

Getting Started with EPICS Lecture Series

Writing Device Support

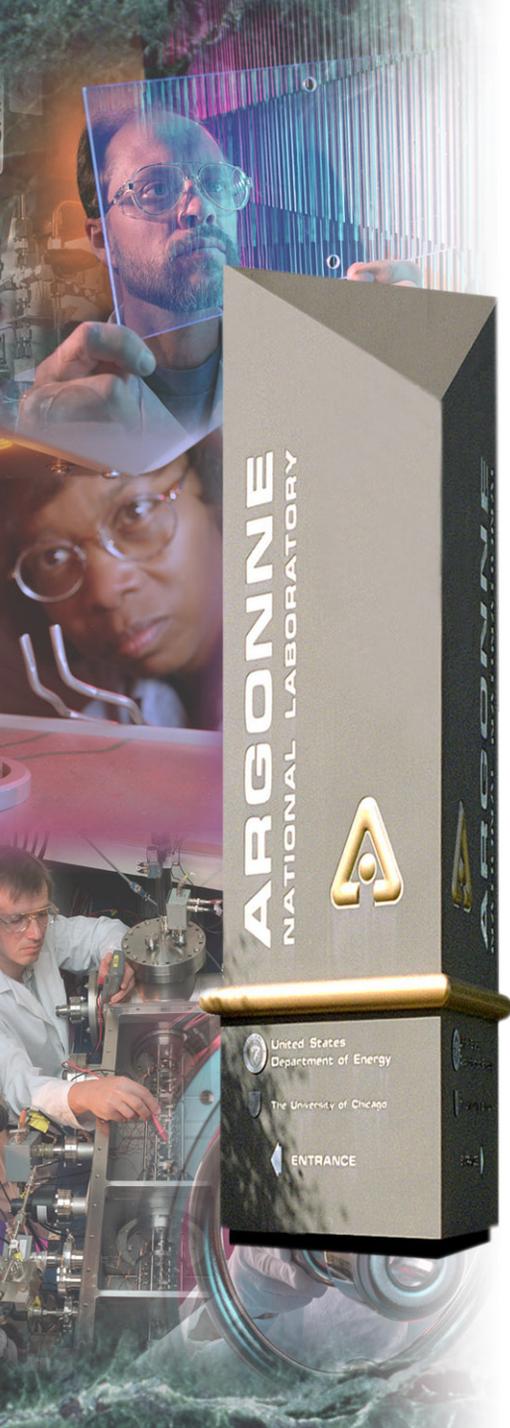
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Writing Device Support – Scope

- **An overview of the concepts associated with writing EPICS Device Support routines.**
- **Examples show the “stone knives and bearskins” approach.**
- **The ASYN package provides a framework which makes writing device support much easier.**
 - The concepts presented here still apply.

Writing Device Support – Outline

- **What is ‘Device Support’?**
- **The .dbd file entry**
- **The driver DSET**
- **Device addresses**
- **Support routines**
- **Using interrupts**
- **Asynchronous input/output**
- **Callbacks**

What is 'Device Support'?

- **Interface between record and hardware**
- **A set of routines for record support to call**
 - The record type determines the required set of routines
 - These routines have full read/write access to any record field
- **Determines synchronous/asynchronous nature of record**
- **Performs record I/O**
 - Provides interrupt handling mechanism

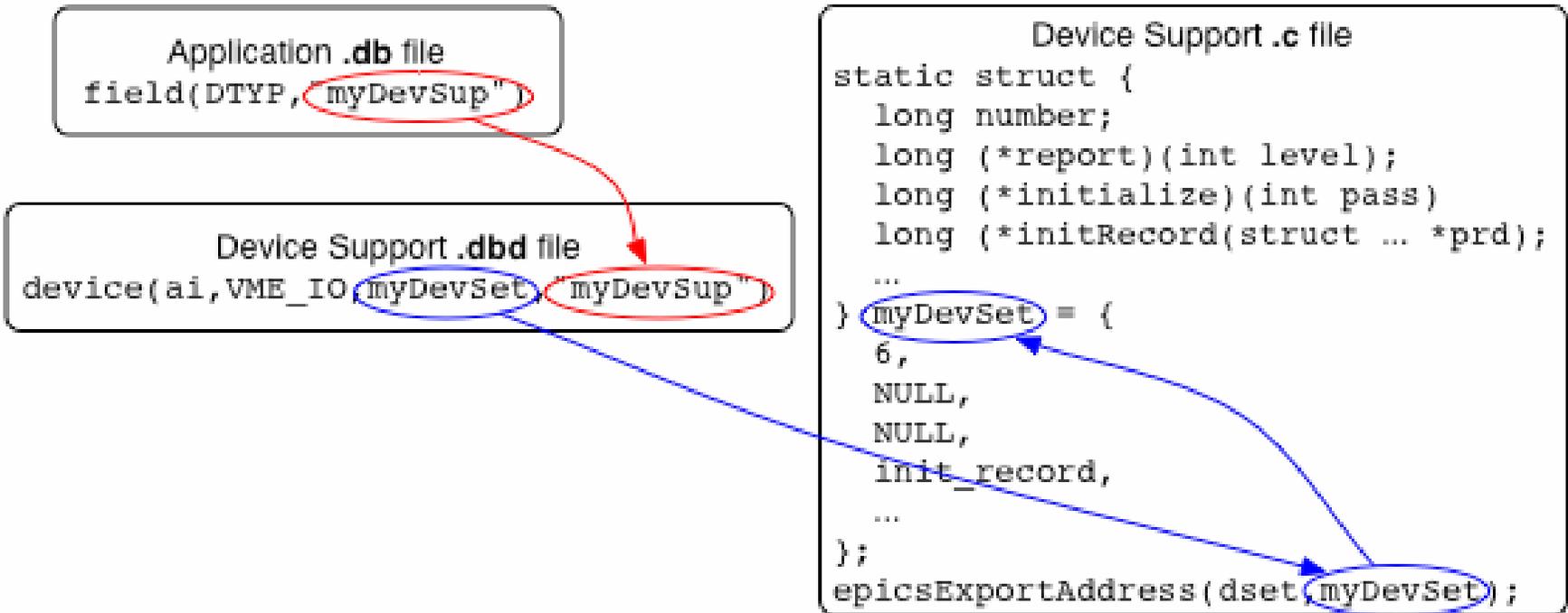
Why use device support?

- **Could instead make a different record type for each hardware interface, with fields to allow full control over the provided facilities.**
- **A separate device support level provides several advantages:**
 - Users need not learn a new record type for each type of device
 - Increases modularity
 - *I/O hardware changes are less disruptive*
 - *Device support is simpler than record support*
 - *Hardware interface code is isolated from record API*
- **Custom records are available if really needed.**
 - By which I mean “really, really, really needed!”
 - Existing record types are sufficient for most applications.

How does a record find its device support?

▪ ▪ ▪

Through .dbd 'device' statements:



The .dbd file entry

- **The IOC discovers device support from entries in .dbd files**
`device (recType, addrType, dsetName, "dtypeName")`
- ***addrType* is one of**

AB_IO	BITBUS_IO	CAMAC_IO	GPIB_IO
INST_IO	RF_IO	VME_IO	VXI_IO
- ***dsetName* is the name of the C Device Support Entry Table (DSET)**
 - By convention name indicates record and hardware type:
`device(ai, GPIB_IO, devAidg535, "dg535")`
`device(bi, VME_IO, devBiXy240, "XYCOM-240")`

The DSET

- A C structure containing pointers to functions
- Content dependent upon record type
- Each device support layer defines a DSET with pointers to its own functions
- A DSET structure declaration looks like:

```
struct dset {
    long number;
    long (*report)(int level);
    long (*initialize)(int pass);
    long (*initRecord)(struct ... *precord);
    long (*getIoIntInfo)(...);
    ... read/write and other routines as required
};
```

- `number` specifies number of pointers (often 5 or 6)
- A NULL is given when an optional routine is not implemented
- DSET structures and functions are usually declared `static`

The DSET – initialize

```
long initialize(int pass);
```

- **Initializes the device support layer**
- **Optional routine, not always needed**
- **Used for one-time startup operations:**
 - Start background tasks
 - Create shared tables
- **Called twice by iocInit()**
 - `pass=0` – Before any record initialization
 - *Doesn't usually access hardware since device address information is not yet known*
 - `pass=1` – After all record initialization
 - *Can be used as a final startup step. All device address information is now known*

The DSET – initRecord

```
long initRecord(struct ... *precord);
```

- **Called by ioclnit() once for each record with matching DTYP**
- **Optional routine, but usually supplied**
- **Routines often**
 - Validate the INP or OUTP field
 - Verify that addressed hardware is present
 - Allocate device-specific storage for the record
 - *Each record contains a void *dpvt pointer for this purpose*
 - Program device registers
 - Set record-specific fields needed for conversion to/from engineering units

The DSET – initRecord – Device Addresses

- Device support .dbd entry was

```
device( recType , addrType , dset , " name " )
```

- **addrType** specifies the type to use for the address link, e.g.

```
device( bo , VME_IO , devBoXy240 , " Xycom XY240 " )
```

sets pbo->out:

- `pbo->out.type = VME_IO`

- Device support uses `pbo->out.value.vmeio` which is a

```
struct vmeio {
    short card;
    short signal;
    char *parm;
};
```

- IOC Application Developer's Guide describes all types

The DSET – report

```
long report(int level);
```

- **Called by `dbior` shell command**
- **Prints information about current state, hardware status, I/O statistics, etc.**
- **Amount of output is controlled by the level argument**
 - `level=0` – list hardware connected, one device per line
 - `level>0` – provide different type or more detailed information

The DSET – read/write

```
long read(struct ... *precord);
```

```
long write(struct ... *precord);
```

- **Called when record is processed**
- **Perform (or initiate) the I/O operation:**
 - Synchronous input
 - *Copy value from hardware into `precord->rval`*
 - *Return 0 (to indicate success)*
 - Synchronous output
 - *Copy value from `precord->rval` to hardware*
 - *Return 0 (to indicate success)*

A simple example (vxWorks or RTEMS)

```

#include <recGbl.h>
#include <devSup.h>
#include <devLib.h>
#include <biRecord.h>
#include <epicsExport.h>
static long initRecord(struct biRecord *prec){
    char *pbyte, dummy;
    if ((prec->inp.type != VME_IO) ||
        (prec->inp.value.vmeio.signal < 0) || (prec->inp.value.vmeio.signal > 7)) {
        recGblRecordError(S_dev_badInpType, (void *)prec, "devBiFirst: Bad INP");
        return -1;
    }
    if (devRegisterAddress("devBiFirst", atVMEA16, prec->inp.value.vmeio.card, 0x1,
                           &pbyte) != 0) {
        recGblRecordError(S_dev_badCard, (void *)prec, "devBiFirst: Bad VME
address");
        return -1;
    }
    if (devReadProbe(1, pbyte, &dummy) < 0) {
        recGblRecordError(S_dev_badCard, (void *)prec, "devBiFirst: Nothing there!");
        return -1;
    }
    prec->dpvt = pbyte;
    prec->mask = 1 << prec->inp.value.vmeio.signal;
    return 0;
}

```

A simple example (vxWorks or RTEMS)

```

static long read(struct biRecord *prec)
{
    volatile char *pbyte = (volatile char *)prec->dpvt;

    prec->rval = *pbyte;
    return 0;
}

static struct {
    long number;
    long (*report)(int);
    long (*initialize)(int);
    long (*initRecord)(struct biRecord *);
    long (*getIoIntInfo)();
    long (*read)(struct biRecord *);
} devBiFirst = {
    5, NULL, NULL, initRecord, NULL, read
};
epicsExportAddress(dset, devBiFirst);

```

A simple example – device support .dbd file

The .dbd file for the device support routines shown on the preceding pages might be

```
device(bi, VME_IO, devBiFirst, "simpleInput")
```

A simple example – application .db file

An application .db file using the device support routines shown on the preceding pages might contain

```
record(bi, "$ (P) :statusBit")
{
    field(DESC, "Simple example binary input")
    field(DTYP, "simpleInput")
    field(INP, "#C$(C) S$(S)")
}
```

A simple example – application startup script

An application startup script (st.cmd) using the device support routines shown on the preceding pages might contain

```
dbLoadRecords ("db/example.db", "P=test,C=0x1E0,S=0")
```

which would expand the .db file into

```
record(bi, "test:statusBit")
{
    field(DESC, "Simple example binary input")
    field(DTYP, "simpleInput")
    field(INP, "#C0x1E0 S0")
}
```

Useful facilities

- **ANSI C routines (EPICS headers fill in vendor holes)**
 - epicsStdio.h – printf, sscanf, epicsSnprintf
 - epicsString.h – strcpy, memcpy, epicsStrDup
 - epicsStdlib.h – getenv, abs, epicsScanDouble
- **OS-independent hardware access (devLib.h)**
 - Bus address \Leftrightarrow Local address conversion
 - Interrupt control
 - Bus probing
- **EPICS routines**
 - epicsEvent.h – process synchronization semaphore
 - epicsMutex.h – mutual-exclusion semaphore
 - epicsThread.h – multithreading support
 - recGbl.h – record error and alarm reporting

Device interrupts

- **vxWorks/RTMS interrupt handlers can be written in C**
- **VME interrupts have two parameters**
 - Interrupt level (1-7, but don't use level 7) – often set with on-board jumpers or DIP switches
 - Interrupt vector (0-255, <64 reserved on MC680x0) – often set by writing to an on-board register
- **OS initialization takes two calls**
 1. Connect interrupt handler to vector


```
devConnectInterruptVME (unsigned vectorNumber,
                        void (*pFunction) (void *), void *parameter);
```
 2. Enable interrupt from VME to CPU


```
devEnableInterruptLevelVME (unsigned level);
```

I/O interrupt record processing

- Record is processed when hardware interrupt occurs
- Granularity depends on device support and hardware
 - Interrupt per-channel vs. interrupt per-card
- **#include <dbScan.h> to get additional declarations**
- **Call `scanIoInit` once for each interrupt source to initialize a local value:**

```
scanIoInit (&ioscanpvt) ;
```
- **DSET must provide a `getIoIntInfo` routine to specify the interrupt source associated with a record – a single interrupt source can be associated with more than one record**
- **Interrupt handler calls `scanIoRequest` with the ‘ioscanpvt’ value for that source – this is one of the very few routines which may be called from an interrupt handler**

The DSET – getIoIntInfo

```
long getIoIntInfo(int cmd, struct ... *precord,
                  IOSCANPVT *ppvt);
```

- **Set *ppvt to the value of the IOSCANPVT variable for the interrupt source to be associated with this record**
- **Must have already called scanIoInit to initialize the IOSCANPVT variable**
- **Return 0 to indicate success or non-zero to indicate failure – in which case the record SCAN field will be set to Passive**
- **Routine is called with**
 - (cmd=0) when record is set to SCAN=I/O Intr
 - (cmd=1) when record SCAN field is set to any other value

The DSET – specialLinconv

```
long specialLinconv(struct ... *precord, int after);
```

- **Analog input (ai) and output (ao) record DSETs include this sixth routine**
- **Called just before (after=0) and just after (after=1) the value of the LINR, EGUL or EGUF fields changes**
- **“Before” usually does nothing**
- **“After” recalculates ESLO from EGUL/EGUF and the hardware range**
- **If record LINR field is Linear ai record processing will compute val as**

$$\text{val} = ((\text{rval} + \text{roff}) * \text{aslo} + \text{aoff}) * \text{eslo} + \text{eoff}$$

Ao record processing is similar, but in reverse

Asynchronous I/O

- **Device support must not wait for slow I/O**
- **Hardware read/write operations which take “a long time” to complete must use asynchronous record processing**
 - $T_{I/O} \geq 100 \mu\text{s}$ – definitely “a long time”
 - $T_{I/O} \leq 10 \mu\text{s}$ – definitely “not a long time”
 - $10 \mu\text{s} < T_{I/O} < 100 \mu\text{s}$ – ???
- **If device does not provide a completion interrupt a “worker” thread can be created to perform the I/O**
 - this technique is used for Ethernet-attached devices

Asynchronous I/O – read/write operation

- **Check value of `precord->pact` and if zero:**
 - Set `precord->pact` to 1
 - Start the I/O operation
 - *write hardware or send message to worker thread*
 - Return 0
- **When operation completes run the following code from a thread (i.e. NOT from an interrupt handler)**

```
struct rset *prset = (struct rset *)precord->rset;
dbScanLock (precord) ;
(*prset->process) (precord) ;
dbScanUnlock (precord) ;
```
- **The record's process routine will call the device support read/write routine – with `precord->pact=1`**
 - Complete the I/O, set `rval`, etc.

Asynchronous I/O – callbacks

- **An interrupt handler must not call a record's process routine directly**
- **Use the callback system (`callback.h`) to do this**
- **Declare a callback variable**

```
CALLBACK myCallback;
```
- **Issue the following from the interrupt handler**

```
callbackRequestProcessCallback (&myCallBack,  
                                priorityLow, precord);
```
- **This queues a request to a callback handler thread which will perform the lock/process/unlock operations shown on the previous page**
- **There are three callback handler threads**
 - With priorities Low, Medium and High

Asynchronous I/O – ASYN

- **This should be your first consideration for new device support**
- **It provides a powerful, flexible framework for writing device support for**
 - Message-based asynchronous devices
 - Register-based synchronous devices
- **Will be completely described in a subsequent lecture**