



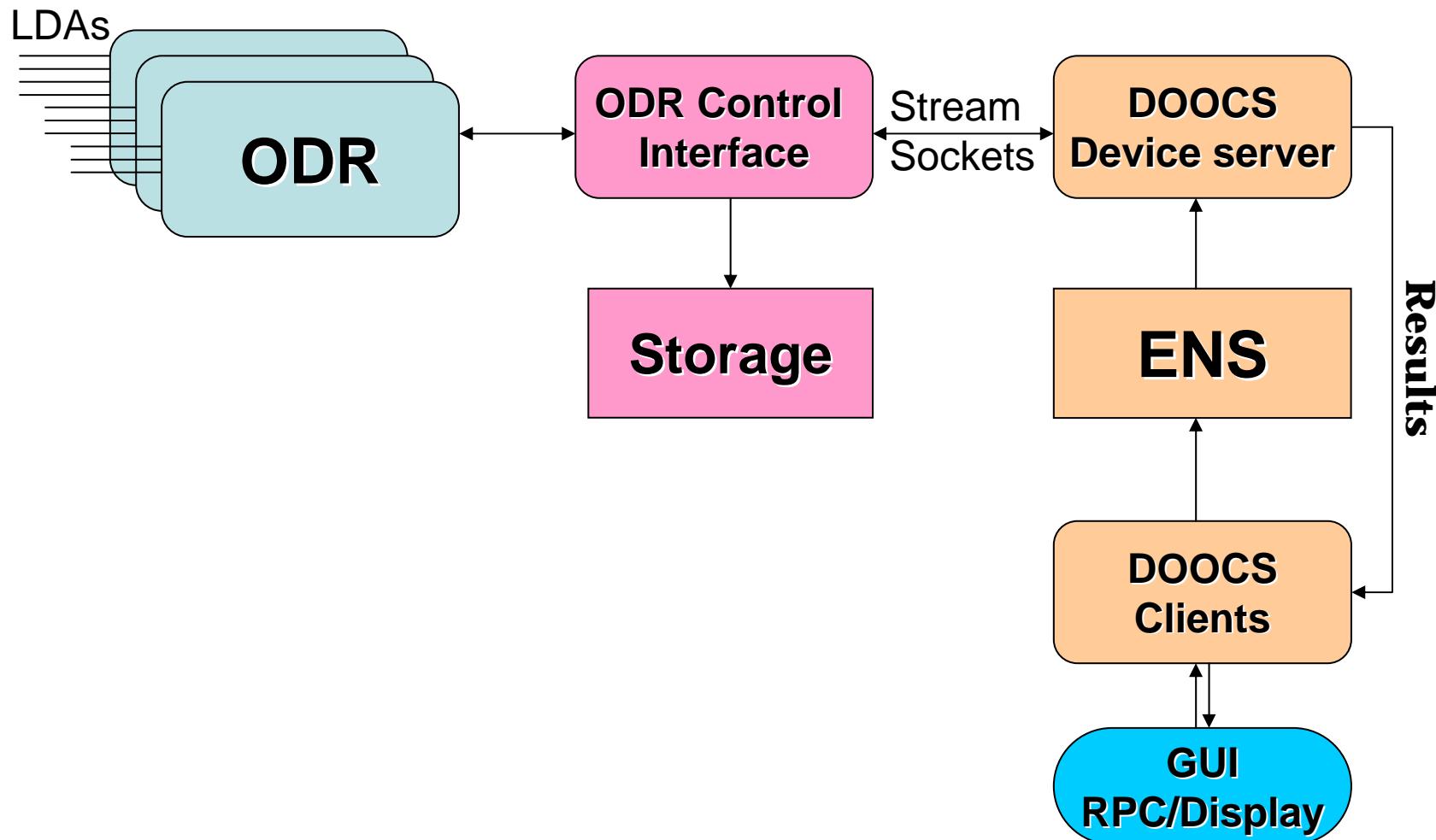
Recent developments of communication between DOOCS & ODR

Valeria **Bartsch**

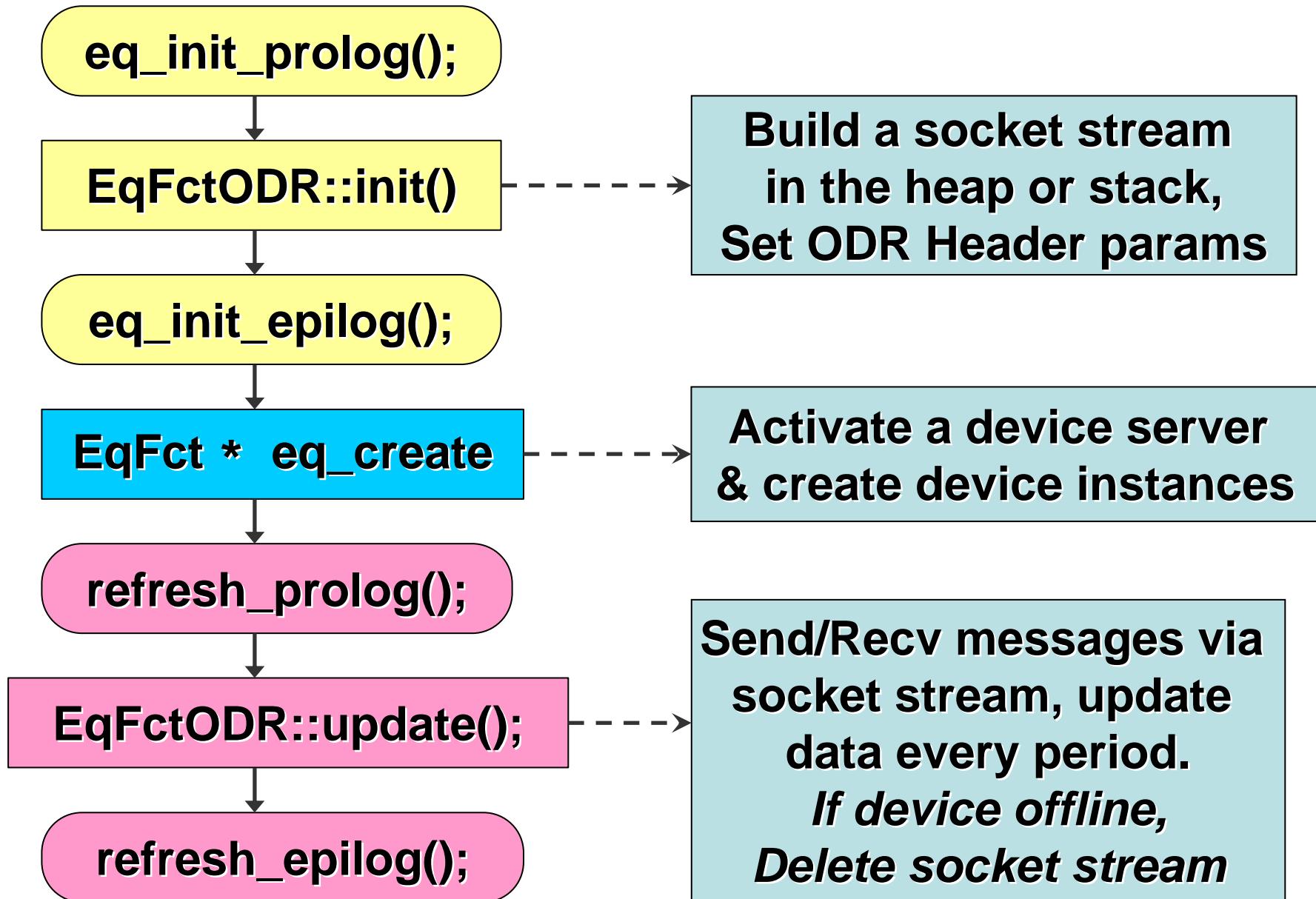
Andrzej **Misiejuk**

Tao **Wu**

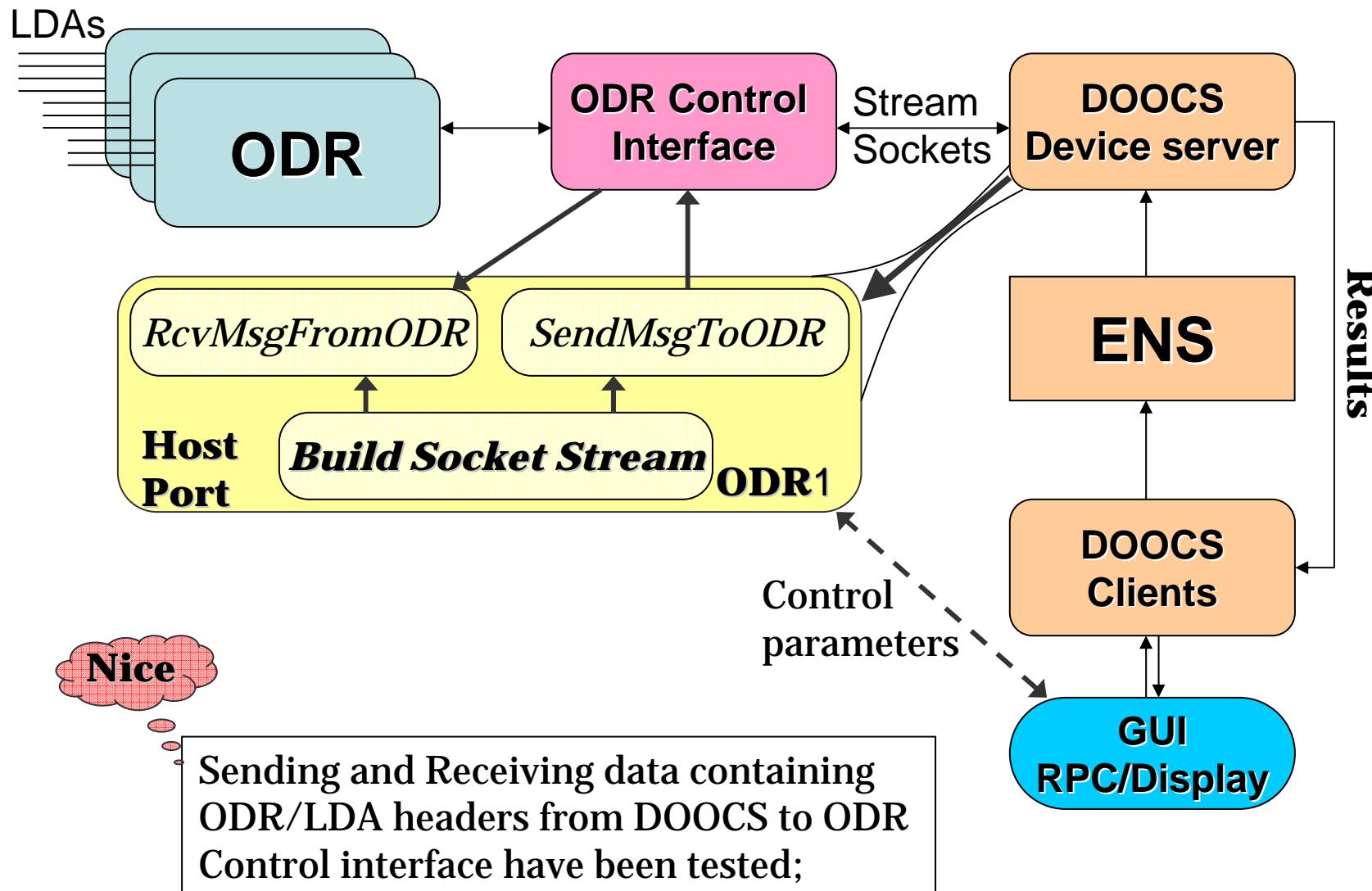
How to communicate?



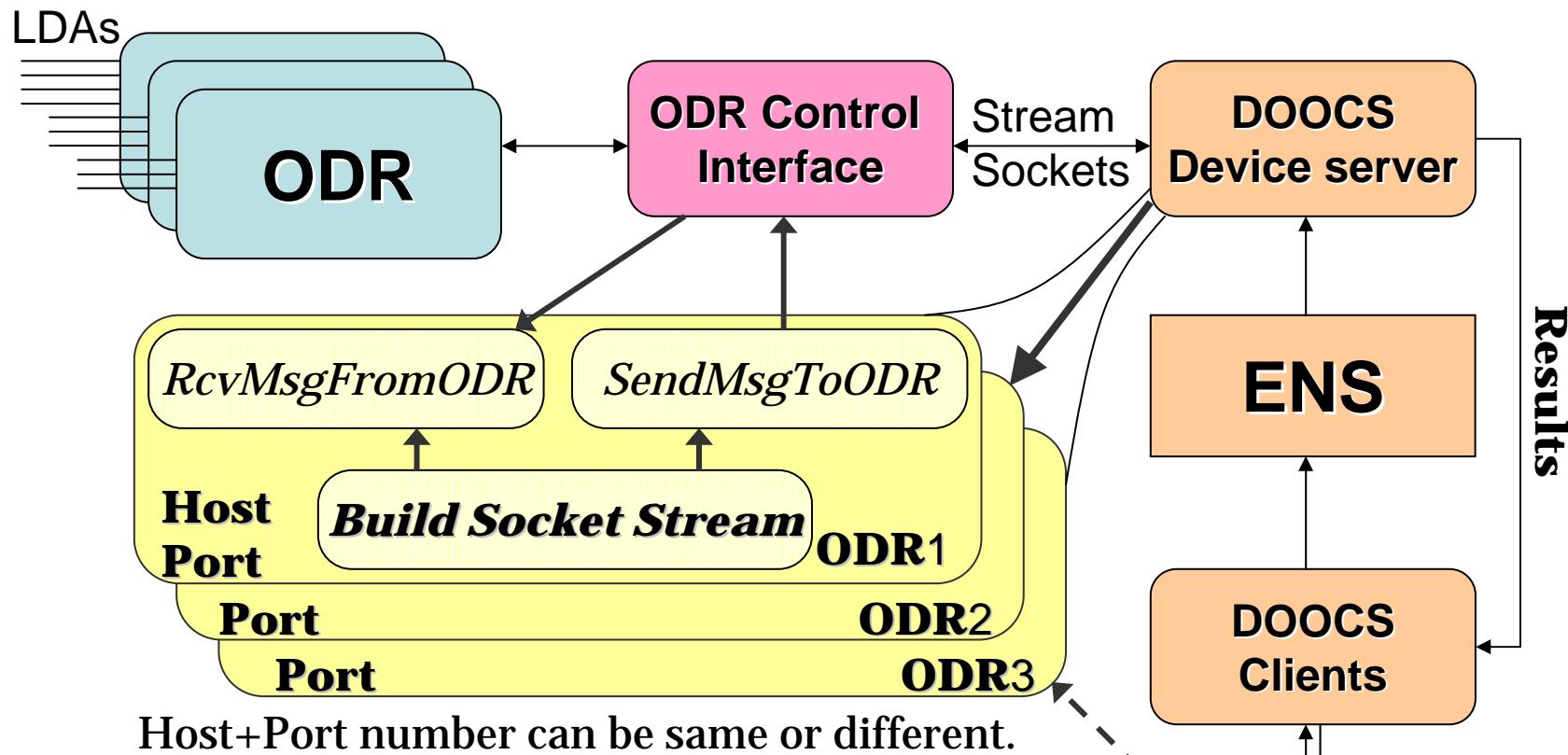
Mockup version of device server



Talk to ODR Control Interface



One server, many instances



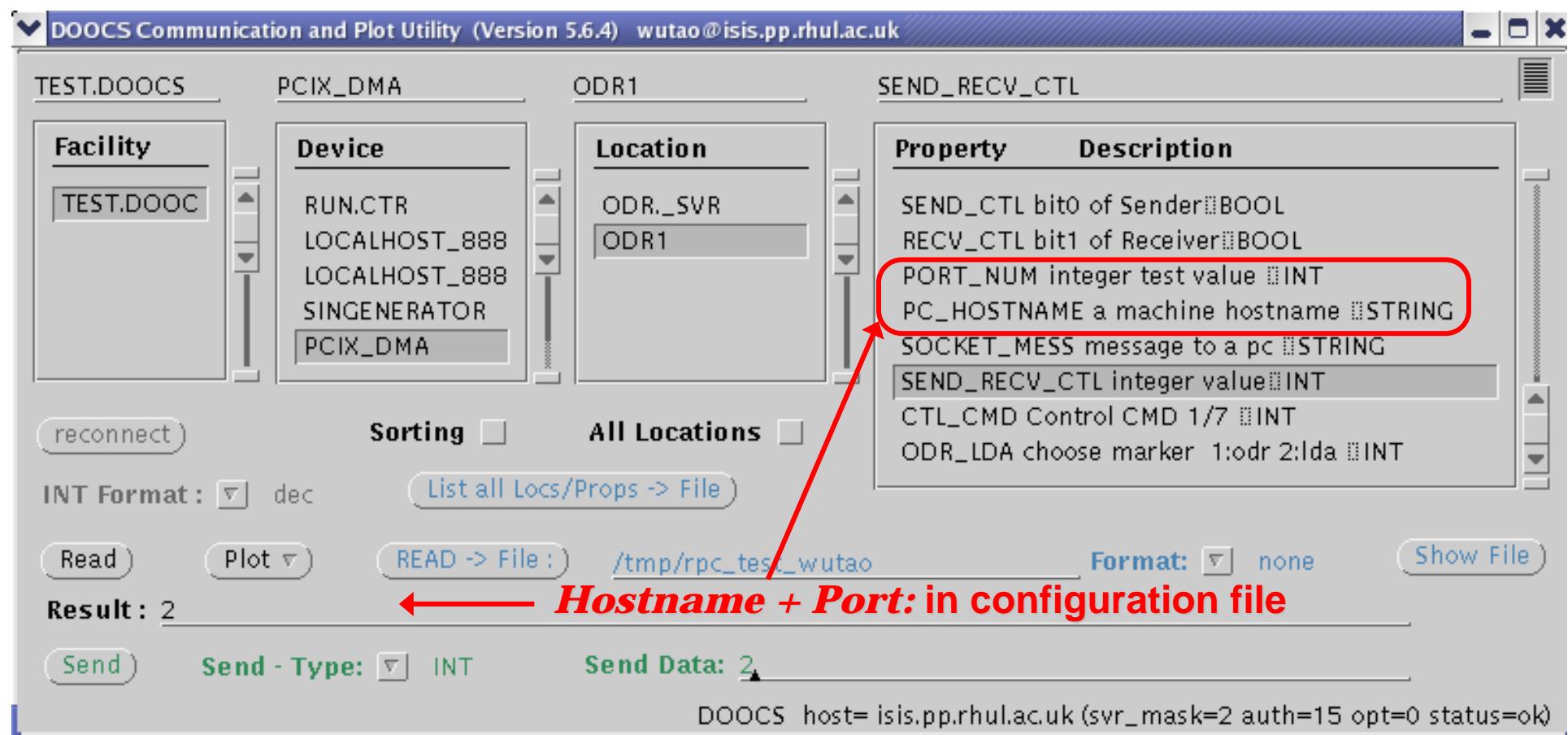
Host+Port number can be same or different.

Nice

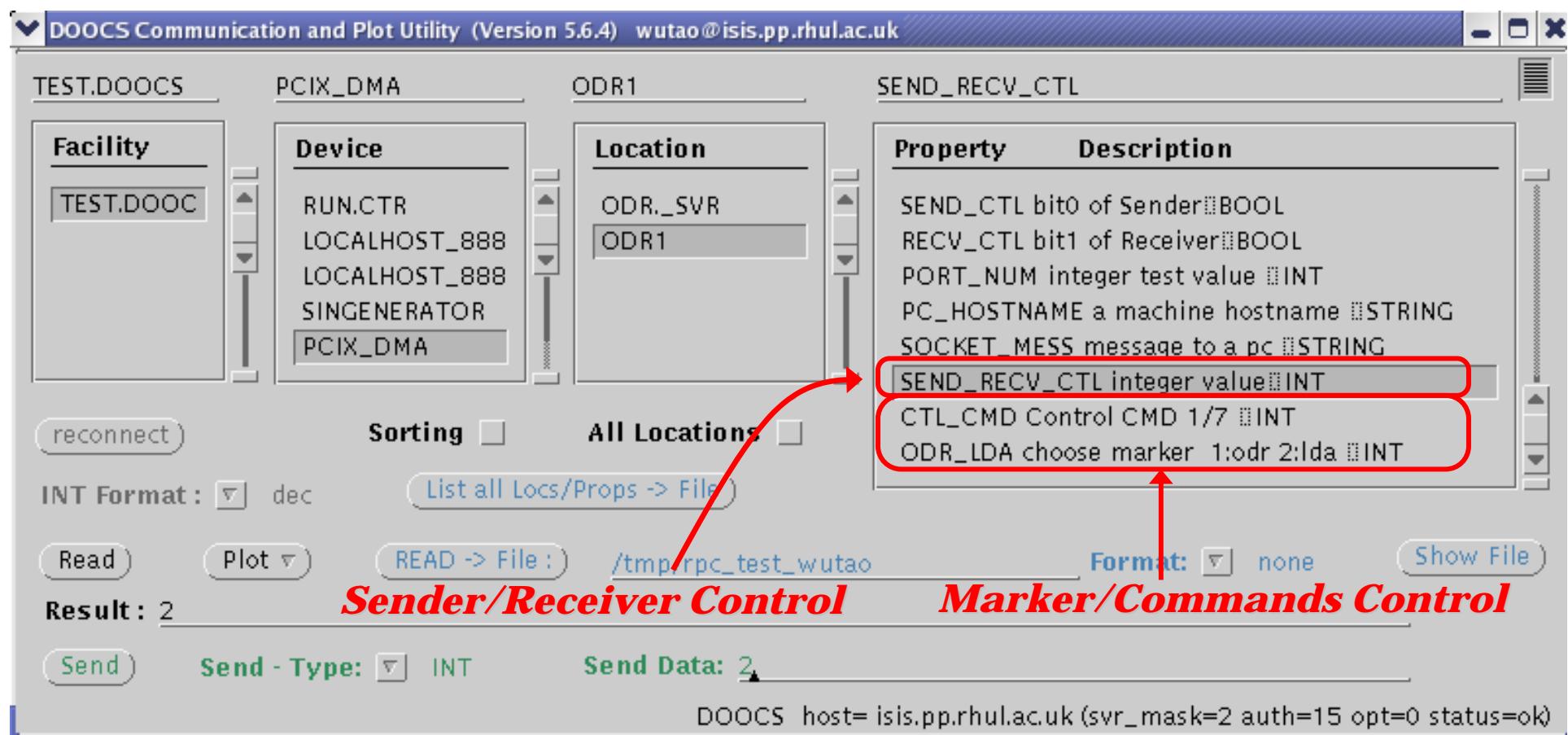
One-to-many relationship:

One device server can serve many instances, i.e. many ODR cards armed in different DAQ PC.

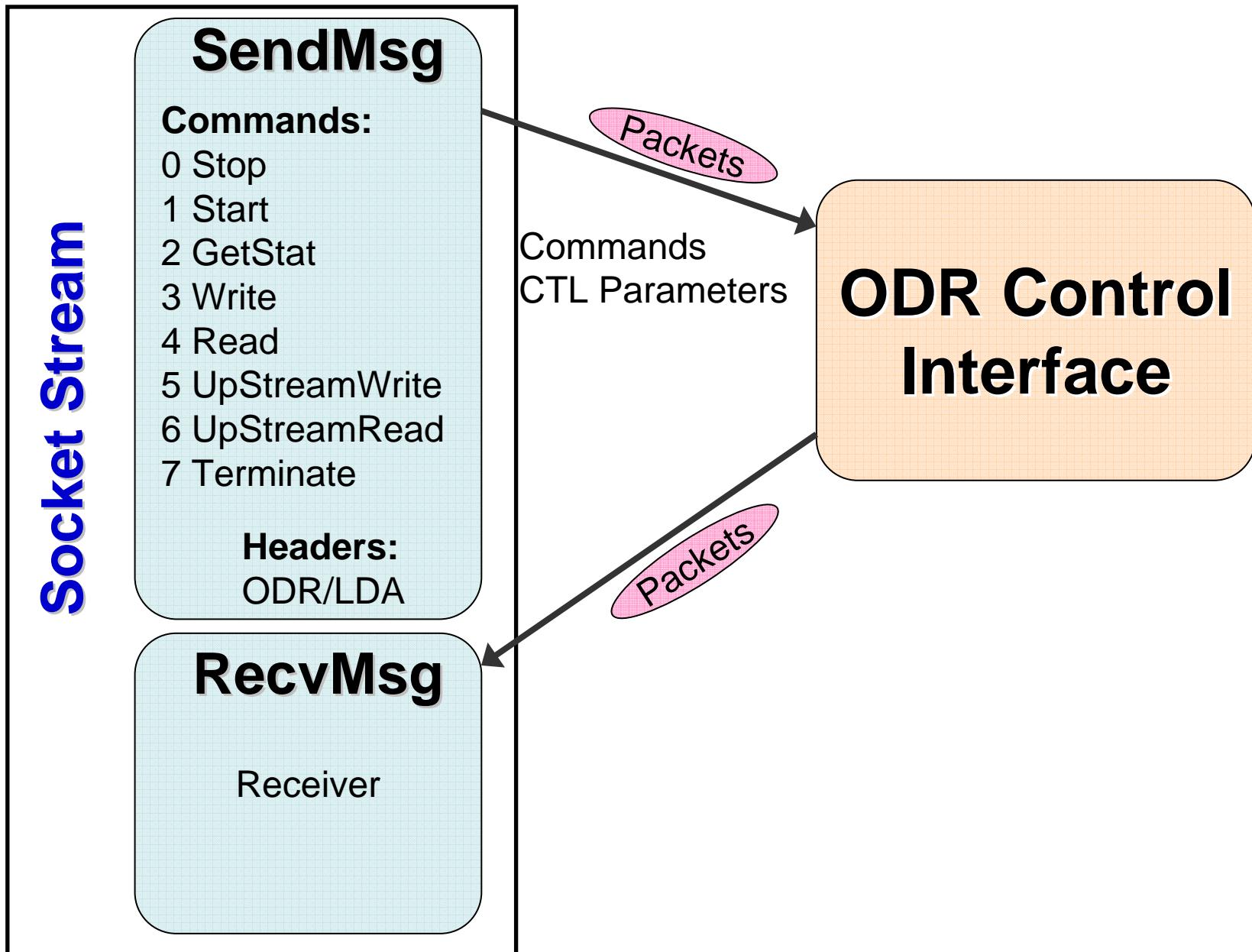
Hostname & Port number



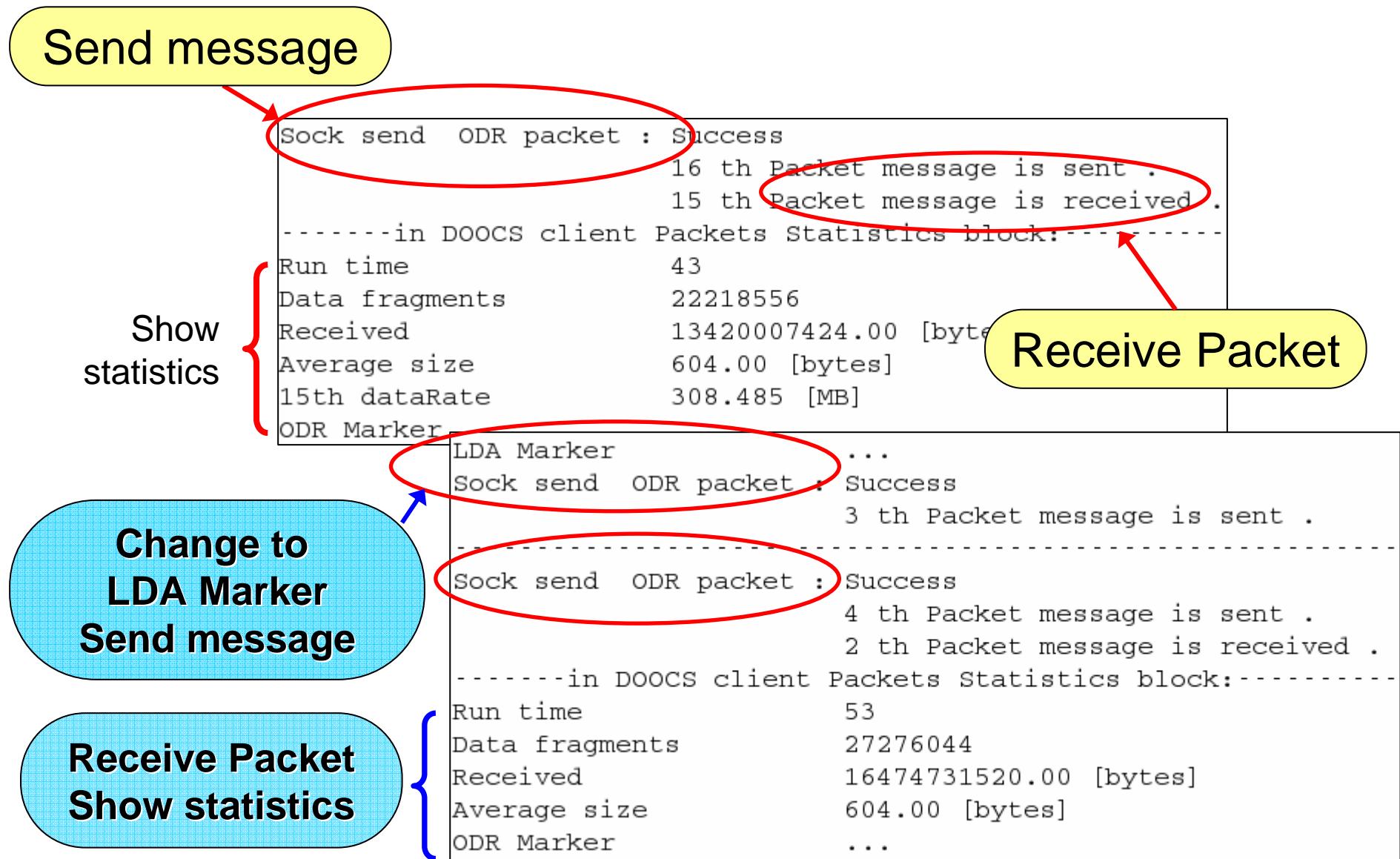
Socket Stream Communication test



DOOCS ↔ ODR Control Interface



DOOCS: Send & Receive



ODR Control Interface

```
FreePageFIFOFill119
IO pool 0 at 0x523c70
All IO threads have signaled "ready"
number of cards: 1
All Requester threads have signaled "ready"
```

CMD = Start

```
ODR Marker detected 8 seconds
Processing command
Processing ODRGETSTAT
```

CMD = GetStat

Change to LDA Marker

```
LDA Marker detected, sending LDA msg
Running
```

```
ODR Marker detected
Processing command
Processing ODRSTOP
```

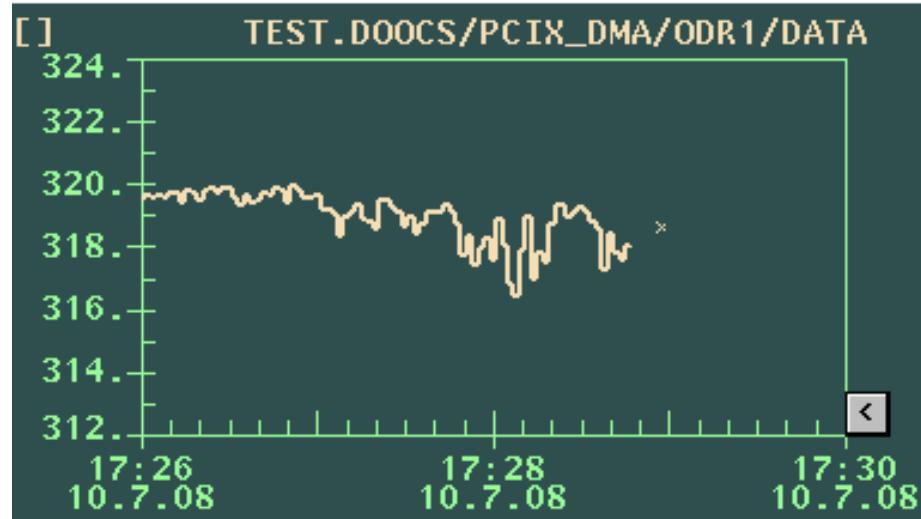
00 00 00 00 00 00 00 00
1c 00 1e 00 00 00 00 00
00 00 00 00 00 00 00 00
00 00 !ee

CMD = Stop

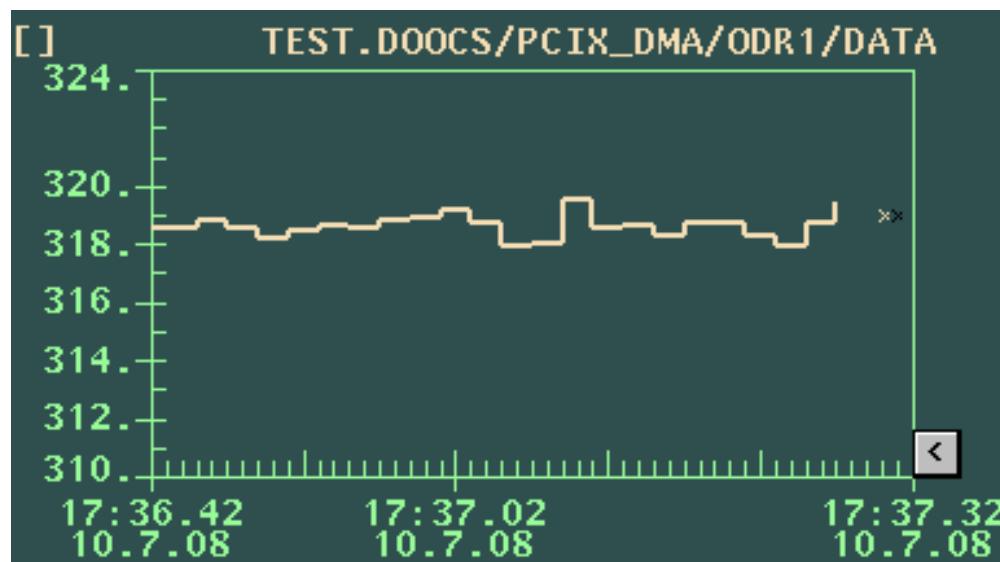
```
Freeing buffers
ODR Marker detected
Processing command
Processing ODRTERMINATE
```

CMD = Terminate

Data Rate



~320 MB/s



Summary

- The communication between DOOCS device server and ODR Control Interface via socket streams has been successfully built and tested;
- A GUI control/display has been correctly configured for client server, one device server can serve many ODRs armed in PC(s);
- Use CVS to maintain the codes at DESY DOOCS [*source/server/calice/pcix_dma*](#);
- Some GUI [**control buttons**](#) need to be customized for a purpose of convenience.
- To plot more histograms in order to [**monitor the statistics**](#) during sending and receiving packets.

Summary

- The sending and receiving methods can be improved;
- Need to use threads to manage the sender and receiver;