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14:00:43

dearepl/dearepl.cover

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TITLE: dearepl Patch

DOCUMENT NUMBER: 36-58030.12 REVISION: 02

ORIGINATOR: James Francis

LETTER	SCO NO.	DESCRIPTION	APPROVED	DATE
01	36-986	Initial numeric release	jimf	11/12/98
02	36-1010	Fix typos	J.J	05/10/99

dearepl/dearepl.pkg

```

# -----
#
# $$Source: /nfs/acis/h3/acisfs/configctl/patches/dearepl/dearepl.pkg,v $$
#
# DEA Engineering Replacement Patch Specification File
#
# Version:
#   The part number and version of this release are
#   described below under the "partnumber" and
#   "version" keywords.
#
# Description:
#   This is a Patch Specification File. The detailed
#   documentation for this file is provided after the
#   NOTES: keyword below.
#
# Format:
#   This is a line-oriented file.
#
#   Comments are indicated by a leading '#'.
#   Blank lines are ignored.
#
#   Keyword pairs are assigned as "keyword = value",
#   where:
#
#       ident      - The CVS/RCS identification string
#       partnumber - The partnumber of the patch
#       version    - The release version of the patch
#       environment - Either "flight", or "engineering"
#       sco        - The software change order of the released patch
#       reason     - Short reason for this version
#
# Lists of information consist of the list name
# followed by the next item to be placed into the
# list. The lists are:
#
#   source <name> <partext> - This specifies a source file
#                             which should be reviewed when
#                             the package is released. At this time,
#                             these entries are only used for documentation
#                             purposes and aren't used to build run-time
#                             products. The run-time products are produced
#                             by the .mak file. <partext> refers to the part
#                             number extension of the file relative to the
#                             base part number of the patch.
#
#   object <name> - This specifies an object file
#                  which must be built and linked for
#                  the patch, where <name> is the name
#                  of the file to be built and linked with.
#
#   func <oldname> <newname> -
#                             This specifies a function
#                             which must be overridden for the
#                             patch to work. <oldname> is the
#                             old subroutine name, and <newname>
#                             is the new subroutine which replaces
#                             the old.
#
#   bcmd <name> - This specifies a literal bcmd input
#                 file which must be built and included
#                 in the load for the patch. These typically
#                 hold independent specially built patches
#                 which do not have to be linked with the
#                 reset of the system in order to work, such

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#
# as inline patches.
#
#   spr <number> - This identifies a Software Problem Report
#                 which is addressed by this patch.
#
#   ser <number> - This identifies a Software Enhancement Request
#                 which is addressed by this patch.
#
#   tool <number> - This identifies a Software Diagnostic Tool
#                 which is addressed by this patch.
#
#   docref <number> - This identifies an existing design or
#                   requirements reference which is pertinent
#                   to the patch.
#
#   approval <rev> <sco> <signer> <date> <text>
#                 - Sign-off on a previous release
#
# At the end of the file, the 'NOTES:' keyword
# delimits the notes section of the file. All lines
# following this keyword line are treated as the
# release notes for this patch. These notes should be
# included in all patch releases and option suite documentation.
#
# The notes sections are delimited by section keywords. Any text
# from the start of the NOTES section until the first keyword is
# treated as a general description of the patch.
#
#   COMMAND IMPACT: - This section describes the impact of the patch
#                   on commanding of the instrument.
#
#   TELEMETRY IMPACT: - This section describes the impact of the patch
#                      on the telemetry produced by the instrument.
#
#   SCIENCE IMPACT: - This sections describes the impact of the patch
#                   on the science data produced by the instrument.
#
#   :END - Delimits the end of the notes section
#
# Version Log:
# $$Log: dearepl.pkg,v $
# $Revision 1.4 1999/05/10 17:26:03 jimf
# $Fix typos
# $
# Revision 1.3 1998/11/12 17:29:15 jimf
# Specify ECO #.
#
# Revision 1.2 1998/11/10 20:37:15 jimf
# Assign partnumbers and small documentation cleanup.
#
# Revision 1.1 1998/11/02 19:52:54 jimf
# Initial spec/makefiles
#$
#
# -----
# Identification Information
ident = $$Id: dearepl.pkg,v 1.4 1999/05/10 17:26:03 jimf Exp $$
partnumber = 36-58030.12
version = 02
environment = engineering
sco = 36-1010
reason = Fix typos

```

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```
# Release history information
approval 01 36-986 jimf 11/12/98 Initial numeric release

# Product and source file information
object dearepl.o

func DeaDevice::sendCmd Test_DeaDevice::sendCmd
func DeaDevice::readReply Test_DeaDevice::readReply
func DeaDevice::isCmdPortReady Test_DeaDevice::isCmdPortReady
func DeaDevice::isReplyReady Test_DeaDevice::isReplyReady
func DeaCcdController::updateRegister Test_DeaCcdController::updateRegister
func DeaManager::writeData Test_DeaManager::writeData
func DeaManager::checkLoads Test_DeaManager::checkLoads

source dearepl.pkg 01
source dearepl.mak 02
source dearepl.C 03

# Initiating action information
tool PENDING

# Documentation references

#-----
NOTES:
This patch provides the basic capability to fake
the existence of a DEA. This patch is used when
no DEA box is available, or one wants to test
without actually talking to the DEA.

COMMAND IMPACT:
This "fakes" the existence of the DEAs. Commands
which read and write PRAM, SRAM or DEA hardware
will not crash, but won't work either.

TELEMETRY IMPACT:
This will produce true fiction from the DEAs.

SCIENCE IMPACT:
Can't do any, since the patch replaces the
interface to the real DEAs.

:END
```

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dearepl/dearepl.mak

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```
# =====  
#  
# $$Source: /nfs/acis/h3/acisfs/configctl/patches/dearepl/dearepl.mak,v $$  
#  
# Patch Name: DEA Replacement Patch Makefile  
#  
# Description:  
#   This file builds the components of the DEA Replacement  
#   patch, to be linked with either a required patch set or  
#   optional patch set.  
#  
# Products:  
#   dearepl.o - Implementation of DEA function stubs.  
#  
# $$Log: dearepl.mak,v $  
# $Revision 1.1 1998/11/02 19:52:53 jimf  
# $Initial spec/makefiles  
# $$  
# =====  
  
.SUFFIXES: .bcmd .map .ab .o .lst .c .C .h .H  
  
FS      = /nfs/acis/h3/acisfs/flightbld/flight1.5  
BEPMAP  = $(FS)/cur_bep/acisBepRom.loc.map  
  
CC      = acis-g++ -fvtable-thunks -c  
CFLAGS  = -g -fconserve-space -fno-implement-inlines -O -DNDEBUG $(WARN) $(INCLUDES) -m  
no-gpopt -G 0  
INCLUDES = -I. -I.. -I$(FS)/acis_h -I$(FS)  
WARN    = -Wall -Woverloaded-virtual -Wconversion -Wshadow -Wcast-align \  
        -Wcast-qual -Waggregate-return  
  
.C.o :  
    $(CC) $(CFLAGS) -Wa,"-alh" $< -o $@ > $(*) .lst  
  
.S.o :  
    $(CC) $(CFLAGS) -Wa,"-alh" $< -o $@ > $(*) .lst  
  
dearepl.o: dearepl.C  
  
clean:  
    rm -f *.o *.bcmd *.lst
```

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dearepl/dearepl.C

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```
/* =====
 *
 * $$Source: /nfs/acis/h3/acisfs/configcnt1/patches/dearepl/dearepl.C,v $$
 *
 * Patch Name: DEA Replacement Patch Source
 *
 * Description:
 * This implements the classes which replace the interface
 * to the DEA. This patch is used when one does not have
 * a DEA attached, or wants to avoid commanding the DEA.
 *
 * A detailed implementation description is pending.
 *
 * References:
 *
 * $$Log: dearepl.C,v $
 * $Revision 1.2 1998/11/10 20:37:14 jimf
 * $Assign partnumbers and small documentation cleanup.
 * $$
 * ===== */

#include "filesdevices/deadevice.H"
#include "filesdea/deacccontroller.H"
#include "filesprotocols/deamanager.H"

// -----
class Test_DeaDevice : public DeaDevice
{
public:

    void    sendCmd(unsigned cmdWord);
    unsigned readReply();
    Boolean isCmdPortReady() const;
    Boolean isReplyReady() const;

protected:
private:
};

void    Test_DeaDevice::sendCmd(unsigned cmdWord) {};
unsigned Test_DeaDevice::readReply()    { return 0; };
Boolean Test_DeaDevice::isCmdPortReady() const    { return BoolTrue; };
Boolean Test_DeaDevice::isReplyReady() const    { return BoolTrue; };

// -----
class Test_DeaCcdController : public DeaCcdController
{
public:
    Test_DeaCcdController(DeaBoardId deaBoard, DeaCcdController*&activeref, unsigned&broad
castMaskRef);

    Boolean updateRegister(RegId reg);
};

Test_DeaCcdController::Test_DeaCcdController(DeaBoardId deaBoard,
DeaCcdController*&activeref,
unsigned&broadcastMaskRef)
: DeaCcdController(deaBoard, activeref, broadcastMaskRef)
{
};

Boolean Test_DeaCcdController::updateRegister(RegId reg)
```

```
{
    return BoolTrue;
};

// -----
class Test_DeaManager : public DeaManager
{
public:
    Test_DeaManager(unsigned semid);
    Boolean writeData(CcdId ccdid, unsigned addr, unsigned value);
    Boolean checkLoads();
};

Test_DeaManager::Test_DeaManager(unsigned semid)
: DeaManager(semid)
{
};

Boolean Test_DeaManager::writeData(CcdId ccdid, unsigned addr, unsigned value)
{
    return BoolTrue;
};

Boolean Test_DeaManager::checkLoads()
{
    proxy->setLoadValid();
    return BoolTrue;
};
```