

artdaq Demo - Bug #12600

Contents of ToySimulator.fcl get clobbered in DemoControl.rb

05/11/2016 11:14 AM - John Freeman

Status:	Closed	Start date:	05/11/2016
Priority:	Normal	Due date:	05/18/2016
Assignee:	John Freeman	% Done:	100%
Category:		Estimated time:	4.00 hours
Target version:	artdaq-demo v2_08_02		
Co-Assignees:			
Description			
ToySimulator.fcl is designed to allow the users of artdaq-demo adjust the behavior of the ToySimulator (# of ADC values per fragment, # of fragments per second) without needing to alter any code. However, DemoControl.rb and generateToy.rb are coded up right now so that hardwired values clobber the values entered in ToySimulator.fcl; this should be fixed.			

Associated revisions

Revision cc8ab57f - 07/29/2016 10:00 AM - John Freeman

JCF: VERY simple change to address Redmine Issue #12600 : append the ToySimulator.fcl code AFTER the FHiCL code created by DemoControl.rb, so it overwrites any previously set variables

History

#1 - 05/23/2016 10:01 AM - Eric Flumerfelt

- Target version set to 981

#2 - 07/29/2016 10:39 AM - John Freeman

- Status changed from New to Resolved

- % Done changed from 0 to 100

See associated commit.

#3 - 08/26/2016 04:01 PM - Eric Flumerfelt

- Status changed from Resolved to Closed

#4 - 08/26/2016 04:06 PM - Eric Flumerfelt

- Target version changed from 981 to artdaq-demo v2_08_02