SPECTRUM
INSTRUMENTATION

M2p.65xx-x4

Fast 16 bit arbitrary waveform generator, D/A converter board for PCI Express bus

Hardware Manual
Software Driver Manual

English version **20. May 2021**

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Introduction

Preface

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

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

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

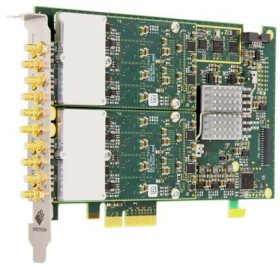
Please note that this manual provides no description for specific driver parts such as those for IVI, LabVIEW or MATLAB. These driver manuals are available on USB-Stick or on the Spectrum website.

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

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

Overview

M2p cards for PCI Express (PCIe)



The M2p generation is the fast streaming general purpose platform from Spectrum. The ½ length PCIe cards are available in different speed grades and resolutions with best performance.

The cards have been optimized for fast data transfer and allow to read data for online analysis or offline storage with more than 700 MB/s using the PCI Express x4 Gen 1 bus interface. Mechanically the card family needs x4, x8 or x16 lane PCI Express connectors with any PCI Express generation. Electrically the card can handle smaller number of PCI Express lanes with reduced transfer speed.

When using high sampling rates the 1 GByte standard on-board memory (512 MSamples for cards with 16 bit resolution) is sufficient to acquire up to several seconds of high-speed data. The M2p cards are carefully designed and offer an optimized clock section, a wide range of trigger possibilities, new and improved features, easy usability and programming as well as an outstanding software support.

The PCI Express bus was first introduced in 2004. In today's standard PC there are usually two to six slots available for instrumentation boards. Special industrial PCs offer up to a maximum of 16 slots. The PCI Express Gen1 standard theoretically delivers up to to 4 GByte/s data transfer rate per x16 slot. The Spectrum M2p boards are available as PCI Express x4 (four lane) Gen1, 1/2 length card.

Within this document the name M2p or M2p.xxxx is used as a synonym for the PCI Express version with the full name of M2p.xxxx-x4 to enhace readability. The exact order information can be found in the related passage in this manual.

General Information

The M2p.65xx series offers different versions of arbitrary waveform generators for PCI Express with a maximum output rate of 125 MS/s. These boards allow to generate freely definable waveforms on several channels synchronously.

The multi-purpose lines allow for up to 4 digital outputs to be replayed synchronously with the analog data, that can be used for marker outputs and additional digital pattern generation. Two options (-DigFX2 or DigSMB) allow the use of sixteen additional digital outputs.

These boards can be used with maximum sample rates of either up to 40 MS/s or 125 MS/s using either one, two, four or eight single-ended (SE) channels. The 512 MSample on-board memory can be used as arbitrary waveform storage or as a FIFO buffer continuously streaming data via the PCIe interface. It can completely be used by the current active channels. If using either slower sample rates or less active channels the memory can be switched to a FIFO buffer and data will be transferred online from the PC memory or from hard disk.

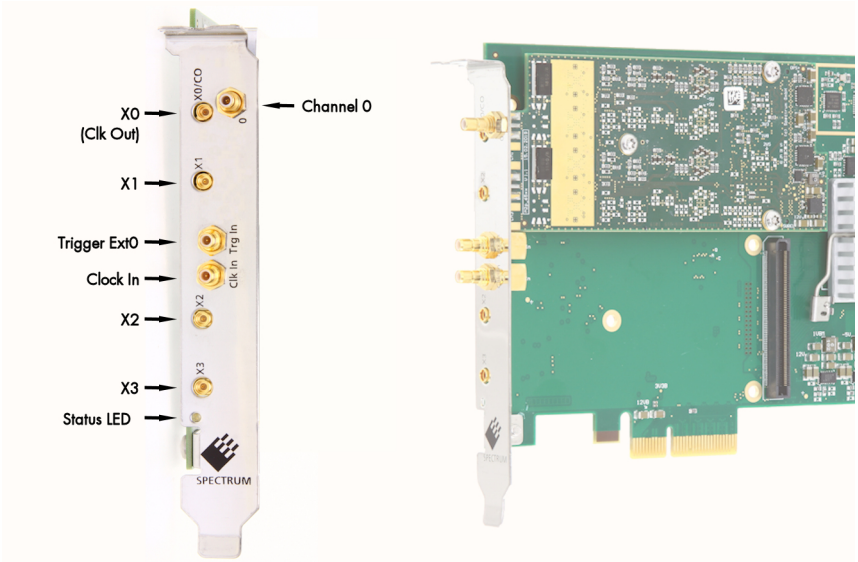
Several boards of the M2p.xxxx series may be connected together by the internal standard synchronisation bus to work with the same time base.

Application examples: Laboratory equipment, Radar, Laser, prototype design, production test

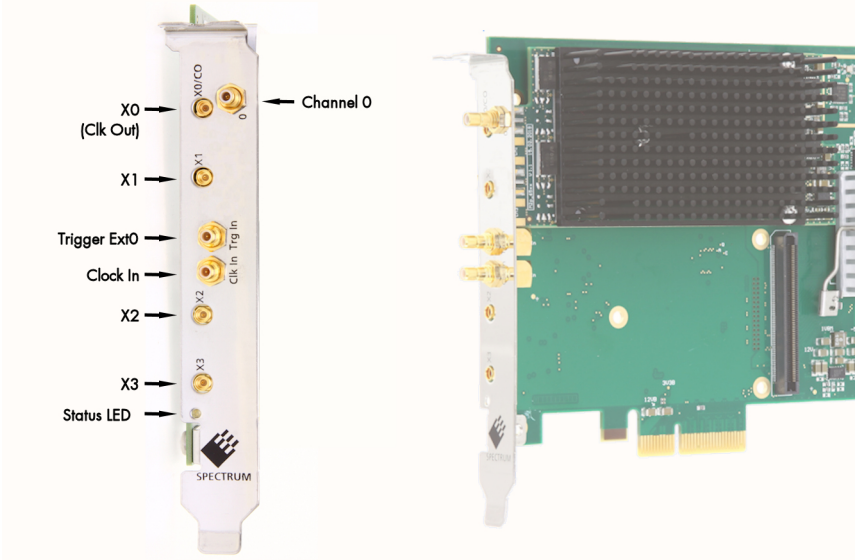
Different models of the M2p.65xx series

The following overview shows the different available models of the M2p.65xx series. They differ in the number of available channels and maximum update rates. You can also see the model dependent location of the input connectors.

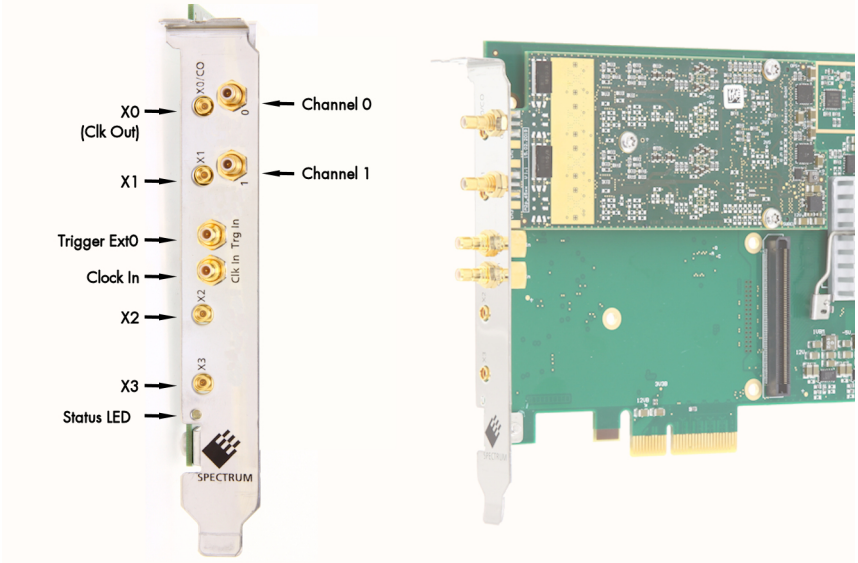
- **M2p.6530-x4**
- **M2p.6560-x4**



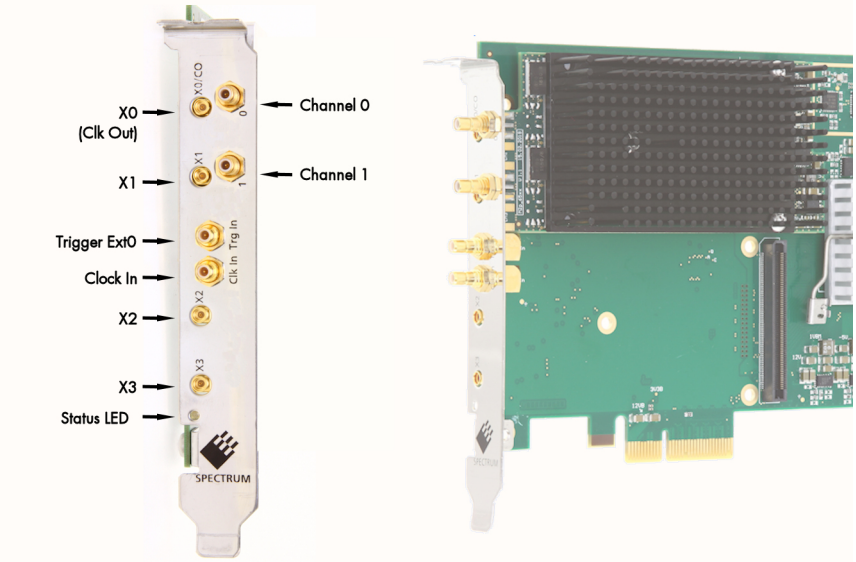
- **M2p.6540-x4**
- **M2p.6570-x4**



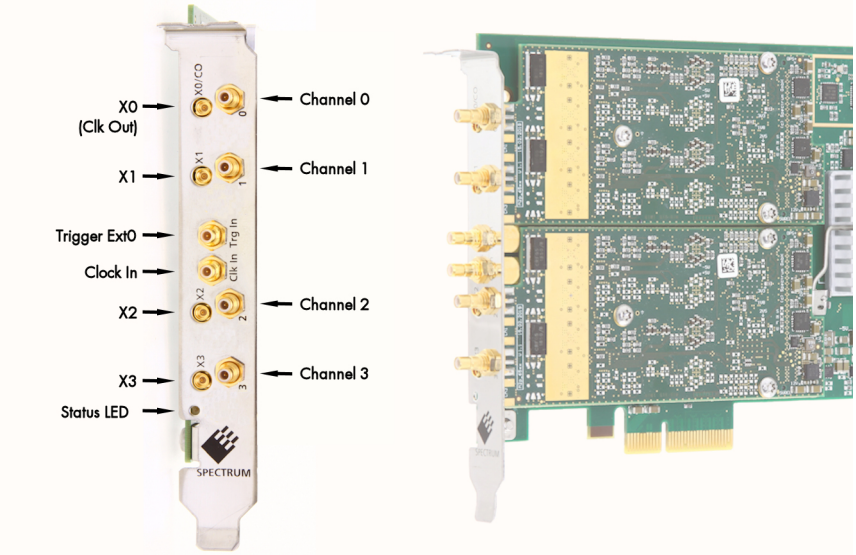
- **M2p.6531-x4**
- **M2p.6561-x4**



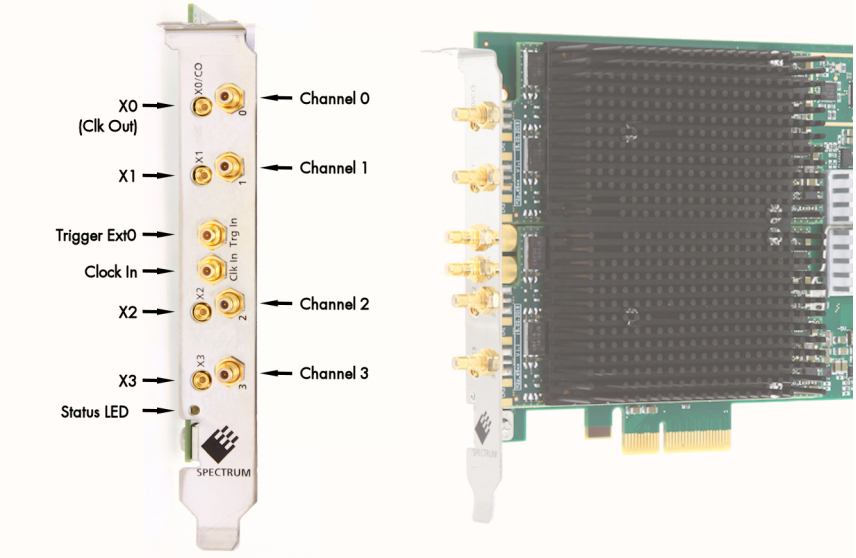
- **M2p.6541-x4**
- **M2p.6571-x4**



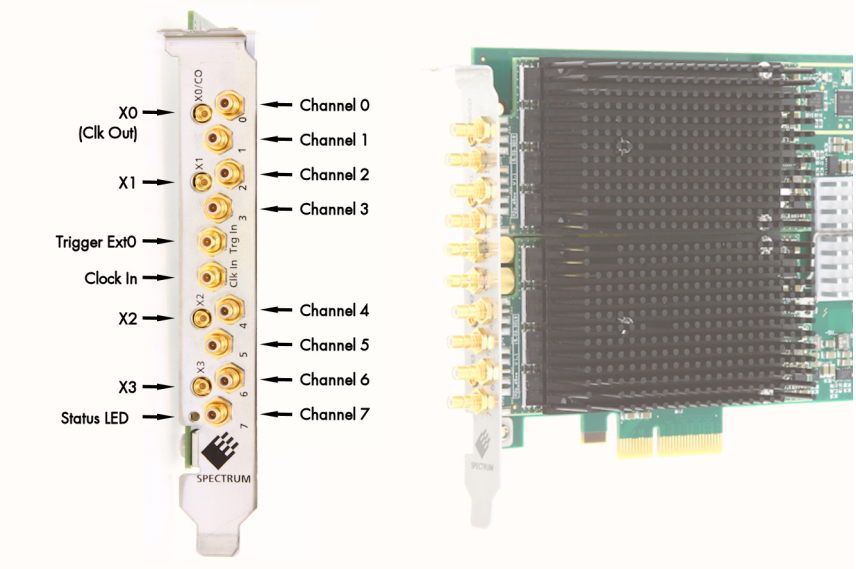
- **M2p.6532-x4**
- **M2p.6562-x4**



- **M2p.6546-x4**
- **M2p.6576-x4**



- **M2p.6533-x4**
- **M2p.6568-x4**



Additional options

Digital I/O with Dig-SMB

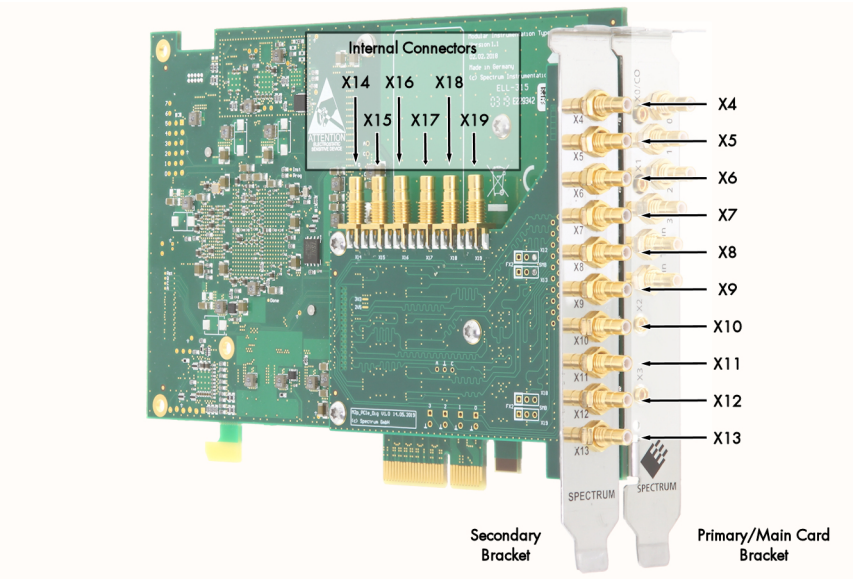
The Digital I/O options „Dig-SMB" adds sixteen additional Multi-Purpose I/O lines to the card.

All sixteen lines are provided via SMB miniature coaxial connectors, just like the analog channels or clock and trigger input.

Ten of these lines are mounted on the PCI bracket and are hence accessible from the outside of the PC. The other six lines are mounted on the top of the PCB and hence are available on the inside of the PC.

These lines extend the already existing Multi-Purpose I/O lines that come standard with the main card (X0 .. X3).

Because the capabilities of these additional lines are nearly identical to those on the main card, they are conveniently named (X4 .. X19).



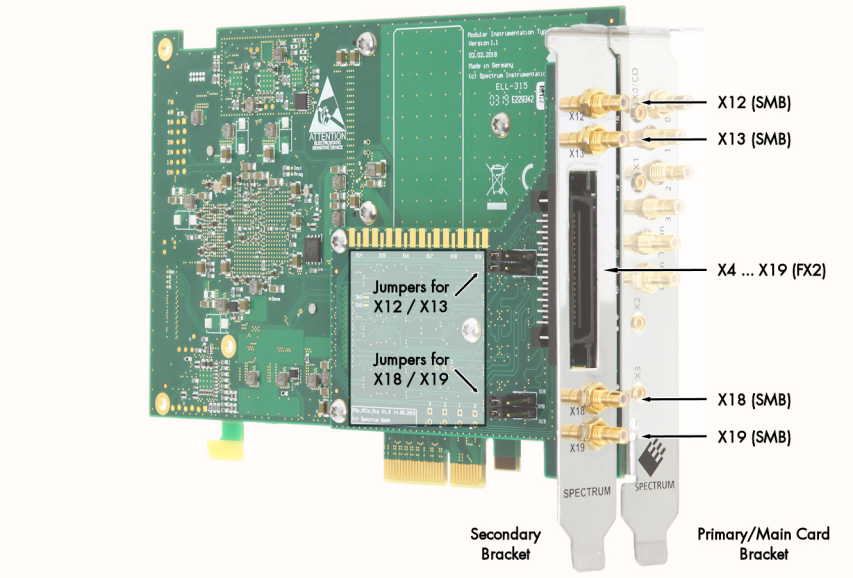
Digital I/O with Dig-FX2

The Digital I/O options „Dig-FX2" adds sixteen additional Multi-Purpose I/O lines to the card.

All sixteen lines are provided via the multi-pin FX2 connector, a type that is already used on many different Spectrum products in the past and pin-compatible to the existing options and cards using it. The pinning for that connector and the included adapter cable to standard IDC connectors is given in the appendix of this manual.

These lines extend the already existing Multi-Purpose I/O lines that come standard with the main card (X0 .. X3).

Because the capabilities of these additional lines are nearly identical to those on the main card, they are conveniently named (X4 .. X19).



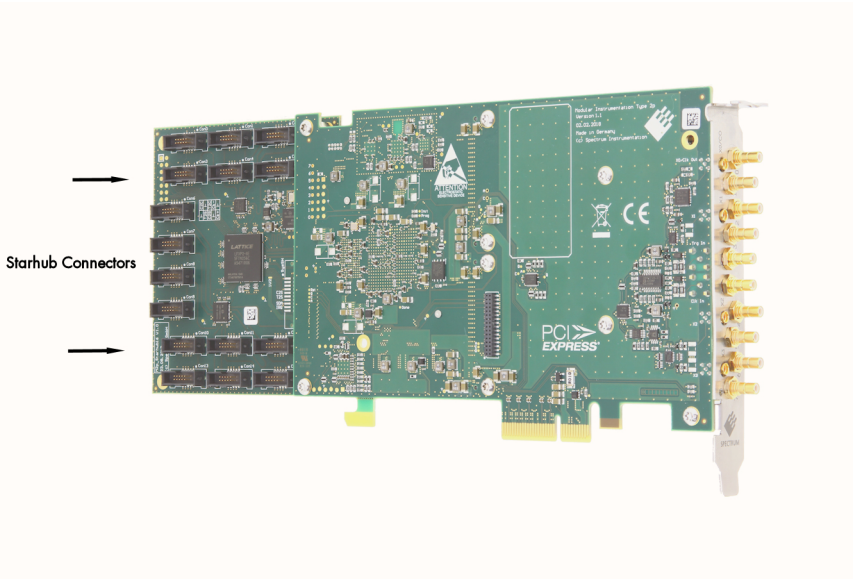
Four of these lines (X12, X13, X18 and X19) are additionally also available as coaxial connectors on the PCI bracket. These lines can be selected by jumper individually for each line to be either made available on the FX2 connector or on one of the respective SMB connectors. This allows for easy monitoring of lines for debugging purposes or to connect external equipment that requires 50 Ohm line impedance.

Star-Hub

The star hub module allows the synchronization of either up to six or up to sixteen M2p cards. It is even possible to synchronize cards of different families of M2p series cards with each other.

Two different mechanical versions of the star-hub module allowing the synchronization of up to 16 cards are available.
A version that is mounted on top of the carrier card as a piggy-back module (option SH6tm or SH16tm) extending the width of the card to two slots.

The second version (option SH6ex or SH16ex) is mounted behind the card and extends the M2p base card to a 3/4 length PCI Express card. Therefore it requires the availability of a 3/4 length slot in the system but does not need the width of an additional slot.

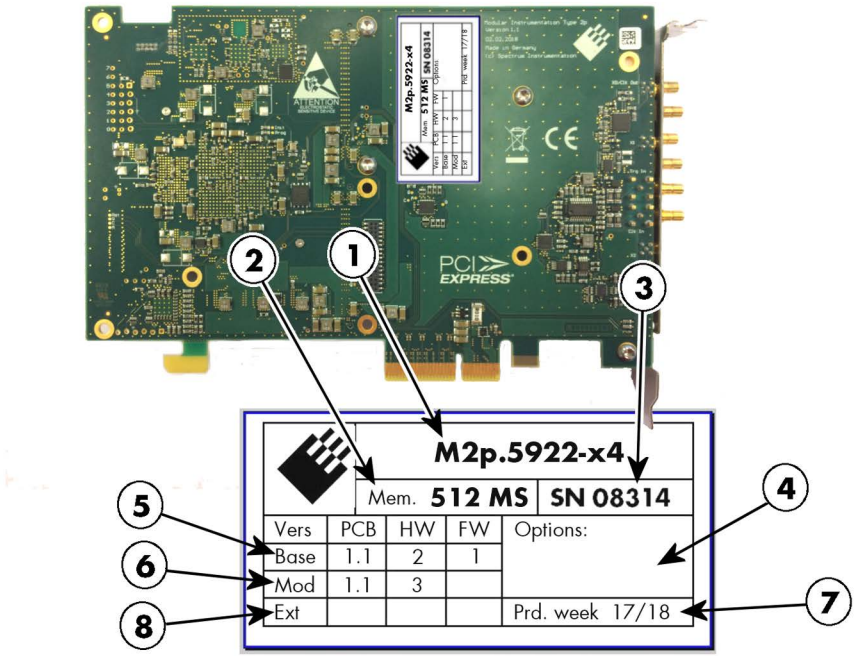


The module acts as a star hub for clock and trigger signals. Each board is connected with a small cable of the same length, even the master board. That minimizes the clock skew between the different cards. The picture shows the extension module mounted on the base board schematically without any cables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

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

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

The Spectrum type plate



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

(1) The board type, consisting of the two letters describing the bus (in this case M2p.xxxx-x4 for the PCI Express x4 bus) and the model number.

(2) The size of the on-board installed memory in MSample or GSample. In this example there are 512 MS (1 GByte = 1024 MByte) installed.

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

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

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

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

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

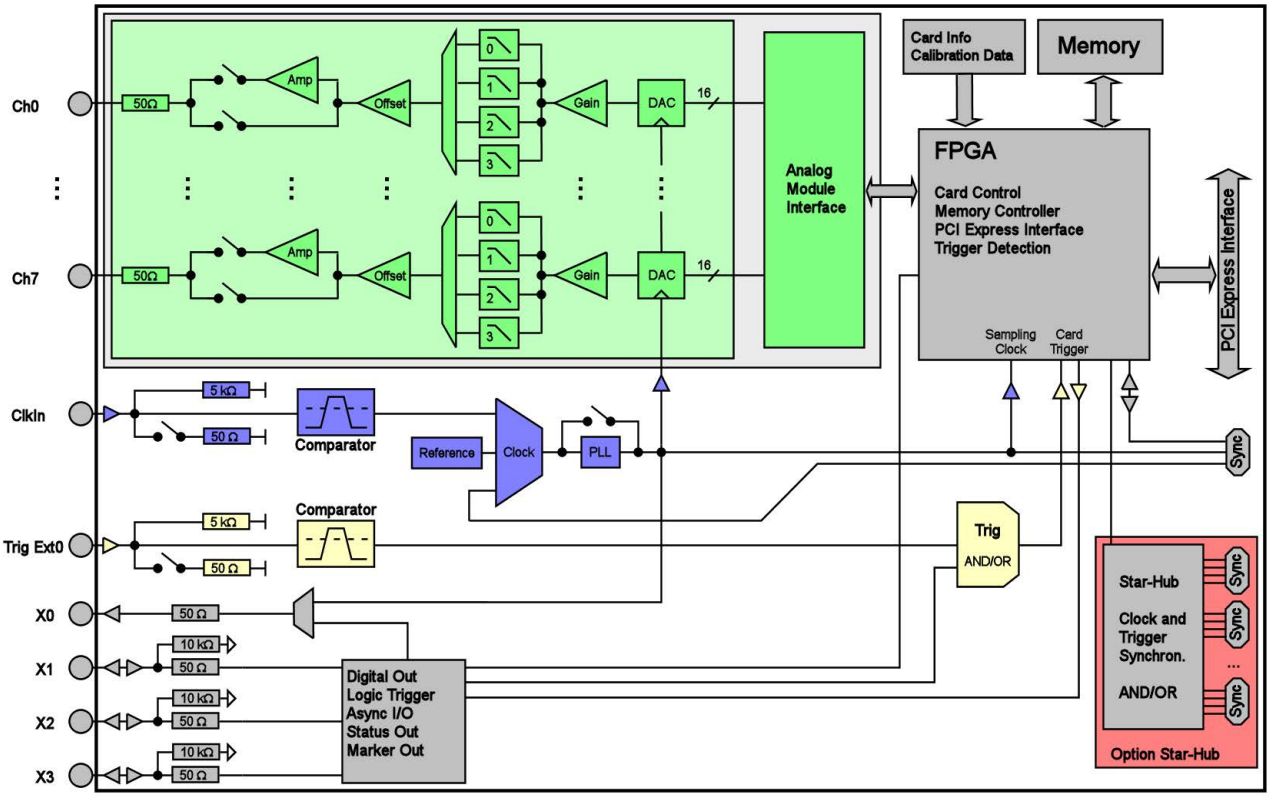
(8) The version of the extension module (such as a star-hub) if one is installed, consisting of the printed circuit board (PCB) version, the hardware version and the firmware version. If no extension module is installed this part is left empty.

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

Hardware information

Block Diagrams

M2p.65xx Block Diagram



Technical Data

Analog Outputs

Resolution		16 bit	
D/A Interpolation		no interpolation	
Output amplitude	software programmable	653x and 656x:	±1 mV up to ±3 V in 1 mV steps into 50 Ω termination (resulting in ±2 mV up to ±6 V in 2mV steps into high impedance loads)
		654x and 657x:	±1 mV up to ±6 V in 1 mV steps into 50 Ω termination (resulting in ±2 mV up to ±12 V in 2mV steps into high impedance loads)
		Note: Gain values below ±300 mV into 50 Ω are reduced by digital scaling of the samples	
Output Amplifier Path Selection	automatically by driver	Low Power path:	Selected Gain of ±1 mV to ±960 mV (into 50 Ω)
		High Power path:	653x and 656x: Selected Gain of ±940 mV to ±3 V (into 50 Ω) 654x and 657x: Selected Gain of ±940 mV to ±6 V (into 50 Ω)
Output Amplifier Setting Hysteresis	automatically by driver	940 mV to 960 mV (if output is using low power path it will switch to high power path at 960 mV. If output is using high power path it will switch to low power path at 940 mV)	
Output amplifier path switching time		1.2 ms (output disabled while switching)	
Output offset	software programmable	Low Power path:	±960 mV in 1 mV steps into 50 Ω (±1920 mV in 2 mV steps into 1 MΩ)
		High Power path:	653x and 656x: ±3 V in 1 mV steps into 50 Ω (±6V in 2 mV steps into 1 MΩ) 654x and 657x: ±6 V in 1 mV steps into 50 Ω (±12V in 2 mV steps into 1 MΩ)
Filters	software programmable	One of 4 different filters (refer to „Bandwidth and Filters" section)	
DAC Differential non linearity (DNL)	DAC only	±2.0 LSB typical	
DAC Integral non linearity (INL)	DAC only	±4.0 LSB typical	
Output resistance		50 Ω	
Minimum output load		653x and 656x: 0 Ω (short circuit safe by design) 654x and 657x: 50 Ω (short circuit safe by hardware supervisor, outputs will turn off)	
Max output swing in 50 Ω		653x and 656x: ±3.0 V (offset + amplitude) 654x and 657x: ±6.0 V (offset + amplitude)	
Max output swing in 1 MΩ		653x and 656x: ±6.0 V (offset + amplitude) 654x and 657x: ±12.0 V (offset + amplitude)	
Max output current		653x and 656x: ±30 mA 654x and 657x: ±60 mA	
Slewrate (using Filter 0)		Low power path (0 to 900 mV): 250 mV/ns 653x and 656x: High power path (0 to 3000 mV): 850 mV/ns 654x and 657x: High power path (0 to 6000 mV): TBD	
Rise/Fall time 10% to 90% square wave		653x and 656x: ±3 V square wave: 5.3 ns 654x and 657x: ±3 V square wave: TBD	
Crosstalk @ 1 MHz signal ±3 V	1 to 4 ch standard AWG	95 dB (M2p.6530, M2p.6531, M2p.6536, M2p.6560, M2p.6561, M2p.6566)	
Crosstalk @ 1 MHz signal ±3 V	8 channel AWG	84 dB (M2p.6533, M2p.6568)	
Crosstalk @ 1 MHz signal ±6 V	1 to 4 ch high-voltage AWG	99 dB (M2p.6540, M2p.6541, M2p.6546, M2p.6540, M2p.6541, M2p.6546)	
Output accuracy		±1 mV ±0.5 % of programmed output amplitude ±0.1 % of programmed output offset	

Trigger

Available trigger modes	software programmable	External, Software, Pulse, Or/And, Delay	
Trigger edge	software programmable	Rising edge, falling edge or both edges	
Trigger pulse width	software programmable	0 to [4G - 1] samples in steps of 1 sample	
Trigger delay	software programmable	0 to [4G - 1] samples in steps of 1 samples	
Trigger holdoff (for Multi, Gate)	software programmable	0 to [4G - 1] samples in steps of 1 samples	
Multi, Gate: re-arming time		< 24 samples (+ programmed holdoff)	
Trigger to Output Delay		63 sample clocks + 7 ns	
Memory depth	software programmable	16 up to [installed memory / number of active channels] samples in steps of 8	
Multiple Replay segment size	software programmable	8 up to [installed memory / number of active channels] samples in steps of 8	
External trigger accuracy		1 sample	
External trigger		**Ext**	**X1, X2, X3**
External trigger type		Single level comparator	3.3V LVTTL logic inputs
External trigger impedance	software programmable	50 Ω / 5 kΩ	For electrical specifications refer to „Multi Purpose I/O lines" section.
External trigger input level		±5 V (5 kΩ), ±2.5 V (50 Ω),	
External trigger over voltage protection		±20 V (5 kΩ), 5 Vrms (50 Ω)	
External trigger sensitivity (minimum required signal swing)		200 mVpp	
External trigger level	software programmable	±5 V in steps of 1 mV	
External trigger bandwidth	50 Ω 5 kΩ	DC to 400 MHz DC to 300 MHz	n.a. DC to 125 MHz
Minimum external trigger pulse width		≥ 2 samples	≥ 2 samples

Multi Purpose I/O lines

Number of multi purpose output lines		one, named X0	
Number of multi purpose input/output lines		three, named X1, X2, X3	
Multi Purpose line		**X0**	**X1, X2, X3**
Input: available signal types	software programmable	n.a.	Asynchronous Digital-In, Logic trigger
Input: signal levels		n.a.	3.3 V LVTTL
Input: impedance		n.a.	10 kΩ to 3.3 V
Input: maximum voltage level		n.a.	-0.5 V to +4.0 V
Input: maximum bandwidth		n.a.	125 MHz
Output: available signal types	software programmable	Run-, Arm-, Trigger-Output, Marker-Output, Synchronous Digital-Out, Asynchronous Digital-Out ADC Clock Output,	Run-, Arm-, Trigger-Output, Marker-Output, Synchronous Digital-Out, Asynchronous Digital-Out,
Output: impedance		50 Ω	
Output: drive strength		Capable of driving 50 Ω loads, maximum drive strength ±48 mA	
Output: type / signal levels		3.3V LVTTL, TTL compatible for high impedance loads	
Output: update rate (synchronous modes)		sampling clock	

Option M2p.xxxx-DigFX2 / M2p.xxxx-DigSMB common

Input: signal levels		3.3 V LVTTL
Input: impedance		10 kΩ to 3.3 V
Input: maximum voltage level		-0.5 V to +4.0 V
Input: maximum bandwidth		125 MHz
Input: available signal types	software programmable	Synchronous Digital-In (M2p.59xx only), Asynchronous Digital-In
Output: available signal types	software programmable	Run-, Arm-, Trigger-Output, Synchronous Digital-Out (M2p.65xx only), Asynchronous Digital-Out
Output: update rate (synchronous modes)		sampling clock
Output: type / signal levels		3.3V LVTTL, TTL compatible for high impedance loads

Option M2p.xxxx-DigFX2 specific

Number of additional multi-purpose I/O lines	16 (X4 to X19)
Card width with installed option	Requires one additional slot left of the main card's bracket, on „solder side" of the PCIe card
Connector	1 x 40 pole half pitch (Hirose FX2 series, one adapter cable to IDC connector in standard 2.54mm pitch included (Cab-d40-xx-xx). 4 x SMB male, (jumper selectable between FX2/SMB for: X12, X13, X18 and X19)) Connector on card: Hirose FX2B-40PA-1.27DSL Flat ribbon cable connector: Hirose FX2B-40SA-1.27R
Output: impedance	FX2: 90 Ω , SMB: 50 Ω
Output: drive strength	Capable of driving 90 Ω loads (FX2), 50 Ω loads (SMB), maximum drive strength ±48 mA
Compatibility	Pinning compatible with M2i.xxxx-dig option and M2i.70xx connectors

Option M2p.xxxx-DigSMB specific

Number of additional multi purpose I/O lines	16 (X4 to X19)
Card width with installed option	Requires one additional slot left of the main card's bracket, on „solder side" of the PCIe card
Connectors on bracket	10 x SMB male (X4 to X13)
Internal connectors	6 x SMB male (X14 to X19)
Output: impedance	50 Ω
Output: drive strength	Capable of driving 50 Ω loads, maximum drive strength ±48 mA

Sequence Replay Mode

Number of sequence steps	software programmable	1 up to 4096 (sequence steps can be overloaded at runtime)
Number of memory segments	software programmable	2 up to 64k (segment data can be overloaded at runtime)
Minimum segment size	software programmable	32 samples in steps of 8 samples.
Maximum segment size	software programmable	512 MS / active channels / number of sequence segments (round up to the next power of two)
Loop Count	software programmable	1 to (1M - 1) loops
Sequence Step Commands	software programmable	Loop for #Loops, Next, Loop until Trigger, End Sequence
Special Commands	software programmable	Data Overload at runtime, sequence steps overload at runtime, readout current replayed sequence step
Limitations for synchronized products		Software commands changing the sequence as well as „Loop until trigger" are not synchronized between cards. This also applies to multiple AWG modules in a generatorNETBOX.

Clock

Clock Modes	software programmable	internal PLL, external clock, external reference clock, sync
Internal clock range (PLL mode)	software programmable	see „Clock Limitations" table below
Internal clock accuracy	after warm-up	≤ ±1.0 ppm (at time of calibration in production)
Internal clock aging		≤ ±0.5 ppm / year
PLL clock setup granularity (int. or ext. reference)		1 Hz
External reference clock range	software programmable	128 kHz up to 125 MHz
Direct external clock to internal clock delay		4.3 ns
Direct external clock range		see „Clock Limitations and Bandwidth" table below
External clock type		Single level comparator
External clock input level		±5 V (5 kΩ), ±2.5 V (50 Ω),
External clock input impedance	software programmable	50 Ω / 5 kΩ
External clock over voltage protection		±20 V (5 kΩ), 5 Vrms (50 Ω)
External clock sensitivity (minimum required signal swing)		200 mVpp
External clock level	software programmable	±5 V in steps of 1mV
External clock edge		rising edge used
External reference clock input duty cycle		45% - 55%
Clock output electrical specification		Available via Multi Purpose output X0. Refer to „Multi Purpose I/O lines" section.
Synchronization clock multiplier „N" for different clocks on synchronized cards	software programmable	N being a multiplier (1, 2, 3, 4, 5, ... Max) of the card with the currently slowest sampling clock. The card maximum (see „Clock Limitations and Bandwidth" table below) must not be exceeded.
Channel to channel skew on one card		< 200 ps (typical)
Skew between star-hub synchronized cards		TBD

Connectors

Analog		SMB male (one for each single-ended input/output)	Cable-Type: Cab-3f-xx-xx
Trigger Input		SMB male	Cable-Type: Cab-3f-xx-xx
Clock Input		SMB male	Cable-Type: Cab-3f-xx-xx
Standard Multi Purpose I/O		MMCX female (4 lines)	Cable-Type: Cab-1m-xx-xx
Option M2p.xxxx-DigSMB	on extra bracket	SMB male	Cable-Type: Cab-3f-xx-xx
Option M2p.xxxx.DigFX2	on extra bracket	40-pole half pitch (Hirose FX2)	Cable-Type: Cab-d40-xx-xx

Environmental and Physical Details

Dimension (Single Card) type M2p.65x3, M2p.65x8, M2p.654x or M2p.657x	8 channel AWG or High power AWG	L x H x W: 168 mm (½ PCIe length) x 107 mm x 30 mm. Requires one additional slot right of the main card's bracket, on „component side" of the PCIe card.
Dimension (all other single cards)		L x H x W: 168 mm (½ PCIe length) x 107 mm x 20 mm (single slot width)
Dimension (with -SH6tm or -SH16tm installed)		Extends W by 1 slot right of the main card's bracket, on „component side" of the PCIe card.
Dimension (with -SH6ex or -SH16ex installed)		Extends L to 245 mm (¾ PCIe length) at the back of the PCIe card
Dimension (with -DigSMB or -DigFX2 installed)		Extends W by 1 slot left of the main card's bracket, on „solder side" of the PCIe card.
Weight (M2p.59xx, M2p.75xx series)	maximum	215 g
Weight (M2p.65x0, M2p.65x1, M2p.65x6 series)	maximum	195 g
Weight (M2p.65x3, 65x8, 654x, 657x series)	maximum	305 g
Weight (Star-Hub Option -SH6ex, -SH6tm)	including 6 sync cables	65 g
Weight (Star-Hub Option -SH16ex, -SH16tm)	including 16 sync cables	90 g
Weight (Option -DigSMB)		50 g
Weight (Option -DigFX2)		60 g
Warm up time		10 minutes
Operating temperature		0 °C to 40 °C
Storage temperature		-10 °C to 70 °C
Humidity		10% to 90%
Dimension of packing	1 or 2 cards	470 mm x 250 mm x 130 cm
Volume weight of packing	1 or 2 cards	4 kgs

PCI Express specific details

PCIe slot type	x4, Generation 1
PCIe slot compatibility (physical)	x4, x8, x16
PCIe slot compatibility (electrical)	x1, x2, x4, x8, x16 with Generation 1, Generation 2, Generation 3, Generation 4
Sustained streaming mode (Card-to-System: M2p.59xx or M2p.75xx)	> 700 MB/s (measured with a chipset supporting a TLP size of 256 bytes, using PCIe x4 Gen1)
Sustained streaming mode (System-to-Card: M2p.65xx or M2p.75xx)	> 700 MB/s (measured with a chipset supporting a TLP size of 256 bytes, using PCIe x4 Gen1)

Certification, Compliance, Warranty

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

Power Consumption

		3.3V	12 V	Total
M2p.6530-x4	Typical values: All channels activated, Sample rate: 40 MSps	0.1 A	0.8 A	10 W
M2p.6531-x4	Output signal: 10 MHz sine wave, Output level: +/- 3.0 V into 50 Ω load	0.1 A	0.9 A	11 W
M2p.6536-x4		0.1 A	1.2 A	15 W
M2p.6533-x4		0.1 A	1.8 A	23 W
M2p.6540-x4	Typical values: All channels activated, Sample rate: 40 MSps	0.1 A	1.0 A	13 W
M2p.6541-x4	Output signal: 10 MHz sine wave, Output level: +/- 6.0 V into 50 Ω load	0.1 A	1.4 A	17 W
M2p.6546-x4		0.1 A	2.2 A	27 W
M2p.6560-x4	Typical values: All channels activated, Sample rate: 125 MSps	0.1 A	0.8 A	10 W
M2p.6561-x4	Output signal: 10 MHz sine wave, Output level: +/- 3.0 V into 50 Ω load	0.1 A	0.9 A	11 W
M2p.6566-x4		0.1 A	1.2 A	15 W
M2p.6568-x4		0.1 A	1.9 A	23 W
M2p.6570-x4	Typical values: All channels activated, Sample rate: 125 MSps	0.1 A	1.0 A	13 W
M2p.6571-x4	Output signal: 10 MHz sine wave, Output level: +/- 6.0 V into 50 Ω load	0.1 A	1.4 A	17 W
M2p.6576-x4		0.1 A	2.2 A	27 W

MTBF

MTBF	TBD hours

Clock Limitations

	M2p.653x DNx.653-xx M2p.654x DNx.654-xx DNx.803-xx DNx.813-xx	M2p.656x DNx.656-xx M2p.657x DNx.657-xx DNx.806-xx DNx.816-xx
max internal clock (non-synchronized cards)	40 MS/s	125 MS/s
min internal clock (non-synchronized cards)	1 kS/s	1 kS/s
max internal clock (cards synchronized via star-hub)	40 MS/s	125 MS/s
min internal clock (cards synchronized via star-hub)	128 kS/s	128 kS/s
max direct external clock	40 MS/s	125 MS/s
min direct external clock	DC	DC
min direct external clock LOW time	4 ns	4 ns
min direct external clock HIGH time	4 ns	4 ns

Bandwidth and Filters

	Filter	- 3dB bandwidth	Filter characteristic
Analog bandwidth does not include Sinc response of DAC	Filter 0	70 MHz	third-order Butterworth
	Filter 1	20 MHz	fifth-order Butterworth
	Filter 2	5 MHz	fourth-order Bessel
	Filter 3	1 MHz	fourth-order Bessel

Dynamic Parameters

	M2p.653x/DNx.653-xx/DNx.803-xx			
Test - Samplerate	40 MS/s		40 MS/s	
Output Frequency	800 kHz		4 MHz	
Output Level in 50 Ω	±900mV	±3000mV	±900mV	±3000mV
Used Filter	1 MHz		5 MHz	
NSD (typ)	-142 dBm/Hz	-132 dBm/Hz	-142 dBm/Hz	-132 dBm/Hz
SNR (typ)	90.7 dB	91.1 dB	83.7 dB	84.1 dB
THD (typ)	-74.0 dB	-74.0 dB	-70.5 dB	-70.5 dB
SINAD (typ)	73.9 dB	73.9 dB	69.8 dB	69.8 dB
SFDR (typ), excl harm.	97.0 dB	95.0 dB	88.0 dB	88.0 dB
ENOB (SINAD)	12.0	12.0	11.3	11.3
ENOB (SNR)	14.7	14.8	13.5	13.6

	M2p.654x/DNx.654-xx/DNx.813-xx			
Test - Samplerate	40 MS/s		40 MS/s	
Output Frequency	800 kHz		4 MHz	
Output Level in 50 Ω	±900mV	±6000mV	±900mV	±6000mV
Used Filter	1 MHz		5 MHz	
NSD (typ)	-138 dBm/Hz	-129 dBm/Hz	-142 dBm/Hz	-126 dBm/Hz
SNR (typ)	86.7 dB	88.1 dB	83.7 dB	84.2 dB
THD (typ)	-74.0 dB	-74.0 dB	-74.0 dB	-74.0 dB
SINAD (typ)	73.8 dB	73.8 dB	73.6 dB	73.6 dB
SFDR (typ), excl harm.				
ENOB (SINAD)	12.0	12.0	11.9	11.9
ENOB (SNR)	14.1	14.3	13.6	13.7

	M2p.656x/DNx.656-xx/DNx.806-xx					
Test - Samplerate	125 MS/s		125 MS/s		125 MS/s	
Output Frequency	800 kHz		4 MHz		16 MHz	
Used Filter	1 MHz		5 MHz		20 MHz	
Output Level in 50 Ω	±900mV	±3000mV	±900mV	±3000mV	±900mV	±3000mV
NSD (typ)	-142 dBm/Hz	-132 dBm/Hz	-142 dBm/Hz	-132 dBm/Hz	-142 dBm/Hz	-132 dBm/Hz
SNR (typ)	90.7 dB	91.1 dB	83.7 dB	84.1 dB	77.7 dB	78.1 dB
THD (typ)	-74.0 dB	-74.0 dB	-70.5 dB	-70.5 dB	-66.0 dB	-61.9 dB
SINAD (typ)	73.9 dB	73.9 dB	69.8 dB	69.8 dB	65.7 dB	60.9 dB
SFDR (typ), excl harm.	97.0 dB	95.0 dB	88.0 dB	88.0 dB	90.0 dB	89.0 dB
ENOB (SINAD)	12.0	12.0	11.3	11.3	10.6	9.8
ENOB (SNR)	14.7	14.8	13.5	13.6	12.5	12.6

	M2p.657x/DNx.657-xx/DNx.816-xx					
Test - Samplerate	125 MS/s		125 MS/s		125 MS/s	
Output Frequency	800 kHz		4 MHz		16 MHz	
Used Filter	1 MHz		5 MHz		20 MHz	
Output Level in 50 Ω	±900mV	±6000mV	±900mV	±6000mV	±900mV	±6000mV
NSD (typ)	-138 dBm/Hz	-129 dBm/Hz	-142 dBm/Hz	-126 dBm/Hz	-142 dBm/Hz	-127 dBm/Hz
SNR (typ)	86.7 dB	88.1 dB	83.7 dB	84.2 dB	77.7 dB	79.1 dB
THD (typ)	-74.0 dB	-74.0 dB	-74.0 dB	-74.0 dB	-70.5 dB	-63.1 dB
SINAD (typ)	73.8 dB	73.8 dB	73.6 dB	73.6 dB	69.7 dB	63.0 dB
SFDR (typ), excl harm.						
ENOB (SINAD)	12.0	12.0	11.9	11.9	11.3	10.2
ENOB (SNR)	14.1	14.3	13.6	13.7	12.6	12.8

THD and SFDR are measured at the given output level and 50 Ohm termination with a high resolution M3i.4860/M4i.4450-x8 data acquisition card and are calculated from the spectrum. Noise Spectral Density is measured with built-in calculation from an HP E4401B Spectrum Analyzer. All available D/A channels are activated for the tests. SNR and SFDR figures may differ depending on the quality of the used PC. NSD = Noise Spectral Density, THD = Total Harmonic Distortion, SFDR = Spurious Free Dynamic Range.

Order Information

M2p Order Information

The card is delivered with 512 MSample on-board memory and supports standard replay, FIFO replay (streaming), Multiple Replay, Gated Replay, Continuous Replay (Loop), Single-Restart as well as Sequence. Operating system drivers for Windows/Linux 32 bit and 64 bit, examples for C/C++, LabVIEW (Windows), MATLAB (Windows and Linux), IVI, .NET, Delphi, Java, Python, Julia and a Base license of the measurement software SBench 6 are included.

Adapter cables are not included. Please order separately!

PCI Express x4

Standard Version
with ±3V output in 50Ω

Order no.	D/A Resolution	Standard mem	Single-Ended Outputs		Output Level
M2p.6530-x4	16 Bit	512 MSample	1 channel	40 MS/s	±3 V (50Ω) or ±6 V (1 MΩ)
M2p.6531-x4	16 Bit	512 MSample	2 channels	40 MS/s	±3 V (50Ω) or ±6 V (1 MΩ)
M2p.6536-x4	16 Bit	512 MSample	4 channels	40 MS/s	±3 V (50Ω) or ±6 V (1 MΩ)
M2p.6533-x4	16 Bit	512 MSample	8 channels	40 MS/s	±3 V (50Ω) or ±6 V (1 MΩ)
M2p.6560-x4	16 Bit	512 MSample	1 channel	125 MS/s	±3 V (50Ω) or ±6 V (1 MΩ)
M2p.6561-x4	16 Bit	512 MSample	2 channels	125 MS/s	±3 V (50Ω) or ±6 V (1 MΩ)
M2p.6566-x4	16 Bit	512 MSample	4 channels	125 MS/s	±3 V (50Ω) or ±6 V (1 MΩ)
M2p.6568-x4	16 Bit	512 MSample	4 channels 8 channels	125 MS/s 80 MS/s	±3 V (50Ω) or ±6 V (1 MΩ)

PCI Express x4

High Voltage Version
with ±6V output in 50Ω

Order no.	D/A Resolution	Standard mem	Single-Ended Outputs		Output Level
M2p.6540-x4	16 Bit	512 MSample	1 channel	40 MS/s	±6 V (50Ω) or ±12 V (1 MΩ)
M2p.6541-x4	16 Bit	512 MSample	2 channels	40 MS/s	±6 V (50Ω) or ±12 V (1 MΩ)
M2p.6546-x4	16 Bit	512 MSample	4 channels	40 MS/s	±6 V (50Ω) or ±12 V (1 MΩ)
M2p.6570-x4	16 Bit	512 MSample	1 channel	125 MS/s	±6 V (50Ω) or ±12 V (1 MΩ)
M2p.6571-x4	16 Bit	512 MSample	2 channels	125 MS/s	±6 V (50Ω) or ±12 V (1 MΩ)
M2p.6576-x4	16 Bit	512 MSample	4 channels	125 MS/s	±6 V (50Ω) or ±12 V (1 MΩ)

Options

Order no.	Option
M2p.xxxx-SH6ex [1]	Synchronization Star-Hub for up to 6 cards incl. cables, only one slot width, card length 245 mm
M2p.xxxx-SH6tm [1]	Synchronization Star-Hub for up to 6 cards incl. cables, two slots width, standard card length
M2p.xxxx-SH16ex [1]	Synchronization Star-Hub for up to 16 cards incl. cables, only one slot width, card length 245 mm
M2p.xxxx-SH16tm [1]	Synchronization Star-Hub for up to 16 cards incl. cables, two slots width, standard card length
M2p.xxxx-DigFX2	16 additional multi-purpose I/O lines on separate slot bracket, FX2 connector (incl. Cab-d40-idc-100)
M2p.xxxx-DigSMB	16 additional multi-purpose I/O lines, 10 on separate slot bracket, 6 internal connectors
M2p-upgrade	Upgrade for M2p.xxxx: Later installation of options Star-Hub or Dig.

Services

Order no.	
Recal	Recalibration at Spectrum incl. calibration protocol

Cables

for Connections	Length	Order no. to BNC male	to BNC female	to SMA male	to SMA female	to SMB female
Analog/Clock-In/Trig-In /Option DigSMB	80 cm	Cab-3f-9m-80	Cab-3f-9f-80	Cab-3f-3mA-80	Cab-3f-3fA-80	Cab-3f-3f-80
Analog/Clock-In/Trig-In /Option DigSMB	200 cm	Cab-3f-9m-200	Cab-3f-9f-200	Cab-3f-3mA-200	Cab-3f-3fA-200	Cab-3f-3f-200
Probes (short)	5 cm		Cab-3f-9f-5			
Clk-Out/Trig-Out/Extra	80 cm	Cab-1m-9m-80	Cab-1m-9f-80	Cab-1m-3mA-80	Cab-1m-3fA-80	Cab-1m-3f-80
Clk-Out/Trig-Out/Extra	200 cm	Cab-1m-9m-200	Cab-1m-9f200	Cab-1m-3mA-200	Cab-1m-3fA-200	Cab-1m-3f-200
Information	The standard adapter cables are based on RG174 cables and have a nominal attenuation of 0.3 dB/m at 100 MHz.					

		to 2x20 pole IDC	to 40 pole FX2
M2p.xxxx-DigFX2	100 cm	Cab-d40-idc-100	Cab-d40-d40-100

Software SBench6

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

Software Options

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

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

Hardware Installation

ESD Precautions

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

Before installing the board in your system or protective conductive packaging, discharge yourself by touching a grounded bare metal surface or approved anti-static mat before picking up this ESD sensitive product.

Sources of noise

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

Cooling Precautions

The boards of the M2p.xxxx-x4 series operate with components having very high power consumption at high speeds. For this reason it is absolutely required to cool the boards sufficiently.

For all M2p cards it is absolutely mandatory to have installed cooling fans specifically providing a stream of air across the board's surface.

- Make absolutely sure, that the on-board heat sink on the M2p card is not blocked by PC internal cabling or any other means.
- Ensure that there is plenty of space around the PC chassis fan's intake and exhaust vents, both inside and outside the chassis.
- If your chassis includes fan filters, make sure that these are regularly cleaned.
- Set the rotation speed for all chassis fans and especially those providing air for the PCIe cards to highest setting in the BIOS/UEFI.
- Whenever possible leave the slot adjacent to the M2p card empty. This allows for best possible air flow over the card's surface.
- If you do need to to use any adjacent slots, preferably install cards, that grant the most clearance between the devices, such as low-profile adapters.
- If available install filler panels with ventilation holes for all unused PCI or PCI Express slots to allow for additional air flow for the M2p cards and serve as an additional outtake.

For all M2p cards requiring an additional slot for its heat-sink, the supplied ventilation PCIe bracket must be installed for the slot used by the heat-sink, to allow for proper air move over the heat-sink and out of the PC chassis..

Connector Handling Precautions

The connectors used on this product are designed for high signal quality and good shielding. Due to the limited space on the front-panel they have to be as small as possible to fit the needed signal connections on the front panel. Therefore these connectors are vulunable to mechanical damages when used not properly. Especially SMB and MMCX connctors may be broken when not operated correctly.

Always dismount the connections by operating the connector itself and not the cable. Always move the cable connector in a straight line from the board connector. Do not cant the connector when opening the connection. A broken connector can only be replaced in factory and is not covered by warranty.

M2p PCIe Cards

System Requirements

All Spectrum M2p.xxxx-x4 instrumentation cards are compliant to the PCI Express 1.0 standard and require in general one free 1/2 length PCI Express slot. This can mechanically either be a x4, x8 or x16 slot, electrically all lane widths are supported, be it x1, x4, x8 or x16. Some older x16 PCIe slots are for the use of graphic cards only and can not be used for other cards.

Installing the M2p board in the system

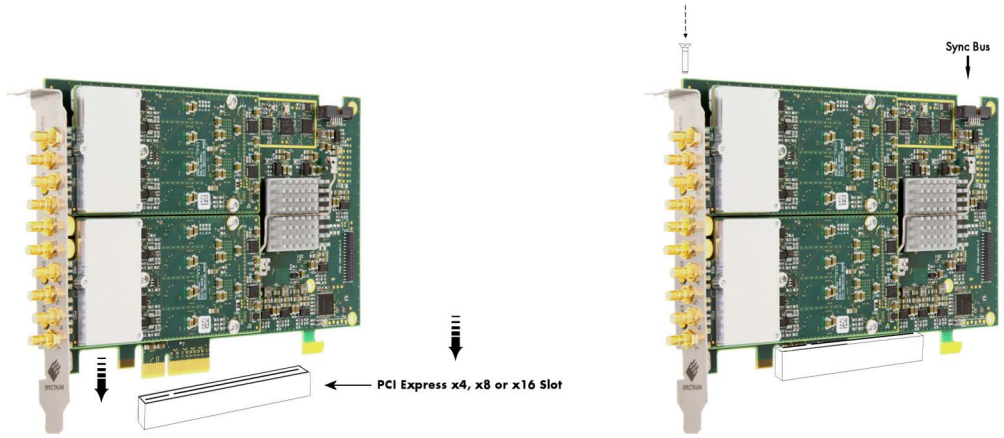
Installing a single board without any options

Before installing the board you first need to unscrew and remove the dedicated blind-bracket usually mounted to cover unused slots of your PC. Please keep the screw in reach to fasten your Spectrum card afterwards. All Spectrum M2p cards mechanically require one PCI Express x4, x8 or x16 slot (electrically either x1, x4, x8 or x16). Now insert the board slowly into your computer. This is done best with one hand each at both fronts of the board. After the insertion of the board fasten the screw of the bracket carefully, without overdoing.

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

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

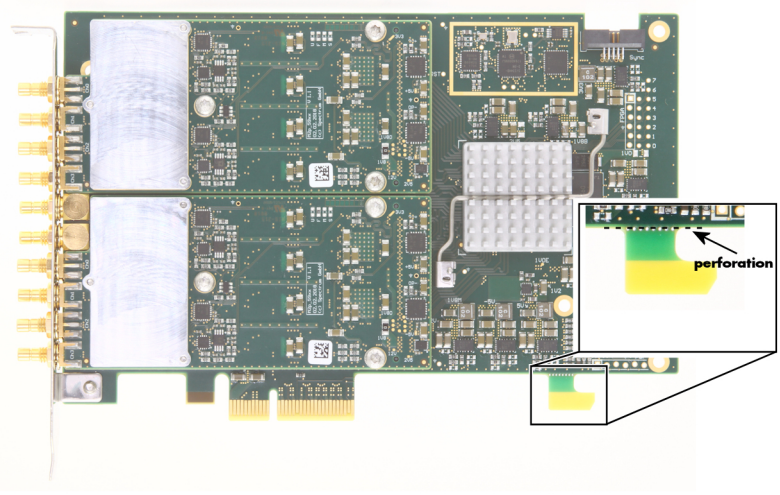
Installing the M2p.xxxx-x4 PCI Express card in a PCIe x4, x8 or x16 slot



Additional notes on the M2p cards PCIe x16 slot retention

All M2p-xxx-x4 cards do have an additional PCIe retention hook (hockey stick) added to the PCB.

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



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

In the case that there are any components on the mainboard in the way of the retention hook when installing the card in an x4 or x8 slot, you can remove the hook by carefully breaking it off at its perforation line.

Additional notes for M2p main cards with heat-sink requiring two slots

Some M2p cards are equipped with a heat-sink, that requires one additional slot space into the slot right of the main card's bracket, on „component side" of the main PCIe card

With these cards, an additional ventilation bracket is delivered with the card, that must be mounted for that paricular slot, to ensure that there is sufficient air-flow over the card's heat-sink and out of the system.

Simply replace the existing blind-bracket usually mounted to cover unused slots of your PC with the supplied bracket.

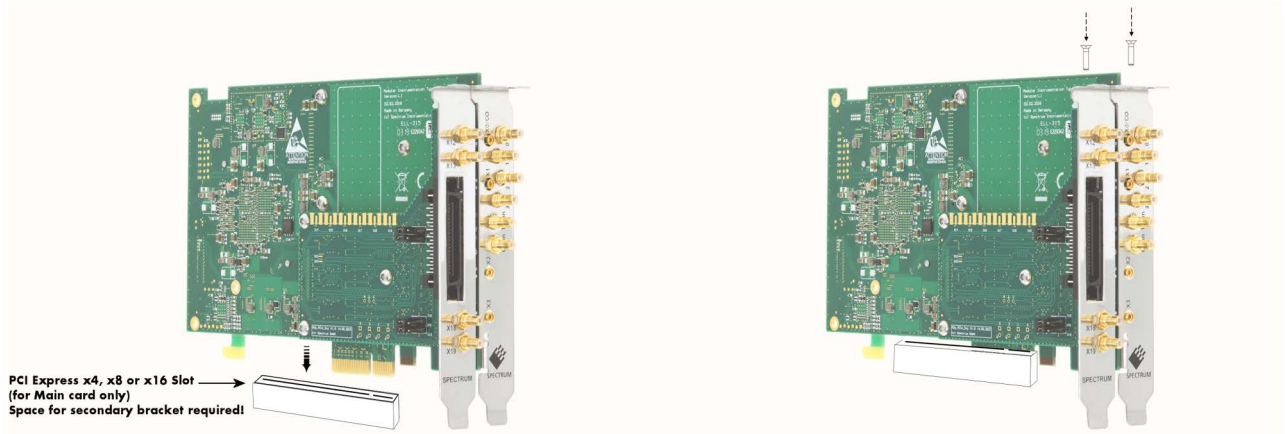
Installing a board with digital inputs/outputs mounted on an extra bracket

Before installing the board you first need to unscrew and remove the dedicated blind-bracket usually mounted to cover unused slots of your PC. Please keep the screw in reach to fasten your Spectrum card afterwards. All Spectrum M2p cards mechanically require one PCI Express x4, x8 or x16 slot (electrically either x1, x4, x8 or x16). Now insert the board with it's attached extra bracket slowly into your computer. This is done best with one hand each at both fronts of the board.

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

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

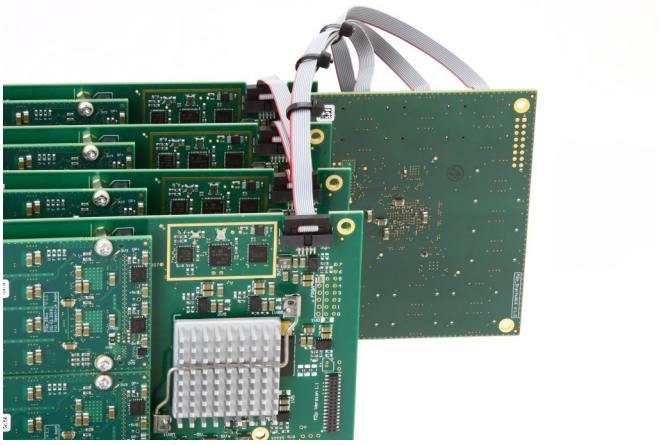
After the board's insertion fasten the screws of both brackets carefully, without overdoing. The figure shows an example of a board with two installed front-end modules and the option -DigFX2. The same procedure applies for option -DigSMB.



Installing multiple boards synchronized by star-hub option

Hooking up the boards

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

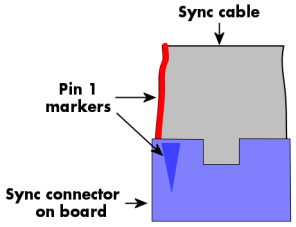


Only use the included flat ribbon cables.

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

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

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



Mounting the wired boards

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

Spectrum M2p cards with the option „M2p.xxxx-SH6tm" or „M2p.xxxx-SH16tm" installed require two slots with ½ PCIe length, whilst M2p cards with the option „M2p.xxxx-SH6ex" or „M2p.xxxx-SH16ex" installed require one single ¾ PCIe length PCIe slot.

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

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

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

Software Driver Installation

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

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

This new installer is common on all currently supported Windows platforms (Windows 7, Windows 8 and Windows 10) both 32bit and 64bit. The driver from the USB-Stick supports all cards of the M2i/M3i, M4i/M4x and M2p series, meaning that you can use the same driver for all cards of these families.

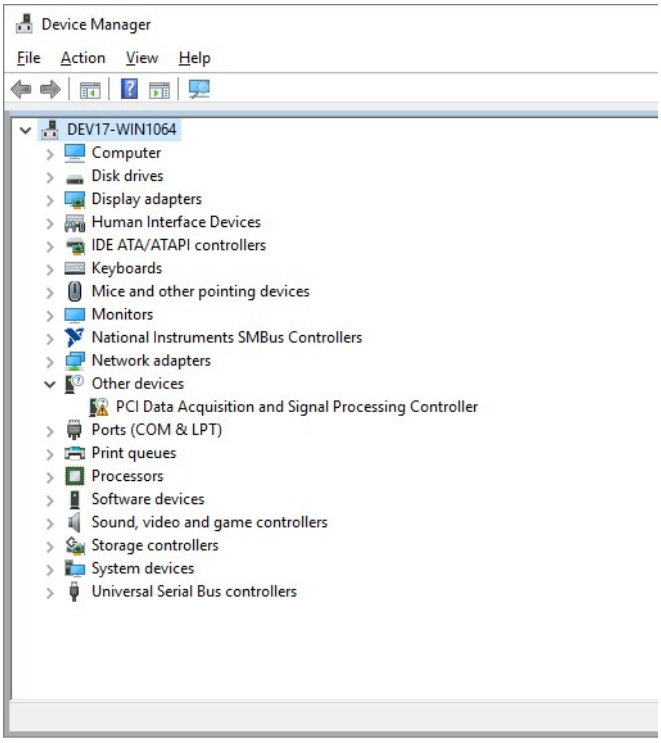
Windows

Before installation

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

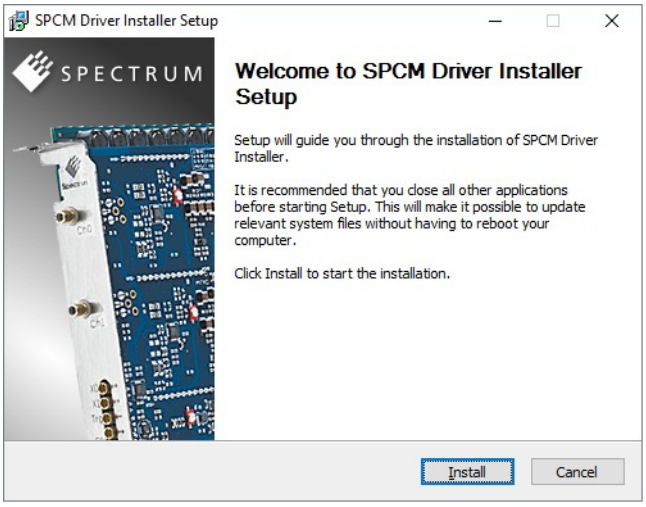
Prior to running the Spectrum installer, the card will appear in the Windows device manager as a generalized card, shown here is the device manager of a Windows 10 as an example.

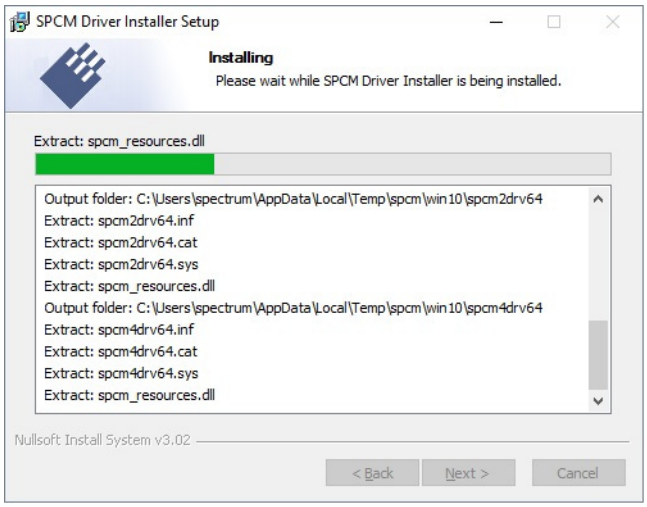
- M2i and M3i cards will be shown as „DPIO module"
- M4i, M4x and M2p cards will be shown as „PCI Data Acquisition and Signal Processing Controller"

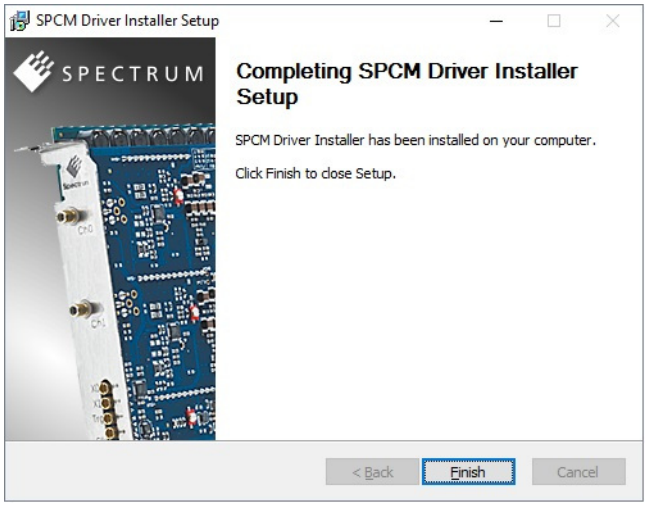


Running the driver Installer

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



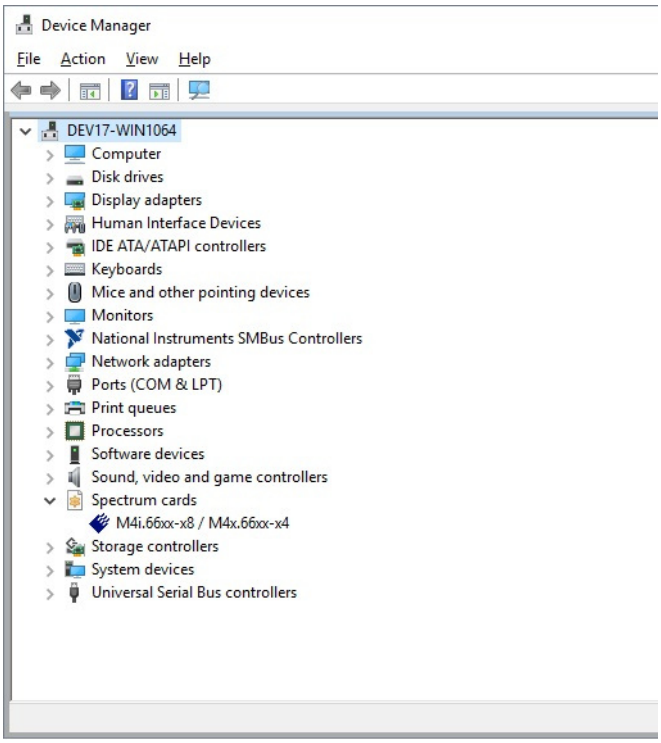




After installation

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

The card is now ready to be used.



Linux

Overview

The Spectrum M2i/M3i/M4i/M4x/M2p cards and digitizerNETBOX/generatorNETBOX products are delivered with Linux drivers suitable for Linux installations based on kernel 2.6, 3.x, 4.x or 5.x, single processor (non-SMP) and SMP systems, 32 bit and 64 bit systems. As each Linux distribution contains different kernel versions and different system setup it is in nearly every case necessary, to have a directly matching kernel driver for card level products to run it on a specific system. For digitizerNETBOX/generatorNETBOX products the library is suffcient and no kernel driver has to be installed.

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

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

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

Standard Driver Installation

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

This installation is only needed if you are operating real locally installed cards. For software emulated demo cards, remotely installed cards or for digitizerNETBOX/generatorNETBOX/hybridNETBOX products it is only necessary to install the libraries without a kernel as explained further below.

Login as root

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

Call the install.sh <install_path> script

This script will try to use the package management of the system to install the kernel module and user-space driver library packages:

- the kernel driver package is called „`spcm`" (M2i, M3i) or „`spcm4`" (M4i, M4x, M2p)
- the driver library package is called „`libspcm_linux`"

Udev support

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

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

Start the driver

The kernel driver should be loaded automatically when the system boots. If you need to load the kernel driver manually use the „modprobe" command (as root or using sudo):

For M2i and M3i cards:

```
modprobe spcm
```

For M4i, M4x and M2p cards:

```
modprobe spcm4
```

Get first driver info

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

For M2i and M3i cards:

```
cat /proc/spcm_cards
```

For M4i, M4x and M2p cards:

```
cat /proc/spcm4_cards
```

Stop the driver

You can unload the kernel driver using the „modprobe -r" command (as root or using sudo):

For M2i and M3i cards:

```
modprobe -r spcm
```

For M4i, M4x and M2p cards:

```
modprobe -r spcm4
```

Standard Driver Update

A driver update is done with the same commands as shown above. Please make sure that the driver has been stopped before updating it. To stop the driver you may use the proper "modprobe -r" command as shown above.

Compilation of kernel driver sources (optional and local cards only)

The driver sources are only available for existing customers upon special request. Please send an email to Support@spec.de to receive the kernel driver sources. The driver sources are not part of the standard delivery. The driver source package contains only the sources of the kernel module, not the sources of the library.

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

Login as root

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

Call the compile script

The compile script depends on the type of card that you have installed:

- for M2i and M3i cards: make_spcm_linux_kerneldrv.sh
- for M4i, M4x and M2p cards: make_spcm4_linux_kerneldrv.sh

This script will examine the type of system you use and compile the kernel with the correct settings. The compilation of the kernel driver modules requires the kernel sources of the running kernel. These are normally available as a package with a name like kernel-devel, kernel-dev, kernel-source and need to match the running kernel.

The compiled driver module will be copied to the module directory of the kernel (`/lib/modules/$(uname -r)/kernel/drivers/`), and will be loaded automatically at the next boot. To load or unload the kernel driver module manually use the modprobe command as explained above in "Start the driver" and "Stop the driver".

Update of a self compiled kernel driver

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

Normally an update only needs new libraries. To update the libraries only you can either download the full Linux driver (spcm_linux-_drv_v123b4567) and only use the libraries out of this or one downloads the library package which is much smaller and doesn't contain the pre-compiled kernel driver module (spcm_linux_lib_v123b4567).

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

```
sh install_libonly.sh
```

Installing the library only without a kernel (for remote devices)

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

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

The matching version is installed automatically in the "`/usr/lib`" or "`/usr/lib64/`"or "`/usr/lib/x86_64-linux-gnu`" directory (depending on your Linux distribution) by the kernel driver install script for card level products. The library is renamed for easy access to libspcm_linux.so.

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

```
sh install_libonly.sh
```

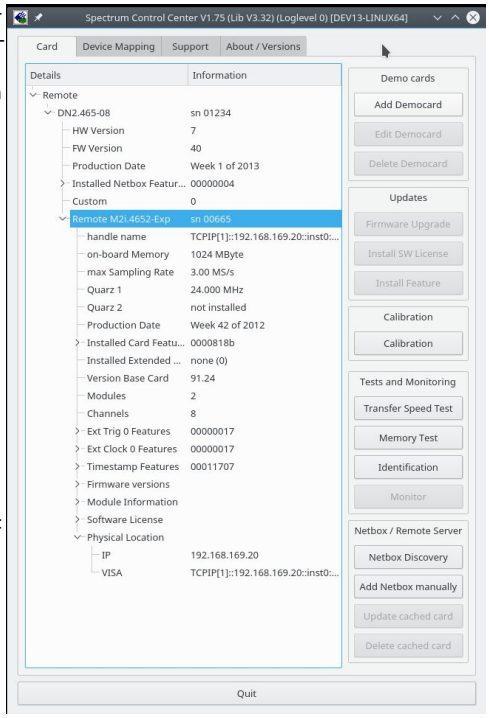
To access the driver library one must include the library in the compilation:

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

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

Control Center

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



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

Installation

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

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

Manual Installation

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

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

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

Troubleshooting

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

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

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

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

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

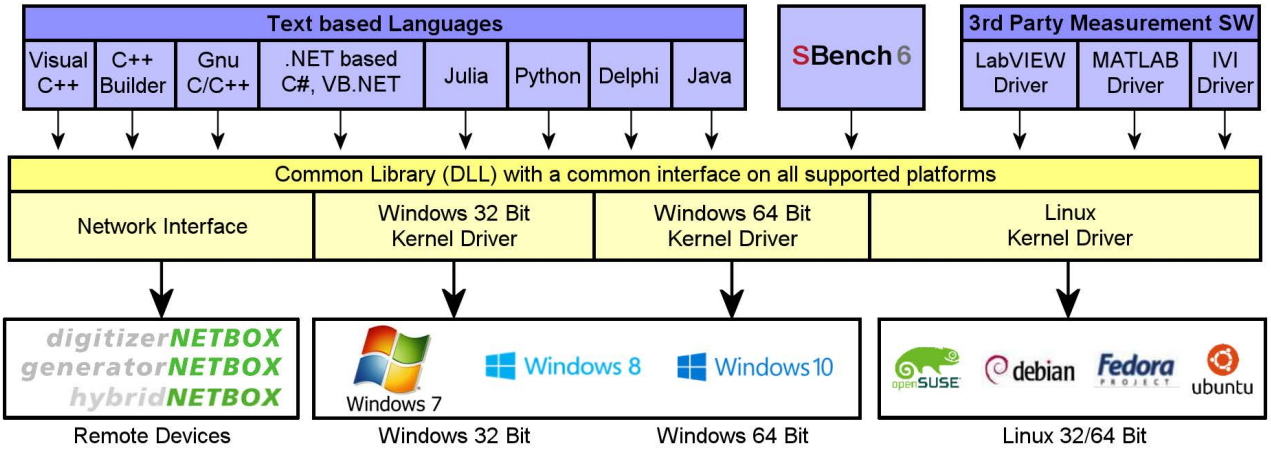
If the libspcm_linux.so is quoted as missing please make sure that you have installed the card driver properly before. If any other library is stated as missing please install the matching package of your distribution.

Software

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

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

Software Overview



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

Card Control Center

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

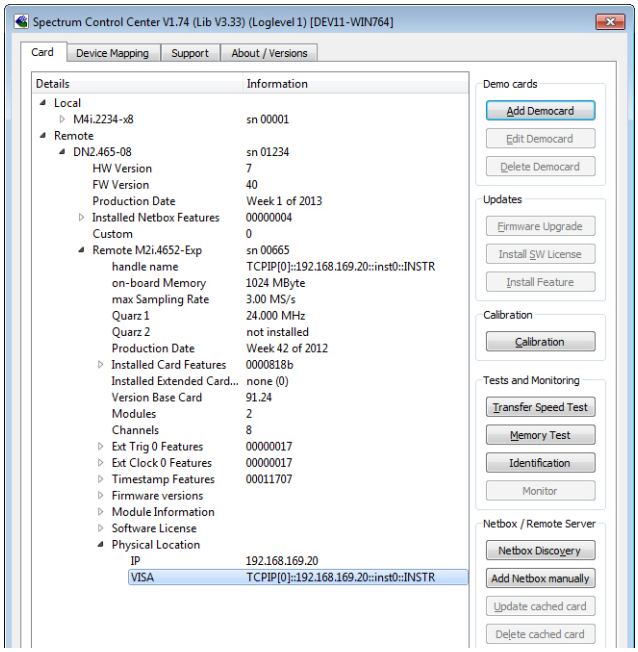
Linux users find the versions for the different stdc++ libraries under /Install/linux/spcm_control_center/ as RPM packages.

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

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

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

Discovery of Remote Cards and digitizerNETBOX/generatorNETBOX products



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

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

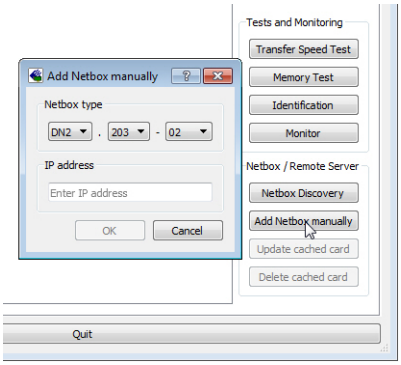
Execute the Discovery function by pressing the „Discovery“ button. There is no progress window shown. After the discovery function has been executed the remotely found Spectrum products are listed under the node Remote as separate card level products. Inhere you find all hardware information as shown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

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

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

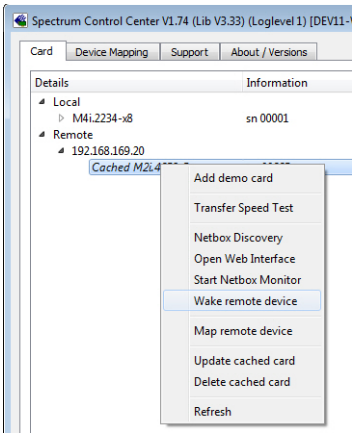
Enter IP Address of digitizerNETBOX/generatorNETBOX manually

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



Wake On LAN of digitizerNETBOX/generatorNETBOX

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



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

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

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

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

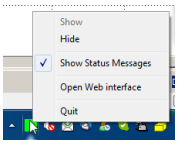
Netbox Monitor

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

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

```
NetboxMonitor 192.168.169.22
```

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



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

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

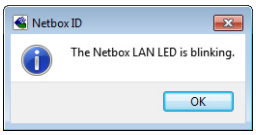
The checkbox „Show Status Message“ controls whether the tray icon should emerge a status message on status change. If enabled (which is default) one is notified with a status message if for example the LAN connection to the digitizerNETBOX/generatorNETBOX is lost.

The status colors:

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

Device identification

Pressing the *Identification* button helps to identify a certain device in either a remote location, such as inside a 19“ rack where the back of the device with the type plate is not easily accessible, or a local device installed in a certain slot. Pressing the button starts flashing a visible LED on the device, until the dialog is closed, for:



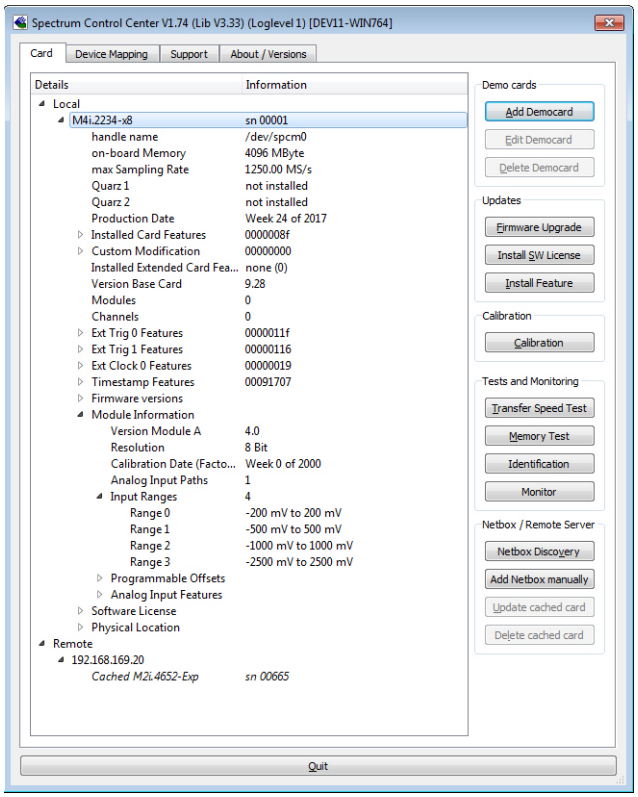
- On a digitizerNETBOX or generatorNETBOX: the LAN LED light on the front plate of the device
- On local or remote M4i, M4x or M2p card: the indicator LED on the card’s bracket

This feature is not available for M2i/M3i cards, either local or remote, other than inside a digitizerNETBOX or generatorNETBOX.

Hardware information

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

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



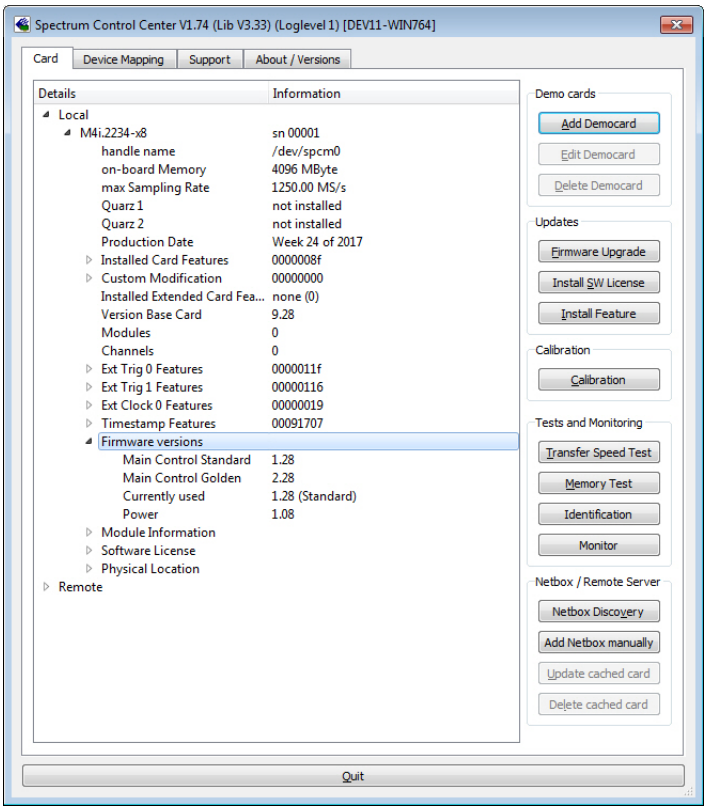
Firmware information

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

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

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

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

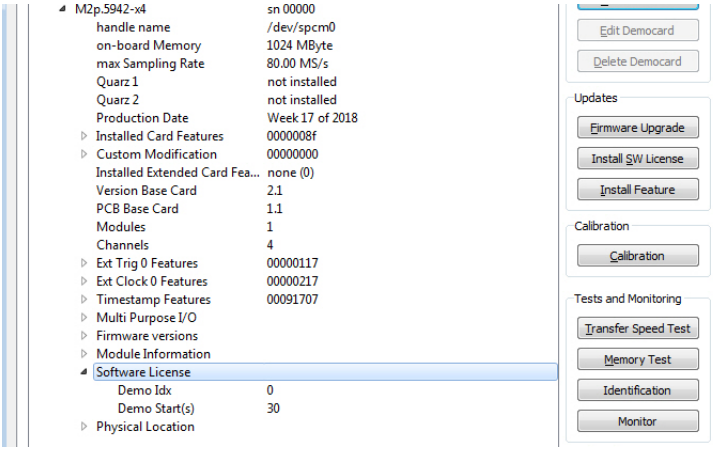


Software License information

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

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

The number of demo starts left can be seen here.



Driver information

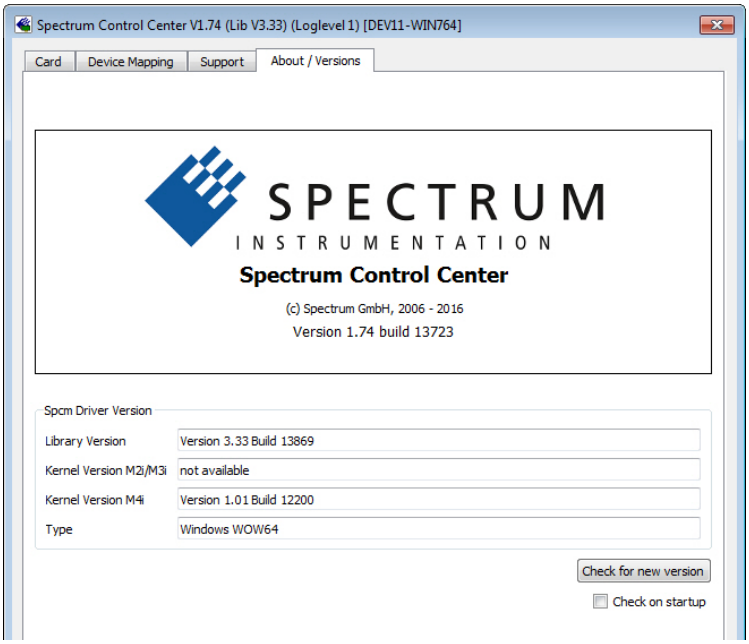
The Spectrum card control center also offers a way to gather information on the installed and used Spectrum driver.

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

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

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

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

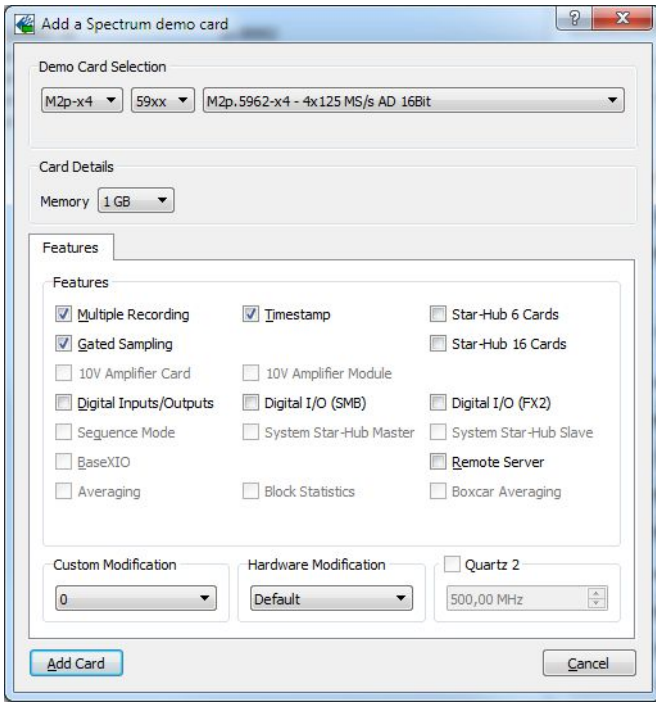


Installing and removing Demo cards

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

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

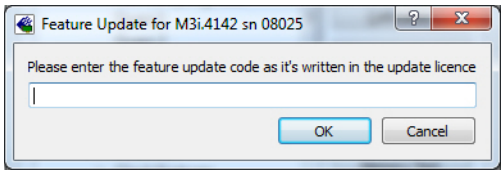
Installed demo cards are listed together with the real hardware in the main information tree as described above. Existing demo cards can be deleted by clicking the related button. The demo card details can be edited by using the edit button. It is for example possible to virtually install additional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



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

Feature upgrade

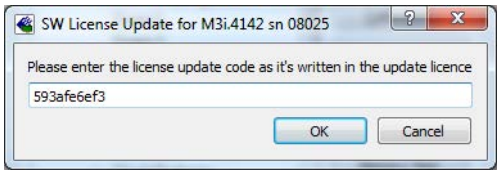
All optional features of the M2i/M3i/M4i/M4x/M2p cards that do not require any hardware modifications can be installed on fielded cards. After Spectrum has received the order, the customer will get a personalized upgrade code. Just start the card control center, click on „install feature" and enter that given code. After a short moment the feature will be installed and ready to use. No restart of the host system is required.



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

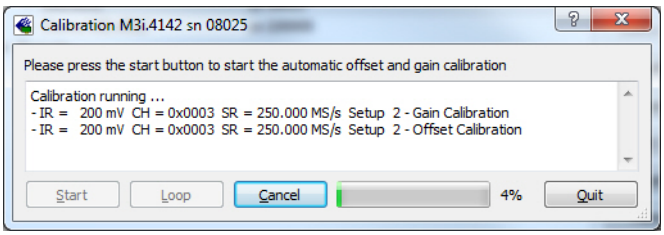
Software License upgrade

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



Performing card calibration

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

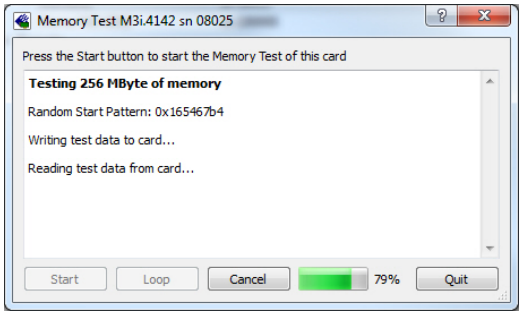


Performing memory test

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

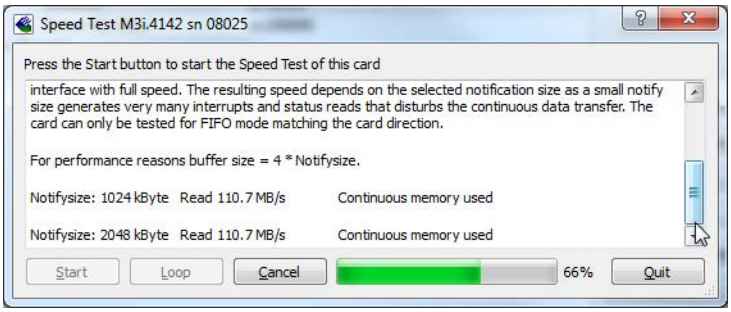
When starting the test, randomized data is generated and written to the on-board memory. After a complete write cycle all the data is read back and compared with the generated pattern.

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



Transfer speed test

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



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

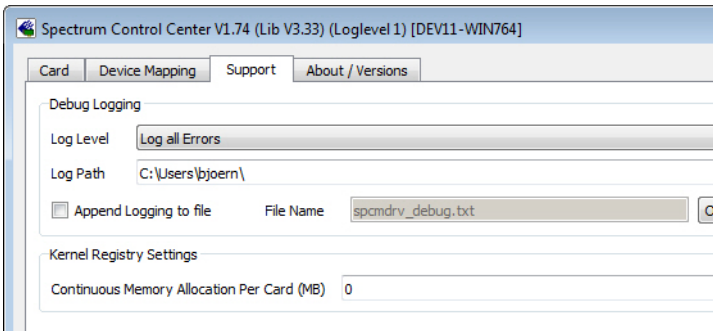
The results are given in MB/s meaning MByte per second. To estimate whether a desired acquisition speed is possible to reach one has to calculate the transfer speed in bytes. There are a few things that have to be put into the calculation:

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

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

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

Debug logging for support cases



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

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

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

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

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

Device mapping

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

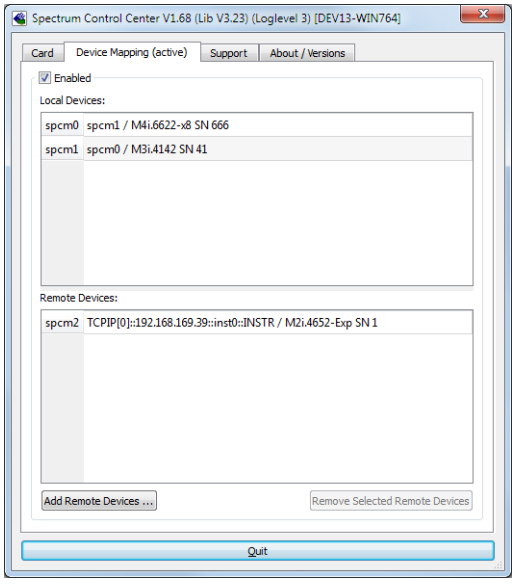
In the left column the re-mapped device name is visible that is given to the device in the right column with its original un-mapped device string.

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

The remote digitizerNETBOX device is mapped to spcm2.

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

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



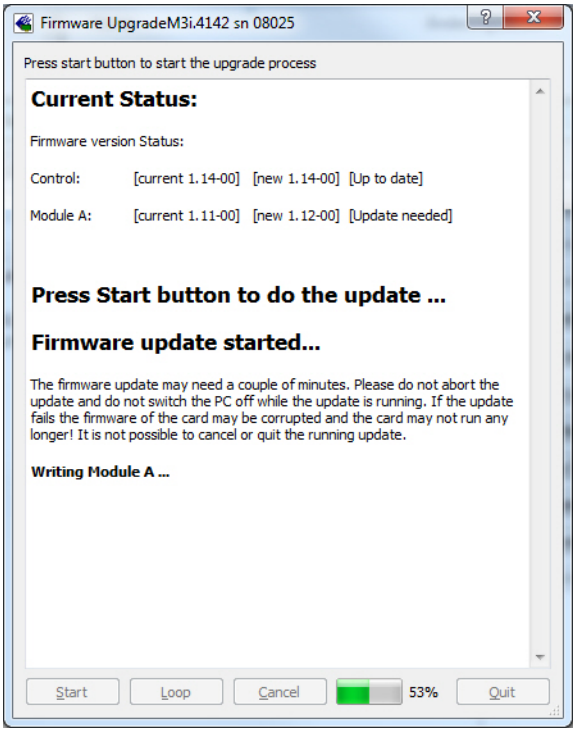
Firmware upgrade

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

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

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

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

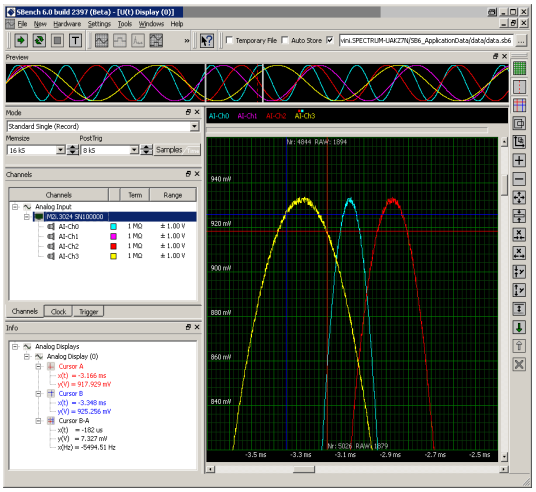


The dialog then will inform you about the currently installed firmware version for the different devices on the card and the new versions that are available. All devices that will be affected with the update are marked as „update needed". Simply start the update or cancel the operation now, as a running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

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

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

Accessing the hardware with SBench 6



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

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

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

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

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

C/C++ Driver Interface

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

Header files

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

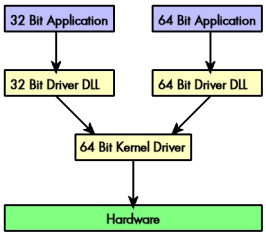
dlltyp.h	Includes the platform specific definitions for data types and function declarations. All data types are based on these definitions. The use of this type definition file allows the use of examples and programs on different platforms without changes to the program source. The header file supports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

Example for including the header files:

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

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

General Information on Windows 64 bit drivers



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

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

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

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

Include Driver

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

Examples

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

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

Microsoft Visual C++ 2005 and newer 64 Bit

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

Include Driver

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

C++ Builder 32 Bit

Include Driver

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

Examples

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

Linux Gnu C/C++ 32/64 Bit

Include Driver

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

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

OBJECTS =   test.o\
            test2.o

all: $(EXECUTABLE)

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

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

Examples

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

C++ for .NET

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

Other Windows C/C++ compilers 32 Bit

Include Driver

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

Example of function loading:

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

Other Windows C/C++ compilers 64 Bit

Include Driver

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

Example of function loading:

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

Driver functions

The driver contains seven main functions to access the hardware.

Own types used by our drivers

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

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

Declaration	Type
uint8	8 bit unsigned integer (range from 0 to 255)
uint16	16 bit unsigned integer (range from 0 to 65535)
uint32	32 bit unsigned integer (range from 0 to 4294967295)
uint64	64 bit unsigned integer (full range)

Notation of variables and functions

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

Declaration	Notation
int8	byName (byte)
int16	nName
int32	lName (long)
int64	llName (long long)
int32*	plName (pointer to long)

Declaration	Notation
uint8	cName (character)
uint16	wName (word)
uint32	dwName (double word)
uint64	qwName (quad word)
char	szName (string with zero termination)

Function spcm_hOpen

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

Function spcm_hOpen (const char* szDeviceName):

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

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

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

Example for local installed cards

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

Example for digitizerNETBOX/generatorNETBOX and remote installed cards

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

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

Function spcm_vClose

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

Function spcm_vClose:

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

Example:

```
spcm_vClose (hDrv);
```

Function spcm_dwSetParam

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

Function spcm_dwSetParam

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

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

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

Example:

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

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

Function spcm_dwGetParam

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

Function spcm_dwGetParam

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

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

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

Example:

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

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

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

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

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

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

Function spcm_dwGetContBuf

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

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

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

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

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

Function spcm_dwDefTransfer

The spcm_dwDefTransfer function defines a buffer for a following data transfer. This function only defines the buffer, there is no data transfer performed when calling this function. Instead the data transfer is started with separate register commands that are documented in a later chapter. At this position there is also a detailed description of the function parameters.
Please make sure that all parameters of this function match. It is especially necessary that the buffer address is a valid address pointing to

memory buffer that has at least the size that is defined in the function call. Please be informed that calling this function with non valid parameters may crash your system as these values are base for following DMA transfers.

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

Function spcm_dwDefTransfer

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

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

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

Example:

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

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

Function spcm_dwInvalidateBuf

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

Function spcm_dwInvalidateBuf

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

Function spcm_dwGetErrorInfo

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

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

Function spcm_dwGetErrorInfo

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

Example:

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

Delphi (Pascal) Programming Interface

Driver interface

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

file spcm_win32.pas

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

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

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

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

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

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

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

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

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

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

file SpcRegs.pas

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

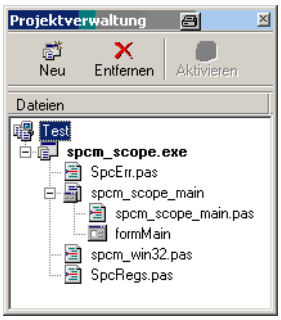
```
const SPC_M2CMD                         = 100;              { write a command }
const     M2CMD_CARD_RESET              = $00000001;        { hardware reset    }
const     M2CMD_CARD_WRITESETUP         = $00000002;        { write setup only }
const     M2CMD_CARD_START              = $00000004; 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

file SpcErr.pas

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

Including the driver files

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




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

  SpcRegs, SpcErr, spcm_win32;
```

Examples

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

spcm_scope

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

The program shows the following steps:

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

.NET programming languages

Library

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

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

Declaration

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

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

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

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

Using C#

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

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

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

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

Example for digitizerNETBOX/generatorNETBOX and remotely installed cards:

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

Using Managed C++/CLI

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

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

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

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

Example for digitizerNETBOX/generatorNETBOX and remotely installed cards:

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

Using VB.NET

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

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

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

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

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

Example for digitizerNETBOX/generatorNETBOX and remotely installed cards:

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

Using J#

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

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

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

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

Example for digitizerNETBOX/generatorNETBOX and remotely installed cards:

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

Python Programming Interface and Examples

Driver interface

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

file pyspcm.py

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

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

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

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

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

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

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

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

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

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

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

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


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

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

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

# ...
```

file regs.py

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

```
SPC_M2CMD = 1001                                # write a command
M2CMD_CARD_RESET = 0x000000011                  # hardware reset
M2CMD_CARD_WRITESETUP = 0x000000021             # write setup only
M2CMD_CARD_START = 0x000000041                  # start of card (including writesetup)
M2CMD_CARD_ENABLETRIGGER = 0x000000081          # enable trigger engine
...
```

file spcerr.py

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

Examples

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

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

Java Programming Interface and Examples

Driver interface

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

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

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

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

SpcmDrv32.java / SpcmDrv64.java

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

```
...

public interface SpcmWin64 extends StdCallLibrary {

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

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

...
```

SpcmRegs.java

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

```
...

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

SpcmErrors.java

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

Examples

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

Julia Programming Interface and Examples

Driver interface

The driver interface contains the following files. The files need to be included in the julia project. Please do not edit any of these files as they are regularly updated if new functions or registers have been included.

file spcm_drv.jl

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

```
hDevice::Int64 = spcm_hOpen(sDeviceName::String)
Cvoid spcm_vClose(hDevice::Int64)

dwErr::UInt32, lValue::Int32  = spcm_dwGetParam_i32(hDevice::Int64, lRegister::Int32)
dwErr::UInt32, llValue::Int64 = spcm_dwGetParam_i64(hDevice::Int64, lRegister::Int32)

dwErr::UInt32 = spcm_dwSetParam_i32(hDevice::Int64, lRegister::Int32 ,lValue::Int32)
dwErr::UInt32 = spcm_dwSetParam_i64(hDevice::Int64, lRegister::Int32, llValue::Int64)

dwErr::UInt32 = spcm_dwDefTransfer_i64(hDevice::Int64, lBufType::Int32, lDirection::Int32,
                                       dwNotifySize::UInt32, pDataBuffer::Array{Int16,1},
                                       qwBrdOffs::UInt64, qwTransferLen::UInt64)

dwErr::UInt32 = spcm_dwDefTransfer_i64(hDevice::Int64, lBufType::Int32, lDirection::Int32,
                                       dwNotifySize::UInt32, pDataBuffer::Array{Int8,1},
                                       qwBrdOffs::UInt64, qwTransferLen::UInt64)

dwErr::UInt32 = spcm_dwInvalidateBuf(hDevice::Int64, lBufType::Int32)

dwErr::UInt32, dwErrReg::UInt32, lErrVal::Int32, sErrText::String = spcm_dwGetErrorInfo_i32(hDevice::Int64)
```

file regs.jl

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

```
const SPC_M2CMD                   = Int32(100)               # write a command
const     M2CMD_CARD_RESET           = Int32(1) # 0x00000001 # hardware reset
const     M2CMD_CARD_WRITESETUP      = Int32(2) # 0x00000002 # write setup only
const     M2CMD_CARD_START           = Int32(4) # 0x00000004 # start of card (including writesetup)
const     M2CMD_CARD_ENABLETRIGGER   = Int32(8) # 0x00000008 # enable trigger engine
# ...
```

file spcerr.jl

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

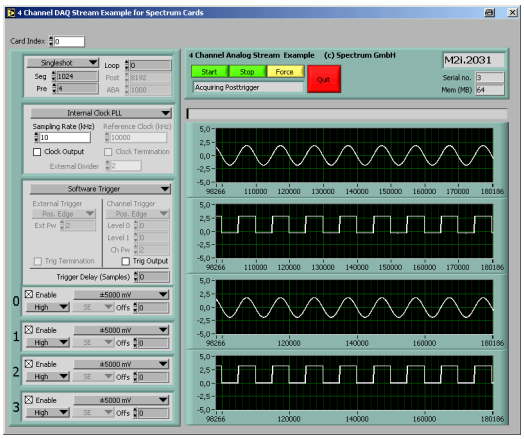
Examples

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

LabVIEW driver and examples

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

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

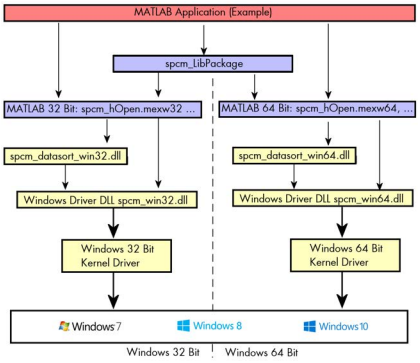


MATLAB driver and examples

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

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

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



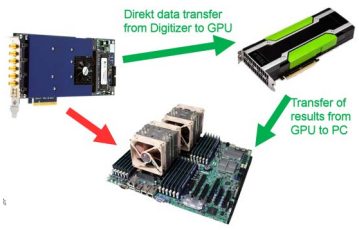
SCAPP – CUDA GPU based data processing

Spectrum's CUDA Access for Parallel Processing

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

SCAPP
Spectrum's CUDA Access – Parallel Processing

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



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

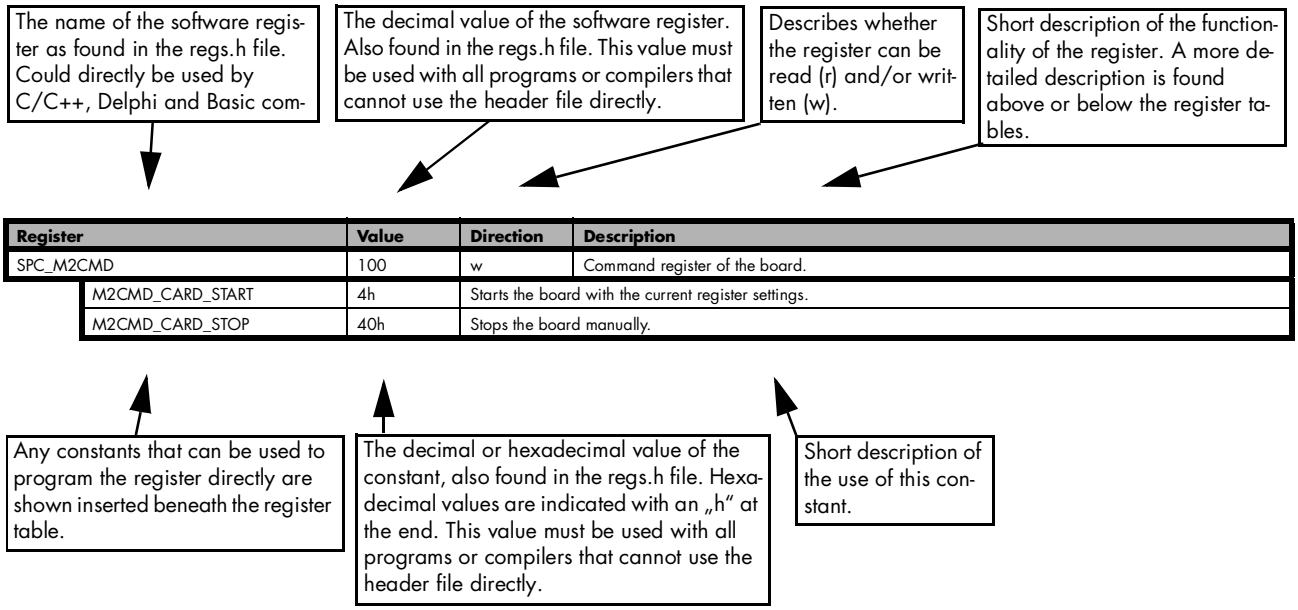
Programming the Board

Overview

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

Register tables

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



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

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

Programming examples

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

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

Complete C/C++ Example

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

#include <stdio.h>

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

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

    spcm_dwGetParam_i32 (hDrv, SPC_PCITYP,  &lCardType);    // simple command, read out of card type
    printf ("Found card M2i/M3i/M4i/M4x/M2p.%04x in the system\n", lCardType & TYP_VERSIONMASK);
    spcm_vClose (hDrv);

    return 0;
    }
```

Initialization

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

Open/Close Example

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

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

... do any work with the driver

spcm_vClose (hDrv);
return 0;
```

Initialization of Remote Products

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

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

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

...
```

Multiple cards are opened by indexing the remote card number:

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

Error handling

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

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

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

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

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

```
char szErrorText[ERRORTEXTLEN];

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

This short program then would generate a printout as:

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

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

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

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

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

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

Gathering information from the card

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

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

Card type

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

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

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

Card type	Card type as defined in regs.h	Value hexadecimal	Value decimal		Card type	Card type as defined in regs.h	Value hexadecimal	Value decimal
M2p.6530-x4	TYP_M2P6530_X4	96530h	615728		M2p.6560-x4	TYP_M2P6560_X4	96560h	615776
M2p.6531-x4	TYP_M2P6531_X4	96531h	615729		M2p.6561-x4	TYP_M2P6561_X4	96561h	615777
M2p.6536-x4	TYP_M2P6536_X4	96536h	615734		M2p.6566-x4	TYP_M2P6566_X4	96566h	615782
M2p.6533-x4	TYP_M2P6533_X4	96533h	615731		M2p.6568-x4	TYP_M2P6568_X4	96568h	615784
M2p.6540-x4	TYP_M2P6540_X4	96540h	615744		M2p.6570-x4	TYP_M2P6570_X4	96570h	615792
M2p.6541-x4	TYP_M2P6541_X4	96541h	615745		M2p.6571-x4	TYP_M2P6571_X4	96571h	615793
M2p.6546-x4	TYP_M2P6546_X4	96546h	615750		M2p.6576-x4	TYP_M2P6576_X4	96576h	615798

Hardware and PCB version

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

Register	Value	Direction	Description
SPC_PCIVERSION	2010	read	Base card version: the upper 16 bit show the hardware version, the lower 16 bit show the firmware version.
SPC_BASEPCBVERSION	2014	read	Base card PCB version: the lower 16 bit are divided into two 8 bit values containing pre/post decimal point version information. For example a lower 16 bit value of 0106h represents a PCB version V1.6. The upper 16 bit are always zero.
SPC_PCIMODULEVERSION	2012	read	Module version: the upper 16 bit show the hardware version, the lower 16 bit show the firmware version.
SPC_MODULEAPCBVERSION	2015	read	Module A PCB version: the lower 16 bit are divided into two 8 bit values containing pre/post decimal point version information. For example a lower 16 bit value of 0106h represents a PCB version V1.6. The upper 16 bit are always zero.
SPC_MODULEBPCBVERSION	2016	read	Module B PCB version: the lower 16 bit are divided into two 8 bit values containing pre/post decimal point version information. For example a lower 16 bit value of 0106h represents a PCB version V1.6. The upper 16 bit are always zero.

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

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

If your board has an additional digital I/O extension module mounted (option -DigSMB or -DigFX2) you can get the hardware version with the following register.

Register	Value	Direction	Description
SPC_PCIDIGVERSION	2018	read	Digital I/O module version: the upper 16 bit show the hardware version, the lower 16 bit show the firmware version.
SPC_DIGPCBVERSION	2019	read	Digital I/O module PCB version: the lower 16 bit are divided into two 8 bit values containing pre/post decimal point version information. For example a lower 16 bit value of 0106h represents a PCB version V1.6. The upper 16 bit are always zero.

Firmware versions

All the cards from Spectrum typically contain multiple programmable devices such as FPGAs, CPLDs and the like. Each of these have their own dedicated firmware version. This version information is readable for each device through the various version registers. Normally you do not need this information but if you have a support question, please provide us with this information. Please note that number of devices and hence the readable firmware information is card series dependent:

Register	Value	Direction	Description	Available for				
				M2i	M3i	M4i	M4x	M2p
SPCM_FW_CTRL	210000	read	Main control FPGA version: the upper 16 bit show the firmware type, the lower 16 bit show the firmware version. For the standard release firmware, the type has always a value of 1.	X	X	X	X	X
SPCM_FW_CTRL_GOLDEN	210001	read	Main control FPGA golden version: the upper 16 bit show the firmware type, the lower 16 bit show the firmware version. For the golden (recovery) firmware, the type has always a value of 2.	–	–	X	X	X
SPCM_FW_CLOCK	210010	read	Clock distribution version: the upper 16 bit show the firmware type, the lower 16 bit show the firmware version. For the standard release firmware, the type has always a value of 1.	X	–	–	–	–
SPCM_FW_CONFIG	210020	read	Configuration controller version: the upper 16 bit show the firmware type, the lower 16 bit show the firmware version. For the standard release firmware, the type has always a value of 1.	X	X	–	–	–

Register	Value	Direction	Description	Available for				
				M2i	M3i	M4i	M4x	M2p
SPCM_FW_MODULEA	210030	read	Front-end module A version: the upper 16 bit show the firmware type, the lower 16 bit show the firmware version. For the standard release firmware, the type has always a value of 1.	X	X	X	X	X
SPCM_FW_MODULEB	210031	read	Front-end module B version: the upper 16 bit show the firmware type, the lower 16 bit show the firmware version. For the standard release firmware, the type has always a value of 1. The version is zero if no second front-end module is installed on the card.	X	–	–	–	X
SPCM_FW_MODEXTRA	210050	read	Extension module (Star-Hub) version: the upper 16 bit show the firmware type, the lower 16 bit show the firmware version. For the standard release firmware, the type has always a value of 1. The version is zero if no sextension module is installed on the card.	X	X	X	–	X
SPCM_FW_POWER	210060	read	Power controller version: the upper 16 bit show the firmware type, the lower 16 bit show the firmware version. For the standard release firmware, the type has always a value of 1.	–	–	X	X	X

Cards that do provide a golden recovery image for the main control FPGA, the currently booted firmware can additionally read out:

Register	Value	Direction	Description	M2i	M3i	M4i	M4x	M2p
SPCM_FW_CTRL_ACTIVE	210002	read	Cards that do provide a golden (recovery) fiwmware additionally have a register to read out the version information of the currently loaded firmware version string, do determine if it is standard or golden. The hexadecimal 32bit format is: TVVVUUUUh T: the currently booted type (1: standard, 2: golden) V: the version U: unused, in production versions always zero	–	–	X	X	X

Production date

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

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

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

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

Last calibration date (analog cards only)

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

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

Serial number

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

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

Maximum possible sampling rate

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

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

Installed memory

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

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

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

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

Installed features and options

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

Register	Value	Direction	Description
SPC_PCIFEATURES	2120	read	PCI feature register. Holds the installed features and options as a bitfield. The read value must be masked out with one of the masks below to get information about one certain feature.
SPCM_FEAT_MULTI	1h		Is set if the feature Multiple Recording / Multiple Replay is available.
SPCM_FEAT_GATE	2h		Is set if the feature Gated Sampling / Gated Replay is available.
SPCM_FEAT_DIGITAL	4h		Is set if the feature Digital Inputs / Digital Outputs is available.
SPCM_FEAT_TIMESTAMP	8h		Is set if the feature Timestamp is available.
SPCM_FEAT_STARHUB6_EXTM	20h		Is set on the card, that carries the star-hub extension or piggy-back module for synchronizing up to 6 cards (M2p).
SPCM_FEAT_STARHUB8_EXTM	20h		Is set on the card, that carries the star-hub extension or piggy-back module for synchronizing up to 8 cards (M4i).
SPCM_FEAT_STARHUB4	20h		Is set on the card, that carries the star-hub piggy-back module for synchronizing up to 4 cards (M3i).
SPCM_FEAT_STARHUB5	20h		Is set on the card, that carries the star-hub piggy-back module for synchronizing up to 5 cards (M2i).
SPCM_FEAT_STARHUB16_EXTM	40h		Is set on the card, that carries the star-hub piggy-back module for synchronizing up to 16 cards (M2p).
SPCM_FEAT_STARHUB8	40h		Is set on the card, that carries the star-hub piggy-back module for synchronizing up to 8 cards (M3i).
SPCM_FEAT_STARHUB16	40h		Is set on the card, that carries the star-hub piggy-back module for synchronizing up to 16 cards (M2i).
SPCM_FEAT_ABA	80h		Is set if the feature ABA mode is available.
SPCM_FEAT_BASEXIO	100h		Is set if the extra BaseXIO option is installed. The lines can be used for asynchronous digital I/O, extra trigger or time-stamp reference signal input.
SPCM_FEAT_AMPLIFIER_10V	200h		Arbitrary Waveform Generators only: card has additional set of calibration values for amplifier card.
SPCM_FEAT_STARHUBSYSMASTER	400h		Is set in the card that carries a System Star-Hub Master card to connect multiple systems (M2i).
SPCM_FEAT_DIFFMODE	800h		M2i.30xx series only: card has option -diff installed for combining two SE channels to one differential channel.
SPCM_FEAT_SEQUENCE	1000h		Only available for output cards or I/O cards: Replay sequence mode available.
SPCM_FEAT_AMPMODULE_10V	2000h		Is set on the card that has a special amplifier module for mounted (M2i.60xx/61xx only).
SPCM_FEAT_STARHUBSYSSLAVE	4000h		Is set in the card that carries a System Star-Hub Slave module to connect with System Star-Hub master systems (M2i).
SPCM_FEAT_NETBOX	8000h		The card is physically mounted within a digitizerNETBOX or generatorNETBOX.
SPCM_FEAT_REMOTESERVER	10000h		Support for the Spectrum Remote Server option is installed on this card.
SPCM_FEAT_SCAPP	20000h		Support for the SCAPP option allowing CUDA RDMA access to supported graphics cards for GPU calculations (M4i and M2p)
SPCM_FEAT_DIG16_SMB	40000h		M2p: Set if option M2p.xxxx-DigSMB is installed, adding16 additional digital I/Os via SMB connectors.
SPCM_FEAT_DIG16_FX2	80000h		M2p: Set if option M2p.xxxx-DigFX2 is installed, adding16 additional digital I/Os via FX2 multipin connectors.
SPCM_FEAT_DIGITALBWFILTER	100000h		A digital (boxcar) bandwidth filter is available that can be globally enabled/disabled for all channels.
SPCM_FEAT_CUSTOMMOD_MASK	F0000000h		The upper 4 bit of the feature register is used to mark special custom modifications. This is only used if the card has been specially customized. Please refer to the extra documentation for the meaning of the custom modifications. (M2i/M3i). For M4i, M4x and M2p cards see „Custom modifications" chapter instead.

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

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

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

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

Installed extended Options and Features

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

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

Miscellaneous Card Information

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

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

Function type of the card

This register register returns the basic type of the card:

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

Used type of driver

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

Register	Value	Direction	Description
SPC_GETDRVTYPE	1220	read	Gives information about what type of driver is actually used
DRVTYP_LINUX32	1		Linux 32bit driver is used
DRVTYP_WDM32	4		Windows WDM 32bit driver is used (XP/Vista/Windows 7/Windows 8/Windows 10).
DRVTYP_WDM64	5		Windows WDM 64bit driver is used by 64bit application (XP64/Vista/Windows 7/Windows 8/Windows 10).
DRVTYP_WOW64	6		Windows WDM 64bit driver is used by 32bit application (XP64/Vista/Windows 7/Windows 8/ Windows 10).
DRVTYP_LINUX64	7		Linux 64bit driver is used

Driver version

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

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

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

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

Kernel Driver version

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

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

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

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

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

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

This small program will generate an output like this:

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

Custom modifications

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

Register	Value	Direction	Description
SPCM_CUSTOMMOD	3130	read	Dedicated feature register used to mark special custom modifications of the base card and/or the front-end module and/or the Star-Hub module. This is only used if the card has been specially customized. Please refer to the extra documentation for the meaning of the custom modifications. This register is supported for all M4i, M4x, M2p and digitizerNETBOX/generatorNETBOX based upon these series.
SPCM_CUSTOMMOD_BASE_MASK	000000FFh	Mask for the custom modification of the base card.	
SPCM_CUSTOMMOD_MODULE_MASK	0000FF00h	Mask for the custom modification of the front-end module(s).	
SPCM_CUSTOMMOD_STARHUB_MASK	00FF0000h	Mask out custom modification of the Star-Hub module.	

Reset

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

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

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

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

Analog Outputs

Channel Selection

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

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

Register	Value		Direction	Description
SPC_CHENABLE	11000		read/write	Sets the channel enable information for the next board run.
	hex.	dec.		
CHANNEL0	1h	1	Activates channel 0	
CHANNEL1	2h	2	Activates channel 1	
CHANNEL2	4h	4	Activates channel 2	
CHANNEL3	8h	8	Activates channel 3	
CHANNEL4	10h	16	Activates channel 4	
CHANNEL5	20h	32	Activates channel 5	
CHANNEL6	40h	64	Activates channel 6	
CHANNEL7	80h	128	Activates channel 7	

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

Single-ended inputs

1 single-ended channel enabled

Any one of the installed channels can be enabled. The following table shows example settings for the channel enable register:

Channels to activate								Installed channels on card				Value to program		
Ch0	Ch1	Ch2	Ch3	Ch4	Ch5	Ch6	Ch7	1	2	4	8	Constant from regs.h	hex	decimal
X								X	X	X	X	CHANNEL0	1h	1
			X					n.a.	n.a.	X	X	CHANNEL3	8h	8
						X		n.a.	n.a.	n.a.	X	CHANNEL6	40h	64

2 single-ended channels enabled

Any two of the installed channels can be enabled. The following table shows three example settings for the channel enable register:

Channels to activate								Installed channels on card				Value to program		
Ch0	Ch1	Ch2	Ch3	Ch4	Ch5	Ch6	Ch7	1	2	4	8	Constant from regs.h	hex	decimal
X	X							n.a.	X	X	X	CHANNEL0 | CHANNEL1	3h	3
	X		X					n.a.	n.a.	X	X	CHANNEL1 | CHANNEL3	Ah	10
			X				X	n.a.	n.a.	n.a.	X	CHANNEL3 | CHANNEL7	88h	136

4 single-ended channels enabled

Any four of the installed channels can be enabled. The following table shows three example settings for the channel enable register:

Channels to activate								Installed channels on card				Value to program		
Ch0	Ch1	Ch2	Ch3	Ch4	Ch5	Ch6	Ch7	1	2	4	8	Constant from regs.h	hex	decimal
X	X	X	X					n.a.	n.a.	X	X	CHANNEL0 | CHANNEL1 | CHANNEL2 | CHANNEL3	Fh	15
	X		X	X			X	n.a.	n.a.	n.a.	X	CHANNEL1 | CHANNEL3 | CHANNEL4 | CHANNEL7	9Ah	154
		X	X			X	X	n.a.	n.a.	n.a.	X	CHANNEL2 | CHANNEL3 | CHANNEL6 | CHANNEL7	CCh	204

8 single-ended channels enabled

Channels to activate								Installed channels on card				Value to program		
Ch0	Ch1	Ch2	Ch3	Ch4	Ch5	Ch6	Ch7	1	2	4	8	Constant from regs.h	hex	decimal
X	X	X	X	X	X	X	X	n.a.	n.a.	n.a.	X	CHANNEL0 | CHANNEL1 | CHANNEL2 | CHANNEL3 | CHANNEL4 | CHANNEL5 | CHANNEL6 | CHANNEL7	FFh	255

Any channel activation mask that tries to enables a number of channels other than one, two, four or eight channels is not valid. If programming an other channel activation, the driver will return with an error code ERR_VALUE.

Example showing how to activate 4 single-ended channels:

```
spcm_dwSetParam_i32 (hDrv, SPC_CHENABLE, CHANNEL0 | CHANNEL1 | CHANNEL2 | CHANNEL3);
```

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

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

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

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

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

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

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

Setting up the outputs

Output Enable

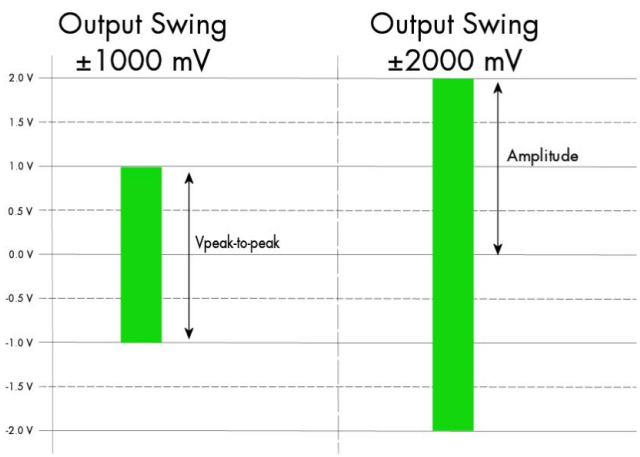
The output of each channel can be completely disabled by software command at any time. Disabling the output will cut off the amplifier from the connector with the help of a relay. Therefore the programmable stoplevel (see below) has no influence if disabling the output. Instead the output is galvanically interrupted and has no defined level any more. If a defined output level is needed the AWG output must be terminated externally.

Register	Value	Direction	Description
SPC_ENABLEOUT0	30091	read/write	Enables (write 1) or Disables (write 0) the output of channel 0
SPC_ENABLEOUT1	30191	read/write	Enables (write 1) or Disables (write 0) the output of channel 1
SPC_ENABLEOUT2	30291	read/write	Enables (write 1) or Disables (write 0) the output of channel 2
SPC_ENABLEOUT3	30391	read/write	Enables (write 1) or Disables (write 0) the output of channel 3
SPC_ENABLEOUT4	30491	read/write	Enables (write 1) or Disables (write 0) the output of channel 4
SPC_ENABLEOUT5	30591	read/write	Enables (write 1) or Disables (write 0) the output of channel 5
SPC_ENABLEOUT6	30691	read/write	Enables (write 1) or Disables (write 0) the output of channel 6
SPC_ENABLEOUT7	30791	read/write	Enables (write 1) or Disables (write 0) the output of channel 7

This arbitrary waveform generator board uses separate output amplifiers for each channel. This gives you the possibility to separately set up the channel outputs to best suit your application.

The output amplifiers can easily be set by the corresponding amplitude registers.

The table below shows the available registers to set up the output amplitude for your type of board.



Register	Value	Direction	Description	Amplitude range	
				M2p.653x, M2p.656x	M2p.654x, M2p.657x
SPC_AMP0	30010	read/write	Defines the amplitude of channel0 into 50 Ohm load in mV.	1 up to 3000 (in mV)	1 up to 6000 (in mV)
SPC_AMP1	30110	read/write	Defines the amplitude of channel1 into 50 Ohm load in mV.	1 up to 3000 (in mV)	1 up to 6000 (in mV)
SPC_AMP2	30210	read/write	Defines the amplitude of channel2 into 50 Ohm load in mV.	1 up to 3000 (in mV)	1 up to 6000 (in mV)
SPC_AMP3	30310	read/write	Defines the amplitude of channel3 into 50 Ohm load in mV.	1 up to 3000 (in mV)	1 up to 6000 (in mV)
SPC_AMP4	30410	read/write	Defines the amplitude of channel4 into 50 Ohm load in mV.	1 up to 3000 (in mV)	1 up to 6000 (in mV)
SPC_AMP5	30510	read/write	Defines the amplitude of channel5 into 50 Ohm load in mV.	1 up to 3000 (in mV)	1 up to 6000 (in mV)
SPC_AMP6	30610	read/write	Defines the amplitude of channel6 into 50 Ohm load in mV.	1 up to 3000 (in mV)	1 up to 6000 (in mV)
SPC_AMP7	30710	read/write	Defines the amplitude of channel7 into 50 Ohm load in mV.	1 up to 3000 (in mV)	1 up to 6000 (in mV)

The output stage has a 50 Ohm series termination. If not terminating the output with 50 Ohm externally this will result into an output level of double the programmed level. A programmed amplitude of 3000 mV (6000 mV peak-to-peak voltage) will result into an amplitude of 6000 mV (12000 mV peak-to-peak voltage) into high-impedance load.

Any programmed gain value below 300 mV (into 50 Ohm) is achieved by digitally scaling down the samples within the card's firmware.

Output Amplitude Setting and Hysteresis

The output amplitude can be changed at any time either while the output is stopped or even while the output is running. The output amplitude is changed on-the-fly with immediate result in the output signal.

As the output amplifier consist of two different paths (low power and high power) with slightly different specifications, there is a break in the continuous output amplitude change when switching from one output amplifier path to the other, as this is done with the help of a relay. When switching from one path to the other the driver will automatically disconnect the output (zero volt level) for the specified „path switching time" to avoid a disturbed output signal. Please see the technical detail section for the specification of the two different output amplifier path settings.

To prevent the card from switching on and off when operating around the limit between the output amplifiers paths there's a build in hysteresis:

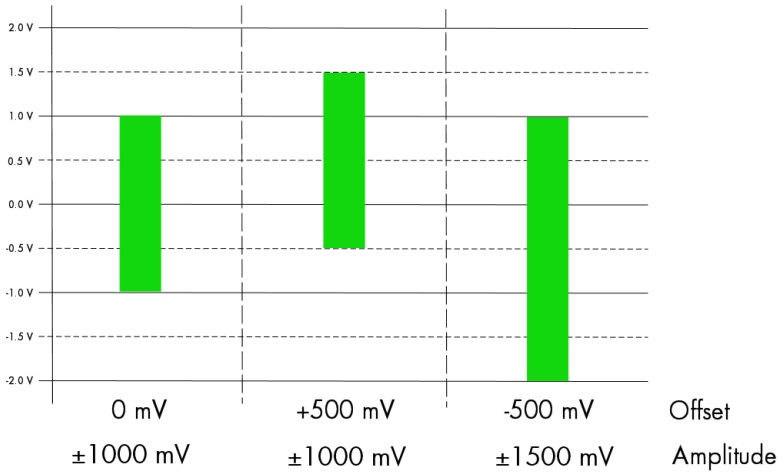
- If output amplifier is already in low power path the output path is switched at the upper border of the hysteresis (960 mV) allowing to use the area between 1 mV and 960 mV with continuous and gap-free change of output amplifier amplitude.
- If output amplifier is already in high power path the output path is switched at the lower border of the hysteresis (940 mV) allowing to use the area between 940 mV and 3000 mV (M2p.653x, M2p.656x) and 6000 mV (M2p.654x, M2p.657x) repectively with continuous and gap-free change of output amplifier amplitude.

Output offset

In many applications an output of symmetrical signals is required. But in some cases, depending on your application, it can be necessary to generate signals that are not symmetrical.

For such cases you can adjust the offset of the outputs for each channel seperately.

The figure at the right shows some examples, how to set up the offset in combination with different amplitudes.



Register				Offset range	
				M2p.653x, M2p.656x	M2p.654x, M2p.657x
SPC_OFFS0	30000	read/write	Defines output offset and therefore shifts the output of channel0.	± 3000 mV (in 1mV steps)	± 6000 mV (in 1mV steps)
SPC_OFFS1	30100	read/write	Defines output offset and therefore shifts the output of channel1.	± 3000 mV (in 1mV steps)	± 6000 mV (in 1mV steps)
SPC_OFFS2	30200	read/write	Defines output offset and therefore shifts the output of channel2.	± 3000 mV (in 1mV steps)	± 6000 mV (in 1mV steps)
SPC_OFFS3	30300	read/write	Defines output offset and therefore shifts the output of channel3.	± 3000 mV (in 1mV steps)	± 6000 mV (in 1mV steps)
SPC_OFFS4	30400	read/write	Defines output offset and therefore shifts the output of channel4.	± 3000 mV (in 1mV steps)	± 6000 mV (in 1mV steps)
SPC_OFFS5	30500	read/write	Defines output offset and therefore shifts the output of channel5.	± 3000 mV (in 1mV steps)	± 6000 mV (in 1mV steps)
SPC_OFFS6	30600	read/write	Defines output offset and therefore shifts the output of channel6.	± 3000 mV (in 1mV steps)	± 6000 mV (in 1mV steps)
SPC_OFFS7	30700	read/write	Defines output offset and therefore shifts the output of channel7.	± 3000 mV (in 1mV steps)	± 6000 mV (in 1mV steps)

The offset settings can be changed at any time even if the board is running and outputting a signal to the connectors. The board will not be stopped when changing these settings.

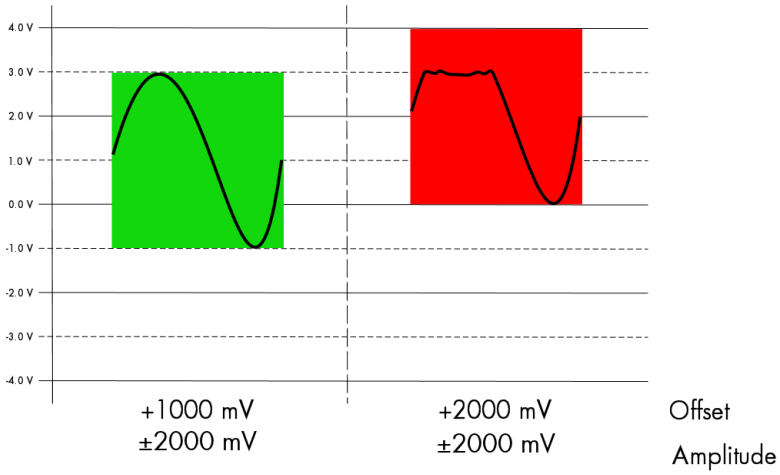
Maximum Output Range

In order not to generate distorted signals it is necessary to keep the total output range as a combination of the set amplitude and offset within the maximum range supported by the card.

If this limit is exceeded a heavy distorted signal will be seen and the signals waveform will be cut off at the maximum range or at the minimum range.

As an example the effect is shown, when exceeding the max. output range of ±3V of a M2p.653x or M2p.656x into a 50 Ohm load.

Similarly the high output models M2p.654x and M2p.657x allow levels up to ±6 V.



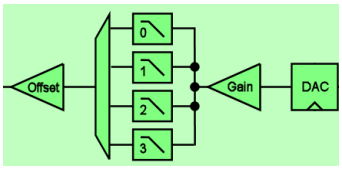
To avoid heavily distorted output signals please make sure to keep the signals within the max. range that is supported by the card.

To give you an example how the registers of the amplitude and the offset are to be used, the following example shows a setup to match all of the three signals shown in the offset figure.

```
SpcSetParam (hDrv, SPC_AMP0 ,    1000);          // Set up amplitude of channel0 to ± 1.0 V
SpcSetParam (hDrv, SPC_AMP1 ,    1000);          // Set up amplitude of channel1 to ± 1.0 V
SpcSetParam (hDrv, SPC_AMP2 ,    1500);          // Set up amplitude of channel2 to ± 1.5 V
SpcSetParam (hDrv, SPC_OFFS0,       0);          // Set the output offsets
SpcSetParam (hDrv, SPC_OFFS1,     500);
SpcSetParam (hDrv, SPC_OFFS2,    -500);
```

Output Filters

Every output of your Spectrum D/A board is equipped with four fixed filters that can be used for signal smoothing. The filter is located in the signal chain between the DAC and the output amplification section, as shown in the right figure.



The filters are of different filter types and have different cut off frequencies, as shown below. You can choose between the different filters easily by setting the dedicated filter registers. The registers and the possible values are shown in the table below.

Register			
SPC_FILTER0	30080	read/write	Sets the signal filter of channel0.
SPC_FILTER1	30180	read/write	Sets the signal filter of channel1.
SPC_FILTER2	30280	read/write	Sets the signal filter of channel2.
SPC_FILTER3	30380	read/write	Sets the signal filter of channel3.
SPC_FILTER4	30480	read/write	Sets the signal filter of channel4.
SPC_FILTER5	30580	read/write	Sets the signal filter of channel5.
SPC_FILTER6	30680	read/write	Sets the signal filter of channel6.
SPC_FILTER7	30780	read/write	Sets the signal filter of channel7.
	0	Filter 0 is used on the corresponding channel. The type of filter is shown below.	
	1	Filter 1 is used on the corresponding channel. The type of filter is shown below.	
	2	Filter 2 is used on the corresponding channel. The type of filter is shown below.	
	3	Filter 3 is used on the corresponding channel. The type of filter is shown below.	

Filter	Specifications	
Filter 0	-3 dB bandwidth	70 MHz
Filter 1	-3 dB bandwidth	20 MHz
Filter 2	-3 dB bandwidth	5 MHz
Filter 3	-3 dB bandwidth	1 MHz

Differential Output

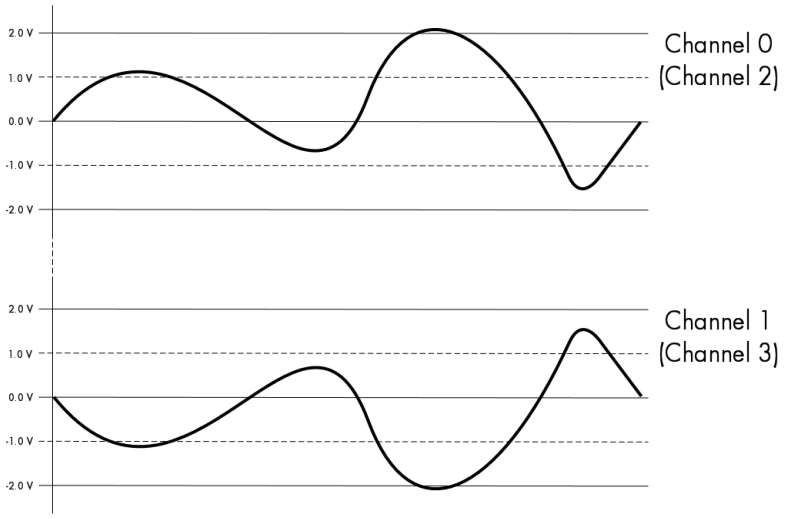
The differential mode outputs the data on the even channels and the inverted data on the odd channels of one module, as the figure on the right is showing.

As a result you have differential signals, which are more resistant against noise when being transmitted via long cables. Because of the hardware generation, only one data sample in memory is needed for one pair of differential outputs.

The dedicated registers to set up the differential mode are shown below.

If your board has four installed channels you can generate two pairs of differential signals, otherwise one pair is possible.

Differential outputs are not available for all types of boards. Please refer to the table below, which mentions the boards this mode is available on.



Register			
SPC_DIFF0	30040	read/write	Sets channel 0/1 to differential mode.
SPC_DIFF2	30240	read/write	Sets channel 2/3 to differential mode.
SPC_DIFF4	30440	read/write	Sets channel 4/5 to differential mode.
SPC_DIFF6	30640	read/write	Sets channel 6/7 to differential mode.

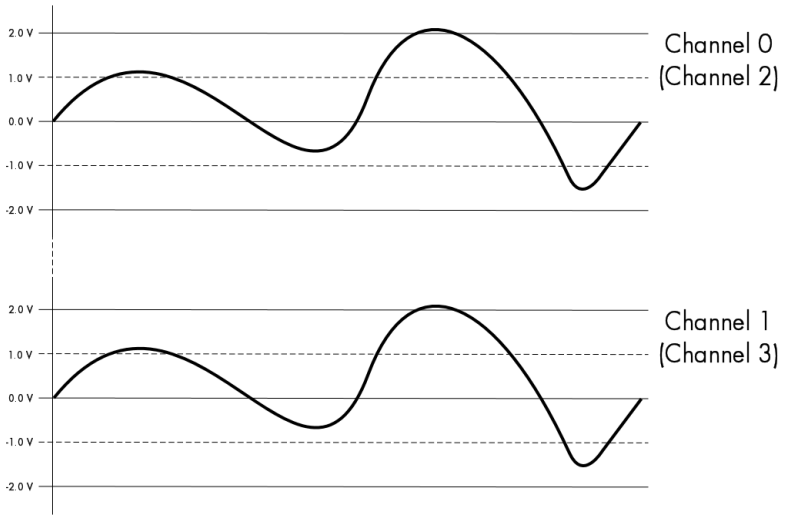
Mode	M2p.6530 M2p.6540	M2p.6531 M2p.6541	M2p.6536 M2p.6546	M2p.6533	M2p.6560 M2p.6570	M2p.6561 M2p.6571	M2p.6566 M2p.6576	M2p.6568
Differential Output	not available	installed	installed	installed	not available	installed	installed	installed

Double Out Mode

The double out mode outputs the data on the even channels and the same data on the odd channels of one module, as the figure on the right is showing. The dedicated registers to set up the differential mode are shown below.

If your board has four installed channels you can generate two pairs of identical signals, otherwise only one pair is possible.

The double out mode is not available for all types of boards. Please refer to the table below, which mentions the boards this mode is available on.



Register			
SPC_DOUBLEOUT0	30041	read/write	Sets channel 0/1 to double out mode.
SPC_DOUBLEOUT2	30241	read/write	Sets channel 2/3 to double out mode.

Mode	M2p.6530 M2p.6540	M2p.6531 M2p.6541	M2p.6536 M2p.6546	M2p.6533	M2p.6560 M2p.6570	M2p.6561 M2p.6571	M2p.6566 M2p.6576	M2p.6568
Double out mode	not available	installed	installed	installed	not available	installed	installed	installed

Programming the behaviour in pauses and after replay

Usually the used outputs of the analog generation boards are set to zero level after replay. This is in most cases adequate. In some cases it can be necessary to hold the last sample, to output the maximum positive level or maximum negative level after replay. The stoplevel will stay on the defined level until the next output has been made. With the following registers you can define the behaviour after replay:

Register	Value	Direction	Description
SPC_CH0_STOPLEVEL	206020	read/write	Defines the behavior after replay for channel 0
SPC_CH1_STOPLEVEL	206021	read/write	Defines the behavior after replay for channel 1
SPC_CH2_STOPLEVEL	206022	read/write	Defines the behavior after replay for channel 2
SPC_CH3_STOPLEVEL	206023	read/write	Defines the behavior after replay for channel 3
SPC_CH4_STOPLEVEL	206024	read/write	Defines the behavior after replay for channel 4
SPC_CH5_STOPLEVEL	206025	read/write	Defines the behavior after replay for channel 5
SPC_CH6_STOPLEVEL	206026	read/write	Defines the behavior after replay for channel 6
SPC_CH7_STOPLEVEL	206027	read/write	Defines the behavior after replay for channel 7
SPCM_STOPLVL_ZERO	16		Defines the analog output to enter zero level (D/A converter is fed with digital zero value). When synchronous digital bits are replayed, these will be set to LOW state during pause.
SPCM_STOPLVL_LOW	2		Defines the analog output to enter maximum negative level (D/A converter is fed with most negative level). When synchronous digital bits are replayed, these will be set to LOW state during pause.
SPCM_STOPLVL_HIGH	4		Defines the analog output to enter maximum positive level (D/A converter is fed with most positive level). When synchronous digital bits are replayed, these will be set to HIGH state during pause.
SPCM_STOPLVL_HOLDLAST	8		Holds the last replayed sample on the analog output. When synchronous digital bits are replayed, their last state will also be hold.
SPCM_STOPLVL_CUSTOM	32		Allows to define a 16bit wide custom level per channel for the analog output to enter in pauses.The sample format is exactly the same as during replay, as described in the „sample format“ section. When synchronous digital bits are replayed along, the custom level must include these as well and therefore allows to set a custom level for each multi-purpose line separately.

When using SPCM_STOPLVL_CUSTOM, the sample value for the pauses must be defined via the following registers:

Register	Value	Direction	Description
SPC_CH0_CUSTOM_STOP	206050	read/write	Defines the custom stop level for channel 0 when using SPCM_STOPLVL_CUSTOM.
SPC_CH1_CUSTOM_STOP	206051	read/write	Defines the custom stop level for channel 1 when using SPCM_STOPLVL_CUSTOM.
SPC_CH2_CUSTOM_STOP	206052	read/write	Defines the custom stop level for channel 2 when using SPCM_STOPLVL_CUSTOM.
SPC_CH3_CUSTOM_STOP	206053	read/write	Defines the custom stop level for channel 3 when using SPCM_STOPLVL_CUSTOM.
SPC_CH4_CUSTOM_STOP	206054	read/write	Defines the custom stop level for channel 4 when using SPCM_STOPLVL_CUSTOM.
SPC_CH5_CUSTOM_STOP	206055	read/write	Defines the custom stop level for channel 5 when using SPCM_STOPLVL_CUSTOM.
SPC_CH6_CUSTOM_STOP	206056	read/write	Defines the custom stop level for channel 6 when using SPCM_STOPLVL_CUSTOM.
SPC_CH7_CUSTOM_STOP	206057	read/write	Defines the custom stop level for channel 7 when using SPCM_STOPLVL_CUSTOM.

All outputs that are not activated for replay, will keep the programmed stoplevel also while the replay is in progress.

Because the STOPLEVEL registers impact the digital samples fed to the D/A converter, the output is still shifted by the programmed output offset, as described before.

Example showing how to set a custom stoplevel for channel 0:

```
// enable the use of custom stop level and use raw value 10487 as stop value
spcm_dwSetParam_i32 (stCard.hDrv, SPC_CH0_STOPLEVEL, SPCM_STOPLVL_CUSTOM);
spcm_dwSetParam_i32 (stCard.hDrv, SPC_CH0_CUSTOM_STOP, 10487);
```

Read out of output features

The analog outputs of the different cards do have different features implemented, that can be read out to make the software more general. If you only operate one single card type in your software it is not necessary to read out these features.

Please note that the following table shows all output feature settings that are available throughout all Spectrum generator cards. Some of these features are not installed on your specific hardware.

Register			
SPC_READAOFEATURES	3102	read	Returns a bit map with the available features of the analog output path. The possible return values are listed below.
SPCM_AO_SE	00000002h	Output is single-ended. If available together with SPC_AO_DIFF: output type is software selectable	
SPCM_AO_DIFF	00000004h	Output is differential. If available together with SPC_AO_SE: output type is software selectable	
SPCM_AO_PROGFILTER	00000008h	Software selectable output filters are available.	
SPCM_AO_PROGOFFSET	00000010h	Output offset is software programmable.	
SPCM_AO_PROGGAIN	00000020h	Output gain is software programmable.	
SPCM_AO_PROGSTOPLEVEL	00000040h	The output level between segments and after replay of generated data is programmable.	
SPCM_AO_DOUBLEOUT	00000080h	Double out mode is available allowing to generate cheap copies of even channel data on odd channels outputs for driving multiple loads.	
SPCM_AO_ENABLEOUT	00000100h	The output of each channel can be completely disabled by software command at any time.	

Generation modes

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

Overview

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

Setup of the mode

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

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

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

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

Replay modes

Mode	Value	Description
SPC_REP_STD_SINGLE	100h	Data generation from on-board memory repeating the complete programmed memory either once, infinite or for a defined number of times after one single trigger event.
SPC_REP_STD_MULTI	200h	Data generation from on-board memory for multiple trigger events. Each generated segment has the same size. This mode is described in greater detail in a special chapter about the Multiple Replay mode.
SPC_REP_STD_GATE	400h	Data generation from on-board memory using an external gate signal. Data is only generated as long as the gate signal has a programmed level. The mode is described in greater detail in a special chapter about the Gated Replay mode.
SPC_REP_STD_SINGLERESTART	8000h	Data generation from on-board memory. The programmed memory is repeated once after each single trigger event.
SPC_REP_STD_SEQUENCE	40000h	Data generation from on-board memory splitting the memory into several segments and replaying the data using a special sequence memory. The mode is described in greater detail in a special chapter about the Sequence mode.
SPC_REP_FIFO_SINGLE	800h	Continuous data generation after one single trigger event. The on-board memory is used completely as FIFO buffer.
SPC_REP_FIFO_MULTI	1000h	Continuous data generation after multiple trigger events. The on-board memory is used completely as FIFO buffer.
SPC_REP_FIFO_GATE	2000h	Continuous data generation using an external gate signal. The on-board memory is used completely as FIFO buffer.

Commands

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

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

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

Card execution commands

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

Card wait commands

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

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

Wait command timeout

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

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

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

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

Example for card control:

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

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

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

Card Status

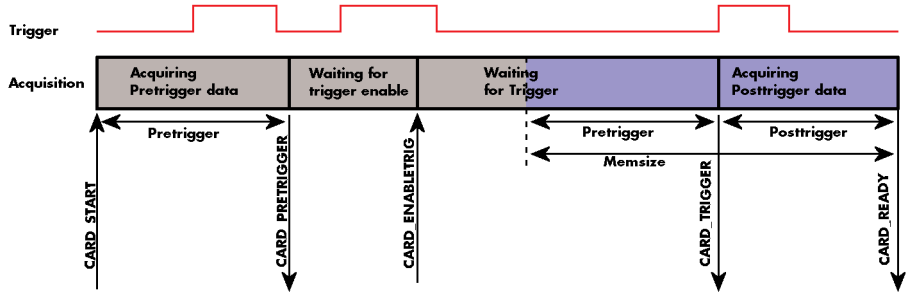
In addition to the wait for an interrupt mechanism or completely instead of it one may also read out the current card status by reading the SPC_M2STATUS register. The status register is organized as a bitmap, so that multiple bits can be set, showing the status of the card and also of the different data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

Register	Value	Direction	Description
SPC_M2STATUS	110	read only	Reads out the current status information
M2STAT_CARD_PRETRIGGER	1h	Acquisition modes only: the first pretrigger area has been filled. In Multi/ABA/Gated acquisition this status is set only for the first segment and will be cleared at the end of the acquisition.	
M2STAT_CARD_TRIGGER	2h	The first trigger has been detected.	

M2STAT_CARD_READY	4h	The card has finished its run and is ready.
M2STAT_CARD_SEGMENT_PRETRG	8h	This flag will be set for each completed pretrigger area including the first one of a Single acquisition. Additionally for a Multi/ABA/Gated acquisition of M4i/M4x/M2p only, this flag will be set when the pretrigger area of a segment has been filled and will be cleared in between segments.

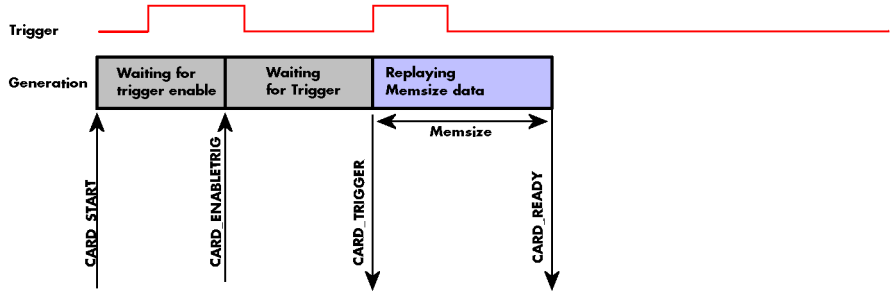
Acquisition cards status overview

The following drawing gives you an overview of the card commands and card status information. After start of card with M2CMD_-CARD_START the card is acquiring pretrigger data until one time complete pretrigger data has been acquired. Then the status bit M2STAT_-CARD_PRETRIGGER is set. Either the trigger has been enabled together with the start command or the card now waits for trigger enable command M2CMD_CARD_ENABLETRIGGER. After receiving this command the trigger engine is enabled and card checks for a trigger event. As soon as the trigger event is received the status bit M2STAT_CARD_TRIGGER is set and the card acquires the programmed posttrigger data. After all post trigger data has been acquired the status bit M2STAT_CARD_READY is set and data can be read out:



Generation card status overview

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



Data Transfer

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

- The memory size register (SPC_MEMSIZE) must be programmed before starting the data transfer.
- When the hardware buffer is adjusted from its default (see „Output latency" section later in this manual), this must be done before defining the transfer buffers in the next step via the spcm_dwDefTransfer function.
- Before starting a data transfer the buffer must be defined using the spcm_dwDefTransfer function.
- Each defined buffer is only used once. After transfer has ended the buffer is automatically invalidated.
- If a buffer has to be deleted although the data transfer is in progress or the buffer has at least been defined it is necessary to call the spcm_dwInvalidateBuf function.

Definition of the transfer buffer

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

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

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

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

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

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

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

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

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

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

The pvDataBuffer needs to be aligned to a page size (4096 bytes). Please use appropriate software commands when allocating the data buffer. Using a non-aligned buffer may result in data corruption.

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

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

Memory test mode

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

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

Invalidation of the transfer buffer

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

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

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

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

Commands and Status information for data transfer buffers.

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

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

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

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

Example of data transfer

```
void* pvData = pvAllocMemPageAligned (1024);

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

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

// explicitely stop DMA tranfer prior to invalidating buffer
spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_DATA_STOPDMA);
spcm_dwInvalidateBuf (hDrv, SPCM_BUF_DATA);
vFreeMemPageAligned (pvData, 1024);
```

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

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

Standard Single Replay modes

The standard single modes are the easiest and mostly used modes to generate analog or digital data with a Spectrum arbitrary waveform generation or digital output card. In standard single replay mode the card is working totally independent from the PC, after the card setup is done and the data has been transferred into the on-board memory. The advantage of the Spectrum boards is that regardless to the system usage the card will refresh the outputs with equidistant time intervals.
The data for replay is stored in the on-board memory and is held there for being replayed after the trigger event. This mode allows sample generation at very high refresh rates without the need to transfer the data from the memory of the host system to the card at high speed.

Card mode

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

Register	Value	Direction	Description
SPC_CARDMODE	9500	read/write	Defines the used operating mode, a read command will return the currently used mode.
SPC_REP_STD_SINGLE	100h		Data generation from on-board memory repeating the complete programmed memory either once, infinite or for a defined number of times after one single trigger event.
SPC_REP_STD_SINGLERESTART	8000h		Data generation from on-board memory replaying the complete programmed memory on every detected trigger event. The number of replays can be programmed by loops.

Memory setup

You have to define, how many samples are to be replayed from the on-board memory and how many times the complete memory should be replayed after the trigger event.

Please note that the memory size must be programmed to the correct value PRIOR to making any data transfer to the card memory. An incorrect memory size value at the time the data transfer is initiated will result in corrupted data and a wrong output.

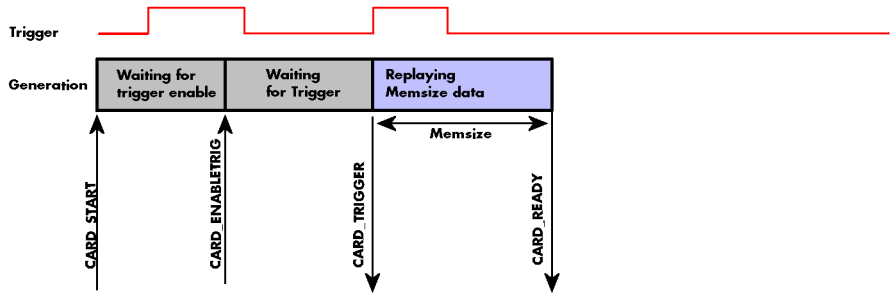
Register	Value	Direction	Description
SPC_MEMSIZE	10000	read/write	Sets the memory size in samples per channel. The memory size setting must be set before transferring data to the card.
SPC_LOOPS	10020	read/write	Number of times the memory is replayed. If set to zero the generation will run continuously until it is stopped by the user.

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

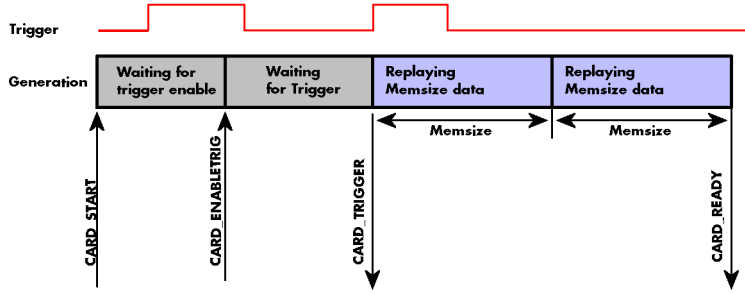
SPC_REP_STD_SINGLE

This mode waits for one trigger events and after this it starts to replay the programmed memory either once, a pre-defined number of times on infinitely until explicitly stopped by the user. The SPC_LOOPS register is used to define the number of possible repetitions. Setting this register to 0 the generation will continue until explicitly stopped by the user. Any other value than 0 for SPC_LOOPS will result in the signal being replayed SPC_LOOPS times until the card stopps automatically. For replaying the memory content only once after a trigger the SPC_LOOPS values hence must be set to a value of 1.

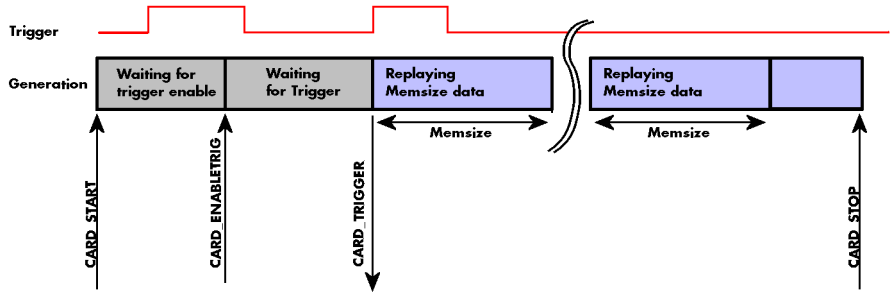
Replay of a data pattern just once



Replay for a defined number of times (2 in the example shown)

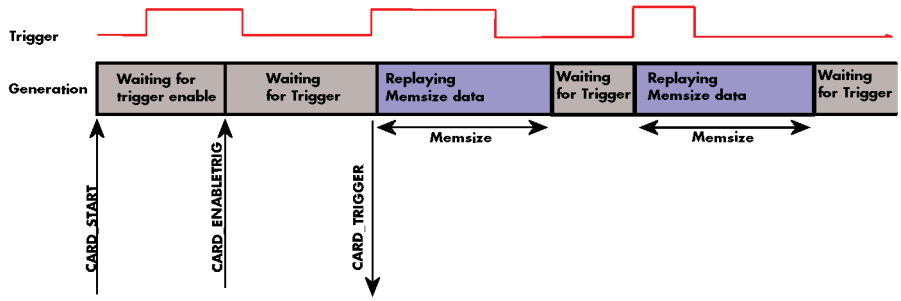


Replay continuously until the replay is stopped by the user



SPC_REP_STD_SINGLERESTART

This mode behaves like multiple shots of SPC_REP_STD_SINGLE but with a very small re-arming time in between. When using this mode the memory content is replayed on every detected trigger event. The SPC_LOOPS parameter defines how long this replay should continue. A value of zero defines the mode to run continuously until stopped by the user.



Between the different replayed pieces the output will go to the programmed stoplevel.

Overview of settings and resulting modes

This table gives a brief overview on the setup of loops and the resulting behavior of the output

	SPC_LOOPS = 0	SPC_LOOPS = 1	SPC_LOOPS = N
SPC_REP_STD_SINGLE	Replay starts with the first trigger event and then the programmed data is replayed in a continuous loop until stopped by the user.	The programmed memory content is replayed once after detection of the trigger event.	Replay starts with the first trigger event and then the programmed data is replayed in a continuous loop until the programmed number N of loops has been replayed. Afterward the card stops.
SPC_REP_STD_SINGLERESTART	The programmed memory is replayed once on every trigger event. This continues until stopped by the user.	n.a. (similar to SPC_REP_STD_SINGLE)	The programmed memory is replayed once on every trigger event. This continues until the memory is N-times replayed. Afterwards the card stops.

Continuous marker output

If using the continuous output with internal trigger one can activate a marker output on the multi-purpose I/O connectors marking the beginning of each loop.

The marker output will generate a TTL pulse on one of the multi-purpose I/O lines. The pulse length is of ½ of programmed memory. The marker output is enabled using the dedicated multi-purpose I/O line setup that is described later in this manual. Please see the chapter „Multi Purpose I/O Lines“ in the trigger section to find more information.

Example

The following example shows a simple standard single mode data generation setup with the transfer of data before the card is started. To keep this example simple there is no error checking implemented.

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

spcm_dwSetParam_i32 (hDrv, SPC_CHENABLE, CHANNEL0);              // only one channel activated
spcm_dwSetParam_i32 (hDrv, SPC_CARDMODE, SPC_REP_STD_SINGLE);    // set the standard single replay mode
spcm_dwSetParam_i64 (hDrv, SPC_MEMSIZE, lMemsize);               // replay length
spcm_dwSetParam_i64 (hDrv, SPC_LOOPS, 1);                        // replay memsize once

void* pvData = pvAllocMemPageAligned (2 * lMemsize);            // create a data buffer, 2 bytes per sample
vCalculate_or_Load_Data (pvData);                                // pvData must now be filled with data

// transfer the data to the on-board memory
spcm_dwDefTransfer_i64 (hDrv, SPCM_BUF_DATA,  SPCM_DIR_PCTOCARD , 0, pvData, 0, 2 * lMemsize);
spcm_dwSetParam_i32    (hDrv, SPC_M2CMD, M2CMD_DATA_STARTDMA | M2CMD_DATA_WAITDMA);

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

FIFO Single replay mode

The FIFO single mode does a continuous data replay using the on-board memory as a FIFO buffer and transferring data continuously from PC memory. One can generate the data on-line or load data continuously from disk.

Card mode

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

Register	Value	Direction	Description
SPC_CARDMODE	9500	read/write	Defines the used operating mode, a read command will return the currently used mode.
SPC_REP_FIFO_SINGLE	800h	Continuous data replay from PC memory. Complete on-board memory is used as FIFO buffer.	

Length of FIFO mode

In general FIFO mode can run forever until it is stopped by an explicit user command or one can program the total length of the transfer by two counters Loop and Segment size

Register	Value	Direction	Description
SPC_SEGMENTSIZE	10010	read/write	Length of segments to replay.
SPC_LOOPS	10020	read/write	Number of segments to replay in total. If set to zero the FIFO mode will run continuously until it is stopped by the user.

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

Difference to standard single mode

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

Length of replay.

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

Example (FIFO replay)

The following example shows a simple FIFO single mode data replay setup with the data calculation placed somewhere else. To keep this example simple there is no error checking implemented. Please see in this example that data has to be calculated and transferred prior to the start of the output. The card start and the DMA transfer start cannot be done simultaneously.

```
spcm_dwSetParam_i32 (hDrv, SPC_CHENABLE, CHANNEL0);                    // only one channel activated
spcm_dwSetParam_i32 (hDrv, SPC_CARDMODE, SPC_REP_FIFO_SINGLE);         // set the FIFO single replay mode

// in FIFO mode we need to define the buffer before starting the transfer
int16* pnData = (int16*) pvAllocMemPageAligned (llBufsizeInSamples * 2); // assuming 2 byte per sample
spcm_dwDefTransfer_i64 (hDrv, SPCM_BUF_DATA, SPCM_DIR_PCTOCARD, 4096,
                            (void*) pnData, 0, 2 * llBufsizeInSamples);

// before start we once have to fill some data in for the start of the output
vCalcOrLoadData (&pnData[0], 2 * llBufsizeInSamples);
spcm_dwSetParam_i64 (hDrv, SPC_DATA_AVAIL_CARD_LEN, 2 * llBufsizeInSamples);
dwError = spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_DATA_STARTDMA | M2CMD_DATA_WAITDMA);

// now the first <notifysize> bytes have been transferred to card and we start the output
dwError = spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_CARD_START | M2CMD_CARD_ENABLETRIGGER);

// we replay data in a loop. As we defined a notify size of 4k we'll get the data in >=4k chuncks
llTotalBytes = 2 * llBufsizeInSamples;
while (!dwError)
    {
    // read out the available bytes that are free again
    spcm_dwGetParam_i64 (hDrv, SPC_DATA_AVAIL_USER_LEN, &llAvailBytes);
    spcm_dwGetParam_i64 (hDrv, SPC_DATA_AVAIL_USER_POS, &llUserPosInBytes);

    // be sure not to make a rollover and limit the data to be processed
    if ((llUserPosInBytes + llAvailBytes) > (2 * llBufsizeInSamples))
        llAvailBytes = (2 * llBufsizeInSamples) - llUserPosInBytes;
    llotalBytes += llAvailBytes;

    // generate some new data
    vCalcOrLoadData (&pnData[llUserPosInBytes / 2], llAvailBytes);
    printf ("Currently Available: %lld, total: %lld\n", llAvailBytes, llTotalBytes);

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

Limits of segment size, memory size

The maximum memory size parameter is only limited by the number of activated channels and by the amount of installed memory. Please keep in mind that each sample needs 2 bytes of memory to be stored.

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

Activated Channels	Used Mode	Memory size SPC_MEMSIZE			Segment size SPC_SEGMENTSIZE			Loops SPC_LOOPS		
		Min	Max	Step	Min	Max	Step	Min	Max	Step
1 channel	Standard Single	16	Mem	8	not used			0 (∞)	4G - 1	1
	Single Restart	16	Mem	8	not used			0 (∞)	4G - 1	1
	Standard Multi	16	Mem	8	8	Mem/2	8	0 (∞)	1	1
	Standard Gate	16	Mem	8	not used			0 (∞)	1	1
	FIFO Single	not used			8	8G - 8	8	0 (∞)	4G - 1	1
	FIFO Multi	not used			8	Mem/2	8	0 (∞)	4G - 1	1
	FIFO Gate	not used			not used			0 (∞)	4G - 1	1
2 channels	Standard Single	16	Mem/2	8	not used			0 (∞)	4G - 1	1
	Single Restart	16	Mem/2	8	not used			0 (∞)	4G - 1	1
	Standard Multi	16	Mem/2	8	8	Mem/4	8	0 (∞)	1	1
	Standard Gate	16	Mem/2	8	not used			0 (∞)	1	1
	FIFO Single	not used			8	8G - 8	8	0 (∞)	4G - 1	1
	FIFO Multi	not used			8	Mem/4	8	0 (∞)	4G - 1	1
	FIFO Gate	not used			not used			0 (∞)	4G - 1	1
4 channels	Standard Single	16	Mem/4	8	not used			0 (∞)	4G - 1	1
	Single Restart	16	Mem/4	8	not used			0 (∞)	4G - 1	1
	Standard Multi	16	Mem/4	8	8	Mem/8	8	0 (∞)	1	1
	Standard Gate	16	Mem/4	8	not used			0 (∞)	1	1
	FIFO Single	not used			8	8G - 8	8	0 (∞)	4G - 1	1
	FIFO Multi	not used			8	Mem/8	8	0 (∞)	4G - 1	1
	FIFO Gate	not used			not used			0 (∞)	4G - 1	1
8 channels	Standard Single	16	Mem/8	8	not used			0 (∞)	4G - 1	1
	Single Restart	16	Mem/8	8	not used			0 (∞)	4G - 1	1
	Standard Multi	16	Mem/8	8	8	Mem/8	8	0 (∞)	1	1
	Standard Gate	16	Mem/8	8	not used			0 (∞)	1	1
	FIFO Single	not used			8	8G - 8	8	0 (∞)	4G - 1	1
	FIFO Multi	not used			8	Mem/8	8	0 (∞)	4G - 1	1
	FIFO Gate	not used			not used			0 (∞)	4G - 1	1

All figures listed here are given in samples. An entry of [8k - 16] means [8 kSamples - 16] = [8192 - 16] = 8176 samples.

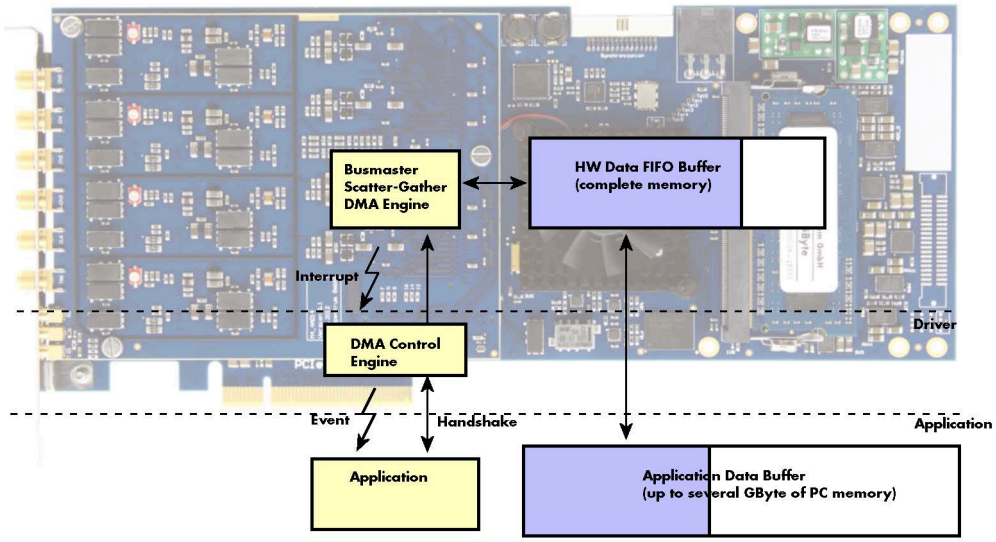
The given memory and memory / divider figures depend on the installed on-board memory as listed below:

	Installed Memory 512 MSample
Mem	512 MSample
Mem / 2	256 MSample
Mem / 4	128 MSample
Mem / 8	64 MSample

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

Buffer handling

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



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

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

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

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

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

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

Remarks

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

area.

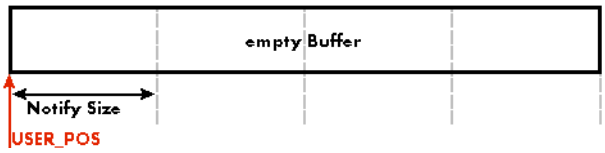
- As shown in the drawing above the DMA control will announce new data to the application by sending an event. Waiting for an event is done internally inside the driver if the application calls one of the wait functions. Waiting for an event does not consume any CPU time and is therefore highly desirable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

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

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

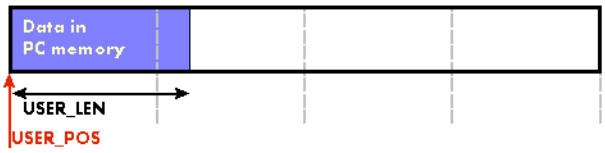
Step 1: Buffer definition

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



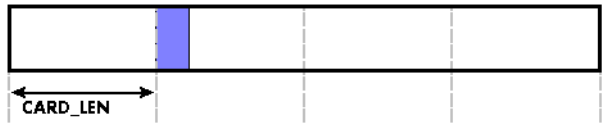
Step 2: Start and first data available

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



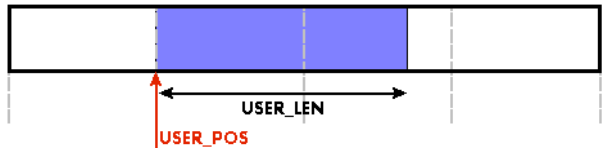
Step 3: set the first data available for card

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



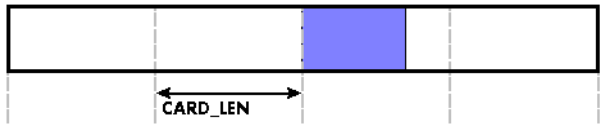
Step 4: next data available

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



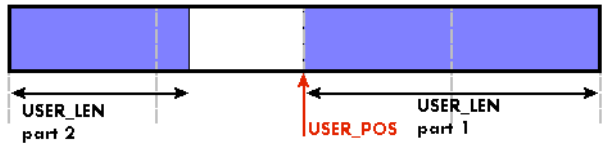
Step 5: set data available again

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



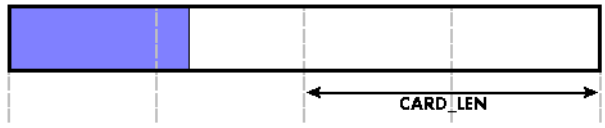
Step 6: roll over the end of buffer

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



Step 7: set the rest of the buffer available

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



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

Buffer handling example for transfer from card to PC (Data acquisition)

```
int8* pcData = (int8*) pvAllocMemPageAligned (llBufferSizeInBytes);

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

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

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

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

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

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

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

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

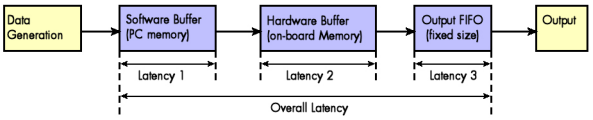
Buffer handling example for transfer from PC to card (Data generation)

```
int8* pcData = (int8*) pvAllocMemPageAligned (llBufferSizeInBytes);

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

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

// and transfer some data to the hardware buffer before the start of the card
spcm_dwSetParam_i32 (hDrv, SPC_DATA_AVAIL_CARD_LEN, llBufferSizeInBytes);
dwError = spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_DATA_STARTDMA | M2CMD_DATA_WAITDMA);

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

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

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

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

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

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

Output latency

The card is designed to have a most stable and reliable continuous output in FIFO mode. Therefore as default the complete on-board memory is used for buffering data. This however means that you have quite a large latency when changing output data dynamically in reaction of - for example - some external events.



To have a smaller output latency when using dynamically changing data it is recommended that you use smaller buffers. The size of the software buffer is programmed as described above. The size of the hardware buffer can be programmed using a special register:

Register			
SPC_DATA_OUTBUFSIZE	209	read/write	Programms the used hardware buffer size for output direction. The default value is the complete standard on-board memory (which is 1 GByte). The output buffer size can be programmed in steps of factor two of the minimum size of 1k. Resulting in allowed settings of 1k, 2k, 4k, 8k, 16k, ... up to the installed on-board memory size.

When the hardware buffer is adjusted, this must be followed by a M2CMD_CARD_WRITESETUP command and done after defining the card mode but before defining the transfer buffers via the spcm_dwDefTransfer function and , as shown in the example below.

The size of the output FIFO is fixed to 96 kByte (Latency 3) and cannot be changed. If using a hardware buffer of 64 kByte (Latency 2) and a software buffer of 64 kByte (Latency 1), the total size of buffered data is hence 224 kByte. Please see the following table for some example output latency calculations, taking buffers and the clock rate into account:

Configuration	Sampling rate	Software Buffer		Hardware Buffer		Output FIFO		Overall
		Size	Latency	Size	Latency	Size (max)	Latency (max)	Latency
D/A: 1 x 16 Bit Channel	125 MS/s	8 MByte	67.11 ms	1 GByte	8589.93 ms	132 kByte	0.79 ms	8657.8 ms
Digital I/O: 16 channels	...	8 MByte	67.11 ms	8 MByte	67.11 ms	132 kByte	0.79 ms	135.0 ms
...	...	1 MByte	8.39 ms	1 MByte	8.39 ms	132 kByte	0.79 ms	17.6 ms
...	...	64 kByte	0.52 ms	64 kByte	0.52 ms	132 kByte	0.79 ms	1.8 ms
D/A: 1 x 16 Bit Channel	40 MS/s	8 MByte	209.72 ms	8 MByte	209.72 ms	132 kByte	2.46 ms	421.9 ms
Digital I/O: 16 channels	...	1 MByte	26.21 ms	1 MByte	26.21 ms	132 kByte	2.46 ms	54.9 ms
...	...	64 kByte	1.64 ms	64 kByte	1.64 ms	132 kByte	2.46 ms	5.7 ms
D/A: 1 x 16 Bit Channel	10 MS/s	8 MByte	838.86 ms	8 MByte	838.86 ms	132 kByte	9.83 ms	1687.6 ms
Digital I/O: 16 channels	...	1 MByte	104.86 ms	1 MByte	104.86 ms	132 kByte	9.83 ms	219.5 ms
...	...	64 kByte	6.55 ms	64 kByte	6.55 ms	132 kByte	9.83 ms	22.9 ms
D/A: 8 x 16 Bit Channels	10 MS/s	8 MByte	104.86 ms	8 MByte	104.86 ms	132 kByte	1.23 ms	210.9 ms
...	...	1 MByte	13.11 ms	1 MByte	13.11 ms	132 kByte	1.23 ms	27.4 ms
...	...	64 kByte	0.82 ms	64 kByte	0.82 ms	132 kByte	1.23 ms	2.9 ms

Please keep in mind that lowering the output buffer size also means that the risk of a buffer underrun gets higher as less data is buffered on the hardware side. Therefore please be careful with selecting the correct hardware buffer size and do not make it smaller than absolutely necessary.

The above mentioned latency calculations are only an example on how to calculate the time. They're not tested in real life to run continuously with that sampling speed.

```
void* pvBuffer = NULL;
int64  llHWBufSize =  KILO_B(64);
int64  llSWBufSize =  KILO_B(128); // must be an integer multiple of llNotifysize
uint32 dwNotifySize = KILO_B(8);
uint32 dwErr;

// define card mode first
spcm_dwSetParam_i32 (hDrv, SPC_CARDMODE, SPC_REP_STD_SINGLE);

// secondly define the hardware buffer and write it to the hardware
spcm_dwSetParam_i64 (hDrv, SPC_DATA_OUTBUFSIZE, llHWBufSize);
spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_CARD_WRITESETUP);

// and then allocate and setup the software fifo buffer
pvBuffer = pvAllocMemPageAligned ((uint32) llSWBufSize);
spcm_dwDefTransfer_i64 (hDrv, SPCM_BUF_DATA, SPCM_DIR_PCTOCARD, dwNotifySize, pvBuffer, 0, llSWBufSize);

// --> now fill the buffer with initial data (not shown here)

spcm_dwSetParam_i64 (hDrv, SPC_DATA_AVAIL_CARD_LEN, llSWBufSize);

// now that SW-buffer is filled, we start the data transfer (replay itself is not started yet)
// and wait for the data to be transferred.
spcm_dwSetParam_i32 (stCard.hDrv, SPC_TIMEOUT, 1000);
dwErr = spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_DATA_STARTDMA | M2CMD_DATA_WAITDMA);

if (!dwErr)
    {
    // please see FIFO replay examples for further details regarding the complete data transfer ...
    }
```

Data organization

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

Activated Channels	Ch0	Ch1	Ch2	Ch3	Ch4	Ch5	Ch6	Ch7	Samples ordering in buffer memory starting with data offset zero													
1 channel	X								A0	A1	A2	A3	A4	A5	A6	A7	A8	A9	A10	A11	A12	...
Any allowed active channel, as mentioned in the „Channel Selection" section, will lead to a data stream over time.																						
1 channel							X		G0	G1	G2	G3	G4	G5	G6	G7	G8	G9	G10	G11	G12	...
2 channels	X	X							A0	B0	A1	B1	A2	B2	A3	B3	A4	B4	A5	B5	A6	...
Any allowed combination of two channels, as mentioned in the „Channel Selection" section, will lead multiplexed data stream over time with a linear channel ordering. For each sample point in time the samples are multiplexed with the ascending channel number.																						
2 channels			X	X					C0	D0	C1	D1	C2	D2	C3	D3	C4	D4	C5	D5	C6	...
4 channels	X	X	X	X					A0	B0	C0	D0	A1	B1	C1	D1	A2	B2	C2	D2	A3	...
Any allowed combination of two channels, as mentioned in the „Channel Selection" section, will lead multiplexed data stream over time with a linear channel ordering. For each sample point in time the samples are multiplexed with the ascending channel number.																						
4 channels	X		X	X				X	A0	C0	D0	H0	A1	C1	D1	H1	A2	C2	D2	H2	A3	...
8 channels	X	X	X	X	X	X	X	X	A0	B0	C0	D0	E0	F0	G0	H0	A1	B1	C1	D1	E1	F1

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

Sample format

The 16 bit D/A samples are stored in twos complement as a 16 bit signed data word. 16 bit resolution means that data is ranging from -32768…to…+32767.

A channel's samples can contain also information for the synchronous digital output channels, with up to four digital channels combined with the analog sample within one data word. When extracting the digital channels form the data word, the analog data will automatically be shifted upwards on the card, to not loose any gain information. The analog data is still in the same twos complement format.

Data bit	Standard Mode No embedded digital Bit 16 bit DAC resolution	Digital outputs enabled 1 embedded digital Bit 15 bit DAC resolution	Digital outputs enabled 2 embedded digital Bits 14 bit DAC resolution	Digital outputs enabled 3 embedded digital Bits 13 bit DAC resolution	Digital outputs enabled 4 embedded digital Bits 12 bit DAC resolution
D15	DAx Bit 15 (MSB)	Digital „Bit15" of channel x	Digital „Bit15" of channel x	Digital „Bit15" of channel x	Digital „Bit15" of channel x
D14	DAx Bit 14	DAx Bit 15 (MSB)	Digital „Bit14" of channel x	Digital „Bit14" of channel x	Digital „Bit14" of channel x
D13	DAx Bit 13	DAx Bit 14	DAx Bit 15 (MSB)	Digital „Bit13" of channel x	Digital „Bit13" of channel x
D12	DAx Bit 12	DAx Bit 13	DAx Bit 14	DAx Bit 15 (MSB)	Digital „Bit12" of channel x
D11	DAx Bit 11	DAx Bit 12	DAx Bit 13	DAx Bit 14	DAx Bit 15 (MSB)
D10	DAx Bit 10	DAx Bit 11	DAx Bit 12	DAx Bit 13	DAx Bit 14
D9	DAx Bit 9	DAx Bit 10	DAx Bit 11	DAx Bit 12	DAx Bit 13
D8	DAx Bit 8	DAx Bit 9	DAx Bit 10	DAx Bit 11	DAx Bit 12
D7	DAx Bit 7	DAx Bit 8	DAx Bit 9	DAx Bit 10	DAx Bit 11
D6	DAx Bit 6	DAx Bit 7	DAx Bit 8	DAx Bit 9	DAx Bit 10
D5	DAx Bit 5	DAx Bit 6	DAx Bit 7	DAx Bit 8	DAx Bit 9
D4	DAx Bit 4	DAx Bit 5	DAx Bit 6	DAx Bit 7	DAx Bit 8
D3	DAx Bit 3	DAx Bit 4	DAx Bit 5	DAx Bit 6	DAx Bit 7
D2	DAx Bit 2	DAx Bit 3	DAx Bit 4	DAx Bit 5	DAx Bit 6
D1	DAx Bit 1	DAx Bit 2	DAx Bit 3	DAx Bit 4	DAx Bit 5
D0	DAx Bit 0 (LSB)	DAx Bit 1 (LSB)	DAx Bit 2 (LSB)	DAx Bit 3 (LSB)	DAx Bit 4 (LSB)

Hardware data conversion

The data conversion modes allow the conversion of input data in hardware. This is especially usefull when replaying previously recorded data of acquisition cards with either 15 bit, 14 bit or 12 bit resolution. The conversion takes place in hardware and therefore avoids a possible time consuming shift in the user application software.

Register	Value	Direction	Description
SPC_AVAILDATACONVERSION	201401	read	Bitmask, in which all bits of the below mentioned data conversion modes are set, if available.
SPC_DATACONVERSION	201400	read/write	Defines the used global hardware data conversion mode for all channels or reads out the currently selected one.
SPCM_DC_NONE	0h	16 bit input data is assumed and no hardware data conversion will be done.	
SPCM_DC_12BIT_TO_16BIT	4h	12 bit input data is assumed and all samples of all currently active channels will be logically shifted upwards to use the available 16 bit DAC resolution.	
SPCM_DC_13BIT_TO_16BIT	20h	13 bit input data is assumed and all samples of all currently active channels will be logically shifted upwards to use the available 16 bit DAC resolution.	
SPCM_DC_14BIT_TO_16BIT	8h	14 bit input data is assumed and all samples of all currently active channels will be logically shifted upwards to use the available 16 bit DAC resolution.	
SPCM_DC_15BIT_TO_16BIT	10h	15 bit input data is assumed and all samples of all currently active channels will be logically shifted upwards to use the available 16 bit DAC resolution.	

The hardware data conversion shifts the 16bit data words no matter what their content is or what channel they belong to. In case that you would like to replay also some digital data from a previous recording included within the samples, the added width of the digital data would have to be taken into account.

For example when replaying a recording from an M4i.4420 card with one digital bit included, you can either use no data conversion and replay that digital bit through your generators X0, X1, X2 or X3 line by selecting SPCM_DC_NONE for the data conversion and as such treating that sample as 16bit. Additionally you enable the digital output of in this case one bit accordingly as described in the „Multi Purpose I/O Lines“ section later in this manual, which will properly split the analog data and the digital data.

Or in case, that you want to get rid of the recorded digital bits and output only the pure analog data, you would select a data conversion of SPCM_DC_15BIT_TO_16BIT and hence treat this sample as 15bit analog data.

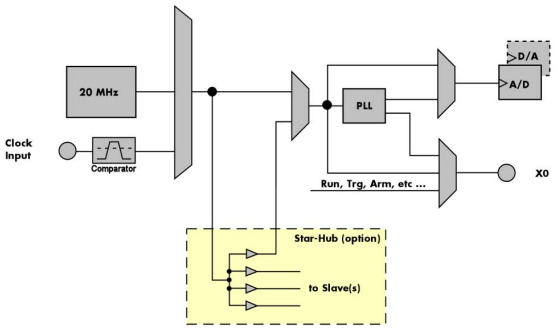
Clock generation

Overview

The Spectrum M2p PCI Express (PCIe) cards offer a wide variety of different clock modes to match all the customers needs. All of the clock modes are described in detail with programming examples in this chapter.

The figure is showing an overview of the complete engine used on all M2p cards for clock generation.

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



Clock Mode Register

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

Register	Value	Direction	Description
SPC_AVAILCLOCKMODES	20201	read	Bitmask, in which all bits of the below mentioned clock modes are set, if available.
SPC_CLOCKMODE	20200	read/write	Defines the used clock mode or reads out the actual selected one.
SPC_CM_INTPLL	1	Enables internal PLL with 20 MHz internal reference for sample clock generation.	
SPC_CM_EXTERNAL	8	Enables external clock input for direct sample clock generation.	
SPC_CM_EXTREFCLOCK	32	Enables internal PLL with external reference for sample clock generation.	

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

The different clock modes

Standard internal sample rate (PLL with internal reference)

This is the easiest and most common way to generate a sample rate with no need for additional external clock signals. The sample rate has a very fine resolution, low jitter and a high accuracy. The on-board oscillator acts as a reference to the internal PLL. The specification is found in the technical data section of this manual.

Direct external clock

Any clock can be fed in that matches the specification of the board. The external clock signal can be used to synchronize the board on a system clock or to feed in an exact matching sample rate.

External reference clock

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

Synchronization Clock (option Star-Hub)

The Star-Hub option allows the synchronization of up to 16 cards of the M2p series from Spectrum with a minimal phase delay between the different cards. The clock is distributed from the master card to all connected cards. As this clock is also available at the PLL input, cards of the same or slower sampling speeds can be synchronized with different sample rates when using the PLL. For details on the synchronization option please take a look at the dedicated chapter in this manual.

Standard internal sampling clock (PLL)

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

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

The user does not have to care about how the desired sampling rate is generated by multiplying and dividing internally. You simply write the desired sample rate to the according register shown in the table below and the driver makes all the necessary calculations. If you want to

make sure the sample rate has been set correctly you can also read out the register and the driver will give you back the sampling rate that is matching your desired one best.

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

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

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

Example on writing and reading internal sampling rate

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

Maximum and minimum internal sampling rate

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

Oversampling

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

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

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

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

Direct external clock

An external clock can be fed in on the external clock connector of the board. This can be any clock, that matches the specification of the card. The external clock signal can be used to synchronize the card on a system clock or to feed in an exact matching sampling rate.

Register			
SPC_CLOCKMODE	20200	read/write	Defines the used clock mode
SPC_CM_EXTERNAL	8	Enables external clock input for direct sample clock generation	

The maximum values for the external clock is board dependant and shown in the technical data section.

Termination of the clock input

If the external connector is used as an input, either for feeding in an external reference clock or for external clocking you can enable a 50 Ohm termination on the board. If the termination is disabled, the impedance is high. Please make sure that your source is capable of driving that current and that it still fulfills the clock input specification as given in the technical data section.

Register	Value	Direction	Description
SPC_CLOCK50OHM	20120	read/write	A „1" enables the 50 Ohm termination at the external clock connector.

Clock threshold level

The external clock input of the M2p cards allows to set a threshold level in the range of ± 5V to adopt the input to different logic standards (such as 1.5V LVTTL, 3.3V LVTTL, 5VTTL etc) as well as to allow to detect an externally AC-coupled clock by setting the level to 0 mV.

The threshold levels for the external clock is to be programmed in mV:

Register	Value	Direction	Description	Range
SPC_CLOCK_AVAILTHRESHOLD_MIN	42423	read	returns the minimum clock threshold level to be programmed in mV	
SPC_CLOCK_AVAILTHRESHOLD_MAX	42424	read	returns the maximum clock threshold level to be programmed in mV	
SPC_CLOCK_AVAILTHRESHOLD_STEP	42425	read	returns the step size of clock threshold level to be programmed in mV	
SPC_CLOCK_THRESHOLD	42410	read/write	Threshold level for clock input	-5000 mV to +5000 mV

Example for setting the external clock threshold level:

```
spcm_dwSetParam_i32 (hDrv, SPC_CLOCK_THRESHOLD, 1500); // set threshold to 1.5V, suitable for 3.3V LVCMOS clock
```

As the digital bandwidth filter of the M2p.591x cards does require the generation of a higher internal ADC sample rate, it is not available when using direct external clocking (clock mode SPC_CM_EXTERNAL). Please see the „Setting up the inputs“ chapter for details on the digital bandwidth filter for these cards.

External reference clock

If you have an external clock generator with a extremely stable frequency, you can use it as a reference clock. You can connect it to the external clock connector and the PLL will be fed with this clock instead of the internal reference. The following table shows how to enable the reference clock mode:

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

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

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

Example of reference clock:

```
spcm_dwSetParam_i32 (hDrv, SPC_CLOCKMODE, SPC_CM_EXTREFCLOCK);   // Set to reference clock mode
spcm_dwSetParam_i32 (hDrv, SPC_REFERENCECLOCK, 10000000);        // Reference clock that is fed in is 10 MHz
spcm_dwSetParam_i32 (hDrv, SPC_SAMPLERATE,     25000000);        // We want to have 25 MHz as sampling rate
```

The reference clock must be defined via the SPC_REFERENCECLOCK register prior to defining the sample rate via the SPC_SAMPLERATE register to allow the driver to calculate the proper clock settings correctly.

Termination of the clock input

If the external connector is used as an input, either for feeding in an external reference clock or for external clocking you can enable a 50 Ohm termination on the board. If the termination is disabled, the impedance is high. Please make sure that your source is capable of driving that current and that it still fulfills the clock input specification as given in the technical data section.

Register	Value	Direction	Description
SPC_CLOCK50OHM	20120	read/write	A „1“ enables the 50 Ohm termination at the external clock connector. Only possible, when using the external connector as an input.

Clock threshold level

The external clock input of the M2p cards allows to set a threshold level in the range of ± 5V to adopt the input to different logic standards (such as 1.5V LVTTL, 3.3V LVTTL, 5VTTL etc) as well as to allow to detect an externally AC-coupled clock by setting the level to 0 mV.

The threshold levels for the external clock is to be programmed in mV:

Register	Value	Direction	Description	Range
SPC_CLOCK_AVAILTHRESHOLD_MIN	42423	read	returns the minimum clock threshold level to be programmed in mV	
SPC_CLOCK_AVAILTHRESHOLD_MAX	42424	read	returns the maximum clock threshold level to be programmed in mV	
SPC_CLOCK_AVAILTHRESHOLD_STEP	42425	read	returns the step size of clock threshold level to be programmed in mV	
SPC_CLOCK_THRESHOLD	42410	read/write	Threshold level for clock input	-5000 mV to +5000 mV

Example for setting the external clock threshold level:

```
spcm_dwSetParam_i32 (hDrv, SPC_CLOCK_THRESHOLD, 1500); // set threshold to 1.5V, suitable for 3.3V LVCMOS clock
```

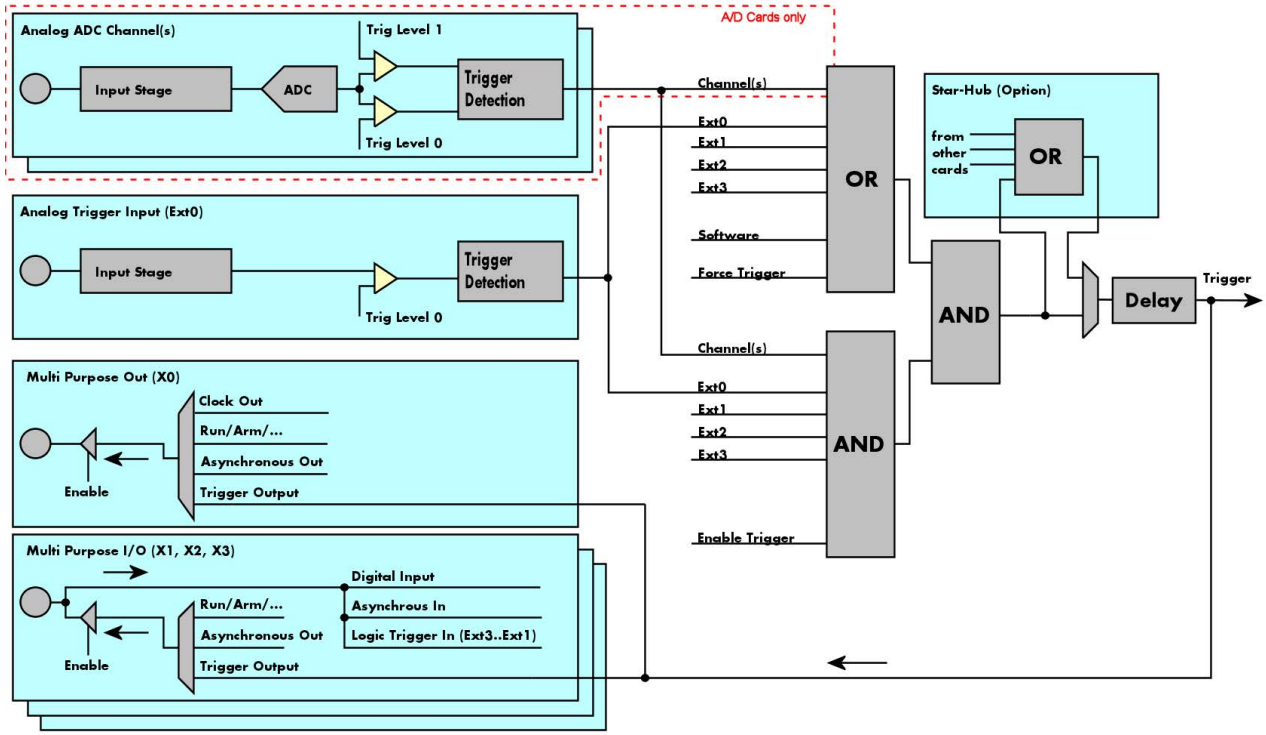
Trigger modes and appendant registers

General Description

The trigger modes of the Spectrum M2p series A/D and D/A cards are very extensive and give you the possibility to detect nearly any trigger event you can think of.

You can choose between various external trigger modes as well as internal trigger modes (on analog acquisition cards) including software and channel trigger, depending on your type of board. Many of the channel trigger modes can be independently set for each input channel (on A/D boards only) resulting in a even bigger variety of modes. This chapter is about to explain all of the different trigger modes and setting up the card's registers for the desired mode.

Trigger Engine Overview



The trigger engine of the M2p card series allows to combine several different trigger sources with OR and AND combination, with a trigger delay or even with an OR combination across several cards when using the Star-Hub option. The above drawing gives a complete overview of the trigger engine and shows all possible features that are available.

On A/D cards each analog input channel has two trigger level comparators to detect edges as well as windowed triggers. All card types have also different external external trigger sources. One main trigger source (Ext0) with one analog level comparator. Additionally three multi purpose inputs/outputscan be used as additional logic (TTL) trigger sources as well. These lines can also be software programmed to either inputs or outputs some extended status signals. Additionally one pure multi purpose output is also available for clock and status output.

The Enable trigger allows the user to enable or disable all trigger sources (including channel trigger on A/D cards and external trigger) with a single software command. The enable trigger command will not work on force trigger.

When the card is waiting for a trigger event, either a channel trigger or an external trigger the force trigger command allows to force a trigger event with a single software command. The force trigger overrides the enable trigger command.

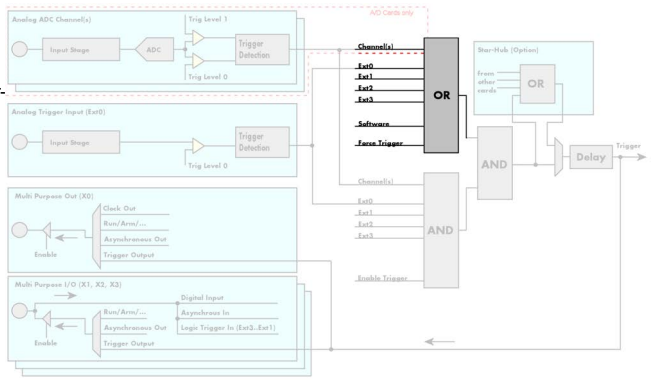
Before the trigger event is finally generated, it is wired through a programmable trigger delay. This trigger delay will also work when used in a synchronized system thus allowing each card to individually delay its trigger recognition.

Trigger masks

Trigger OR mask

The purpose of this passage is to explain the trigger OR mask (see left figure) and all the appendant software registers in detail.

The OR mask shown in the overview before as one object, is separated into two parts: a general OR mask for main external trigger (external analog window trigger), the secondary external trigger (external analog comparator trigger, the various PXI triggers (available on M4x PXIe cards only) and software trigger and a channel OR mask.

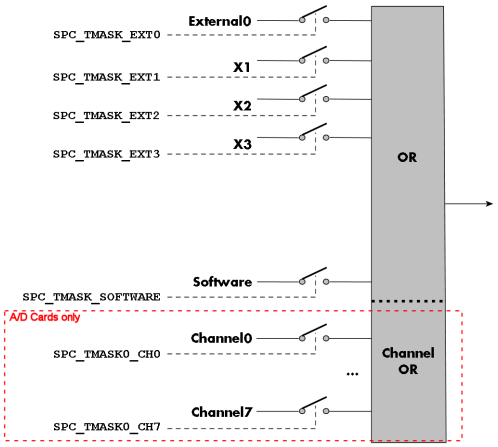


Every trigger source of the M2p series cards is wired to one of the above mentioned OR masks. The user then can program which trigger source will be recognized, and which one won't.

This selection for the general mask is realized with the SPC_TRIG_ORMASK register in combination with constants for every possible trigger source.

This selection for the channel mask (A/D cards only) is realized with the SPC_TRIG_CH_ORMASK0 register in combination with constants for every possible channel trigger source.

In either case the sources are coded as a bitfield, so that they can be combined by one access to the driver with the help of a bitwise OR.



The table below shows the relating register for the general OR mask and the possible constants that can be written to it.

Register	Value	Direction	Description
SPC_TRIG_AVAILORMASK	40400	read	Bitmask, in which all bits of the below mentioned sources for the OR mask are set, if available.
SPC_TRIG_ORMASK	40410	read/write	Defines the events included within the trigger OR mask of the card.
SPC_TMASK_NONE	0h	No trigger source selected	
SPC_TMASK_SOFTWARE	1h	Enables the software trigger for the OR mask. The card will trigger immediately after start.	
SPC_TMASK_EXT0	2h	Enables the external (analog) trigger 0 for the OR mask. The card will trigger if the programmed condition for this input is valid.	
SPC_TMASK_EXT1	4h	Enables the X1 (logic) trigger for the OR mask. The card will trigger if the programmed condition for this input is valid.	
SPC_TMASK_EXT2	8h	Enables the X2 (logic) trigger for the OR mask. The card will trigger if the programmed condition for this input is valid.	
SPC_TMASK_EXT3	10h	Enables the X3 (logic) trigger for the OR mask. The card will trigger if the programmed condition for this input is valid.	

Please note that as default the SPC_TRIG_ORMASK is set to SPC_TMASK_SOFTWARE. When not using any trigger mode requiring values in the SPC_TRIG_ORMASK register, this mask should explicitely cleared, as otherwise the software trigger will override other modes.

The following example shows, how to setup the OR mask, for the two external trigger inputs, ORing them together. When using just a single trigger, only this particular trigger must be used in the OR mask register, respectively. As an example a simple edge detection has been chosen for Ext1 input and a window edge detection has been chosen for Ext0 input. The explanation and a detailed description of the different trigger modes for the external trigger inputs will be shown in the dedicated passage within this chapter.

```
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_EXT0_LEVEL0, 1800);      // External trigger level set to 1.8 V
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_EXT0_MODE, SPC_TM_POS);  // Setting up to detect positive edges

spcm_dwSetParam_i32 (hDrv, SPC_TRIG_EXT1_MODE, SPC_TM_NEG);  // Setting up X1 logic trigger for falling edges

// Enable both external triggers within the OR mask, by ORing the mask flags together
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_ORMASK, SPC_TMASK_EXT1 | SPC_TMASK_EXT0);
```

The table below is showing the registers for the channel OR mask (A/D cards only) and the possible constants that can be written to it.

Register	Value	Direction	Description
SPC_TRIG_CH_AVAILORMASK0	40450	read	Bitmask, in which all bits of the below mentioned sources/channels (0…7) for the channel OR mask are set, if available.
SPC_TRIG_CH_ORMASK0	40460	read/write	Includes the analog channels (0…7) within the channel trigger OR mask of the card.
SPC_TMASK0_CH0	00000001h	Enables channel0 for recognition within the channel OR mask.	
SPC_TMASK0_CH1	00000002h	Enables channel1 for recognition within the channel OR mask.	
SPC_TMASK0_CH2	00000004h	Enables channel2 for recognition within the channel OR mask.	
SPC_TMASK0_CH3	00000008h	Enables channel3 for recognition within the channel OR mask.	
SPC_TMASK0_CH4	00000010h	Enables channel4 for recognition within the channel OR mask.	
SPC_TMASK0_CH5	00000020h	Enables channel5 for recognition within the channel OR mask.	
SPC_TMASK0_CH6	00000040h	Enables channel6 for recognition within the channel OR mask.	
SPC_TMASK0_CH7	00000080h	Enables channel7 for recognition within the channel OR mask.	

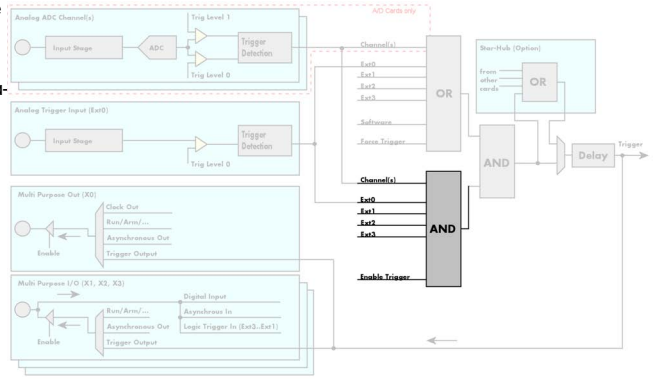
The following example shows, how to setup the OR mask for channel trigger. As an example a simple edge detection has been chosen. The explanation and a detailed description of the different trigger modes for the channel trigger modes will be shown in the dedicated passage within this chapter.

```
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_ORMASK, SPC_TMASK_NONE);     // disable default software trigger
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_CH_ORMASK0, SPC_TMASK_CH0); // Enable channel0 trigger within the OR mask
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_CH0_LEVEL0, 0);             // Trigger level is zero crossing
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_CH0_MODE, SPC_TM_POS);      // Setting up channel trigger for rising edges
```

Trigger AND mask

The purpose of this passage is to explain the trigger AND mask (see left figure) and all the appendant software registers in detail.

The AND mask shown in the overview before as one object, is separated into two parts: a general AND mask for external trigger and software trigger and a channel AND mask.

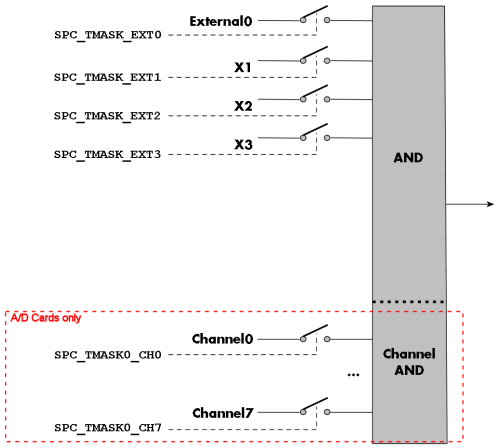


Every trigger source of the M2p series cards except the software trigger is wired to one of the above mentioned AND masks. The user then can program which trigger source will be recognized, and which one won't.

This selection for the general mask is realized with the SPC_TRIG_ANDMASK register in combination with constants for every possible trigger source.

This selection for the channel mask (A/D cards only) is realized with the SPC_TRIG_CH_ANDMASK0 register in combination with constants for every possible channel trigger source.

In either case the sources are coded as a bitfield, so that they can be combined by one access to the driver with the help of a bitwise OR.



The table below shows the relating register for the general AND mask and the possible constants that can be written to it.

Register	Value	Direction	Description
SPC_TRIG_AVAILANDMASK	40420	read	Bitmask, in which all bits of the below mentioned sources for the AND mask are set, if available.
SPC_TRIG_ANDMASK	40430	read/write	Defines the events included within the trigger AND mask of the card.
SPC_TMASK_NONE	0	No trigger source selected	
SPC_TMASK_EXT0	2h	Enables the external (analog) trigger 0 for the AND mask. The card will trigger if the programmed condition for this input is valid.	
SPC_TMASK_EXT1	4h	Enables the X1 (logic) trigger for the AND mask. The card will trigger if the programmed condition for this input is valid.	
SPC_TMASK_EXT2	8h	Enables the X2 (logic) trigger for the AND mask. The card will trigger if the programmed condition for this input is valid.	
SPC_TMASK_EXT3	10h	Enables the X3 (logic) trigger for the AND mask. The card will trigger if the programmed condition for this input is valid.	

The following example shows, how to setup the AND mask, for an external trigger. As an example a simple high level detection has been chosen. When multiple external triggers shall be combined by AND, both of the external sources must be included in the AND mask register, similar to the OR mask example shown before. The explanation and a detailed description of the different trigger modes for the external trigger inputs will be shown in the dedicated passage within this chapter.

```
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_ORMASK, SPC_TMASK_NONE);    // disable default software trigger
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_ANDMASK, SPC_TMASK_EXT0); // Enable external trigger within the AND mask
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_EXT0_LEVEL0, 2000);       // Trigger level is 2.0 V (2000 mV)
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_EXT0_MODE, SPC_TM_HIGH);  // Setting up external trigger for HIGH level
```

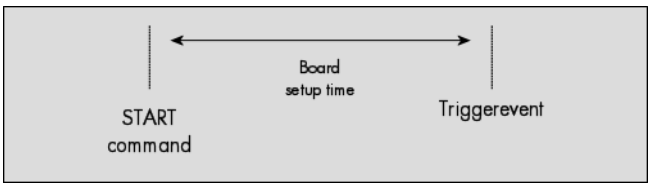
The table below is showing the constants for the channel AND mask (A/D cards only) and all the constants for the different channels.

Register	Value	Direction	Description
SPC_TRIG_CH_AVAILANDASK0	40470	read	Bitmask, in which all bits of the below mentioned sources/channels (0…7) for the channel AND mask are set, if available.
SPC_TRIG_CH_ANDMASK0	40480	read/write	Includes the analog or digital channels (0…7) within the channel trigger AND mask of the card.
SPC_TMASK0_CH0	00000001h	Enables channel0 for recognition within the channel OR mask.	
SPC_TMASK0_CH1	00000002h	Enables channel1 for recognition within the channel OR mask.	
SPC_TMASK0_CH2	00000004h	Enables channel2 for recognition within the channel OR mask.	
SPC_TMASK0_CH3	00000008h	Enables channel3 for recognition within the channel OR mask.	
SPC_TMASK0_CH4	00000010h	Enables channel4 for recognition within the channel OR mask.	
SPC_TMASK0_CH5	00000020h	Enables channel5 for recognition within the channel OR mask.	
SPC_TMASK0_CH6	00000040h	Enables channel6 for recognition within the channel OR mask.	
SPC_TMASK0_CH7	00000080h	Enables channel7 for recognition within the channel OR mask.	

The following example shows, how to setup the AND mask for a channel trigger. As an example a simple level detection has been chosen. The explanation and a detailed description of the different trigger modes for the channel trigger modes will be shown in the dedicated passage within this chapter.

```
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_ORMASK, SPC_TMASK_NONE);    // disable default software trigger
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_CH_ANDMASK0, SPC_TMASK_CH0);// Enable channel0 trigger within AND mask
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_CH0_LEVEL0, 0);             // channel level to detect is zero level
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_CH0_MODE, SPC_TM_HIGH);     // Setting up ch0 trigger for HIGH levels
```

Software trigger



The software trigger is the easiest way of triggering any Spectrum board. The acquisition or replay of data will start immediately after the card is started and the trigger engine is armed. The resulting delay upon start includes the time the board needs for its setup and the time for recording the pre-trigger area (for acquisition cards).
For enabling the software trigger one simply has to include the software event within the trigger OR mask, as the following table is showing:

Register	Value	Direction	Description
SPC_TRIG_ORMASK	40410	read/write	Defines the events included within the trigger OR mask of the card.
SPC_TMASK_SOFTWARE	1h	Sets the trigger mode to software, so that the recording/replay starts immediately.	

Example for setting up the software trigger:

```
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_ORMASK, SPC_TMASK_SOFTWARE); // Internal software trigger mode is used
```

Force- and Enable trigger

In addition to the software trigger (free run) it is also possible to force a trigger event by software while the board is waiting for a real physical trigger event. The forcetrigger command will only have any effect, when the board is waiting for a trigger event. The command for forcing a trigger event is shown in the table below.

Issuing the forcetrigger command will every time only generate one trigger event. If for example using Multiple Recording that will result in only one segment being acquired by forcetrigger. After execution of the forcetrigger command the trigger engine will fall back to the trigger mode that was originally programmed and will again wait for a trigger event.

Register	Value	Direction	Description
SPC_M2CMD	100	write	Command register of the M2i/M3i/M4i/M4x/M2p series cards.
M2CMD_CARD_FORCETRIGGER	10h		Forces a trigger event if the hardware is still waiting for a trigger event.

The example shows, how to use the forcetrigger command:

```
spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_CARD_FORCETRIGGER); // Force trigger is used.
```

It is also possible to enable (arm) or disable (disarm) the card's whole triggerengine by software. By default the trigger engine is disabled.

Register	Value	Direction	Description
SPC_M2CMD	100	write	Command register of the M2i/M3i/M4i/M4x/M2p series cards.
M2CMD_CARD_ENABLETRIGGER	8h		Enables the trigger engine. Any trigger event will now be recognized.
M2CMD_CARD_DISABLETRIGGER	20h		Disables the trigger engine. No trigger events will be recognized, except force trigger.

The example shows, how to arm and disarm the card's trigger engine properly:

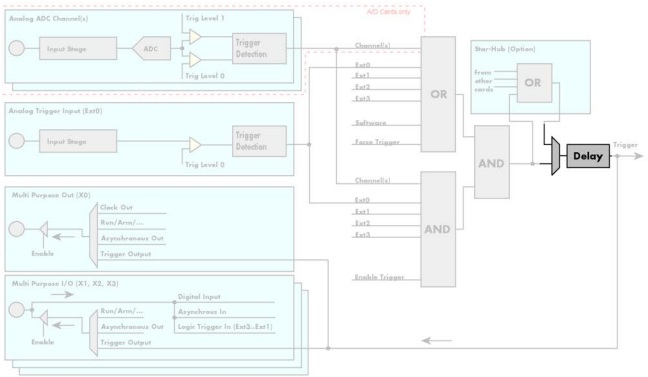
```
spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_CARD_ENABLETRIGGER);  // Trigger engine is armed.
...
spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_CARD_DISABLETRIGGER); // Trigger engine is disarmed.
```

Trigger delay

All of the Spectrum M2p series cards allow the user to program an additional trigger delay. As shown in the trigger overview section, this delay is the last element in the trigger chain. Therefore the user does not have to care for the sources when programming the trigger delay.

As shown in the overview the trigger delay is located after the star-hub connection meaning that every M2p card being synchronized can still have its own trigger delay programmed. The Star-Hub will combine the original trigger events before the result is being delayed.

The delay is programmed in samples. The resulting time delay will therefore be [Programmed Delay] / [Sampling Rate].



The following table shows the related register and the possible values. A value of 0 disables the trigger delay.

Register	Value	Direction	Description
SPC_TRIG_AVAILDELAY	40800	read	Contains the maximum available delay as a decimal integer value.
SPC_TRIG_DELAY	40810	read/write	Defines the delay for the detected trigger events.
0			No additional delay will be added. The resulting internal delay is mentioned in the technical data section.
1…[4G -1] in steps of 1 (16 bit cards)			Defines the additional trigger delay in number of sample clocks. The trigger delay can be programmed up to (4 GSamples - 1) = 4294967295. The stepsize is 1 samples for 16 bit cards.

The example shows, how to use the trigger delay command:

```
spcm_dwSetParam_i64 (hDrv, SPC_TRIG_DELAY, 2000); // A detected trigger event will be
                                                  // delayed for 2000 sample clocks.
```

Using the delay trigger does not affect the ratio between pre trigger and post trigger recorded number of samples, but only shifts the trigger event itself. For changing these values, please take a look in the relating chapter about „Acquisition Modes".

Trigger holdoff

All the cards of the Spectrum M2p series allow the user to program a trigger holdoff time when using one of the segmented acquisition or generation modes, such as Multiple Recording/Multiple Replay, ABA Mode (acquisition cards only) or Gated Sampling/Gated Replay. This can be useful when observing and analyzing certain signals that are packetized or bursty in nature.

Using a trigger holdoff will result in an artificially inserted dead-time after each posttrigger area, in which the trigger engine will reject all detected trigger events. The holdoff value is programmed in samples and the resulting holdoff time will therefore be [Programmed Delay] / [Sampling Rate].

The following table shows the related register and the possible values. A value of 0 disables the trigger holdoff.

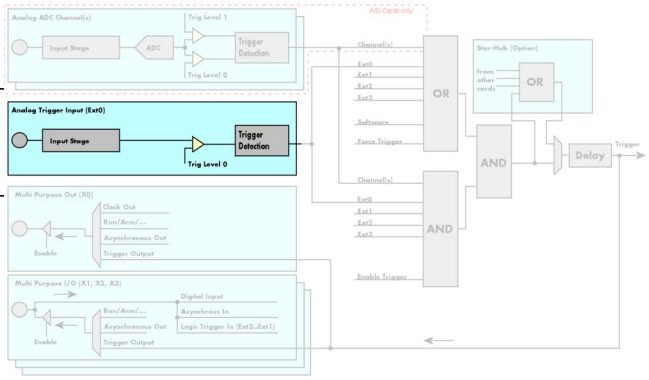
Register	Value	Direction	Description
SPC_TRIG_AVAILHOLDOFF	40802	read	Contains the maximum available holdoff as a decimal integer value.
SPC_TRIG_HOLDOFF	40811	read/write	Defines the trigger holdoff for the card's trigger engine for segmented modes (Multi, ABA, Gate).
0			No additional holdoff will be added.
1…[4G -1] in steps of 1 (16 bit cards)			Defines the trigger holdoff in number of sample clocks. The trigger holdoff can be programmed up to (4 GSamples - 1) = 4294967295. The stepsize is 1 samples for 16 bit cards.

The example shows, how to use the trigger holdoff command:

```
spcm_dwSetParam_i64 (hDrv, SPC_TRIG_HOLDOFF, 2000); // A trigger holdoff is set to 2000
```

Main analog external trigger (Ext0)

The M2p series has one primary external trigger input consisting of an input stage with programmable either 5 kOhm or 50 Ohm input termination and one comparator that can be programmed in the range of ±5000 mV. Using a comparators offers a wide range of different logic levels for the available trigger modes that are support like edge, level.



The external analog trigger can be easily combined with channel trigger or with the additional logic triggersvia the multi-purpose I/O lines, when being programmed as an additional external trigger input. The programming of the masks is shown in the chapters above.

Trigger Mode

Please find the main external (analog) trigger input modes below. A detailed description of the modes follows in the next chapters..

Register	Value	Direction	Description
SPC_TRIG_EXT0_AVAILMODES	40500	read	Bitmask showing all available trigger modes for external 0 (Ext0) = main analog trigger input
SPC_TRIG_EXT0_MODE	40510	read/write	Defines the external trigger mode for the external MMCX connector trigger input. The trigger need to be added to either OR or AND mask input to be activated.
SPC_TM_NONE	00000000h	Channel is not used for trigger detection. This is as with the trigger masks another possibility for disabling channels.	
SPC_TM_POS	00000001h	Trigger detection for positive edges (crossing level 0 from below to above)	
SPC_TM_NEG	00000002h	Trigger detection for negative edges (crossing level 0 from above to below)	
SPC_TM_BOTH	00000004h	Trigger detection for positive and negative edges (any crossing of level 0)	
SPC_TM_HIGH	00000008h	Trigger detection for HIGH levels (signal above level 0)	
SPC_TM_LOW	00000010h	Trigger detection for LOW levels (signal below level 0)	
SPC_TM_POS | SPC_TM_PW_GREATER	4000001h	Sets the trigger mode for external trigger to detect HIGH pulses that are longer than a programmed pulsewidth.	
SPC_TM_POS | SPC_TM_PW_SMALLER	2000001h	Sets the trigger mode for external trigger to detect HIGH pulses that are shorter than a programmed pulsewidth.	
SPC_TM_NEG | SPC_TM_PW_GREATER	4000002h	Sets the trigger mode for external trigger to detect LOW pulses that are longer than a programmed pulsewidth.	
SPC_TM_NEG | SPC_TM_PW_SMALLER	2000002h	Sets the trigger mode for external trigger to detect LOW pulses that are shorter than a programmed pulsewidth.	

For all external edge and level trigger modes, the OR mask must contain the corresponding input, as the following table shows:

Register	Value	Direction	Description
SPC_TRIG_ORMASK	40410	read/write	Defines the OR mask for the different trigger sources.
SPC_TMASK_EXT1	4h	Enable secondary external trigger input for the OR mask	

Trigger Input Termination

The external trigger input is a high impedance input with 5 kOhm termination against GND. It is possible to program a 50 Ohm termination by software to terminate fast trigger signals correctly. If you enable the termination, please make sure, that your trigger source is capable to deliver the needed current. Please check carefully whether the source is able to fulfill the trigger input specification given in the technical data section.

Register	Value	Direction	Description
SPC_TRIG_TERM	40110	read/write	A „1“ sets the 50 Ohm termination for external trigger signals. A „0“ sets the high impedance termination

Please note that the signal levels will drop by 50% if using the 50 Ohm termination and your source also has 50 Ohm output impedance (both terminatiors will then work as a 1:2 divider). In that case it will be necessary to reprogram the trigger levels to match the new signal levels. In case of problems receiving a trigger please check the signal level of your source while connected to the terminated input.

Trigger level

All of the external (analog) trigger modes listed above require a trigger level to be set (except SPC_TM_NONE of course). The meaning of the trigger levels is depending on the selected mode and can be found in the detailed trigger mode description that follows.

Trigger level for the external (analog) trigger is to be programmed in mV:

Register	Value	Direction	Description	Range
SPC_TRIG_EXT_AVAIL0_MIN	42340	read	returns the minimum trigger level to be programmed in mV	
SPC_TRIG_EXT_AVAIL0_MAX	42341	read	returns the maximum trigger level to be programmed in mV	
SPC_TRIG_EXT_AVAIL0_STEP	42342	read	returns the step size of trigger level to be programmed in mV	
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Trigger level 0 for external trigger Ext0	-5000 mV to +5000 mV

Detailed description of the external analog trigger modes

For all external analog trigger modes shown below, either the OR mask or the AND must contain the external trigger to activate the external input as trigger source:.

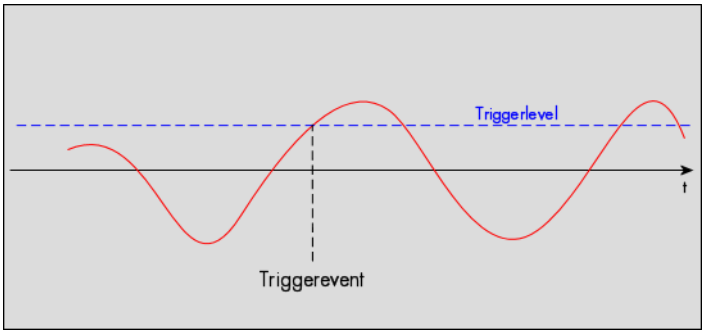
Register	Value	Direction	Description
SPC_TRIG_ORMASK	40410	read/write	Defines the events included within the trigger OR mask of the card.
SPC_TRIG_ANDMASK	40430	read/write	Defines the events included within the trigger AND mask of the card.
SPC_TMASK_EXT0	2h	Enables the main external (analog) trigger 0 for the mask.	

The following pages explain the available modes in detail.

Trigger on positive edge

The trigger input is continuously sampled with the selected sample rate. If the programmed trigger level is crossed by the trigger signal from lower values to higher values (rising edge) then the trigger event will be detected.

This edge triggered external trigger mode correspond to the trigger possibilities of usual oscilloscopes.

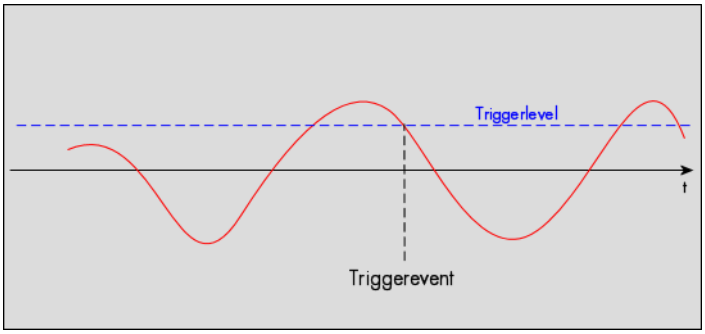


Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_POS	1h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Set it to the desired trigger level in mV	mV

Trigger on negative edge

The trigger input is continuously sampled with the selected sample rate. If the programmed trigger level is crossed by the trigger signal from higher values to lower values (falling edge) then the trigger event will be detected.

This edge triggered external trigger mode correspond to the trigger possibilities of usual oscilloscopes.

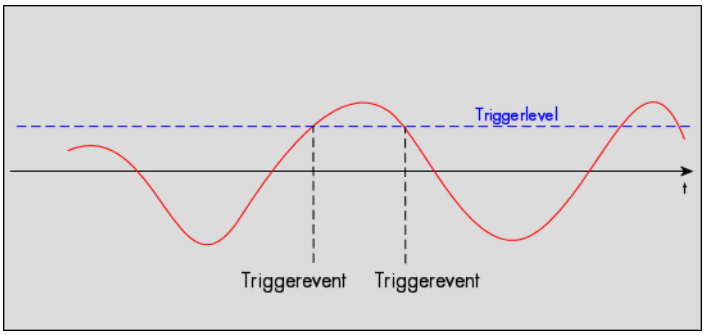


Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_NEG	2h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Set it to the desired trigger level in mV	mV

Trigger on positive and negative edge

The trigger input is continuously sampled with the selected sample rate. If the programmed trigger level is crossed by the trigger signal (either rising or falling edge) the trigger event will be detected.

This edge triggered external trigger mode correspond to the trigger possibilities of usual oscilloscopes.

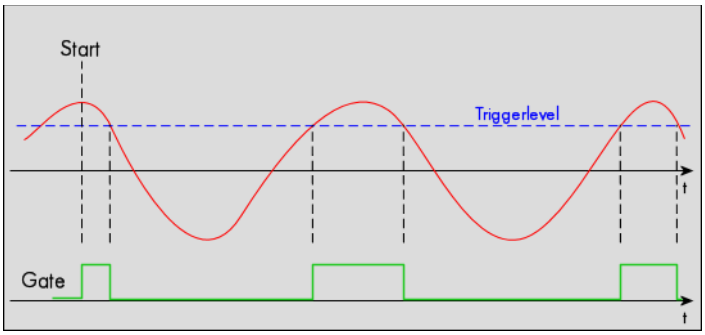


Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_BOTH	4h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Set it to the desired trigger level in mV	mV

High level trigger

This trigger mode will generate an internal gate signal that can be useful in conjunction with a second trigger mode to gate that second trigger. If using this mode as a single trigger source the card will detect a trigger event at the time when entering the high level (acting like positive edge trigger) or if the trigger signal is already above the programmed level at the start it will immediately detect a trigger event.

The trigger input is continuously sampled with the selected sample rate. The trigger event will be detected if the trigger input is above the programmed trigger level.

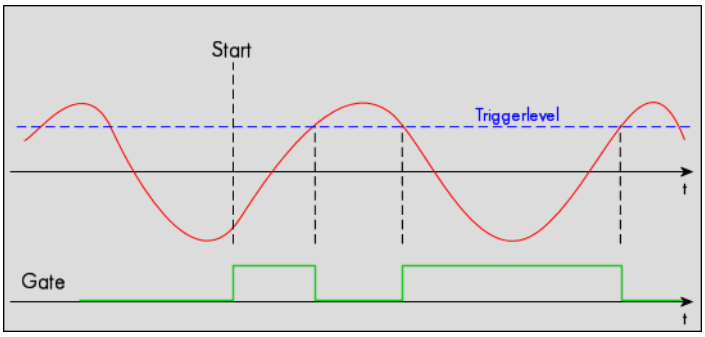


Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_HIGH	00000008h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Set it to the upper trigger level in mV	mV

Low level trigger

This trigger mode will generate an internal gate signal that can be useful in conjunction with a second trigger mode to gate that second trigger. If using this mode as a single trigger source the card will detect a trigger event at the time when entering the low level (acting like negative edge trigger) or if the trigger signal is already above the programmed level at the start it will immediately detect a trigger event.

The trigger input is continuously sampled with the selected sample rate. The trigger event will be detected if the trigger input is below the programmed trigger level.

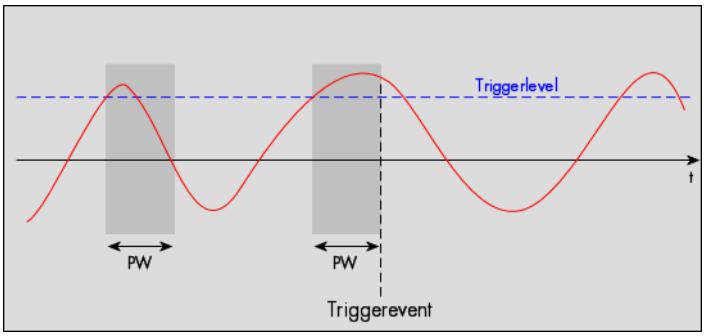


Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_LOW	00000010h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Set it to the upper trigger level in mV	mV

Pulsewidth trigger for long positive pulses

The analog input is continuously sampled with the selected sample rate. If the programmed trigger level is crossed by the channel's signal from lower to higher values (rising edge) the pulsewidth counter is started. If the signal crosses the trigger level again in the opposite direction within the the programmed pulsewidth time, no trigger will be detected. If the pulsewidth counter reaches the programmed amount of samples, without the signal crossing the trigger level in the opposite direction, the triggerevent will be detected.

The pulsewidth trigger modes for long pulses can be used to prevent the board from triggering on wrong (short) edges in noisy signals.

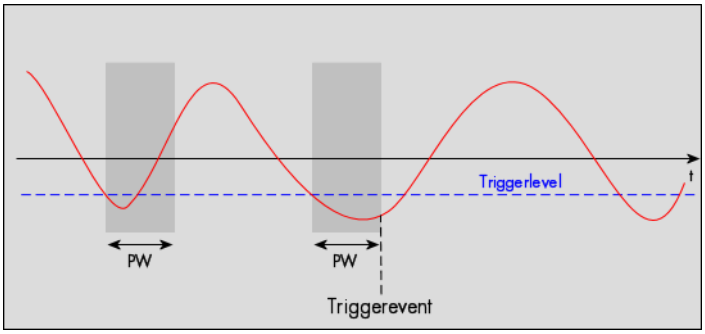


Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_POS | SPC_TM_PW_GREATER	04000001h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Set it to the desired trigger level in mV	mV
SPC_TRIG_EXT0_PULSEWIDTH	44210	read/write	Sets the pulsewidth in samples. Values from 2 to [4G -1] are allowed.	2 to [4G -1]

Pulsewidth trigger for long negative pulses

The analog input is continuously sampled with the selected sample rate. If the programmed trigger level is crossed by the channel's signal from higher to lower values (falling edge) the pulsewidth counter is started. If the signal crosses the trigger level again in the opposite direction within the the programmed pulsewidth time, no trigger will be detected. If the pulsewidth counter reaches the programmed amount of samples, without the signal crossing the trigger level in the opposite direction, the triggerevent will be detected.

The pulsewidth trigger modes for long pulses can be used to prevent the board from triggering on wrong (short) edges in noisy signals.

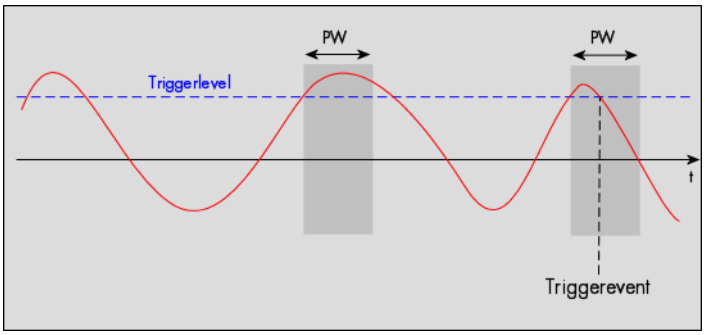


Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_NEG | SPC_TM_PW_GREATER	04000002h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Set it to the desired trigger level in mV	mV
SPC_TRIG_EXT0_PULSEWIDTH	44210	read/write	Sets the pulsewidth in samples. Values from 2 to [4G -1] are allowed.	2 to [4G -1]

Pulsewidth trigger for short positive pulses

The analog input is continuously sampled with the selected sample rate. If the programmed trigger level is crossed by the channel's signal from lower to higher values (rising edge) the pulsewidth counter is started. If the pulsewidth counter reaches the programmed amount of samples, no trigger will be detected.

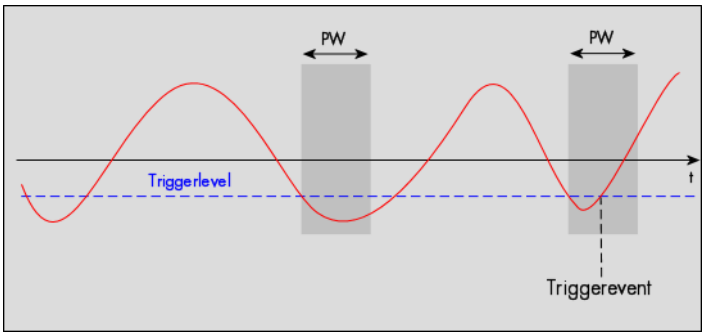
If the signal does cross the trigger level again within the the programmed pulsewidth time, a triggerevent will be detected.



Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_POS | SPC_TM_PW_SMALLER	02000001h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Set it to the desired trigger level in mV	mV
SPC_TRIG_EXT0_PULSEWIDTH	44210	read/write	Sets the pulsewidth in samples. Values from 2 to [4G -1] are allowed.	2 to [4G -1]

Pulsewidth trigger for short negative pulses

The analog input is continuously sampled with the selected sample rate. If the programmed trigger level is crossed by the channel's signal from higher to lower values (falling edge) the pulsewidth counter is started. If the pulsewidth counter reaches the programmed amount of samples, no trigger will be detected.
If the signal does cross the trigger level again within the the programmed pulsewidth time, a triggerevent will be detected.



Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_NEG | SPC_TM_PW_SMALLER	02000002h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Set it to the desired trigger level in mV	mV
SPC_TRIG_EXT0_PULSEWIDTH	44210	read/write	Sets the pulsewidth in samples. Values from 2 to [4G -1] are allowed.	2 to [4G -1]

To find out what maximum pulsewidth (in samples) is available, please read out the register shown in the table below:

Register	Value	Direction	Description
SPC_TRIG_EXT_AVAILPULSEWIDTH	44201	read	Contains the maximum possible value for the external trigger pulsewidth counter. Valid for all of the external trigger sources.

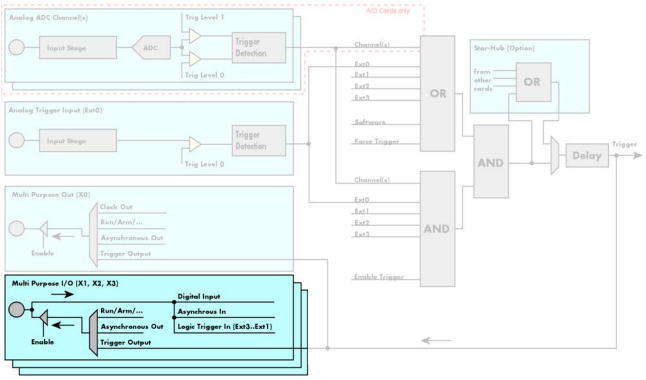
The following example shows, how to setup the card for using pulse width trigger on EXT0 trigger input:

```
// Setting up external X0 TTL trigger to detect low pulses that are below 1500 mV longer than 50 samples ...
spcm_dwSetParam_i32 (hDrv,SPC_TRIG_EXT0_LEVEL0,                        1500);
spcm_dwSetParam_i32 (hDrv,SPC_TRIG_EXT0_MODE, SPC_TM_NEG | SPC_TM_PW_GREATER);
spcm_dwSetParam_i64 (hDrv, SPC_TRIG_EXT1_PULSEWIDTH ,                    50);
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_ORMASK,                 SPC_TMASK_EXT1); // ... and enable it in OR mask
```

External logic trigger (X1, X2, X3)

The three multi purpose I/O lines of the M2p series can be set up as additional logic (TTL) triggers.

The external logic triggers can be easily combined with the external analog trigger as well as the channel trigger.The programming of the masks is shown in the chapters above.



Trigger Mode

Please find the main external (analog) trigger input modes below. A detailed description of the modes follows in the next chapters..

Register	Value	Direction	Description
SPC_TRIG_EXT1_AVAILMODES	40501	read	Bitmask showing all available trigger modes for external 1 (X1) = logic trigger input
SPC_TRIG_EXT2_AVAILMODES	40502	read	Bitmask showing all available trigger modes for external 2 (X2) = logic trigger input
SPC_TRIG_EXT3_AVAILMODES	40503	read	Bitmask showing all available trigger modes for external 3 (X3) = logic trigger input
SPC_TRIG_EXT1_MODE	40511	read/write	Defines the external trigger mode for the external MMCX connector trigger input. The trigger need to be added to either OR or AND mask input to be activated.
SPC_TRIG_EXT2_MODE	40512	read/write	Defines the external trigger mode for the external MMCX connector trigger input. The trigger need to be added to either OR or AND mask input to be activated.
SPC_TRIG_EXT3_MODE	40513	read/write	Defines the external trigger mode for the external MMCX connector trigger input. The trigger need to be added to either OR or AND mask input to be activated.
SPC_TM_NONE	00000000h	Channel is not used for trigger detection. This is as with the trigger masks another possibility for disabling channels.	
SPC_TM_POS	00000001h	Sets the trigger mode for external logic (TTL) trigger to detect positive edges.	
SPC_TM_NEG	00000002h	Sets the trigger mode for external logic (TTL) trigger to detect negative edges.	
SPC_TM_BOTH	00000004h	Sets the trigger mode for external logic (TTL) trigger to detect positive and negative edges	
SPC_TM_HIGH	00000008h	Sets the trigger mode for external logic (TTL) trigger to detect HIGH levels.	
SPC_TM_LOW	00000010h	Sets the trigger mode for external logic (TTL) trigger to detect LOW levels.	
SPC_TM_POS | SPC_TM_P-W_GREATER	4000001h	Sets the trigger mode for external logic (TTL) trigger to detect HIGH pulses that are longer than a programmed pulse-width.	
SPC_TM_POS | SPC_TM_P-W_SMALLER	2000001h	Sets the trigger mode for external logic (TTL) trigger to detect HIGH pulses that are shorter than a programmed pulse-width.	
SPC_TM_NEG | SPC_TM_P-W_GREATER	4000002h	Sets the trigger mode for external logic (TTL) trigger to detect LOW pulses that are longer than a programmed pulse-width.	
SPC_TM_NEG | SPC_TM_P-W_SMALLER	2000002h	Sets the trigger mode for external logic (TTL) trigger to detect LOW pulses that are shorter than a programmed pulse-width.	

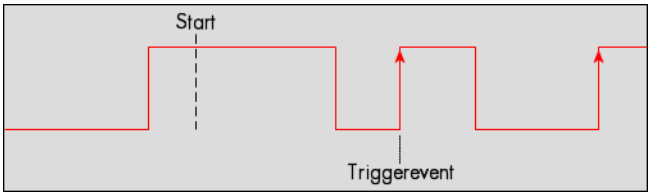
For all external edge and level trigger modes, the OR mask must contain the corresponding input, as the following table shows:

Register	Value	Direction	Description
SPC_TRIG_ORMASK	40410	read/write	Defines the OR mask for the different trigger sources.
SPC_TMASK_EXT1	4h	Enable logic trigger X1 input for the OR mask	
SPC_TMASK_EXT2	8h	Enable logic trigger X2 input for the OR mask	
SPC_TMASK_EXT3	10h	Enable logic trigger X3 input for the OR mask	

Detailed description of the logic trigger modes

Positive (rising) edge TTL trigger

This mode is for detecting the rising edges of an external TTL signal. The board will trigger on the first rising edge that is detected after starting the board. The next triggerevent will then be detected, if the actual recording/replay has finished and the board is armed and waiting for a trigger again.
This mode can be combined with the pulse strech feature to detect pulses that are shorter than the sample period.



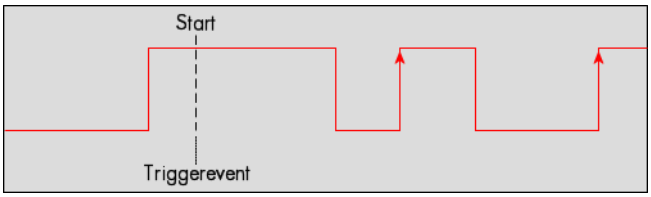
Register	Value	Direction	set to	Value
SPC_TRIG_EXT1_MODE SPC_TRIG_EXT2_MODE SPC_TRIG_EXT3_MODE	40511 40512 40513	read/write	SPC_TM_POS	1h

Example on how to set up the board for positive TTL trigger:

```
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_EXT0_MODE, SPC_TM_POS);// Set up ext. TTL trigger to detect positive edges
```

HIGH level TTL trigger

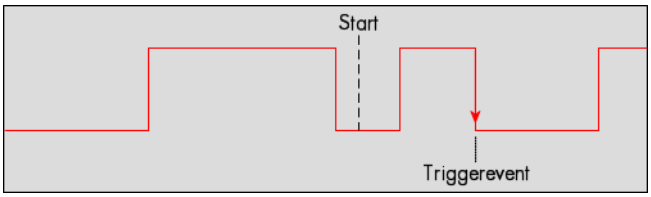
This mode is for detecting the HIGH levels of an external TTL signal. The board will trigger on the first HIGH level that is detected after starting the board. If this condition is fulfilled when the board is started, a trigger event will be detected.
The next triggerevent will then be detected, if the actual recording/replay has finished and the board is armed and waiting for a trigger again.



Register	Value	Direction	set to	Value
SPC_TRIG_EXT1_MODE SPC_TRIG_EXT2_MODE SPC_TRIG_EXT3_MODE	40511 40512 40513	read/write	SPC_TM_HIGH	8h

Negative (falling) edge TTL trigger

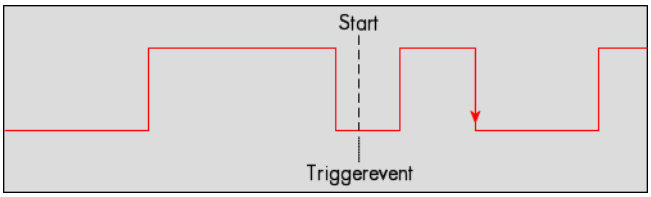
This mode is for detecting the falling edges of an external TTL signal. The board will trigger on the first falling edge that is detected after starting the board. The next triggerevent will then be detected, if the actual recording/replay has finished and the board is armed and waiting for a trigger again.
This mode can be combined with the pulse strech feature to detect pulses that are shorter than the sample period.



Register	Value	Direction	set to	Value
SPC_TRIG_EXT1_MODE SPC_TRIG_EXT2_MODE SPC_TRIG_EXT3_MODE	40511 40512 40513	read/write	SPC_TM_NEG	2h

LOW level TTL trigger

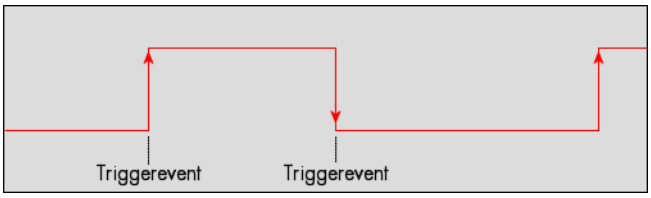
This mode is for detecting the LOW levels of an external TTL signal. The board will trigger on the first LOW level that is detected after starting the board. If this condition is fulfilled when the board is started, a trigger event will be detected.
The next triggerevent will then be detected, if the actual recording/replay has finished and the board is armed and waiting for a trigger again.



Register	Value	Direction	set to	Value
SPC_TRIG_EXT1_MODE SPC_TRIG_EXT2_MODE SPC_TRIG_EXT3_MODE	40511 40512 40513	read/write	SPC_TM_LOW	10h

Positive (rising) and negative (falling) edges TTL trigger

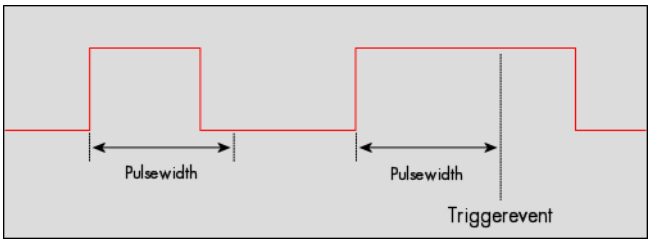
This mode is for detecting the rising and falling edges of an external TTL signal. The board will trigger on the first rising or falling edge that is detected after starting the board. The next trigger-event will then be detected, if the actual recording/replay has finished and the board is armed and waiting for a trigger again.



Register	Value	Direction	set to	Value
SPC_TRIG_EXT1_MODE SPC_TRIG_EXT2_MODE SPC_TRIG_EXT3_MODE	40511 40512 40513	read/write	SPC_TM_BOTH	4h

TTL pulsewidth trigger for long HIGH pulses

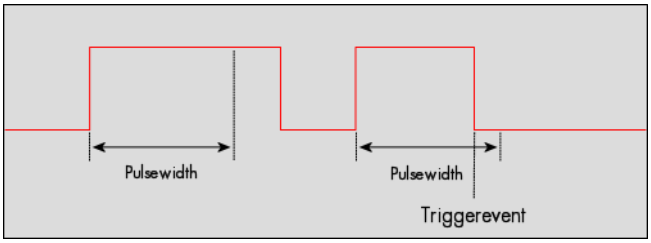
This mode is for detecting HIGH pulses of an external TTL signal that are longer than a programmed pulsewidth. If the pulse is shorter than the programmed pulsewidth, no trigger will be detected. The board will trigger on the first pulse matching the trigger condition after starting the board. The next triggerevent will then be detected, if the actual recording/replay has finished and the board is armed and waiting for a trigger again.



Register	Value	Direction	set to	Value
SPC_TRIG_EXT1_PULSEWIDTH SPC_TRIG_EXT2_PULSEWIDTH SPC_TRIG_EXT3_PULSEWIDTH	44211 44212 44213	read/write	Sets the pulsewidth in samples.	2 up to [4G -1]
SPC_TRIG_EXT1_MODE SPC_TRIG_EXT2_MODE SPC_TRIG_EXT3_MODE	40511 40512 40513	read/write	(SPC_TM_POS | SPC_TM_PW_GREATER)	4000001h

TTL pulsewidth trigger for short HIGH pulses

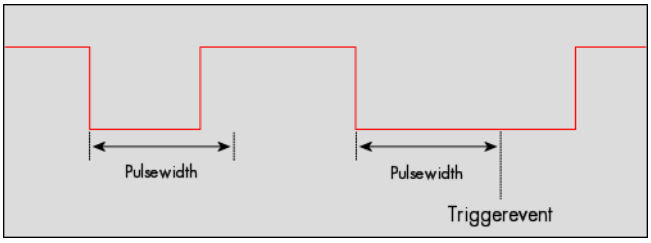
This mode is for detecting HIGH pulses of an external TTL signal that are shorter than a programmed pulsewidth. If the pulse is longer than the programmed pulsewidth, no trigger will be detected. The board will trigger on the first pulse matching the trigger condition after starting the board. The next triggerevent will then be detected, if the actual recording/replay has finished and the board is armed and waiting for a trigger again.



Register	Value	Direction	set to	Value
SPC_TRIG_EXT1_PULSEWIDTH SPC_TRIG_EXT2_PULSEWIDTH SPC_TRIG_EXT3_PULSEWIDTH	44211 44212 44213	read/write	Sets the pulsewidth in samples.	2 up to [4G -1]
SPC_TRIG_EXT1_MODE SPC_TRIG_EXT2_MODE SPC_TRIG_EXT3_MODE	40511 40512 40513	read/write	(SPC_TM_POS | SPC_TM_PW_SMALLER)	2000001h

TTL pulsewidth trigger for long LOW pulses

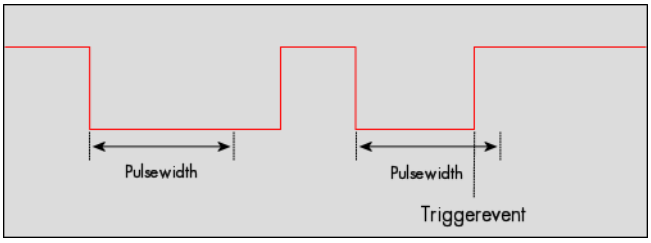
This mode is for detecting LOW pulses of an external TTL signal that are longer than a programmed pulsewidth. If the pulse is shorter than the programmed pulsewidth, no trigger will be detected. The board will trigger on the first pulse matching the trigger condition after starting the board. The next triggerevent will then be detected, if the actual recording/replay has finished and the board is armed and waiting for a trigger again.



Register	Value	Direction	set to	Value
SPC_TRIG_EXT1_PULSEWIDTH SPC_TRIG_EXT2_PULSEWIDTH SPC_TRIG_EXT3_PULSEWIDTH	44211 44212 44213	read/write	Sets the pulsewidth in samples.	2 up to [4G -1]
SPC_TRIG_EXT1_MODE SPC_TRIG_EXT2_MODE SPC_TRIG_EXT3_MODE	40511 40512 40513	read/write	(SPC_TM_NEG | SPC_TM_PW_GREATER)	4000002h

TTL pulsewidth trigger for short LOW pulses

This mode is for detecting LOW pulses of an external TTL signal that are shorter than a programmed pulsewidth. If the pulse is longer than the programmed pulsewidth, no trigger will be detected. The board will trigger on the first pulse matching the trigger condition after starting the board. The next triggerevent will then be detected, if the actual recording/replay has finished and the board is armed and waiting for a trigger again.



Register	Value	Direction	set to	Value
SPC_TRIG_EXT1_PULSEWIDTH SPC_TRIG_EXT2_PULSEWIDTH SPC_TRIG_EXT3_PULSEWIDTH	44211 44212 44213	read/write	Sets the pulsewidth in samples.	2 up to [4G -1]
SPC_TRIG_EXT1_MODE SPC_TRIG_EXT2_MODE SPC_TRIG_EXT3_MODE	40511 40512 40513	read/write	(SPC_TM_NEG | SPC_TM_PW_SMALLER)	2000002h

The following example shows, how to setup the card for using external TTL pulse width trigger on EXT1 (X1) input:

```
// Setting up external X1 TTL trigger to detect low pulses that are longer than 50 samples ...
spcm_dwSetParam_i32 (hDrv,SPC_TRIG_EXT1_MODE, SPC_TM_NEG | SPC_TM_PW_GREATER);
spcm_dwSetParam_i64 (hDrv, SPC_TRIG_EXT1_PULSEWIDTH ,                50);
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_ORMASK,                  SPC_TMASK_EXT1); // ... and enable it in OR mask
```

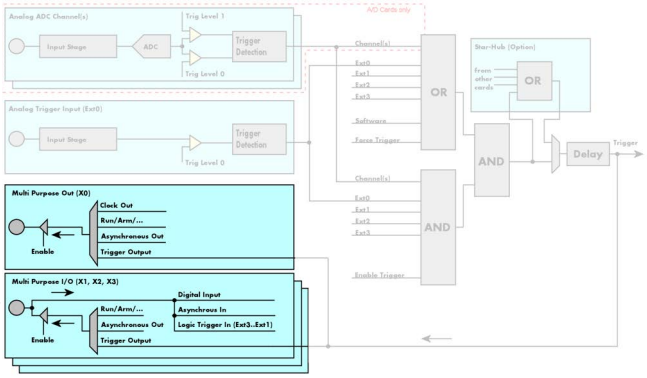
To find out what maximum pulsewidth (in samples) is available, please read out the register shown in the table below:

Register	Value	Direction	Description
SPC_TRIG_EXT_AVAILPULSEWIDTH	44201	read	Contains the maximum possible value for the external trigger pulsewidth counter. Valid for all of the external trigger sources.

Multi Purpose I/O Lines

On-board I/O lines (X0, X1, X2, X3)

The cards of the M2p series and the related digitizerNETBOX and generatorNETBOX products have four multi purpose lines. Three of these are multi purpose I/O lines (X1, X2, X3) as well as one multi purpose output (X0). These lines can be used for a wide variety of functions to help the interconnection with external equipment. The functionality of these multi purpose lines can be software programmed and each of these lines can either be used for input (X1, X2, X3 only) or output.



The multi purpose I/O lines may be used as status outputs such as trigger output or internal arm/run as well as for asynchronous I/O to control external equipment as well as additional digital input or output lines that are sampled or replayed synchronously with the analog data. The three input lines can also be used as additional logic trigger inputs, as described in the external trigger chapter.

The multi purpose I/O lines are available on the front plate and labeled with X0 (line 0), X1 (line 1), X2 (line 2) and X3 (line 3). As default these lines are switched off.

Please be careful when programming these lines as an output whilst maybe still being connected with an external signal source, as that may damage components either on the external equipment or on the card itself.

Programming the behavior

Each multi purpose I/O line can be individually programmed. Please check the available modes by reading the SPCM_X0_AVAILMODES, SPCM_X1_AVAILMODES, SPCM_X2_AVAILMODES and SPCM_X3_AVAILMODES register first. The available modes may differ from card to card and may be enhanced with new driver/firmware versions to come.

Register	Value	Direction	Description
SPCM_X0_AVAILMODES	600300	read	Bitmask with all bits of the below mentioned modes showing the available modes for (X0)
SPCM_X1_AVAILMODES	600301	read	Bitmask with all bits of the below mentioned modes showing the available modes for (X1)
SPCM_X2_AVAILMODES	600302	read	Bitmask with all bits of the below mentioned modes showing the available modes for (X2)
SPCM_X3_AVAILMODES	600303	read	Bitmask with all bits of the below mentioned modes showing the available modes for (X3)
SPCM_X0_MODE	600200	read/write	Defines the mode for (X0). Only one mode selection is possible to be set at a time
SPCM_X1_MODE	600201	read/write	Defines the mode for (X1). Only one mode selection is possible to be set at a time
SPCM_X2_MODE	600202	read/write	Defines the mode for (X2). Only one mode selection is possible to be set at a time
SPCM_X3_MODE	600203	read/write	Defines the mode for (X3). Only one mode selection is possible to be set at a time
SPCM_XMODE_DISABLE	00000000h	No mode selected. Output is tristate (default setup)	
SPCM_XMODE_ASYNCIN	00000001h	Connector is programmed for asynchronous input. Use SPCM_XX_ASYNCIO to read data asynchronous as shown in the passage below.	
SPCM_XMODE_ASYNCOUT	00000002h	Connector is programmed for asynchronous output. Use SPCM_XX_ASYNCIO to write data asynchronous as shown in the passage below.	
SPCM_XMODE_DIGIN	00000004h	A/D cards only: Connector is programmed for synchronous digital input. For each analog channel, one digital channel X1/X2/X3 is integrated into the ADC data stream. Depending on the ADC resolution of your card the resulting merged samples can have different formats. Please check the „Sample format" chapter and the following passage on „Synchronous digital inputs" for more details. Please note that automatic sign extension of analog data is ineffective as soon as one digital input line is activated and the software must properly mask out the digital bits.	
SPCM_XMODE_TRIGIN	00000010h	Connector is programmed as additional TTL trigger input. X1/X2/X3 are available as Ext1/Ext2/Ext3 trigger input. Please be sure to also set the corresponding trigger OR/AND masks to use this trigger input for trigger detection.	
SPCM_XMODE_DIGOUT	00000008h	D/A cards only: Connector is programmed for synchronous digital output. Digital channels can be „included" within the analog samples and synchronously replayed along. Requires additional MODE bits to be set along with this flag, as explained later on.	
SPCM_XMODE_TRIGOUT	00000020h	Connector is programmed as trigger output and shows the trigger detection. The trigger output goes HIGH as soon as the trigger is recognized. After end of acquisition it is LOW again. In Multiple Recording/Gated Sampling/ABA mode it goes LOW after the acquisition of the current segment stops. In standard FIFO mode the trigger output is HIGH until FIFO mode is stopped.	
SPCM_XMODE_RUNSTATE	00000100h	Connector shows the current run state of the card. If acquisition/output is running the signal is HIGH. If card has stopped the signal is LOW.	
SPCM_XMODE_ARMSTATE	00000200h	Connector shows the current ARM state of the card. If the card is armed and ready to receive a trigger the signal is HIGH. If the card isn't running or the card is still acquiring pretrigger data or the trigger has already been detected, the signal is LOW.	
SPCM_XMODE_CONTOUTMARK	00002000h	D/A cards only: Outputs a HIGH pulse as continuous marker signal for continuous replay mode. The marker signal length is ½ of the programmed memory size.	
SPCM_XMODE_SYSCLKOUT	00004000h	Output of internal FPGA system clock. The system clock is always an even division of the current sampling clock.	

SPCM_XMODE_CLKOUT	00008000h	A/D and D/A cards only: Connector reflects the internally generated sampling clock. In case that oversampling is active, the clock present here is by SPC_OVERSAMPLINGFACTOR higher than the programmed sample rate. See „Oversampling" passage in clock chapter for further details.
SPCM_XMODE_SYNCARMSTATE	00010000h	Connector shows the current ARM state of all cards currently connected Star-Hub and enabled for synchronization. If all cards are armed and ready to receive a trigger the signal is HIGH. If all cards are ready or one running card is still acquiring pretrigger data or the trigger has been detected the signal is LOW. A card that has reached the end of it's acquisition will remove itself from the equation and not contribute to this signal until all cards are finished.

Please note that a change to the SPCM_X0_MODE, SPCM_X1_MODE, SPCM_X2_MODE or SPCM_X3_MODE will only be updated with the next call to either the M2CMD_CARD_START or M2CMD_CARD_WRITESETUP register. For further details please see the relating chapter on the M2CMD_CARD registers.

Asynchronous I/O

To use asynchronous I/O on the multi purpose I/O lines it is first necessary to switch these lines to the desired asynchronous mode by programming the above explained mode registers. As a special feature asynchronous input can also be read if the mode is set to trigger input or digital input.

Register	Value	Direction	Description
SPCM_XX_ASYNCIO	47220	read/write	Connector X1 is linked to bit 1 of the register, connector X2 is linked to bit 2 while connector X3 is linked to bit 3 of this register. Data is written/read immediately without any relation to the currently used sampling rate or mode. If a line is programmed to output, reading this line asynchronously will return the current output level. Connector X0 is not available as an input, hence bit 0 of the register is only used as an output.

Example of asynchronous write and read. We write a high pulse on output X2 and wait for a high level answer on input X1:

```
spcm_dwSetParam_i32 (hDrv, SPCM_X0_MODE, SPCM_XMODE_CLKOUT);    // X0 set to clock output
spcm_dwSetParam_i32 (hDrv, SPCM_X1_MODE, SPCM_XMODE_ASYNCIN);   // X1 set to asynchronous input
spcm_dwSetParam_i32 (hDrv, SPCM_X2_MODE, SPCM_XMODE_ASYNCOUT);  // X2 set to asynchronous output
spcm_dwSetParam_i32 (hDrv, SPCM_X3_MODE, SPCM_XMODE_TRIGOUT);   // X3 set to trigger output

spcm_dwSetParam_i32 (hDrv, SPCM_XX_ASYNCIO, 0);                 // programming a high pulse on output X2
spcm_dwSetParam_i32 (hDrv, SPCM_XX_ASYNCIO, 4);
spcm_dwSetParam_i32 (hDrv, SPCM_XX_ASYNCIO, 0);

do {
    spcm_dwGetParam_i32 (hDrv, SPCM_XX_ASYNCIO, &lAsyncIn);     // read input in a loop
} while ((lAsyncIn & 2) == 0);                                  // until X1 is going to high level
```

Special behavior of trigger output

As the driver of the M2p series is the same as the driver for the M2i series and some old software may rely on register structure of the M2i card series, there is a special compatible trigger output register that will work according to the M2i series style. It is not recommended to use this register unless you're converting M2i software to the M2p card series:

Register	Value	Direction	Description
SPC_TRIG_OUTPUT	40100	read/write	M2i style trigger output programming. Write a „1" to enable: - X3 trigger output (SPCM_X3_MODE = SPCM_XMODE_TRIGOUT) - X2 arm state (SPCM_X2_MODE = SPCM_XMODE_ARMSTATE) - X1 run state (SPCM_X1_MODE = SPCM_XMODE_RUNSTATE) Write a „0" to disable all three outputs: - SPCM_X1_MODE = SPCM_X2_MODE = SPCM_X3_MODE = SPCM_XMODE_DISABLE

The SPC_TRIG_OUTPUT register overrides the multi purpose I/O settings done by SPCM_X1_MODE, SPCM_X-2_MODE and SPCM_X3_MODE and vice versa. Do not use both methods together from within one program.

Synchronous digital outputs

This mode allows the user to replay up to four additional digital channels that are synchronous and phase stable along with the analog data. To enable that mode for a particular Multi Purpose I/O line the the digital output mode must selected along with some additional information:

Register	Value	Direction	Description
SPCM_X0_AVAILMODES	600300	read	Bitmask with all bits of the below mentioned modes showing the available modes for (X0)
SPCM_X1_AVAILMODES	600301	read	Bitmask with all bits of the below mentioned modes showing the available modes for (X1)
SPCM_X2_AVAILMODES	600302	read	Bitmask with all bits of the below mentioned modes showing the available modes for (X2)
SPCM_X3_AVAILMODES	600303	read	Bitmask with all bits of the below mentioned modes showing the available modes for (X3)
SPCM_X0_MODE	600200	read/write	Defines the mode for (X0). Only one mode selection is possible to be set at a time
SPCM_X1_MODE	600201	read/write	Defines the mode for (X1). Only one mode selection is possible to be set at a time
SPCM_X2_MODE	600202	read/write	Defines the mode for (X2). Only one mode selection is possible to be set at a time
SPCM_X3_MODE	600203	read/write	Defines the mode for (X3). Only one mode selection is possible to be set at a time
SPCM_XMODE_DIGOUT	00000008h		D/A cards only: Connector is programmed for synchronous digital output. Digital channels can be „included" within the analog samples and synchronously replayed along. Requires additional MODE bits to be set along with this flag, as explained later on.

Additional constants that must be combined together with SPCM_XMODE_DIGOUT to select the analog channel or channels containing the digital data information and also the bit of the combined data word to be used for digital output:

SPCM_XMODE_DIGOUTSRC_CH0	01000000h	Select channel 0 as source (channel 0 must be enabled for replay).
SPCM_XMODE_DIGOUTSRC_CH1	02000000h	Select channel 1 as source (channel 1 must be enabled for replay).
SPCM_XMODE_DIGOUTSRC_CH2	04000000h	Select channel 2 as source (channel 2 must be enabled for replay).
SPCM_XMODE_DIGOUTSRC_CH3	08000000h	Select channel 3 as source (channel 3 must be enabled for replay).
SPCM_XMODE_DIGOUTSRC_CH4	10000000h	Select channel 4 as source (channel 4 must be enabled for replay).
SPCM_XMODE_DIGOUTSRC_CH5	20000000h	Select channel 5 as source (channel 5 must be enabled for replay).
SPCM_XMODE_DIGOUTSRC_CH6	40000000h	Select channel 6 as source (channel 6 must be enabled for replay).
SPCM_XMODE_DIGOUTSRC_CH7	80000000h	Select channel 7 as source (channel 7 must be enabled for replay).

SPCM_XMODE_DIGOUTSRC_BIT15	00100000h	Use Bit15 of selected channel: channel's resolution will be reduced to 15 bit.
SPCM_XMODE_DIGOUTSRC_BIT14	00200000h	Use Bit14 of selected channel: channel's resolution will be reduced to 14 bit, even if bit 15 is not used for digital replay.
SPCM_XMODE_DIGOUTSRC_BIT13	00400000h	Use Bit13 of selected channel: channel's resolution will be reduced to 13 bit, even if bit 15 and/or bit 14 are not used for digital replay.
SPCM_XMODE_DIGOUTSRC_BIT12	00800000h	Use Bit12 of selected channel: channel's resolution will be reduced to 12 bit, even if bit 15 and/or bit 14 end/or bit 13 are not used for digital replay.

A channel's samples can contain also information for the synchronous digital output channels, with up to four digital channels combined with the analog sample within one data word. When extracting the digital channels form the data word, the analog data will automatically be shifted upwards on the card, to not loose any gain information. The analog data is still in the same twos complement format.

Data bit	Standard Mode No embedded digital Bit 16 bit DAC resolution	Digital outputs enabled 1 embedded digital Bit 15 bit DAC resolution	Digital outputs enabled 2 embedded digital Bits 14 bit DAC resolution	Digital outputs enabled 3 embedded digital Bits 13 bit DAC resolution	Digital outputs enabled 4 embedded digital Bits 12 bit DAC resolution
D15	DAx Bit 15 (MSB)	Digital „Bit15" of channel x	Digital „Bit15" of channel x	Digital „Bit15" of channel x	Digital „Bit15" of channel x
D14	DAx Bit 14	DAx Bit 15 (MSB)	Digital „Bit14" of channel x	Digital „Bit14" of channel x	Digital „Bit14" of channel x
D13	DAx Bit 13	DAx Bit 14	DAx Bit 15 (MSB)	Digital „Bit13" of channel x	Digital „Bit13" of channel x
D12	DAx Bit 12	DAx Bit 13	DAx Bit 14	DAx Bit 15 (MSB)	Digital „Bit12" of channel x
D11	DAx Bit 11	DAx Bit 12	DAx Bit 13	DAx Bit 14	DAx Bit 15 (MSB)
D10	DAx Bit 10	DAx Bit 11	DAx Bit 12	DAx Bit 13	DAx Bit 14
D9	DAx Bit 9	DAx Bit 10	DAx Bit 11	DAx Bit 12	DAx Bit 13
D8	DAx Bit 8	DAx Bit 9	DAx Bit 10	DAx Bit 11	DAx Bit 12
D7	DAx Bit 7	DAx Bit 8	DAx Bit 9	DAx Bit 10	DAx Bit 11
D6	DAx Bit 6	DAx Bit 7	DAx Bit 8	DAx Bit 9	DAx Bit 10
D5	DAx Bit 5	DAx Bit 6	DAx Bit 7	DAx Bit 8	DAx Bit 9
D4	DAx Bit 4	DAx Bit 5	DAx Bit 6	DAx Bit 7	DAx Bit 8
D3	DAx Bit 3	DAx Bit 4	DAx Bit 5	DAx Bit 6	DAx Bit 7
D2	DAx Bit 2	DAx Bit 3	DAx Bit 4	DAx Bit 5	DAx Bit 6
D1	DAx Bit 1	DAx Bit 2	DAx Bit 3	DAx Bit 4	DAx Bit 5
D0	DAx Bit 0 (LSB)	DAx Bit 1 (LSB)	DAx Bit 2 (LSB)	DAx Bit 3 (LSB)	DAx Bit 4 (LSB)

This very flexible routing allows the use of one up to four digital outputs, whose data in included in the samples of only one, two, three or four different channels. This allows to only enable as many digital channels as needed, whilst keeping the resolution of the analog channels as high as possible.

The following example shows the generation of analog data on four channels with two channels sourcing all four digital outputs:

```
int32 lXMode;

// enable all four channels
spcm_dwSetParam_i32 (hDrv, SPC_CHENABLE, CHANNEL0 | CHANNEL1 | CHANNEL2 | CHANNEL3);

// X0 set to synchronous output Bit 15 of channel 0
lXMode = (SPCM_XMODE_DIGOUT | SPCM_XMODE_DIGOUTSRC_CH0 | SPCM_XMODE_DIGOUTSRC_BIT15);
spcm_dwSetParam_i32 (hDrv, SPCM_X0_MODE, lXMode);

// X1 set to synchronous output Bit 14 of channel 0
lXMode = (SPCM_XMODE_DIGOUT | SPCM_XMODE_DIGOUTSRC_CH0 | SPCM_XMODE_DIGOUTSRC_BIT14);
spcm_dwSetParam_i32 (hDrv, SPCM_X1_MODE, lXMode);

// X2 set to synchronous output Bit 15 of channel 1
lXMode = (SPCM_XMODE_DIGOUT | SPCM_XMODE_DIGOUTSRC_CH1 | SPCM_XMODE_DIGOUTSRC_BIT15);
spcm_dwSetParam_i32 (hDrv, SPCM_X2_MODE, lXMode);

// X3 set to synchronous output Bit 14 of channel 1
lXMode = (SPCM_XMODE_DIGOUT | SPCM_XMODE_DIGOUTSRC_CH1 | SPCM_XMODE_DIGOUTSRC_BIT14);
spcm_dwSetParam_i32 (hDrv, SPCM_X2_MODE, lXMode);
```

The following example shows the generation of analog data on just one channel sourcing all four digital outputs:

```
int32 lXMode;

// enable only one channel
spcm_dwSetParam_i32 (hDrv, SPC_CHENABLE, CHANNEL0);

// X0 set to synchronous output Bit 15 of channel 0
lXMode = (SPCM_XMODE_DIGOUT | SPCM_XMODE_DIGOUTSRC_CH0 | SPCM_XMODE_DIGOUTSRC_BIT15);
spcm_dwSetParam_i32 (hDrv, SPCM_X0_MODE, lXMode);

// X1 set to synchronous output Bit 14 of channel 0
lXMode = (SPCM_XMODE_DIGOUT | SPCM_XMODE_DIGOUTSRC_CH0 | SPCM_XMODE_DIGOUTSRC_BIT14);
spcm_dwSetParam_i32 (hDrv, SPCM_X1_MODE, lXMode);

// X2 set to synchronous output Bit 13 of channel 0
lXMode = (SPCM_XMODE_DIGOUT | SPCM_XMODE_DIGOUTSRC_CH0 | SPCM_XMODE_DIGOUTSRC_BIT13);
spcm_dwSetParam_i32 (hDrv, SPCM_X2_MODE, lXMode);

// X3 set to synchronous output Bit 12 of channel 0
lXMode = (SPCM_XMODE_DIGOUT | SPCM_XMODE_DIGOUTSRC_CH0 | SPCM_XMODE_DIGOUTSRC_BIT12);
spcm_dwSetParam_i32 (hDrv, SPCM_X2_MODE, lXMode);
```

The following example shows the generation of analog data on two channels sourcing one synchronous digital output:

```
int32 lXMode;

// enable two channels
spcm_dwSetParam_i32 (hDrv, SPC_CHENABLE, CHANNEL0 | CHANNEL1);

// X0 set to synchronous output Bit 15 of channel 1
lXMode = (SPCM_XMODE_DIGOUT | SPCM_XMODE_DIGOUTSRC_CH1 | SPCM_XMODE_DIGOUTSRC_BIT15);
spcm_dwSetParam_i32 (hDrv, SPCM_X0_MODE, lXMode);
```

Additional I/O lines with Option -DigSMB and -DigFX2

The options M2p.xxxx-DigSMB and M2p.xxxx-DigFX2 extend the multi purpose I/O lines of each M2p card by adding sixteen more I/O lines as an option, either on a multi-pin FX2 connector or via coaxial SMB connectors. These additional lines X4, X5 ... X19 share the same capabilities as their base card I/O counter parts (X1 .. X3), except the trigger input functionality.

Please be careful when programming these lines as an output whilst maybe still being connected with an external signal source, as that may damage components either on the external equipment or on the card itself.

Programming the behavior

Each multi purpose I/O line can be individually programmed. Please check the available modes by reading the SPCM_X4_AVAILMODE up to SPCM_X19_AVAILMODES register first. The available modes may differ from card to card and may be enhanced with new driver/firmware versions to come.

Register	Value	Direction	Description
SPCM_X4_AVAILMODES	600304	read	Bitmask with all bits of the below mentioned modes showing the available modes for (X4)
SPCM_X5_AVAILMODES	600305	read	Bitmask with all bits of the below mentioned modes showing the available modes for (X5)
...	...	read	...
SPCM_X18_AVAILMODES	600318	read	Bitmask with all bits of the below mentioned modes showing the available modes for (X18)
SPCM_X19_AVAILMODES	600319	read	Bitmask with all bits of the below mentioned modes showing the available modes for (X19)
SPCM_X4_MODE	600204	read/write	Defines the mode for (X4). Only one mode selection is possible to be set at a time
SPCM_X5_MODE	600205	read/write	Defines the mode for (X5). Only one mode selection is possible to be set at a time
...	...	read/write	...
SPCM_X18_MODE	600218	read/write	Defines the mode for (X18). Only one mode selection is possible to be set at a time
SPCM_X19_MODE	600219	read/write	Defines the mode for (X19). Only one mode selection is possible to be set at a time
SPCM_XMODE_DISABLE	00000000h	No mode selected. Output is tristate (default setup)	
SPCM_XMODE_ASYNCIN	00000001h	Connector is programmed for asynchronous input. Use SPCM_XX_ASYNCIO to read data asynchronous as shown in the passage below.	
SPCM_XMODE_ASYNCOUT	00000002h	Connector is programmed for asynchronous output. Use SPCM_XX_ASYNCIO to write data asynchronous as shown in the passage below.	
SPCM_XMODE_DIGIN	00000004h	A/D cards only: Connector is programmed for synchronous digital input. For each analog channel, one digital channel X1/X2/X3 is integrated into the ADC data stream. Depending on the ADC resolution of your card the resulting merged samples can have different formats. Please check the „Sample format" chapter and the following passage on „Synchronous digital inputs" for more details. Please note that automatic sign extension of analog data is ineffective as soon as one digital input line is activated and the software must properly mask out the digital bits.	
SPCM_XMODE_DIGOUT	00000008h	D/A cards only: Connector is programmed for synchronous digital output. Digital channels can be „included" within the analog samples and synchronously replayed along. Requires additional MODE bits to be set along with this flag, as explained later on.	
SPCM_XMODE_TRIGOUT	00000020h	Connector is programmed as trigger output and shows the trigger detection. The trigger output goes HIGH as soon as the trigger is recognized. After end of acquisition it is LOW again. In Multiple Recording/Gated Sampling/ABA mode it goes LOW after the acquisition of the current segment stops. In standard FIFO mode the trigger output is HIGH until FIFO mode is stopped.	
SPCM_XMODE_RUNSTATE	00000100h	Connector shows the current run state of the card. If acquisition/output is running the signal is HIGH. If card has stopped the signal is LOW.	
SPCM_XMODE_ARMSTATE	00000200h	Connector shows the current ARM state of the card. If the card is armed and ready to receive a trigger the signal is HIGH. If the card isn't running or the card is still acquiring pretrigger data or the trigger has already been detected, the signal is LOW.	
SPCM_XMODE_CONTOUTMARK	00002000h	D/A cards only: Outputs a HIGH pulse as continuous marker signal for continuous replay mode. The marker signal length is ½ of the programmed memory size.	
SPCM_XMODE_SYSCLKOUT	00004000h	Output of internal FPGA system clock. The system clock is always an even division of the current sampling clock.	
SPCM_XMODE_SYNCARMSTATE	00010000h	Connector shows the current ARM state of all cards currently connected Star-Hub and enabled for synchronization. If all cards are armed and ready to receive a trigger the signal is HIGH. If all cards are ready or one running card is still acquiring pretrigger data or the trigger has been detected the signal is LOW. A card that has reached the end of it's acquisition will remove itself from the equation and not contribute to this signal until all cards are finished.	

Please note that a change to the SPCM_X4MODE up to SPCM_X19_MODE will only be updated with the next call to either the M2CMD_CARD_START or M2CMD_CARD_WRITESETUP register. For further details please see the relating chapter on the M2CMD_CARD registers.

Asynchronous I/O

To use asynchronous I/O on the multi purpose I/O lines it is first necessary to switch these lines to the desired asynchronous mode by programming the above explained mode registers. As a special feature asynchronous input can also be read if the mode is set to trigger input or digital input.

Register	Value	Direction	Description
SPCM_XX_ASYNCIO	47220	read/write	Connector X4 is linked to bit 4 of the register, connector X5 is linked to bit 5 and so on until X19 on bit 19. Data is written/read immediately without any relation to the currently used sampling rate or mode. If a line is programmed to output, reading this line asynchronously will return the current output level.

Example of asynchronous write and read. We write a high pulse on output X4 and wait for a high level answer on input X19:

```
spcm_dwSetParam_i32 (hDrv, SPCM_X19_MODE, SPCM_XMODE_ASYNCIN);  // X1 set to asynchronous input
spcm_dwSetParam_i32 (hDrv, SPCM_X4_MODE,  SPCM_XMODE_ASYNCOUT); // X2 set to asynchronous output

spcm_dwSetParam_i32 (hDrv, SPCM_XX_ASYNCIO, 0x00);              // programming a high pulse on output X4
spcm_dwSetParam_i32 (hDrv, SPCM_XX_ASYNCIO, 0x10);
spcm_dwSetParam_i32 (hDrv, SPCM_XX_ASYNCIO, 0x00);

do {
    spcm_dwGetParam_i32 (hDrv, SPCM_XX_ASYNCIO, &lAsyncIn);     // read input in a loop
} while ((lAsyncIn & 0x10000) == 0);                            // until X19 is going to high level
```

Synchronous digital outputs

This mode allows the user to replay up to four additional digital channels that are synchronous and phase stable along with the analog data. To enable that mode for a particular Multi Purpose I/O line the the digital output mode must selected along with some additional information:

Register	Value	Direction	Description
SPCM_X4_AVAILMODES	600304	read	Bitmask with all bits of the below mentioned modes showing the available modes for (X4)
SPCM_X5_AVAILMODES	600305	read	Bitmask with all bits of the below mentioned modes showing the available modes for (X5)
...	...	read	...
SPCM_X18_AVAILMODES	600318	read	Bitmask with all bits of the below mentioned modes showing the available modes for (X18)
SPCM_X19_AVAILMODES	600319	read	Bitmask with all bits of the below mentioned modes showing the available modes for (X19)
SPCM_X4_MODE	600204	read/write	Defines the mode for (X4). Only one mode selection is possible to be set at a time
SPCM_X5_MODE	600205	read/write	Defines the mode for (X5). Only one mode selection is possible to be set at a time
...	...	read/write	...
SPCM_X18_MODE	600218	read/write	Defines the mode for (X18). Only one mode selection is possible to be set at a time
SPCM_X19_MODE	600219	read/write	Defines the mode for (X19). Only one mode selection is possible to be set at a time
SPCM_XMODE_DIGOUT	00000008h	D/A cards only: Connector is programmed for synchronous digital output. Digital channels can be „included“ within the analog samples and synchronously replayed along. Requires additional MODE bits to be set along with this flag, as explained later on.	

Additional constants that must be combined together with SPCM_XMODE_DIGOUT to select the analog channel or channels containing the digital data information and also the bit of the combined data word to be used for digital output:

SPCM_XMODE_DIGOUTSRC_CH0	01000000h	Select channel 0 as source (channel 0 must be enabled for replay).
SPCM_XMODE_DIGOUTSRC_CH1	02000000h	Select channel 1 as source (channel 1 must be enabled for replay).
SPCM_XMODE_DIGOUTSRC_CH2	04000000h	Select channel 2 as source (channel 2 must be enabled for replay).
SPCM_XMODE_DIGOUTSRC_CH3	08000000h	Select channel 3 as source (channel 3 must be enabled for replay).
SPCM_XMODE_DIGOUTSRC_CH4	10000000h	Select channel 3 as source (channel 3 must be enabled for replay).
SPCM_XMODE_DIGOUTSRC_CH5	20000000h	Select channel 3 as source (channel 3 must be enabled for replay).
SPCM_XMODE_DIGOUTSRC_CH6	40000000h	Select channel 3 as source (channel 3 must be enabled for replay).
SPCM_XMODE_DIGOUTSRC_CH7	80000000h	Select channel 3 as source (channel 3 must be enabled for replay).

SPCM_XMODE_DIGOUTSRC_BIT15	00100000h	Use Bit15 of selected channel: channel's resolution will be reduced to 15 bit.
SPCM_XMODE_DIGOUTSRC_BIT14	00200000h	Use Bit14 of selected channel: channel's resolution will be reduced to 14 bit, even if bit 15 is not used for digital replay.
SPCM_XMODE_DIGOUTSRC_BIT13	00400000h	Use Bit13 of selected channel: channel's resolution will be reduced to 13 bit, even if bit 15 and/or bit 14 are not used for digital replay.
SPCM_XMODE_DIGOUTSRC_BIT12	00800000h	Use Bit12 of selected channel: channel's resolution will be reduced to 12 bit, even if bit 15 and/or bit 14 end/or bit 13 are not used for digital replay.
SPCM_XMODE_DIGOUTSRC_BIT15_downto_8	00700000h	Only with FW V14 or newer: Use Bits 15 downto Bit 8 (upper eight bits) of selected channel: channel's resolution will be reduced to 8 bit. Using this mode requires all 8 contiguous X-lines (either X4 .. X11) or (X12 .. X19) to be set to this mode.
SPCM_XMODE_DIGOUTSRC_BIT15_downto_0	00F00000h	Only with FW V14 or newer: Use all 16 Bits of selected channel: channel's resolution will not be reduced at all and will provide an analog representation of all 16 Bits when used. Using this mode requires all 16 contiguous X-lines (either X4 .. X19) to be set to this mode.

Sourcing up to 4 digital channels from one analog channel

A channel's samples can contain also information for the synchronous digital output channels, with up to four digital channels combined with the analog sample within one data word. When extracting the digital channels form the data word, the analog data will automatically be shifted upwards on the card, to not loose any gain information. The analog data is still in the same twos complement format.

Data bit	Standard Mode No embedded digital Bit 16 bit DAC resolution	Digital outputs enabled 1 embedded digital Bit 15 bit DAC resolution	Digital outputs enabled 2 embedded digital Bits 14 bit DAC resolution	Digital outputs enabled 3 embedded digital Bits 13 bit DAC resolution	Digital outputs enabled 4 embedded digital Bits 12 bit DAC resolution
D15	DAx Bit 15 (MSB)	Digital „Bit15" of channel x	Digital „Bit15" of channel x	Digital „Bit15" of channel x	Digital „Bit15" of channel x
D14	DAx Bit 14	DAx Bit 15 (MSB)	Digital „Bit14" of channel x	Digital „Bit14" of channel x	Digital „Bit14" of channel x
D13	DAx Bit 13	DAx Bit 14	DAx Bit 15 (MSB)	Digital „Bit13" of channel x	Digital „Bit13" of channel x
D12	DAx Bit 12	DAx Bit 13	DAx Bit 14	DAx Bit 15 (MSB)	Digital „Bit12" of channel x
D11	DAx Bit 11	DAx Bit 12	DAx Bit 13	DAx Bit 14	DAx Bit 15 (MSB)
D10	DAx Bit 10	DAx Bit 11	DAx Bit 12	DAx Bit 13	DAx Bit 14
D9	DAx Bit 9	DAx Bit 10	DAx Bit 11	DAx Bit 12	DAx Bit 13
D8	DAx Bit 8	DAx Bit 9	DAx Bit 10	DAx Bit 11	DAx Bit 12
D7	DAx Bit 7	DAx Bit 8	DAx Bit 9	DAx Bit 10	DAx Bit 11
D6	DAx Bit 6	DAx Bit 7	DAx Bit 8	DAx Bit 9	DAx Bit 10
D5	DAx Bit 5	DAx Bit 6	DAx Bit 7	DAx Bit 8	DAx Bit 9
D4	DAx Bit 4	DAx Bit 5	DAx Bit 6	DAx Bit 7	DAx Bit 8
D3	DAx Bit 3	DAx Bit 4	DAx Bit 5	DAx Bit 6	DAx Bit 7
D2	DAx Bit 2	DAx Bit 3	DAx Bit 4	DAx Bit 5	DAx Bit 6
D1	DAx Bit 1	DAx Bit 2	DAx Bit 3	DAx Bit 4	DAx Bit 5
D0	DAx Bit 0 (LSB)	DAx Bit 1 (LSB)	DAx Bit 2 (LSB)	DAx Bit 3 (LSB)	DAx Bit 4 (LSB)

This very flexible routing allows the use of one up to four digital outputs, whose data in included in the samples of only one, two, three or four different channels. This allows to only enable as many digital channels as needed, whilst keeping the resolution of the analog channels as high as possible.

The following example shows the generation of analog data on four channels with each channel sourcing four of the sixteen additional digital outputs X4...X19:

```
int32 lXMode;

// enable all four channels
spcm_dwSetParam_i32 (hDrv, SPC_CHENABLE, CHANNEL0 | CHANNEL1 | CHANNEL2 | CHANNEL3);

// X4...X7 from channel 0 bit15..bit12
lXMode = (SPCM_XMODE_DIGOUT | SPCM_XMODE_DIGOUTSRC_CH0 | SPCM_XMODE_DIGOUTSRC_BIT15);
spcm_dwSetParam_i32 (hDrv, SPCM_X4_MODE, lXMode);
lXMode = (SPCM_XMODE_DIGOUT | SPCM_XMODE_DIGOUTSRC_CH0 | SPCM_XMODE_DIGOUTSRC_BIT14);
spcm_dwSetParam_i32 (hDrv, SPCM_X5_MODE, lXMode);
lXMode = (SPCM_XMODE_DIGOUT | SPCM_XMODE_DIGOUTSRC_CH0 | SPCM_XMODE_DIGOUTSRC_BIT13);
spcm_dwSetParam_i32 (hDrv, SPCM_X6_MODE, lXMode);
lXMode = (SPCM_XMODE_DIGOUT | SPCM_XMODE_DIGOUTSRC_CH0 | SPCM_XMODE_DIGOUTSRC_BIT12);
spcm_dwSetParam_i32 (hDrv, SPCM_X7_MODE, lXMode);

// X8...X11 from channel 1 bit15..bit12
lXMode = (SPCM_XMODE_DIGOUT | SPCM_XMODE_DIGOUTSRC_CH1 | SPCM_XMODE_DIGOUTSRC_BIT15);
spcm_dwSetParam_i32 (hDrv, SPCM_X8_MODE, lXMode);
lXMode = (SPCM_XMODE_DIGOUT | SPCM_XMODE_DIGOUTSRC_CH1 | SPCM_XMODE_DIGOUTSRC_BIT14);
spcm_dwSetParam_i32 (hDrv, SPCM_X9_MODE, lXMode);
lXMode = (SPCM_XMODE_DIGOUT | SPCM_XMODE_DIGOUTSRC_CH1 | SPCM_XMODE_DIGOUTSRC_BIT13);
spcm_dwSetParam_i32 (hDrv, SPCM_X10_MODE, lXMode);
lXMode = (SPCM_XMODE_DIGOUT | SPCM_XMODE_DIGOUTSRC_CH1 | SPCM_XMODE_DIGOUTSRC_BIT12);
spcm_dwSetParam_i32 (hDrv, SPCM_X11_MODE, lXMode);

// X12...X15 from channel 2 bit15..bit12
lXMode = (SPCM_XMODE_DIGOUT | SPCM_XMODE_DIGOUTSRC_CH2 | SPCM_XMODE_DIGOUTSRC_BIT15);
spcm_dwSetParam_i32 (hDrv, SPCM_X12_MODE, lXMode);
lXMode = (SPCM_XMODE_DIGOUT | SPCM_XMODE_DIGOUTSRC_CH2 | SPCM_XMODE_DIGOUTSRC_BIT14);
spcm_dwSetParam_i32 (hDrv, SPCM_X13_MODE, lXMode);
lXMode = (SPCM_XMODE_DIGOUT | SPCM_XMODE_DIGOUTSRC_CH2 | SPCM_XMODE_DIGOUTSRC_BIT13);
spcm_dwSetParam_i32 (hDrv, SPCM_X14_MODE, lXMode);
lXMode = (SPCM_XMODE_DIGOUT | SPCM_XMODE_DIGOUTSRC_CH2 | SPCM_XMODE_DIGOUTSRC_BIT12);
spcm_dwSetParam_i32 (hDrv, SPCM_X15_MODE, lXMode);

// X16...X19 from channel 3 bit15..bit12
lXMode = (SPCM_XMODE_DIGOUT | SPCM_XMODE_DIGOUTSRC_CH3 | SPCM_XMODE_DIGOUTSRC_BIT15);
spcm_dwSetParam_i32 (hDrv, SPCM_X16_MODE, lXMode);
lXMode = (SPCM_XMODE_DIGOUT | SPCM_XMODE_DIGOUTSRC_CH3 | SPCM_XMODE_DIGOUTSRC_BIT14);
spcm_dwSetParam_i32 (hDrv, SPCM_X17_MODE, lXMode);
lXMode = (SPCM_XMODE_DIGOUT | SPCM_XMODE_DIGOUTSRC_CH3 | SPCM_XMODE_DIGOUTSRC_BIT13);
spcm_dwSetParam_i32 (hDrv, SPCM_X18_MODE, lXMode);
lXMode = (SPCM_XMODE_DIGOUT | SPCM_XMODE_DIGOUTSRC_CH3 | SPCM_XMODE_DIGOUTSRC_BIT12);
spcm_dwSetParam_i32 (hDrv, SPCM_X19_MODE, lXMode);
```

Sourcing either 8 or 16 digital channels from one analog channel

In addition to the modes with up to four digital channels embedded as mentioned above, a channel's samples can also be configured to contain eight synchronous digital outputs channels reducing the analog channel's resolution to 8 bit as well or even replace a whole channel with 16 bits of digital data. When extracting the digital channels in 8 bit mode form the data word, the analog data will automatically be shifted upwards on the card, to not loose any gain information and the analog data is still in the same twos complement format. When sourcing all 16 bits from one single channel, the data will be fed to the proper X-lines (X4 .. X19) and also additionally available on the analog output, if it's output is enabled.

Data bit	Standard Mode No embedded digital Bit 16 bit DAC resolution	Digital outputs enabled for X12 .. X19 8 embedded digital Bits 8 bit DAC resolution	Digital outputs enabled for X14 .. X11 8 embedded digital Bits 8 bit DAC resolution	Digital outputs enabled for X4 .. X19 16 embedded digital Bits (all 16bits also available on DAC as an analog copy)
D15	DAx Bit 15 (MSB)	Digital Bit for X19 from channel x	Digital Bit for X11 from channel x	Digital Bit for X19 from channel x
D14	DAx Bit 14	Digital Bit for X18 from channel x	Digital Bit for X10 from channel x	Digital Bit for X18 from channel x
D13	DAx Bit 13	Digital Bit for X17 from channel x	Digital Bit for X9 from channel x	Digital Bit for X17 from channel x
D12	DAx Bit 12	Digital Bit for X16 from channel x	Digital Bit for X8 from channel x	Digital Bit for X16 from channel x
D11	DAx Bit 11	Digital Bit for X15 from channel x	Digital Bit for X7 from channel x	Digital Bit for X15 from channel x
D10	DAx Bit 10	Digital Bit for X14 from channel x	Digital Bit for X6 from channel x	Digital Bit for X14 from channel x
D9	DAx Bit 9	Digital Bit for X13 from channel x	Digital Bit for X5 from channel x	Digital Bit for X13 from channel x
D8	DAx Bit 8	Digital Bit for X12 from channel x	Digital Bit for X4 from channel x	Digital Bit for X12 from channel x
D7	DAx Bit 7	DAx Bit 15 (MSB)	DAx Bit 15 (MSB)	Digital Bit for X11 from channel x
D6	DAx Bit 6	DAx Bit 14	DAx Bit 14	Digital Bit for X10 from channel x
D5	DAx Bit 5	DAx Bit 13	DAx Bit 13	Digital Bit for X9 from channel x
D4	DAx Bit 4	DAx Bit 12	DAx Bit 12	Digital Bit for X8 from channel x
D3	DAx Bit 3	DAx Bit 11	DAx Bit 11	Digital Bit for X7 from channel x
D2	DAx Bit 2	DAx Bit 10	DAx Bit 10	Digital Bit for X6 from channel x
D1	DAx Bit 1	DAx Bit 9	DAx Bit 9	Digital Bit for X5 from channel x
D0	DAx Bit 0 (LSB)	DAx Bit 8 (LSB)	DAx Bit 8 (LSB)	Digital Bit for X4 from channel x

When using SPCM_XMODE_DIGOUTSRC_BIT15_downto_8 or SPCM_XMODE_DIGOUTSRC_BIT15_downto_0 all of the eight X-lines (or sixteen respectively) must be set to the same mode, otherwise an error (ERR_XMODESETUP) will be issued by the driver.

The following example shows the generation of analog data on one channel solely sourcing all of the sixteen additional digital outputs X4...X19:

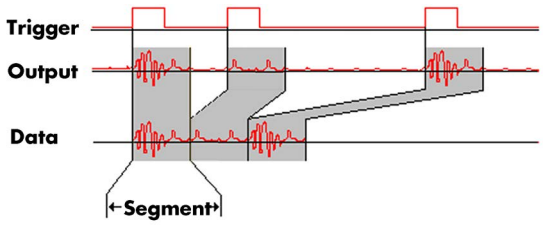
```
int32 lXMode;

// enable Ch0 only channels
spcm_dwSetParam_i32 (hDrv, SPC_CHENABLE, CHANNEL0);

// X4...X19 from channel 0 bit0..bit15
lXMode = (SPCM_XMODE_DIGOUT | SPCM_XMODE_DIGOUTSRC_CH0 | SPCM_XMODE_DIGOUTSRC_BIT15_downto_0);
spcm_dwSetParam_i32 (hDrv, SPCM_X4_MODE,  lXMode);
spcm_dwSetParam_i32 (hDrv, SPCM_X5_MODE,  lXMode);
spcm_dwSetParam_i32 (hDrv, SPCM_X6_MODE,  lXMode);
spcm_dwSetParam_i32 (hDrv, SPCM_X7_MODE,  lXMode);
spcm_dwSetParam_i32 (hDrv, SPCM_X8_MODE,  lXMode);
spcm_dwSetParam_i32 (hDrv, SPCM_X9_MODE,  lXMode);
spcm_dwSetParam_i32 (hDrv, SPCM_X10_MODE, lXMode);
spcm_dwSetParam_i32 (hDrv, SPCM_X11_MODE, lXMode);
spcm_dwSetParam_i32 (hDrv, SPCM_X12_MODE, lXMode);
spcm_dwSetParam_i32 (hDrv, SPCM_X13_MODE, lXMode);
spcm_dwSetParam_i32 (hDrv, SPCM_X14_MODE, lXMode);
spcm_dwSetParam_i32 (hDrv, SPCM_X15_MODE, lXMode);
spcm_dwSetParam_i32 (hDrv, SPCM_X16_MODE, lXMode);
spcm_dwSetParam_i32 (hDrv, SPCM_X17_MODE, lXMode);
spcm_dwSetParam_i32 (hDrv, SPCM_X18_MODE, lXMode);
spcm_dwSetParam_i32 (hDrv, SPCM_X19_MODE, lXMode);
```

Mode Multiple Replay

The Multiple Replay mode allows the generation of data blocks with multiple trigger events without restarting the hardware.

The on-board memory will be divided into several segments of the same size. On each trigger event one segment of data will be replayed.

As this mode is totally controlled in hardware there is a very small re-arm time from end of one segment until the trigger detection is enabled again. You'll find that re-arm time in the technical data section of this manual.



The following table shows the register for defining the structure of the segments to be replayed with each trigger event.

Register	Value	Direction	Description
SPC_SEGMENTSIZE	10010	read/write	Size of one Multiple Replay segment: the total number of samples to be replayed per channel after detection of one trigger event.

Trigger Modes

When using Multiple Recording all of the card's trigger modes can be used including the software trigger. For detailed information on the available trigger modes, please take a look at the relating chapter earlier in this manual.

Programming examples

The following example shows how to set up the card for Multiple Replay in standard mode.

```
spcm_dwSetParam_i32 (hDrv, SPC_CARDMODE, SPC_REP_STD_MULTI);  // Enables Standard Multiple Replay

spcm_dwSetParam_i64 (hDrv, SPC_SEGMENTSIZE, 1024);  // Set the segment size to 1024 samples
spcm_dwSetParam_i64 (hDrv, SPC_MEMSIZE,     4096);  // Set the total memsize for recording to 4096 samples
                                                    // so that actually four segments will be replayed

spcm_dwSetParam_i32 (hDrv, SPC_TRIG_EXT0_MODE,  SPC_TM_POS); // Set trig mode to ext. TTL mode (rising edge)
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_ORMASK, SPC_TMASK_EXT0); // and enable it within the trigger OR-mask
```

The following example shows how to set up the card for Multiple Replay in FIFO mode.

```
spcm_dwSetParam_i32 (hDrv, SPC_CARDMODE, SPC_REP_FIFO_MULTI); // Enables FIFO Multiple Replay

spcm_dwSetParam_i64 (hDrv, SPC_SEGMENTSIZE,   2048);          // Set the segment size to 2048 samples
spcm_dwSetParam_i64 (hDrv, SPC_LOOPS           256);          // 256 segments will be replayed

spcm_dwSetParam_i32 (hDrv, SPC_TRIG_EXT0_MODE,  SPC_TM_NEG); // Set trig mode to ext. TTL mode (falling edge)
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_ORMASK, SPC_TMASK_EXT0); // and enable it within the trigger OR-mask
```

Replay modes

Standard Mode

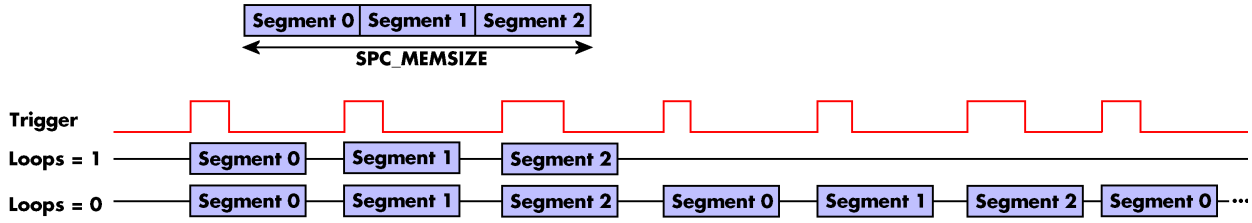
With every detected trigger event one data block is replayed. The length of one multiple replay segment is set by the value of the segment size register SPC_SEGMENTSIZE. The total amount of samples to be replayed is defined by the memsize register.
Memsize must be set to a a multiple of the segment size. The table below shows the register for enabling Multiple Recording. For detailed information on how to setup and start the standard replay mode please refer to the according chapter earlier in this manual.

Register	Value	Direction	Description
SPC_CARDMODE	9500	read/write	Defines the used operating mode
SPC_REP_STD_MULTI	200h	Enables Multiple Replay for standard replay.	

The total number of samples to be replayed from the on-board memory in standard mode is defined by the SPC_MEMSIZE register. When using the SPC_LOOPS parameter one can further program whether all segments should be replayed once or continuously.

Register	Value	Direction	Description
SPC_MEMSIZE	10000	read/write	Defines the total number of samples to be replayed.
SPC_LOOPS	10020	read/write	When writing a 1 the complete memory is replayed once, when writing a zero the replay continues from the beginning forever.
0		Replay will be infinite until the user stops it. When replay reaches the end of programmed memory it will start from the beginning again.	
1		The complete memory is replayed once.	

Standard replay mode with the use of SPC_LOOPS



FIFO Mode

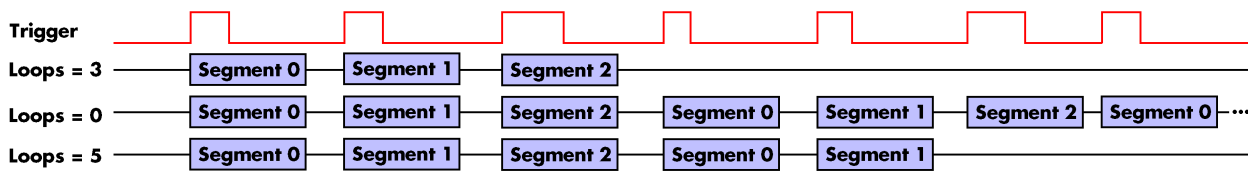
The Multiple Replay in FIFO mode is similar to the Multiple Replay in standard mode. In contrast to the standard mode it is not necessary to program the number of samples to be replayed. The replay is running until the user stops it. The data is written block by block by the driver as described under single FIFO mode example earlier in this manual. These blocks can be online calculated or loaded from hard disk. This mode significantly reduces the amount of data to be transferred on the PCI bus as gaps with no significant output did not have to be transferred. This enables you to use faster sample rates then you would be able to in FIFO mode without Multiple Recording.
The table below shows the dedicated register for enabling Multiple Replay. For detailed information how to setup and start the board in FIFO mode please refer to the according chapter earlier in this manual.

Register	Value	Direction	Description
SPC_CARDMODE	9500	read/write	Defines the used operating mode
SPC_REP_FIFO_MULTI	1000h	Enables Multiple Replay for FIFO mode.	

The number of segments to be replayed must be set separately with the register shown in the following table:

Register	Value	Direction	Description
SPC_LOOPS	10020	read/write	Defines the number of segments to be replayed
0		Replay will be infinite until the user stops it.	
1 ... [4G - 1]		Defines the total segments to be replayed.	

Fifo replay mode with the use of SPC_LOOPS



Limits of segment size, memory size

The maximum memory size parameter is only limited by the number of activated channels and by the amount of installed memory. Please keep in mind that each sample needs 2 bytes of memory to be stored.

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

Activated Channels	Used Mode	Memory size SPC_MEMSIZE			Segment size SPC_SEGMENTSIZE			Loops SPC_LOOPS		
		Min	Max	Step	Min	Max	Step	Min	Max	Step
1 channel	Standard Single	16	Mem	8	not used			0 (∞)	4G - 1	1
	Single Restart	16	Mem	8	not used			0 (∞)	4G - 1	1
	Standard Multi	16	Mem	8	8	Mem/2	8	0 (∞)	1	1
	Standard Gate	16	Mem	8	not used			0 (∞)	1	1
	FIFO Single	not used			8	8G - 8	8	0 (∞)	4G - 1	1
	FIFO Multi	not used			8	Mem/2	8	0 (∞)	4G - 1	1
	FIFO Gate	not used			not used			0 (∞)	4G - 1	1
2 channels	Standard Single	16	Mem/2	8	not used			0 (∞)	4G - 1	1
	Single Restart	16	Mem/2	8	not used			0 (∞)	4G - 1	1
	Standard Multi	16	Mem/2	8	8	Mem/4	8	0 (∞)	1	1
	Standard Gate	16	Mem/2	8	not used			0 (∞)	1	1
	FIFO Single	not used			8	8G - 8	8	0 (∞)	4G - 1	1
	FIFO Multi	not used			8	Mem/4	8	0 (∞)	4G - 1	1
	FIFO Gate	not used			not used			0 (∞)	4G - 1	1
4 channels	Standard Single	16	Mem/4	8	not used			0 (∞)	4G - 1	1
	Single Restart	16	Mem/4	8	not used			0 (∞)	4G - 1	1
	Standard Multi	16	Mem/4	8	8	Mem/8	8	0 (∞)	1	1
	Standard Gate	16	Mem/4	8	not used			0 (∞)	1	1
	FIFO Single	not used			8	8G - 8	8	0 (∞)	4G - 1	1
	FIFO Multi	not used			8	Mem/8	8	0 (∞)	4G - 1	1
	FIFO Gate	not used			not used			0 (∞)	4G - 1	1
8 channels	Standard Single	16	Mem/8	8	not used			0 (∞)	4G - 1	1
	Single Restart	16	Mem/8	8	not used			0 (∞)	4G - 1	1
	Standard Multi	16	Mem/8	8	8	Mem/8	8	0 (∞)	1	1
	Standard Gate	16	Mem/8	8	not used			0 (∞)	1	1
	FIFO Single	not used			8	8G - 8	8	0 (∞)	4G - 1	1
	FIFO Multi	not used			8	Mem/8	8	0 (∞)	4G - 1	1
	FIFO Gate	not used			not used			0 (∞)	4G - 1	1

All figures listed here are given in samples. An entry of [8k - 16] means [8 kSamples - 16] = [8192 - 16] = 8176 samples.

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

	Installed Memory 512 MSample
Mem	512 MSample
Mem / 2	256 MSample
Mem / 4	128 MSample
Mem / 8	64 MSample

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

Programming the behaviour in pauses and after replay

Usually the used outputs of the analog generation boards are set to zero level after replay. This is in most cases adequate. In some cases it can be necessary to hold the last sample, to output the maximum positive level or maximum negative level after replay. The stoplevel will stay on the defined level until the next output has been made. With the following registers you can define the behaviour after replay:

Register	Value	Direction	Description
SPC_CH0_STOPLEVEL	206020	read/write	Defines the behavior after replay for channel 0
SPC_CH1_STOPLEVEL	206021	read/write	Defines the behavior after replay for channel 1
SPC_CH2_STOPLEVEL	206022	read/write	Defines the behavior after replay for channel 2
SPC_CH3_STOPLEVEL	206023	read/write	Defines the behavior after replay for channel 3
SPC_CH4_STOPLEVEL	206024	read/write	Defines the behavior after replay for channel 4
SPC_CH5_STOPLEVEL	206025	read/write	Defines the behavior after replay for channel 5
SPC_CH6_STOPLEVEL	206026	read/write	Defines the behavior after replay for channel 6
SPC_CH7_STOPLEVEL	206027	read/write	Defines the behavior after replay for channel 7

SPCM_STOPLVL_ZERO	16	Defines the analog output to enter zero level (D/A converter is fed with digital zero value). When synchronous digital bits are replayed, these will be set to LOW state during pause.
SPCM_STOPLVL_LOW	2	Defines the analog output to enter maximum negative level (D/A converter is fed with most negative level). When synchronous digital bits are replayed, these will be set to LOW state during pause.
SPCM_STOPLVL_HIGH	4	Defines the analog output to enter maximum positive level (D/A converter is fed with most positive level). When synchronous digital bits are replayed, these will be set to HIGH state during pause.
SPCM_STOPLVL_HOLDLAST	8	Holds the last replayed sample on the analog output. When synchronous digital bits are replayed, their last state will also be hold.
SPCM_STOPLVL_CUSTOM	32	Allows to define a 16bit wide custom level per channel for the analog output to enter in pauses.The sample format is exactly the same as during replay, as described in the „sample format“ section. When synchronous digital bits are replayed along, the custom level must include these as well and therefore allows to set a custom level for each multi-purpose line separately.

When using SPCM_STOPLVL_CUSTOM, the sample value for the pauses must be defined via the following registers:

Register	Value	Direction	Description
SPC_CH0_CUSTOM_STOP	206050	read/write	Defines the custom stop level for channel 0 when using SPCM_STOPLVL_CUSTOM.
SPC_CH1_CUSTOM_STOP	206051	read/write	Defines the custom stop level for channel 1 when using SPCM_STOPLVL_CUSTOM.
SPC_CH2_CUSTOM_STOP	206052	read/write	Defines the custom stop level for channel 2 when using SPCM_STOPLVL_CUSTOM.
SPC_CH3_CUSTOM_STOP	206053	read/write	Defines the custom stop level for channel 3 when using SPCM_STOPLVL_CUSTOM.
SPC_CH4_CUSTOM_STOP	206054	read/write	Defines the custom stop level for channel 4 when using SPCM_STOPLVL_CUSTOM.
SPC_CH5_CUSTOM_STOP	206055	read/write	Defines the custom stop level for channel 5 when using SPCM_STOPLVL_CUSTOM.
SPC_CH6_CUSTOM_STOP	206056	read/write	Defines the custom stop level for channel 6 when using SPCM_STOPLVL_CUSTOM.
SPC_CH7_CUSTOM_STOP	206057	read/write	Defines the custom stop level for channel 7 when using SPCM_STOPLVL_CUSTOM.

All outputs that are not activated for replay, will keep the programmed stoplevel also while the replay is in progress.

Because the STOPLEVEL registers impact the digital samples fed to the D/A converter, the output is still shifted by the programmed output offset, as described before.

Example showing how to set a custom stoplevel for channel 0:

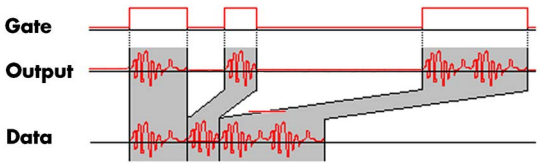
```
// enable the use of custom stop level and use raw value 10487 as stop value
spcm_dwSetParam_i32 (stCard.hDrv, SPC_CH0_STOPLEVEL, SPCM_STOPLVL_CUSTOM);
spcm_dwSetParam_i32 (stCard.hDrv, SPC_CH0_CUSTOM_STOP, 10487);
```

Mode Gated Replay

The Gated Replay mode allows the data generation controlled by an external or an internal gate signal. Data will only be replayed if the programmed gate condition is true.

This chapter will explain all the necessary software register to set up the card for Gated Replay properly.

The section on the allowed trigger modes deals with detailed description on the different trigger events and the resulting gates.



Generation Modes

Standard Mode

Data will be replayed as long as the gate signal fulfills the programmed gate condition. At the end of the gate interval the replay will be stopped and the card will pause until another gates signal appears. If loops (SPC_LOOPS) is set to 1 the card stops immediately as soon as the total amount of data (SPC_MEMSIZE) has been replayed. In that case the last gate segment is ended by the expiring memory size counter and not by the gate end signal. If loops is set to zero the Gated Replay mode will run in a continuous loop until explicitly stopped by user. If the replay reaches the end of the programmed memory it will start again at the beginning with no gap in between.

The table below shows the register for enabling Gated Sampling. For detailed information on how to setup and start the standard acquisition mode please refer to the according chapter earlier in this manual.

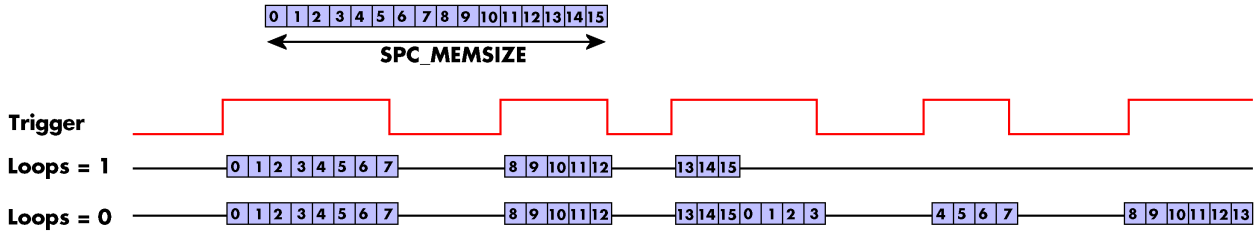
Register	Value	Direction	Description
SPC_CARDMODE	9500	read/write	Defines the used operating mode
SPC_REP_STD_GATE	400h	Enables Gated Sampling for standard acquisition.	

The total number of samples to be replayed from the on-board memory in standard mode is defined by the SPC_MEMSIZE register.

Register	Value	Direction	Description
SPC_MEMSIZE	10000	read/write	Defines the total number of samples to be replayed.
SPC_LOOPS	10020	read/write	Defines the number of gates to be replayed
0		Replay will be infinite until the user stops it. When replay reaches the end of programmed memory it will start from the beginning with no gap.	
1		The complete memory is replayed once. The last gate segment is cut off when end of memory is reached.	

Examples of Standard Standard Gated Replay with the use of SPC_LOOPS parameter

To keep the diagram easy to read there's no delay shown in here and there's also only a very small number of samples shown. Any further restrictions are described later in this chapter.



FIFO Mode

The Gated Replay in FIFO mode is similar to the Gated Replay in standard mode. The replay can either run until the user stops it by software (infinite replay, loops = 0) or until a programmed number of gates has been played (loops = 1). The data is written continuously by the driver and can be either online calculated or loaded from hard disk. The table below shows the dedicated register for enabling Gated Sampling in FIFO mode. For detailed information how to setup and start the card in FIFO mode please refer to the according chapter earlier in this manual.

Register	Value	Direction	Description
SPC_CARDMODE	9500	read/write	Defines the used operating mode
SPC_REP_FIFO_GATE	2000h	Enables Gated Replay with FIFO mode	

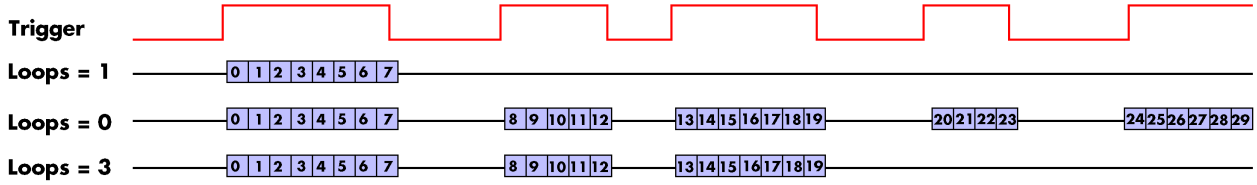
The number of gates to be replayed must be set separately with the register shown in the following table:

Register	Value	Direction	Description
SPC_LOOPS	10020	read/write	Defines the number of gates to be replayed

0	Replay will be infinite until the user stops it or an underrun occurs
1 … [4G - 1]	Defines the total gates to be replayed.

Examples of Fifo Gated Replay with the use of SPC_LOOPS parameter

To keep the diagram easy to read there's no delay shown in here and there's also only a very small number of samples shown. Any further restrictions are described later in this chapter.



Limits of segment size, memory size

The maximum memory size parameter is only limited by the number of activated channels and by the amount of installed memory. Please keep in mind that each sample needs 2 bytes of memory to be stored.

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

Activated Channels	Used Mode	Memory size SPC_MEMSIZE			Segment size SPC_SEGMENTSIZE			Loops SPC_LOOPS		
		Min	Max	Step	Min	Max	Step	Min	Max	Step
1 channel	Standard Single	16	Mem	8	not used			0 (∞)	4G - 1	1
	Single Restart	16	Mem	8	not used			0 (∞)	4G - 1	1
	Standard Multi	16	Mem	8	8	Mem/2	8	0 (∞)	1	1
	Standard Gate	16	Mem	8	not used			0 (∞)	1	1
	FIFO Single	not used			8	8G - 8	8	0 (∞)	4G - 1	1
	FIFO Multi	not used			8	Mem/2	8	0 (∞)	4G - 1	1
	FIFO Gate	not used			not used			0 (∞)	4G - 1	1
2 channels	Standard Single	16	Mem/2	8	not used			0 (∞)	4G - 1	1
	Single Restart	16	Mem/2	8	not used			0 (∞)	4G - 1	1
	Standard Multi	16	Mem/2	8	8	Mem/4	8	0 (∞)	1	1
	Standard Gate	16	Mem/2	8	not used			0 (∞)	1	1
	FIFO Single	not used			8	8G - 8	8	0 (∞)	4G - 1	1
	FIFO Multi	not used			8	Mem/4	8	0 (∞)	4G - 1	1
	FIFO Gate	not used			not used			0 (∞)	4G - 1	1
4 channels	Standard Single	16	Mem/4	8	not used			0 (∞)	4G - 1	1
	Single Restart	16	Mem/4	8	not used			0 (∞)	4G - 1	1
	Standard Multi	16	Mem/4	8	8	Mem/8	8	0 (∞)	1	1
	Standard Gate	16	Mem/4	8	not used			0 (∞)	1	1
	FIFO Single	not used			8	8G - 8	8	0 (∞)	4G - 1	1
	FIFO Multi	not used			8	Mem/8	8	0 (∞)	4G - 1	1
	FIFO Gate	not used			not used			0 (∞)	4G - 1	1
8 channels	Standard Single	16	Mem/8	8	not used			0 (∞)	4G - 1	1
	Single Restart	16	Mem/8	8	not used			0 (∞)	4G - 1	1
	Standard Multi	16	Mem/8	8	8	Mem/8	8	0 (∞)	1	1
	Standard Gate	16	Mem/8	8	not used			0 (∞)	1	1
	FIFO Single	not used			8	8G - 8	8	0 (∞)	4G - 1	1
	FIFO Multi	not used			8	Mem/8	8	0 (∞)	4G - 1	1
	FIFO Gate	not used			not used			0 (∞)	4G - 1	1

All figures listed here are given in samples. An entry of [8k - 16] means [8 kSamples - 16] = [8192 - 16] = 8176 samples.

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

	Installed Memory 512 MSample
Mem	512 MSample
Mem / 2	256 MSample
Mem / 4	128 MSample
Mem / 8	64 MSample

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

Trigger

Detailed description of the external analog trigger modes

For all external analog trigger modes shown below, either the OR mask or the AND must contain the external trigger to activate the external input as trigger source:.

Register	Value	Direction	Description
SPC_TRIG_ORMASK	40410	read/write	Defines the events included within the trigger OR mask of the card.
SPC_TRIG_ANDMASK	40430	read/write	Defines the events included within the trigger AND mask of the card.
SPC_TMASK_EXT0	2h	Enables the main external (analog) trigger 0 for the mask.	

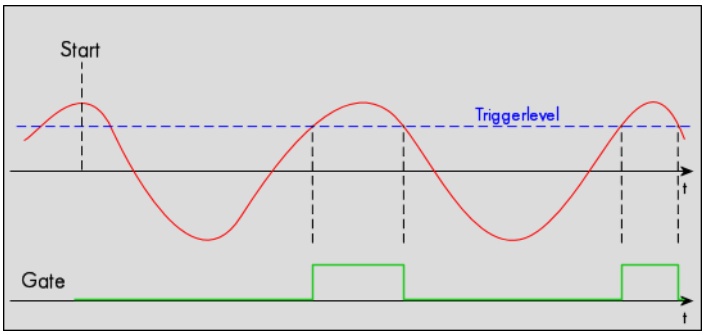
The following pages explain the available modes in detail. All modes that only require one single trigger level are available for both external trigger inputs. All modes that require two trigger levels are only available for the main external trigger input (Ext0).

Trigger on positive edge

The trigger input is continuously sampled with the selected sample rate. If the programmed trigger level is crossed by the trigger signal from lower values to higher values (rising edge) then the gate starts.

When the signal crosses the programmed trigger level from higher values to lower values (falling edge) then the gate will stop.

As this mode is purely edge-triggered, the high level at the cards start time does not trigger the board.



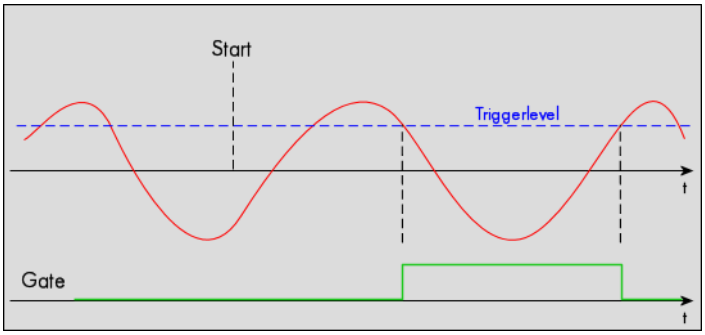
Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_POS	1h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Set it to the desired trigger level in mV.	mV

Trigger on negative edge

The trigger input is continuously sampled with the selected sample rate. If the programmed trigger level is crossed by the trigger signal from higher values to lower values (falling edge) then the gate starts.

When the signal crosses the programmed trigger from lower values to higher values (rising edge) then the gate will stop.

As this mode is purely edge-triggered, the low level at the cards start time does not trigger the board.



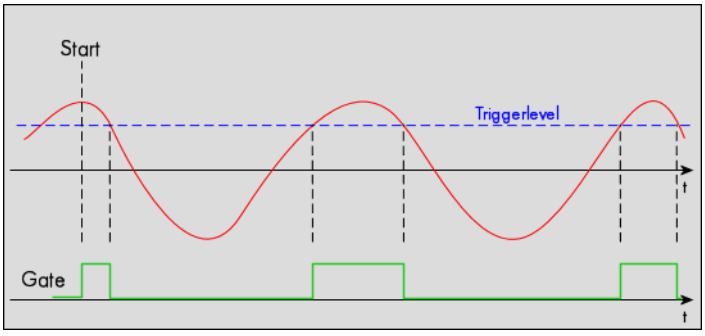
Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_NEG	2h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Set it to the desired trigger level in mV.	mV

High level trigger

The external input is continuously sampled with the selected sample rate. If the signal is equal or higher than the programmed trigger level the gate starts.

When the signal is lower than the programmed trigger level the gate will stop.

As this mode is level-triggered, the high level at the cards start time does trigger the board.



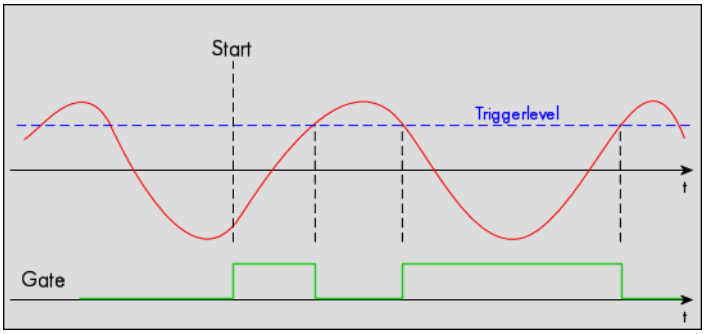
Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_HIGH	00000008h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Set it to the desired trigger level in mV.	mV

Low level trigger

The external input is continuously sampled with the selected sample rate. If the signal is equal or lower than the programmed trigger level the gate starts.

When the signal is higher than the programmed trigger level the gate will stop.

As this mode is level-triggered, the high level at the cards start time does trigger the board.

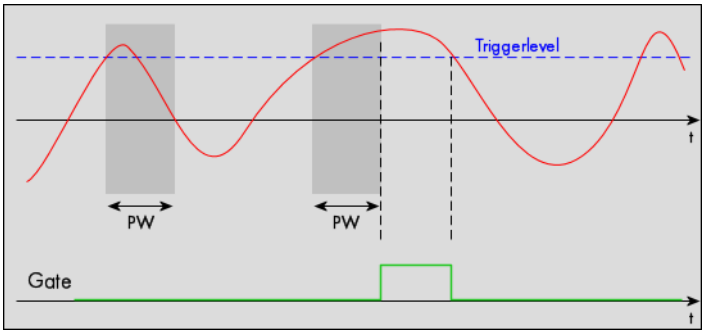


Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_LOW	00000010h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Set it to the desired trigger level in mV.	mV

Pulsewidth trigger for long positive pulses

The analog input is continuously sampled with the selected sample rate. If the programmed trigger level is crossed by the channel's signal from lower to higher values (rising edge) the pulsewidth counter is started. If the signal crosses the trigger level again in the opposite direction within the the programmed pulsewidth time, no trigger will be detected. If the pulsewidth counter reaches the programmed amount of samples, without the signal crossing the trigger level in the opposite direction, the gate will start.

If the programmed trigger level is crossed by the channel's signal from higher to lower values (falling edge) the gate will stop.



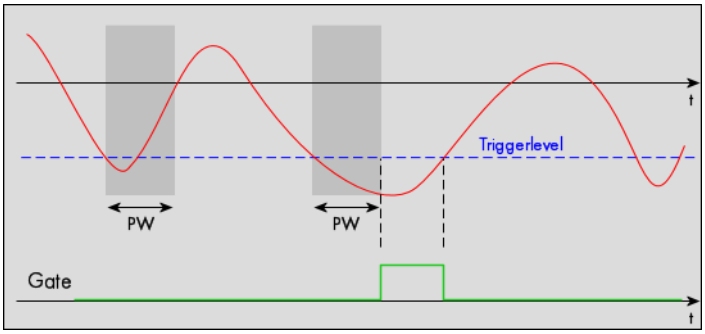
The pulsewidth trigger modes for long pulses can be used to prevent the board from triggering on wrong (short) edges in noisy signals.

Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_POS | SPC_TM_PW_GREATER	04000001h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Set it to the desired trigger level in mV.	mV
SPC_TRIG_CH0_PULSEWIDTH	44101	read/write	Sets the pulsewidth in samples. Values from 2 to [4G - 1] are allowed.	2 to [4G - 1]

Pulsewidth trigger for long negative pulses

The analog input is continuously sampled with the selected sample rate. If the programmed trigger level is crossed by the channel's signal from higher to lower values (falling edge) the pulsewidth counter is started. If the signal crosses the trigger level again in the opposite direction within the the programmed pulsewidth time, no trigger will be detected. If the pulsewidth counter reaches the programmed amount of samples, without the signal crossing the trigger level in the opposite direction, the gate will start.

If the programmed trigger level is crossed by the channel's signal from lower to higher values (rising edge) the gate will stop.



The pulsewidth trigger modes for long pulses can be used to prevent the board from triggering on wrong (short) edges in noisy signals.

Register	Value	Direction	set to	Value
SPC_TRIG_CH0_MODE	40610	read/write	SPC_TM_NEG | SPC_TM_PW_GREATER	04000002h

Register	Value	Direction	set to	Value
SPC_TRIG_CH0_LEVEL0	42200	read/write	Set it to the desired trigger level in mV	mV
SPC_TRIG_CH0_PULSEWIDTH	44101	read/write	Sets the pulsewidth in samples. Values from 2 to [4G - 1] are allowed.	2 to [4G - 1]

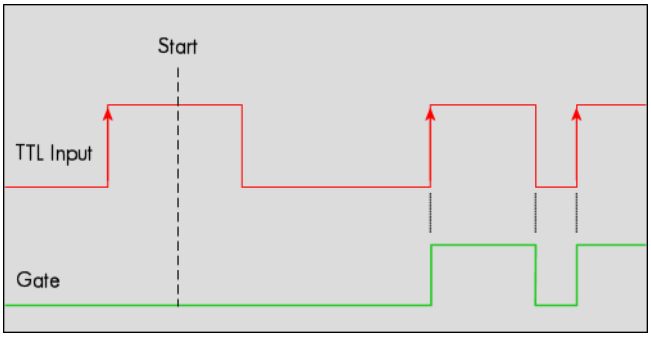
Detailed description of the logic gate trigger modes

Positive TTL edge trigger

This mode is for detecting the rising edges of an external TTL signal. The gate will start on rising edges that are detected after starting the board.

As this mode is purely edge-triggered, the high level at the cards start time, does not trigger the board.

With the next falling edge the gate will be stopped.



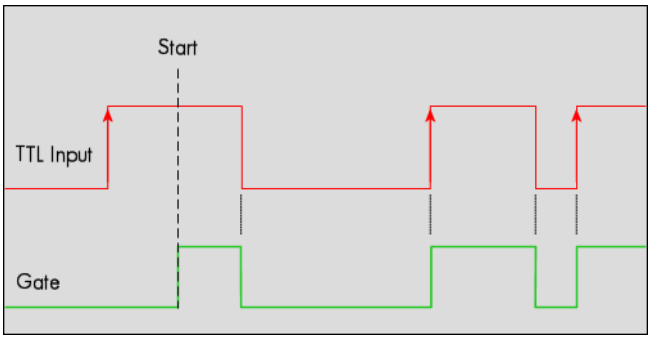
Register	Value	Direction	set to	Value
SPC_TRIG_EXT1_MODE SPC_TRIG_EXT2_MODE SPC_TRIG_EXT3_MODE	40511 40512 40513	read/write	SPC_TM_POS	1h

HIGH TTL level trigger

This mode is for detecting the high levels of an external TTL signal. The gate will start on high levels that are detected after starting the board acquisition/generation.

As this mode is purely level-triggered, the high level at the cards start time, does trigger the board.

With the next low level the gate will be stopped.



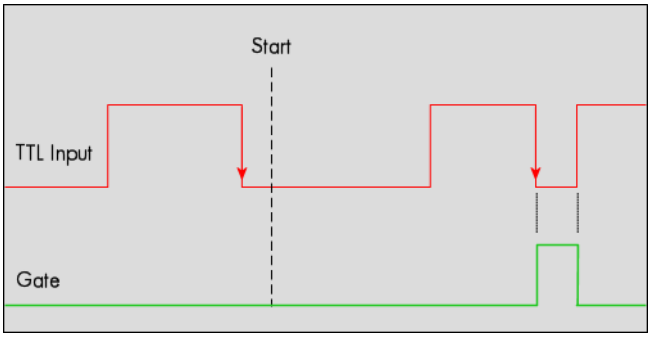
Register	Value	Direction	set to	Value
SPC_TRIG_EXT1_MODE SPC_TRIG_EXT2_MODE SPC_TRIG_EXT3_MODE	40511 40512 40513	read/write	SPC_TM_HIGH	8h

Negative TTL edge trigger

This mode is for detecting the falling edges of an external TTL signal. The gate will start on falling edges that are detected after starting the board.

As this mode is purely edge-triggered, the low level at the cards start time, does not trigger the board.

With the next rising edge the gate will be stopped.



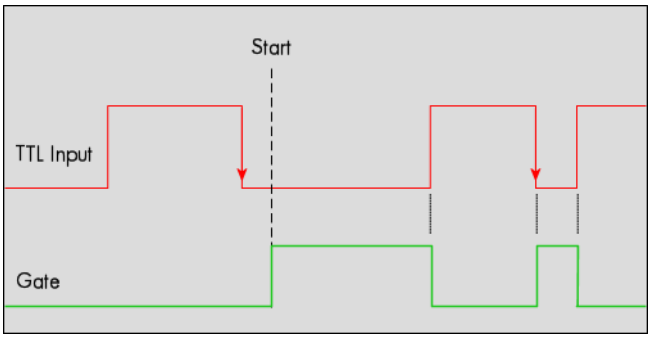
Register	Value	Direction	set to	Value
SPC_TRIG_EXT1_MODE SPC_TRIG_EXT2_MODE SPC_TRIG_EXT3_MODE	40511 40512 40513	read/write	SPC_TM_NEG	2h

LOW TTL level trigger

This mode is for detecting the low levels of an external TTL signal. The gate will start on low levels that are detected after starting the board.

As this mode is purely level-triggered, the low level at the cards start time, does trigger the board.

With the next high level the gate will be stopped.



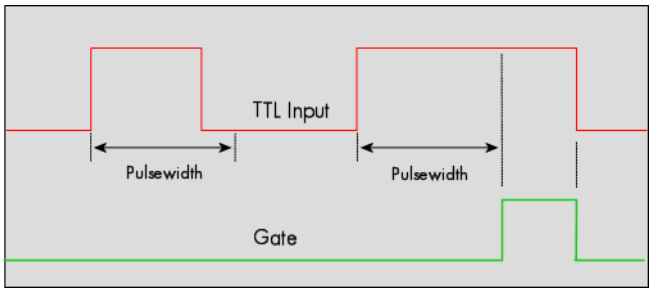
Register	Value	Direction	set to	Value
SPC_TRIG_EXT1_MODE SPC_TRIG_EXT2_MODE SPC_TRIG_EXT3_MODE	40511 40512 40513	read/write	SPC_TM_LOW	10h

TTL pulsewidth trigger for long HIGH pulses

This mode is for detecting a rising edge of an external TTL signal followed by a HIGH pulse that are longer than a programmed pulsewidth. If the pulse is shorter than the programmed pulse-width, no trigger will be detected.

The gate will start on the first pulse matching the trigger condition after starting the board.

The gate will stop with the next falling edge.



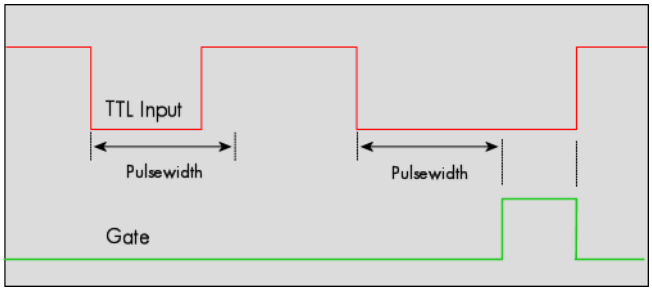
Register	Value	Direction	set to	Value
SPC_TRIG_EXT1_PULSEWIDTH SPC_TRIG_EXT2_PULSEWIDTH SPC_TRIG_EXT3_PULSEWIDTH	44211 44212 44213	read/write	Sets the pulsewidth in samples.	2 up to [4G -1]
SPC_TRIG_EXT1_MODE SPC_TRIG_EXT2_MODE SPC_TRIG_EXT3_MODE	40511 40512 40513	read/write	(SPC_TM_POS | SPC_TM_PW_GREATER)	4000001h

TTL pulsewidth trigger for long LOW pulses

This mode is for detecting a falling edge of an external TTL signal followed by a LOW pulse that are longer than a programmed pulsewidth. If the pulse is shorter than the programmed pulse-width, no trigger will be detected.

The gate will start on the first pulse matching the trigger condition after starting the board.

The gate will stop with the next rising edge.



Register	Value	Direction	set to	Value
SPC_TRIG_EXT1_PULSEWIDTH SPC_TRIG_EXT2_PULSEWIDTH SPC_TRIG_EXT3_PULSEWIDTH	44211 44212 44213	read/write	Sets the pulsewidth in samples.	2 up to [4G -1]
SPC_TRIG_EXT1_MODE SPC_TRIG_EXT2_MODE SPC_TRIG_EXT3_MODE	40511 40512 40513	read/write	(SPC_TM_NEG | SPC_TM_PW_GREATER)	4000002h

The following example shows, how to setup the card for using external TTL pulse width trigger on EXT1 (X1) input:

```
// Setting up external X1 TTL trigger to detect low pulses that are longer than 50 samples ...
spcm_dwSetParam_i32 (hDrv,SPC_TRIG_EXT1_MODE, SPC_TM_NEG | SPC_TM_PW_GREATER);
spcm_dwSetParam_i64 (hDrv, SPC_TRIG_EXT1_PULSEWIDTH ,                    50);
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_ORMASK,                SPC_TMASK_EXT1); // ... and enable it in OR mask
```

Programming examples

The following examples shows how to set up the card for Gated Replay in standard mode for Gated Replay in FIFO mode.

```
spcm_dwSetParam_i32 (hDrv, SPC_CARDMODE, SPC_REP_STD_GATE);  // Enables Standard Gated Replay

spcm_dwSetParam_i64 (hDrv, SPC_MEMSIZE, 8192);            // Set the total memsize for replay to 8192 samples

spcm_dwSetParam_i32 (hDrv, SPC_TRIG_EXT0_MODE,  SPC_TM_POS); // Set triggermode to ext. TTL rising edge
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_ORMASK, SPC_TMASK_EXT0); // and enable it within the trigger OR-mask
```

```
spcm_dwSetParam_i32 (hDrv, SPC_CARDMODE, SPC_REP_FIFO_GATE); // Enables FIFO Gated Replay

pcm_dwSetParam_i64 (hDrv, SPC_LOOP,    1024);               // 1024 gates will be replayed

spcm_dwSetParam_i32 (hDrv, SPC_TRIG_EXT0_MODE,  SPC_TM_NEG);// Set triggermode to ext. TTL falling edge
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_ORMASK, SPC_TMASK_EXT0);// and enable it within the trigger OR-mask
```

Programming the behaviour in pauses and after replay

Usually the used outputs of the analog generation boards are set to zero level after replay. This is in most cases adequate. In some cases it can be necessary to hold the last sample, to output the maximum positive level or maximum negative level after replay. The stoplevel will stay on the defined level until the next output has been made. With the following registers you can define the behaviour after replay:

Register	Value	Direction	Description
SPC_CH0_STOPLEVEL	206020	read/write	Defines the behavior after replay for channel 0
SPC_CH1_STOPLEVEL	206021	read/write	Defines the behavior after replay for channel 1
SPC_CH2_STOPLEVEL	206022	read/write	Defines the behavior after replay for channel 2
SPC_CH3_STOPLEVEL	206023	read/write	Defines the behavior after replay for channel 3
SPC_CH4_STOPLEVEL	206024	read/write	Defines the behavior after replay for channel 4
SPC_CH5_STOPLEVEL	206025	read/write	Defines the behavior after replay for channel 5
SPC_CH6_STOPLEVEL	206026	read/write	Defines the behavior after replay for channel 6
SPC_CH7_STOPLEVEL	206027	read/write	Defines the behavior after replay for channel 7
SPCM_STOPLVL_ZERO	16		Defines the analog output to enter zero level (D/A converter is fed with digital zero value). When synchronous digital bits are replayed, these will be set to LOW state during pause.
SPCM_STOPLVL_LOW	2		Defines the analog output to enter maximum negative level (D/A converter is fed with most negative level). When synchronous digital bits are replayed, these will be set to LOW state during pause.
SPCM_STOPLVL_HIGH	4		Defines the analog output to enter maximum positive level (D/A converter is fed with most positive level). When synchronous digital bits are replayed, these will be set to HIGH state during pause.
SPCM_STOPLVL_HOLDLAST	8		Holds the last replayed sample on the analog output. When synchronous digital bits are replayed, their last state will also be hold.
SPCM_STOPLVL_CUSTOM	32		Allows to define a 16bit wide custom level per channel for the analog output to enter in pauses.The sample format is exactly the same as during replay, as described in the „sample format“ section. When synchronous digital bits are replayed along, the custom level must include these as well and therefore allows to set a custom level for each multi-purpose line separately.

When using SPCM_STOPLVL_CUSTOM, the sample value for the pauses must be defined via the following registers:

Register	Value	Direction	Description
SPC_CH0_CUSTOM_STOP	206050	read/write	Defines the custom stop level for channel 0 when using SPCM_STOPLVL_CUSTOM.
SPC_CH1_CUSTOM_STOP	206051	read/write	Defines the custom stop level for channel 1 when using SPCM_STOPLVL_CUSTOM.
SPC_CH2_CUSTOM_STOP	206052	read/write	Defines the custom stop level for channel 2 when using SPCM_STOPLVL_CUSTOM.
SPC_CH3_CUSTOM_STOP	206053	read/write	Defines the custom stop level for channel 3 when using SPCM_STOPLVL_CUSTOM.
SPC_CH4_CUSTOM_STOP	206054	read/write	Defines the custom stop level for channel 4 when using SPCM_STOPLVL_CUSTOM.
SPC_CH5_CUSTOM_STOP	206055	read/write	Defines the custom stop level for channel 5 when using SPCM_STOPLVL_CUSTOM.
SPC_CH6_CUSTOM_STOP	206056	read/write	Defines the custom stop level for channel 6 when using SPCM_STOPLVL_CUSTOM.
SPC_CH7_CUSTOM_STOP	206057	read/write	Defines the custom stop level for channel 7 when using SPCM_STOPLVL_CUSTOM.

All outputs that are not activated for replay, will keep the programmed stoplevel also while the replay is in progress.

Because the STOPLEVEL registers impact the digital samples fed to the D/A converter, the output is still shifted by the programmed output offset, as described before.

Example showing how to set a custom stoplevel for channel 0:

```
// enable the use of custom stop level and use raw value 10487 as stop value
spcm_dwSetParam_i32 (stCard.hDrv, SPC_CH0_STOPLEVEL, SPCM_STOPLVL_CUSTOM);
spcm_dwSetParam_i32 (stCard.hDrv, SPC_CH0_CUSTOM_STOP, 10487);
```

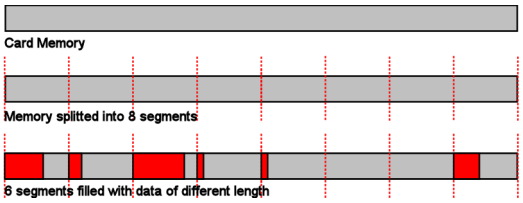
Sequence Replay Mode

The sequence replay mode is a special firmware mode that allows to program an output sequence by defining one or more sequences each associated with a certain memory pattern. Therefore the user is provided with two different memories, one for the sequence steps and one for the data patterns. The separated sequence memory can hold different sequence steps (the actual number depends on the hardware and can be found in the technical data section). Each step itself contains information about how often it should be repeated in a loop, which step will be next and on what condition the change will happen. To define the pattern for the steps, the on-board memory is split up into several segments of different length. The switch over from one segment to the other is seamless, without any missing samples or spikes. The powerful sequence mode option adds a huge variety of different application areas to Spectrum's generator cards.

Theory of operation

Define segments in data memory

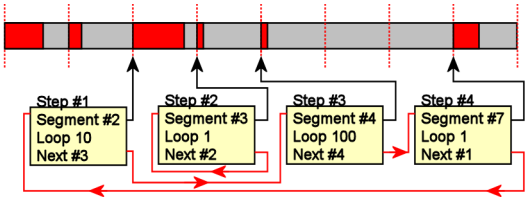
The complete installed on-board memory of the card is divided into a user definable number of segments. Each segment space has the same length limiting the maximum length of one data segment to [Installed Memory] / [Number of Segments]. Each data segment can be filled by the user with patterns of different lengths or can even be left completely empty if unused:



In our example we see the complete installed card memory is being split into 8 segments and 6 of these segments are actually filled with data sequences of different length afterwards (indicated in red). Two of these segments are not needed for the assumed sequence and therefore left empty as an example. Due to the fact that each sequence step can be associated with any of the data segments, it is also possible to use one data segment in multiple steps or to just once upload the data for multiple sequences, and just change the order of the sequence.

Define steps in sequence memory

The sequence memory defines a number of data loop steps that are executed step by step either linear or interrupted by waiting for trigger event. The first step that is entered after a card start is separately defined by software. When being entered, each step first repeats the associated data segment the number times defined by its loop parameter. Afterwards the sequencer will either automatically proceed either unconditionally or check for a trigger event as a condition to change over to the next step, which is defined by the steps next parameter. This next segment can be the same segment again performing an endless loop or the beginning of the sequence to repeat the sequence until being stopped by the user. Additionally a step can also be defined to be the last step in a sequence such that the card is stopped afterwards.



In our example 4 steps have been defined. Three of them (Step #1, Step #3, Step #4) perform an endless loop that will be repeated continuously. The output of the card will then be 10 times data segment #2, 100 times data segment #4, 1 time data segment #7 and then starting over with 10 times data segment #2 and so on...
In this first simple example the sequence consisting of the three steps is once defined prior to the card start and not changed during runtime, therefore the shown Step #2 is not used here. There will be an extra passage later, that shows how the sequence memory can be updated or modified even during runtime, whilst the replay is in progress.

Programming

Programming of the sequence mode is done using the known driver interface with the addition of a few new registers.

Gathering information

If the sequence mode is installed on the card, the different details and limits of the sequence programming can be read out:

Register			
SPC_PCIFEATURES	2120	read only	PCI feature register. Holds the installed features and options as a bit field. The return value must be masked out with one of the masks below to get information about one certain feature.
SPCM_FEAT_SEQUENCE	1000h	Replay sequence mode available (only available for arbitrary generator and digital I/O cards).	

Register			
SPC_SEQMODE_AVAILMAXSEGMENT	349900	read only	Returns the maximum number of segments the memory can be divided into. Please note that only dividers with a power of 2 are possible return values.
SPC_SEQMODE_AVAILMAXSTEPS	349901	read only	Returns the maximum number of sequence steps that can be used on this card.
SPC_SEQMODE_AVAILMAXLOOP	349902	read only	Returns the maximum number of loops that can be programmed for a step.
SPC_SEQMODE_AVAILFEATURES	349903	read only	Returns the available features for each sequence step as shown below:
SPCSEQ_ENDLOOPONTRIG	40000000h		The step runs endless until a trigger is received. If no trigger has been detected, the step will enter itself again, counting down its own loops and check for a trigger again. For a minimum reaction time on an external trigger event it is good practice to set the loop parameter to 1 in the step checking for the trigger.
SPCSEQ_END	80000000h		This sequence step is the end of the sequence. The card is stopped at the end of this segment after the loop counter has reached his end.

Setting up the registers

Define the card mode

To enable the sequencer the card mode needs to be set appropriately first:

Register			
SPC_CARDMODE	9500	read/write	Defines the used operating mode.
SPC_REP_STD_SEQUENCE	40000h	Data generation from on-board memory, by splitting the memory into several segments and replaying the data using a programmable order coming from a special sequence memory.	

Prepare the data memory

Setting up the segmentation of the on-board data memory is done by using the following registers:

Register			
SPC_SEQMODE_MAXSEGMENTS	349910	read/write	Programs the number of segments the on-board memory should be divided into. If changing the number of segments all information that has been stored before is lost and all sequence data and all sequence setup has to be written again. Only a power of two is allowed, but not all of the segments must be actually used in the sequence. If reading this register the number of segments the memory is currently divided into is returned.
SPC_SEQMODE_WRITESEGMENT	349920	read/write	Defines the current segment to be addressed by the user. Must be programmed prior to changing any segment parameters.
SPC_SEQMODE_SEGMENTSIZE	349940	read/write	Defines the number of valid/to be replayed samples for the current selected memory segment.

Due to the internal organization of the card memory there is a certain minimum, maximum and stepsize when setting the segmentsize for the sequence memory. The following table gives you an overview of all limits. The table shows all values in relation to the installed memory size in samples. If more memory is installed the maximum memory size figures will increase according to the complete installed memory:

Limits and step sizes for the segment memory

Activated Channels	analog generator (D/A) cards with 16 bit converter resolution Pattern size for register SPC_SEQMODE_SEGMENTSIZE			Digital I/O cards Pattern size for register SPC_SEQMODE_SEGMENTSIZE		
	Min	Max	Step	Min	Max	Step
1 channel	32	(Mem/1) / SPC_SEQMODE_MAXSEGMENTS)	8	–	–	–
2 channels	32	(Mem/2) / SPC_SEQMODE_MAXSEGMENTS)	8	–	–	–
4 channels	32	(Mem/4) / SPC_SEQMODE_MAXSEGMENTS)	8	–	–	–
8 channels	32	(Mem/8) / SPC_SEQMODE_MAXSEGMENTS)	8	–	–	–
16 channel	–	–	–	32	(Mem/1) / SPC_SEQMODE_MAXSEGMENTS)	8
32 channels	–	–	–	32	(Mem/2) / SPC_SEQMODE_MAXSEGMENTS)	8

Definition of the transfer buffer

The data transfer itself is done using the standard data transfer commands, with the exception that the buffer type and the direction is fixed in combination with the sequence mode. The definition of the buffer is done with the spcm_dwDefTransfer function as explained in an earlier chapter.

```
uint32 _stdcall spcm_dwDefTransfer_i64 (// Defines the transfer buffer by using 64 bit unsigned integer values
    drv_handle  hDevice,          // handle to an already opened device
    uint32      dwBufType,        // fixed SPCM_BUF_DATA (segment memory is always in on-board memory)
    uint32      dwDirection,      // fixed SPCM_DIR_PCTOCARD (only available for replay cards)
    uint32      dwNotifySize,     // number of bytes after which an event is sent (0=end of transfer)
    void*       pvDataBuffer,     // pointer to the data buffer
    uint64      qwBrdOffs,        // offset for transfer in relation to the currently selected segment
    uint64      qwTransferLen);   // buffer length for the currently selected segment
```

The programming examples further below will show the setup and also some examples of data transfer.

Set up the sequence (step) memory

Sequence steps are programmed using a dedicated register for each step. Please note that the register has to be written with 64 bit of data to cover all settings. It is possible to either use raw 64 bit access or multiplexed 64 bit access (2 times 32 bit data). The masks mentioned in the table below are 32 bit masks only, so that they can be used for 64 bit and 32 bit accesses.

Register	Value	Direction	Description
SPC_SEQMODE_STEPMEM0	340000	read/write	First address (sequence step 0) of the 64 bit organized sequence memory.
...	...	...	...
SPC_SEQMODE_STEPMEM0 + 4095	344095	read/write	Writes the sequence step 4095, as an example. The maximum number of steps should be read out by using the SPC_SEQMODE_AVAILMAXSTEPS register as described above.
Lower 32 bit:			
SPCSEQ_SEGMENTMASK	0000FFFFh	Associates the current sequence step with one of the data memory segments.	
SPCSEQ_NEXTSTEPMASK	FFFF0000h	Defines the next step in the sequence.	
Upper 32 bit:			
SPCSEQ_LOOPMASK	000FFFFFh	Defines how often the memory segment associated with the current step will be repeated before the next step condition will be evaluated.	
SPCSEQ_ENDLOOPALWAYS	0h	Unconditionally change to the next step, if defined loops for the current segment have been replayed.	
SPCSEQ_ENDLOOPONTRIG	40000000h	Feature flag that marks the step to conditionally change to the next step on a trigger condition. The occurrence of a trigger event is repeatedly checked each time the defined loops for the current segment have been replayed. A temporary valid trigger condition will be stored until evaluation at the end of the step.	
SPCSEQ_END	80000000h	Feature flag that marks the current step to be the last in the sequence. The card is stopped at the end of this segment after the loop counter has reached his end.	

The start step register allows to define which of the set up steps is used first after card start. Therefore is possible to upload multiple sequences prior to the start and switch between these sequences by using a simple command, setting a different starting point:

Register	Value	Direction	Description
SPC_SEQMODE_STARTSTEP	349930	read/write	Defines which of all defined steps in the sequence memory will be used first directly after the card start.

Read out the currently replayed sequence step

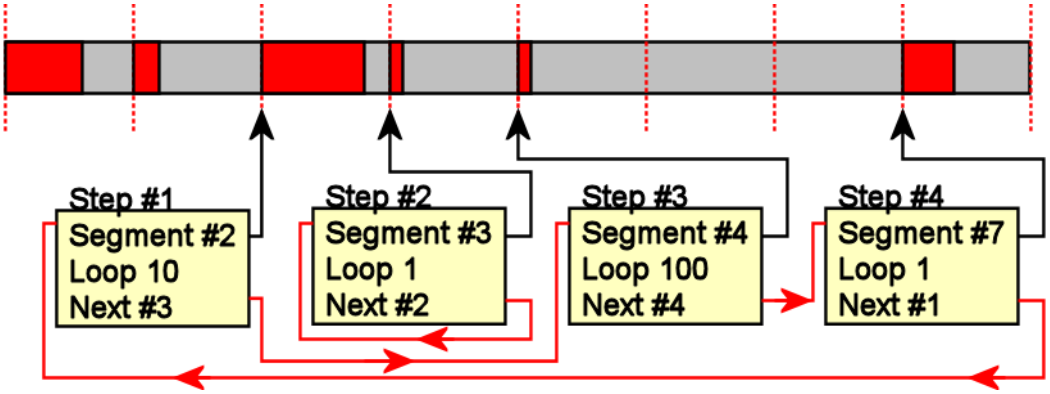
In case one wants to change the sequence on the fly or one needs to know which part of the sequence is currently replayed. It is possible to read out the number of the sequence step that is currently at the output connector of the card. This could be extremely useful if external equipment has to be changed after a dedicated sequence has been replayed or if the AWG is changing between different patterns in automatic test environment.

Register	Value	Direction	Description
SPC_SEQMODE_STATUS	349950	read	Number of the sequence step that is currently replayed.

Due to the internal structure of the sequencer , the delay between a trigger event and the change in the sequence, when using the SPCSEQ_ENDLOOPONTRIG feature, is not a fixed value but rather varies with the current fill-size of the Output FIFO. Please see „Output latency“ section in this manual for the size of the Output FIFO on your card.

Changing sequences or step parameters during runtime

Due to the strict separation of the two memory areas it is also possible to change the sequence memory during runtime. If we look again on the example sequence below, we can see that there is an unused step #2:



In our example 3 steps have been defined, prior to the card start, and these at first are not changed. Additionally Step#2 is set up to repeat itself, but due to the defined start step it is normally not used. Due to the nature of the sequence memory (read-before-write) it is possible to write to any step register in the sequence memory during runtime without corrupting the sequence memory. By addressing a certain step and changing for example its next parameter, it is possible switch between two sequences by software. Because the user does not know what sequence is currently replayed, one cannot leave the „current" step but instead has to address one certain step and therefore defines an exit/change state.

Assuming in the example above, that we change the next parameter of Step#4 from Next=1 to Next=2, the infinitely executed 3-step sequence that is used as default after card start will be left the next time that the replay finishes the last sample of the pattern associated with Step#4 (which in this case is Segment#7), will then jump to step #2 and seamlessly continue replaying with the first sample off the associated segment #3. As step #2 links back to itself it will generate data segment #3 in an endless loop until being either stopped by a software command or another change in the sequence is applied.

Any of the three step parameters „Next", „Segment" and „Loop" of any step in the sequence memory can be changed during runtime, without corruption the sequence memory. However once a step is entered, it will first execute the current parameters such as replay the associated pattern and repeating it the programmed number of times.

Changing data patterns during runtime

In addition to the possible runtime changes within the sequence memory as described above, it is also possible to change the parts of the pattern memory.

However since the data memory's nature is not „read-before-write", the user must take care not to change the content of the memory segments, which are used within the currently active sequence.

Changing the data pattern can be useful in applications, where the data for the next test needs to be updated based on results from the currently running test. Remember to update the sequence step entries if the segment length has changed, so that the driver can automatically re-calculate the internal start-addresses of the segments.

Synchronization

Please note that the sequence mode is NOT synchronized using the star-hub. This also relates to generator-NETBOX products with an internal star-hub. Using sequence mode together with star-hub, it is still possible to synchronize the clock and the start of the cards. However it is neither possible to synchronize any changes inside the step memory nor to synchronize software commands that change the step memory order nor to synchronize a trigger that ends a steps loop.

Programming example

The following example shows a very simple sequence as an example. Only two segments are used, the first is replayed 10 times and then unconditionally left and replay switches over to the second segment. This segment is repeated until a trigger event is detected by the card. After the trigger has been detected the sequence starts over again ... until the card is stopped.

```
// Setup of channel enable, output conditioning as well as trigger setup not shown for simplicity

#define MAX_SEGMENTS         2 // only 2 segments used here for simplicity
int32 lBytesPerSample;

// Read out used bytes per sample
spcm_dwGetParam_i32 (hDrv, SPC_MIINST_BYTESPERSAMPLE, &lBytesPerSample);

// Setting up the card mode
spcm_dwSetParam_i32 (hDrv, SPC_CARDMODE, SPC_REP_STD_SEQUENCE); // enable sequence mode
spcm_dwSetParam_i32 (hDrv, SPC_SEQMODE_MAXSEGMENTS,         2); // Divide on-board mem in two parts
spcm_dwSetParam_i32 (hDrv, SPC_SEQMODE_STARTSTEP,           0); // Step#0 is the first step after card start

// Setting up the data memory and transfer data
spcm_dwSetParam_i32 (hDrv, SPC_SEQMODE_WRITESEGMENT,   0); // set current configuration switch to segment 0
spcm_dwSetParam_i32 (hDrv, SPC_SEQMODE_SEGMENTSIZE, 1024); // define size of current segment 0

// it is assumed, that the Buffer memory has been allocated and is already filled with valid data
spcm_dwDefTransfer_i64 (hDrv, SPCM_BUF_DATA, SPCM_DIR_PCTOCARD, 0, pData, 0, 1024 * lBytesPerSample);
spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_DATA_STARTDMA | M2CMD_DATA_WAITDMA);

// Setting up the data memory and transfer data
spcm_dwSetParam_i32 (hDrv, SPC_SEQMODE_WRITESEGMENT,   1); // set current configuration switch to segment 1
spcm_dwSetParam_i32 (hDrv, SPC_SEQMODE_SEGMENTSIZE,  512); // define size of current segment 1

// it is assumed, that the Buffer memory has been allocated and is already filled with valid data
spcm_dwDefTransfer_i64 (hDrv, SPCM_BUF_DATA, SPCM_DIR_PCTOCARD, 0, pData, 0, 512 * lBytesPerSample);
spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_DATA_STARTDMA | M2CMD_DATA_WAITDMA);

// Setting up the sequence memory (Only two steps used here as an example)
lStep =       0;                    // current step is Step#0
llSegment =   0;                    // associated with data memory segment 0
llLoop =     10;                    // Pattern will be repeated 10 times
llNext =      1;                    // Next step is Step#1
llCondition = SPCSEQ_ENDLOOPALWAYS; // Unconditionally leave current step

// combine all the parameters to one int64 bit value
llValue =   (llCondition << 32) | (llLoop << 32) | (llNext << 16) | (llSegment);
spcm_dwSetParam_i64 (hDrv, SPC_SEQMODE_STEPMEM0 + lStep, llValue);

lStep =       1;                    // current step is Step#1
llSegment =   1;                    // associated with data memory segment 1
llLoop =      1;                    // Pattern will be repeated once before condition is checked
llNext =      0;                    // Next step is Step#0
llCondition = SPCSEQ_ENDLOOPONTRIG; // Repeat current step until a trigger has occurred

llValue =   (llCondition << 32) | (llLoop << 32) | (llNext << 16) | (llSegment);
spcm_dwSetParam_i64 (hDrv, SPC_SEQMODE_STEPMEM0 + lStep, llValue);

// Start the card
spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_CARD_START | M2CMD_CARD_ENABLETRIGGER);

// ... wait here or do something else ...

// Stop the card
spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_CARD_STOP);
```

Option Star-Hub

Star-Hub introduction

The purpose of the Star-Hub is to extend the number of channels available for acquisition or generation by interconnecting multiple cards and running them simultaneously.

The Star-Hub option allows to synchronize several M2p cards that are mounted within one host system (PC) and is part of the digitizerNETBOX and generatorNETBOX products, that include more than one digitizer/generator module.

Two different sized Star-Hub versions are available: a small version with 6 connectors (options SH6ex or SH6tm) for synchronizing up to six cards and a bigger version with 16 connectors (options SH16ex or SH16tm) for synchronizing up to sixteen cards.

The M2p Star-Hub allows synchronizing cards of the same family as well as different families of the M2p series with each other

Both sizes versions are implemented as either a piggy-back module that is mounted on top of one of the cards (options SH6tm or SH16tm), or as an extension (SH6ex or SH16ex). For details on how to install several cards including the one carrying the Star-Hub module, please refer to the section on hardware installation.

Either which of the available Star-Hub options is used, there will be no phase delay between the sampling clocks of the synchronized cards and either no delay between the trigger events. The card holding the Star-Hub is automatically also the clock master. Any one of the synchronized cards can be part of the trigger generation.

Star-Hub trigger engine

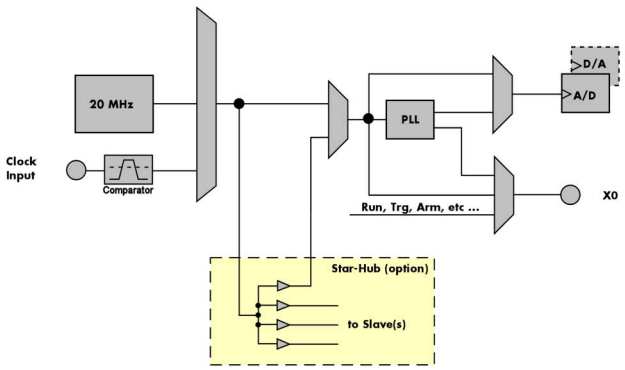
The trigger bus between an M2p card and the Star-Hub option consists of several lines. Some of them send the trigger information from the card's trigger engine to the Star-Hub and some receive the resulting trigger from the Star-Hub. All trigger events from the different cards connected can be combined logically by either OR or a logical AND within the Star-Hub.

While the returned trigger is identical for all synchronized cards, the sent out trigger of every single card depends on their respective trigger settings.

Star-Hub clock engine

The card holding the Star-Hub is the clock master for the complete system. If you need to feed in an external clock to a synchronized system the clock has to be connected to the master card. Slave cards cannot generate a Star-Hub system clock. As shown in the drawing on the right, the clock master can use either its on-board reference, an external reference or directly distribute the external fed in clock input to be broadcast to all other cards.

All cards including the clock master itself receive the distributed clock with equal phase information. This makes sure that there is no phase delay between the cards.



Software Interface

The software interface is similar to the card software interface that is explained earlier in this manual. The same functions and some of the registers are used with the Star-Hub. The Star-Hub is accessed using its own handle which has some extra commands for synchronization setup. All card functions are programmed directly on card as before. There are only a few commands that need to be programmed directly to the Star-Hub for synchronization.

The software interface as well as the hardware supports multiple Star-Hubs in one system. Each set of cards connected by a Star-Hub then runs totally independent. It is also possible to mix cards that are connected with the Star-Hub with other cards that run independent in one system.

Star-Hub Initialization

The interconnection between the Star-Hubs is probed at driver load time and does not need to be programmed separately. Instead the cards can be accessed using a logical index. This card index is only based on the ordering of the cards in the system and is not influenced by the current cabling. It is even possible to change the cable connections between two system starts without changing the logical card order that is used for Star-Hub programming.

The Star-Hub initialization must be done AFTER initialization of all cards in the system. Otherwise the interconnection won't be received properly.

The Star-Hubs are accessed using a special device name „sync" followed by the index of the star-hub to access. The Star-Hub is handled completely like a physical card allowing all functions based on the handle like the card itself.

Example with 4 cards and one Star-Hub (no error checking to keep example simple)

```
drv_handle  hSync;
drv_handle  hCard[4];

for (i = 0; i < 4; i++)
    {
    sprintf (s, "/dev/spcm%d", i);
    hCard[i] = spcm_hOpen (s);
    }
hSync = spcm_hOpen ("sync0");

...

spcm_vClose (hSync);
for (i = 0; i < 4; i++)
    spcm_vClose (hCard[i]);
```

Example for a digitizerNETBOX with two internal digitizer/generator modules, This example is also suitable for accessing a remote server with two cards installed:

```
drv_handle  hSync;
drv_handle  hCard[2];

for (i = 0; i < 2; i++)
    {
    sprintf (s, "TCPIP::192.168.169.14::INST%d::INSTR", i);
    hCard[i] = spcm_hOpen (s);
    }
hSync = spcm_hOpen ("sync0");

...

spcm_vClose (hSync);
for (i = 0; i < 2; i++)
    spcm_vClose (hCard[i]);
```

When opening the Star-Hub the cable interconnection is checked. The Star-Hub may return an error if it sees internal cabling problems or if the connection between Star-Hub and the card that holds the Star-Hub is broken. It can't identify broken connections between Star-Hub and other cards as it doesn't know that there has to be a connection.

The synchronization setup is done using bit masks where one bit stands for one recognized card. All cards that are connected with a Star-Hub are internally numbered beginning with 0. The number of connected cards as well as the connections of the star-hub can be read out after initialization. For each card that is connected to the star-hub one can read the index of that card:

Register	Value	Direction	Description
SPC_SYNC_READ_NUMCONNECTORS	48991	read	Number of connectors that the Star-Hub offers at max. (available with driver V5.6 or newer)
SPC_SYNC_READ_SYNCCOUNT	48990	read	Number of cards that are connected to this Star-Hub
SPC_SYNC_READ_CARDIDX0	49000	read	Index of card that is connected to star-hub logical index 0 (mask 0x0001)
SPC_SYNC_READ_CARDIDX1	49001	read	Index of card that is connected to star-hub logical index 1 (mask 0x0002)
...		read	...
SPC_SYNC_READ_CARDIDX7	49007	read	Index of card that is connected to star-hub logical index 7 (mask 0x0080)
SPC_SYNC_READ_CARDIDX8	49008	read	M2i only: Index of card that is connected to star-hub logical index 8 (mask 0x0100)
...		read	...
SPC_SYNC_READ_CARDIDX15	49015	read	M2i only: Index of card that is connected to star-hub logical index 15 (mask 0x8000)
SPC_SYNC_READ_CABLECON0		read	Returns the index of the cable connection that is used for the logical connection 0. The cable connections can be seen printed on the PCB of the star-hub. Use these cable connection information in case that there are hardware failures with the star-hub cabeling.
...	49100	read	...
SPC_SYNC_READ_CABLECON15	49115	read	Returns the index of the cable connection that is used for the logical connection 15.

In standard systems where all cards are connected to one star-hub reading the star-hub logical index will simply return the index of the card again. This results in bit 0 of star-hub mask being 1 when doing the setup for card 0, bit 1 in star-hub mask being 1 when setting up card 1

and so on. On such systems it is sufficient to read out the SPC_SYNC_READ_SYNCCOUNT register to check whether the star-hub has found the expected number of cards to be connected.

```
spcm_dwGetParam_i32 (hSync, SPC_SYNC_READ_SYNCCOUNT, &lSyncCount);
for (i = 0; i < lSyncCount; i++)
    {
    spcm_dwGetParam_i32 (hSync, SPC_SYNC_READ_CARDIDX0 + i, &lCardIdx);
    printf ("star-hub logical index %d is connected with card %d\n", i, lCardIdx);
    }
```

In case of 4 cards in one system and all are connected with the star-hub this program excerpt will return:

```
star-hub logical index 0 is connected with card 0
star-hub logical index 1 is connected with card 1
star-hub logical index 2 is connected with card 2
star-hub logical index 3 is connected with card 3
```

Let's see a more complex example with two Star-Hubs and one independent card in one system. Star-Hub A connects card 2, card 4 and card 5. Star-Hub B connects card 0 and card 3. Card 1 is running completely independent and is not synchronized at all:

card	Star-Hub connection	card handle	star-hub handle	card index in star-hub	mask for this card in star-hub
card 0	-	/dev/spcm0		0 (of star-hub B)	0x0001
card 1	-	/dev/spcm1			-
card 2	star-hub A	/dev/spcm2	sync0	0 (of star-hub A)	0x0001
card 3	star-hub B	/dev/spcm3	sync1	1 (of star-hub B)	0x0002
card 4	-	/dev/spcm4		1 (of star-hub A)	0x0002
card 5	-	/dev/spcm5		2 (of star-hub A)	0x0004

Now the program has to check both star-hubs:

```
for (j = 0; j < lStarhubCount; j++)
    {
    spcm_dwGetParam_i32 (hSync[j], SPC_SYNC_READ_SYNCCOUNT, &lSyncCount);
    for (i = 0; i < lSyncCount; i++)
        {
        spcm_dwGetParam_i32 (hSync[j], SPC_SYNC_READ_CARDIDX0 + i, &lCardIdx);
        printf ("star-hub %c logical index %d is connected with card %d\n", (!j ? 'A' : 'B'), i, lCardIdx);
        }
    printf ("\n");
    }
```

In case of the above mentioned cabling this program excerpt will return:

```
star-hub A logical index 0 is connected with card 2
star-hub A logical index 1 is connected with card 4
star-hub A logical index 2 is connected with card 5

star-hub B logical index 0 is connected with card 0
star-hub B logical index 1 is connected with card 3
```

For the following examples we will assume that 4 cards in one system are all connected to one star-hub to keep things easier.

Setup of Synchronization

The synchronization setup only requires one additional register to enable the cards that are synchronized in the next run

Register	Value	Direction	Description
SPC_SYNC_ENABLEMASK	49200	read/write	Mask of all cards that are enabled for the synchronization

The enable mask is based on the logical index explained above. It is possible to just select a couple of cards for the synchronization. All other cards then will run independently. Please be sure to always enable the card on which the star-hub is located as this one is a must for the synchronization.

In our example we synchronize all four cards. The star-hub is located on card #2 and is therefor the clock master

```
spcm_dwSetParam_i32 (hSync, SPC_SYNC_ENABLEMASK, 0x000F); // all 4 cards are masked

// set the clock master to 100 MS/s internal clock
spcm_dwSetParam_i32 (hCard[2], SPC_CLOCKMODE, SPC_CM_INTPLL);
spcm_dwSetParam_i32 (hCard[2], SPC_SAMPLEATE, MEGA(100));

// set all the slaves to run synchronously with 100 MS/s
spcm_dwSetParam_i32 (hCard[0], SPC_SAMPLEATE, MEGA(100));
spcm_dwSetParam_i32 (hCard[1], SPC_SAMPLEATE, MEGA(100));
spcm_dwSetParam_i32 (hCard[3], SPC_SAMPLEATE, MEGA(100));
```

Limits of Clock for synchronized cards

Using the M2p Star-Hub, it is possible to have synchronized cards run with different sample rates, as long as **both** of the following conditions are met for all cards connected to the Star-Hub and enabled for synchronization:

1) The sample rate of each card can be derived by integer division ($1/N_i$) from the card with the fastest programmed sample rate.

2) The sample rate of each card can be derived by integer multiplication ($* M_i$) of the card with the slowest programmed sample rate.

Both N and M must be an integer of 1 or greater, keeping the resulting sample rates within their allowed limits.

Example 1: Valid setup

- Samplerate(card0) = 100 MSps
- Samplerate(card1) = 25 MSps
- Samplerate(card2) = 5 MSps

This is setup is perfectly valid, as 100 MSps/25 MSps = 4 and 100MSps/5 MSps = 20 and also 5 * 5 MSps = 25 MSps

Example 2: Invalid setup:

- Samplerate(card0) = 100 MSps
- Samplerate(card1) = 25 MSps
- Samplerate(card2) = 10 MSps

This is setup is not valid, although the first condition of 100 MSps/25 MSps = 4 and 100MSps/10 MSps = 20 is met. But the second condition is violated, as a non-integer would be required: 2.5 * 10 MSps = 25 MSps.

Example 3: Invalid setup:

- Samplerate(card0) = 100 MSps
- Samplerate(card1) = 30 MSps
- Samplerate(card2) = 10 MSps

This is setup is not valid, although now the second condition is met, since a integer works: 3 * 10 MSps = 30 MSps but the first requirement is now violated, since 100MSps/30 MSps = $3.3\overline{3}$, which is not an integer.

Example 4: Valid setup

- Samplerate(card0) = 100 MSps
- Samplerate(card1) = 20 MSps
- Samplerate(card2) = 10 MSps

This is setup is perfectly valid again , as 100 MSps/20 MSps = 5 and 100MSps/10 MSps = 10 and also 2 * 10 MSps = 20 MSps

Setup of Trigger

Setting up the trigger does not need any further steps of synchronization setup. Simply all trigger settings of all cards that have been enabled for synchronization are connected together. All trigger sources and all trigger modes can be used on synchronization as well.

Having positive edge of external trigger on card 0 to be the trigger source for the complete system needs the following setup:

```
spcm_dwSetParam_i32 (hCard[0], SPC_TRIG_ORMASK, SPC_TMASK_EXT0);
spcm_dwSetParam_i32 (hCard[0], SPC_TRIG_EXT0_MODE, SPC_TM_POS);

spcm_dwSetParam_i32 (hCard[1], SPC_TRIG_ORMASK, SPC_TM_NONE);
spcm_dwSetParam_i32 (hCard[2], SPC_TRIG_ORMASK, SPC_TM_NONE);
spcm_dwSetParam_i32 (hCard[3], SPC_TRIG_ORMASK, SPC_TM_NONE);
```

Assuming that the 4 cards are analog data acquisition cards with 4 channels each we can simply setup a synchronous system with all channels of all cards being trigger source. The following setup will show how to set up all trigger events of all channels to be OR connected. If any of the channels will now have a signal above the programmed trigger level the complete system will do an acquisition:

```
for (i = 0; i < lSyncCount; i++)
    {
    int32 lAllChannels = (SPC_TMASK0_CH0 | SPC_TMASK0_CH1 | SPC_TMASK_CH2 | SPC_TMASK_CH3);
    spcm_dwSetParam_i32 (hCard[i], SPC_TRIG_CH_ORMASK0, lAllChannels);
    for (j = 0; j < 2; j++)
        {

        // set all channels to trigger on positive edge crossing trigger level 100
        spcm_dwSetParam_i32 (hCard[i], SPC_TRIG_CH0_MODE + j, SPC_TM_POS);
        spcm_dwSetParam_i32 (hCard[i], SPC_TRIG_CH0_LEVEL0 + j, 100);
        }
    }
```

Run the synchronized cards

Running of the cards is very simple. The star-hub acts as one big card containing all synchronized cards. All card commands have to be omitted directly to the star-hub which will check the setup, do the synchronization and distribute the commands in the correct order to all synchronized cards. The same card commands can be used that are also possible for single cards:

Register	Value	Direction	Description
SPC_M2CMD	100	write only	Executes a command for the card or data transfer
M2CMD_CARD_RESET	1h		Performs a hard and software reset of the card as explained further above
M2CMD_CARD_WRITESETUP	2h		Writes the current setup to the card without starting the hardware. This command may be useful if changing some internal settings like clock frequency and enabling outputs.
M2CMD_CARD_START	4h		Starts the card with all selected settings. This command automatically writes all settings to the card if any of the settings has been changed since the last one was written. After card has been started none of the settings can be changed while the card is running.
M2CMD_CARD_ENABLETRIGGER	8h		The trigger detection is enabled. This command can be either send together with the start command to enable trigger immediately or in a second call after some external hardware has been started.
M2CMD_CARD_FORCETRIGGER	10h		This command forces a trigger even if none has been detected so far. Sending this command together with the start command is similar to using the software trigger.
M2CMD_CARD_DISABLETRIGGER	20h		The trigger detection is disabled. All further trigger events are ignored until the trigger detection is again enabled. When starting the card the trigger detection is started disabled.
M2CMD_CARD_STOP	40h		Stops the current run of the card. If the card is not running this command has no effect.

All other commands and settings need to be send directly to the card that it refers to.

This example shows the complete setup and synchronization start for our four cards:

```
spcm_dwSetParam_i32 (hSync, SPC_SYNC_ENABLEMASK, 0x000F); // all 4 cards are masked

// to keep it easy we set all card to the same clock and disable trigger
for (i = 0; i < 4; i++)
    {
    spcm_dwSetParam_i32 (hCard[i], SPC_CLOCKMODE, SPC_CM_INTPLL);
    spcm_dwSetParam_i32 (hCard[i], SPC_SAMPLERATE, MEGA(100));
    spcm_dwSetParam_i32 (hCard[i], SPC_TRIG_ORMASK, SPC_TM_NONE);
    }

// card 0 is trigger master and waits for external positive edge
spcm_dwSetParam_i32 (hCard[0], SPC_TRIG_ORMASK, SPC_TMASK_EXT0);
spcm_dwSetParam_i32 (hCard[0], SPC_TRIG_EXT0_MODE, SPC_TM_POS);

// start the cards and wait for them a maximum of 1 second to be ready
spcm_dwSetParam_i32 (hSync, SPC_TIMEOUT, 1000);
spcm_dwSetParam_i32 (hSync, SPC_M2CMD, M2CMD_CARD_START | M2CMD_CARD_ENABLETRIGGER);
if (spcm_dwSetParam_i32 (hSync, SPC_M2CMD, M2CMD_CARD_WAITREADY) == ERR_TIMEOUT)
    printf ("Timeout occured - no trigger received within time\n")
```

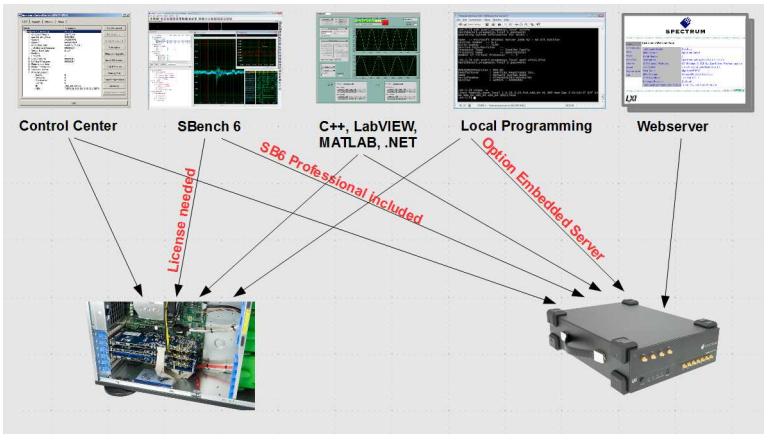
Using one of the wait commands for the Star-Hub will return as soon as the card holding the Star-Hub has reached this state. However when synchronizing cards with different memory sizes there may be other cards that still haven't reached this level.

Error Handling

The Star-Hub error handling is similar to the card error handling and uses the function spcm_dwGetErrorInfo_i32. Please see the example in the card error handling chapter to see how the error handling is done.

Option Remote Server

Introduction



Using the Spectrum Remote Server (order code -SPc-RServer) it is possible to access the M2i/M3i/M4i/M4x/M2p card(s) installed in one PC (server) from another PC (client) via local area network (LAN), similar to using a digitizerNETBOX or generatorNETBOX.

It is possible to use different operating systems on both server and client. For example the Remote Server is running on a Linux system and the client is accessing them from a Windows system.

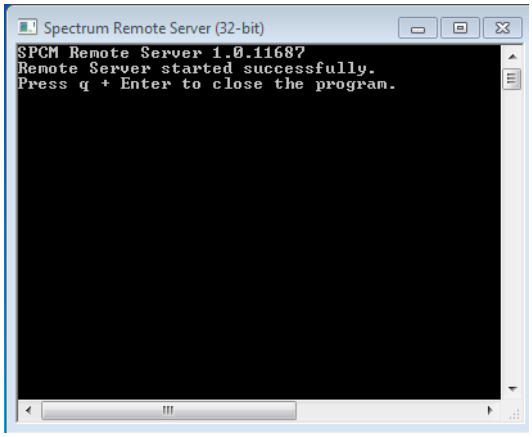
The Remote Server software requires, that the option „-SPc-RServer" is installed on at least one card installed within the server side PC. You can either check this with the Control Center in the "Installed Card features" node or by reading out the feature register, as described in the „Installed features and options" passage, earlier in this manual.

To run the Remote Server software, it is required to have least version 3.18 of the Spectrum SPCM driver installed. Additionally at least on one card in the server PC the feature flag SPCM_FEAT_REMOTESERVER must be set.

Installing and starting the Remote Server

Windows

Windows users find the Control Center installer on the USB-Stick under „Install\win\spcm_remote_install.exe".
After the installation has finished there will be a new start menu entry in the Folder "Spectrum GmbH" to start the Remote Server. To start the Remote Server automatically after login, just copy this shortcut to the Autostart directory.



Linux

Linux users find the versions of the installer for the different StdC libraries under under /Install/linux/spcm_control_center/ as RPM packages.

To start the Remote Server type "spcm_remote_server" (without quotation marks). To start the Remote Server automatically after login, add the following line to the .bashrc or .profile file (depending on the used Linux distribution) in the user's home directory:

```
spcm_remote_server&
```

Detecting the digitizerNETBOX/generatorNETBOX/hybridNETBOX

Before accessing the digitizerNETBOX/generatorNETBOX/hybridNETBOX one has to determine the IP address of the device. Normally that can be done using one of the two methods described below:

Discovery Function

The digitizerNETBOX/generatorNETBOX/hybridNETBOX responds to the VISA described Discovery function. The next chapter will show how to install and use the Spectrum control center to execute the discovery function and to find the Spectrum hardware. As the discovery function is a standard feature of all LXI devices there are other software packages that can find the device using the discovery function:

- Spectrum control center (limited to Spectrum remote products)
- free LXI System Discovery Tool from the LXI consortium (www.lxistandard.org)
- Measurement and Automation Explorer from National Instruments (NI MAX)
- Keysight Connection Expert from Keysight Technologies

Additionally the discovery procedure can also be started from ones own specific application:

```
#define TIMEOUT_DISCOVERY   5000 // timeout value in ms

const uint32 dwMaxNumRemoteCards = 50;

char* pszVisa[dwMaxNumRemoteCards] = { NULL };
char* pszIdn[dwMaxNumRemoteCards]  = { NULL };

const uint32 dwMaxIdnStringLen  = 256;
const uint32 dwMaxVisaStringLen = 50;

// allocate memory for string list
for (uint32 i = 0; i < dwMaxNumRemoteCards; i++)
    {
    pszVisa[i] = new char [dwMaxVisaStringLen];
    pszIdn[i] = new char [dwMaxIdnStringLen];
    memset (pszVisa[i], 0, dwMaxVisaStringLen);
    memset (pszIdn[i], 0, dwMaxIdnStringLen);
    }

// first make discovery - check if there are any LXI compatible remote devices
dwError = spcm_dwDiscovery ((char**)pszVisa, dwMaxNumRemoteCards, dwMaxVisaStringLen, TIMEOUT_DISCOVERY);

// second: check from which manufacturer the devices are
spcm_dwSendIDNRequest ((char**)pszIdn, dwMaxNumRemoteCards, dwMaxIdnStringLen);

// Use the VISA strings of these devices with Spectrum as manufacturer
// for accessing remote devices without previous knowledge of their IP address
```

Finding the digitizerNETBOX/generatorNETBOX/hybridNETBOX in the network

As the digitizerNETBOX/generatorNETBOX/hybridNETBOX is a standard network device it has its own IP address and host name and can be found in the computer network. The standard host name consist of the model type and the serial number of the device. The serial number is also found on the type plate on the back of the digitizerNETBOX/generatorNETBOX/hybridNETBOX chassis.

As default DHCP (IPv4) will be used and an IP address will be automatically set. In case no DHCP server is found, an IP will be obtained using the AutoIP feature. This will lead to an IPv4 address of 169.254.x.y (with x and y being assigned to a free IP in the network) using a subnet mask of 255.255.0.0.

The default IP setup can also be restored, by using the „LAN Reset“ button on the device.

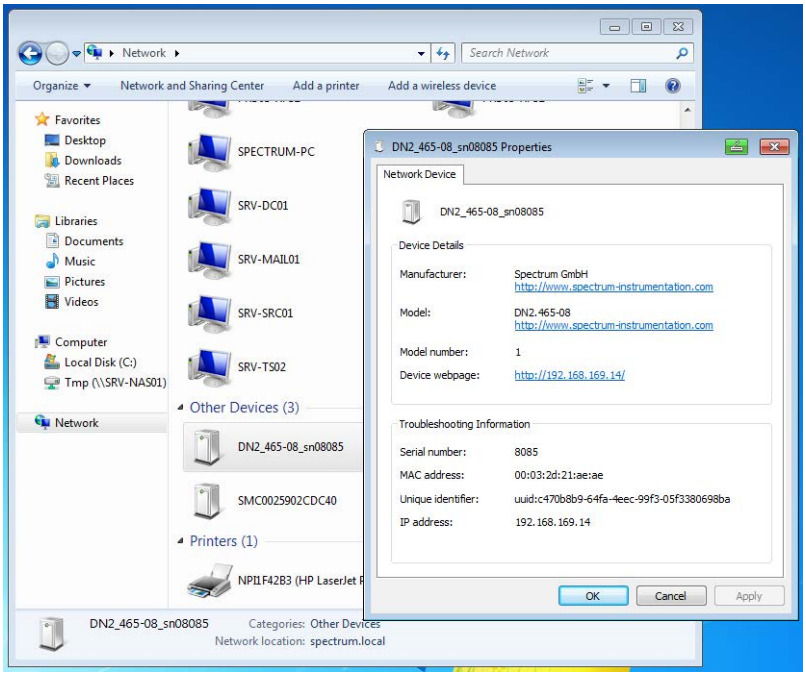
If a fixed IP address should be used instead, the parameters need to be set according to the current LAN requirements.

Windows 7, Windows 8, Windows 10

Under Windows 7, Windows 8 and Windows 10 the digitizerNETBOX and generatorNETBOX devices are listed under the „other devices“ tree with their given host name.

A right click on the digitizerNETBOX or generatorNETBOX device opens the properties window where you find further information on the device including the IP address.

From here it is possible to go the website of the device where all necessary information are found to access the device from software.



Troubleshooting

If the above methods do not work please try one of the following steps:

- Ask your network administrator for the IP address of the digitizerNETBOX/generatorNETBOX and access it directly over the IP address.
- Check your local firewall whether it allows access to the device and whether it allows to access the ports listed in the technical data section.
- Check with your network administrator whether the subnet, the device and the ports that are listed in the technical data section are accessible from your system due to company security settings.

Accessing remote cards

To detect remote card(s) from the client PC, start the Spectrum Control Center on the client and click "Netbox Discovery". All discovered cards will be listed under the "Remote" node.

Using remote cards instead of using local ones is as easy as using a digitizerNETBOX and only requires a few lines of code to be changed compared to using local cards.

Instead of opening two locally installed cards like this:

```
hDrv0 = spcm_hOpen ("/dev/spcm0"); // open local card spcm0
hDrv1 = spcm_hOpen ("/dev/spcm1"); // open local card spcm1
```

one would call spcm_hOpen() with a VISA string as a parameter instead:

```
hDrv0 = spcm_hOpen ("TCPIP::192.168.1.2::inst0::INSTR"); // open card spcm0 on a Remote Server PC
hDrv1 = spcm_hOpen ("TCPIP::192.168.1.2::inst1::INSTR"); // open card spcm1 on a Remote Server PC
```

to open cards on the Remote Server PC with the IP address 192.168.1.2. The driver will take care of all the network communication.

Appendix

Error Codes

The following error codes could occur when a driver function has been called. Please check carefully the allowed setup for the register and change the settings to run the program.

error name	value (hex)	value (dec.)	error description
ERR_OK	0h	0	Execution OK, no error.
ERR_INIT	1h	1	An error occurred when initializing the given card. Either the card has already been opened by another process or an hardware error occurred.
ERR_TYP	3h	3	Initialization only: The type of board is unknown. This is a critical error. Please check whether the board is correctly plugged in the slot and whether you have the latest driver version.
ERR_FNCNOTSUPPORTED	4h	4	This function is not supported by the hardware version.
ERR_BRDREMAP	5h	5	The board index re map table in the registry is wrong. Either delete this table or check it carefully for double values.
ERR_KERNELVERSION	6h	6	The version of the kernel driver is not matching the version of the DLL. Please do a complete re-installation of the hardware driver. This error normally only occurs if someone copies the driver library and the kernel driver manually.
ERR_HWDRVVERSION	7h	7	The hardware needs a newer driver version to run properly. Please install the driver that was delivered together with the card.
ERR_ADRRANGE	8h	8	One of the address ranges is disabled (fatal error), can only occur under Linux.
ERR_INVALIDHANDLE	9h	9	The used handle is not valid.
ERR_BOARDNOTFOUND	Ah	10	A card with the given name has not been found.
ERR_BOARDINUSE	Bh	11	A card with given name is already in use by another application.
ERR_EXPHW64BITADR	Ch	12	Express hardware version not able to handle 64 bit addressing -> update needed.
ERR_FWVERSION	Dh	13	Firmware versions of synchronized cards or for this driver do not match -> update needed.
ERR_SYNCPROTOCOL	Eh	14	Synchronization protocol versions of synchronized cards do not match -> update needed
ERR_LASTERR	10h	16	Old error waiting to be read. Please read the full error information before proceeding. The driver is locked until the error information has been read.
ERR_BOARDINUSE	11h	17	Board is already used by another application. It is not possible to use one hardware from two different programs at the same time.
ERR_ABORT	20h	32	Abort of wait function. This return value just tells that the function has been aborted from another thread. The driver library is not locked if this error occurs.
ERR_BOARDLOCKED	30h	48	The card is already in access and therefore locked by another process. It is not possible to access one card through multiple processes. Only one process can access a specific card at the time.
ERR_DEVICE_MAPPING	32h	50	The device is mapped to an invalid device. The device mapping can be accessed via the Control Center.
ERR_NETWORKSETUP	40h	64	The network setup of a digitizerNETBOX has failed.
ERR_NETWORKTRANSFER	41h	65	The network data transfer from/to a digitizerNETBOX has failed.
ERR_FWPOWERCYCLE	42h	66	Power cycle (PC off/on) is needed to update the card's firmware (a simple OS reboot is not sufficient !)
ERR_NETWORKTIMEOUT	43h	67	A network timeout has occurred.
ERR_BUFFERSIZE	44h	68	The buffer size is not sufficient (too small).
ERR_RESTRICTEDACCESS	45h	69	The access to the card has been intentionally restricted.
ERR_INVALIDPARAM	46h	70	An invalid parameter has been used for a certain function.
ERR_TEMPERATURE	47h	71	The temperature of at least one of the card's sensors measures a temperature, that is too high for the hardware.
ERR_REG	100h	256	The register is not valid for this type of board.
ERR_VALUE	101h	257	The value for this register is not in a valid range. The allowed values and ranges are listed in the board specific documentation.
ERR_FEATURE	102h	258	Feature (option) is not installed on this board. It's not possible to access this feature if it's not installed.
ERR_SEQUENCE	103h	259	Command sequence is not allowed. Please check the manual carefully to see which command sequences are possible.
ERR_READABORT	104h	260	Data read is not allowed after aborting the data acquisition.
ERR_NOACCESS	105h	261	Access to this register is denied. This register is not accessible for users.
ERR_TIMEOUT	107h	263	A timeout occurred while waiting for an interrupt. This error does not lock the driver.
ERR_CALLTYPE	108h	264	The access to the register is only allowed with one 64 bit access but not with the multiplexed 32 bit (high and low double word) version.
ERR_EXCEEDSINT32	109h	265	The return value is int32 but the software register exceeds the 32 bit integer range. Use double int32 or int64 accesses instead, to get correct return values.
ERR_NOWRITEALLOWED	10Ah	266	The register that should be written is a read-only register. No write accesses are allowed.
ERR_SETUP	10Bh	267	The programmed setup for the card is not valid. The error register will show you which setting generates the error message. This error is returned if the card is started or the setup is written.
ERR_CLOCKNOTLOCKED	10Ch	268	Synchronization to external clock failed: no signal connected or signal not stable. Please check external clock or try to use a different sampling clock to make the PLL locking easier.
ERR_MEMINIT	10Dh	269	On-board memory initialization error. Power cycle the PC and try another PCIe slot (if possible). In case that the error persists, please contact Spectrum support for further assistance.
ERR_POWERSUPPLY	10Eh	270	On-board power supply error. Power cycle the PC and try another PCIe slot (if possible). In case that the error persists, please contact Spectrum support for further assistance.
ERR_ADCCOMMUNICATION	10Fh	271	Communication with ADC failed.P ower cycle the PC and try another PCIe slot (if possible). In case that the error persists, please contact Spectrum support for further assistance.
ERR_CHANNEL	110h	272	The channel number may not be accessed on the board: Either it is not a valid channel number or the channel is not accessible due to the current setup (e.g. Only channel 0 is accessible in interlace mode)
ERR_NOTIFYSIZE	111h	273	The notify size of the last spcm_dwDefTransfer call is not valid. The notify size must be a multiple of the page size of 4096. For data transfer it may also be a fraction of 4k in the range of 16, 32, 64, 128, 256, 512, 1k or 2k. For ABA and timestamp the notify size can be 2k as a minimum.
ERR_RUNNING	120h	288	The board is still running, this function is not available now or this register is not accessible now.
ERR_ADJUST	130h	304	Automatic card calibration has reported an error. Please check the card inputs.
ERR_PRETRIGGERLEN	140h	320	The calculated pretrigger size (resulting from the user defined posttrigger values) exceeds the allowed limit.
ERR_DIRMISMATCH	141h	321	The direction of card and memory transfer mismatch. In normal operation mode it is not possible to transfer data from PC memory to card if the card is an acquisition card nor it is possible to transfer data from card to PC memory if the card is a generation card.
ERR_POSTEXCDSEGMENT	142h	322	The posttrigger value exceeds the programmed segment size in multiple recording/ABA mode. A delay of the multiple recording segments is only possible by using the delay trigger!
ERR_SEGMENTINMEM	143h	323	Memsize is not a multiple of segment size when using Multiple Recording/Replay or ABA mode. The programmed segment size must match the programmed memory size.
ERR_MULTIPLEPW	144h	324	Multiple pulsewidth counters used but card only supports one at the time.

error name	value (hex)	value (dec.)	error description
ERR_NOCHANNELPWOR	145h	325	The channel pulsewidth on this card can't be used together with the OR conjunction. Please use the AND conjunction of the channel trigger sources.
ERR_ANDORMASKOVRLAP	146h	326	Trigger AND mask and OR mask overlap in at least one channel. Each trigger source can only be used either in the AND mask or in the OR mask, no source can be used for both.
ERR_ANDMASKEDGE	147h	327	One channel is activated for trigger detection in the AND mask but has been programmed to a trigger mode using an edge trigger. The AND mask can only work with level trigger modes.
ERR_ORMASKLEVEL	148h	328	One channel is activated for trigger detection in the OR mask but has been programmed to a trigger mode using a level trigger. The OR mask can only work together with edge trigger modes.
ERR_EDGEPERMOD	149h	329	This card is only capable to have one programmed trigger edge for each module that is installed. It is not possible to mix different trigger edges on one module.
ERR_DOLEVELMINDIFF	14Ah	330	The minimum difference between low output level and high output level is not reached.
ERR_STARHUBENABLE	14Bh	331	The card holding the star-hub must be enabled when doing synchronization.
ERR_PATPWSMALLEDGE	14Ch	332	Combination of pattern with pulsewidth smaller and edge is not allowed.
ERR_XMODESETUP	14Dh	333	The chosen setup for (SPCM_X0_MODE .. SPCM_X19_MODE) is not valid. See hardware manual for details.
ERR_PCICHECKSUM	203h	515	The check sum of the card information has failed. This could be a critical hardware failure. Restart the system and check the connection of the card in the slot.
ERR_MEMALLOC	205h	517	Internal memory allocation failed. Please restart the system and be sure that there is enough free memory.
ERR_EEPROMLOAD	206h	518	Timeout occurred while loading information from the on-board EEProm. This could be a critical hardware failure. Please restart the system and check the PCI connector.
ERR_CARDNOSUPPORT	207h	519	The card that has been found in the system seems to be a valid Spectrum card of a type that is supported by the driver but the driver did not find this special type internally. Please get the latest driver from www.spectrum-instrumentation.com and install this one.
ERR_CONFIGACCESS	208h	520	Internal error occured during config writes or reads. Please contact Spectrum support for further assistance.
ERR_FIFOHWOVERRUN	301h	769	Hardware buffer overrun in FIFO mode. The complete on-board memory has been filled with data and data wasn't transferred fast enough to PC memory. If acquisition speed is smaller than the theoretical bus transfer speed please check the application buffer and try to improve the handling of this one.
ERR_FIFOFINISHED	302h	770	FIFO transfer has been finished, programmed data length has been transferred completely.
ERR_TIMESTAMP_SYNC	310h	784	Synchronization to timestamp reference clock failed. Please check the connection and the signal levels of the reference clock input.
ERR_STARHUB	320h	800	The auto routing function of the Star-Hub initialization has failed. Please check whether all cables are mounted correctly.
ERR_INTERNAL_ERROR	FFFFh	65535	Internal hardware error detected. Please check for driver and firmware update of the card.

Spectrum Knowledge Base

You will also find additional help and information in our knowledge base available on our website:

https://spectrum-instrumentation.com/en/knowledge-base-overview

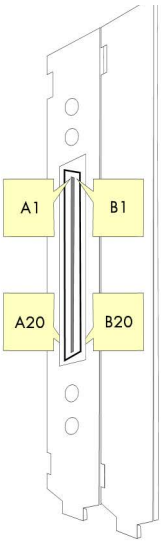
Pin assignment of the multipin connector

The 40 lead multipin connector is the main connector for M2p.xxxx-DigFX2 option, which adds sixteen additional multi-purpose I/O lines (X4 ... X19) to the main card's four standard ones (X0 ... X3). The pin assignment of these additional lines is shown below:

Option "Digital I/O Dig-FX2"

A1	**A2**	A3	A4	A5	A6	A7	A8	A9	A10	A11	A12	A13	A14	A15	A16	A17	A18	A19	A20
X4	GND	X5	GND	X6	GND	X7	GND	X8	GND	X9	GND	X10	GND	X11	GND	RFU*	GND	RFU*	GND

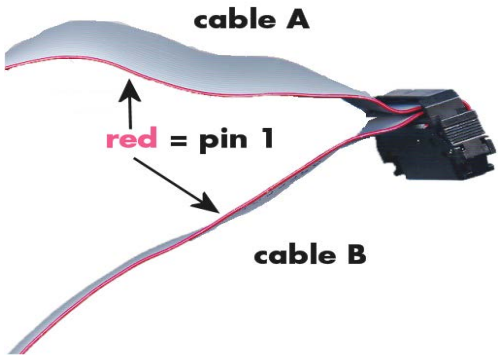
B1	**B2**	B3	B4	B5	B6	B7	B8	B9	B10	B11	B12	B13	B14	B15	B16	B17	B18	B19	B20
X12**	GND	X13**	GND	X14	GND	X15	GND	X16	GND	X17	GND	X18**	GND	X19**	GND	RFU*	GND	RFU*	GND



* RFU: reserved for future use. Do not connect these lines, can be left floating.

** These four pins are each left floating, when their respective X line (X12, X13, X18 or X19) is jumper selected to be routed to one of the SMB connectors.

Pin assignment of the multipin cable



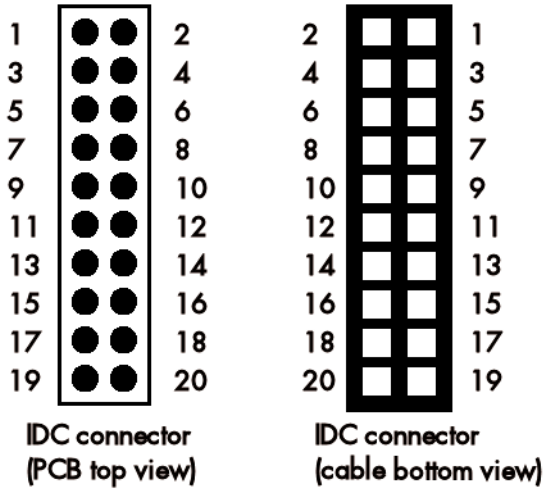
The 40 lead multipin cable is used for the additional digital I/O option -DigFX2.

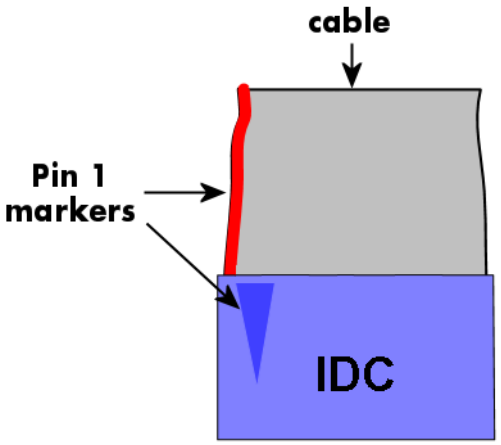
The flat ribbon cable is shipped with the board that is equipped with this option. The cable ends are assembled with two standard 20 pole IDC socket connector so you can easily make connections to your type of equipment or DUT (device under test).

The required two 20 pin flat ribbon cables each provide the signals of either the A or the B labeled pins as described above.

IDC footprints

The 20 pole IDC connectors have the following footprints. For easy usage in your PCB the cable footprint as well as the PCB top footprint are shown here. Please note that the PCB footprint is given as top view. Pin 1 is marked on each IDC as shown:





The following table shows the relation between the card connector pin and the IDC pin and the signalt

Cable/IDC A

Signal	IDC pin	Card pin		Card pin	IDC pin	Signal
X4	1	A1		A2	2	GND
X5	3	A3		A4	4	GND
X6	5	A5		A6	6	GND
X7	7	A7		A8	8	GND
X8	9	A9		A10	10	GND
X9	11	A9		A12	12	GND
X10	13	A13		A14	14	GND
X11	15	A15		A16	16	GND
RFU*	17	A17		A18	18	GND
RFU*	19	A19		A20	20	GND

Cable/IDC B

Signal	IDC pin	Card pin		Card pin	IDC pin	Signal
X12**	1	B1		B2	2	GND
X13**	3	B3		B4	4	GND
X14	5	B5		B6	6	GND
X15	7	B7		B8	8	GND
X16	9	B9		B10	10	GND
X17	11	B9		B12	12	GND
X18**	13	B13		B14	14	GND
X19**	15	B15		B16	16	GND
RFU*	17	B17		B18	18	GND
RFU*	19	B19		B20	20	GND

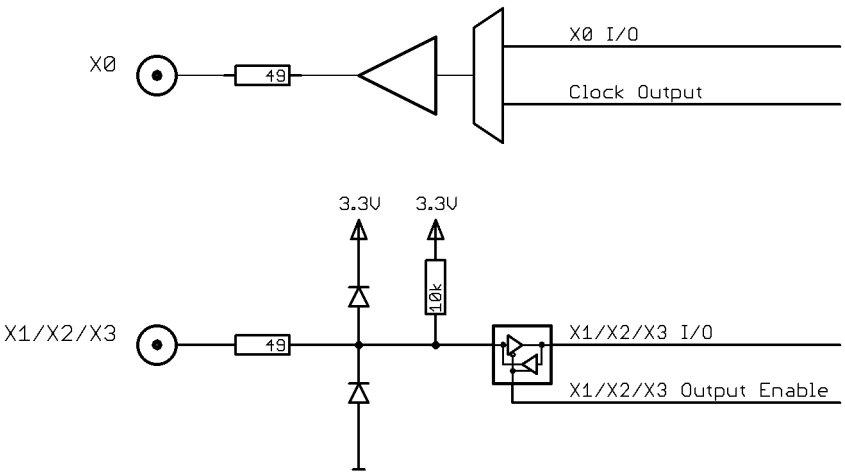
* RFU: reserved for future use. Do not connect these lines, can be left floating.

** These four pins are each left floting, when their respective X line (X12, X13, X18 or X19) is jumper selected to be routed to one of the SMB connectors.

Details on M2p cards I/O lines

Multi Purpose I/O Lines

The MMCX Multi Purpose I/O connectors of the M2p cards from Spectrum which do provide input capabilities **(X1, X2 and X3)** are protected against input over voltage conditions.



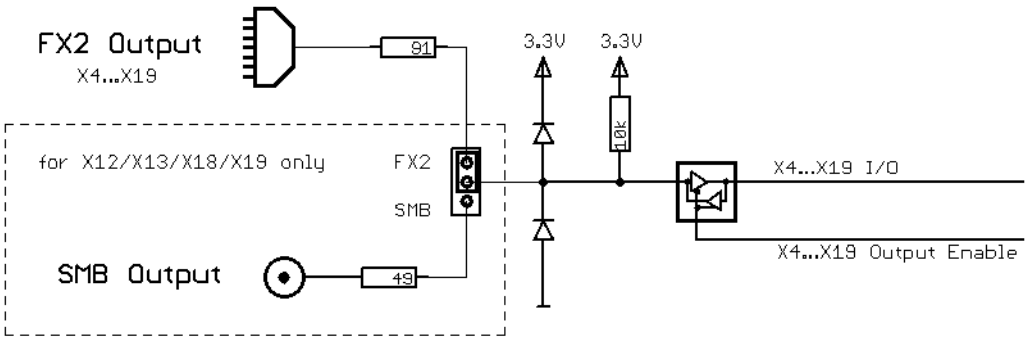
For this purpose clamping diodes of the types BAS516 are used in conjunction with a series resistor. All three I/O lines are internally clamped to signal ground and to 3.3V clamping voltage. So when connecting sources with a higher level than the clamping voltage plus the forward voltage of typically 0.6..0.7 V will be the resulting maximum high-level level.

The maximum forward current limit for the used BAS516 diodes is 100 mA, which is effectively limited by the used series resistor for logic levels up to 5.0V. To avoid floating levels with unconnected inputs, a pull up resistor of 10 kOhm to 3.3V is used on each line.

The X0 output is always actively driven, hence connecting external sources might either damage the source or the output buffer of your M2p card.

Additional I/O Lines (Option -DigFX2)

The additional Multi Purpose I/O connectors of the M2p cards -DigFX2 option from Spectrum does provide sixteen additional Multi-Purpose I/O lines **(X4 to X19)**, which are protected against input over voltage conditions. Four of these lines can be jumper selected to be routed to either the main multi-pin FX2 connector or to a SMB connector:



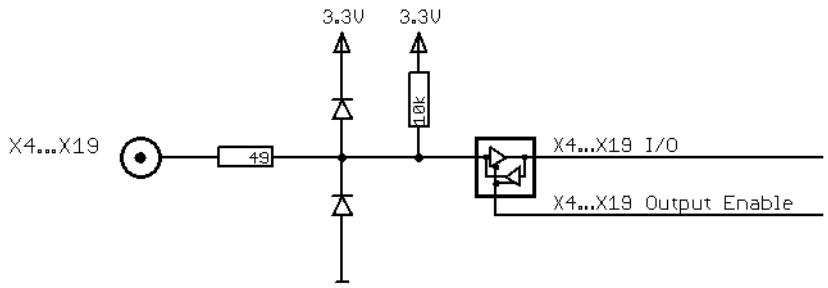
For this purpose clamping diodes of the types BAS516 are used in conjunction with a series resistor. All I/O lines are internally clamped to signal ground and to 3.3V clamping voltage. So when connecting sources with a higher level than the clamping voltage plus the forward voltage of typically 0.6..0.7 V will be the resulting maximum high-level level.

The maximum forward current limit for the used BAS516 diodes is 100 mA, which is effectively limited by the used series resistor for logic levels up to 5.0V. To avoid floating levels with unconnected inputs, a pull up resistor of 10 kOhm to 3.3V is used on each line.

Additional I/O Lines (Option -DigSMB)

The additional Multi Purpose I/O connectors of the M2p card's -DigSMB option from Spectrum does provide sixteen additional Multi-Purpose I/O lines **(X4 to X19)**, which are protected against input over voltage conditions:

For this purpose clamping diodes of the types BAS516 are used in conjunction with a series resistor. All I/O lines are internally clamped to signal ground and to 3.3V clamping voltage. So when connecting sources with a higher level than the clamping voltage plus the forward voltage of typically 0.6..0.7 V will be the resulting maximum high-level level.

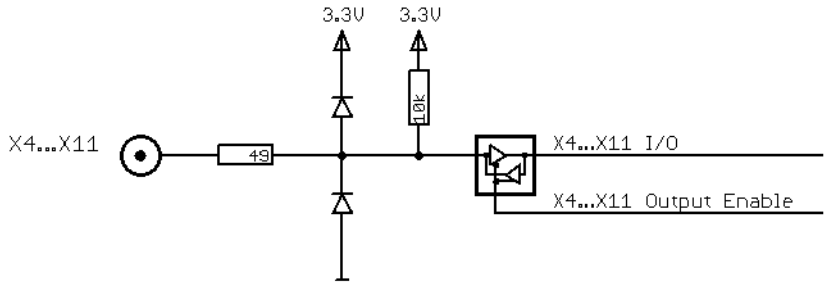


The maximum forward current limit for the used BAS516 diodes is 100 mA, which is effectively limited by the used series resistor for logic levels up to 5.0V. To avoid floating levels with unconnected inputs, a pull up resistor of 10 kOhm to 3.3V is used on each line.

Additional I/O Lines (Option -DigBNC)

The additional Multi Purpose I/O connectors of the digitizerNETBOX's or generatorNETBOX's -DigBNC option from Spectrum does provide eight additional Multi-Purpose I/O lines **(X4 to X11)**, which are protected against input over voltage conditions:

For this purpose clamping diodes of the types BAS516 are used in conjunction with a series resistor. All I/O lines are internally clamped to signal ground and to 3.3V clamping voltage. So when connecting sources with a higher level than the clamping voltage plus the forward voltage of typically 0.6..0.7 V will be the resulting maximum high-level level.



The maximum forward current limit for the used BAS516 diodes is 100 mA, which is effectively limited by the used series resistor for logic levels up to 5.0V. To avoid floating levels with unconnected inputs, a pull up resistor of 10 kOhm to 3.3V is used on each line.

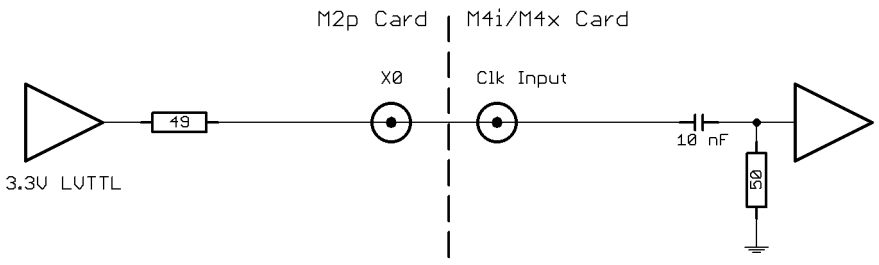
Interfacing M2p clock in/out with M4i/M4x

M2p output to M4i/M4x input

The clock output of the M2p card is a 3.3V LVTTL signal with a 50 Ohm series output impedance, capable of driving 50 Ohm terminated loads.

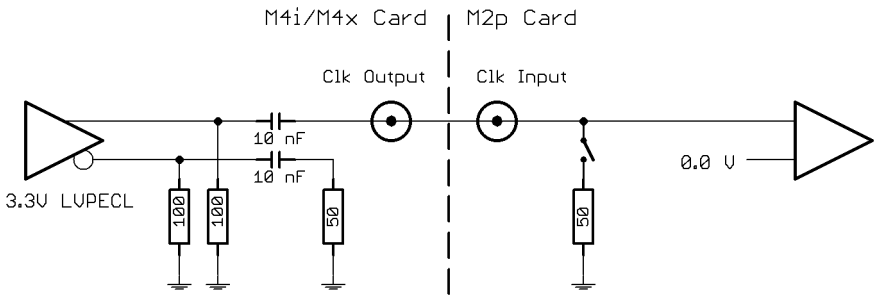
This allows to directly connect the M2p X0 output with the AC-coupled and 50 Ohm terminated LVPECL clock input of an M4i or M4x card.

The resulting voltage divider of the series resistor and the back termination reduce the 3.3V Vpp LVTTL output voltage to half and hence limit the maximum input swing to meet the M4i/M4x clock input specification.



M2p input to M4i/M4x output

The clock output of the M4i/M4x cards is AC-coupled, single-ended LVPECL type with an output swing of approximately 800 mVpp.



Due to the programmable threshold level of the M2p card, the M4i/M4x clock output can be directly connected to the M2p DC-coupled clock input, when setting the threshhold to zero Volt.

For best signal integrity and minimizing reflections due to the very fast edge rates of the M4i/M4x LVPECL output, activating the 50 Ohm termination on the M2p card is highly recommended.

Temperature sensors

The M2p card series has integrated temperature sensors that allow to read out different internal temperatures. Theses functions are also available for the M2p cards mounted inside of the digitizerNETBOX, generatorNETBOX or hybridNETBOX series. In here the temperature can be read out for every internal card separately.

The Spectrum driver (starting with version 5.09) checks for over temperature at every opening of the driver and also uses a background temperature watchdog to ensure that the card's operating temperature stays within the recommended operating range and an ERR_TEMPERATURE error will be issued if exceeded.

In case of a detected temperature error, please carefully check the cooling requirements of the card as explained in the „Cooling Precautions" chapter earlier in the manual.

Temperature read-out registers

Up to three different temperature sensors can be read-out for each M2p card. The temperature can be read in different temperature scales at any time:

Register	Value	Direction	Description
SPC_MON_TK_BASE_CTRL	500022	read	Base card temperature in Kelvin
SPC_MON_TK_MODA_0	500023	read	Temperature in Kelvin of front-end module A.
SPC_MON_TK_MODB_0	500024	read	Temperature in Kelvin of front-end module B.
SPC_MON_TC_BASE_CTRL	500025	read	Base card temperature in degrees Celsius
SPC_MON_TC_MODA_0	500026	read	Temperature in degrees Celsius of front-end module A.
SPC_MON_TC_MODB_0	500027	read	Temperature in degrees Celsius of front-end module B.
SPC_MON_TF_BASE_CTRL	500028	read	Base card temperature in degrees Fahrenheit
SPC_MON_TF_MODA_0	500029	read	Temperature in degrees Fahrenheit of front-end module A.
SPC_MON_TF_MODB_0	500030	read	Temperature in degrees Fahrenheit of front-end module B.

Temperature hints

- Manual monitoring of the temperature figures might be used for application specific limits or for logging purposes.
- The temperature sensors can be used to optimize the system cooling.

65xx temperatures and limits

The following description shows the meaning of each temperature figure on the M2p.65xx series and also gives maximum ratings that should not be exceeded. All figures given in degrees Celsius:

Sensor Name	Sensor Location	Typical figure at 25°C environment temperature	Maximum temperature
BASE_CTRL	Inside FPGA	50 °C ±5°C	80°C
MODULE_0	Amplfier Front-End of Module A	50 °C ±5°C	80°C
MODULE_1	Amplfier Front-End of Module B (if installed)	50 °C ±5°C	80°C

Additional Temperature sensors for M2p.654x and M2p.657x

The high-voltage models of the M2p.65xx series (M2p.654x and M2p.657x) povide five additional temperature sensors for each front-end module:

Register	Value	Direction	Description
SPC_MON_TK_MODA_1	500038	read	Temperature in Kelvin of Channel 0, Amplifier 0 on front-end module A.
SPC_MON_TK_MODA_2	500039	read	Temperature in Kelvin of Channel 0, Amplifier 1 on front-end module A.
SPC_MON_TK_MODA_3	500040	read	Temperature in Kelvin of Channel 1, Amplifier 0 on front-end module A.
SPC_MON_TK_MODA_4	500041	read	Temperature in Kelvin of Channel 1, Amplifier 1 on front-end module A.
SPC_MON_TK_MODA_5	500072	read	Temperature in Kelvin of Supervisor on front-end module A.
SPC_MON_TK_MODB_1	500042	read	Temperature in Kelvin of Channel 0, Amplifier 0 on front-end module B.
SPC_MON_TK_MODB_2	500043	read	Temperature in Kelvin of Channel 0, Amplifier 1 on front-end module B.
SPC_MON_TK_MODB_3	500044	read	Temperature in Kelvin of Channel 1, Amplifier 0 on front-end module B.
SPC_MON_TK_MODB_4	500045	read	Temperature in Kelvin of Channel 1, Amplifier 1 on front-end module B.
SPC_MON_TK_MODB_5	500073	read	Temperature in Kelvin of Supervisor on front-end module B.
SPC_MON_TC_MODA_1	500046	read	Temperature in degrees Celsius of Channel 0, Amplifier 0 on front-end module A.
SPC_MON_TC_MODA_2	500047	read	Temperature in degrees Celsius of Channel 0, Amplifier 1 on front-end module A.
SPC_MON_TC_MODA_3	500048	read	Temperature in degrees Celsius of Channel 1, Amplifier 0 on front-end module A.
SPC_MON_TC_MODA_4	500049	read	Temperature in degrees Celsius of Channel 1, Amplifier 1 on front-end module A.
SPC_MON_TC_MODA_5	500074	read	Temperature in degrees Celsius of Supervisor on front-end module A.
SPC_MON_TC_MODB_1	500050	read	Temperature in degrees Celsius of Channel 0, Amplifier 0 on front-end module B.
SPC_MON_TC_MODB_2	500051	read	Temperature in degrees Celsius of Channel 0, Amplifier 1 on front-end module B.
SPC_MON_TC_MODB_3	500052	read	Temperature in degrees Celsius of Channel 1, Amplifier 0 on front-end module B.
SPC_MON_TC_MODB_4	500053	read	Temperature in degrees Celsius of Channel 1, Amplifier 1 on front-end module B.
SPC_MON_TC_MODB_5	500075	read	Temperature in degrees Celsius of Supervisor on front-end module B.
SPC_MON_TF_MODA_1	500054	read	Temperature in degrees Fahrenheit of Channel 0, Amplifier 0 on front-end module A.
SPC_MON_TF_MODA_2	500055	read	Temperature in degrees Fahrenheit of Channel 0, Amplifier 1 on front-end module A.
SPC_MON_TF_MODA_3	500056	read	Temperature in degrees Fahrenheit of Channel 1, Amplifier 0 on front-end module A.
SPC_MON_TF_MODA_4	500057	read	Temperature in degrees Fahrenheit of Channel 1, Amplifier 1 on front-end module A.
SPC_MON_TF_MODA_5	500076	read	Temperature in degrees Fahrenheit of Supervisor on front-end module A.
SPC_MON_TF_MODB_1	500058	read	Temperature in degrees Fahrenheit of Channel 0, Amplifier 0 on front-end module B.
SPC_MON_TF_MODB_2	500059	read	Temperature in degrees Fahrenheit of Channel 0, Amplifier 1 on front-end module B.
SPC_MON_TF_MODB_3	500060	read	Temperature in degrees Fahrenheit of Channel 1, Amplifier 0 on front-end module B.
SPC_MON_TF_MODB_4	500061	read	Temperature in degrees Fahrenheit of Channel 1, Amplifier 1 on front-end module B.
SPC_MON_TF_MODB_5	500077	read	Temperature in degrees Fahrenheit of Supervisor on front-end module B.

To protect the hardware from damage, certain operating parameters are monitored by an on-board hardware supervisor. This includes the amplifier specific temperature sensors (SPC_MON_T#_MOD#_1 ... SPC_MON_T#_MOD#_4) as well as output overcurrent (short circuit) detection.

In case that the hardware supervisor detects such a critical error condition, it will immediately shut off the respective output channel and store the occurance of an error for that front-end module, until it is actively cleared by the user application or an card reset is initiated.

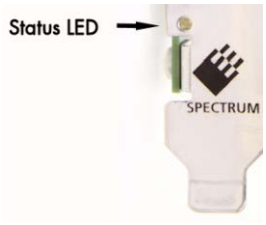
The following registers can be used to read out the occurrance of an error and clear a latched condition. Note that the

Register	Value	Direction	Description
SPC_CLR_MOD_FAULT	500071	write	Clear the hardware error, that has been latched by the supervisor on the fron-end module.
SPC_MON_MOD_FAULT	500070	read	Read out a latched error state. Returned value is:
	0h		No error has been latched since the last read of the SPC_MON_MOD_FAULT register or card reset.
	1h		Set if an error has been detected by the supervisor on at least one of the channels on fron-end module A.
	2h		Set if an error has been detected by the supervisor on at least one of the channels on fron-end module B.
	3h		Set if an error has been detected by the supervisor on at least one of the channels of each fron-end module A and B.

In case of a hardware detected temperature error, please carefully check the cooling requirements of the card as explained in the „Cooling Precautions“ chapter earlier in the manual. In case of a repeated error check for shorted outputs and/or two low of a load resistance.

Details on M2p cards status LED

Every M2p card has a two-color status LED mounted at the very bottom location of the PCIe bracket.



Different color codes of the status LED

This chapter explains the different color codes and offers some possible solutions in case of an error condition.

Condition	LED color	Status	Solution
O.K. (Booting)	temporarily static: red	PCI Express enumeration has not finished, PCIe Reset is still active	Red LED should turn off latest as soon as all BIOS messages have disappeared and the PCs operating system boot screen shows up.
Error	Static: red	Power supply error	Restart the PC. In case that the error persists, please contact Spectrum support for further assistance.
	Fast blinking (approx. 8 Hz): green - off - green - off ...	PCI Express link training has not yet finished	1) Power down the PC, un-plug and re-plug the card to verify that there is a proper contact between the card and the slot. 2) Try another PCI Express slot, maybe the currently used one is not properly working. 3) In case that this error is occurring after a firmware update or of the above steps did not help, please contact Spectrum support for assistance on how to boot the card's golden recovery image.
	Strobed fast blinking (approx. 8 Hz strobes every half second): green/off - off - green/off - off ...	Internal PCIe error	
O.K.	Static: green	Card is ready for operation (at full PCIe speed)	A full width PCIe link has been established (PCIe x4, Gen 1) and the card is ready for operation.
	Static: off	Card is ready for operation (at reduced PCIe speed)	A reduced speed PCIe link has been established with less than all of the possible 4 lanes. The card is ready for operation, but the data transfer throughput over the PCI Express bus is reduced. For getting the highest PCIe performance please consult your PC or motherboard manual for details on the PCI Express slots of your system.
	Slow blinking (approx. 1 Hz): green - off - green - off ...	Indicator mode on	To ease the identification of a specific card in a multi-card system without un-installing the card it is possible to activate the card identification status by software. This mode changes the static „Ready for Operation" indication (see above) into a slowly green blinking state.

Turning on card identification LED

To enable/disable the cards LED indicator mode or to read out the current setting, please use the following register:

Register	Value	Direction	Description
SPC_CARDIDENTIFICATION	201500	read/write	Writing a '1' turns on the LED card indicator mode, writing a '0' turns off the LED indicator mode.

The default for the card identification register is the OFF state.

Continuous memory for increased data transfer rate

The continuous memory buffer has been added to the driver version 1.36. The continuous buffer is not available in older driver versions. Please update to the latest driver if you wish to use this function.

Background

All modern operating systems use a very complex memory management strategy that strictly separates between physical memory, kernel memory and user memory. The memory management is based on memory pages (normally 4 kByte = 4096 Bytes). All software only sees virtual memory that is translated into physical memory addresses by a memory management unit based on the mentioned pages.

This will lead to the circumstance that although a user program allocated a larger memory block (as an example 1 MByte) and it sees the whole 1 MByte as a virtually continuous memory area this memory is physically located as spread 4 kByte pages all over the physical memory. No problem for the user program as the memory management unit will simply translate the virtual continuous addresses to the physically spread pages totally transparent for the user program.

When using this virtual memory for a DMA transfer things become more complicated. The DMA engine of any hardware can only access physical addresses. As a result the DMA engine has to access each 4 kByte page separately. This is done through the Scatter-Gather list. This list is simply a linked list of the physical page addresses which represent the user buffer. All translation and set-up of the Scatter-Gather list is done inside the driver without being seen by the user. Although the Scatter-Gather DMA transfer is an advanced and powerful technology it has one disadvantage: For each transferred memory page of data it is necessary to also load one Scatter-Gather entry (which is 16 bytes on 32 bit systems and 32 bytes on 64 bit systems). The little overhead to transfer (16/32 bytes in relation to 4096 bytes, being less than one percent) isn't critical but the fact that the continuous data transfer on the bus is broken up every 4096 bytes and some different addresses have to be accessed slow things down.

The solution is very simple: everything works faster if the user buffer is not only virtually continuous but also physically continuous. Unfortunately it is not possible to get a physically continuous buffer for a user program. Therefore the kernel driver has to do the job and the user program simply has to read out the address and the length of this continuous buffer. This is done with the function spcm_dwGetContBuf as already mentioned in the general driver description. The desired length of the continuous buffer has to be programmed to the kernel driver for load time and is done different on the different operating systems. Please see the following chapters for more details.

Next we'll see some measuring results of the data transfer rate with/without continuous buffer. You will find more results on different motherboards and systems in the application note number 6 „Bus Transfer Speed Details". Also with newer M4i/M4x/M2p cards the gain in speed is not as impressive, as it is for older cards, but can be useful in certain applications and settings. As this is also system dependent, your improvements may vary.

Bus Transfer Speed Details (M2i/M3i cards in an example system)

	PCI 33 MHz slot		PCI-X 66 MHz slot		PCI Express x1 slot	
Mode	**read**	**write**	**read**	**write**	**read**	**write**
User buffer	109 MB/s	107 MB/s	195 MB/s	190 MB/s	130 MB/s	138 MB/s
Continuous kernel buffer	125 MB/s	122 MB/s	248 MB/s	238 MB/s	160 MB/s	170 MB/s
Speed advantage	15%	14%	27%	25%	24%	23%

Bus Transfer Standard Read/Write Transfer Speed Details (M4i.44xx card in an example system)

	Notifysize 16 kByte		Notifysize 64 kByte		Notifysize 512 kByte		Notifysize 2048 kByte		Notifysize 4096 kByte	
Mode	**read**	**write**	**read**	**write**	**read**	**write**	**read**	**write**	**read**	**write**
User buffer	243 MB/s	132 MB/s	793 MB/s	464 MB/s	2271 MB/s	1352 MB/s	2007 MB/s	1900 MB/s	2687 MB/s	2284 MB/s
Continuous kernel buffer	239 MB/s	133 MB/s	788 MB/s	457 MB/s	2270 MB/s	1470 MB/s	2555 MB/s	2121 MB/s	2989 MB/s	2549 MB/s
Speed advantage	-1.6%	+0.7%	-0.6%	-1.5%	0%	+8.7%	+27.3%	+11.6%	+11.2%	+11.6%

Bus Transfer FIFO Read Transfer Speed Details (M4i.44xx card in an example system)

	Notifysize 4 kByte	Notifysize 8 kByte	Notifysize 16 kByte	Notifysize 32 kByte	Notifysize 64 kByte	Notifysize 256 kByte	Notifysize 1024 kByte	Notifysize 2048 kByte	Notifysize 4096 kByte
Mode	**FIFO read**	**FIFO read**	**FIFO read**	**FIFO read**	**FIFO read**	**FIFO read**	**FIFO read**	**FIFO read**	**FIFO read**
User buffer	455 MB/s	858 MB/s	1794 MB/s	2005 MB/s	3335 MB/s	3386 MB/s	3369 MB/s	3331 MB/s	3335 MB/s
Continuous kernel buffer	540 MB/s	833 MB/s	1767 MB/s	1965 MB/s	3216 MB/s	3386 MB/s	3389 MB/s	3388 MB/s	3389 MB/s
Speed advantage	+18.6%	-2.9%	-1.5%	-2.0%	-3.5%	0%	+0.6%	+1.7%	+1.6%

Bus Transfer FIFO Read Transfer Speed Details (M2p.5942 card in an example system)

	Notifysize 4 kByte	Notifysize 8 kByte	Notifysize 16 kByte	Notifysize 32 kByte	Notifysize 64 kByte	Notifysize 256 kByte	Notifysize 1024 kByte	Notifysize 2048 kByte	Notifysize 4096 kByte
Mode	**FIFO read**	**FIFO read**	**FIFO read**	**FIFO read**	**FIFO read**	**FIFO read**	**FIFO read**	**FIFO read**	**FIFO read**
User buffer	282 MB/s	462 MB/s	597 MB/s	800 MB/s	800 MB/s	799 MB/s	799 MB/s	799 MB/s	797 MB/s
Continuous kernel buffer	279 MB/s	590 MB/s	577 MB/s	800 MB/s	800 MB/s	800 MB/s	800 MB/s	800 MB/s	799 MB/s
Speed advantage	-1.1%	+27.7%	-3.4%	+0.0%	+0.0%	0%	+0.1%	+0.1%	+0.3%

Setup on Linux systems

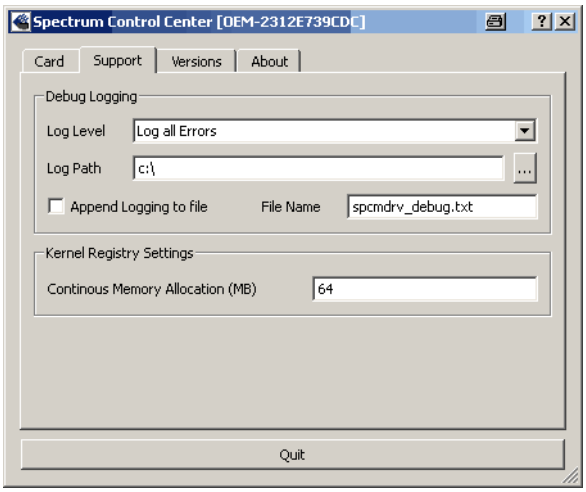
On Linux systems the continuous buffer setting is done via the command line argument contmem_mb when loading the kernel driver module:

```
insmod spcm.ko contmem_mb=4
```

As memory allocation is organized completely different compared to Windows the amount of data that is available for a continuous DMA buffer is unfortunately limited to a maximum of 8 MByte. On most systems it will even be only 4 MBytes.

Setup on Windows systems

The continuous buffer settings is done with the Spectrum Control Center using a setup located on the „Support" page. Please fill in the desired continuous buffer settings as MByte. After setting up the value the system needs to be restarted as the allocation of the buffer is done during system boot time.



If the system cannot allocate the amount of memory it will divide the desired memory by two and try again. This will continue until the system can allocate a continuous buffer. Please note that this try and error routine will need several seconds for each failed allocation try during boot up procedure. During these tries the system will look like being crashed. It is then recommended to change the buffer settings to a smaller value to avoid the long waiting time during boot up.

Continuous buffer settings should not exceed 1/4 of system memory. During tests the maximum amount that could be allocated was 384 MByte of continuous buffer on a system with 4 GByte memory installed.

Usage of the buffer

The usage of the continuous memory is very simple. It is just necessary to read the start address of the continuous memory from the driver and use this address instead of a self allocated user buffer for data transfer.

Function spcm_dwGetContBuf

This function reads out the internal continuous memory buffer (in bytes) if one has been allocated. If no buffer has been allocated the function returns a size of zero and a NULL pointer.

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

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

Please note that it is not possible to free the continuous memory for the user application.

Example

The following example shows a simple standard single mode data acquisition setup (for a card with 12/14/16 bit per resolution one sample equals 2 bytes) with the read out of data afterwards. To keep this example simple there is no error checking implemented.

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

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

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

// we now try to use a continuous buffer for data transfer or allocate our own buffer in case there's none
spcm_dwGetContBuf_i64 (hDrv, SPCM_BUF_DATA, &pvData, &qwContBufLen);
if (qwContBufLen < (2 * lMemsize))
    pvData = pvAllocMemPageAligned (lMemsize * 2); // assuming 2 bytes per sample

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

// ... Use the data here for analysis/calculation/storage

// delete our own buffer in case we have created one
if (qwContBufLen < (2 * lMemsize))
    vFreeMemPageAligned (pvData, lMemsize * 2);
```