

VME Intensity Monitor - Task #12396

Remove tick-to-usecond conversion in MirrTorDrv

04/25/2016 05:04 PM - Roger Tokarek

Status:	Closed	Start date:	04/25/2016
Priority:	High	Due date:	04/26/2016
Assignee:	Roger Tokarek	% Done:	100%
Category:	Engineering	Estimated time:	1.00 hour
Target version:		Spent time:	1.00 hour
Description			
Engineering requests ticks-to-microseconds ADC clock conversion be removed from current calculation (I) in class MirrTorDrv. The preference is raw returned values be scaled by D80 scaling services.			

History

#1 - 04/25/2016 05:39 PM - Roger Tokarek

- % Done changed from 0 to 90

Remove the US_PER_CLOCK_TICK conversion from the following methods.

```
static const float US_PER_CLOCK_TICK = 8.0 / 1000.0;

void MirrTorDrv::gateWidthCalEnable( uint16_t adcCh, uint16_t clockCycles )
{
    _gateWidthCalEnabled[adcCh] = true;
    _gateWidthUS[adcCh] = clockCycles * US_PER_CLOCK_TICK;
}

float MirrTorDrv::gateWidthGet( uint16_t adcCh )
{
    return _gateWidthCalEnabled[adcCh] ?
        _gateWidthUS[adcCh] :
        ToroidGetReg( REG_GATE_WIDTH, 2 ) * US_PER_CLOCK_TICK;
}
```

Compiles with make and refdev.

Copied **devvmeint.out** (current startup), and **pxintstartup** as well as libvmeint-201603A, into **fe/pxint/archive/25Apr2016**.

Waiting on Engineering to implement make development.

#2 - 04/25/2016 05:57 PM - Roger Tokarek

Status:

1. Removed microseconds per tick conversion, now only RAW float data returned.
2. Created **fe/pxint/archive/25Apr2016** containing current startup.
3. While working on this also cleaned code of spurious PseudoDev references and pushed to origin.
4. Test compiled with make, refdev.
5. **Waiting** for request to implement, "make development".

#3 - 04/26/2016 12:51 PM - Roger Tokarek

- Status changed from New to Closed

- % Done changed from 90 to 100

Status:

- Operational, installed at pxint.
- Complete.
- Ticket closed.