

## artdaq - Bug #25056

### Fragment Buffer defaults to uint32\_t(-1) for Stale Fragment timeout

10/08/2020 11:04 AM - Eric Flumerfelt

<b>Status:</b>	Closed	<b>Start date:</b>	10/08/2020
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	artdaq v3_09_02	<b>Co-Assignees:</b>	
<b>Experiment:</b>	ICARUS		
<b>Description</b>			
<p>In ICARUS, they were assuming that if the <code>stale_fragment_timeout</code> parameter was not set, then Fragments would not time out. However, artdaq had the default set to <code>0xFFFFFFFF</code>, which since ICARUS's clock is in nanoseconds, only results in a timeout of 2.7 seconds.</p> <p>Also, the parameter is misnamed "<code>stale_request_timeout</code>", when it really should be "<code>stale_fragment_timeout</code>".</p>			

#### History

##### #1 - 10/08/2020 11:08 AM - Eric Flumerfelt

- Status changed from New to Resolved

Implemented on `artdaq:bugfix/25056_FragmentBuffer_StaleFragmentTimeout`

##### #2 - 10/08/2020 11:09 AM - Eric Flumerfelt

- Experiment ICARUS added

- Experiment deleted (-)

##### #3 - 10/16/2020 02:14 AM - Gennadiy Lukhanin

- Status changed from Resolved to Reviewed

- File `circular_buffer_mode_example.taz` added

- Reviewed the source code.
- Ran a modified `circular_buffer_mode_example` config in the "window" pull mode with `component{01,02}`.
- Confirmed that the "Determining if Fragments can be dropped from data buffer" message is not printed unless the `stale_fragment_timeout` setting is added to `component02` and has a non zero value.

##### #4 - 10/23/2020 12:29 PM - Eric Flumerfelt

- Target version set to `artdaq v3_09_02`

- Status changed from Reviewed to Closed

#### Files

<code>circular_buffer_mode_example.taz</code>	3.37 KB	10/16/2020	Gennadiy Lukhanin
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