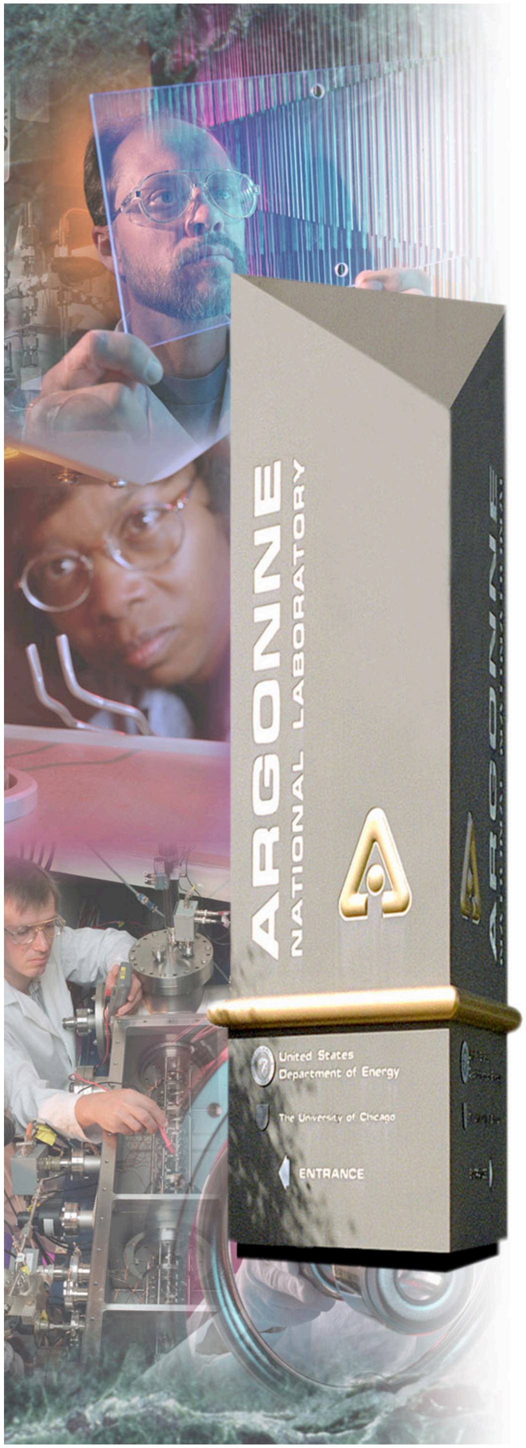

Getting Started with EPICS Lecture Series

Writing Device Support

Eric Norum

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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

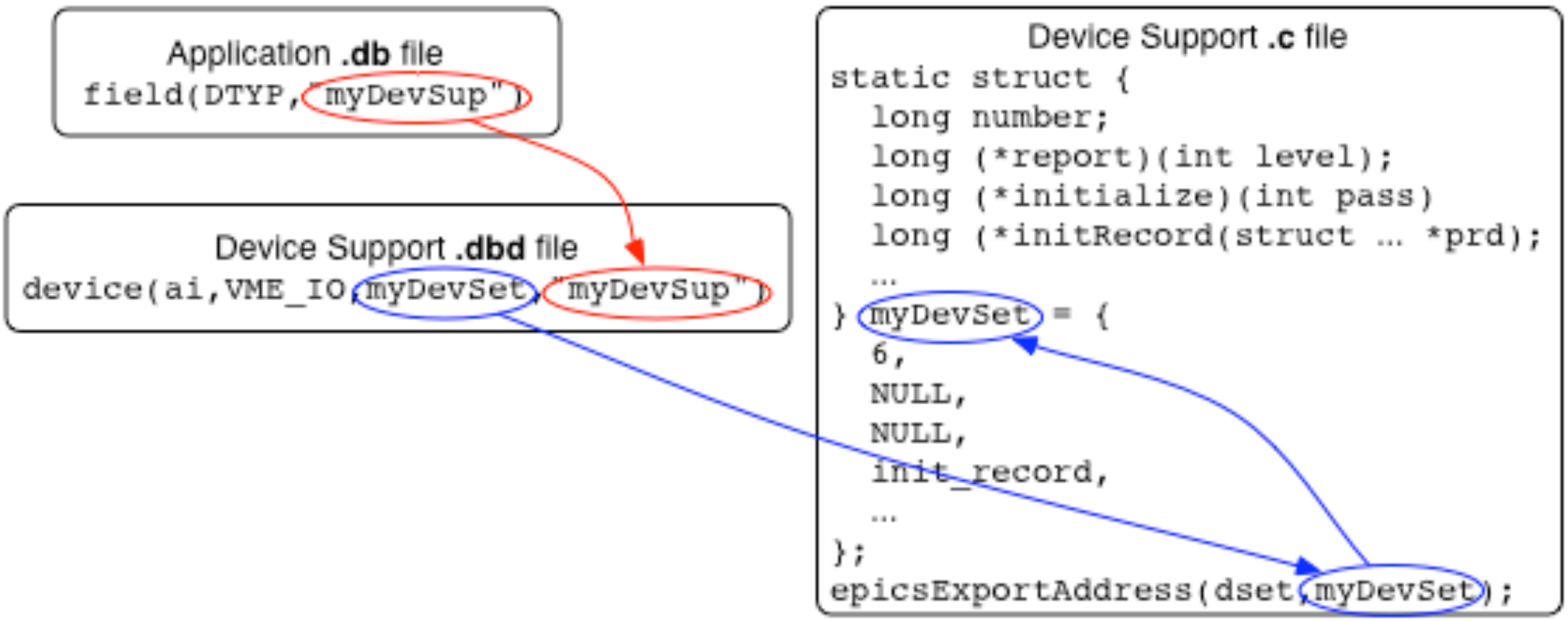
Why use device support?

- **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.

EPICS

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 iocInit() 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 ⇔ 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/RTEMS 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**

  ```
  val = ((rval + roff) * aslo + aoff) * eslo + 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**
  - $T_{I/O} \geq 100\ \mu s$ – definitely "a long time"
  - $T_{I/O} \leq 10\ \mu s$ – definitely "not a long time"
  - $10\ \mu s < T_{I/O} < 100\ \mu s$ – ???
- **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**