



Release 4.0 News

(That was the week that was)

Bug fixes and features ...

■ C Kernel

- fix format as CF_NULL if data size == 0
- fixed bug involving double buffer size where servers with property-query precedence have large number of devices (Honggong Wu)
- fixed problem with wildcard calls involving redirection.
- use a NAME64 device list in the wildcard table

Wildcard device call:
/TTF2/Toroids/* CH00

The screenshot shows the 'Instant Client' window with the following configuration and data:

Device Context	Device Subsystem	Device Server	Device Name	Device Property	Data Size	Data Type	Description	Timeout
TTF2	ALL	Toroids	*	CH00	100	NAME64D1	raw data reading	1000

Output data (from the main window):

```
/TTF2/Toroids/* CH00 @ Mar 06 22:34:02.703  
( 0) 19SEED 0.5486 0  
( 1) 12EXP 0.5566 0  
( 2) 9DUMP 0.5322 0  
( 3) 1UBC3 0.5504 0  
( 4) 5DBC3 0.5531 0  
( 5) 1TCOL 0.5926 0  
( 6) 16BYP -0.0069 0  
( 7) 7MATCH 0.5826 0  
( 8) 3GUN 0.5940 0  
( 9) 2UBC2 0.5541 0
```

Control panel on the right includes: Read, POLL, Draw Mode (text dump), Autoscale, and Log Scale.

[Bug fixes and features ...]

- Buffered Interface:
 - Numerous problems fixed regarding using tagged structures in the buffered server API.
 - New LabView VIs (more later)

[Bug fixes and features ...]

- Problem socket calls on most recent linux machines (acclxcimarch0).
 - Script using thistory run from subnet .234. and .47. causes a socket error
 - select() returns -1 ever after
 - errno = 0 (!)
 - Most likely: problem with ethernet card driver.

[Central Services]

■ Central Archive

- Now can configure optional archiving with 'high-resolution' timestamps
- Now can configure optional archiving with status (in addition to FLTINT doublets)
- TODO: Allow more data types to be retrieved "as is".
 - e.g. a "FLTINT" acquisition can be split into a float parameter and an int parameter OR it remain as a "FLTINT" parameter.

[Central Services]

- Group Equipment Name Server (GENS)
 - Release 3 Java-Server work-around.
 - Long timeouts in device name acquisition shortened.
 - TODO: asynchronous device name acquisition.