dcapp Installation and User Guide

version 1.0

NASA Johnson Space Center

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# 1.0 Introduction

"dcapp" (pronounced “dee see app”) is a displays and controls package designed to run in conjunction with an external Trick-based simulation. It is built upon standard UNIX technologies, like OpenGL and X11. It uses libxml2 for input file parsing, FreeType2 for font handling, and GLUT for window management and event handling. It uses trick\_comm to communicate with an external Trick-based simulation and EDGE’s remote commanding server (RCS) to communicate with EDGE graphics.

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# 2.0 Installation

## 2.1 Mandatory Prerequisites

dcapp is designed to run on MacOS and Linux-based machines. Besides OpenGL and X11, the following packages must be installed to enable proper execution of dcapp:

* libxml2
* FreeType2
* GLUT
* trick\_comm

libxml2 is an XML file parser that is a standard package on MacOS and most Linux installations, but it can be accessed at <http://xmlsoft.org> if needed.

FreeType2 is a freely available software library for rendering fonts. It is capable of producing high-quality output (glyph images) of most vector- and bitmap- font formats. It is a standard package on most MacOS and Linux installations, but it can be accessed at <http://www.freetype.org> if needed.

GLUT is an OpenGL utility toolkit that is a standard package on MacOS. A stripped-down version of the GLUT 3.6 release is included in this package and built by default on Linux-based machines. A full version of GLUT can be accessed at <http://www.opengl.org/resources/libraries/glut/> if needed.

trick\_comm is a stand-alone Trick library that provides an interface between dcapp and the Trick variable server. Note that Trick 13 does not automatically build the stand-alone version of trick\_comm. To build the stand-alone version of trick\_comm, install Trick, cd to ${TRICK\_HOME}, and type the following command:

make stand\_alone

## 2.2 Optional Prerequisites

By default, dcapp utilizes a built-in library for rendering fonts. However, FTGL (see <http://sourceforge.net/projects/ftgl/> for more information) is an open-source alternative that can be incorporated into dcapp by setting the environment variable UseFTGL to “yes” prior to building dcapp. If the FTGL headers and libraries are not contained in a standard directory that the compiler can locate, the user may also set FTGL\_CFLAG and/or FTGL\_LFLAG environment variables to specify –I and/or –L flags to help the compiler locate these files. Note that dcapp has been built successfully with version 2.1.3-rc5 of FTGL.

## 2.3 dcapp

Extract the dcapp package if necessary, cd to the “dc” directory at the top level of the package, and type “make”. This should build the dcapp executable within the dcapp/bin\_${TRICK\_HOST\_CPU} subdirectory under “dc”. You should then either add the dcapp/bin\_${TRICK\_HOST\_CPU} subdirectory to your $PATH environment variable or create an alias to the dcapp executable.

# 3.0 Activation

After following the instructions in section 2, simply type the following on the command line to activate dcapp:

dcapp file.xml [-h hostname] [-p port] [-d display] [const=value...]

where file.xml is a full or partial path to a valid dcapp specfile (see section 4 for more information on dcapp specfiles). Note that the command-line options, outlined below, may be used to override default values and/or values specified in the specfile:

-h hostname: specify the hostname upon which the Trick sim is executing

-p port: specify the port over which communication with the Trick variable server takes place

-d display: specify the X display upon which the dcapp should be rendered

const=value...: the value of any constants defined within the specfile can be overwritten on the command line

For instance, if a user wants to run dcapp with a specfile called myspec.xml communicating with Trick over port 1234 and overriding the constants “WinWidth” and “WinHeight” with “480” and “640” respectively, the user would type the following command:

dcapp myspec.xml –p 1234 WinWidth=480 WinHeight=640

# 4.0 Specfile

The dcapp specfile is a standard XML file used to customize the features and capabilities of dcapp. See <http://www.w3.org/XML/> for more information about XML files, including valid file specifications, definition and usage of character entities, use of comments, etc. The elements contained within the dcapp specfile are detailed in this section.

## 4.1 Root Element

|  |  |
| --- | --- |
| Element | DCAPP |
| Parent | (none) |
| Children | (any) |
| Attributes | (none) |
| Description | All dcapp specfiles must contain this root element. All of the other elements, described in the following sections, must be enclosed within this root element. |

## 4.2 Universal Elements

These elements may appear anywhere within the dcapp specfile, and they may be embedded within any element that allows children.

|  |  |
| --- | --- |
| Element | Dummy |
| Parent | (any) |
| Children | (any) |
| Attributes | (none) |
| Description | This element does nothing besides allowing the user to group sub-elements. This is potentially useful when using XML’s <xi:include> element, which requires included files to be “well-formed”, which means, among other things, that the file must contain only one element at its root level. |

|  |  |
| --- | --- |
| Element | IfEqual |
| Parent | (any) |
| Children | True, False, (any) |
| Attributes | Value1, Value2 |
| Description | This element simply compares the value associated with *Value1* to the value associated with *Value2*. If they match, then the sub-elements within the “True” element are processed, otherwise, the sub-elements within the “False” element are processed. If there is no “True” or “False” sub-element defined, the contents of this element are assumed to be contained within a virtual “True” element. |

|  |  |
| --- | --- |
| Element | True |
| Parent | IfEqual |
| Children | (any) |
| Attributes | (none) |
| Description | This element simply encloses sub-elements that are to be processed if the logic of the encompassing “IfEqual” element resolve to “true”. |

|  |  |
| --- | --- |
| Element | False |
| Parent | IfEqual |
| Children | (any) |
| Attributes | (none) |
| Description | This element simply encloses sub-elements that are to be processed if the logic of the encompassing “IfEqual” element resolve to “false”. |

## 4.3 Initialization Elements

These elements typically appear near the top of the dcapp specfile. They define the behavior of subsequent elements within the specfile.

### 4.3.1 Settings Elements

|  |  |
| --- | --- |
| Element | Constant |
| Parent | DCAPP |
| Children | (none) |
| Attributes | Name |
| Description | This allows a user to create a constant that can be accessed subsequently within the specfile. This is handy for setting values that are used frequently throughout the display. For instance, the user may set:  <Constant Name=”FontSize”>24</Constant>  The pre-processor will then replace all instances of “#FontSize” in the rest of the specfile with “24”. |

|  |  |
| --- | --- |
| Element | Variable |
| Parent | DCAPP |
| Children | Type, InitialValue |
| Attributes | (none) |
| Description | This allows a user to create a variable that can be accessed subsequently within the specfile. The *Type* must be either “Float”, “Integer”, or “String”. For instance, the user may set:  <Variable Type=”Integer”>MyVar</Variable>  Any subsequent elements may then use the associated value by specifying a value of “@MyVar”. Note that if *InitialValue* is not specified, the default value is 0 for float and integer parameters and an empty string (“”) for string parameters. |

|  |  |
| --- | --- |
| Element | Style |
| Parent | DCAPP |
| Children | (any) |
| Attributes | Name |
| Description | This allows a user to define a style, which defines attributes for any element that is used subsequently within the specfile. For instance, the user may set:  <Style Name=”mystyle”>  <String Size=”28” Color=”0 0 1”/>  </Style>  Then, a subsequent “String” element that uses “mystyle” (<String style=”mystyle”…) will be blue and use a font size of 28 by default. Note that multiple elements may be defined within a single “Style” element. |

|  |  |
| --- | --- |
| Element | Defaults |
| Parent | DCAPP |
| Children | (any) |
| Attributes | (none) |
| Description | This allows a user to define default attributes for any element that is used subsequently within the specfile. For instance, the user may set:  <Defaults>  <Rectangle LineWidth=”2” LineColor=”1 0 0”/>  </Defaults>  Then, all subsequent “Rectangle” elements will be rendered with a red line that is 2 pixels thick by default. Note that multiple elements may be defined within a single “Defaults” element. |

### 4.3.2 Input/Output Elements

|  |  |
| --- | --- |
| Element | TrickIo |
| Parent | DCAPP |
| Children | FromTrick, ToTrick |
| Attributes | Host, Port, DataRate |
| Description | This construct specifies communication between dcapp and the Trick variable server. Host specifies the hostname upon which the Trick simulation is executing. If not specified, the default value is the hostname of the machine upon which dcapp is executing. *Port* specifies the port over which communication with the Trick variable server takes place. If not specified, the default value is 7000. DataRate specifies the data rate (in seconds) at which Trick will attempt to communicate with dcapp. If not specified, the default value is 1 second. Note that the values for *Host* and *Port* may be overridden by the command-line arguments outlined in section 3. |

|  |  |
| --- | --- |
| Element | FromTrick |
| Parent | TrickIo |
| Children | TrickVariable |
| Attributes | (none) |
| Description | This contains a list of the “TrickVariable” elements that are used to over-write dcapp data with data from the attached Trick simulation. |

|  |  |
| --- | --- |
| Element | ToTrick |
| Parent | TrickIo |
| Children | TrickVariable |
| Attributes | (none) |
| Description | This contains a list of the “TrickVariable” elements that are used to over-write Trick simulation data with data from dcapp. |

|  |  |
| --- | --- |
| Element | TrickVariable |
| Parent | FromTrick, ToTrick |
| Children | (none) |
| Attributes | Name, Units |
| Description | This element attaches a dcapp “Variable” to the variable in the attached Trick simulation defined by *Name*. The user may optionally define the *Units* of the data within dcapp, which the Trick variable server will use to convert the data, if necessary. The *Units* must be a unit string recognizable by Trick. For instance:  <TrickVariable Name="trickobj.var">MyVar</TrickVariable> |

|  |  |
| --- | --- |
| Element | EdgeIo |
| Parent | DCAPP |
| Children | FromEdge, ToEdge |
| Attributes | Host, Port, DataRate |
| Description | This construct specifies communication between dcapp and EDGE via EDGE’s remote commanding server server. Host specifies the hostname upon which EDGE is executing. If not specified, the default value is the hostname of the machine upon which dcapp is executing. *Port* specifies the port over which communication with EDGE takes place. If not specified, the default value is 5451. DataRate specifies the data rate (in seconds) at which EDGE will be polled by dcapp. If not specified, the default value is 1 second. |

|  |  |
| --- | --- |
| Element | FromEdge |
| Parent | EdgeIo |
| Children | EdgeVariable |
| Attributes | (none) |
| Description | This contains a list of the “EdgeVariable” elements that are used to over-write dcapp data with data from the attached EDGE instance. For instance:  <EdgeVariable RcsCommand="doug.node Light set –  lit\_int">LightCmd</EdgeVariable> |

|  |  |
| --- | --- |
| Element | ToEdge |
| Parent | EdgeIo |
| Children | EdgeVariable |
| Attributes | (none) |
| Description | This contains a list of the “EdgeVariable” elements that are used to over-write EDGE data with data from dcapp. |

|  |  |
| --- | --- |
| Element | EdgeVariable |
| Parent | FromEdge, ToEdge |
| Children | (none) |
| Attributes | RcsCommand |
| Description | This element attaches a dcapp “Variable” to the variable in the attached EDGE instance defined by *RcsCommand*. |

|  |  |
| --- | --- |
| Element | CAN |
| Parent | DCAPP |
| Children | (none) |
| Attributes | Network, ButtonID, ControlID |
| Description | This element assigns bezel keys to data associated with a CAN bus based upon *Network*, *ButtonID*, and *ControlID* of the unit associated with this instance of dcapp. The bezel keys are processed via the “Button” and/or “BezelEvent” elements. |

|  |  |
| --- | --- |
| Element | UEI |
| Parent | DCAPP |
| Children | (none) |
| Attributes | Host, Port, BezelID |
| Description | This element assigns bezel keys to data associated with a UEI controller based upon the *Host* and *Port* of the UEI and the *BezelID* of the unit associated with this instance of dcapp. The bezel keys are processed via the “Button” and/or “BezelEvent” elements. |

### 4.3.3 Logic Element

|  |  |
| --- | --- |
| Element | DisplayLogic |
| Parent | DCAPP |
| Children | (none) |
| Attributes | (none) |
| Description | The content of this element specifies a shared object file to be linked into dcapp at execution time. See section 5.3 for more information about the format and content of this file. |

## 4.4 Display Setup

|  |  |
| --- | --- |
| Element | Window |
| Parent | DCAPP |
| Children | Panels |
| Attributes | X, Y, Width, Height, FullScreen, XDisplay, ForceUpdate |
| Description | This defines the position (*X* and *Y*) and size (*Width* and *Height*) of the window containing the dcapp displays. If *FullScreen* is set to “true”, “yes”, or “on”, the window will be rendered full screen regardless of *X*, *Y*, *Width*, and *Height* settings. If dcapp is being executed in an X11 windowing system, the user can specify *XDisplay* to run dcapp on an alternate display. By default, dcapp only updates when it senses an event (a mouse event, input data change, etc.), but the user may set *ForceUpdate* to specify an interval, in seconds, after which dcapp will automatically update. |

|  |  |
| --- | --- |
| Element | Panels |
| Parent | Window |
| Children | Panel |
| Attributes | ActiveDisplay |
| Description | This serves as a container for the individual display panels within a dcapp instance. The *ActiveDisplay* attribute allows the user to assign a variable to determine which display is active at any given time. If the value of this variable corresponds to the *DisplayIndex* of a given panel (see below), then that panel becomes the active display. |

|  |  |
| --- | --- |
| Element | Panel |
| Parent | Panels |
| Children | (display primitives) |
| Attributes | DisplayIndex, BackgroundColor, VirtualWidth, VirtualHeight |
| Description | This contains all of the display primitives for a given display panel. The *DisplayIndex* attribute is used to define when this display is the active display. BackgroundColor specifies the background color for the panel. See section 5.1 for information on specifying color. If not specified, the default color is black (“0 0 0”). *VirtualWidth* and *VirtualHeight* define the user-specified geometry of the display panel, which is used to render the position and size of the display primitives. If not specified, the default geometry is 100x100 units. |

## 4.5 Display Primitives

The display primitives are the building blocks that define how the individual display panels look, feel, and react to user input. They are grouped into two primary classifications: visual primitives, which are primitives that render data to the screen, and event primitives, which are primitives that handle user input.

### 4.5.1 Visual Primitives

### 4.5.2 Event Primitives

# 5.0 Technical Details

## 5.1 Color Format Specification

When specifying color formats for any dcapp display elements, the following format must be used:

red\_level green\_level blue\_level

where each level is expressed as a number between 0 (full off) and 1 (full on). In other words, black would be specified as “0 0 0”, white would be “1 1 1”, blue would be “0 0 1”, grey might be “0.5 0.5 0.5”, etc.

## 5.2 Graphic File Formats

dcapp can currently handle graphic files in two formats: TARGA (.tga) and bitmap (.bmp). TARGA files should be saved uncompressed with a “bottom left” origin. Bitmap files should be saved in 24-bit format, although files saved in other valid bitmap formats may work.

## 5.3 Display Logic File

## 5.4 Element Values

### 5.4.1 Constants

### 5.4.2 Variables

### 5.4.3 Environment Variables