    zoom->lut[2*i]   = i+1;
    zoom->lut[2*i+1] = lsredis_getd( p);
  }
  pthread_mutex_unlock( &zoom->mutex);
}
```

7.6.5 Variable Documentation

7.6.5.1 lspmac_motor_t* alignx

Alignment stage X.

Definition at line 88 of file lspmac.c.

7.6.5.2 lspmac_motor_t∗ aligny

Alignment stage Y.

Definition at line 89 of file lspmac.c.

7.6.5.3 lspmac_motor_t∗ alignz

Alignment stage X.

Definition at line 90 of file lspmac.c.

7.6.5.4 lspmac_motor_t∗ anal

Polaroid analyzer motor.

Definition at line 91 of file lspmac.c.

7.6.5.5 lspmac_motor_t∗ apery

Aperture Y.

Definition at line 93 of file lspmac.c.

7.6.5.6 lspmac_motor_t∗ aperz

Aperture Z.

Definition at line 94 of file lspmac.c.

7.6.5.7 lspmac_bi_t∗ arm_parked

(whose arm? parked where?)

Definition at line 131 of file lspmac.c.

7.6.5.8 lspmac_motor_t∗ blight

Back Light DAC.

Definition at line 105 of file lspmac.c.

7.6.5.9 lspmac_bi_t∗ blight_down

Backlight is down.

Definition at line 121 of file lspmac.c.

7.6.5.10 lspmac_motor_t∗ blight_f

Back light scale factor.

Definition at line 114 of file lspmac.c.

7.6.5.11 lspmac_motor_t∗ blight_ud

Back light Up/Down actuator.

Definition at line 109 of file lspmac.c.

7.6.5.12 lspmac_bi_t∗ blight_up

Backlight is up.

Definition at line 122 of file lspmac.c.

7.6.5.13 lspmac_motor_t∗ capy

Capillary Y.

Definition at line 95 of file lspmac.c.

7.6.5.14 lspmac_motor_t∗ capz

Capillary Z.

Definition at line 96 of file lspmac.c.

7.6.5.15 lspmac_motor_t∗ cenx

Centering Table X.

Definition at line 98 of file lspmac.c.

7.6.5.16 lspmac_motor_t∗ ceny

Centering Table Y.

Definition at line 99 of file lspmac.c.

7.6.5.17 pmac_cmd_t cr_cmd `[static]`

commands to send out "readready", "getbuffer", "controlresponse" (initialized in main)

Definition at line 183 of file lspmac.c.

7.6.5.18 lspmac_motor_t∗ cryo

Move the cryostream towards or away from the crystal.

Definition at line 110 of file lspmac.c.

7.6.5.19 lspmac_bi_t∗ cryo_back

cryo is in the back position

Definition at line 123 of file lspmac.c.

7.6.5.20 lspmac_bi_t* cryo_switch

that little toggle switch for the cryo

Definition at line 120 of file lspmac.c.

7.6.5.21 unsigned char dbmem[64 *1024] [static]

double buffered memory

Definition at line 172 of file lspmac.c.

7.6.5.22 int dbmemIn = 0 [static]

next location

Definition at line 173 of file lspmac.c.

7.6.5.23 lspmac_motor_t* dryer

blow air on the scintilator to dry it off

Definition at line 111 of file lspmac.c.

7.6.5.24 lspmac_bi_t* etel_init_ok

ETEL initialized OK.

Definition at line 128 of file lspmac.c.

7.6.5.25 lspmac_bi_t* etel_on

ETEL is on.

Definition at line 127 of file lspmac.c.

7.6.5.26 lspmac_bi_t* etel_ready

ETEL is ready.

Definition at line 126 of file lspmac.c.

7.6.5.27 unsigned int ethCmdOff = 0 [static]

points to current command (or none if == ethCmdOn)

Definition at line 186 of file lspmac.c.

7.6.5.28 unsigned int ethCmdOn = 0 [static]

points to next empty PMAC command queue position

Definition at line 185 of file lspmac.c.

7.6.5.29 pmac_cmd_queue_t ethCmdQueue[PMAC_CMD_QUEUE_LENGTH] [static]

PMAC command queue.

Definition at line 184 of file lspmac.c.

7.6.5.30 unsigned int ethCmdReply = 0 [static]

Used like ethCmdOff only to deal with the pmac reply to a command.

Definition at line 187 of file lspmac.c.

7.6.5.31 lspmac_motor_t∗ flight

Front Light DAC.

Definition at line 104 of file lspmac.c.

7.6.5.32 lspmac_motor_t∗ flight_f

Front light scale factor.

Definition at line 115 of file lspmac.c.

7.6.5.33 lspmac_motor_t∗ flight_oo

Turn front light on/off.

Definition at line 113 of file lspmac.c.

7.6.5.34 lspmac_motor_t∗ fluo

Move the fluorescence detector in/out.

Definition at line 112 of file lspmac.c.

7.6.5.35 lspmac_bi_t∗ fluor_back

fluor is in the back position

Definition at line 124 of file lspmac.c.

7.6.5.36 lspmac_motor_t∗ fscint

Scintillator Piezo DAC.

Definition at line 106 of file lspmac.c.

7.6.5.37 lspmac_motor_t∗ fshut

Fast shutter.

Definition at line 103 of file lspmac.c.

7.6.5.38 pmac_cmd_t gb_cmd [static]

Definition at line 183 of file lspmac.c.

7.6.5.39 int getivars = 0 [static]

flag set at initialization to send i vars to db

Definition at line 79 of file lspmac.c.

7.6.5.40 int getmvars = 0 [static]

flag set at initialization to send m vars to db

Definition at line 80 of file lspmac.c.

7.6.5.41 lspmac_bi_t* hp_air

High pressure air OK.

Definition at line 119 of file lspmac.c.

7.6.5.42 lspmac_motor_t* kappa

Kappa.

Definition at line 100 of file lspmac.c.

7.6.5.43 lspmac_bi_t* lp_air

Low pressure air OK.

Definition at line 118 of file lspmac.c.

7.6.5.44 int ls_pmac_state = LS_PMAC_STATE_DETACHED [static]

Current state of the PMAC communications state machine.

Definition at line 51 of file lspmac.c.

7.6.5.45 lspmac_ascii_buffers_t lspmac_ascii_buffers [static]

Definition at line 352 of file lspmac.c.

7.6.5.46 pthread_mutex_t lspmac_ascii_buffers_mutex

Definition at line 353 of file lspmac.c.

7.6.5.47 int lspmac_ascii_busy = 0 [static]

flag for condition to wait for

Definition at line 66 of file lspmac.c.

7.6.5.48 pthread_mutex_t lspmac_ascii_mutex [static]

Keep too many processes from sending commands at once.

Definition at line 65 of file lspmac.c.

7.6.5.49 lspmac_bi_t lspmac_bis[32]

array of binary inputs

Definition at line 82 of file lspmac.c.

7.6.5.50 uint32_t lspmac_dpascii_off = 0 [static]

Definition at line 363 of file lspmac.c.

7.6.5.51 uint32_t lspmac_dpascii_on = 0 [static]

Definition at line 362 of file lspmac.c.

7.6.5.52 lspmac_dpascii_queue_t lspmac_dpascii_queue[LSPMAC_DPASCII_QUEUE_LENGTH] [static]

Definition at line 361 of file lspmac.c.

7.6.5.53 lsredis_obj_t* lspmac_md2_init [static]

Definition at line 53 of file lspmac.c.

7.6.5.54 lspmac_motor_t lspmac_motors[48]

All our motors.

Definition at line 85 of file lspmac.c.

7.6.5.55 pthread_cond_t lspmac_moving_cond

Wait for motor(s) to finish moving condition.

Definition at line 62 of file lspmac.c.

7.6.5.56 int lspmac_moving_flags

Flag used to implement motor moving condition.

Definition at line 63 of file lspmac.c.

7.6.5.57 pthread_mutex_t lspmac_moving_mutex

Coordinate moving motors between threads.

Definition at line 61 of file lspmac.c.

7.6.5.58 int lspmac_nbis = 0

number of active binary inputs

Definition at line 83 of file lspmac.c.

7.6.5.59 int lspmac_nmotors = 0

The number of motors we manage.

Definition at line 86 of file lspmac.c.

7.6.5.60 pthread_cond_t lspmac_shutter_cond

Allows waiting for the shutter status to change.

Definition at line 60 of file lspmac.c.

7.6.5.61 int lspmac_shutter_has_opened

Indicates that the shutter had opened, perhaps briefly even if the state did not change.

Definition at line 58 of file lspmac.c.

7.6.5.62 pthread_mutex_t lspmac_shutter_mutex

Coordinates threads reading shutter status.

Definition at line 59 of file lspmac.c.

7.6.5.63 int lspmac_shutter_state

State of the shutter, used to detect changes.

Definition at line 57 of file lspmac.c.

7.6.5.64 struct timespec lspmac_status_last_time [static]

Time the status was read.

Definition at line 72 of file lspmac.c.

7.6.5.65 struct timespec lspmac_status_time [static]

Time the status was read.

Definition at line 71 of file lspmac.c.

7.6.5.66 md2_status_t md2_status [static]

Buffer for MD2 Status.

Definition at line 338 of file lspmac.c.

7.6.5.67 pthread_mutex_t md2_status_mutex

Synchronize reading/writting status buffer.

Definition at line 339 of file lspmac.c.

7.6.5.68 lspmac_bi_t∗ minikappa_ok

Minikappa is OK (whatever that means)

Definition at line 129 of file lspmac.c.

7.6.5.69 struct timeval pmac_time_sent now [static]

used to ensure we do not send commands to the pmac too often. Only needed for non-DB commands.

Definition at line 179 of file lspmac.c.

7.6.5.70 lspmac_motor_t∗ omega

MD2 omega axis (the air bearing)

Definition at line 87 of file lspmac.c.

7.6.5.71 int omega_zero_search = 0 [static]

Indicate we'd really like to know when omega crosses zero.

Definition at line 68 of file lspmac.c.

7.6.5.72 struct timespec omega_zero_time

Time we believe that omega crossed zero.

Definition at line 70 of file lspmac.c.

7.6.5.73 double omega_zero_velocity = 0 [static]

rate (cnts/sec) that omega was traveling when it crossed zero

Definition at line 69 of file lspmac.c.

7.6.5.74 lspmac_motor_t∗ phi

Phi (not data collection axis)

Definition at line 101 of file lspmac.c.

7.6.5.75 char∗ pmac_error_strs[] [static]

Initial value:

```
= {
  "ERR000: Unknown error",
  "ERR001: Command not allowed during program execution",
  "ERR002: Password error",
  "ERR003: Data error or unrecognized command",
  "ERR004: Illegal character",
  "ERR005: Command not allowed unless buffer is open",
  "ERR006: No room in buffer for command",
  "ERR007: Buffer already in use",
  "ERR008: MACRO auziliary communication error",
  "ERR009: Program structure error (e.g. ENDIF without IF)",
  "ERR010: Both overtravel limits set for a motor in the C.S.",
  "ERR011: Previous move not completed",
  "ERR012: A motor in the coordinate system is open-loop",
  "ERR013: A motor in the coordinate system is not activated",
  "ERR014: No motors in the coordinate system",
  "ERR015: Not pointer to valid program buffer",
  "ERR016: Running improperly structure program (e.g. missing ENDWHILE)",
  "ERR017: Trying to resume after H or Q with motors out of stopped position",
  "ERR018: Attempt to perform phase reference during move, move during phase
       reference, or enabling with phase clock error",
  "ERR019: Illegal position-chage command while moves stored in CCBUFFER",
  "ERR020: FSAVE issued on Turbo PMAC with incompatible flash memory",
  "ERR021: FSAVE issued while clearing old flash memory sector",
  "ERR022: FREAD attempted but the flash memory is bad"
}
```

Decode the errors perhaps returned by the PMAC.

Definition at line 190 of file lspmac.c.

7.6.5.76 pthread_cond_t pmac_queue_cond

wait for a command to be sent to PMAC before continuing

Definition at line 76 of file lspmac.c.

7.6.5.77 pthread_mutex_t pmac_queue_mutex

manage access to the pmac command queue

Definition at line 75 of file lspmac.c.

7.6.5.78 pthread_t pmac_thread [static]

our thread to manage access and communication to the pmac

Definition at line 74 of file lspmac.c.

7.6.5.79 struct pollfd pmacfd [static]

our poll structure

Definition at line 77 of file lspmac.c.

7.6.5.80 pmac_cmd_t rr_cmd [static]

Definition at line 183 of file lspmac.c.

7.6.5.81 lspmac_bi_t* sample_detected

smart magnet detected sample

Definition at line 125 of file lspmac.c.

7.6.5.82 lspmac_motor_t* scint

Scintillator Z.

Definition at line 97 of file lspmac.c.

7.6.5.83 lspmac_bi_t∗ shutter_open

shutter is open (note in pmc says this is a slow input)

Definition at line 132 of file lspmac.c.

7.6.5.84 lspmac_bi_t∗ smart_mag_err

smart magnet error (coil broken perhaps)

Definition at line 133 of file lspmac.c.

7.6.5.85 lspmac_bi_t∗ smart_mag_off

smart magnet is off

Definition at line 134 of file lspmac.c.

7.6.5.86 lspmac_bi_t∗ smart_mag_on

smart magnet is on

Definition at line 130 of file lspmac.c.

7.6.5.87 lspmac_motor_t∗ smart_mag_oo

Smart Magnet on/off.

Definition at line 108 of file lspmac.c.

7.6.5.88 lspmac_motor_t∗ zoom

Optical zoom.

Definition at line 92 of file lspmac.c.

7.7 lsredis.c File Reference

Support redis hash synchronization.

```
#include "pgpmac.h"
```

Functions

- void lsredis_debugCB (redisAsyncContext ∗ac, void ∗reply, void ∗privdata)

  Log the reply.
- void _lsredis_set_value (lsredis_obj_t ∗p, char ∗v)

  set_value and setstr helper funciton p->mutex must be locked before calling
- void lsredis_set_value (lsredis_obj_t ∗p, char ∗fmt,...)

  Set the value of a redis object and make it valid.
- int lsredis_cmpstr (lsredis_obj_t ∗p, char ∗s)

- int lsredis_cmpnstr (lsredis_obj_t ∗p, char ∗s, int n)
- int lsredis_regexec (const regex_t ∗preg, lsredis_obj_t ∗p, size_t nmatch, regmatch_t ∗pmatch, int eflags)
- char ∗ lsredis_getstr (lsredis_obj_t ∗p)

    return a copy of the key's string value
- void lsredis_setstr (lsredis_obj_t ∗p, char ∗fmt,...)

    Set the value and update redis.
- double lsredis_getd (lsredis_obj_t ∗p)
- long int lsredis_getl (lsredis_obj_t ∗p)
- char ∗∗ lsredis_get_string_array (lsredis_obj_t ∗p)
- int lsredis_getb (lsredis_obj_t ∗p)
- char lsredis_getc (lsredis_obj_t ∗p)
- void lsredis_hgetCB (redisAsyncContext ∗ac, void ∗reply, void ∗privdata)
- lsredis_obj_t ∗ _lsredis_get_obj (char ∗key)

    Maybe add a new object Used internally for this module Must be called with lsredis_mutex locked.
- lsredis_obj_t ∗ lsredis_get_obj (char ∗fmt,...)
- void redisDisconnectCB (const redisAsyncContext ∗ac, int status)

    call back in case a redis server becomes disconnected TODO: reconnect
- void lsredis_addRead (void ∗data)

    hook to mange read events
- void lsredis_delRead (void ∗data)

    hook to manage "don't need to read" events
- void lsredis_addWrite (void ∗data)

    hook to manage write events
- void lsredis_delWrite (void ∗data)

    hook to manage "don't need to write anymore" events
- void lsredis_cleanup (void ∗data)

    hook to clean up TODO: figure out what we are supposed to do here and do it
- void lsredis_subCB (redisAsyncContext ∗ac, void ∗reply, void ∗privdata)

    Use the publication to request the new value.
- void lsredis_maybe_add_key (char ∗k)
- void lsredis_keysCB (redisAsyncContext ∗ac, void ∗reply, void ∗privdata)

    Sift through the keys to find ones we like.
- int lsredis_find_preset (char ∗base, char ∗preset_name, double ∗dval)
- void lsredis_init (char ∗pub, char ∗re, char ∗head)

    Initialize this module, that is, set up the connections.
- void lsredis_fd_service (struct pollfd ∗evt)

    service the socket requests
- void lsredis_sig_service (struct pollfd ∗evt)
- void ∗ lsredis_worker (void ∗dummy)

    subscribe to changes and service sockets
- void lsredis_run ()

Variables

- static pthread_t lsredis_thread
- static pthread_mutex_t lsredis_mutex
- static pthread_cond_t lsredis_cond
- static int lsredis_running = 0
- static lsredis_obj_t ∗ lsredis_objs = NULL
- static struct hsearch_data lsredis_htab
- static redisAsyncContext ∗ subac
- static redisAsyncContext ∗ roac

- static redisAsyncContext ∗ wrac
- static char ∗ lsredis_publisher = NULL
- static regex_t lsredis_key_select_regex
- static char ∗ lsredis_head = NULL
- static struct pollfd subfd
- static struct pollfd rofd
- static struct pollfd wrfd

7.7.1 Detailed Description

Support redis hash synchronization.

```
\date 2012
\author Keith Brister
\copyright All Rights Reserved
```

Redis support for redis in pgpmac.

Values in redis are assumed to be hashs with at list one field "VALUE". At startup the initialization routine is passed a regular expression to select which keys we'd like to duplicate locally as a lsredis_obj_t. It is assumed that the following construct in redis is used to change a value:

```
    MULTI
    HSET key VALUE value
    PUBLISH publisher key
    EXEC
```

Where "publisher" is a unique name in the following format:

```
         MD2-*
   or    UI-*
   or    REDIS_KV_CONNECTOR
```

(this last value is used to support the now depreciated px.kvs table in the LS-CAT postgresql server). We assume that all publisher that we are listening to ONLY publish key names that have changed.

When someone else changes a value we invalidate our internal copy and issue a "HGET key VALUE" command. Other threads that request the value of our lsredis_obj_t will pause until the new value has been received and processed.

When a value changes locally this module changes it in redis as shown above. At this point we refuse other publishers attempt to change the value until we've seen all of our PUBLISH messages. That is, we ignore changes that in redis happened before our change.

You'll need an lsredis_obj_t to do anything with redis in the pgpmac project:

```
   lsredis_obj_t *lsredis_get_obj( char *fmt, ...)  where fmt is a printf style formatting string
                                                     During initialization a "head" string is passe
                                                     For example, "omega.position" might refer to t
```

To set a redis value use

```
    void lsredis_setstr( lsredis_obj_t *p, char *fmt, ...)  where fmt is a printf style formatting
```

When a new value is seen we immediately parse it and make it available through the following functions:

```
char     *lsredis_getstr( lsredis_obj_t *p)           Returns a copy of the VALUE field.  Use

double   lsredis_getd( lsredis_obj_t *p)              Returns a double.  If the value was not

long int lsredis_getl( lsredis_obj_t *p)              Returns a long int.  If the value was n

char    **lsredis_get_string_array( lsredis_obj_t *p)  Returns an array of string pointers.  V
                                                     or NULL if the value could not be parsed

int      lsredis_getb( lsredis_obj_t *p)              Returns 1, 0, or -1 based on the fist c

char     lsredis_getc( lsredis_obj_t *p)              Returns the first character of VALUE
```

Definition in file lsredis.c.

7.7.2 Function Documentation

7.7.2.1 lsredis_obj_t∗ _lsredis_get_obj (char ∗ *key*)

Maybe add a new object Used internally for this module Must be called with lsredis_mutex locked.

Definition at line 437 of file lsredis.c.

```
                                            {
  lsredis_obj_t *p;
  regmatch_t pmatch[2];
  int err;
  ENTRY htab_input, *htab_output;

  // Dispense with obviously bad keys straight away
  // unless p->valid == 0 in which case we call HGET first
  //
  // TODO: review logic: is there ever a time when valid is zero for a
       preexisting p and HGET has not been called?
  //        If not then we should just return p without checking for validity.
  //
  if( key == NULL || *key == 0 || strchr( key, ' ') != NULL) {
    lslogging_log_message( "_lsredis_get_obj: bad key '%s'
      ", key == NULL ? "<NULL>" : key);
    return NULL;
  }

  // If the key is already there then just return it
  //

  htab_input.key  = key;
  htab_input.data = NULL;
  errno = 0;
  err = hsearch_r( htab_input, FIND, &htab_output, &lsredis_htab);

  if( err == 0)
    p = NULL;
  else
    p = htab_output->data;


  if( p != NULL) {
    return p;
  } else {
    // make a new one.
    p = calloc( 1, sizeof( lsredis_obj_t));
    if( p == NULL) {
      lslogging_log_message( "_lsredis_get_obj: Out of
       memory");
      exit( -1);
    }

    err = regexec( &lsredis_key_select_regex, key, 2,
      pmatch, 0);
    if( err == 0 && pmatch[1].rm_so != -1) {
      p->events_name = strndup( key+pmatch[1].rm_so, pmatch[1].rm_eo
       - pmatch[1].rm_so);
    } else {
      p->events_name = strdup( key);
    }
    if( p->events_name == NULL) {
      lslogging_log_message( "_lsredis_get_obj: Out of
       memory (events_name)");
      exit( -1);
    }

    pthread_mutex_init( &p->mutex, NULL);
    pthread_cond_init(  &p->cond, NULL);
    p->value = NULL;
    p->valid = 0;
    lsevents_send_event( "%s Invalid", p->events_name
      );
    p->wait_for_me = 0;
    p->key = strdup( key);
    p->hits = 0;

    htab_input.key  = p->key;
    htab_input.data = p;

    errno = 0;
    err = hsearch_r( htab_input, ENTER, &htab_output, &lsredis_htab
      );
    if( err == 0) {
      lslogging_log_message( "_lsredis_get_obj: hseach
       error on enter.  errno=%d", errno);
    }

    //
    // Shouldn't need the linked list unless we need to rebuild the hash table
       when, for example, we run out of room.
    // TODO: resize hash table when needed.
    //
    p->next = lsredis_objs;
    lsredis_objs = p;
  }
  //
  // We arrive here with the valid flag lowered.  Go ahead and request the
       latest value.
  //
  redisAsyncCommand( roac, lsredis_hgetCB, p, "HGET %s VALUE"
      , key);

  return p;
}
```

7.7.2.2 void _lsredis_set_value (lsredis_obj_t * p, char * v)

set_value and setstr helper funciton p->mutex must be locked before calling

Definition at line 145 of file lsredis.c.

```
                                                     {

  if( strlen(v) >= (unsigned int) p->value_length) {
    if( p->value != NULL)
      free( p->value);
    p->value_length = strlen(v) + 256;
    p->value = calloc( p->value_length, sizeof( char));
    if( p->value == NULL) {
      lslogging_log_message( "_lsredis_set_value: out of
       memory");
      exit( -1);
    }
  }
  strncpy( p->value, v, p->value_length - 1);
  p->value[p->value_length-1] = 0;
  p->dvalue = strtod( p->value, NULL);
  p->lvalue = p->dvalue;

  if( p->avalue != NULL) {
    int i;
    for( i=0; (p->avalue)[i] != NULL; i++)
      free( (p->avalue)[i]);
    free( p->avalue);
    p->avalue = NULL;
  }

  p->avalue = lspg_array2ptrs( p->value);

  switch( *(p->value)) {
      case 'T':
```

```
      case 't':
      case 'Y':
      case 'y':
      case '1':
        p->bvalue = 1;
      break;

      case 'F':
      case 'f':
      case 'N':
      case 'n':
      case '0':
        p->bvalue = 0;
      break;

      default:
        p->bvalue = -1;           // nil is -1 here in our world
    }

  p->cvalue = *(p->value);

  if( !(p->valid)) {
    p->valid = 1;
    lsevents_send_event( "%s Valid", p->events_name
      );
  }
}
```

7.7.2.3 void lsredis_addRead (void * *data*)

hook to mange read events

Definition at line 567 of file lsredis.c.

```
                                  {
  struct pollfd *pfd;
  pfd = (struct pollfd *)data;

  if( (pfd->events & POLLIN) == 0) {
    pfd->events |= POLLIN;
    pthread_kill( lsredis_thread, SIGUSR1);
  }
}
```

7.7.2.4 void lsredis_addWrite (void * *data*)

hook to manage write events

Definition at line 591 of file lsredis.c.

```
                                   {
  struct pollfd *pfd;
  pfd = (struct pollfd *)data;

  if( (pfd->events & POLLOUT) == 0) {
    pfd->events |= POLLOUT;
    pthread_kill( lsredis_thread, SIGUSR1);
  }
}
```

7.7.2.5 void lsredis_cleanup (void * *data*)

hook to clean up TODO: figure out what we are supposed to do here and do it

Definition at line 616 of file lsredis.c.

```
                                  {
  struct pollfd *pfd;
  pfd = (struct pollfd *)data;

  pfd->fd = -1;
  if( (pfd->events & (POLLOUT | POLLIN)) != 0) {
    pfd->events &= ~(POLLOUT | POLLIN);
    pthread_kill( lsredis_thread, SIGUSR1);
  }
}
```

7.7.2.6 int lsredis_cmpnstr (**lsredis_obj_t** ∗ *p*, char ∗ *s*, int *n*)

Definition at line 235 of file lsredis.c.

```
                                                        {
  int rtn;
  pthread_mutex_lock( &p->mutex);
  while( p->valid == 0)
    pthread_cond_wait( &p->cond, &p->mutex);

  rtn = strncmp( p->value, s, n);
  pthread_mutex_unlock( &p->mutex);
  return rtn;
}
```

7.7.2.7 int lsredis_cmpstr (**lsredis_obj_t** ∗ *p*, char ∗ *s*)

Definition at line 224 of file lsredis.c.

```
                                                {
  int rtn;
  pthread_mutex_lock( &p->mutex);
  while( p->valid == 0)
    pthread_cond_wait( &p->cond, &p->mutex);

  rtn = strcmp( p->value, s);
  pthread_mutex_unlock( &p->mutex);
  return rtn;
}
```

7.7.2.8 void lsredis_debugCB (redisAsyncContext ∗ *ac*, void ∗ *reply*, void ∗ *privdata*)

Log the reply.

Definition at line 95 of file lsredis.c.

```
                                                                          {
  static int indentlevel = 0;
  redisReply *r;
  int i;

  r = (redisReply *)reply;

  if( r == NULL) {
    lslogging_log_message( "Null reply.  Odd");
    return;
  }

  switch( r->type) {
  case REDIS_REPLY_STATUS:
    lslogging_log_message( "%*sSTATUS: %s", indentlevel*4,
      "", r->str);
    break;

  case REDIS_REPLY_ERROR:
    lslogging_log_message( "%*sERROR: %s", indentlevel*4,
      "", r->str);
    break;

  case REDIS_REPLY_INTEGER:
    lslogging_log_message( "%*sInteger: %lld", indentlevel
      *4, "", r->integer);
    break;
  case REDIS_REPLY_NIL:
    lslogging_log_message( "%*s(nil)", indentlevel*4, "");
    break;

  case REDIS_REPLY_STRING:
    lslogging_log_message( "%*sSTRING: %s", indentlevel*4,
       "", r->str);
    break;

  case REDIS_REPLY_ARRAY:
    lslogging_log_message( "%*sARRAY of %d elements",
      indentlevel*4, "", (int)r->elements);
    indentlevel++;
    for( i=0; i<(int)r->elements; i++)
      lsredis_debugCB( ac, r->element[i], NULL);
    indentlevel--;
    break;

  default:
    lslogging_log_message( "%*sUnknown type %d",
      indentlevel*4,"", r->type);

  }
}
```

7.7.2.9 void lsredis_delRead (void * *data*)

hook to manage "don't need to read" events

Definition at line 579 of file lsredis.c.

```
                                  {
  struct pollfd *pfd;
  pfd = (struct pollfd *)data;

  if( (pfd->events & POLLIN) != 0) {
    pfd->events &= ~POLLIN;
    pthread_kill( lsredis_thread, SIGUSR1);
  }
}
```

7.7.2.10 void lsredis_delWrite (void * *data*)

hook to manage "don't need to write anymore" events

Definition at line 603 of file lsredis.c.

```
                                   {
  struct pollfd *pfd;
  pfd = (struct pollfd *)data;

  if( (pfd->events & POLLOUT) != 0) {
    pfd->events &= ~POLLOUT;
    pthread_kill( lsredis_thread, SIGUSR1);
  }
}
```

7.7.2.11 void lsredis_fd_service (struct pollfd * *evt*)

service the socket requests

Definition at line 888 of file lsredis.c.

```
                                             {
  pthread_mutex_lock( &lsredis_mutex);
  if( evt->fd == subac->c.fd) {
    if( evt->revents & POLLIN)
      redisAsyncHandleRead( subac);
    if( evt->revents & POLLOUT)
      redisAsyncHandleWrite( subac);
  }
  if( evt->fd == roac->c.fd) {
    if( evt->revents & POLLIN)
      redisAsyncHandleRead( roac);
    if( evt->revents & POLLOUT)
      redisAsyncHandleWrite( roac);
  }
  if( evt->fd == wrac->c.fd) {
    if( evt->revents & POLLIN)
      redisAsyncHandleRead( wrac);
    if( evt->revents & POLLOUT)
      redisAsyncHandleWrite( wrac);
  }
  pthread_mutex_unlock( &lsredis_mutex);
}
```

7.7.2.12 int lsredis_find_preset (char ∗ *base,* char ∗ *preset_name,* double ∗ *dval*)

Definition at line 755 of file lsredis.c.

```
                                                                       {
  char s[512];
  int i;
  int err;
  ENTRY htab_input, *htab_output;
  lsredis_obj_t *p;

  i = 0;
  for( i=0; i<1024; i++) {
    snprintf( s, sizeof( s)-1, "%s.%s.presets.%d.name", lsredis_head
      , base, i);
    s[sizeof(s)-1] = 0;
    htab_input.key  = s;
    htab_input.data = NULL;
    err = hsearch_r( htab_input, FIND, &htab_output, &lsredis_htab)
      ;
    if( err == 0) {
      // We've run out of names to look for: done
      lslogging_log_message( "lsredis_find_preset: no
       preset for motor %s named '%s'", base, preset_name);
      *dval = 0.0;
      return 0;
    }

    // Check if we have a match
    p = htab_output->data;
    if( lsredis_cmpstr( p, preset_name)==0) {
      // got a match, now look for the position
      snprintf( s, sizeof( s)-1, "%s.%s.presets.%d.position", lsredis_head
      , base, i);
      s[sizeof(s)-1] = 0;
      htab_input.key = s;
      htab_input.data = NULL;
      err = hsearch_r( htab_input, FIND, &htab_output, &lsredis_htab
      );
      if( err == 0) {
        // Name but not position? odd.
        lslogging_log_message( "lsredis_find_preset:
       Error, motor %s preset '%s' has no position defined", base, preset_name);
        *dval = 0.0;
        return 0;
      }
      p = htab_output->data;
      *dval = lsredis_getd( p);
      return 1;
    }
  }
  // How'd we get here?
  // did someone really define that many presets?  And then looked for one
       that's not there?
  *dval = 0;
  return 0;
}
```

7.7.2.13 lsredis_obj_t∗ lsredis_get_obj (char ∗ *fmt,* ...)

Definition at line 523 of file lsredis.c.

```
                                                  {
  lsredis_obj_t *rtn;
  va_list arg_ptr;
  char k[512];
  char *kp;
  int nkp;

  va_start( arg_ptr, fmt);
  vsnprintf( k, sizeof(k)-1, fmt, arg_ptr);
  k[sizeof(k)-1] = 0;
  va_end( arg_ptr);

  nkp = strlen(k) + strlen( lsredis_head) + 16;              // 16
       is overkill. I know. Get over it.
  kp = calloc( nkp, sizeof( char));
  if( kp == NULL) {
    lslogging_log_message( "lsredis_get_obj: Out of memory
      ");
    exit( -1);
  }

  snprintf( kp, nkp-1, "%s.%s", lsredis_head, k);
  kp[nkp-1] = 0;

  pthread_mutex_lock( &lsredis_mutex);
  while( lsredis_running == 0)
    pthread_cond_wait( &lsredis_cond, &lsredis_mutex);

  rtn = _lsredis_get_obj( kp);
  pthread_mutex_unlock( &lsredis_mutex);

  free( kp);
  return rtn;
}
```

7.7.2.14 char** lsredis_get_string_array (lsredis_obj_t * *p*)

Definition at line 364 of file lsredis.c.

```
                                                     {
  char **rtn;

  pthread_mutex_lock( &p->mutex);
  while( p->valid == 0)
    pthread_cond_wait( &p->cond, &p->mutex);

  rtn = p->avalue;
  pthread_mutex_unlock( &p->mutex);

  return rtn;
}
```

7.7.2.15 int lsredis_getb (lsredis_obj_t * *p*)

Definition at line 377 of file lsredis.c.

```
                                     {
  int rtn;

  pthread_mutex_lock( &p->mutex);
  while( p->valid == 0)
    pthread_cond_wait( &p->cond, &p->mutex);

  rtn = p->bvalue;
  pthread_mutex_unlock( &p->mutex);

  return rtn;
}
```

7.7.2.16 char lsredis_getc (lsredis_obj_t * *p*)

Definition at line 390 of file lsredis.c.

```
                                       {
  int rtn;

  pthread_mutex_lock( &p->mutex);
  while( p->valid == 0)
    pthread_cond_wait( &p->cond, &p->mutex);

  rtn = p->cvalue;
  pthread_mutex_unlock( &p->mutex);

  return rtn;
}
```

7.7.2.17 double lsredis_getd (lsredis_obj_t ∗ *p*)

Definition at line 338 of file lsredis.c.

```
                                         {
  double rtn;

  pthread_mutex_lock( &p->mutex);
  while( p->valid == 0)
    pthread_cond_wait( &p->cond, &p->mutex);

  rtn = p->dvalue;
  pthread_mutex_unlock( &p->mutex);

  return rtn;
}
```

7.7.2.18 long int lsredis_getl (lsredis_obj_t ∗ *p*)

Definition at line 351 of file lsredis.c.

```
                                           {
  long int rtn;

  pthread_mutex_lock( &p->mutex);
  while( p->valid == 0)
    pthread_cond_wait( &p->cond, &p->mutex);

  rtn = p->lvalue;
  pthread_mutex_unlock( &p->mutex);

  return rtn;
}
```

7.7.2.19 char∗ lsredis_getstr (lsredis_obj_t ∗ *p*)

return a copy of the key's string value

Definition at line 262 of file lsredis.c.

```
                                          {
  char *rtn;

  //
  // Have to use strdup since we cannot guarantee that p->value won't be freed
       while the caller is still using it
  //
  pthread_mutex_lock( &p->mutex);
  while( p->valid == 0)
    pthread_cond_wait( &p->cond, &p->mutex);

  rtn = strdup(p->value);
  pthread_mutex_unlock( &p->mutex);
  return rtn;
}
```

7.7.2.20 void lsredis_hgetCB (redisAsyncContext ∗ *ac,* void ∗ *reply,* void ∗ *privdata*)

Definition at line 403 of file lsredis.c.

```
                                                                                 {
  redisReply *r;
  lsredis_obj_t *p;

  r = reply;
  p =  privdata;

  //  lslogging_log_message( "hgetCB: %s %s", p == NULL ? "<NULL>" : p->key,
       r->type == REDIS_REPLY_STRING ? r->str : "Non-string value.  Why?");

  //
  // Apparently this item does not exist
  // Just set it to an empty string so at least other apps will have the same
       behaviour as us
  // TODO: figure out a better way to deal with missing key/values
  //
  if( p != NULL && r->type == REDIS_REPLY_NIL) {
    lsredis_setstr( p, "");
    return;
  }

  if( p != NULL && r->type == REDIS_REPLY_STRING && r->str != NULL) {
    pthread_mutex_lock( &p->mutex);

    _lsredis_set_value( p, r->str);

    pthread_cond_signal( &p->cond);
    pthread_mutex_unlock( &p->mutex);
  }
}
```

7.7.2.21 void lsredis_init (char ∗ *pub,* char ∗ *re,* char ∗ *head*)

Initialize this module, that is, set up the connections.

Parameters

pub	Publish under this (unique) name
re	Regular expression to select keys we want to mirror
head	Prepend this (+ a dot) to the beginning of requested objects

Definition at line 809 of file lsredis.c.

```
                                                          {
  int err;
  int nerrmsg;
  char *errmsg;

  //
  // set up hash map to store redis objects
  //
  err = hcreate_r( 8192, &lsredis_htab);
  if( err == 0) {
    lslogging_log_message( "lsredis_init: Cannot create
       hash table.  Really bad things are going to happen.  hcreate_r returned %d", err);
  }

  lsredis_head      = strdup( head);
  lsredis_publisher = strdup( pub);

  pthread_mutex_init( &lsredis_mutex, NULL);
  pthread_cond_init( &lsredis_cond, NULL);

  subac = redisAsyncConnect("127.0.0.1", 6379);
  if( subac->err) {
    lslogging_log_message( "Error: %s", subac->errstr
      );
  }

  subfd.fd          = subac->c.fd;
  subfd.events      = 0;
  subac->ev.data    = &subfd;
  subac->ev.addRead  = lsredis_addRead;
  subac->ev.delRead  = lsredis_delRead;
  subac->ev.addWrite = lsredis_addWrite;
  subac->ev.delWrite = lsredis_delWrite;
  subac->ev.cleanup  = lsredis_cleanup;

  roac = redisAsyncConnect("127.0.0.1", 6379);
  if( roac->err) {
    lslogging_log_message( "Error: %s", roac->errstr);
  }

  rofd.fd           = roac->c.fd;
  rofd.events       = 0;
  roac->ev.data     = &rofd;
  roac->ev.addRead  = lsredis_addRead;
  roac->ev.delRead  = lsredis_delRead;
  roac->ev.addWrite = lsredis_addWrite;
  roac->ev.delWrite = lsredis_delWrite;
  roac->ev.cleanup  = lsredis_cleanup;

  //wrac = redisAsyncConnect("10.1.0.3", 6379);
  wrac = redisAsyncConnect("127.0.0.1", 6379);
  if( wrac->err) {
    lslogging_log_message( "Error: %s", wrac->errstr);
  }

  wrfd.fd           = wrac->c.fd;
  wrfd.events       = 0;
  wrac->ev.data     = &wrfd;
  wrac->ev.addRead  = lsredis_addRead;
  wrac->ev.delRead  = lsredis_delRead;
  wrac->ev.addWrite = lsredis_addWrite;
  wrac->ev.delWrite = lsredis_delWrite;
  wrac->ev.cleanup  = lsredis_cleanup;

  err = regcomp( &lsredis_key_select_regex, re,
      REG_EXTENDED);
  if( err != 0) {
    nerrmsg = regerror( err, &lsredis_key_select_regex,
       NULL, 0);
    if( nerrmsg > 0) {
      errmsg = calloc( nerrmsg, sizeof( char));
      nerrmsg = regerror( err, &lsredis_key_select_regex
      , errmsg, nerrmsg);
      lslogging_log_message( "lsredis_select: %s", errmsg)
      ;
      free( errmsg);
    }
  }
}
```

7.7.2.22 void lsredis_keysCB (redisAsyncContext ∗ *ac,* void ∗ *reply,* void ∗ *privdata*)

Sift through the keys to find ones we like.

Add them to our list of followed objects

Definition at line 734 of file lsredis.c.

```
                                                                          {
  redisReply *r;
  int i;

  r = reply;
  if( r->type != REDIS_REPLY_ARRAY) {
    lslogging_log_message( "lsredis_keysCB: exepected
       array...");
    lsredis_debugCB( ac, reply, privdata);
    return;
  }

  for( i=0; i< (int)r->elements; i++) {
    if( r->element[i]->type != REDIS_REPLY_STRING) {
      lslogging_log_message( "lsredis_keysCB: exected
       string...");
      lsredis_debugCB( ac, r->element[i], privdata);
    } else {
      lsredis_maybe_add_key( r->element[i]->str);
    }
  }
}
```

7.7.2.23 void lsredis_maybe_add_key (char ∗ *k*)

Definition at line 726 of file lsredis.c.

```
                                       {
  if( regexec( &lsredis_key_select_regex, k, 0, NULL, 0
      ) == 0) {
    _lsredis_get_obj( k);
  }
}
```

7.7.2.24 int lsredis_regexec (const regex_t ∗ *preg,* lsredis_obj_t ∗ *p,* size_t *nmatch,* regmatch_t ∗ *pmatch,* int *eflags*)

Definition at line 246 of file lsredis.c.

```
                                    {
  int rtn;

  pthread_mutex_lock( &p->mutex);
  while( p->valid == 0)
    pthread_cond_wait( &p->cond, &p->mutex);

  rtn = regexec( preg, p->value, nmatch, pmatch, eflags);

  pthread_mutex_unlock( &p->mutex);

  return rtn;
}
```

7.7.2.25 void lsredis_run ( )

Definition at line 1013 of file lsredis.c.

```
                     {
  pthread_create( &lsredis_thread, NULL, lsredis_worker
      , NULL);
}
```

7.7.2.26 void lsredis_set_value (lsredis_obj_t ∗ *p,* char ∗ *fmt,* ...)

Set the value of a redis object and make it valid.

Called by mgetCB to set the value as it is in redis Maybe TODO: we've arbitrarily set the maximum size of a value here. Although I cannot imagine needed bigger values it would not be a big deal to enable it.

Definition at line 206 of file lsredis.c.

```
                                                             {
  va_list arg_ptr;
  char v[512];

  va_start( arg_ptr, fmt);
  vsnprintf( v, sizeof(v)-1, fmt, arg_ptr);
  va_end( arg_ptr);

  v[sizeof(v)-1] = 0;

  pthread_mutex_lock( &p->mutex);

  _lsredis_set_value( p, v);

  pthread_cond_signal( &p->cond);
  pthread_mutex_unlock( &p->mutex);
}
```

7.7.2.27 void lsredis_setstr (lsredis_obj_t * *p*, char * *fmt*, ...)

Set the value and update redis.

Note that lsredis_set_value sets the value based on redis while here we set redis based on the value Arbitray maximum string length set here. TODO: Probably this limit should be removed at some point.

redisAsyncCommandArgv used instead of redisAsyncCommand 'cause it's easier (and possible) to deal with strings that would otherwise cause hiredis to emit a bad command, like those containing spaces. < up the count of times we need to see ourselves published before we start listening to others again

< Unlock to prevent deadlock in case the service routine needs to set our value

< redisAsyncCommandArgv shouldn't need to access this after it's made up it's packet (before it returns) so we should be OK with this location disappearing soon.

Definition at line 287 of file lsredis.c.

```
                                                     {
  va_list arg_ptr;
  char v[512];
  char *argv[4];

  va_start( arg_ptr, fmt);
  vsnprintf( v, sizeof(v)-1, fmt, arg_ptr);
  v[sizeof(v)-1] = 0;
  va_end( arg_ptr);

  pthread_mutex_lock( &p->mutex);

  //
  // Don't send an update if a good value has not changed
  //
  if( p->valid && strcmp( v, p->value) == 0) {
    // nothing to do
    pthread_mutex_unlock( &p->mutex);
    return;
  }

  p->wait_for_me++;
  pthread_mutex_unlock( &p->mutex);


  argv[0] = "HSET";
  argv[1] = p->key;
  argv[2] = "VALUE";
  argv[3] = v;


  pthread_mutex_lock( &lsredis_mutex);
  while( lsredis_running == 0)
    pthread_cond_wait( &lsredis_cond, &lsredis_mutex);

  redisAsyncCommand( wrac, NULL, NULL, "MULTI");
  redisAsyncCommandArgv( wrac, NULL, NULL, 4, (const char **)argv, NULL);

  redisAsyncCommand( wrac, NULL, NULL, "PUBLISH %s %s", lsredis_publisher
      , p->key);
  redisAsyncCommand( wrac, NULL, NULL, "EXEC");
  pthread_mutex_unlock( &lsredis_mutex);

  // Assume redis will take exactly the value we sent it
  //
  pthread_mutex_lock( &p->mutex);
  _lsredis_set_value( p, v);
  pthread_cond_signal( &p->cond);
  pthread_mutex_unlock( &p->mutex);
}
```

7.7.2.28 void lsredis_sig_service (struct pollfd * *evt*)

Parameters

in	*evt*	The pollfd object that triggered this call

Definition at line 912 of file lsredis.c.

```
                        {
  struct signalfd_siginfo fdsi;

  //
  // Really, we don't care about the signal,
  // it's just used to drop out of the poll
  // function when there is something for us
  // to do.
  //


  read( evt->fd, &fdsi, sizeof( struct signalfd_siginfo));

}
```

7.7.2.29 void lsredis_subCB (redisAsyncContext ∗ *ac,* void ∗ *reply,* void ∗ *privdata*)

Use the publication to request the new value.

Definition at line 634 of file lsredis.c.

```
                                                                          {
  redisReply *r;
  lsredis_obj_t *p;
  char *k;
  char *publisher;
  ENTRY htab_input, *htab_output;
  int err;

  r = (redisReply *)reply;

  // Ignore our psubscribe reply
  //
  if( r->type == REDIS_REPLY_ARRAY && r->elements == 3 && r->element[0]->type
      == REDIS_REPLY_STRING && strcmp( r->element[0]->str, "psubscribe")==0)
    return;

  // But log other stuff we don't understand
  //
  if( r->type != REDIS_REPLY_ARRAY ||
      r->elements != 4 ||
      r->element[3]->type != REDIS_REPLY_STRING ||
      r->element[2]->type != REDIS_REPLY_STRING) {

    lslogging_log_message( "lsredis_subCB: unexpected
       reply");
    lsredis_debugCB( ac, reply, privdata);
    return;
  }

  //
  // Ignore obvious junk
  //
  k = r->element[3]->str;

  if( k == NULL || *k == 0)
    return;

  //
  // see if we care
  //
  if( regexec( &lsredis_key_select_regex, k, 0, NULL, 0
      ) == 0) {
    //
    // We should know about this one
    //

    htab_input.key  = k;
    htab_input.data = NULL;

    errno = 0;
    err = hsearch_r( htab_input, FIND, &htab_output, &lsredis_htab)
      ;
    if( err == 0 && errno == ESRCH)
      p = NULL;
    else
      p = htab_output->data;


    if( p == NULL) {
      _lsredis_get_obj( k);
    } else {
      // Look who's talk'n
      publisher = r->element[2]->str;

      pthread_mutex_lock( &p->mutex);
      if( p->wait_for_me) {
        //
        // see if we are done waiting
        //
        if( strcmp( publisher, lsredis_publisher)==0)
          p->wait_for_me--;

        pthread_mutex_unlock( &p->mutex);
        //
        // Don't get a new value, either we set it last or we are still waiting
       for redis to report
        // our publication
        //
        return;
      }

      // Here we know our value is out of date
      //
      p->valid = 0;
      lsevents_send_event( "%s Invalid", p->events_name
      );
      pthread_mutex_unlock( &p->mutex);

      //
      // We shouldn't get here if wait_for_me is zero and we are the publisher.
      // If somehow we did (ie we did an hset with out incrementing wait_for_me
       or if we published too many times), it shouldn't hurt to get the value again.
      //
      redisAsyncCommand( roac, lsredis_hgetCB, p, "HGET %s
       VALUE", k);
    }
  }
}
```

7.7.2.30 void∗ lsredis_worker (void ∗ *dummy*)

subscribe to changes and service sockets

< poll timeout, in millisecs (of course)

< array of pollfd's for the poll function, one entry per connection

< number of active elements in fda

Definition at line 931 of file lsredis.c.

```
                                     {
  static int poll_timeout_ms = -1;
  static struct pollfd fda[4];
  static int nfda = 0;
  static sigset_t our_sigset;
  int pollrtn;
  int i;


  pthread_mutex_lock( &lsredis_mutex);
  //
  // block ordinary signal mechanism
  //
  sigemptyset( &our_sigset);
  sigaddset( &our_sigset, SIGUSR1);
  pthread_sigmask( SIG_BLOCK, &our_sigset, NULL);

  // Set up fd mechanism
  //
  fda[0].fd = signalfd( -1, &our_sigset, SFD_NONBLOCK);
  if( fda[0].fd == -1) {
    char *es;

    es = strerror( errno);
    lslogging_log_message( "lsredis_worker: Signalfd
       trouble '%s'", es);
  }
  fda[0].events = POLLIN;
  nfda = 1;

  lsredis_running = 1;
  if( redisAsyncCommand( subac, lsredis_subCB, NULL, "
      PSUBSCRIBE REDIS_KV_CONNECTOR UI* MD2-*") == REDIS_ERR) {
    lslogging_log_message( "Error sending PSUBSCRIBE
       command");
  }

  redisAsyncCommand( roac, lsredis_keysCB, NULL, "KEYS *");
  pthread_cond_signal( &lsredis_cond);
  pthread_mutex_unlock( &lsredis_mutex);


  while(1) {
    nfda = 1;

    pthread_mutex_lock( &lsredis_mutex);
    if( subfd.fd != -1) {
      fda[nfda].fd      = subfd.fd;
      fda[nfda].events  = subfd.events;
      fda[nfda].revents = 0;
      nfda++;
    }

    if( rofd.fd != -1) {
      fda[nfda].fd      = rofd.fd;
      fda[nfda].events  = rofd.events;
      fda[nfda].revents = 0;
     nfda++;
    }

    if( wrfd.fd != -1) {
      fda[nfda].fd      = wrfd.fd;
      fda[nfda].events  = wrfd.events;
      fda[nfda].revents = 0;
      nfda++;
    }
    pthread_mutex_unlock( &lsredis_mutex);

    pollrtn = poll( fda, nfda, poll_timeout_ms);

    if( pollrtn && fda[0].revents) {
      lsredis_sig_service( &(fda[0]));
      pollrtn--;
    }

    for( i=1; i<nfda; i++) {
      if( fda[i].revents) {
        lsredis_fd_service( &(fda[i]));
      }
    }
  }
}
```

7.7.2.31 void redisDisconnectCB (const redisAsyncContext * *ac,* int *status*)

call back in case a redis server becomes disconnected TODO: reconnect

Definition at line 559 of file lsredis.c.

```
                                                                   {
  if( status != REDIS_OK) {
    lslogging_log_message( "lsredis: Disconnected with
       status %d", status);
  }
}
```

7.7.3 Variable Documentation

7.7.3.1 pthread_cond_t lsredis_cond [static]

Definition at line 74 of file lsredis.c.

7.7.3.2 char* lsredis_head = NULL [static]

Definition at line 87 of file lsredis.c.

7.7.3.3 struct hsearch_data lsredis_htab [static]

Definition at line 79 of file lsredis.c.

7.7.3.4 regex_t lsredis_key_select_regex [static]

Definition at line 86 of file lsredis.c.

7.7.3.5 pthread_mutex_t lsredis_mutex [static]

Definition at line 73 of file lsredis.c.

7.7.3.6 lsredis_obj_t∗ lsredis_objs = NULL [static]

Definition at line 78 of file lsredis.c.

7.7.3.7 char∗ lsredis_publisher = NULL [static]

Definition at line 85 of file lsredis.c.

7.7.3.8 int lsredis_running = 0 [static]

Definition at line 75 of file lsredis.c.

7.7.3.9 pthread_t lsredis_thread [static]

Definition at line 71 of file lsredis.c.

7.7.3.10 redisAsyncContext∗ roac [static]

Definition at line 82 of file lsredis.c.

7.7.3.11 struct pollfd rofd [static]

Definition at line 90 of file lsredis.c.

7.7.3.12 redisAsyncContext∗ subac [static]

Definition at line 81 of file lsredis.c.

7.7.3.13 struct pollfd subfd [static]

Definition at line 89 of file lsredis.c.

7.7.3.14 redisAsyncContext∗ wrac [static]

Definition at line 83 of file lsredis.c.

7.7.3.15 struct pollfd wrfd [static]

Definition at line 91 of file lsredis.c.

7.8 lstimer.c File Reference

Support for delayed and periodic events.

`#include "pgpmac.h"`

Data Structures

- struct lstimer_list_struct

  Everything we need to know about a timer.

Macros

- #define LSTIMER_LIST_LENGTH 1024

  We'll allow this many timers. This should be way more than enough.
- #define LSTIMER_RESOLUTION_NSECS 100000

  times within this amount in the future are considered "now" and the events should be called

Typedefs

- typedef struct lstimer_list_struct lstimer_list_t

  Everything we need to know about a timer.

Functions

- void lstimer_add_timer (char ∗event, int shots, unsigned long int secs, unsigned long int nsecs)

  Create a timer.
- static void service_timers ()

  Send events that are past due, due, or just about to be due.
- static void handler (int sig, siginfo_t ∗si, void ∗dummy)

  Service the signal.
- static void ∗ lstimer_worker (void ∗dummy)

  Our worker.
- void lstimer_init ()

  Initialize the timer list and pthread stuff.
- void lstimer_run ()

  Start up our thread.

Variables

- static int lstimer_active_timers = 0

  count of the number timers we are tracking
- static lstimer_list_t lstimer_list [LSTIMER_LIST_LENGTH]

  Our timer list.
- static pthread_t lstimer_thread

the timer thread

- static pthread_mutex_t lstimer_mutex

  protect the timer list
- static pthread_cond_t lstimer_cond

  allows us to be idle when there is nothing to do
- static timer_t lstimer_timerid

  our real time timer
- static int new_timer = 0

  indicate that a new timer exists and a call to service_timers is required

7.8.1 Detailed Description

Support for delayed and periodic events.

Date

2012

Author

Keith Brister

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Definition in file lstimer.c.

7.8.2 Macro Definition Documentation

7.8.2.1 #define LSTIMER_LIST_LENGTH 1024

We'll allow this many timers. This should be way more than enough.

Definition at line 11 of file lstimer.c.

7.8.2.2 #define LSTIMER_RESOLUTION_NSECS 100000

times within this amount in the future are considered "now" and the events should be called

Definition at line 16 of file lstimer.c.

7.8.3 Typedef Documentation

7.8.3.1 typedef struct lstimer_list_struct lstimer_list_t

Everything we need to know about a timer.

7.8.4 Function Documentation

7.8.4.1 static void handler (int *sig,* siginfo_t ∗ *si,* void ∗ *dummy*) `[static]`

Service the signal.

Definition at line 174 of file lstimer.c.

```
                                                          {
  pthread_mutex_lock( &lstimer_mutex);
  service_timers();
  pthread_mutex_unlock( &lstimer_mutex);
}
```

7.8.4.2 void lstimer_add_timer (char * *event*, int *shots*, unsigned long int *secs*, unsigned long int *nsecs*)

Create a timer.

Parameters

event	Name of the event to send when the timer goes off
shots	Number of times to run. 0 means never, -1 means forever
secs	Number of seconds to wait
nsecs	Number of nano-seconds to run in addition to secs

Definition at line 50 of file lstimer.c.

```
                        {
  int i;
  struct timespec now;


  // Time we were called.  Delay is based on call time, not queued time
  //
  clock_gettime( CLOCK_REALTIME, &now);


  pthread_mutex_lock( &lstimer_mutex);

  for( i=0; i<LSTIMER_LIST_LENGTH; i++) {
    if( lstimer_list[i].shots == 0)
      break;
  }

  if( i == LSTIMER_LIST_LENGTH) {
    pthread_mutex_unlock( &lstimer_mutex);

    lslogging_log_message( "lstimer_add_timer: out of
       timers for event: %s, shots: %d,  secs: %u, nsecs: %u",
                        event, shots, secs, nsecs);
    return;
  }

  strncpy( lstimer_list[i].event, event, LSEVENTS_EVENT_LENGTH
       - 1);
  lstimer_list[i].event[LSEVENTS_EVENT_LENGTH
       - 1] = 0;
  lstimer_list[i].shots         = shots;
  lstimer_list[i].delay_secs    = secs;
  lstimer_list[i].delay_nsecs   = nsecs;

  lstimer_list[i].next_secs     = secs + now.tv_sec + (
      now.tv_nsec + nsecs) / 1000000000;
  lstimer_list[i].next_nsecs    = (now.tv_nsec + nsecs
      ) % 1000000000;
  lstimer_list[i].last_secs     = 0;
  lstimer_list[i].last_nsecs    = 0;

  lstimer_list[i].ncalls        = 0;
  lstimer_list[i].init_secs     = now.tv_sec;
  lstimer_list[i].init_nsecs    = now.tv_nsec;

  if( shots != 0) {
    lstimer_active_timers++;
    new_timer++;
  }

  pthread_cond_signal(  &lstimer_cond);
  pthread_mutex_unlock( &lstimer_mutex);
}
```

7.8.4.3 void lstimer_init ( )

Initialize the timer list and pthread stuff.

Definition at line 259 of file lstimer.c.

```
                    {
  int i;

  for( i=0; i<LSTIMER_LIST_LENGTH; i++) {
    lstimer_list[i].shots = 0;
  }


  pthread_mutex_init( &lstimer_mutex, NULL);
  pthread_cond_init(  &lstimer_cond, NULL);
}
```

7.8.4.4 void lstimer_run ( )

Start up our thread.

Definition at line 273 of file lstimer.c.

```
                   {
  pthread_create( &lstimer_thread, NULL, lstimer_worker
      , NULL);
}
```

7.8.4.5 static void∗ lstimer_worker (void ∗ *dummy*) [static]

Our worker.

The main loop runs when a new timer is added. The service routine deals with maintenance.

Parameters

in	*dummy*	required by protocol

Definition at line 184 of file lstimer.c.

```
                        {
  int
    known_timers;

  struct sigevent  sev;
  struct sigaction sa;
  sigset_t mask;

  // See example at
       http://www.kernel.org/doc/man-pages/online/pages/man2/timer_create.2.html
  //

  // Set up hander
  //
  sa.sa_flags = SA_SIGINFO;
  sa.sa_sigaction = handler;
  sigemptyset(&sa.sa_mask);
  if (sigaction(SIGRTMIN, &sa, NULL) == -1) {
    lslogging_log_message( "lstimer_worker: sigaction
       failed");
    exit( -1);
  }

  // Create the timer
  //
  sev.sigev_notify = SIGEV_SIGNAL;
  sev.sigev_signo  = SIGRTMIN;
  sev.sigev_value.sival_ptr = &lstimer_timerid;
  timer_create( CLOCK_REALTIME, &sev, &lstimer_timerid);
  // Block timer signal for now since we really
  // want to be sure we do not own a lock on the timer mutex
  // while servicing the signal
  //
  sigemptyset( &mask);
  sigaddset( &mask, SIGRTMIN);

  known_timers = 0;

  while( 1) {
    pthread_mutex_lock( &lstimer_mutex);

    while( new_timer == 0)
      pthread_cond_wait( &lstimer_cond, &lstimer_mutex
      );

    // ignore signals so we don't service the signal while we are already in
       the
    // service routine
    //
    sigprocmask( SIG_SETMASK, &mask, NULL);


    //
    // Setting up the timer interval is in the handler
    // so just call it
    //
    service_timers();

    //
    // Reset our flag
    //
    new_timer = 0;

    pthread_mutex_unlock( &lstimer_mutex);


    // Let the signals rain down
    //
    sigprocmask( SIG_UNBLOCK, &mask, NULL);
  }
}
```

7.8.4.6 static void service_timers ( ) [static]

Send events that are past due, due, or just about to be due.

Definition at line 102 of file lstimer.c.

```
                             {
  int
    i,
    found_active;

  lstimer_list_t *p;
  struct timespec now, then, soonest;
  struct itimerspec its;

  //
  // Did I remind you not to let this thread own the lstimer mutex outside of
       this
  // service routine when SIGRTMIN is active?
  //

  // Call with lstimer_mutex locked

  clock_gettime( CLOCK_REALTIME, &now);
  //
  // Project a tad into the future
  then.tv_sec  = now.tv_sec + (now.tv_nsec + LSTIMER_RESOLUTION_NSECS
      ) / 1000000000;
  then.tv_nsec = (now.tv_nsec + LSTIMER_RESOLUTION_NSECS
      ) % 1000000000;

  found_active = 0;
  for( i=0; i<lstimer_active_timers; i++) {
    p = &(lstimer_list[i]);
    if( p->shots != 0) {
      found_active++;
      if(  p->next_secs < then.tv_sec || (p->next_secs ==
      then.tv_sec && p->next_nsecs <= then.tv_nsec)) {
        lsevents_send_event( p->event);
        //
        // After sending the event, compute the next time we need to do this
        //
        p->last_secs  = now.tv_sec;
        p->last_nsecs = now.tv_nsec;
        p->ncalls++;
        //
        // Decrement non-infinite loops
        if( p->shots != -1)
          p->shots--;
        if( p->shots == 0) {
          //
          // Take this timer out of the mix
          lstimer_active_timers--;
        } else {
          p->next_secs  = p->init_secs + (p->ncalls+1)
      * p->delay_secs + (p->init_nsecs + (p->ncalls+1)*p->
      delay_nsecs)/1000000000;
          p->next_nsecs = (p->init_nsecs + (p->ncalls
      +1)*p->delay_nsecs) % 1000000000;
        }
      }

      if( found_active == 1) {
        soonest.tv_sec  = p->next_secs;
        soonest.tv_nsec = p->next_nsecs;
      } else {
        if( soonest.tv_sec > p->next_secs || (soonest.tv_sec == p->
      next_secs && soonest.tv_nsec > p->next_nsecs)) {
          soonest.tv_sec  = p->next_secs;
          soonest.tv_nsec = p->next_nsecs;
        }
      }
    }
  }

  if( soonest.tv_sec != 0) {
    its.it_value.tv_sec     = soonest.tv_sec;
    its.it_value.tv_nsec    = soonest.tv_nsec;
    its.it_interval.tv_sec  = 0;
    its.it_interval.tv_nsec = 0;
    timer_settime( lstimer_timerid, TIMER_ABSTIME, &its, NULL);
  }
}
```

7.8.5 Variable Documentation

7.8.5.1 int lstimer_active_timers = 0 [static]

count of the number timers we are tracking

Definition at line 18 of file lstimer.c.

7.8.5.2 pthread_cond_t lstimer_cond [static]

allows us to be idle when there is nothing to do

Definition at line 40 of file lstimer.c.

7.8.5.3 lstimer_list_t lstimer_list[LSTIMER_LIST_LENGTH] [static]

Our timer list.

Definition at line 36 of file lstimer.c.

7.8.5.4 pthread_mutex_t lstimer_mutex [static]

protect the timer list

Definition at line 39 of file lstimer.c.

7.8.5.5 pthread_t lstimer_thread `[static]`

the timer thread

Definition at line 38 of file lstimer.c.

7.8.5.6 timer_t lstimer_timerid `[static]`

our real time timer

Definition at line 41 of file lstimer.c.

7.8.5.7 int new_timer = 0 `[static]`

indicate that a new timer exists and a call to service_timers is required

Definition at line 42 of file lstimer.c.

7.9 md2cmds.c File Reference

Implements commands to run the md2 diffractometer attached to a PMAC controled by postgresql.

```
#include "pgpmac.h"
```

Functions

- void md2cmds_move_prep (int mmask)

    set up moving motors in a coordinate system
- void md2cmds_move_wait (int mmask)

    Wait for the movement to stop.
- double md2cmds_prep_axis (lspmac_motor_t ∗mp, double pos)
- void md2cmds_organs_move_presets (char ∗pay, char ∗paz, char ∗pcy, char ∗pcz, char ∗psz)
- void md2cmds_transfer ()

    Transfer a sample.
- void md2cmds_moveAbs (const char ∗ccmd)

    Move a motor to the position requested.
- void md2cmds_phase_change (const char ∗ccmd)

    Move md2 devices to a preconfigured state.
- void md2cmds_mvcenter_move (double cx, double cy, double ax, double ay, double az)

    Move the centering and alignment tables.
- void md2cmds_maybe_done_moving_cb (char ∗event)

    Track how many motors are moving.
- void md2cmds_organs_prep ()
- void md2cmds_kappaphi_move (double kappa_deg, double phi_deg)
- void md2cmds_organs_wait ()
- void md2cmds_collect ()

    Collect some data.
- void md2cmds_rotate ()

    Spin 360 and make a video (recenter first, maybe)
- void md2cmds_rotate_cb (char ∗event)

    Tell the database about the time we went through omega=zero.
- void md2cmds_maybe_rotate_done_cb (char ∗event)

Now that we are done with the 360 rotation lets rehome right quick.
- void md2cmds_set_scale_cb (char ∗event)

  Fix up xscale and yscale when zoom changes.
- void md2cmds_center ()

  Move centering and alignment tables as requested TODO: Implement.
- void md2cmds_move_prep_done_cb (char ∗event)
- void md2cmds_time_capz_cb (char ∗event)

  Time the capillary motion for the transfer routine.
- int md2cmds_action_queue (double timeout, char ∗action)
- void md2cmds_action_wait ()

  pause until md2cmds_worker has finished running the command
- void ∗ md2cmds_worker (void ∗dummy)

  Our worker thread.
- void md2cmds_init ()

  Initialize the md2cmds module.
- void md2cmds_run ()

  Start up the thread.

Variables

- pthread_cond_t md2cmds_cond

  condition to signal when it's time to run an md2 command
- pthread_mutex_t md2cmds_mutex

  mutex for the condition
- int md2cmds_moving_queue_wait = 0
- pthread_cond_t md2cmds_moving_cond

  wait for command to have been dequeued and run
- pthread_mutex_t md2cmds_moving_mutex

  message passing between md2cmds and pg
- pmac_cmd_queue_t ∗ md2cmds_moving_pq

  pmac queue item from last command
- int md2cmds_moving_count = 0
- char md2cmds_cmd [MD2CMDS_CMD_LENGTH]

  our command;
- lsredis_obj_t ∗ md2cmds_md_status_code
- static pthread_t md2cmds_thread
- static int rotating = 0

  flag: when omega is in position after a rotate we want to re-home omega
- static double md2cmds_capz_moving_time = NAN

7.9.1 Detailed Description

Implements commands to run the md2 diffractometer attached to a PMAC controled by postgresql.

Date

2012

Author

Keith Brister

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Definition in file md2cmds.c.

7.9.2 Function Documentation

7.9.2.1 int md2cmds_action_queue (double *timeout,* char ∗ *action*)

Definition at line 1083 of file md2cmds.c.

```
                                                             {
  int rtn;
  struct timespec waitforit;


  if( timeout < 0.0) {
    rtn = pthread_mutex_lock( &md2cmds_mutex);
  } else {
    clock_gettime( CLOCK_REALTIME, &waitforit);

    waitforit.tv_sec  += floor(timeout);

    waitforit.tv_nsec += (timeout - waitforit.tv_sec)*1.e9;
    while( waitforit.tv_nsec >= 1000000000) {
      waitforit.tv_sec++;
      waitforit.tv_nsec -= 1000000000;
    }

    rtn = pthread_mutex_timedlock( &md2cmds_mutex, &waitforit);
  }

  if( rtn == 0) {
    strncpy( md2cmds_cmd, action, MD2CMDS_CMD_LENGTH
      -1);
    md2cmds_cmd[MD2CMDS_CMD_LENGTH-1] = 0;
    pthread_cond_signal( &md2cmds_cond);
    pthread_mutex_unlock( &md2cmds_mutex);
  } else {
    if( rtn == ETIMEDOUT)
      lslogging_log_message( "md2cmds_action_queue: %s not
       queued, operation timed out", action);
    else
      lslogging_log_message( "md2cmds_action_queue: %s not
       queued with error code %d", action, rtn);
  }
  return rtn;
}
```

7.9.2.2 void md2cmds_action_wait ( )

pause until md2cmds_worker has finished running the command

Definition at line 1120 of file md2cmds.c.

```
                                           {
  pthread_mutex_lock( &md2cmds_mutex);
  pthread_mutex_unlock( &md2cmds_mutex);
}
```

7.9.2.3 void md2cmds_center ( )

Move centering and alignment tables as requested TODO: Implement.

Definition at line 1041 of file md2cmds.c.

```
                                      {
}
```

7.9.2.4 void md2cmds_collect ( )

Collect some data.

< index of shot to be taken

< start cnts

< delta cnts

< omega velocity cnts/msec

< acceleration time (msec)

< exposure time (msec)

< one of the stages, at least, needs to be moved

< unit to counts conversion

< maximum acceleration allowed for omega

< current kappa position in case we need to move phi only

< current phi position in case we need to move kappa only

< combined motion mask to set up waiting

Definition at line 704 of file md2cmds.c.

```
                       {
  long long skey;
  double p170;
  double p171;
  double p173;
  double p175;
  double p180;
  int center_request;
  double u2c;
  double max_accel;
  double kappa_pos;
  double phi_pos;
  int motion_mask;

  u2c       = lsredis_getd( omega->u2c);
  max_accel = lsredis_getd( omega->max_accel);

  //
  // Put the organs into position
  //
  motion_mask = 16;

  md2cmds_move_prep( motion_mask);
  md2cmds_organs_move_presets( "In", "In", "In", "In
      ", "Cover");
  md2cmds_move_wait( motion_mask);

  //
  // reset shutter has opened flag
  //
  lspmac_SockSendDPline( NULL, "P3001=0 P3002=0");

  while( 1) {
    lspg_nextshot_call();

    motion_mask = 0;

    lspg_nextshot_wait();

    if( lspg_nextshot.no_rows_returned) {
      lspg_nextshot_done();
      break;
    }

    skey = lspg_nextshot.skey;
    lspg_query_push( NULL, "SELECT px.shots_set_state(%lld,
       'Preparing')", skey);

    center_request = 0;
    if( lspg_nextshot.active) {
      if(
         //
         // Don't move if we are within 0.1 microns of our destination
         //
         (fabs( lspg_nextshot.cx - cenx->position) >
       0.1) ||
         (fabs( lspg_nextshot.cy - ceny->position) >
       0.1) ||
         (fabs( lspg_nextshot.ax - alignx->position
      ) > 0.1) ||
         (fabs( lspg_nextshot.ay - aligny->position
      ) > 0.1) ||
         (fabs( lspg_nextshot.az - alignz->position
      ) > 0.1)) {

        motion_mask |= 6;
        center_request = 1;
        md2cmds_move_prep( 6);
        md2cmds_mvcenter_move( lspg_nextshot.
      cx, lspg_nextshot.cy, lspg_nextshot.ax,
      lspg_nextshot.ay, lspg_nextshot.az);
      }
    }

    // Maybe move kappa and/or phi
    //
    if( !lspg_nextshot.dsphi_isnull || !lspg_nextshot
      .dskappa_isnull) {

      kappa_pos = lspg_nextshot.dskappa_isnull ?
      lspmac_getPosition( kappa) : lspg_nextshot.
      dskappa;
      phi_pos   = lspg_nextshot.dsphi_isnull   ?
      lspmac_getPosition( phi)   : lspg_nextshot.
      dsphi;

      motion_mask |= 64;
      md2cmds_move_prep( 64);
      md2cmds_kappaphi_move( kappa_pos, phi_pos);
    }


    if( motion_mask)
      md2cmds_move_wait( motion_mask);

    //
    // Calculate the parameters we'll need to run the scan
    //
    p180 = lspg_nextshot.dsexp * 1000.0;
    p170 = u2c * lspg_nextshot.sstart;
    p171 = u2c * lspg_nextshot.dsowidth;
    p173 = fabs(p180) < 1.e-4 ? 0.0 : u2c * lspg_nextshot.dsowidth
       / p180;
    p175 = p173/max_accel;


    //
    // free up access to nextshot
    //
    lspg_nextshot_done();

    //
    // prepare the database and detector to expose
    // On exit we own the diffractometer lock and
    // have checked that all is OK with the detector
    //
    lspg_seq_run_prep_all( skey,
                           kappa->position,
                           phi->position,
                           cenx->position,
                           ceny->position,
                           alignx->position,
                           aligny->position,
                           alignz->position
                           );


    //
    // make sure our has opened flag is down
    // wait for the p3001=0 command to be noticed
    //
    pthread_mutex_lock( &lspmac_shutter_mutex);
    if( lspmac_shutter_has_opened == 1)
      pthread_cond_wait( &lspmac_shutter_cond, &
      lspmac_shutter_mutex);
    pthread_mutex_unlock( &lspmac_shutter_mutex);

    //
    // Start the exposure
    //
```

```
    lspmac_SockSendDPline( NULL, "&1 P170=%.1f P171=%.1f
       P173=%.1f P174=0 P175=%.1f P176=0 P177=1 P178=0 P180=%.1f M431=1 &1B131R",
                             p170,      p171,      p173,             p175,
                        p180);



    //
    // wait for the shutter to open
    //
    pthread_mutex_lock( &lspmac_shutter_mutex);
    if( lspmac_shutter_has_opened == 0)
      pthread_cond_wait( &lspmac_shutter_cond, &
      lspmac_shutter_mutex);


    //
    // wait for the shutter to close
    //
    if( lspmac_shutter_state == 1)
      pthread_cond_wait( &lspmac_shutter_cond, &
      lspmac_shutter_mutex);
    pthread_mutex_unlock( &lspmac_shutter_mutex);


    //
    // Signal the detector to start reading out
    //
    lspg_query_push( NULL, "SELECT px.unlock_diffractometer()");

    //
    // Update the shot status
    //
    lspg_query_push( NULL, "SELECT px.shots_set_state(%lld,
       'Writing')", skey);

    //
    // reset shutter has opened flag
    //
    lspmac_SockSendDPline( NULL, "P3001=0");

    //
    // Move the center/alignment stages to the next position
    //
    // TODO: position omega for the next shot.  During data collection the
       motion program
    // makes a good guess but for ortho snaps it is wrong.  We should add an
       argument to the motion program
    //


    if( !lspg_nextshot.active2_isnull &&
      lspg_nextshot.active2) {
      if(
         (fabs( lspg_nextshot.cx2 - cenx->position)
       > 0.1) ||
         (fabs( lspg_nextshot.cy2 - ceny->position)
       > 0.1) ||
         (fabs( lspg_nextshot.ax2 - alignx->position
      ) > 0.1) ||
         (fabs( lspg_nextshot.ay2 - aligny->position
      ) > 0.1) ||
         (fabs( lspg_nextshot.az2 - alignz->position
      ) > 0.1)) {

        center_request = 1;
        md2cmds_move_prep( 6);
        md2cmds_mvcenter_move( lspg_nextshot.
      cx, lspg_nextshot.cy, lspg_nextshot.ax,
      lspg_nextshot.ay, lspg_nextshot.az);
        md2cmds_move_wait(6);
      }
    }
  }
}
```

7.9.2.5 void md2cmds_init ( )

Initialize the md2cmds module.

Definition at line 1161 of file md2cmds.c.

```
                    {
```

```
  memset( md2cmds_cmd, 0, sizeof( md2cmds_cmd));

  pthread_mutex_init( &md2cmds_mutex, NULL);
  pthread_cond_init( &md2cmds_cond, NULL);

  pthread_mutex_init( &md2cmds_moving_mutex, NULL);
  pthread_cond_init(  &md2cmds_moving_cond, NULL);

  md2cmds_md_status_code = lsredis_get_obj
      ( "md2_status_code");
  lsredis_setstr( md2cmds_md_status_code, "
      7");
}
```

7.9.2.6 void md2cmds_kappaphi_move (double *kappa_deg,* double *phi_deg*)

Definition at line 675 of file md2cmds.c.

```
                                                              {
  int kc, pc;

  // coordinate system 7
  // 1 << (coord sys no - 1) = 64

  kc = md2cmds_prep_axis( kappa, kappa_deg);
  pc = md2cmds_prep_axis( kappa, phi_deg);

  //  ;150              LS-CAT Move X, Y Absolute
  //  ;                 Q20    = X Value
  //  ;                 Q21    = Y Value
  //  ;                 Q100   = 1 << (coord sys no  - 1)

  lspmac_SockSendDPline( "kappaphi_move", "&7 Q20=%d
       Q21=%d Q100=64", kc, pc);

}
```

7.9.2.7 void md2cmds_maybe_done_moving_cb (char ∗ *event*)

Track how many motors are moving.

Definition at line 639 of file md2cmds.c.

```
                                                {

  pthread_mutex_lock(   &md2cmds_moving_mutex);
  if( strstr( event, "Moving") != NULL) {
    //
    // -1 is a flag indicating we're expecting some action
    //
    if( md2cmds_moving_count == -1)
      md2cmds_moving_count = 1;
    else
      md2cmds_moving_count++;
  } else {
    //
    //
    if( md2cmds_moving_count > 0)
      md2cmds_moving_count--;
  }

  lsredis_setstr( md2cmds_md_status_code, "
      %s", md2cmds_moving_count ? "4" : "3");

  if( md2cmds_moving_count == 0)
    pthread_cond_signal( &md2cmds_moving_cond);
  pthread_mutex_unlock( &md2cmds_moving_mutex);

}
```

7.9.2.8 void md2cmds_maybe_rotate_done_cb (char ∗ *event*)

Now that we are done with the 360 rotation lets rehome right quick.

Definition at line 1005 of file md2cmds.c.

```
                                                  {
  if( rotating) {
    rotating = 0;
    lspmac_home1_queue( omega);
  }
}
```

7.9.2.9 void md2cmds_move_prep (int *mmask*)

set up moving motors in a coordinate system

Definition at line 33 of file md2cmds.c.

```
                                    {
  int flag;

  pthread_mutex_lock( &lspmac_moving_mutex);
  flag = (lspmac_moving_flags & mmask) != 0;
  pthread_mutex_unlock( &lspmac_moving_mutex);

  //
  // Only wait for the all clear if it's not all clear already
  //
  if( flag) {
    //
    // Clear the motion flags for the given coordinate system(s)
    // Then set them.
    // Each time we wait until we've read back
    // the changed values
    //
    // This guarantees that when we are waiting for motion to stop that it did,
       in fact, start
    //

    pthread_mutex_lock( &md2cmds_moving_mutex);
    md2cmds_moving_queue_wait = 1;
    pthread_mutex_unlock( &md2cmds_moving_mutex);

    //
    // Clear the centering and alignment stage flags
    //
    lspmac_SockSendDPline( "move_prep", "M5075=(M5075 |
       %d) ^ %d", mmask, mmask);

    pthread_mutex_lock( &md2cmds_moving_mutex);
    while( md2cmds_moving_queue_wait)
      pthread_cond_wait( &md2cmds_moving_cond, &
      md2cmds_moving_mutex);
    pthread_mutex_unlock( &md2cmds_moving_mutex);

    //
    // Make sure the command propagates back to the status
    //
    pthread_mutex_lock( &lspmac_moving_mutex);
    while( (lspmac_moving_flags & mmask) != 0)
      pthread_cond_wait( &lspmac_moving_cond, &
      lspmac_moving_mutex);

    lslogging_log_message( "md2cmds_move_prep:
       lspmac_moving_flags = %d", lspmac_moving_flags);
    pthread_mutex_unlock( &lspmac_moving_mutex);
  }


  //
  // set a flag so the event listener doesn't look at zero motion before we
       start and think we are done
  //
  pthread_mutex_lock( &md2cmds_moving_mutex);
  if( md2cmds_moving_count == 0)
    md2cmds_moving_count = -1;
  md2cmds_moving_queue_wait = 1;
  pthread_mutex_unlock( &md2cmds_moving_mutex);

  //
  // Now set the given motion flags
  //
  lspmac_SockSendDPline( "move_prep", "M5075=(M5075 | %d)"
     , mmask);
  pthread_mutex_lock( &pmac_queue_mutex);
  //
  // wait for the command to be sent
  //
  pthread_mutex_lock( &md2cmds_moving_mutex);
  while( md2cmds_moving_queue_wait)
    pthread_cond_wait( &md2cmds_moving_cond, &
      md2cmds_moving_mutex);
  pthread_mutex_unlock( &md2cmds_moving_mutex);

  //
  // Make sure it propagates
  //
  pthread_mutex_lock( &lspmac_moving_mutex);
  while( (lspmac_moving_flags & mmask) != mmask)
    pthread_cond_wait( &lspmac_moving_cond, &
      lspmac_moving_mutex);

  lslogging_log_message( "md2cmds_move_prep:
       lspmac_moving_flags = %d", lspmac_moving_flags);
  pthread_mutex_unlock( &lspmac_moving_mutex);
}
```

7.9.2.10 void md2cmds_move_prep_done_cb (char * *event*)

Definition at line 1044 of file md2cmds.c.

```
                                              {
  pthread_mutex_lock( &md2cmds_moving_mutex);
  md2cmds_moving_queue_wait = 0;
  pthread_cond_signal( &md2cmds_moving_cond);
  pthread_mutex_unlock( &md2cmds_moving_mutex);
}
```

7.9.2.11 void md2cmds_move_wait (int *mmask*)

Wait for the movement to stop.

Definition at line 115 of file md2cmds.c.

```
                                    {
  //
  // Just wait until the motion flags are lowered
  // Note this does not mean the motors are done moving,
  // just that the motion program is done.
  //
  // Look for the "In Position" events to see if we are really done
  //
  // We are assuming that the "Moving" callbacks were received
  // before the motion programs have all finished.  Probably a reasonable
  // expectation but not really guaranteed
  //

  pthread_mutex_lock( &pmac_queue_mutex);
  //
  // wait for the command to be sent
  //
  if( md2cmds_moving_pq != NULL) {
   while( md2cmds_moving_pq->time_sent.tv_sec==0)
     pthread_cond_wait( &pmac_queue_cond, &pmac_queue_mutex
      );
  }
  pthread_mutex_unlock( &pmac_queue_mutex);


  //
  // Wait for the motion programs to finish
  //
  pthread_mutex_lock( &lspmac_moving_mutex);
  while( lspmac_moving_flags & mmask)
    pthread_cond_wait( &lspmac_moving_cond, &
      lspmac_moving_mutex);
  pthread_mutex_unlock( &lspmac_moving_mutex);

  //
  // Wait for the In Position events
  //
  pthread_mutex_lock( &md2cmds_moving_mutex);
  while( md2cmds_moving_count > 0)
    pthread_cond_wait( &md2cmds_moving_cond, &
      md2cmds_moving_mutex);
  pthread_mutex_unlock( &md2cmds_moving_mutex);
}
```

7.9.2.12 void md2cmds_moveAbs (const char ∗ *ccmd*)

Move a motor to the position requested.

Parameters

in	*ccmd*	The full command string to parse, ie, "moveAbs omega 180"

Definition at line 409 of file md2cmds.c.

```
                        {
  char *cmd;
  char *ignore;
  char *ptr;
  char *mtr;
  char *pos;
  double fpos;
  char *endptr;
  lspmac_motor_t *mp;
  int i;

  // ignore nothing
  if( ccmd == NULL || *ccmd == 0) {
    return;
  }

  // operate on a copy of the string since strtok_r will modify its argument
  //
  cmd = strdup( ccmd);

  // Parse the command string
  //
  ignore = strtok_r( cmd, " ", &ptr);
  if( ignore == NULL) {
    lslogging_log_message( "md2cmds_moveAbs: ignoring
       blank command '%s'", cmd);
    free( cmd);
    return;
  }

  // The first string should be "moveAbs" cause that's how we got here.
  // Toss it.

  mtr = strtok_r( NULL, " ", &ptr);
  if( mtr == NULL) {
    lslogging_log_message( "md2cmds moveAbs error: missing
       motor name");
    free( cmd);
    return;
  }

  mp = NULL;
  for( i=0; i<lspmac_nmotors; i++) {
    if( strcmp( lspmac_motors[i].name, mtr) == 0) {
      mp = &(lspmac_motors[i]);
      break;
    }
  }
  if( mp == NULL) {
    lslogging_log_message( "md2cmds moveAbs error: cannot
       find motor %s", mtr);
    free( cmd);
    return;
  }

  pos = strtok_r( NULL, " ", &ptr);
  if( pos == NULL) {
    lslogging_log_message( "md2cmds moveAbs error: missing
       position");
    free( cmd);
    return;
  }

  fpos = strtod( pos, &endptr);
  if( pos == endptr) {
    //
    // Maybe we have a preset.  Give it a whirl
    // In any case we are done here.
    //
    lspmac_move_preset_queue( mp, pos);
    free( cmd);
    return;
  }

  if( mp != NULL && mp->moveAbs != NULL) {
    wprintw( term_output, "Moving %s to %f\n", mtr, fpos);
    wnoutrefresh( term_output);
    mp->moveAbs( mp, fpos);
  }

  free( cmd);
}
```

7.9.2.13 void md2cmds_mvcenter_move (double *cx*, double *cy*, double *ax*, double *ay*, double *az*)

Move the centering and alignment tables.

Parameters

in	*cx*	Requested Centering Table X
in	*cy*	Requested Centering Table Y
in	*ax*	Requested Alignment Table X
in	*ay*	Requested Alignment Table Y
in	*az*	Requested Alignment Table Z

Definition at line 611 of file md2cmds.c.

```
                                {

  //
  // centering stage is coordinate system 2
  // alignment stage is coordinate system 3
  //

  double cx_cts, cy_cts, ax_cts, ay_cts, az_cts;

  cx_cts = md2cmds_prep_axis( cenx, cx);
  cy_cts = md2cmds_prep_axis( ceny, cy);
  ax_cts = md2cmds_prep_axis( alignx, ax);
  ay_cts = md2cmds_prep_axis( aligny, ay);
  az_cts = md2cmds_prep_axis( alignz, az);

  lspmac_SockSendDPline( NULL, "&2 Q100=2 Q20=%.1f
       Q21=%.1f B150R", cx_cts, cy_cts);
  lspmac_SockSendDPline( "mvcenter_move", "&3 Q100=4
       Q30=%.1f Q31=%.1f Q32=%.1f B160R", ax_cts, ay_cts, az_cts);

}
```

7.9.2.14 void md2cmds_organs_move_presets (char ∗ *pay*, char ∗ *paz*, char ∗ *pcy*, char ∗ *pcz*, char ∗ *psz*)

Definition at line 173 of file md2cmds.c.

```
                 {
  double ay,   az,  cy,  cz,  sz;
  int    cay, caz, ccy, ccz, csz;
  int err;

  err = lsredis_find_preset( apery->name, pay, &ay)
      ;
  if( err == 0) {
    lslogging_log_message( "md2cmds_move_organs_presets:
       no preset '%s' for motor '%s'", pay, apery->name);
    return;
  }

  err = lsredis_find_preset( aperz->name, paz, &az)
      ;
  if( err == 0) {
    lslogging_log_message( "md2cmds_move_organs_presets:
       no preset '%s' for motor '%s'", paz, aperz->name);
    return;
  }

  err = lsredis_find_preset( capy->name, pcy, &cy);
  if( err == 0) {
    lslogging_log_message( "md2cmds_organs_move_presets:
       no preset '%s' for motor '%s'", pcy, capy->name);
    return;
  }

  err = lsredis_find_preset( capz->name, pcz, &cz);
  if( err == 0) {
    lslogging_log_message( "md2cmds_organs_move_presets:
       no preset '%s' for motor '%s'", pcz, capz->name);
    return;
  }

  err = lsredis_find_preset( scint->name, psz, &sz)
      ;
  if( err == 0) {
    lslogging_log_message( "md2cmds_organs_move_presets:
       no preset '%s' for motor '%s'", psz, scint->name);
    return;
  }

  cay = md2cmds_prep_axis( apery, ay);
  caz = md2cmds_prep_axis( aperz, az);
  ccy = md2cmds_prep_axis( capy,  cy);
  ccz = md2cmds_prep_axis( capz,  cz);
  csz = md2cmds_prep_axis( scint, sz);

  //
  // 170          LS-CAT Move U, V, W, X, Y, Z Absolute
  //                  Q40     = X Value
  //                  Q41     = Y Value
  //                  Q42     = Z Value
  //                  Q43     = U Value
  //                  Q44     = V Value
  //                  Q45     = W Value
  //

  lspmac_SockSendDPline( "organs", "&5 Q40=0 Q41=%d Q42=%d
       Q43=%d Q44=%d Q45=%d Q100=16 B170R", cay, caz, ccy, ccz, csz);

}
```

7.9.2.15 void md2cmds_organs_prep ( )

Definition at line 667 of file md2cmds.c.

```
                            {
  //
  // we are coordinate system 5,  mask is 1 << (cs - 1)
  //
  md2cmds_move_prep( 16);
}
```

7.9.2.16 void md2cmds_organs_wait ( )

Definition at line 694 of file md2cmds.c.

```
                            {
  //
  // we are coordinate system 5,  mask is 1 << (cs - 1)
  //
  md2cmds_move_wait( 16);
}
```

7.9.2.17 void md2cmds_phase_change (const char * *ccmd*)

Move md2 devices to a preconfigured state.

EMBL calls these states "phases" and this language is partially retained here

Parameters

ccmd	The full text of the command that sent us here

Definition at line 496 of file md2cmds.c.

```
                                           {
  char *cmd;
  char *ignore;
  char *ptr;
  char *mode;

  if( ccmd == NULL || *ccmd == 0)
    return;

  // use a copy as strtok_r modifies the string it is parsing
  //
  cmd = strdup( ccmd);

  ignore = strtok_r( cmd, " ", &ptr);
  if( ignore == NULL) {
    lslogging_log_message( "md2cmds_phase_change: ignoring
       empty command string (how did we let things get this far?");
    free( cmd);
    return;
  }

  //
  // ignore should point to "mode" cause that's how we got here.  Ignore it
  //
  mode = strtok_r( NULL, " ", &ptr);
  if( mode == NULL) {
    lslogging_log_message( "md2cmds_phase_change: no mode
       specified");
    free( cmd);
    return;
  }

  if( strcmp( mode, "manualMount") == 0) {
    lspmac_move_or_jog_preset_queue( kappa,
       "manualMount", 1);
    lspmac_move_or_jog_preset_queue( omega,
       "manualMount", 0);
    lspmac_move_or_jog_abs_queue( phi,    0.0, 0)
      ;
    lspmac_move_or_jog_preset_queue( aperz,
       "Cover", 1);
    lspmac_move_or_jog_preset_queue( capz,
      "Cover", 1);
    lspmac_move_or_jog_preset_queue( scint,
       "Cover", 1);
    md2cmds_moveAbs( "moveAbs backLight 0");
    md2cmds_moveAbs( "moveAbs backLight.intensity 0");
    md2cmds_moveAbs( "moveAbs cryo 1");
    md2cmds_moveAbs( "moveAbs fluo 0");
    md2cmds_moveAbs( "moveAbs cam.zoom 1");
  } else if( strcmp( mode, "robotMount") == 0) {
    lspmac_home1_queue( kappa);
    lspmac_home1_queue( omega);
    lspmac_move_or_jog_abs_queue( phi,  0.0, 0);
    lspmac_move_or_jog_preset_queue( apery,
       "In", 1);
    lspmac_move_or_jog_preset_queue( aperz,
       "In", 1);
    lspmac_move_or_jog_preset_queue( capz,
      "Cover", 1);
    lspmac_move_or_jog_preset_queue( scint,
       "Cover", 1);
    md2cmds_moveAbs( "moveAbs backLight 0");
    md2cmds_moveAbs( "moveAbs backLight.intensity 0");
    md2cmds_moveAbs( "moveAbs cryo 1");
    md2cmds_moveAbs( "moveAbs fluo 0");
    md2cmds_moveAbs( "moveAbs cam.zoom 1");
  } else if( strcmp( mode, "center") == 0) {
    md2cmds_moveAbs( "moveAbs kappa 0");
    md2cmds_moveAbs( "moveAbs omega 0");
    lspmac_move_or_jog_abs_queue(    phi,   0.0,
      0);
    lspmac_move_or_jog_preset_queue( apery,
      "In", 1);
    lspmac_move_or_jog_preset_queue( aperz,
      "In", 1);
    lspmac_move_or_jog_preset_queue( capy,
     "In", 1);
    lspmac_move_or_jog_preset_queue( capz,
     "In", 1);
    lspmac_move_or_jog_preset_queue( scint,
      "Cover", 1);
    md2cmds_moveAbs( "moveAbs backLight 1");
    md2cmds_moveAbs( "moveAbs cam.zoom 1");
    md2cmds_moveAbs( "moveAbs cryo 0");
    md2cmds_moveAbs( "moveAbs fluo 0");
  } else if( strcmp( mode, "dataCollection") == 0) {
    lspmac_move_or_jog_preset_queue( apery,
      "In", 1);
    lspmac_move_or_jog_preset_queue( aperz,
      "In", 1);
    lspmac_move_or_jog_preset_queue( capy,
     "In", 1);
    lspmac_move_or_jog_preset_queue( capz,
     "In", 1);
    lspmac_move_or_jog_preset_queue( scint,
      "Cover", 1);
    md2cmds_moveAbs( "moveAbs backLight 0");
    md2cmds_moveAbs( "moveAbs backLight.intensity 0");
    md2cmds_moveAbs( "moveAbs cryo 0");
    md2cmds_moveAbs( "moveAbs fluo 0");
  } else if( strcmp( mode, "beamLocation") == 0) {
    md2cmds_moveAbs( "moveAbs kappa 0");
    md2cmds_moveAbs( "moveAbs omega 0");
    lspmac_move_or_jog_preset_queue( apery,
      "In", 1);
    lspmac_move_or_jog_preset_queue( aperz,
      "In", 1);
    lspmac_move_or_jog_preset_queue( capy,
     "In", 1);
    lspmac_move_or_jog_preset_queue( capz,
     "In", 1);
    lspmac_move_or_jog_preset_queue( scint,
      "Scintillator", 1);
    md2cmds_moveAbs( "moveAbs backLight 0");
    md2cmds_moveAbs( "moveAbs cam.zoom 1");
    md2cmds_moveAbs( "moveAbs cryo 0");
    md2cmds_moveAbs( "moveAbs fluo 0");
  } else if( strcmp( mode, "safe") == 0) {
    md2cmds_moveAbs( "moveAbs kappa 0");
    md2cmds_moveAbs( "moveAbs omega 0");
    lspmac_move_or_jog_preset_queue( apery,
      "In", 1);
    lspmac_move_or_jog_preset_queue( aperz,
      "Cover", 1);
    lspmac_move_or_jog_preset_queue( capy,
     "In", 1);
    lspmac_move_or_jog_preset_queue( capz,
     "Cover", 1);
    lspmac_move_or_jog_preset_queue( scint,
      "Cover", 1);
    md2cmds_moveAbs( "moveAbs backLight 0");
    md2cmds_moveAbs( "moveAbs cam.zoom 1");
    md2cmds_moveAbs( "moveAbs cryo 0");
    md2cmds_moveAbs( "moveAbs fluo 0");
  }


  free( cmd);
}
```

7.9.2.18 double md2cmds_prep_axis (lspmac_motor_t * *mp*, double *pos*)

Definition at line 156 of file md2cmds.c.

```
                                                           {
  double rtn;
  double u2c;

  pthread_mutex_lock( &(mp->mutex));
  u2c = lsredis_getd( mp->u2c);

  rtn = u2c   * pos;
  mp->motion_seen = 0;
  mp->not_done    = 1;
  pthread_mutex_unlock( &(mp->mutex));

  return rtn;
}
```

7.9.2.19 void md2cmds_rotate ( )

Spin 360 and make a video (recenter first, maybe)

Definition at line 892 of file md2cmds.c.

```
                      {
  double cx, cy, ax, ay, az;

  //
  // BLUMax disables scintilator here.
  //

  //
  // get the new center information
  //
  lslogging_log_message( "md2cmds_rotate: calling
       getcenter");
  lspg_getcenter_call();

  lslogging_log_message( "md2cmds_rotate: wait for
       getcenter");
  lspg_getcenter_wait();


  lslogging_log_message( "md2cmds_rotate: moving backlight
       up");
  // put up the back light
  blight_ud->moveAbs( blight_ud, 1);

  if( lspg_getcenter.no_rows_returned) {
    //
    // Always specify zoom even if no other center information is found
    //
    zoom->moveAbs( zoom, 1);      // default zoom is 1
  } else {
    lslogging_log_message( "md2cmds_rotate: getcenter
       returned dcx %f, dcy %f, dax %f, day %f, daz %f, zoom %d",
                           lspg_getcenter.dcx, lspg_getcenter
      .dcy, lspg_getcenter.dax, lspg_getcenter.day
      , lspg_getcenter.daz,lspg_getcenter.zoom);

    if( lspg_getcenter.zoom_isnull == 0) {
      zoom->moveAbs( zoom, lspg_getcenter.zoom
      );
    } else {
      zoom->moveAbs( zoom, 1);
    }

    //
    // Grab the current positions and perhaps add the tad specified by
       getcenter
    //
    cx = lspmac_getPosition( cenx);
    cy = lspmac_getPosition( ceny);
    ax = lspmac_getPosition( alignx);
    ay = lspmac_getPosition( aligny);
    az = lspmac_getPosition( alignz);
    lslogging_log_message( "md2cmds_rotate: actual
       positions cx %f, cy %f, ax %f, ay %f, az %f", cx, cy, ax, ay, az);

    if( lspg_getcenter.dcx_isnull == 0)
      cx += lspg_getcenter.dcx;

    if( lspg_getcenter.dcy_isnull == 0)
      cy  += lspg_getcenter.dcy;

    if( lspg_getcenter.dax_isnull == 0)
      ax  += lspg_getcenter.dax;

    if( lspg_getcenter.day_isnull == 0)
      ay  += lspg_getcenter.day;

    if( lspg_getcenter.daz_isnull == 0)
      az  += lspg_getcenter.daz;
    lslogging_log_message( "md2cmds_rotate: requested
       positions cx %f, cy %f, ax %f, ay %f, az %f", cx, cy, ax, ay, az);

    md2cmds_move_prep( 6);
    lslogging_log_message( "md2cmds_rotate: moving center"
      );
    md2cmds_mvcenter_move( cx, cy, ax, ay, az);


    lslogging_log_message( "md2cmds_rotate: waiting for
       center move");
    md2cmds_move_wait(6);
    lslogging_log_message( "md2cmds_rotate: done waiting")
      ;
  }
  lspg_getcenter_done();


  // Omega was just homed before we mounted the sample, don't do it again here

  // Report new center positions
  cx = lspmac_getPosition( cenx);
  cy = lspmac_getPosition( ceny);
  ax = lspmac_getPosition( alignx);
  ay = lspmac_getPosition( aligny);
  az = lspmac_getPosition( alignz);
  lspg_query_push( NULL, "SELECT px.applycenter( %.3f, %.3f,
       %.3f, %.3f, %.3f, %.3f, %.3f)", cx, cy, ax, ay, az, lspmac_getPosition
      (kappa), lspmac_getPosition( phi));

  lspmac_moveabs_wait( zoom);

  lslogging_log_message( "md2cmds_rotate: done with
       applycenter");
  lspmac_video_rotate( 4.0);
  lslogging_log_message( "md2cmds_rotate: starting
       rotation");
  rotating = 1;
}
```

7.9.2.20 void md2cmds_rotate_cb (char ∗ *event*)

Tell the database about the time we went through omega=zero.

This should trigger the video feed server to starting making a movie.

Definition at line 988 of file md2cmds.c.

```
                                      {
  struct tm t;
  int usecs;

  localtime_r( &(omega_zero_time.tv_sec), &t);

  lslogging_log_message( "md2cmds_rotate_cb: Here I am");

  usecs = omega_zero_time.tv_nsec / 1000;
  lspg_query_push( NULL, "SELECT px.trigcam('%d-%d-%d
       %d:%d:%d.%06d', %d, 0.0, 90.0)",
                   t.tm_year+1900, t.tm_mon+1, t.tm_mday, t.tm_hour, t.tm_min,
      t.tm_sec, usecs,
                   (int)(lspmac_getPosition( zoom)));

}
```

7.9.2.21 void md2cmds_run ( )

Start up the thread.

Definition at line 1176 of file md2cmds.c.

```
                  {
  pthread_create( &md2cmds_thread, NULL,
      md2cmds_worker, NULL);
  lsevents_add_listener( "omega crossed zero",
      md2cmds_rotate_cb);
  lsevents_add_listener( ".+ (Moving|In Position)",
      md2cmds_maybe_done_moving_cb);
  lsevents_add_listener( "capz (Moving|In Position)",
      md2cmds_time_capz_cb);
  lsevents_add_listener( "move_prep command done",
      md2cmds_move_prep_done_cb);
}
```

7.9.2.22 void md2cmds_set_scale_cb (char * *event*)

Fix up xscale and yscale when zoom changes.

Definition at line 1015 of file md2cmds.c.

```
                                        {
  int mag;
  lsredis_obj_t *p1, *p2;
  char *vp;

  mag = lspmac_getPosition( zoom);


  p1  = lsredis_get_obj( "cam.xScale");
  p2  = lsredis_get_obj( "cam.zoom.%d.ScaleX", mag);

  vp = lsredis_getstr( p2);
  lsredis_setstr( p2, vp);
  free( vp);

  p1  = lsredis_get_obj( "cam.yScale");
  p2  = lsredis_get_obj( "cam.zoom.%d.ScaleY", mag);

  vp = lsredis_getstr( p2);
  lsredis_setstr( p2, vp);
  free( vp);
}
```

7.9.2.23 void md2cmds_time_capz_cb (char * *event*)

Time the capillary motion for the transfer routine.

< track the time spent moving capz

Definition at line 1053 of file md2cmds.c.

```
                                        {
  static struct timespec capz_timestarted;
  struct timespec now;
  int nsec, sec;

  if( strstr( event, "Moving") != NULL) {
    clock_gettime( CLOCK_REALTIME, &capz_timestarted);
  } else {
    clock_gettime( CLOCK_REALTIME, &now);

    sec  = now.tv_sec - capz_timestarted.tv_sec;
    nsec = 0;
    if( now.tv_nsec > capz_timestarted.tv_nsec) {
      sec--;
      nsec += 1000000000;
    }
    nsec += now.tv_nsec - capz_timestarted.tv_nsec;
    md2cmds_capz_moving_time = sec + nsec / 1000000000.
      ;
  }
}
```

7.9.2.24 void md2cmds_transfer ( )

Transfer a sample.

Definition at line 231 of file md2cmds.c.

```
                        {
int nextsample, abort_now;
double esttime;
double ax, ay, az, cx, cy, horz, vert, oref;
int err;
int motion_mask;

nextsample = lspg_nextsample_all( &err);
if( err) {
  lslogging_log_message( "md2cmds_transfer: no sample
     requested to be transfered, false alarm");
  return;
}

//
// BLUMax sets up an abort dialogbox here.  Probably we should figure out how
     we are going to handle that.
//

// Wait for everything to stop moving
// TODO: timeout and abort if we are moving forever
//
md2cmds_move_wait( 0);

pthread_mutex_lock( &md2cmds_moving_mutex);
while( md2cmds_moving_count > 0)
  pthread_cond_wait( &md2cmds_moving_cond, &
    md2cmds_moving_mutex);
pthread_mutex_unlock( &md2cmds_moving_mutex);

//
// get positions we'll be needed to report to postgres
//
ax = lspmac_getPosition(alignx);
ay = lspmac_getPosition(aligny);
az = lspmac_getPosition(alignz);
cx = lspmac_getPosition(cenx);
cy = lspmac_getPosition(ceny);
oref = lsredis_getd(lsredis_get_obj( "
    omega.reference")) * M_PI/180.;

horz = cx * cos(oref) + cy * sin(oref);
vert = cx * sin(oref) - cy * cos(oref);

if( lsredis_getd( capz->u2c) <= 0.0 || lsredis_getd
    ( capz->max_speed) <= 0.0 || lsredis_getd( capz->
    max_accel) <= 0.0) {
  esttime = 0.0;
} else {

  // Here we assume moving the capilary is the rate limiting step in
     preparing the MD2.
  //
  // TODO: look at factors in which something besides the capilary determines
     the time.
  //
  // pretend we are going to zero instead of the "Out" position.  This should
     be less than a 5% error
  // and is probably not too horrible
  //
  // This also treats S curve acceleration as taking the same time as linear
     acceleration.
  //
  esttime  = lspmac_getPosition( capz)/lsredis_getd
    ( capz->u2c)/(lsredis_getd( capz->max_speed));
    // Time if we moved at constant velocity
  esttime += lsredis_getd( capz->max_speed)/
    lsredis_getd(capz->max_accel);
    // Correction for time spent accelerating
  esttime /= 1000.;
    // convert from milliseconds to seconds
}

lspg_starttransfer_call( nextsample,
    lspmac_getBIPosition( sample_detected), ax,
    ay, az, horz, vert, esttime);

// put the light down if it's not already
//
if( lspmac_getBIPosition( blight_down) != 1)
  blight_ud->moveAbs( blight_ud, 0);

// Pull the fluorescence detector out of the way
//
if( lspmac_getBIPosition( fluor_back) != 1)
  blight_ud->moveAbs( fluo, 0);
```

```
// get ready to move the organs, omega, kappa, and phi
//          omega    organs    kappa/phi
motion_mask = 1    |  16      | 64;
md2cmds_move_prep( motion_mask);
//
// Put the organs into position
//
md2cmds_organs_move_presets( "In", "Cover", "In",
    "Cover", "Cover");

//
// Home Kappa
//
lspmac_home1_queue( kappa);

//
// Home omega
//
lspmac_home1_queue( omega);

//
// wait for kappa cause we can't home phi until kappa's done
//
lspmac_moveabs_wait( kappa);

//
// Home phi (whatever that means)
//
lspmac_home1_queue( phi);
{
  pmac_cmd_queue_t *mypq;
  //
  // Do a little dance to have the md2cmds_moving routines see the
  // last move command we sent to the pmac
  //
  // try not to grab too many mutexs at the same time to lower the chance of
     a deadlock.
  //
  pthread_mutex_lock( &phi->mutex);
  mypq = phi->pq;
  pthread_mutex_unlock( &phi->mutex);

  pthread_mutex_lock( &md2cmds_moving_mutex);
  md2cmds_moving_pq = mypq;
  pthread_mutex_unlock( &md2cmds_moving_mutex);
}

// Now let's get back to postresql (remember our query so long ago?)
//
lspg_starttransfer_wait();

//
// It's possible that the sample that's mounted is unknown to the robot.
// If so then we need to abort after we're done moving stuff
//
if( lspg_starttransfer.no_rows_returned ||
    lspg_starttransfer.starttransfer != 1)
  abort_now = 1;
else
  abort_now = 0;

lspg_starttransfer_done();

//
// Wait for all those motors to stop moving
//
md2cmds_move_wait( motion_mask);

// TODO: check that all the motors are where we told them to go
//

if( abort_now) {
  lslogging_log_message( "md2cmds_transfer: Apparently
     there is a sample mounted already but we don't know where it is supposed to go");
  return;
}

// refuse to go on if we do not have positive confirmation that the backlight
     is down and the
// fluorescence detector is back
//
if( lspmac_getBIPosition( blight_down) != 1 ||
    lspmac_getBIPosition( fluor_back) != 1) {
  lslogging_log_message( "md2cmds_transfer: It looks
     like either the back light is not down or the fluoescence dectector is not back");
  return;
}
```

```
  //
  // Wait for the robot to unlock the cryo which signals us that we need to
  // move the cryo back and drop air rights
  //
  lspg_waitcryo_all();

  // Move the cryo back
  //
  cryo->moveAbs( cryo, 1);
  lspmac_moveabs_wait( cryo);

  // simplest query yet!
  lspg_query_push( lspg_waitcryo_cb, "SELECT
       px.dropairrights()");

  // wait for the result
  // TODO: find an easy way out of this in case of error
  //
  lspg_getcurrentsampleid_wait_for_id(
      nextsample);

  // grab the airrights again
  //
  lspg_demandairrights_all();
}
```

7.9.2.25 void∗ md2cmds_worker (void ∗ *dummy*)

Our worker thread.

Parameters

dummy	[in] Unused but required by protocol

Definition at line 1127 of file md2cmds.c.

```
                        {

  pthread_mutex_lock( &md2cmds_mutex);

  while( 1) {
    //
    // wait for someone to give us a command (and tell us they did so)
    //
    while( md2cmds_cmd[0] == 0)
      pthread_cond_wait( &md2cmds_cond, &md2cmds_mutex
      );

    if( strcmp( md2cmds_cmd, "transfer") == 0) {
      md2cmds_transfer();
    } else if( strcmp( md2cmds_cmd, "collect") == 0) {
      md2cmds_collect();
    } else if( strcmp( md2cmds_cmd, "rotate") == 0) {
      md2cmds_rotate();
    } else if( strcmp( md2cmds_cmd, "center") == 0) {
      md2cmds_center();
    } else if( strncmp( md2cmds_cmd, "moveAbs", 7) == 0) {
      md2cmds_moveAbs( md2cmds_cmd);
    } else if( strncmp( md2cmds_cmd, "changeMode", 10) == 0) {
      md2cmds_phase_change( md2cmds_cmd);
    }

    md2cmds_cmd[0] = 0;
  }
}
```

7.9.3 Variable Documentation

7.9.3.1 double md2cmds_capz_moving_time = NAN [static]

Definition at line 28 of file md2cmds.c.

7.9.3.2 char md2cmds_cmd[MD2CMDS_CMD_LENGTH]

our command;

Definition at line 20 of file md2cmds.c.

7.9.3.3 pthread_cond_t md2cmds_cond

condition to signal when it's time to run an md2 command

Definition at line 10 of file md2cmds.c.

7.9.3.4 lsredis_obj_t* md2cmds_md_status_code

Definition at line 22 of file md2cmds.c.

7.9.3.5 pthread_cond_t md2cmds_moving_cond

wait for command to have been dequeued and run

coordinate call and response

Definition at line 14 of file md2cmds.c.

7.9.3.6 int md2cmds_moving_count = 0

Definition at line 18 of file md2cmds.c.

7.9.3.7 pthread_mutex_t md2cmds_moving_mutex

message passing between md2cmds and pg

Definition at line 15 of file md2cmds.c.

7.9.3.8 pmac_cmd_queue_t* md2cmds_moving_pq

pmac queue item from last command

Definition at line 16 of file md2cmds.c.

7.9.3.9 int md2cmds_moving_queue_wait = 0

Definition at line 13 of file md2cmds.c.

7.9.3.10 pthread_mutex_t md2cmds_mutex

mutex for the condition

Definition at line 11 of file md2cmds.c.

7.9.3.11 pthread_t md2cmds_thread `[static]`

Definition at line 24 of file md2cmds.c.

7.9.3.12 int rotating = 0 `[static]`

flag: when omega is in position after a rotate we want to re-home omega

Definition at line 26 of file md2cmds.c.

7.10 mk_pgpmac_redis.py File Reference

Namespaces

- namespace mk_pgpmac_redis

Variables

- list mk_pgpmac_redis.head sys.argv[1]
- list mk_pgpmac_redis.pref_ini sys.argv[2]
- list mk_pgpmac_redis.hard_ini sys.argv[3]
- dictionary mk_pgpmac_redis.motor_dict
- dictionary mk_pgpmac_redis.hard_ini_fields
- list mk_pgpmac_redis.motor_field_lists
- list mk_pgpmac_redis.bi_list ["CryoSwitch"]
- dictionary mk_pgpmac_redis.motor_presets
- list mk_pgpmac_redis.zoom_settings
- tuple mk_pgpmac_redis.hi iniParser.iniParser(hard_ini)
- list mk_pgpmac_redis.v motor_dict[m]
- string mk_pgpmac_redis.f "HSETNX"
- tuple mk_pgpmac_redis.pi iniParser.iniParser(pref_ini)
- int mk_pgpmac_redis.i 0
- tuple mk_pgpmac_redis.ppos pi.get(section, option)
- string mk_pgpmac_redis.fnc "HSETNX"
- tuple mk_pgpmac_redis.b pi.get(section, "LightIntensity")
- tuple mk_pgpmac_redis.p pi.get(section, "MotorPosition")
- tuple mk_pgpmac_redis.x pi.get(section, "ScaleX")
- tuple mk_pgpmac_redis.y pi.get(section, "ScaleY")

7.11 pgpmac.c File Reference

Main for the pgpmac project.

```
#include "pgpmac.h"
```

Functions

- void stdinService (struct pollfd ∗evt)

  Handle keyboard input.
- void pgpmac_printf (char ∗fmt,...)

  Terminal output routine ala printf.
- int main (int argc, char ∗∗argv)

  Our main routine.

Variables

- WINDOW ∗ term_output

  place to print stuff out
- WINDOW ∗ term_input

  place to put the cursor
- WINDOW ∗ term_status

  shutter, lamp, air, etc status
- WINDOW ∗ term_status2

  shutter, lamp, air, etc status
- pthread_mutex_t ncurses_mutex

  allow more than one thread access to the screen
- static struct pollfd stdinfda

  Handle input from the keyboard.
- static int running = 1

7.11.1 Detailed Description

Main for the pgpmac project.

Date

2012

Author

Keith Brister

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Definition in file pgpmac.c.

7.11.2 Function Documentation

7.11.2.1 int main (int *argc*, char ∗∗ *argv*)

Our main routine.

Parameters

in	*argc*	Number of arguments
in	*argv*	Vector of argument strings

Definition at line 351 of file pgpmac.c.

```
          {

  static struct pollfd fda[3];          // input for poll: room for postgres,
       pmac, and stdin
  static int nfd = 0;                   // number of items in fda
  static int pollrtn = 0;
  static struct option long_options[] = {
    { "i-vars", 0, NULL, 'i'},
    { "m-vars", 0, NULL, 'm'},
    { NULL,     0, NULL, 0}
  };
```

```
int c;
int ivars, mvars;
mvars=0;
ivars=0;

int i;                              // standard loop counter

while( 1) {
  c=getopt_long( argc, argv, "im", long_options, NULL);
  if( c == -1)
    break;

  switch( c) {
  case 'i':
    ivars=1;
    break;

  case 'm':
    mvars=1;
    break;

  }
}

stdinfda.fd = 0;
stdinfda.events = POLLIN;

initscr();                           // Start ncurses
raw();                               // Line buffering disabled, control
     chars trapped
keypad( stdscr, TRUE);               // Why is F1 nifty?
refresh();

pthread_mutex_init( &ncurses_mutex, NULL);       // don't lock
     this mutex yet because we are not multi-threaded until the "_run" functions

//
// Since the modules reference objects in other modules it is important
// that everyone is initiallized before anyone runs
//
lslogging_init();
lslogging_run();
lsevents_init();
lsevents_run();
lstimer_init();
lstimer_run();
lsredis_init( "MD2-21-ID-E", "redis\\.kvseq|stns\\.2\\.(.+)", "
    stns.2");
lsredis_run();

lspmac_init( ivars, mvars);
lspg_init();
md2cmds_init();

term_status = newwin( LS_DISPLAY_WINDOW_HEIGHT
    , LS_DISPLAY_WINDOW_WIDTH, 3*LS_DISPLAY_WINDOW_HEIGHT
    , 0*LS_DISPLAY_WINDOW_WIDTH);
box( term_status, 0, 0);
wnoutrefresh( term_status);

term_status2 = newwin( LS_DISPLAY_WINDOW_HEIGHT
    , LS_DISPLAY_WINDOW_WIDTH, 3*LS_DISPLAY_WINDOW_HEIGHT
    , 1*LS_DISPLAY_WINDOW_WIDTH);
box( term_status2, 0, 0);
wnoutrefresh( term_status2);

term_output = newwin( 20, 5*LS_DISPLAY_WINDOW_WIDTH
    , 4*LS_DISPLAY_WINDOW_HEIGHT, 0);
scrollok( term_output, 1);
wnoutrefresh( term_output);

term_input  = newwin( 3, 5*LS_DISPLAY_WINDOW_WIDTH
    , 20+4*LS_DISPLAY_WINDOW_HEIGHT, 0);
box( term_input, 0, 0);
mvwprintw( term_input, 1, 1, "PMAC> ");
nodelay( term_input, TRUE);
keypad( term_input, TRUE);
wnoutrefresh( term_input);

doupdate();

lspmac_run();
lspg_run();
md2cmds_run();

while( running) {
  //
```

```
    // Big loop
    //

    nfd = 0;

    //
    // keyboard
    //
    memcpy( &(fda[nfd++]), &stdinfda, sizeof( struct pollfd));


    if( nfd == 0) {
      //
      // No connectons yet.  Wait a bit and try again.
      //
      sleep( 10);
      //
      // go try to connect again
      //
      continue;
    }


    pollrtn = poll( fda, nfd, 10);

    for( i=0; pollrtn>0 && i<nfd; i++) {
      if( fda[i].revents) {
        pollrtn--;
        if( fda[i].fd == 0) {
          stdinService( &fda[i]);
        }
      }
    }
  }
  endwin();
  return 0;
}
```

7.11.2.2 void pgpmac_printf (char * *fmt*, ...)

Terminal output routine ala printf.

Parameters

in	*fmt*	Printf style formating string

Definition at line 328 of file pgpmac.c.

```
                               {
  va_list arg_ptr;

  pthread_mutex_lock( &ncurses_mutex);

  va_start( arg_ptr, fmt);
  vwprintw( term_output, fmt, arg_ptr);
  va_end( arg_ptr);

  wnoutrefresh( term_output);
  wnoutrefresh( term_input);
  doupdate();

  pthread_mutex_unlock( &ncurses_mutex);

}
```

7.11.2.3 void stdinService (struct pollfd * *evt*)

Handle keyboard input.

Parameters

in	*evt*	The pollfd object that caused this call

Definition at line 254 of file pgpmac.c.

```
                    {
  static char cmds[1024];
  static char cntrlcmd[2];
  static unsigned int cmds_on = 0;
  int ch;


  for( ch=wgetch(term_input); ch != ERR && running; ch=wgetch(
      term_input)) {
    // wprintw( term_output, "%04x\n", ch);
    // wnoutrefresh( term_output);

    switch( ch) {
    case KEY_F(1):
    case KEY_F(2):
    case KEY_F(3):
      running = 0;
      break;

    case 0x0001:        // Control-A
    case 0x0002:        // Control-B
    case 0x0003:        // Control-C
    case 0x0004:        // Control-D
    case 0x0005:        // Control-E
    case 0x0006:        // Control-F
    case 0x0007:        // Control-G
    case 0x000b:        // Control-K
    case 0x000f:        // Control-O
    case 0x0010:        // Control-P
    case 0x0011:        // Control-Q
    case 0x0012:        // Control-R
    case 0x0013:        // Control-Q
    case 0x0016:        // Control-V
      cntrlcmd[0] = ch;
      cntrlcmd[1] = 0;
      lspmac_SockSendline( NULL, cntrlcmd);
      //      PmacSockSendControlCharPrint( ch);
      break;

    case KEY_BACKSPACE:
      cmds[cmds_on] = 0;
      cmds_on == 0 ? 0 : cmds_on--;
      break;

    case KEY_ENTER:
    case 0x000a:
      if( cmds_on > 0 && strlen( cmds) > 0) {
        lspmac_SockSendline( NULL, cmds);
      }
      memset( cmds, 0, sizeof(cmds));
      cmds_on = 0;
      break;

    default:
      if( cmds_on < sizeof( cmds)-1) {
        cmds[cmds_on++] = ch;
        cmds[cmds_on] = 0;
      }
      break;
    }

    if( running) {
      mvwprintw( term_input, 1, 1, "PMAC> %s", cmds);
      wclrtoeol( term_input);
      box( term_input, 0, 0);
      wnoutrefresh( term_input);
      doupdate();
    }
  }
}
```

7.11.3 Variable Documentation

7.11.3.1 pthread_mutex_t ncurses_mutex

allow more than one thread access to the screen

Definition at line 242 of file pgpmac.c.

7.11.3.2 int running = 1 [static]

Definition at line 249 of file pgpmac.c.

7.11.3.3 struct pollfd stdinfda [static]

Handle input from the keyboard.

Definition at line 248 of file pgpmac.c.

7.11.3.4 WINDOW∗ term_input

place to put the cursor

Definition at line 238 of file pgpmac.c.

7.11.3.5 WINDOW∗ term_output

place to print stuff out

Definition at line 237 of file pgpmac.c.

7.11.3.6 WINDOW∗ term_status

shutter, lamp, air, etc status

Definition at line 239 of file pgpmac.c.

7.11.3.7 WINDOW∗ term_status2

shutter, lamp, air, etc status

Definition at line 240 of file pgpmac.c.

7.12 pgpmac.h File Reference

Headers for the entire pgpmac project.

```
#include <stdint.h>
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
#include <sys/types.h>
#include <sys/socket.h>
#include <netdb.h>
#include <string.h>
#include <netinet/in.h>
#include <errno.h>
#include <poll.h>
#include <libpq-fe.h>
#include <ncurses.h>
#include <math.h>
#include <pthread.h>
#include <signal.h>
#include <sys/signalfd.h>
#include <sys/time.h>
#include <time.h>
#include <getopt.h>
#include <regex.h>
#include <hiredis/hiredis.h>
#include <hiredis/async.h>
#include <search.h>
```

Data Structures

- struct lsredis_obj_struct

  Redis Object Basic object whose value is sychronized with our redis db.
- struct tagEthernetCmd

  PMAC ethernet packet definition.
- struct lspmac_cmd_queue_struct

  PMAC command queue item.
- struct lspmac_motor_struct

  Motor information.
- struct lspmac_bi_struct

  Storage for binary inputs.
- struct lspgQueryQueueStruct

  Store each query along with it's callback function.
- struct lspg_waitcryo_struct
- struct lspg_getcurrentsampleid_struct
- struct lspg_demandairrights_struct
- struct lspg_getcenter_struct

  Storage for getcenter query Used for the md2 ROTATE command that generates the centering movies.
- struct lspg_starttransfer_struct

  returns 1 if transfer can continue 0 to abort
- struct lspg_nextsample_struct

  Returns the next sample number Just a 32 bit int (Ha!, take that, nextshot!)
- struct lspg_nextshot_struct

  Storage definition for nextshot query.

Macros

- #define _GNU_SOURCE
- #define LS_DISPLAY_WINDOW_HEIGHT 8

  Number of status box rows.
- #define LS_DISPLAY_WINDOW_WIDTH 24

  Number of status box columns.
- #define LS_PG_QUERY_STRING_LENGTH 1024

  Fixed length postgresql query strings. Queries should all be function calls so this is not as weird as one might think.
- #define LSEVENTS_EVENT_LENGTH 256

  Fixed length for event names: simplifies string handling.
- #define MD2CMDS_CMD_LENGTH 32

Typedefs

- typedef struct lsredis_obj_struct lsredis_obj_t

  Redis Object Basic object whose value is sychronized with our redis db.
- typedef struct tagEthernetCmd pmac_cmd_t

  PMAC ethernet packet definition.
- typedef struct
  lspmac_cmd_queue_struct pmac_cmd_queue_t

  PMAC command queue item.
- typedef struct lspmac_motor_struct lspmac_motor_t

  Motor information.
- typedef struct lspmac_bi_struct lspmac_bi_t

  Storage for binary inputs.
- typedef struct lspgQueryQueueStruct lspg_query_queue_t

  Store each query along with it's callback function.
- typedef struct lspg_waitcryo_struct lspg_waitcryo_t
- typedef struct
  lspg_getcurrentsampleid_struct lspg_getcurrentsampleid_t
- typedef struct
  lspg_demandairrights_struct lspg_demandairrights_t
- typedef struct
  lspg_getcenter_struct lspg_getcenter_t

  Storage for getcenter query Used for the md2 ROTATE command that generates the centering movies.
- typedef struct
  lspg_starttransfer_struct lspg_starttransfer_t

  returns 1 if transfer can continue 0 to abort
- typedef struct
  lspg_nextsample_struct lspg_nextsample_t

  Returns the next sample number Just a 32 bit int (Ha!, take that, nextshot!)
- typedef struct lspg_nextshot_struct lspg_nextshot_t

  Storage definition for nextshot query.

Functions

- double lspmac_getPosition (lspmac_motor_t ∗)

  get the motor position (with locking)
- char ∗∗ lspg_array2ptrs (char ∗)

  returns a null terminated list of strings parsed from postgresql array
- char ∗∗ lsredis_get_string_array (lsredis_obj_t ∗p)

- void lspmac_SockSendDPline (char ∗, char ∗fmt,...)

  prepare (queue up) a line to send the dpram ascii command interface
- pmac_cmd_queue_t ∗ lspmac_SockSendline (char ∗, char ∗,...)

  Send a one line command.
- lsredis_obj_t ∗ lsredis_get_obj (char ∗,...)
- char ∗ lsredis_getstr (lsredis_obj_t ∗p)

  return a copy of the key's string value
- void PmacSockSendline (char ∗s)
- unsigned int lspg_nextsample_all (int ∗err)
- long int lsredis_getl (lsredis_obj_t ∗p)
- void lsevents_add_listener (char ∗, void(∗cb)(char ∗))

  Add a callback routine to listen for a specific event.
- void lsevents_init ()

  Initialize this module.
- void lsevents_remove_listener (char ∗, void(∗cb)(char ∗))

  Remove a listener previously added with lsevents_add_listener.
- void lsevents_run ()

  Start up the thread and get out of the way.
- void lsevents_send_event (char ∗,...)

  Call the callback routines for the given event.
- void lslogging_init ()

  Initialize the lslogging objects.
- void lslogging_log_message (char ∗fmt,...)

  The routine everyone will be talking about.
- void lslogging_run ()

  Start up the worker thread.
- void lspg_demandairrights_all ()

  do nothing until we get airrights
- void lspg_getcenter_call ()

  Request a getcenter query.
- void lspg_getcenter_done ()

  Done with getcenter query.
- void lspg_getcenter_wait ()

  Wait for a getcenter query to return.
- void lspg_getcurrentsampleid_wait_for_id (unsigned int test)
- void lspg_init ()

  Initiallize the lspg module.
- void lspg_nextshot_call ()

  Queue up a nextshot query.
- void lspg_nextshot_done ()

  Called when the next shot query has been processed.
- void lspg_nextshot_wait ()

  Wait for the next shot query to get processed.
- void lspg_query_push (void(∗cb)(lspg_query_queue_t ∗, PGresult ∗), char ∗fmt,...)

  Place a query on the queue.
- void lspg_run ()

  Start 'er runnin'.
- void lspg_seq_run_prep_all (long long skey, double kappa, double phi, double cx, double cy, double ax, double ay, double az)

  Convinence function to call seq run prep.

- void lspg_starttransfer_call (unsigned int nextsample, int sample_detected, double ax, double ay, double az, double horz, double vert, double esttime)
- void lspg_starttransfer_done ()
- void lspg_starttransfer_wait ()
- void lspg_waitcryo_all ()

    no need to get fancy with the wait cryo command It should not return until the robot is almost ready for air rights
- void lspg_waitcryo_cb (lspg_query_queue_t ∗qqp, PGresult ∗pgr)
- void lspg_zoom_lut_call ()
- int lspmac_getBIPosition (lspmac_bi_t ∗)

    get binary input value
- void lspmac_home1_queue (lspmac_motor_t ∗mp)

    Home the motor.
- void lspmac_init (int, int)

    Initialize this module.
- void lspmac_jogabs_queue (lspmac_motor_t ∗, double)

    Use jog to move motor to requested position.
- void lspmac_move_or_jog_abs_queue (lspmac_motor_t ∗mp, double requested_position, int use_jo)

    Move method for normal stepper and servo motor objects.
- void lspmac_move_or_jog_preset_queue (lspmac_motor_t ∗, char ∗, int)

    move using a preset value
- void lspmac_move_or_jog_queue (lspmac_motor_t ∗, double, int)
- void lspmac_move_preset_queue (lspmac_motor_t ∗mp, char ∗preset_name)

    Move a given motor to one of its preset positions.
- void lspmac_moveabs_queue (lspmac_motor_t ∗, double)

    Use coordinate system motion program, if available, to move motor to requested position.
- void lspmac_moveabs_wait (lspmac_motor_t ∗mp)

    Wait for motor to finish moving.
- void lspmac_run ()

    Start up the lspmac thread.
- void lspmac_video_rotate (double secs)

    Special motion program to collect centering video.
- int lsredis_cmpnstr (lsredis_obj_t ∗p, char ∗s, int n)
- int lsredis_cmpstr (lsredis_obj_t ∗p, char ∗s)
- int lsredis_find_preset (char ∗base, char ∗preset_name, double ∗dval)
- int lsredis_getb (lsredis_obj_t ∗p)
- double lsredis_getd (lsredis_obj_t ∗p)
- void lsredis_init (char ∗pub, char ∗re, char ∗head)

    Initialize this module, that is, set up the connections.
- int lsredis_regexec (const regex_t ∗preg, lsredis_obj_t ∗p, size_t nmatch, regmatch_t ∗pmatch, int eflags)
- void lsredis_run ()
- void lsredis_setstr (lsredis_obj_t ∗p, char ∗fmt,...)

    Set the value and update redis.
- void lstimer_add_timer (char ∗, int, unsigned long int, unsigned long int)

    Create a timer.
- void lstimer_init ()

    Initialize the timer list and pthread stuff.
- void lstimer_run ()

    Start up our thread.
- void lsupdate_init ()
- void lsupdate_run ()
- void md2cmds_init ()

    Initialize the md2cmds module.

- void md2cmds_run ()

  Start up the thread.
- void pgpmac_printf (char ∗fmt,...)

  Terminal output routine ala printf.

Variables

- lspg_waitcryo_t lspg_waitcryo

  signal the robot
- lspg_getcurrentsampleid_t lspg_getcurrentsampleid

  our currentsample id
- lspg_demandairrights_t lspg_demandairrights

  our demandairrights object
- lspg_getcenter_t lspg_getcenter

  the getcenter object
- lspg_starttransfer_t lspg_starttransfer

  start a sample transfer
- lspg_nextsample_t lspg_nextsample

  the very next sample
- lspg_nextshot_t lspg_nextshot

  the nextshot object
- lspmac_motor_t lspmac_motors []

  All our motors.
- lspmac_motor_t ∗ omega

  MD2 omega axis (the air bearing)
- lspmac_motor_t ∗ alignx

  Alignment stage X.
- lspmac_motor_t ∗ aligny

  Alignment stage Y.
- lspmac_motor_t ∗ alignz

  Alignment stage X.
- lspmac_motor_t ∗ anal

  Polaroid analyzer motor.
- lspmac_motor_t ∗ zoom

  Optical zoom.
- lspmac_motor_t ∗ apery

  Aperture Y.
- lspmac_motor_t ∗ aperz

  Aperture Z.
- lspmac_motor_t ∗ capy

  Capillary Y.
- lspmac_motor_t ∗ capz

  Capillary Z.
- lspmac_motor_t ∗ scint

  Scintillator Z.
- lspmac_motor_t ∗ cenx

  Centering Table X.
- lspmac_motor_t ∗ ceny

  Centering Table Y.
- lspmac_motor_t ∗ kappa

Kappa.

- lspmac_motor_t ∗ phi

  Phi (not data collection axis)
- lspmac_motor_t ∗ fshut

  Fast shutter.
- lspmac_motor_t ∗ flight

  Front Light DAC.
- lspmac_motor_t ∗ blight

  Back Light DAC.
- lspmac_motor_t ∗ fscint

  Scintillator Piezo DAC.
- lspmac_motor_t ∗ smart_mag_oo

  Smart Magnet on/off.
- lspmac_motor_t ∗ blight_ud

  Back light Up/Down actuator.
- lspmac_motor_t ∗ cryo

  Move the cryostream towards or away from the crystal.
- lspmac_motor_t ∗ dryer

  blow air on the scintilator to dry it off
- lspmac_motor_t ∗ fluo

  Move the fluorescence detector in/out.
- lspmac_motor_t ∗ flight_oo

  Turn front light on/off.
- lspmac_motor_t ∗ blight_f

  Back light scale factor.
- lspmac_motor_t ∗ flight_f

  Front light scale factor.
- int lspmac_nmotors

  The number of motors we manage.
- lspmac_bi_t ∗ lp_air

  Low pressure air OK.
- lspmac_bi_t ∗ hp_air

  High pressure air OK.
- lspmac_bi_t ∗ cryo_switch

  that little toggle switch for the cryo
- lspmac_bi_t ∗ blight_down

  Backlight is down.
- lspmac_bi_t ∗ blight_up

  Backlight is up.
- lspmac_bi_t ∗ cryo_back

  cryo is in the back position
- lspmac_bi_t ∗ fluor_back

  fluor is in the back position
- lspmac_bi_t ∗ sample_detected

  smart magnet detected sample
- lspmac_bi_t ∗ etel_ready

  ETEL is ready.
- lspmac_bi_t ∗ etel_on

  ETEL is on.
- lspmac_bi_t ∗ etel_init_ok

  ETEL initialized OK.

- lspmac_bi_t ∗ minikappa_ok

  Minikappa is OK (whatever that means)
- lspmac_bi_t ∗ smart_mag_on

  smart magnet is on
- lspmac_bi_t ∗ arm_parked

  (whose arm? parked where?)
- lspmac_bi_t ∗ shutter_open

  shutter is open (note in pmc says this is a slow input)
- lspmac_bi_t ∗ smart_mag_off

  smart magnet is off
- lspmac_bi_t ∗ smart_mag_err

  smart magnet error (coil broken perhaps)
- struct timespec omega_zero_time

  Time we believe that omega crossed zero.
- WINDOW ∗ term_output

  place to print stuff out
- WINDOW ∗ term_input

  place to put the cursor
- WINDOW ∗ term_status

  shutter, lamp, air, etc status
- WINDOW ∗ term_status2

  shutter, lamp, air, etc status
- pthread_mutex_t ncurses_mutex

  allow more than one thread access to the screen
- pthread_cond_t md2cmds_cond

  condition to signal when it's time to run an md2 command
- pthread_mutex_t md2cmds_mutex

  mutex for the condition
- pthread_cond_t md2cmds_pg_cond
- pthread_mutex_t md2cmds_pg_mutex
- pthread_mutex_t pmac_queue_mutex

  manage access to the pmac command queue
- pthread_cond_t pmac_queue_cond

  wait for a command to be sent to PMAC before continuing
- pthread_mutex_t lspmac_shutter_mutex

  Coordinates threads reading shutter status.
- pthread_cond_t lspmac_shutter_cond

  Allows waiting for the shutter status to change.
- int lspmac_shutter_state

  State of the shutter, used to detect changes.
- int lspmac_shutter_has_opened

  Indicates that the shutter had opened, perhaps briefly even if the state did not change.
- pthread_mutex_t lspmac_moving_mutex

  Coordinate moving motors between threads.
- pthread_cond_t lspmac_moving_cond

  Wait for motor(s) to finish moving condition.
- int lspmac_moving_flags

  Flag used to implement motor moving condition.
- pthread_mutex_t md2_status_mutex

  Synchronize reading/writting status buffer.
- char md2cmds_cmd [ ]

  our command;
- lsredis_obj_t ∗ md2cmds_md_status_code

7.12.1 Detailed Description

Headers for the entire pgpmac project.

Date

2012

Author

Keith Brister

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Definition in file pgpmac.h.

7.12.2 Macro Definition Documentation

7.12.2.1 #define _GNU_SOURCE

Definition at line 7 of file pgpmac.h.

7.12.2.2 #define LS_DISPLAY_WINDOW_HEIGHT 8

Number of status box rows.

Definition at line 57 of file pgpmac.h.

7.12.2.3 #define LS_DISPLAY_WINDOW_WIDTH 24

Number of status box columns.

Definition at line 61 of file pgpmac.h.

7.12.2.4 #define LS_PG_QUERY_STRING_LENGTH 1024

Fixed length postgresql query strings. Queries should all be function calls so this is not as weird as one might think.

Definition at line 64 of file pgpmac.h.

7.12.2.5 #define LSEVENTS_EVENT_LENGTH 256

Fixed length for event names: simplifies string handling.

Definition at line 67 of file pgpmac.h.

7.12.2.6 #define MD2CMDS_CMD_LENGTH 32

Definition at line 478 of file pgpmac.h.

7.12.3 Typedef Documentation

7.12.3.1 typedef struct lspg_demandairrights_struct lspg_demandairrights_t

7.12.3.2 typedef struct lspg_getcenter_struct lspg_getcenter_t

Storage for getcenter query Used for the md2 ROTATE command that generates the centering movies.

7.12.3.3 typedef struct lspg_getcurrentsampleid_struct lspg_getcurrentsampleid_t

7.12.3.4 typedef struct lspg_nextsample_struct lspg_nextsample_t

Returns the next sample number Just a 32 bit int (Ha!, take that, nextshot!)

7.12.3.5 typedef struct lspg_nextshot_struct lspg_nextshot_t

Storage definition for nextshot query.

The next shot query returns all the information needed to collect the next data frame. Since SQL allows for null fields independently from blank strings a separate integer is used as a flag for this case. This adds to the program complexity but allows for some important cases. Suck it up.definition of the next image to be taken (and the one after that, too!)

7.12.3.6 typedef struct lspgQueryQueueStruct lspg_query_queue_t

Store each query along with it's callback function.

All calls are asynchronous

7.12.3.7 typedef struct lspg_starttransfer_struct lspg_starttransfer_t

returns 1 if transfer can continue 0 to abort

7.12.3.8 typedef struct lspg_waitcryo_struct lspg_waitcryo_t

7.12.3.9 typedef struct lspmac_bi_struct lspmac_bi_t

Storage for binary inputs.

7.12.3.10 typedef struct lspmac_motor_struct lspmac_motor_t

Motor information.

A catchall for motors and motor like objects. Not all members are used by all objects.

7.12.3.11 typedef struct lsredis_obj_struct lsredis_obj_t

Redis Object Basic object whose value is sychronized with our redis db.

7.12.3.12 typedef struct lspmac_cmd_queue_struct pmac_cmd_queue_t

PMAC command queue item.

Command queue items are fixed length to simplify memory management.

7.12.3.13 typedef struct tagEthernetCmd pmac_cmd_t

PMAC ethernet packet definition.

Taken directly from the Delta Tau documentation.

7.12.4 Function Documentation

7.12.4.1 void lsevents_add_listener (char ∗ *event*, void(∗)(char ∗) *cb*)

Add a callback routine to listen for a specific event.

Parameters

event	the name of the event to listen for
cb	the routine to call

Definition at line 75 of file lsevents.c.

```
                                                                {
  lsevents_listener_t *new;
  int err;
  char *errbuf;
  int nerrbuf;



  new = calloc( 1, sizeof( lsevents_listener_t));
  if( new == NULL) {
    lslogging_log_message( "lsevents_add_listener: out of
       memory");
    exit( -1);
  }

  err = regcomp( &new->re, event, REG_EXTENDED | REG_NOSUB);
  if( err != 0) {
    nerrbuf = regerror( err, &new->re, NULL, 0);
    errbuf = calloc( nerrbuf, sizeof( char));
    if( errbuf == NULL) {
      lslogging_log_message( "lsevents_add_listener: out
       of memory (re)");
      exit( -1);
    }
    regerror( err, &new->re, errbuf, nerrbuf);
    lslogging_log_message( "lsevents_add_listener: %s",
      errbuf);
    free( errbuf);
    free( new);
    return;
  }

  new->raw_regexp = strdup( event);
  new->cb    = cb;

  pthread_mutex_lock( &lsevents_listener_mutex);
  new->next = lsevents_listeners_p;
  lsevents_listeners_p = new;
  pthread_mutex_unlock( &lsevents_listener_mutex);

  lslogging_log_message( "lsevents_add_listener: added
       listener for event %s", event);

}
```

7.12.4.2 void lsevents_init ( )

Initialize this module.

Definition at line 214 of file lsevents.c.

```
                    {
  pthread_mutex_init( &lsevents_queue_mutex, NULL);
  pthread_cond_init(  &lsevents_queue_cond, NULL);
  pthread_mutex_init( &lsevents_listener_mutex, NULL);
}
```

7.12.4.3 void lsevents_remove_listener (char ∗ *event*, void(∗)(char ∗) *cb*)

Remove a listener previously added with lsevents_add_listener.

Parameters

event	The name of the event
cb	The callback routine to remove

Definition at line 120 of file lsevents.c.

```
                                                              {
  lsevents_listener_t *last, *current;

  //
  // Find the listener to remove
  // and unlink it from the list
  //
  pthread_mutex_lock( &lsevents_listener_mutex);
  last = NULL;
  for( current = lsevents_listeners_p; current != NULL;
       current = current->next) {
    if( strcmp( last->raw_regexp, event) == 0 && last->cb == cb) {
      if( last == NULL) {
        lsevents_listeners_p = current->next;
      } else {
        last->next = current->next;
      }
      break;
    }
  }
  pthread_mutex_unlock( &lsevents_listener_mutex);

  //
  // Now remove it
  //
  if( current != NULL) {
    if( current->raw_regexp != NULL)
      free( current->raw_regexp);
    free(current);
  }
}
```

7.12.4.4 void lsevents_run ( )

Start up the thread and get out of the way.

Definition at line 222 of file lsevents.c.

```
                    {
  pthread_create( &lsevents_thread, NULL, lsevents_worker
      , NULL);
}
```

7.12.4.5 void lsevents_send_event (char ∗ *fmt*, ...)

Call the callback routines for the given event.

Parameters

fmt	a printf style formating string
...	list of arguments specified by the format string

Definition at line 45 of file lsevents.c.

```
                                         {
  char event[LSEVENTS_EVENT_LENGTH];
  va_list arg_ptr;

  va_start( arg_ptr, fmt);
  vsnprintf( event, sizeof(event)-1, fmt, arg_ptr);
  event[sizeof(event)-1]=0;
  va_end( arg_ptr);

  pthread_mutex_lock( &lsevents_queue_mutex);

  lslogging_log_message( "lsevents_send_event: %s", event)
      ;


  // maybe wait for room on the queue
  while( (lsevents_queue_on + 1) % LSEVENTS_QUEUE_LENGTH
       == lsevents_queue_off % LSEVENTS_QUEUE_LENGTH
      )
    pthread_cond_wait( &lsevents_queue_cond, &
      lsevents_queue_mutex);

  lsevents_queue[(lsevents_queue_on++) %
      LSEVENTS_QUEUE_LENGTH].evp = strdup(event);

  pthread_cond_signal(  &lsevents_queue_cond);
  pthread_mutex_unlock( &lsevents_queue_mutex);

}
```

7.12.4.6 void lslogging_init ( )

Initialize the lslogging objects.

Definition at line 37 of file lslogging.c.

```
                     {
  pthread_mutex_init( &lslogging_mutex, NULL);
  pthread_cond_init(  &lslogging_cond, NULL);

  lslogging_file = fopen( LSLOGGING_FILE_NAME,
       "w");
}
```

7.12.4.7 void lslogging_log_message (char ∗ *fmt*, ...)

The routine everyone will be talking about.

Parameters

fmt	A printf style formating string.
...	The arguments specified by fmt

Definition at line 48 of file lslogging.c.

```
                                           {
  char msg[LSLOGGING_MSG_LENGTH];
  struct timespec theTime;
  va_list arg_ptr;
  unsigned int on;

  clock_gettime( CLOCK_REALTIME, &theTime);

  va_start( arg_ptr, fmt);
  vsnprintf( msg, sizeof(msg)-1, fmt, arg_ptr);
  va_end( arg_ptr);
  msg[sizeof(msg)-1]=0;

  pthread_mutex_lock( &lslogging_mutex);
  on = (lslogging_on++) % LSLOGGING_QUEUE_LENGTH
      ;
  strncpy( lslogging_queue[on].lmsg, msg, LSLOGGING_MSG_LENGTH
       - 1);
  lslogging_queue[on].lmsg[LSLOGGING_MSG_LENGTH
      -1] = 0;

  memcpy( &(lslogging_queue[on].ltime), &theTime, sizeof(theTime
      ));

  pthread_cond_signal(  &lslogging_cond);
  pthread_mutex_unlock( &lslogging_mutex);

}
```

7.12.4.8 void lslogging_run ( )

Start up the worker thread.

Definition at line 105 of file lslogging.c.

```
                       {
  pthread_create( &lslogging_thread, NULL, &lslogging_worker
      , NULL);
  lslogging_log_message( "Start up");
}
```

7.12.4.9 char∗∗ lspg_array2ptrs (char ∗)

returns a null terminated list of strings parsed from postgresql array

Definition at line 161 of file lspg.c.

```
                                     {
  char **rtn, *sp, *acums;
  int i, n, inquote, havebackslash, rtni;;
  int mxsz;

  inquote       = 0;
  havebackslash = 0;

  // Despense with the null input condition before we complicate the code below
  if( a == NULL || a[0] != '{' || a[strlen(a)-1] != '}')
    return NULL;

  // Count the maximum number of strings
  // Actual number will be less if there are quoted commas
  //
  n = 1;
  for( i=0; a[i]; i++) {
    if( a[i] == ',')
      n++;
  }
  //
  // The maximum size of any string is the length of a (+1)
  //
  mxsz = strlen(a) + 1;

  // This is the accumulation string to make up the array elements
  acums = (char *)calloc( mxsz, sizeof( char));
  if( acums == NULL) {
    lslogging_log_message( "lspg_array2ptrs: out of memory
       (acums)");
    exit( 1);
  }

  //
  // allocate storage for the pointer array and the null terminator
  //
  rtn = (char **)calloc( n+1, sizeof( char *));
  if( rtn == NULL) {
    lslogging_log_message( "lspg_array2ptrs: out of memory
       (rtn)");
    exit( 1);
  }
  rtni = 0;
  // Go through and create the individual strings
  sp = acums;
  *sp = 0;

  inquote = 0;
  havebackslash = 0;
  for( i=1; a[i] != 0; i++) {
    switch( a[i]) {
    case '"':
      if( havebackslash) {
        // a quoted quote.  Cool
        //
        *(sp++) = a[i];
        *sp = 0;
        havebackslash = 0;
      } else {
        // Toggle the flag
        inquote = 1 - inquote;
      }
      break;

    case '\\':
      if( havebackslash) {
        *(sp++) = a[i];
        *sp = 0;
        havebackslash = 0;
      } else {
        havebackslash = 1;
      }
      break;

    case ',':
      if( inquote || havebackslash) {
        *(sp++) = a[i];
        *sp = 0;
        havebackslash = 0;
      } else {
        rtn[rtni++] = strdup( acums);
        sp = acums;
      }
      break;

    case '}':
      if( inquote || havebackslash) {
        *(sp++) = a[i];
        *sp = 0;
        havebackslash = 0;
      } else {
        rtn[rtni++] = strdup( acums);
        rtn[rtni]   = NULL;
        free( acums);
        return( rtn);
      }
      break;

    default:
      *(sp++) = a[i];
      *sp = 0;
      havebackslash = 0;
    }
  }
  //
  // Getting here means the final '}' was missing
  // Probably we should throw an error or log it or something.
  // Through out the last entry since this there is not resonable expectation
     that
  // we should be parsing it anyway.
  //
  rtn[rtni]   = NULL;
  free( acums);
  return( rtn);
}
```

7.12.4.10 void lspg_demandairrights_all ( )

do nothing until we get airrights

Definition at line 556 of file lspg.c.

```
                                  {
  lspg_demandairrights_call();
  lspg_demandairrights_wait();
  // there is no "done" version
}
```

7.12.4.11 void lspg_getcenter_call ( )

Request a getcenter query.

Definition at line 1177 of file lspg.c.

```
                           {
  pthread_mutex_lock( &lspg_getcenter.mutex);
  lspg_getcenter.new_value_ready = 0;
  pthread_mutex_unlock( &lspg_getcenter.mutex);

  lspg_query_push( lspg_getcenter_cb, "SELECT *
       FROM px.getcenter2()");
}
```

7.12.4.12 void lspg_getcenter_done ( )

Done with getcenter query.

Definition at line 1195 of file lspg.c.

```
                           {
  pthread_mutex_unlock( &(lspg_getcenter.mutex));
}
```

7.12.4.13 void lspg_getcenter_wait ( )

Wait for a getcenter query to return.

Definition at line 1187 of file lspg.c.

```
                           {
  pthread_mutex_lock( &(lspg_getcenter.mutex));
  while( lspg_getcenter.new_value_ready == 0)
    pthread_cond_wait( &(lspg_getcenter.cond), &(
      lspg_getcenter.mutex));
}
```

7.12.4.14 void lspg_getcurrentsampleid_wait_for_id (unsigned int *test*)

Definition at line 393 of file lspg.c.

```
                                                              {
  pthread_mutex_lock( &lspg_getcurrentsampleid.mutex
      );
  while( lspg_getcurrentsampleid.getcurrentsampleid
       != test)
    pthread_cond_wait( &lspg_getcurrentsampleid.cond
      , &lspg_getcurrentsampleid.mutex);

  pthread_mutex_unlock( &lspg_getcurrentsampleid.mutex
      );
}
```

7.12.4.15 void lspg_init ( )

Initiallize the lspg module.

Definition at line 1758 of file lspg.c.

```
                  {
  pthread_mutex_init( &lspg_queue_mutex, NULL);
  pthread_cond_init( &lspg_queue_cond, NULL);

  lspg_demandairrights_init();
  lspg_getcenter_init();
  lspg_getcurrentsampleid_init();
  lspg_lock_detector_init();
  lspg_lock_diffractometer_init();
  lspg_nextsample_init();
  lspg_nextshot_init();
  lspg_seq_run_prep_init();
  lspg_starttransfer_init();
  lspg_wait_for_detector_init();
  lspg_waitcryo_init();
}
```

7.12.4.16 unsigned int lspg_nextsample_all (int $*$ *err*)

Definition at line 468 of file lspg.c.

```
                                             {
  unsigned int rtn;

  lspg_nextsample_call();
  lspg_nextsample_wait();

  if( lspg_nextsample.no_rows_returned) {
    rtn = 0;
    *err = 1;
  } else {
    if( lspg_nextsample.nextsample_isnull) {
      rtn = 0;
      *err = 1;
    } else {
      rtn = lspg_nextsample.nextsample;
      *err = 0;
    }
  }
  lspg_nextsample_done();

  return rtn;
}
```

7.12.4.17 void lspg_nextshot_call ( )

Queue up a nextshot query.

Definition at line 824 of file lspg.c.

```
                           {
  pthread_mutex_lock( &(lspg_nextshot.mutex));
  lspg_nextshot.new_value_ready = 0;
  pthread_mutex_unlock( &(lspg_nextshot.mutex));

  lspg_query_push( lspg_nextshot_cb, "SELECT *
       FROM px.nextshot2()");
}
```

7.12.4.18 void lspg_nextshot_done ( )

Called when the next shot query has been processed.

Definition at line 842 of file lspg.c.

```
                        {
  pthread_mutex_unlock( &(lspg_nextshot.mutex));
}
```

7.12.4.19 void lspg_nextshot_wait ( )

Wait for the next shot query to get processed.

Definition at line 834 of file lspg.c.

```
                        {
  pthread_mutex_lock( &(lspg_nextshot.mutex));
  while( lspg_nextshot.new_value_ready == 0)
    pthread_cond_wait( &(lspg_nextshot.cond), &(lspg_nextshot
      .mutex));
}
```

7.12.4.20 void lspg_query_push (void(∗)(lspg_query_queue_t ∗, PGresult ∗) *cb*, char ∗ *fmt*, ...)

Place a query on the queue.

Parameters

in	*cb*	Our callback function that deals with the response
in	*fmt*	Printf style function to generate the query

Definition at line 234 of file kvredis.c.

```
                       {
  int idx;
  va_list arg_ptr;


  //
  // Pause the thread while we service the queue
  //
  if( (lspg_query_queue_on + 1) % LS_PG_QUERY_QUEUE_LENGTH
       == lspg_query_queue_off % LS_PG_QUERY_QUEUE_LENGTH
      ) {
    fprintf( stderr, "lspg_query_push: queue is full.  Ignoring query \"%s\"\n"
      , fmt);
    return;
  }

  idx = lspg_query_queue_on % LS_PG_QUERY_QUEUE_LENGTH
      ;

  va_start( arg_ptr, fmt);
  vsnprintf( lspg_query_queue[idx].qs,
      LS_PG_QUERY_STRING_LENGTH-1, fmt, arg_ptr);
  va_end( arg_ptr);

  lspg_query_queue[idx].qs[LS_PG_QUERY_STRING_LENGTH
       - 1] = 0;
  lspg_query_queue[idx].onResponse = cb;
  lspg_query_queue_on++;

};
```

7.12.4.21 void lspg_run ( )

Start 'er runnin'.

Definition at line 1777 of file lspg.c.

```
                {
  pthread_create( &lspg_thread, NULL, lspg_worker, NULL);
  lsevents_add_listener( "Sample(Detected|Absent)",
      lspmac_sample_detector_cb);
}
```

7.12.4.22 void lspg_seq_run_prep_all (long long *skey*, double *kappa*, double *phi*, double *cx*, double *cy*, double *ax*, double *ay*, double *az*)

Convinence function to call seq run prep.

Parameters

in	*skey*	px.shots key for this image
in	*kappa*	current kappa postion
in	*phi*	current phi postition
in	*cx*	current center table x
in	*cy*	current center table y
in	*ax*	current alignment table x
in	*ay*	current alignment table y
in	*az*	current alignment table z

Definition at line 1095 of file lspg.c.

```
                                    {
  lspg_seq_run_prep_call( skey, kappa, phi, cx,
      cy, ax, ay, az);
  lspg_seq_run_prep_wait();
  lspg_seq_run_prep_done();
}
```

7.12.4.23 void lspg_starttransfer_call (unsigned int *nextsample*, int *sample_detected*, double *ax*, double *ay*, double *az*, double *horz*, double *vert*, double *esttime*)

Definition at line 302 of file lspg.c.

```
                                                                                              {
  pthread_mutex_lock( &(lspg_starttransfer.mutex));
  lspg_starttransfer.new_value_ready = 0;
  pthread_mutex_unlock( &(lspg_starttransfer.mutex));

  lspg_query_push( lspg_starttransfer_cb, "
      SELECT px.starttransfer( %d, %d, %.3f, %.3f, %.3f, %.3f, %.3f, %.3f",
                   nextsample, sample_detected, ax, ay, az, horz
      , vert, esttime);
}
```

7.12.4.24 void lspg_starttransfer_done ( )

Definition at line 317 of file lspg.c.

```
                                       {
  pthread_mutex_unlock( &(lspg_starttransfer.mutex));
}
```

7.12.4.25 void lspg_starttransfer_wait ( )

Definition at line 311 of file lspg.c.

```
                                {
  pthread_mutex_lock( &(lspg_starttransfer.mutex));
  while( lspg_starttransfer.new_value_ready ==
       0)
    pthread_cond_wait( &(lspg_starttransfer.cond), &(
      lspg_starttransfer.mutex));
}
```

7.12.4.26 void lspg_waitcryo_all ( )

no need to get fancy with the wait cryo command It should not return until the robot is almost ready for air rights

Definition at line 507 of file lspg.c.

```
                          {
  pthread_mutex_lock( &lspg_waitcryo.mutex);
  lspg_waitcryo.new_value_ready = 0;

  lspg_query_push( lspg_waitcryo_cb, "SELECT
       px.waitcryo()");

  while( lspg_waitcryo.new_value_ready == 0)
    pthread_cond_wait( &lspg_waitcryo.cond, &lspg_waitcryo
      .mutex);

  pthread_mutex_unlock( &lspg_waitcryo.mutex);
}
```

7.12.4.27 void lspg_waitcryo_cb (lspg_query_queue_t * *qqp*, PGresult * *pgr*)

Definition at line 497 of file lspg.c.

```
                                                                {
  pthread_mutex_lock( &lspg_waitcryo.mutex);
  lspg_waitcryo.new_value_ready = 1;
  pthread_cond_signal( &lspg_waitcryo.cond);
  pthread_mutex_unlock( &lspg_waitcryo.mutex);
}
```

7.12.4.28 void lspg_zoom_lut_call ( )

7.12.4.29 int lspmac_getBIPosition (lspmac_bi_t *)

get binary input value

Definition at line 1565 of file lspmac.c.

```
                                             {
  int rtn;
  pthread_mutex_lock( &bip->mutex);
  rtn = bip->position;
  pthread_mutex_unlock( &bip->mutex);
  return rtn;
}
```

7.12.4.30 double lspmac_getPosition (lspmac_motor_t * *mp*)

get the motor position (with locking)

Parameters

mp	the motor object

Definition at line 1336 of file lspmac.c.

```
                                                  {
  double rtn;
  pthread_mutex_lock( &(mp->mutex));
  rtn = mp->position;
  pthread_mutex_unlock( &(mp->mutex));
  return rtn;
}
```

7.12.4.31 void lspmac_home1_queue (lspmac_motor_t * *mp*)

Home the motor.

Parameters

in	*mp*	motor we are concerned about

Definition at line 1203 of file lspmac.c.

```
                             {
  int i;
  int motor_num;
  int coord_num;
  char **home;

  pthread_mutex_lock( &(mp->mutex));

  motor_num = lsredis_getl( mp->motor_num);
  coord_num = lsredis_getl( mp->coord_num);
  home      = lsredis_get_string_array( mp->home);

  // Each of the motors should have this defined
  // but let's not seg fault if home is missing
  //
  if( home == NULL || *home == NULL) {
    //
    // Note we are already initialized
    // so if we are here there is something wrong.
    //
    lslogging_log_message( "lspmac_home1_queue: null or
       empty home strings for motor %s", mp->name);
    pthread_mutex_unlock( &(mp->mutex));
    return;
  }

  // We've already been called.  Don't home again until
  // we're finish with the last time.
  //
  if( mp->homing) {
    pthread_mutex_unlock( &(mp->mutex));
    return;
  }


  //
  // Don't go on if any other motors in this coordinate system are homing.
  // It's possible to write the homing program to home all the motors in the
       coordinate
  // system.  TODO  (hint hint)
  //
  if( coord_num > 0) {
    for( i=0; i<lspmac_nmotors; i++) {
      if( &(lspmac_motors[i]) == mp)
        continue;
      if( lsredis_getl(lspmac_motors[i].coord_num) ==
      coord_num) {
        int nogo;
        nogo = 0;
        pthread_mutex_lock( &(lspmac_motors[i].mutex));
        //
        //  Don't go on if
        //
        //    we are homing          or      ( not in position
       while      in open loop)
        //
        if( lspmac_motors[i].homing || (((lspmac_motors
      [i].status2 & 0x01)==0) && ((lspmac_motors[i].status1 & 0x040000)
      != 0)))
```

```
          nogo = 1;
        pthread_mutex_unlock( &(lspmac_motors[i].mutex));
        if( nogo) {
          pthread_mutex_unlock( &(mp->mutex));
          return;
        }
      }
    }
  }
  mp->homing    = 1;
  mp->not_done = 1;      // set up waiting for cond
  mp->motion_seen = 0;
  // This opens the control loop.
  // The status routine should notice this and the fact that
  // the homing flag is set and call on the home2 routine
  //
  // Only send the open loop command if we are not in
  // open loop mode already.  This test might prevent a race condition
  // where we've already moved the home2 routine (and queue the homing program
       motion)
  // before the open loop command is dequeued and acted on.
  //
  if( ~(mp->status1) & 0x040000) {
    lspmac_SockSendDPline( mp->name, "#%d$*",
      motor_num);
  }

  pthread_mutex_unlock( &(mp->mutex));
}
```

7.12.4.32 void lspmac_init (int , int)

Initialize this module.

Definition at line 2891 of file lspmac.c.

```
                    {
  md2_status_t *p;

  // Set our global harvest flags
  getivars = ivarsflag;
  getmvars = mvarsflag;

  // All important status mutex
  pthread_mutex_init( &md2_status_mutex, NULL);

  //
  // Get the MD2 initialization strings
  //
  lspmac_md2_init = lsredis_get_obj( "
      md2_pmac.init");

  //
  // Initialize the motor objects
  //

  p = &md2_status;

  omega   = lspmac_motor_init( &(lspmac_motors
      [ 0]), 0, 0, &p->omega_act_pos,      &p->omega_status_1
      ,      &p->omega_status_2,      "Omega    #1 &1 A", "omega",
      lspmac_moveabs_queue);
  alignx = lspmac_motor_init( &(lspmac_motors
      [ 1]), 0, 1, &p->alignx_act_pos,     &p->alignx_status_1
      ,    &p->alignx_status_2,     "Align X #2 &3 X", "align.x",
      lspmac_moveabs_queue);
  aligny = lspmac_motor_init( &(lspmac_motors
      [ 2]), 0, 2, &p->aligny_act_pos,     &p->aligny_status_1
      ,    &p->aligny_status_2,     "Align Y #3 &3 Y", "align.y",
      lspmac_moveabs_queue);
  alignz = lspmac_motor_init( &(lspmac_motors
      [ 3]), 0, 3, &p->alignz_act_pos,     &p->alignz_status_1
      ,    &p->alignz_status_2,     "Align Z #4 &3 Z", "align.z",
      lspmac_moveabs_queue);
  anal    = lspmac_motor_init( &(lspmac_motors
      [ 4]), 0, 4, &p->analyzer_act_pos,   &p->analyzer_status_1
      ,  &p->analyzer_status_2,   "Anal     #5",       "lightPolar",
      lspmac_moveabs_queue);
  zoom    = lspmac_motor_init( &(lspmac_motors
      [ 5]), 1, 0, &p->zoom_act_pos,       &p->zoom_status_1,
           &p->zoom_status_2,       "Zoom     #6 &4 Z", "cam.zoom",
      lspmac_movezoom_queue);
```

```
apery  = lspmac_motor_init( &(lspmac_motors
    [ 6]), 1, 1, &p->aperturey_act_pos, &p->aperturey_status_1
    , &p->aperturey_status_2, "Aper Y  #7 &5 Y", "appy",
    lspmac_moveabs_queue);
aperz  = lspmac_motor_init( &(lspmac_motors
    [ 7]), 1, 2, &p->aperturez_act_pos, &p->aperturez_status_1
    , &p->aperturez_status_2, "Aper Z  #8 &5 Z", "appz",
    lspmac_moveabs_queue);
capy   = lspmac_motor_init( &(lspmac_motors
    [ 8]), 1, 3, &p->capy_act_pos,      &p->capy_status_1,
         &p->capy_status_2,       "Cap Y   #9 &5 U", "capy",
    lspmac_moveabs_queue);
capz   = lspmac_motor_init( &(lspmac_motors
    [ 9]), 1, 4, &p->capz_act_pos,      &p->capz_status_1,
         &p->capz_status_2,       "Cap Z  #10 &5 V", "capz",
    lspmac_moveabs_queue);
scint  = lspmac_motor_init( &(lspmac_motors
    [10]), 2, 0, &p->scint_act_pos,     &p->scint_status_1
    ,     &p->scint_status_2,      "Scin Z #11 &5 W", "scint",
    lspmac_moveabs_queue);
cenx   = lspmac_motor_init( &(lspmac_motors
    [11]), 2, 1, &p->centerx_act_pos,   &p->centerx_status_1
    ,   &p->centerx_status_2,    "Cen X  #17 &2 X", "centering.x",
    lspmac_moveabs_queue);
ceny   = lspmac_motor_init( &(lspmac_motors
    [12]), 2, 2, &p->centery_act_pos,   &p->centery_status_1
    ,   &p->centery_status_2,    "Cen Y  #18 &2 Y", "centering.y",
    lspmac_moveabs_queue);
kappa  = lspmac_motor_init( &(lspmac_motors
    [13]), 2, 3, &p->kappa_act_pos,     &p->kappa_status_1
    ,     &p->kappa_status_2,      "Kappa  #19 &7 X", "kappa",
    lspmac_moveabs_queue);
phi    = lspmac_motor_init( &(lspmac_motors[
    14]), 2, 4, &p->phi_act_pos,       &p->phi_status_1,
      &p->phi_status_2,        "Phi    #20 &7 Y", "phi",
    lspmac_moveabs_queue);

fshut  = lspmac_fshut_init( &(lspmac_motors
    [15]));
flight = lspmac_dac_init( &(lspmac_motors[1
    6]), &p->front_dac,    "M1200", "frontLight.intensity",
    lspmac_movedac_queue);
blight = lspmac_dac_init( &(lspmac_motors[1
    7]), &p->back_dac,     "M1201", "backLight.intensity",
    lspmac_movedac_queue);
fscint = lspmac_dac_init( &(lspmac_motors[1
    8]), &p->scint_piezo, "M1203", "scint.focus",
    lspmac_movedac_queue);

smart_mag_oo  = lspmac_bo_init( &(lspmac_motors
    [19]), "smartMagnet","M1100=%d", &(md2_status.acc11c_5), 0x01)
    ;
blight_ud     = lspmac_bo_init( &(lspmac_motors
    [20]), "backLight",  "M1101=%d", &(md2_status.acc11c_5), 0x02)
    ;
cryo          = lspmac_bo_init( &(lspmac_motors
    [21]), "cryo",       "M1102=%d", &(md2_status.acc11c_5), 0x04)
    ;
dryer         = lspmac_bo_init( &(lspmac_motors
    [22]), "dryer",      "M1103=%d", &(md2_status.acc11c_5), 0x08)
    ;
fluo          = lspmac_bo_init( &(lspmac_motors
    [23]), "fluo",       "M1104=%d", &(md2_status.acc11c_5), 0x10)
    ;
flight_oo     = lspmac_soft_motor_init( &(
    lspmac_motors[24]), "frontLight",
    lspmac_moveabs_frontlight_oo_queue);
blight_f      = lspmac_soft_motor_init( &(
    lspmac_motors[25]), "backLight.factor",
    lspmac_moveabs_blight_factor_queue);
flight_f      = lspmac_soft_motor_init( &(
    lspmac_motors[26]), "frontLight.factor",
    lspmac_moveabs_flight_factor_queue);

lp_air          = lspmac_bi_init( &(lspmac_bis[
     0]), &(md2_status.acc11c_1),  0x01, "Low Pressure Air OK",  "
    Low Pressure Air Failed");
hp_air          = lspmac_bi_init( &(lspmac_bis[
     1]), &(md2_status.acc11c_1),  0x02, "High Pressure Air OK", "
    High Pressure Air Failed");
cryo_switch     = lspmac_bi_init( &(lspmac_bis
    [ 2]), &(md2_status.acc11c_1),  0x04, "CryoSwitchChanged",
    "CryoSwitchChanged");
blight_down     = lspmac_bi_init( &(lspmac_bis
    [ 3]), &(md2_status.acc11c_1),  0x08, "Backlight Down",
    "Backlight Not Down");
blight_up       = lspmac_bi_init( &(lspmac_bis
    [ 4]), &(md2_status.acc11c_1),  0x10, "Backlight Up",
    "Backlight Not Up");
cryo_back       = lspmac_bi_init( &(lspmac_bis
    [ 5]), &(md2_status.acc11c_1),  0x40, "Cryo Back",
    "Cryo Not Back");
fluor_back     = lspmac_bi_init( &(lspmac_bis
    [ 6]), &(md2_status.acc11c_2),  0x01, "Fluor. Det. Parked",
    "Fluor. Det. Not Parked");
sample_detected = lspmac_bi_init( &(lspmac_bis
    [ 7]), &(md2_status.acc11c_2),  0x02, "SamplePresent",
    "SampleAbsent");
etel_ready      = lspmac_bi_init( &(lspmac_bis
    [ 8]), &(md2_status.acc11c_2),  0x20, "ETEL Ready",
    "ETEL Not Ready");
etel_on         = lspmac_bi_init( &(lspmac_bis
    [ 9]), &(md2_status.acc11c_2),  0x40, "ETEL On",
    "ETEL Off");
etel_init_ok    = lspmac_bi_init( &(lspmac_bis
    [10]), &(md2_status.acc11c_2),  0x80, "ETEL Init OK",
    "ETEL Init Not OK");
minikappa_ok    = lspmac_bi_init( &(lspmac_bis
    [11]), &(md2_status.acc11c_3),  0x01, "Minikappa OK",
    "Minikappa Not OK");
smart_mag_on    = lspmac_bi_init( &(lspmac_bis
    [12]), &(md2_status.acc11c_3),  0x04, "Smart Magnet On",
    "Smart Magnet Not On");
arm_parked      = lspmac_bi_init( &(lspmac_bis
    [13]), &(md2_status.acc11c_3),  0x08, "Arm Parked",
    "Arm Not Parked");
smart_mag_err   = lspmac_bi_init( &(lspmac_bis
    [14]), &(md2_status.acc11c_3),  0x10, "Smart Magnet Error",
    "Smart Magnet OK");
shutter_open    = lspmac_bi_init( &(lspmac_bis
    [15]), &(md2_status.acc11c_3), 0x100, "Shutter Open",
    "Shutter Not Open");
smart_mag_off   = lspmac_bi_init( &(lspmac_bis
    [16]), &(md2_status.acc11c_5),  0x01, "Smart Magnet Off",
    "Smart Magnet Not Off");


//
// Initialize several commands that get called, perhaps, alot
//


rr_cmd.RequestType = VR_UPLOAD;
rr_cmd.Request     = VR_PMAC_READREADY;
rr_cmd.wValue      = 0;
rr_cmd.wIndex      = 0;
rr_cmd.wLength     = htons(2);
memset( rr_cmd.bData, 0, sizeof(rr_cmd.bData));

gb_cmd.RequestType = VR_UPLOAD;
gb_cmd.Request     = VR_PMAC_GETBUFFER;
gb_cmd.wValue      = 0;
gb_cmd.wIndex      = 0;
gb_cmd.wLength     = htons(1400);
memset( gb_cmd.bData, 0, sizeof(gb_cmd.bData));

cr_cmd.RequestType = VR_UPLOAD;
cr_cmd.Request     = VR_CTRL_RESPONSE;
cr_cmd.wValue      = 0;
cr_cmd.wIndex      = 0;
cr_cmd.wLength     = htons(1400);
memset( cr_cmd.bData, 0, sizeof(cr_cmd.bData));

//
// Initialize some mutexs and conditions
//

pthread_mutex_init( &pmac_queue_mutex, NULL);
pthread_cond_init(  &pmac_queue_cond, NULL);

lspmac_shutter_state = 0;                          //
     assume the shutter is now closed: not a big deal if we are wrong
pthread_mutex_init( &lspmac_shutter_mutex, NULL);
pthread_cond_init(  &lspmac_shutter_cond, NULL);
pmacfd.fd = -1;

pthread_mutex_init( &lspmac_moving_mutex, NULL);
pthread_cond_init(  &lspmac_moving_cond, NULL);

pthread_mutex_init( &lspmac_ascii_mutex, NULL);

pthread_mutex_init( &lspmac_ascii_buffers_mutex,
    NULL);
```

```
  //
  // clear the ascii communications buffers
  //
  {
    uint32_t cc;
    cc = 0;
    lspmac_send_command( VR_UPLOAD, VR_PMAC_SETMEM
      , 0x0e9e, 0, 4, (char *)&cc, NULL, 1, NULL);

    cc = 0x18;
    lspmac_send_command( VR_UPLOAD, VR_PMAC_SETMEM
      , 0x0e9e, 0, 4, (char *)&cc, NULL, 1, NULL);
  }

  lspmac_SockSendDPline( NULL, "I5=0");
  lspmac_SockSendDPline( NULL, "ENABLE PLCC 0,2");
  lspmac_SockSendDPline( NULL, "DISABLE PLCC 1");
  lspmac_SockSendDPline( NULL, "I5=3");
}
```

7.12.4.33 void lspmac_jogabs_queue (lspmac_motor_t *, double)

Use jog to move motor to requested position.

Definition at line 2665 of file lspmac.c.

```
                             {
  lspmac_move_or_jog_abs_queue( mp,
      requested_position, 1);
}
```

7.12.4.34 void lspmac_move_or_jog_abs_queue (lspmac_motor_t * *mp*, double *requested_position*, int *use_jo*)

Move method for normal stepper and servo motor objects.

< format string for coordinate system move

< coordinate system bit

< the requested position in units of "counts"

< motor and coordinate system;

< our axis

Parameters

in	*mp*	The motor to move
in	*requested_-position*	Where to move it
in	*use_jo*	1 to force jog, 0 for motion prog

Definition at line 2515 of file lspmac.c.

```
                             {
  char *fmt;
  int q100;
  int requested_pos_cnts;
  int coord_num, motor_num;
  char *axis;
  double u2c;

  pthread_mutex_lock( &(mp->mutex));

  u2c       = lsredis_getd(   mp->u2c);
  motor_num = lsredis_getl(   mp->motor_num);
  coord_num = lsredis_getl(   mp->coord_num);
  axis      = lsredis_getstr( mp->axis);

  if( u2c == 0.0) {
    //
    // Shouldn't try moving a motor that has no units defined
    //
    pthread_mutex_unlock( &(mp->mutex));
    return;
  }
  mp->requested_position = requested_position;
  mp->not_done      = 1;
  mp->motion_seen   = 0;
  mp->command_sent = 0;
  mp->requested_pos_cnts = u2c * requested_position;
  requested_pos_cnts = mp->requested_pos_cnts;

  if( use_jog || axis == NULL || *axis == 0) {
    use_jog = 1;
  } else {
    use_jog = 0;
    q100 = 1 << (coord_num -1);
  }

  pthread_mutex_unlock( &(mp->mutex));

  if( !use_jog) {
    //
    // Make sure the coordinate system is not moving something, wait if it is
    // TODO: put in a timeout so we have a way out if something goes wrong
    // TODO: are we sure this thread is not the one moving it?
    //
    pthread_mutex_lock( &lspmac_moving_mutex);
    lslogging_log_message( "lspmac_moveabs_queue: waiting
       for previous moves to end.  lspmac_moving_flags = %0x", lspmac_moving_flags
      );
    while( (lspmac_moving_flags & q100) != 0)
      pthread_cond_wait( &lspmac_moving_cond, &
      lspmac_moving_mutex);
    pthread_mutex_unlock( &lspmac_moving_mutex);
    lslogging_log_message( "lspmac_moveabs_queue: Done.
       lspmac_moving_flags = %0x", lspmac_moving_flags);

    //
    // Set the "we are moving this coordinate system" flag
    //
    lspmac_SockSendDPline( NULL, "M5075=(M5075 | %d)",
      q100);

    switch( *axis) {
    case 'A':
      fmt = "&%d Q16=%d Q100=%d B146R";
      break;

    case 'B':
      fmt = "&%d Q17=%d Q100=%d B147R";
      break;

    case 'C':
      fmt = "&%d Q18=%d Q100=%d B148R";
      break;
    case 'X':
      fmt = "&%d Q10=%d Q100=%d B140R";
      break;

    case 'Y':
      fmt = "&%d Q11=%d Q100=%d B141R";
      break;

    case 'Z':
      fmt = "&%d Q12=%d Q100=%d B142R";
      break;

    case 'U':
      fmt = "&%d Q13=%d Q100=%d B143R";
      break;

    case 'V':
      fmt = "&%d Q14=%d Q100=%d B144R";
      break;

    case 'W':
      fmt = "&%d Q15=%d Q100=%d B145R";
      break;
    }

    //
    // Make sure the flag has been seen
    //
    pthread_mutex_lock( &lspmac_moving_mutex);
    lslogging_log_message( "lspmac_moveabs_queue: waiting
       for moving flag to propagate.  lspmac_moving_flags = %0x", lspmac_moving_flags
      );
    while( (lspmac_moving_flags & q100) == 0)
      pthread_cond_wait( &lspmac_moving_cond, &
      lspmac_moving_mutex);
    pthread_mutex_unlock( &lspmac_moving_mutex);
    lslogging_log_message( "lspmac_moveabs_queue: Done.
       lspmac_moving_flags = %0x", lspmac_moving_flags);
  }
  pthread_mutex_lock( &(mp->mutex));
  if( use_jog) {
    lspmac_SockSendDPline( mp->name, "#%d j=%d",
      motor_num, requested_pos_cnts);
  } else {
    lspmac_SockSendDPline( mp->name, fmt, coord_num,
      requested_pos_cnts, q100);
  }
  pthread_mutex_unlock( &(mp->mutex));

  free( axis);
}
```

7.12.4.35 void lspmac_move_or_jog_preset_queue (**lspmac_motor_t** ∗ , char ∗ , int)

move using a preset value

Definition at line 2635 of file lspmac.c.

```
                                       {
  double pos;
  int err;

  if( preset == NULL || *preset == 0)
    return;

  err = lsredis_find_preset( mp->name, preset, &pos);

  if( err != 0)
    lspmac_move_or_jog_abs_queue( mp, pos, use_jog)
      ;
}
```

7.12.4.36 void lspmac_move_or_jog_queue (**lspmac_motor_t** ∗ , double , int)

7.12.4.37 void lspmac_move_preset_queue (**lspmac_motor_t** ∗ *mp,* char ∗ *preset_name*)

Move a given motor to one of its preset positions.

No movement if the preset is not found.

Parameters

mp	lspmac motor pointer
name	Name of the preset to use

Definition at line 2284 of file lspmac.c.

```
                                                                      {
  double pos;
  int err;

  lslogging_log_message( "lspmac_move_preset_queue: Called
       with motor %s and preset named '%s'", mp->name, preset_name);

  err = lsredis_find_preset( mp->name, preset_name, &pos
      );
  if( err == 0)
    return;

  mp->moveAbs( mp, pos);
  lslogging_log_message( "lspmac_move_preset_queue: moving
       %s to preset '%s' (%f)", mp->name, preset_name, pos);
```

```
}
```

7.12.4.38 void lspmac_moveabs_queue (lspmac_motor_t ∗ , double)

Use coordinate system motion program, if available, to move motor to requested position.

Definition at line 2655 of file lspmac.c.

```
                             {
  lspmac_move_or_jog_abs_queue( mp,
      requested_position, 0);
}
```

7.12.4.39 void lspmac_moveabs_wait (lspmac_motor_t ∗ *mp*)

Wait for motor to finish moving.

Assume motion already queued, now just wait

Parameters

in	*mp*	The motor object to wait for

Definition at line 2677 of file lspmac.c.

```
                            {
  struct timespec wt;
  int return_code;

  //
  // Copy the queue item for the most recent move request
  //
  pthread_mutex_lock( &(mp->mutex));

  while( mp->command_sent == 0)
    pthread_cond_wait( &mp->cond, &mp->mutex);
  pthread_mutex_unlock( &(mp->mutex));

  //
  // wait for the motion to have started
  // This will time out if the motion ends before we can read the status back
  // hence the added complication of time stamp of the sent packet.
  //
  // This sets up a one second wait
  //
  clock_gettime( CLOCK_REALTIME, &wt);
  wt.tv_sec++;

  return_code=0;

  pthread_mutex_lock( &(mp->mutex));
  while( mp->motion_seen == 0 && return_code == 0)
    return_code = pthread_cond_timedwait( &(mp->cond), &(mp->mutex), &
      wt);

  if( return_code == 0) {
    //
    // wait for the motion that we know has started to finish
    //
    while( mp->not_done)
      pthread_cond_wait( &(mp->cond), &(mp->mutex));
  }

  //
  // if return code was not 0 then we know we shouldn't wait for not_done flag.
  // In this case the motion ended before we read the status registers
  //
  pthread_mutex_unlock( &(mp->mutex));

}
```

7.12.4.40 void lspmac_run ( )

Start up the lspmac thread.

Definition at line 3263 of file lspmac.c.

```
                    {
  char **inits;
  lspmac_motor_t *mp;
  char evts[64];
  int i;
  int active;

  pthread_create( &pmac_thread, NULL, lspmac_worker,
      NULL);

  lsevents_add_listener( "CryoSwitchChanged",
      lspmac_cryoSwitchChanged_cb);
  lsevents_add_listener( "scint In Position",
      lspmac_scint_inPosition_cb);
  lsevents_add_listener( "scintDried",
      lspmac_scint_dried_cb);
  lsevents_add_listener( "backLight 1",
      lspmac_backLight_up_cb);
  lsevents_add_listener( "backLight 0",
      lspmac_backLight_down_cb);
  lsevents_add_listener( "cam.zoom In Position",
      lspmac_light_zoom_cb);

  for( i=0; i<lspmac_nmotors; i++) {
    snprintf( evts, sizeof( evts)-1, "%s command done", lspmac_motors
      [i].name);
    evts[sizeof(evts)-1] = 0;
    lsevents_add_listener( evts, lspmac_command_done_cb
      );
  }



  lspmac_zoom_lut_setup();
  lspmac_flight_lut_setup();
  lspmac_blight_lut_setup();
  lspmac_fscint_lut_setup();

  //
  // Clear the command interfaces
  //
  lspmac_SockSendControlCharPrint( NULL, '\x18')
      ;
  {
    uint32_t cc;
    cc = 0;
    lspmac_send_command( VR_UPLOAD, VR_PMAC_SETMEM
      , 0x0e9e, 0, 4, (char *)&cc, NULL, 1, NULL);

    cc = 0x18;
    lspmac_send_command( VR_UPLOAD, VR_PMAC_SETMEM
      , 0x0e9e, 0, 4, (char *)&cc, NULL, 1, NULL);
  }

  //
  // Initialize the MD2 pmac (ie, turn on the right plcc's etc)
  //
  /*
  for( inits = lsredis_get_string_array(lspmac_md2_init); *inits != NULL;
       inits++) {
    lspmac_SockSendDPline( NULL, *inits);
  }
  */

  //
  // Initialize the pmac's support for each motor
  // (ie, set the various flag for when a motor is active or not)
  //
  for( i=0; i<lspmac_nmotors; i++) {
    mp = &(lspmac_motors[i]);
    active = lsredis_getb( mp->active);

    // if there is a problem with "active" then don't do anything
    // On the other hand, various combinations of yes/no true/fals 1/0 should
       work
    //
    switch( active) {
    case 1:
      inits = lsredis_get_string_array( mp->active_init
      );
      break;

    case 0:
      inits = lsredis_get_string_array( mp->
      inactive_init);
      break;

    default:
      lslogging_log_message( "lspmac_run: motor %s is
       neither active nor inactive (!?)", mp->name);
      inits = NULL;
    }
    if( inits != NULL) {
      while( *inits != NULL) {
        lspmac_SockSendDPline( NULL, *inits);
        inits++;
      }
    }
  }
}
```

7.12.4.41 void lspmac_SockSendDPline (char ∗ , char ∗ *fmt,* *...*)

prepare (queue up) a line to send the dpram ascii command interface

Definition at line 1910 of file lspmac.c.

```
                                                          {
  va_list arg_ptr;
  uint32_t index;
  char *pl;

  pthread_mutex_lock( &lspmac_ascii_mutex);
  index = lspmac_dpascii_on++ % LSPMAC_DPASCII_QUEUE_LENGTH
      ;

  pl = lspmac_dpascii_queue[index].pl;

  va_start( arg_ptr, fmt);
  vsnprintf( pl, 159, fmt, arg_ptr);
  pl[159] = 0;
  va_end( arg_ptr);

  lspmac_dpascii_queue[index].event = event;

  pthread_mutex_unlock( &lspmac_ascii_mutex);
}
```

7.12.4.42 pmac_cmd_queue_t∗ lspmac_SockSendline (char ∗ *event,* char ∗ *fmt,* *...*)

Send a one line command.

Uses printf style arguments.

Parameters

in	*event*	base name for events
in	*fmt*	Printf style format string

Definition at line 1058 of file lspmac.c.

```
                                           {
  va_list arg_ptr;
  char payload[1400];

  va_start( arg_ptr, fmt);
  vsnprintf( payload, sizeof(payload)-1, fmt, arg_ptr);
  payload[ sizeof(payload)-1] = 0;
  va_end( arg_ptr);

  lslogging_log_message( payload);
  return lspmac_send_command( VR_DOWNLOAD,
      VR_PMAC_SENDLINE, 0, 0, strlen( payload), payload,
      lspmac_GetShortReplyCB, 0, event);
}
```

7.12.4.43 void lspmac_video_rotate (double *secs*)

Special motion program to collect centering video.

Definition at line 2486 of file lspmac.c.

```
                                        {
  double q10;           // starting position (counts)
  double q11;           // delta counts
  double q12;           // milliseconds to run over delta

  double u2c;

  if( secs <= 0.0)
    return;

  omega_zero_search = 1;

  pthread_mutex_lock( &(omega->mutex));
  u2c = lsredis_getd( omega->u2c);

  q10 = 0;
  q11 = 360.0 * u2c;
  q12 = 1000 * secs;


  omega_zero_velocity = 360.0 * u2c / secs;  //
      counts/second to back calculate zero crossing time

  lspmac_SockSendDPline( omega->name, "&1
      Q10=%.1f Q11=%.1f Q12=%.1f Q13=(I117) Q14=(I116) B240R", q10, q11, q12);
  pthread_mutex_unlock( &(omega->mutex));
}
```

7.12.4.44 int lsredis_cmpnstr (lsredis_obj_t * *p*, char * *s*, int *n*)

Definition at line 235 of file lsredis.c.

```
                                                         {
  int rtn;
  pthread_mutex_lock( &p->mutex);
  while( p->valid == 0)
    pthread_cond_wait( &p->cond, &p->mutex);

  rtn = strncmp( p->value, s, n);
  pthread_mutex_unlock( &p->mutex);
  return rtn;
}
```

7.12.4.45 int lsredis_cmpstr (lsredis_obj_t * *p*, char * *s*)

Definition at line 224 of file lsredis.c.

```
                                                 {
  int rtn;
  pthread_mutex_lock( &p->mutex);
  while( p->valid == 0)
    pthread_cond_wait( &p->cond, &p->mutex);

  rtn = strcmp( p->value, s);
  pthread_mutex_unlock( &p->mutex);
  return rtn;
}
```

7.12.4.46 int lsredis_find_preset (char ∗ *base,* char ∗ *preset_name,* double ∗ *dval*)

Definition at line 755 of file lsredis.c.

```
                                                                          {
  char s[512];
  int i;
  int err;
  ENTRY htab_input, *htab_output;
  lsredis_obj_t *p;

  i = 0;
  for( i=0; i<1024; i++) {
    snprintf( s, sizeof( s)-1, "%s.%s.presets.%d.name", lsredis_head
      , base, i);
    s[sizeof(s)-1] = 0;
    htab_input.key  = s;
    htab_input.data = NULL;
    err = hsearch_r( htab_input, FIND, &htab_output, &lsredis_htab)
      ;
    if( err == 0) {
      // We've run out of names to look for: done
      lslogging_log_message( "lsredis_find_preset: no
       preset for motor %s named '%s'", base, preset_name);
      *dval = 0.0;
      return 0;
    }

    // Check if we have a match
    p = htab_output->data;
    if( lsredis_cmpstr( p, preset_name)==0) {
      // got a match, now look for the position
      snprintf( s, sizeof( s)-1, "%s.%s.presets.%d.position", lsredis_head
      , base, i);
      s[sizeof(s)-1] = 0;
      htab_input.key = s;
      htab_input.data = NULL;
      err = hsearch_r( htab_input, FIND, &htab_output, &lsredis_htab
      );
      if( err == 0) {
        // Name but not position? odd.
        lslogging_log_message( "lsredis_find_preset:
       Error, motor %s preset '%s' has no position defined", base, preset_name);
        *dval = 0.0;
        return 0;
      }
      p = htab_output->data;
      *dval = lsredis_getd( p);
      return 1;
    }
  }
  // How'd we get here?
  // did someone really define that many presets?  And then looked for one
       that's not there?
  *dval = 0;
  return 0;
}
```

7.12.4.47 lsredis_obj_t∗ lsredis_get_obj (char ∗ , ...)

Definition at line 523 of file lsredis.c.

```
                                                {
  lsredis_obj_t *rtn;
  va_list arg_ptr;
  char k[512];
  char *kp;
  int nkp;

  va_start( arg_ptr, fmt);
  vsnprintf( k, sizeof(k)-1, fmt, arg_ptr);
  k[sizeof(k)-1] = 0;
  va_end( arg_ptr);

  nkp = strlen(k) + strlen( lsredis_head) + 16;             // 16
       is overkill. I know. Get over it.
  kp = calloc( nkp, sizeof( char));
  if( kp == NULL) {
    lslogging_log_message( "lsredis_get_obj: Out of memory
      ");
    exit( -1);
  }

  snprintf( kp, nkp-1, "%s.%s", lsredis_head, k);
  kp[nkp-1] = 0;

  pthread_mutex_lock( &lsredis_mutex);
  while( lsredis_running == 0)
    pthread_cond_wait( &lsredis_cond, &lsredis_mutex);

  rtn = _lsredis_get_obj( kp);
  pthread_mutex_unlock( &lsredis_mutex);

  free( kp);
  return rtn;
}
```

7.12.4.48 char∗∗ lsredis_get_string_array (**lsredis_obj_t** ∗ *p*)

Definition at line 364 of file lsredis.c.

```
                                                     {
  char **rtn;

  pthread_mutex_lock( &p->mutex);
  while( p->valid == 0)
    pthread_cond_wait( &p->cond, &p->mutex);

  rtn = p->avalue;
  pthread_mutex_unlock( &p->mutex);

  return rtn;
}
```

7.12.4.49 int lsredis_getb (**lsredis_obj_t** ∗ *p*)

Definition at line 377 of file lsredis.c.

```
                                      {
  int rtn;

  pthread_mutex_lock( &p->mutex);
  while( p->valid == 0)
    pthread_cond_wait( &p->cond, &p->mutex);

  rtn = p->bvalue;
  pthread_mutex_unlock( &p->mutex);

  return rtn;
}
```

7.12.4.50 double lsredis_getd (**lsredis_obj_t** ∗ *p*)

Definition at line 338 of file lsredis.c.

```
                                         {
  double rtn;

  pthread_mutex_lock( &p->mutex);
  while( p->valid == 0)
    pthread_cond_wait( &p->cond, &p->mutex);

  rtn = p->dvalue;
  pthread_mutex_unlock( &p->mutex);

  return rtn;
}
```

7.12.4.51 long int lsredis_getl (lsredis_obj_t ∗ *p*)

Definition at line 351 of file lsredis.c.

```
                                        {
  long int rtn;

  pthread_mutex_lock( &p->mutex);
  while( p->valid == 0)
    pthread_cond_wait( &p->cond, &p->mutex);

  rtn = p->lvalue;
  pthread_mutex_unlock( &p->mutex);

  return rtn;
}
```

7.12.4.52 char∗ lsredis_getstr (lsredis_obj_t ∗ *p*)

return a copy of the key's string value

Definition at line 262 of file lsredis.c.

```
                                       {
  char *rtn;

  //
  // Have to use strdup since we cannot guarantee that p->value won't be freed
       while the caller is still using it
  //
  pthread_mutex_lock( &p->mutex);
  while( p->valid == 0)
    pthread_cond_wait( &p->cond, &p->mutex);

  rtn = strdup(p->value);
  pthread_mutex_unlock( &p->mutex);
  return rtn;
}
```

7.12.4.53 void lsredis_init (char ∗ *pub*, char ∗ *re*, char ∗ *head*)

Initialize this module, that is, set up the connections.

Parameters

pub	Publish under this (unique) name
re	Regular expression to select keys we want to mirror
head	Prepend this (+ a dot) to the beginning of requested objects

Definition at line 809 of file lsredis.c.

```
                                                    {
  int err;
  int nerrmsg;
  char *errmsg;

  //
  // set up hash map to store redis objects
  //
  err = hcreate_r( 8192, &lsredis_htab);
  if( err == 0) {
    lslogging_log_message( "lsredis_init: Cannot create
       hash table.  Really bad things are going to happen.  hcreate_r returned %d", err);
  }

  lsredis_head      = strdup( head);
  lsredis_publisher = strdup( pub);

  pthread_mutex_init( &lsredis_mutex, NULL);
  pthread_cond_init( &lsredis_cond, NULL);
  subac = redisAsyncConnect("127.0.0.1", 6379);
  if( subac->err) {
    lslogging_log_message( "Error: %s", subac->errstr
      );
  }

  subfd.fd           = subac->c.fd;
  subfd.events       = 0;
  subac->ev.data     = &subfd;
  subac->ev.addRead  = lsredis_addRead;
  subac->ev.delRead  = lsredis_delRead;
  subac->ev.addWrite = lsredis_addWrite;
  subac->ev.delWrite = lsredis_delWrite;
  subac->ev.cleanup  = lsredis_cleanup;

  roac = redisAsyncConnect("127.0.0.1", 6379);
  if( roac->err) {
    lslogging_log_message( "Error: %s", roac->errstr);
  }

  rofd.fd           = roac->c.fd;
  rofd.events       = 0;
  roac->ev.data     = &rofd;
  roac->ev.addRead  = lsredis_addRead;
  roac->ev.delRead  = lsredis_delRead;
  roac->ev.addWrite = lsredis_addWrite;
  roac->ev.delWrite = lsredis_delWrite;
  roac->ev.cleanup  = lsredis_cleanup;

  //wrac = redisAsyncConnect("10.1.0.3", 6379);
  wrac = redisAsyncConnect("127.0.0.1", 6379);
  if( wrac->err) {
    lslogging_log_message( "Error: %s", wrac->errstr);
  }

  wrfd.fd           = wrac->c.fd;
  wrfd.events       = 0;
  wrac->ev.data     = &wrfd;
  wrac->ev.addRead  = lsredis_addRead;
  wrac->ev.delRead  = lsredis_delRead;
  wrac->ev.addWrite = lsredis_addWrite;
  wrac->ev.delWrite = lsredis_delWrite;
  wrac->ev.cleanup  = lsredis_cleanup;

  err = regcomp( &lsredis_key_select_regex, re,
      REG_EXTENDED);
  if( err != 0) {
    nerrmsg = regerror( err, &lsredis_key_select_regex,
       NULL, 0);
    if( nerrmsg > 0) {
      errmsg = calloc( nerrmsg, sizeof( char));
      nerrmsg = regerror( err, &lsredis_key_select_regex
      , errmsg, nerrmsg);
      lslogging_log_message( "lsredis_select: %s", errmsg)
      ;
      free( errmsg);
    }
  }
}
```

7.12.4.54 int lsredis_regexec (const regex_t ∗ *preg,* lsredis_obj_t ∗ *p,* size_t *nmatch,* regmatch_t ∗ *pmatch,* int *eflags*)

Definition at line 246 of file lsredis.c.

```
                                  {
  int rtn;

  pthread_mutex_lock( &p->mutex);
  while( p->valid == 0)
    pthread_cond_wait( &p->cond, &p->mutex);

  rtn = regexec( preg, p->value, nmatch, pmatch, eflags);

  pthread_mutex_unlock( &p->mutex);

  return rtn;
}
```

7.12.4.55 void lsredis_run ( )

Definition at line 1013 of file lsredis.c.

```
                    {
  pthread_create( &lsredis_thread, NULL, lsredis_worker
      , NULL);
}
```

7.12.4.56 void lsredis_setstr (lsredis_obj_t * *p*, char * *fmt*, *...*)

Set the value and update redis.

Note that lsredis_set_value sets the value based on redis while here we set redis based on the value Arbitray maximum string length set here. TODO: Probably this limit should be removed at some point.

redisAsyncCommandArgv used instead of redisAsyncCommand 'cause it's easier (and possible) to deal with strings that would otherwise cause hiredis to emit a bad command, like those containing spaces. < up the count of times we need to see ourselves published before we start listening to others again

< Unlock to prevent deadlock in case the service routine needs to set our value

< redisAsyncCommandArgv shouldn't need to access this after it's made up it's packet (before it returns) so we should be OK with this location disappearing soon.

Definition at line 287 of file lsredis.c.

```
                                                       {
  va_list arg_ptr;
  char v[512];
  char *argv[4];

  va_start( arg_ptr, fmt);
  vsnprintf( v, sizeof(v)-1, fmt, arg_ptr);
  v[sizeof(v)-1] = 0;
  va_end( arg_ptr);

  pthread_mutex_lock( &p->mutex);

  //
  // Don't send an update if a good value has not changed
  //
  if( p->valid && strcmp( v, p->value) == 0) {
    // nothing to do
    pthread_mutex_unlock( &p->mutex);
    return;
  }

  p->wait_for_me++;
  pthread_mutex_unlock( &p->mutex);


  argv[0] = "HSET";
  argv[1] = p->key;
  argv[2] = "VALUE";
  argv[3] = v;


  pthread_mutex_lock( &lsredis_mutex);
  while( lsredis_running == 0)
    pthread_cond_wait( &lsredis_cond, &lsredis_mutex);

  redisAsyncCommand( wrac, NULL, NULL, "MULTI");
  redisAsyncCommandArgv( wrac, NULL, NULL, 4, (const char **)argv, NULL);

  redisAsyncCommand( wrac, NULL, NULL, "PUBLISH %s %s", lsredis_publisher
      , p->key);
  redisAsyncCommand( wrac, NULL, NULL, "EXEC");
  pthread_mutex_unlock( &lsredis_mutex);

  // Assume redis will take exactly the value we sent it
  //
  pthread_mutex_lock( &p->mutex);
  _lsredis_set_value( p, v);
  pthread_cond_signal( &p->cond);
  pthread_mutex_unlock( &p->mutex);
}
```

7.12.4.57 void lstimer_add_timer (char * *event*, int *shots*, unsigned long int *secs*, unsigned long int *nsecs*)

Create a timer.

Parameters

event	Name of the event to send when the timer goes off
shots	Number of times to run. 0 means never, -1 means forever
secs	Number of seconds to wait
nsecs	Number of nano-seconds to run in addition to secs

Definition at line 50 of file lstimer.c.

```
                              {
  int i;
  struct timespec now;


  // Time we were called.  Delay is based on call time, not queued time
  //
  clock_gettime( CLOCK_REALTIME, &now);


  pthread_mutex_lock( &lstimer_mutex);

  for( i=0; i<LSTIMER_LIST_LENGTH; i++) {
    if( lstimer_list[i].shots == 0)
      break;
  }

  if( i == LSTIMER_LIST_LENGTH) {
    pthread_mutex_unlock( &lstimer_mutex);

    lslogging_log_message( "lstimer_add_timer: out of
       timers for event: %s, shots: %d,  secs: %u, nsecs: %u",
                              event, shots, secs, nsecs);
    return;
  }

  strncpy( lstimer_list[i].event, event, LSEVENTS_EVENT_LENGTH
       - 1);
  lstimer_list[i].event[LSEVENTS_EVENT_LENGTH
       - 1] = 0;
  lstimer_list[i].shots         = shots;
  lstimer_list[i].delay_secs    = secs;
  lstimer_list[i].delay_nsecs   = nsecs;

  lstimer_list[i].next_secs     = secs + now.tv_sec + (
      now.tv_nsec + nsecs) / 1000000000;
  lstimer_list[i].next_nsecs    = (now.tv_nsec + nsecs
      ) % 1000000000;
  lstimer_list[i].last_secs     = 0;
  lstimer_list[i].last_nsecs    = 0;

  lstimer_list[i].ncalls        = 0;
  lstimer_list[i].init_secs     = now.tv_sec;
  lstimer_list[i].init_nsecs    = now.tv_nsec;

  if( shots != 0) {
    lstimer_active_timers++;
    new_timer++;
  }

  pthread_cond_signal(  &lstimer_cond);
  pthread_mutex_unlock( &lstimer_mutex);
}
```

7.12.4.58 void lstimer_init ( )

Initialize the timer list and pthread stuff.

Definition at line 259 of file lstimer.c.

```
                          {
  int i;
  for( i=0; i<LSTIMER_LIST_LENGTH; i++) {
    lstimer_list[i].shots = 0;
  }


  pthread_mutex_init( &lstimer_mutex, NULL);
  pthread_cond_init(  &lstimer_cond, NULL);
}
```

7.12.4.59 void lstimer_run ( )

Start up our thread.

Definition at line 273 of file lstimer.c.

```
                   {
  pthread_create( &lstimer_thread, NULL, lstimer_worker
      , NULL);
}
```

7.12.4.60 void lsupdate_init ( )

7.12.4.61 void lsupdate_run ( )

7.12.4.62 void md2cmds_init ( )

Initialize the md2cmds module.

Definition at line 1161 of file md2cmds.c.

```
                    {
  memset( md2cmds_cmd, 0, sizeof( md2cmds_cmd));

  pthread_mutex_init( &md2cmds_mutex, NULL);
  pthread_cond_init( &md2cmds_cond, NULL);

  pthread_mutex_init( &md2cmds_moving_mutex, NULL);
  pthread_cond_init(  &md2cmds_moving_cond, NULL);

  md2cmds_md_status_code = lsredis_get_obj
      ( "md2_status_code");
  lsredis_setstr( md2cmds_md_status_code, "
      7");
}
```

7.12.4.63 void md2cmds_run ( )

Start up the thread.

Definition at line 1176 of file md2cmds.c.

```
                   {
  pthread_create( &md2cmds_thread, NULL,
      md2cmds_worker, NULL);
  lsevents_add_listener( "omega crossed zero",
      md2cmds_rotate_cb);
  lsevents_add_listener( ".+ (Moving|In Position)",
      md2cmds_maybe_done_moving_cb);
  lsevents_add_listener( "capz (Moving|In Position)",
      md2cmds_time_capz_cb);
  lsevents_add_listener( "move_prep command done",
      md2cmds_move_prep_done_cb);
}
```

7.12.4.64 void pgpmac_printf (char ∗ *fmt*, ...)

Terminal output routine ala printf.

Parameters

in	*fmt*	Printf style formating string

Definition at line 328 of file pgpmac.c.

```
                    {
  va_list arg_ptr;

  pthread_mutex_lock( &ncurses_mutex);

  va_start( arg_ptr, fmt);
  vwprintw( term_output, fmt, arg_ptr);
  va_end( arg_ptr);

  wnoutrefresh( term_output);
  wnoutrefresh( term_input);
  doupdate();

  pthread_mutex_unlock( &ncurses_mutex);

}
```

7.12.4.65 void PmacSockSendline (char ∗ *s*)

7.12.5 Variable Documentation

7.12.5.1 lspmac_motor_t∗ alignx

Alignment stage X.

Definition at line 88 of file lspmac.c.

7.12.5.2 lspmac_motor_t∗ aligny

Alignment stage Y.

Definition at line 89 of file lspmac.c.

7.12.5.3 lspmac_motor_t∗ alignz

Alignment stage X.

Definition at line 90 of file lspmac.c.

7.12.5.4 lspmac_motor_t∗ anal

Polaroid analyzer motor.

Definition at line 91 of file lspmac.c.

7.12.5.5 lspmac_motor_t∗ apery

Aperture Y.

Definition at line 93 of file lspmac.c.

7.12.5.6 lspmac_motor_t∗ aperz

Aperture Z.

Definition at line 94 of file lspmac.c.

7.12.5.7 lspmac_bi_t∗ arm_parked

(whose arm? parked where?)

Definition at line 131 of file lspmac.c.

7.12.5.8 lspmac_motor_t∗ blight

Back Light DAC.

Definition at line 105 of file lspmac.c.

7.12.5.9 lspmac_bi_t∗ blight_down

Backlight is down.

Definition at line 121 of file lspmac.c.

7.12.5.10 lspmac_motor_t∗ blight_f

Back light scale factor.

Definition at line 114 of file lspmac.c.

7.12.5.11 lspmac_motor_t∗ blight_ud

Back light Up/Down actuator.

Definition at line 109 of file lspmac.c.

7.12.5.12 lspmac_bi_t∗ blight_up

Backlight is up.

Definition at line 122 of file lspmac.c.

7.12.5.13 lspmac_motor_t∗ capy

Capillary Y.

Definition at line 95 of file lspmac.c.

7.12.5.14 lspmac_motor_t∗ capz

Capillary Z.

Definition at line 96 of file lspmac.c.

7.12.5.15 lspmac_motor_t∗ cenx

Centering Table X.

Definition at line 98 of file lspmac.c.

7.12.5.16 lspmac_motor_t∗ ceny

Centering Table Y.

Definition at line 99 of file lspmac.c.

7.12.5.17 lspmac_motor_t∗ cryo

Move the cryostream towards or away from the crystal.

Definition at line 110 of file lspmac.c.

7.12.5.18 lspmac_bi_t∗ cryo_back

cryo is in the back position

Definition at line 123 of file lspmac.c.

7.12.5.19 lspmac_bi_t∗ cryo_switch

that little toggle switch for the cryo

Definition at line 120 of file lspmac.c.

7.12.5.20 lspmac_motor_t∗ dryer

blow air on the scintilator to dry it off

Definition at line 111 of file lspmac.c.

7.12.5.21 lspmac_bi_t∗ etel_init_ok

ETEL initialized OK.

Definition at line 128 of file lspmac.c.

7.12.5.22 lspmac_bi_t∗ etel_on

ETEL is on.

Definition at line 127 of file lspmac.c.

7.12.5.23 lspmac_bi_t∗ etel_ready

ETEL is ready.

Definition at line 126 of file lspmac.c.

7.12.5.24 lspmac_motor_t∗ flight

Front Light DAC.

Definition at line 104 of file lspmac.c.

7.12.5.25 lspmac_motor_t∗ flight_f

Front light scale factor.

Definition at line 115 of file lspmac.c.

7.12.5.26 lspmac_motor_t∗ flight_oo

Turn front light on/off.

Definition at line 113 of file lspmac.c.

7.12.5.27 lspmac_motor_t∗ fluo

Move the fluorescence detector in/out.

Definition at line 112 of file lspmac.c.

7.12.5.28 lspmac_bi_t∗ fluor_back

fluor is in the back position

Definition at line 124 of file lspmac.c.

7.12.5.29 lspmac_motor_t∗ fscint

Scintillator Piezo DAC.

Definition at line 106 of file lspmac.c.

7.12.5.30 lspmac_motor_t∗ fshut

Fast shutter.

Definition at line 103 of file lspmac.c.

7.12.5.31 lspmac_bi_t∗ hp_air

High pressure air OK.

Definition at line 119 of file lspmac.c.

7.12.5.32 lspmac_motor_t∗ kappa

Kappa.

Definition at line 100 of file lspmac.c.

7.12.5.33 lspmac_bi_t* lp_air

Low pressure air OK.

Definition at line 118 of file lspmac.c.

7.12.5.34 lspg_demandairrights_t lspg_demandairrights

our demandairrights object

Definition at line 66 of file lspg.c.

7.12.5.35 lspg_getcenter_t lspg_getcenter

the getcenter object

Definition at line 65 of file lspg.c.

7.12.5.36 lspg_getcurrentsampleid_t lspg_getcurrentsampleid

our currentsample id

Definition at line 67 of file lspg.c.

7.12.5.37 lspg_nextsample_t lspg_nextsample

the very next sample

Definition at line 63 of file lspg.c.

7.12.5.38 lspg_nextshot_t lspg_nextshot

the nextshot object

Definition at line 64 of file lspg.c.

7.12.5.39 lspg_starttransfer_t lspg_starttransfer

start a sample transfer

Definition at line 68 of file lspg.c.

7.12.5.40 lspg_waitcryo_t lspg_waitcryo

signal the robot

Definition at line 69 of file lspg.c.

7.12.5.41 lspmac_motor_t lspmac_motors[ ]

All our motors.

Definition at line 85 of file lspmac.c.

7.12.5.42 pthread_cond_t lspmac_moving_cond

Wait for motor(s) to finish moving condition.

Definition at line 62 of file lspmac.c.

7.12.5.43 int lspmac_moving_flags

Flag used to implement motor moving condition.

Definition at line 63 of file lspmac.c.

7.12.5.44 pthread_mutex_t lspmac_moving_mutex

Coordinate moving motors between threads.

Definition at line 61 of file lspmac.c.

7.12.5.45 int lspmac_nmotors

The number of motors we manage.

Definition at line 86 of file lspmac.c.

7.12.5.46 pthread_cond_t lspmac_shutter_cond

Allows waiting for the shutter status to change.

Definition at line 60 of file lspmac.c.

7.12.5.47 int lspmac_shutter_has_opened

Indicates that the shutter had opened, perhaps briefly even if the state did not change.

Definition at line 58 of file lspmac.c.

7.12.5.48 pthread_mutex_t lspmac_shutter_mutex

Coordinates threads reading shutter status.

Definition at line 59 of file lspmac.c.

7.12.5.49 int lspmac_shutter_state

State of the shutter, used to detect changes.

Definition at line 57 of file lspmac.c.

7.12.5.50 pthread_mutex_t md2_status_mutex

Synchronize reading/writting status buffer.

Definition at line 339 of file lspmac.c.

7.12.5.51 char md2cmds_cmd[ ]

our command;

Definition at line 20 of file md2cmds.c.

7.12.5.52 pthread_cond_t md2cmds_cond

condition to signal when it's time to run an md2 command

Definition at line 10 of file md2cmds.c.

7.12.5.53 lsredis_obj_t∗ md2cmds_md_status_code

Definition at line 22 of file md2cmds.c.

7.12.5.54 pthread_mutex_t md2cmds_mutex

mutex for the condition

Definition at line 11 of file md2cmds.c.

7.12.5.55 pthread_cond_t md2cmds_pg_cond

7.12.5.56 pthread_mutex_t md2cmds_pg_mutex

7.12.5.57 lspmac_bi_t∗ minikappa_ok

Minikappa is OK (whatever that means)

Definition at line 129 of file lspmac.c.

7.12.5.58 pthread_mutex_t ncurses_mutex

allow more than one thread access to the screen

Definition at line 242 of file pgpmac.c.

7.12.5.59 lspmac_motor_t∗ omega

MD2 omega axis (the air bearing)

Definition at line 87 of file lspmac.c.

7.12.5.60 struct timespec omega_zero_time

Time we believe that omega crossed zero.

Definition at line 70 of file lspmac.c.

7.12.5.61 lspmac_motor_t∗ phi

Phi (not data collection axis)

Definition at line 101 of file lspmac.c.

7.12.5.62 pthread_cond_t pmac_queue_cond

wait for a command to be sent to PMAC before continuing

Definition at line 76 of file lspmac.c.

7.12.5.63 pthread_mutex_t pmac_queue_mutex

manage access to the pmac command queue

Definition at line 75 of file lspmac.c.

7.12.5.64 lspmac_bi_t∗ sample_detected

smart magnet detected sample

Definition at line 125 of file lspmac.c.

7.12.5.65 lspmac_motor_t∗ scint

Scintillator Z.

Definition at line 97 of file lspmac.c.

7.12.5.66 lspmac_bi_t∗ shutter_open

shutter is open (note in pmc says this is a slow input)

Definition at line 132 of file lspmac.c.

7.12.5.67 lspmac_bi_t∗ smart_mag_err

smart magnet error (coil broken perhaps)

Definition at line 133 of file lspmac.c.

7.12.5.68 lspmac_bi_t∗ smart_mag_off

smart magnet is off

Definition at line 134 of file lspmac.c.

7.12.5.69 lspmac_bi_t∗ smart_mag_on

smart magnet is on

Definition at line 130 of file lspmac.c.

7.12.5.70 lspmac_motor_t∗ smart_mag_oo

Smart Magnet on/off.

Definition at line 108 of file lspmac.c.

7.12.5.71 WINDOW∗ term_input

place to put the cursor

Definition at line 238 of file pgpmac.c.

7.12.5.72 WINDOW∗ term_output

place to print stuff out

Definition at line 237 of file pgpmac.c.

7.12.5.73 WINDOW∗ term_status

shutter, lamp, air, etc status

Definition at line 239 of file pgpmac.c.

7.12.5.74 WINDOW∗ term_status2

shutter, lamp, air, etc status

Definition at line 240 of file pgpmac.c.

7.12.5.75 lspmac_motor_t∗ zoom

Optical zoom.

Definition at line 92 of file lspmac.c.

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