



**generatorNETBOX**  
**DN2.66x-xx**  
**Ethernet/LXI remote generator**  
**with 16 bit resolution**

**Hardware Manual**  
**Software Driver Manual**

English version

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## **Introduction**

### **Preface**

This manual provides detailed information on the hardware features of your Spectrum instrument. This information includes technical data, specifications, block diagrams and a connector description.

In addition, this guide takes you through the process of installing and recognizing your hardware and also describes the installation of the delivered driver package for each operating system.

Finally this manual provides you with the complete software information of the hardware and the related driver. The reader of this manual will be able to control the instrument from any PC system with one of the supported operating systems and one of the supported operating software packages.

Please note that this manual provides no description for specific driver parts such as those for IVI, LabVIEW or MATLAB. These drivers manuals are available on CD or on the Spectrum website.

For any new information on the board as well as new available options or memory upgrades please contact our website [www.spectrum-instrumentation.com](http://www.spectrum-instrumentation.com). You will also find the current driver package with the latest bug fixes and new features on our site.



**Please read this manual carefully before you install any hardware or software. Spectrum is not responsible for any hardware failures resulting from incorrect usage.**

### **General Information**

The DN2.66x series allows data replay on up to 8 channels in the high-speed and on up to 4 channels ultra-high-speed segment. Due to the proven design of the 16 bit AWG cards, a variety of generator products can be offered. These products are available in several versions and different speed grades making it possible for the user to find a individual solution.

The DN2.66x generatorNETBOX products can be used with maximum update rates (sample rates) of up to 1.25 GS/s. The installed memory of up to 4 GSample per generator unit will be used for fast data generation. It can completely be used by the current active channels. If using slower sample rates the memory can be switched to a FIFO buffer and data will be transferred online over Ethernet from the PC memory or from hard disk.

### **Application examples: Laboratory equipment, Radar, Laser, prototype design, production test**

### **generatorNETBOX Overview**

The series of generatorNETBOX products are remote powerful digitizer instruments with GBit Ethernet connection following the LXI Core 2011 standard. The proven internal digitizer modules, a stable chassis, an embedded remote controller, sufficient air cooling and standard BNC connectors form an unique instrument that opens a lot of new application areas.



The generatorNETBOX can be either directly connected to a PC or Laptop or it can be connected to a company/institute LAN and can be accessed from any PC within that LAN. Using the generatorNETBOX offers the following benefits and new possibilities compared to generator plug-in cards:

- Use a powerful generator without opening the PC and without mounting hardware inside the PC.
- Share the generator within a group of engineers that only need the instrument from time to time.
- Place the generator directly near the signal sinks and control it remotely from the desk.
- Use the instrument at different location without moving a complete system. One just needs the generatorNETBOX, a few cables and a Laptop.
- Use the generator as a mobile data actuation device with the DC power option.

### **Internal Generator Modules**

The generatorNETBOX products internally consist of generator modules that are accessed and programmed in a similiar way as the Spectrum generator cards themselves.



**Accessing the generatorNETBOX by software therefore is nearly identical to accessing the same plug-in cards. Throughout the manual all programming and software usage will be described for the internal generator modules.**

## Overview of generator modules inside the generatorNETBOX

generatorNETBOX model	Resolution	No. of Outputs Single-Ended	Max Speed	Number of Modules	Generator Module Type	Internal Star-Hub	Memory per module	Max memory per module
DN2.603-04	14 Bit	4	62.5 MS/s (4 Ch) 125 MS/s (2 Ch)	1 module	M2i.6034-exp	-	512 MSamples	1 GSsample
DN2.603-08	14 Bit	8	62.5 MS/s (8 Ch) 125 MS/s (4 Ch)	2 modules	M2i.6034-exp	yes	512 MSamples	1 GSsample
DN2.662-02	16 Bit	2	625 MS/s	1 module	M4i.6621-x8	-	2 GSamples	no option
DN2.662-04	16 Bit	4	625 MS/s	1 module	M4i.6622-x8	-	2 GSamples	no option
DN2.662-08	16 Bit	8	625 MS/s	2 modules	M4i.6622-x8	yes	2 GSamples	no option
DN2.663-02	16 Bit	2	1.25 GS/s	1 module	M4i.6631-x8	-	2 GSamples	no option
DN2.663-04	16 Bit	4	1.25 GS/s	2 modules	M4i.6631-x8	yes	2 GSamples	no option

As an example: a DN2.662-08 would be recognized and programmed inside the software as 2 cards of M4i.6622-x8 and 1 star-hub

## Differences between plain cards and digitizer modules inside the digitizerNETBOX

Feature	Plain M2i-Express Card	Installed inside generatorNETBOX DN2.60x
Trigger Input B	Only available as part of option BaseXIO	Available as standard
Option BaseXIO	Option can be ordered with purchase	Not available
Option Star-Hub	Option can be ordered and allows to connect 5 or 16 cards	Option installed internally in all generatorNETBOXes with 2 modules
Standard Memory	256 MSamples per card	512 MSamples per module
Maximum Memory	1 GSamples per card	1 GSamples per module

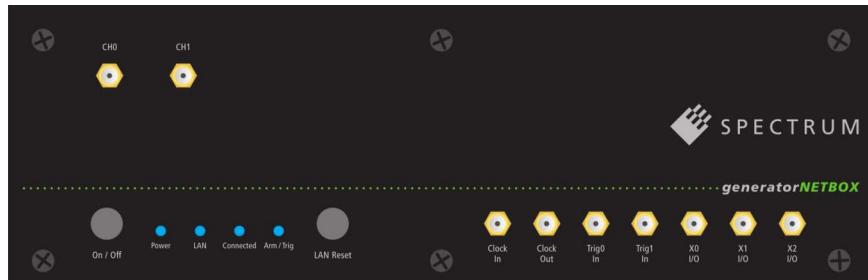
  

Feature	Plain M4i-Express Card	Installed inside generatorNETBOX DN2.66x
Option Star-Hub	Option can be ordered and allows to connect 8 cards	Option installed internally in all generatorNETBOXes with 2 modules
Standard Memory	2 GSamples per card	2 GSamples per module
Maximum Memory	2 GSamples per card	2 GSamples per module

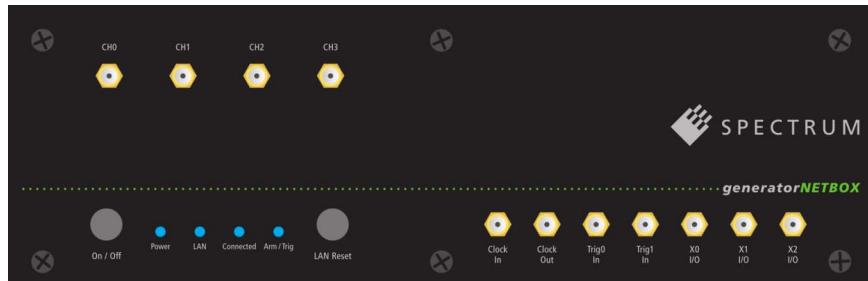
## Different models of the DN2.66x series

The following overview shows the different available models of the DN2.66x series. They differ in the number of internally mounted generator modules and the number of available channels.

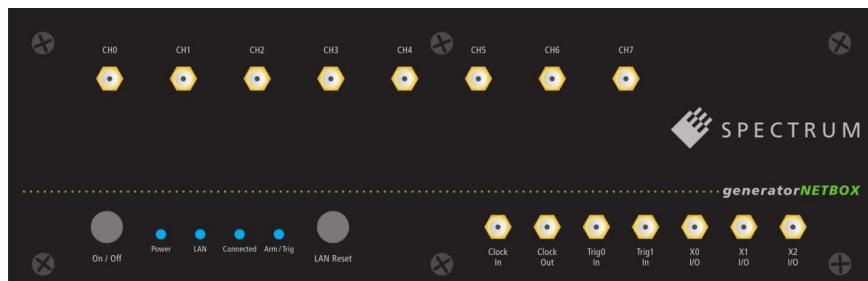
- **DN2.662-02**
- **DN2.663-02**



- **DN2.662-04**
- **DN2.663-04**



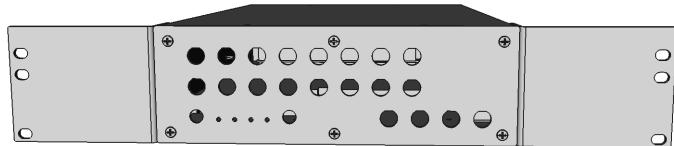
- **DN2.662-08**



## **Additional options**

### **19" Rack Mount Kit**

The rack mount kit allows to mount the digitizerNETBOX/generatorNETBOX into a standard 19" rack. The digitizerNETBOX/generatorNETBOX DN2 requires two height units of the 19" rack.



Multiple digitizerNETBOX/generatorNETBOX products can be mounted one on top of the other.

It is not possible to mount two digitizerNETBOX/generatorNETBOX DN2 products side by side into one 19" slot.

### **DC Power Supply**

The DC power supply option is factory mounted and allows the connection of a DC signal directly to the digitizerNETBOX/generatorNETBOX.

## **AC Cable Options**

As a standard a Central European power cable Cab-Pwr-001 is included in the delivery. Other power cables can be ordered separately to connect your products with your local power connection system. The following power cable options are available:

### **001: Central Europe**

The standard cable for central Europe is already included in all deliveries of system and box products like digitizerNETBOX. The power cable is suitable for Continental Europe, Central African Republic, United Arab Republic.

Cab-Pwr-001: 180 cm cable to CEE 7/VII



### **002: US, Japan, Taiwan**

The power cable is suitable for US, Canada, Japan, Taiwan, Brazil, Mexico, Philippines, Colombia, Saudi Arabia

Cab-Pwr-002: 180 cm cable for NEMA5-15P



### **003: United Kingdom, Hong Kong**

The power cable is suitable for United Kingdom, Hong Kong, Cyprus, Nigeria, Singapore, Zimbabwe.

Cab-Pwr-003: 180 cm cable to BS 1363A



### **004: Switzerland**

The power cable is suitable for Switzerland.

Cab-Pwr-004: 180 cm cable for SEV type 12



### **005: Australia, China**

The power cable is suitable for Australia, New Zealand, Mainland China, Argentina

Cab-Pwr-005: 180 cm cable for AS 3112



### **006: India, South Africa**

The power cable is suitable for India and South Africa

Cab-Pwr-006: 180 cm cable for IEC 83-B1



**007: Denmark**

The power cable is suitable for Denmark

Cab-Pwr-007: 180 cm cable for SR 107-2-D

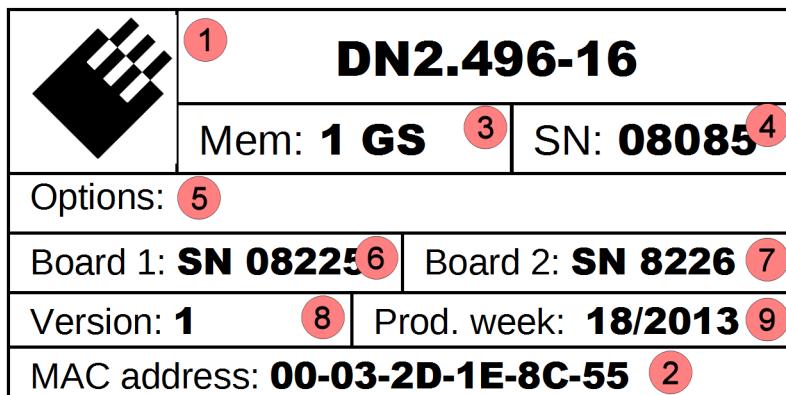
**008: Israel**

The power cable is suitable for Israel

Cab-Pwr-008: 180 cm cable for SI 32



## The Spectrum type plate



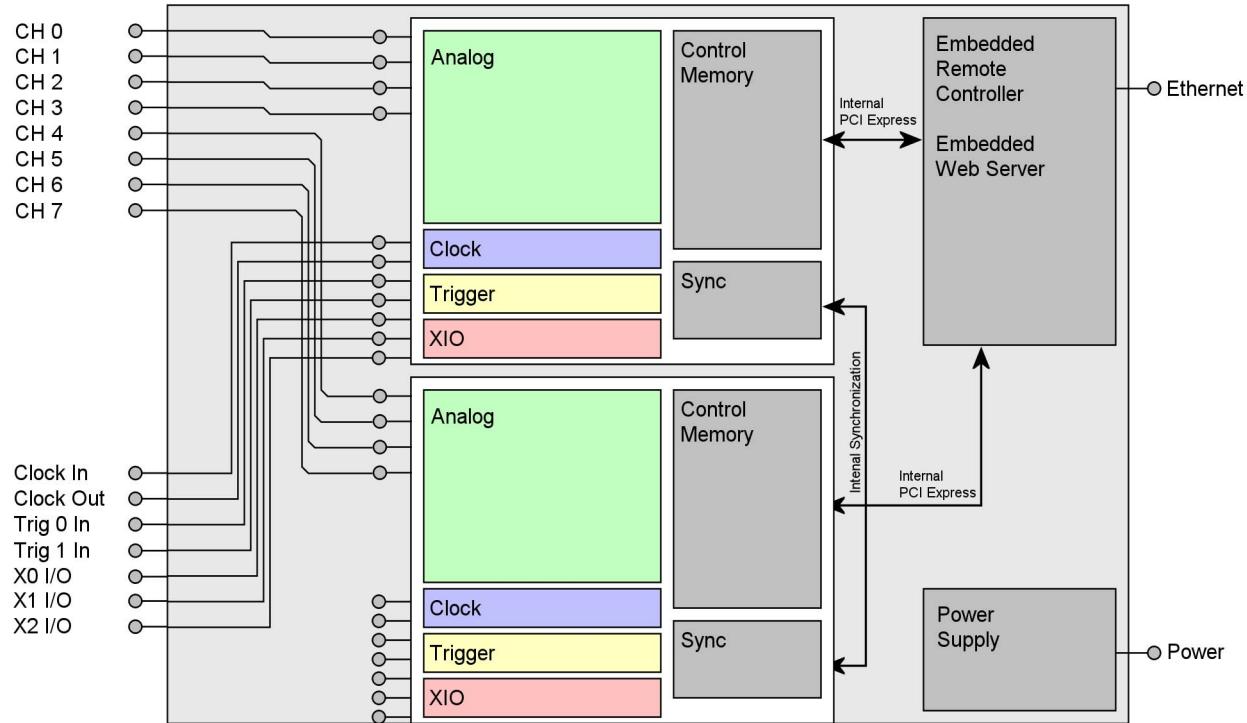
The Spectrum type plate, which consists of the following components, can be found on the back of all netbox products. Please check whether the printed information is the same as the information on your delivery note. All this information can also be read out by software:

- ① The digitizerNETBOX/generatorNETBOX type, consisting of the abbreviation for the digitizerNETBOX/generatorNETBOX chassis type (DN2 in this example), the model type (496) and the number of channels (16)
- ② The MAC address of the device. The MAX address is fixed and cannot be changed by the user. To check the MAC address by software one can use the integrated web pages of the digitizerNETBOX/generatorNETBOX.
- ③ The installed complete data acquisition memory of the digitizerNETBOX/generatorNETBOX. As in our example there are two internal digitizer modules installed the memory is shared between them. Each digitizer module has 512 MSamples.
- ④ The serial number of the digitizerNETBOX/generatorNETBOX itself. This is the serial number also found on the delivery note.
- ⑤ Installed options of the digitizerNETBOX/generatorNETBOX.
- ⑥ The serial number of the first internal digitizer module.
- ⑦ The serial number of the second internal digitizer module.
- ⑧ The hardware version of the digitizerNETBOX/generatorNETBOX. The hardware and firmware versions of the installed digitizer/generator modules are found using the Spectrum Control Center.
- ⑨ The date of production of the digitizerNETBOX/generatorNETBOX consisting of the calendar week and the year.

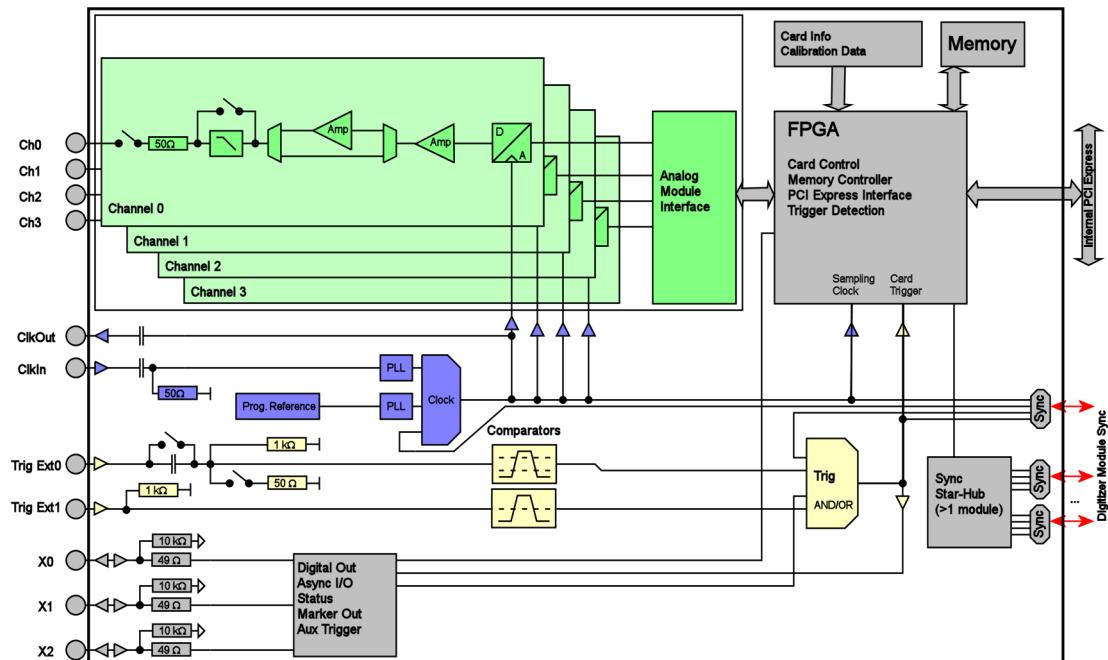
**Please always supply us with the above information, especially the serial number in case of support request. That allows us to answer your questions as soon as possible. Thank you.**

## Hardware information

### Block diagram of generatorNETBOX DN2



### Block diagram of generatorNETBOX module DN2.66x



## **DN2 specific Technical Data**

### **Environmental and Physical Details**

Dimension of Chassis without connectors or bumpers	L x W x H	464 mm x 431 mm x 131 mm
Dimension of Chassis with 19" rack mount option	L x W x H	464 mm x TBD mm x 131 mm (3U height)
Weight (24 channel version)		13.4 kgs, with rack mount kit: TBD kg
Weight (32 channel version)		12.9 kgs kg, with rack mount kit: TBD kg
Weight (40 channel version)		12.5 kgs, with rack mount kit: TBD kg
Weight (48 channel version)		12.1 kgs, with rack mount kit TBD kg
Warm up time		10 minutes
Operating temperature		0°C to 50°C
Storage temperature		-10°C to 70°C
Humidity		10% to 90%

### **Option digitizerNETBOX/generatorNETBOX embedded server (DN6.xxx-Emb)**

CPU	Intel Quad Core 2 GHz
System memory	4 GByte RAM
System data storage	Internal 128 GByte SSD
Development access	Remote Linux command shell (ssh), no graphical GUI available
Accessible Hardware	Full access to Spectrum instruments, LAN, front panel LEDs, RAM, SSD
Integrated operating system	OpenSuse 12.2 with kernel 3.4.6.

## **Order Information**

The generatorNETBOX is equipped with a large internal memory and supports standard replay, FIFO replay (streaming), Multiple Replay, Gated Replay, Continuous Replay (Loop), Single-Restart as well as Sequence. Operating system drivers for Windows/Linux 32 bit and 64 bit, drivers and examples for C/C++, IVI (Function Generator class), LabVIEW (Windows), MATLAB (Windows and Linux), LabWindows/CVI, .NET, Delphi, Visual Basic, Java, Python and a Professional license of the oscilloscope software SBench 6 are included.

The system is delivered with a connection cable meeting your countries power connection. Additional power connections with other standards are available as option.

### **generatorNETBOX DN2 - Ethernet/LXI Interface**

Order no.	D/A Resolution	Bandwidth	Single-Ended Channels	Update Rate	Installed Memory
DN2.662-02	16 Bit	200 MHz	2 channels	625 MS/s	1 x 2 GS
DN2.662-04	16 Bit	200 MHz	4 channels	625 MS/s	1 x 2 GS
DN2.662-08	16 Bit	200 MHz	8 channels	625 MS/s	2 x 2 GS
DN2.663-02	16 Bit	400 MHz	2 channels	1.25 GS/s	1 x 2 GS
DN2.663-04	16 Bit	400 MHz	4 channels	1.25 GS/s	2 x 2 GS

### **Options**

Order no.	Option
DN2.xxx-Rack	19" rack mounting set for self mounting
DN2.xxx-Emb	Extension to Embedded Server: CPU, more memory, SSD. Access via remote Linux secure shell (ssh)
DN2.xxx-DC12	12 VDC internal power supply. Replaces AC power supply. Accepts 9 V to 18 V DC input. Screw terminals.
DN2.xxx-DC24	24 VDC internal power supply. Replaces AC power supply. Accepts 18 V to 36 V DC input. Screw terminals
DN2.xxx-BTPWR	Boot on Power On: the generatorNETBOX automatically boots if power is switched on.

### **Calibration**

Order no.	Option
DN2.xxx-Recal	Recalibration of complete generatorNETBOX DN2 including calibration protocol

### **Standard SMA Cables**

The standard adapter cables are based on RG174 cables and have a nominal attenuation of 0.3 dB/m at 100 MHz and 0.5 dB/m at 250 MHz. For high speed signals we recommend the low loss cables series CHF

for Connections	Connection	Length	to BNC male	to BNC female	to SMB female	to MMCX male	to SMA male
All	SMA male	80 cm	Cab-3mA-9m-80	Cab-3mA-9f-80	Cab-3mA-3f-80	Cab-1m-3mA-80	Cab-3f-3mA-80
All	SMA male	200 cm	Cab-3mA-9m-200	Cab-3mA-9f-200	Cab-3mA-3f-200	Cab-1m-3mA-200	Cab-3f-3mA-200
Probes (short)	SMA male	5 cm		Cab-3mA-9m-5			

### **Low Loss SMA Cables**

The low loss adapter cables are based on MF141 cables and have an attenuation of 0.3 dB/m at 500 MHz and 0.5 dB/m at 1.5 GHz. They are recommended for signal frequencies of 200 MHz and above.

Order no.	Option
CHF-3mA-3mA-200	Low loss cables SMA male to SMA male 200 cm
CHF-3mA-9m-200	Low loss cables SMA male to BNC male 200 cm

## Hardware Installation

### **Warnings**

#### **ESD Precautions**

The digitizerNETBOX/generatorNETBOX products internally contain electronic components that can be damaged by electrostatic discharge (ESD). The grounded chassis itself gives a very good protection against ESD.

 **Before connecting signals to the digitizerNETBOX/generatorNETBOX it is recommended to bleed off any electrostatic electricity.**

#### **Opening the Chassis**

There are no components inside the chassis that need any operating by the user. In contrary there are a lot of components that may be harmed when operated unproperly by a user.

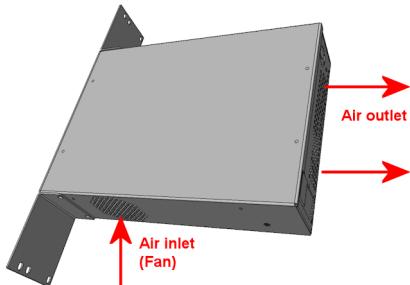
 **As Spectrum only gives a warranty on the complete instrument, opening the chassis will make you loose the warranty.**

#### **Cooling Precautions**

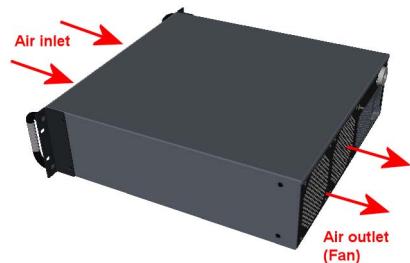
The high performance digitizers/generators of the digitizerNETBOX/generatorNETBOX operate with components having very high power consumption. Therefore the digitizerNETBOX/generatorNETBOX models have sufficient cooling fans.

Make sure that the air inlets and air outlets are free and uncovered and in case of a DN6 ensure that the installed filters at the inlet are cleaned regularly.

#### **DN2 airflow:**



#### **DN6 airflow:**



#### **Sources of noise**

The digitizerNETBOX/generatorNETBOX is using electrical components with very high resolution and high sensitivity. The signal inputs will acquire your signals with a high quality but will also collect spurious noise signals from various sources - especially if using the inputs in high impedance mode. To minimize this effect the cabling must be made with care.

 **Keep away the cables from any sources that may inject noise into the signals like other instruments, crossing or even worse running in parallel with other cables with high frequency signals on them. If possible use differential signalling to minimize the effects of injected noise.**

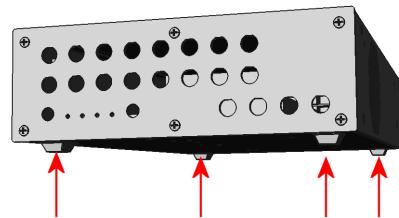
## **Installing 19" rack mount option for DN2**

This option is an extra that has to be ordered separately. It can be ordered with the digitizerNETBOX/generatorNETBOX from the beginning or it can be ordered later on if it is becoming necessary to mount the digitizerNETBOX/generatorNETBOX into a 19" rack. In any case the mounting has to be done manually by the user:

### **Step 1**

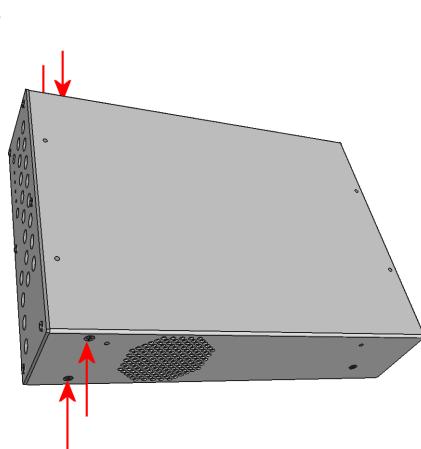
Demount the four bases of the chassis. The bases are just glued to the bottom and can be demounted with a sharp knife.

It is not necessary to demount the bases if there's some space below the mounted digitizerNETBOX/generatorNETBOX inside the 19" rack later on.



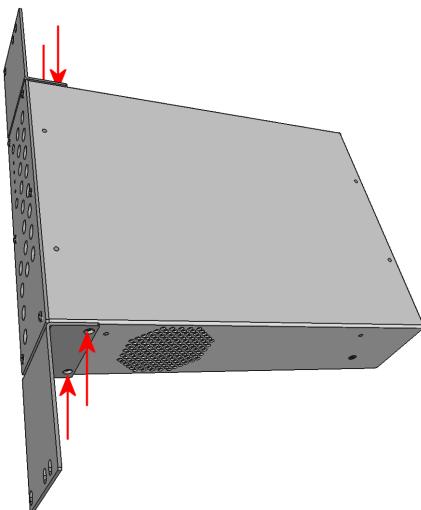
### **Step 2**

Unscrew the 4 screws that hold the cover. Keep these screws as you need them again in the next step.



### **Step 3**

Mount the 19" rack mount extension using the screws from step 2.



## **Installing 19" rack mount option for DN6**

TBD

## Setup of digitizerNETBOX/generatorNETBOX

### Connections

First of all the digitizerNETBOX/generatorNETBOX needs to be connected to both power line and LAN environment:

#### Power

Connect the power line cable to a matching power source. First connect the cable to the digitizerNETBOX/generatorNETBOX, second connect the cable to the power plug. Please check the technical data section to see the requirements for the power supply.

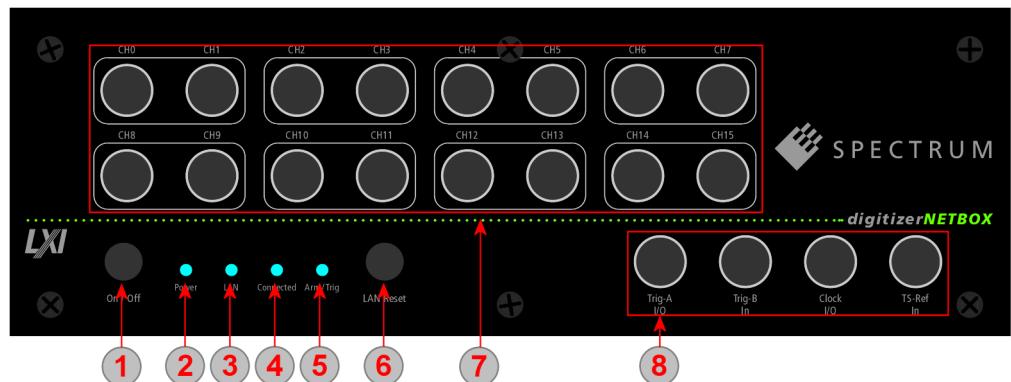
**If using a DC power option please be sure to have the external DC power source switched off while connecting the power lines. Only switch on the power supply after all connections have been done and are checked.**

#### Ethernet

Connect the digitizerNETBOX/generatorNETBOX to either your company LAN or directly to your PC. Please use a standard Cat-5 Ethernet cable for the connection. Alternatively an industrial screwed connection is also possible. Please see the technical data section for information on the alternative connection type.

### Front Panel DN2

The right-hand drawing gives you an overview on one digitizerNETBOX DN2 front panel. Depending on the version of the digitizerNETBOX or generatorNETBOX you have the area 7 may differ in terms of number of channels or grouping of the channels.



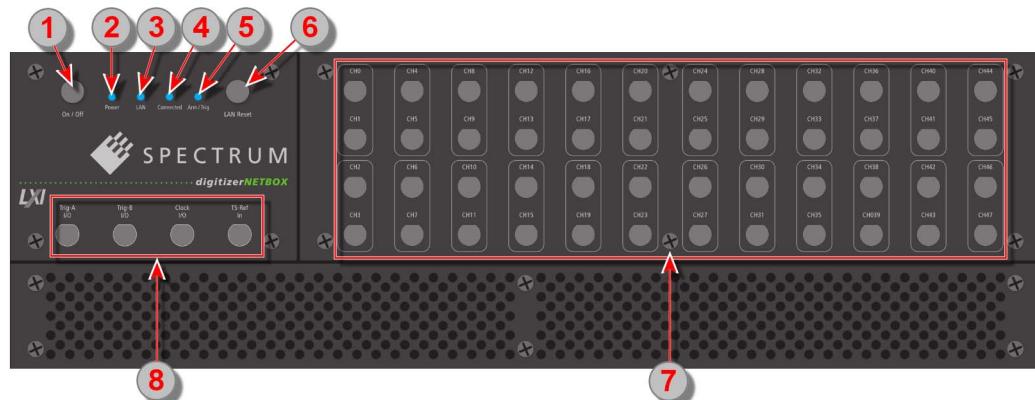
In area 8 a version with 4 connectors is shown. Other versions with 5 or 7 connectors are also available. Please see the table below for the different connections.

Area	Name	Status	Description
1	Power On/Off	press while device stopped short press while device is running long press while device is running	digitizerNETBOX/generatorNETBOX is started digitizerNETBOX/generatorNETBOX is closing the embedded controller and is going into standby mode digitizerNETBOX/generatorNETBOX is aborted and is going into standby. Please only use this stop method if the digitizerNETBOX/generatorNETBOX is not responding
2	Power LED	LED off LED orange LED green	no power connected to the device power is connected, device is in standby mode device has started and is working
3	LAN LED	LED off LED red LED green LED green flashing	no LAN connection Error while trying to get a LAN connection Device is connected to LAN. Device is connected to LAN. Flashing indicates LAN ID (see webserver)
4	Connected LED	LED off LED green	Device is not in use Device is in use by other PC
5	Arm/Trigger	LED off LED green	No trigger detected, device is waiting for trigger event, or not armed at all Trigger detected, acquisition is running or already finished
6	LAN Reset	press once	Does a reset of the LAN settings to default state. The reset button needs to be pressed for 4 seconds to issue the reset. The reset command is then issued immediately independent of the current run state of the device.
7	Signal Connections		Connect your input signals here. For differential connections use even channels for positive phase and odd channels for negative phase.
8	Control Connections (4 BNC connector version)	Trig-A I/O Trig-B In Clock I/O TS_Ref In	Trigger A with programmable input or output. This is the main external trigger Trigger B, input only. This trigger is referenced in the manual as TRIG_XIO0 Clock with programmable input or output Timestamp Reference Clock Input
8	Control Connections (5 connector version)	Clock In Clock Out Trig-A In Trig-B I/O TS_Ref In	External clock input External clock output Trigger A, input only. This is the main external trigger. The trigger line is reference in the manual as EXT0 Trigger B/Multi Purpose X0 with programmable direction. The connection is referenced in the manual as X0 Timestamp Reference Clock Input
8	Control Connections (7 SMA connector version)	Clock In Clock Out Trig0 In Trig1 In X0 I/O X1 I/O X2 I/O	External clock input External clock output Trigger 0, input only. This is the main external trigger. The trigger line is reference in the manual as EXT0 Trigger 1, input only. This is the secondary external trigger. This line is reference in the manual as EXT1 Multi Purpose X0 with programmable direction. The connection is referenced in the manual as X0 Multi Purpose X1 with programmable direction. The connection is referenced in the manual as X1 Multi Purpose X2 with programmable direction. The connection is referenced in the manual as X2

## Front Panel DN6

The right-hand drawing gives you an overview on one digitizerNETBOX DN6 front panel.

Depending on the version of the digitizerNETBOX or generatorNETBOX you have, the area 7 may differ in terms of number of channels or grouping of the channels.



In area 8 the version with 4 BNC connectors is shown. Another version with 7 SMA connectors is also available for high-frequency units. Please see the table below for the different connections.

Area	Name	Status	Description
1	Power On/Off	press while device stopped short press while device is running long press while device is running	digitizerNETBOX/generatorNETBOX is started digitizerNETBOX/generatorNETBOX is closing the embedded controller and is going into standby mode digitizerNETBOX/generatorNETBOX is aborted and is going into standby. Please only use this stop method if the digitizerNETBOX/generatorNETBOX is not responding
2	Power LED	LED off LED orange LED green	no power connected to the device power is connected, device is in standby mode device has started and is working
3	LAN LED	LED off LED red LED green LED green flashing	No LAN connection. Error while trying to get a LAN connection. Device is connected to LAN. Device is connected to LAN. Flashing indicates LAN ID (see webserver).
4	Connected LED	LED off LED green	Device is not in use Device is in use by other PC
5	Arm/Trigger	LED off LED green	No trigger detected, device is waiting for trigger event, or not armed at all Trigger detected, acquisition is running or already finished
6	LAN Reset	press once	Does a reset of the LAN settings to default state. The reset button needs to be pressed for 4 seconds to issue the reset. The reset command is then issued immediately independent of the current run state of the device.
7	Signal Connections		Connect your input signals here. For differential connections use even channels for positive phase and odd channels for negative phase.
8	Control Connections (4 BNC connector version)	Trig-A I/O Trig-B In Clock I/O TS-Ref In	Trigger A with programmable input or output. This is the main external trigger Trigger B, input only. This trigger is referenced in the manual as TRIG_XIO0 Clock with programmable input or output Timestamp Reference Clock Input
8	Control Connections (7 SMA connector version)	Clock In Clock Out Trig0 In Trig1 In X0 I/O X1 I/O X2 I/O	External clock input External clock output Trigger 0, input only. This is the main external trigger. The trigger line is reference in the manual as EXT0 Trigger 1, input only. This is the secondary external trigger. This line is reference in the manual as EXT1 Multi Purpose X0 with programmable direction. The connection is referenced in the manual as X0 Multi Purpose X1 with programmable direction. The connection is referenced in the manual as X1 Multi Purpose X2 with programmable direction. The connection is referenced in the manual as X2

## Ethernet Default Settings

The digitizerNETBOX/generatorNETBOX is started with the following Ethernet configuration:

Setting	Default Setup
DHCP	enabled
Auto IP	enabled
Host Name	Default hostname as netbox type + serial number      Example: DN2_465-08_sn8085

## Detecting the digitizerNETBOX

Before accessing the digitizerNETBOX/generatorNETBOX one has to determine the IP address of the digitizerNETBOX/generatorNETBOX. Normally that can be done using one of the two methods described below:

### Discovery Function

The digitizerNETBOX/generatorNETBOX responds to the VISA described Discovery function. The next chapter will show how to install and use the Spectrum control center to execute the discovery function and to find the Spectrum hardware. As the discovery function is a standard feature of all LXI devices there are other software packages that can find the digitizerNETBOX/generatorNETBOX using the discovery function:

- Spectrum control center (limited to Spectrum remote products)
- free LXI System Discovery Tool from the LXI consortium ([www.lxistandard.org](http://www.lxistandard.org))
- Measurement and Automation Explorer from National Instruments (NI MAX)
- Keysight Connection Expert from Keysight Technologies

### Finding the digitizerNETBOX in the network

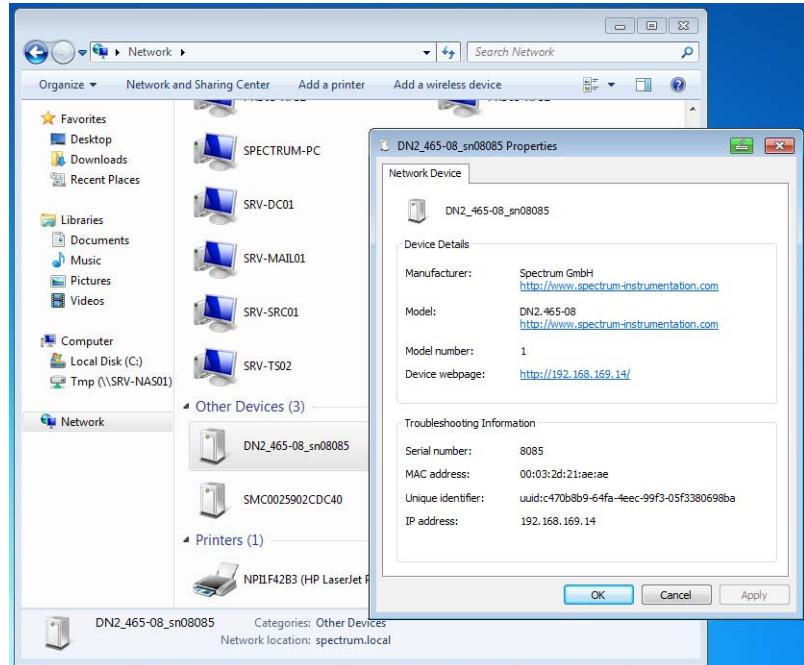
As the digitizerNETBOX/generatorNETBOX is a standard network device it has its own IP address and host name and can be found in the computer network. The standard host name consist of the model type and the serial number of the digitizerNETBOX/generatorNETBOX. The serial number is also found on the type plate on the back of the digitizerNETBOX/generatorNETBOX chassis.

#### Windows 7, Windows 8, Windows 10

Under Windows 7, Windows 8 and Windows 10 the digitizerNETBOX and generatorNETBOX devices are listed under the „other devices“ tree with their given host name.

A right click on the digitizerNETBOX or generatorNETBOX device opens the properties window where you find further information on the device including the IP address.

From here it is possible to go to the website of the device where all necessary information are found to access the device from software.



### Troubleshooting

If the above methods do not work please try one of the following steps:

- Ask your network administrator for the IP address of the digitizerNETBOX/generatorNETBOX and access it directly over the IP address.
- Check your local firewall whether it allows access to the device and whether it allows to access the ports listed in the technical data section.
- Check with your network administrator whether the subnet, the device and the ports that are listed in the technical data section are accessible from your system due to company security settings.

## **Software Driver Installation**

Before using the digitizerNETBOX/generatorNETBOX a software package and the appropriate API drivers must be installed that matches the operating system. The installation is done in different ways depending on the used operating system. The driver that is on CD supports all products of the digitizerNETBOX/generatorNETBOX family as well as all cards of the M2i/M3i/M4i series. That means that you can use the same driver for all products of these families.

## **Needed Software for operating**

The digitizerNETBOX/generatorNETBOX comes fully installed and ready to start. However to operate the digitizerNETBOX or generatorNETBOX from the client PC there need to be some software packages to be installed there:

### **Spectrum driver API**

The Spectrum API is installed automatically under Windows when installing the Card Control Center. Under Linux it is necessary to install the matching driver API for your Linux client system before installing the Card Control Center.

### **Spectrum Card Control Center**

This software is the maintenance tool for all Spectrum products. In here the digitizerNETBOX/generatorNETBOX can be searched inside the LAN (Discovery function), all hardware information is found, updates and product tests can be done. The Card Control Center and all of its functions are explained in greater detail later on in this manual.

The card control center is available for Windows and Linux, both 32 bit and 64 bit (Windows 32 bit version runs on WOW64)

### **SBench 6**

SBench 6 allows to operate the digitizerNETBOX/generatorNETBOX in all hardware modes, displays data, streams to hard disk and allows to make calculations and exports. The digitizerNETBOX/generatorNETBOX is equipped with a full SBench 6 Professional license. Even if you want to operate the digitizerNETBOX/generatorNETBOX from your self written software it is recommended that you install SBench 6 to do first hardware tests and to validate your own software results with the software from the hardware manufacturer. For SBench 6 a dedicated manual is installed with the software package.

SBench 6 is available for Windows and Linux, both 32 bit and 64 bit (Windows 32 bit version runs on WOW64)

### **Examples and Drivers**

If you intend to operate the digitizerNETBOX/generatorNETBOX from a self written program, be it IVI based, C++, C#, LabVIEW, MATLAB or something else, it is necessary to install the matching drivers and examples for the platform you want to run.

## **Location**

The needed software for operating the digitizerNETBOX/generatorNETBOX can be found on three different locations. Please choose the one most convenient for you.

### **Install software packages from CD**

The CD that is delivered together with the digitizerNETBOX/generatorNETBOX contains the complete software and documentation package that is available for your digitizerNETBOX/generatorNETBOX. You find the software packages at the following locations on the CD:

Software Package	Operating System	Location
Card Control Center	Windows	CD: \Install\Win
SBench 6	Windows	CD: \Install\Win
LabVIEW, MATLAB, IVI	Windows	CD: \Install\Win
C++, C#, VB.NET, Delphi, Python...	Windows	CD: \Examples\...
Driver API	Linux	CD: \Driver\linux\install_libonly.sh
Card Control Center	Linux	CD: \Install\Linux\SBench6
SBench 6	Linux	CD: \Install\Linux\spcm_control_center
MATLAB	Linux	CD: \Install\Linux
C++	Linux	CD: \Examples\...

### **Install software packages from the internet**

All software packages are found on the download page under [www.spectrum-instrumentation.com](http://www.spectrum-instrumentation.com)

Here the latest versions and updates are available.

### **Install software packages from the digitizerNETBOX/generatorNETBOX**

For easy installation or for installation on machines that don't have access to a CDROM drive all software packages are also available for download directly from the digitizerNETBOX/generatorNETBOX.

Please go to the download page of the integrated webserver and download and execute the software packages.

## **Linux**

### **Overview**

The Spectrum M2i/M3i/M4i/M4x cards and digitizerNETBOX/generatorNETBOX products are delivered with Linux drivers suitable for Linux installations based on kernel 2.4, 2.6, 3.x or 4.x, single processor (non-SMP) and SMP systems, 32 bit and 64 bit systems. As each Linux distribution contains different kernel versions and different system setup it is in nearly every case necessary, to have a directly matching kernel driver for card level products to run it on a specific system. For digitizerNETBOX/generatorNETBOX products the library is sufficient and no kernel driver has to be installed.

Spectrum delivers pre-compiled kernel driver modules for a number of common distributions with the cards. You may try to use one of these kernel modules for different distributions which have a similar kernel version. Unfortunately this won't work in most cases as most Linux system refuse to load a driver which is not exactly matching. In this case it is possible to get the kernel driver sources from Spectrum. Please contact your local sales representative to get more details on this procedure.

The Standard delivery contains the pre-compiled kernel driver modules for the most popular Linux distributions, like Suse, Debian, Fedora and Ubuntu. The list with all pre-compiled and readily supported distributions and their respective kernel version can be found under:

<http://spectrum-instrumentation.com/de/supported-linux-distributions> or via the shown QR code.



The Linux drivers have been tested with all above mentioned distributions by Spectrum. Each of these distributions has been installed with the default setup using no kernel updates. A lot more different distributions are used by customers with self compiled kernel driver modules.

### **Standard Driver Installation**

The driver is delivered as installable kernel modules together with libraries to access the kernel driver. The installation script will help you with the installation of the kernel module and the library.



**This installation is only needed if you are operating real locally installed cards. For software emulated demo cards, remotely installed cards or for digitizerNETBOX/generatorNETBOX products it is only necessary to install the libraries as explained further below.**

#### **Login as root**

It is necessary to have the root rights for installing a driver.

#### **Call the install.sh <install path> script**

This script will install the kernel module and some helper scripts to a given directory. If you do not specify a directory it will use your home directory as destination. It is possible to move the installed driver files later to any other directory.

The script will give you a list of matching kernel modules. Therefore it checks for the system width (32 bit or 64 bit) and the processor (single or smp). The script will only show matching kernel modules. Select the kernel module matching your system. The script will then do the following steps:

- copy the selected kernel module to the install directory (spcm.o or spcm.ko)
- copy the helper scripts to the install directory (spcm\_start.sh and spc\_end.sh)
- copy and rename the matching library to /usr/lib (/usr/lib/libspcm\_linux.so)

#### **Udev support**

Once the driver is loaded it automatically generates the device nodes under /dev. The cards are automatically named to /dev/spcm0, /dev/spcm1,...

You may use all the standard naming and rules that are available with udev.

#### **Start the driver**

Starting the driver can be done with the spcm\_start.sh script that has been placed in the install directory. If udev is installed the script will only load the driver. If no udev is installed the start script will load the driver and make the required device nodes /dev/spcm0... for accessing the drivers. Please keep in mind that you need root rights to load the kernel module and to make the device nodes!

Using the dedicated start script makes sure that the device nodes are matching your system setup even if new hardware and drivers have been added in between. Background: when loading the device driver it gets assigned a „major” number that is used to access this driver. All device nodes point to this major number instead of the driver name. The major numbers are assigned first come first served. This means that installing new hardware may result in different major numbers on the next system start.

### **Get first driver info**

After the driver has been loaded successfully some information about the installed boards can be found in the /proc/spcm\_cards file. Some basic information from the on-board EEPROM is listed for every card.

```
cat /proc/spcm_cards
```

### **Stop the driver**

You may want to unload the driver and clean up all device nodes. This can be done using the spcm\_end.sh script that has also been placed in the install directory

### **Standard Driver Update**

A driver update is done with the same commands as shown above. Please make sure that the driver has been stopped before updating it. To stop the driver you may use the spcm\_end.sh script.

### **Compilation of kernel driver sources (option)**

The driver sources are only available for existing customers on special request and against a signed NDA. The driver sources are not part of the standard delivery. The driver source package contains only the sources of the kernel module, not the sources of the library.

Please do the following steps for compilation and installation of the kernel driver module:

#### **Login as root**

It is necessary to have the root rights for installing a driver.

#### **Call the compile script make\_spcm\_linux\_kerneldrv.sh**

This script will examine the type of system you use and compile the kernel with the correct settings. If using a kernel 2.4 the makefile expects two symbolic links in your system:

- /usr/src/linux pointing to the correct kernel source directory
- /usr/src/linux/.config pointing to the currently used kernel configuration

The compile script will then automatically call the install script and install the just compiled kernel module in your home directory. The rest of the installation procedure is similar as explained above.

### **Update of self compiled kernel driver**

If the kernel driver has changed, one simply has to perform the same steps as shown above and recompile the kernel driver module. However the kernel driver module isn't changed very often.

Normally an update only needs new libraries. To update the libraries only you can either download the full Linux driver (spcm\_linux\_drv\_v123b4567) and only use the libraries out of this or one downloads the library package which is much smaller and doesn't contain the pre-compiled kernel driver module (spcm\_linux\_lib\_v123b4567).

The update is done with a dedicated script which only updates the library file. this script is present in both driver archives:

```
sh install_libonly.sh
```

### **Library only**

The kernel driver module only contains the basic hardware functions that are necessary to access locally installed card level products. The main part of the driver is located inside a dynamically loadable library that is delivered with the driver. This library is available in 3 different versions:

- spcm\_linux\_32bit\_stdc++5.so - supporting libstdc++.so.5 on 32 bit systems
- spcm\_linux\_32bit\_stdc++6.so - supporting libstdc++.so.6 on 32 bit systems
- spcm\_linux\_64bit\_stdc++6.so - supporting libstdc++.so.6 on 64 bit systems

The matching version is installed automatically in the /usr/lib directory by the kernel driver install script for card level products. The library is renamed for easy access to libspcm\_linux.so.

For digitizerNETBOX/generatorNETBOX products and also for evaluating or using only the software simulated demo cards the library is installed with a separate install script:

```
sh install_libonly.sh
```

To access the driver library one must include the library in the compilation:

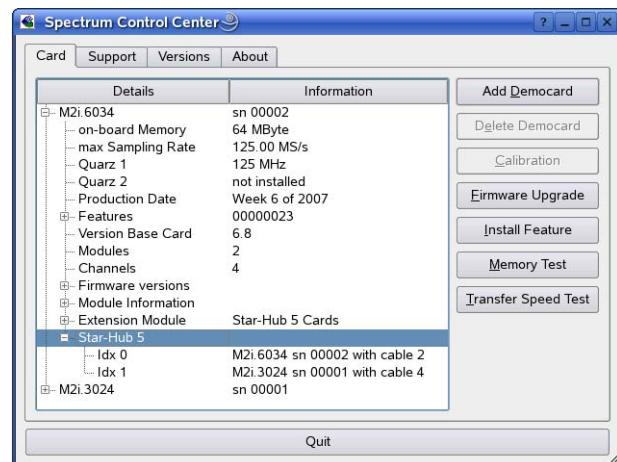
```
gcc -o test_prg -lspcm_linux test.cpp
```

To start programming the cards under Linux please use the standard C/C++ examples which are all running under Linux and Windows.

## Control Center

The Spectrum Control Center is also available for Linux and needs to be installed separately. The features of the Control Center are described in a later chapter in deeper detail. The Control Center has been tested under all Linux distributions for which Spectrum delivers pre-compiled kernel modules. The following packages need to be installed to run the Control Center:

- X-Server
- expat
- freetype
- fontconfig
- libpng
- libspcm\_linux (the Spectrum linux driver library)



## Installation

Use the supplied packages in either \*.deb or \*.rpm format found in the driver section of the CD by double clicking the package file root rights from a X-Windows window.

The Control Center is installed under KDE, Gnome or Unity in the system/system tools section. It may be located directly in this menu or under a „More Programs“ menu. The final location depends on the used Linux distribution. The program itself is installed as /usr/bin/spcmcontrol and may be started directly from here.

## Manual Installation

To manually install the Control Center, first extract the files from the rpm matching your distribution:

```
rpm2cpio spcmcontrol-{Version}.rpm > ~/spcmcontrol-{Version}.cpio
cd ~/
cpio -id < spcmcontrol-{Version}.cpio
```

You get the directory structure and the files contained in the rpm package. Copy the binary spcmcontrol to /usr/bin. Copy the .desktop file to /usr/share/applications. Run ldconfig to update your systems library cache. Finally you can run spcmcontrol.

## Troubleshooting

If you get a message like the following after starting spcmcontrol:

```
spcm_control: error while loading shared libraries: libz.so.1: cannot open shared object file: No such file
or directory
```

Run ldd spcm\_control in the directory where spcm\_control resides to see the dependencies of the program. The output may look like this:

```
libXext.so.6 => /usr/X11R6/lib/libXext.so.6 (0x4019e000)
libX11.so.6 => /usr/X11R6/lib/libX11.so.6 (0x401ad000)
libz.so.1 => not found
libdl.so.2 => /lib/libdl.so.2 (0x402ba000)
libpthread.so.0 => /lib/tls/libpthread.so.0 (0x402be000)
libstdc++.so.6 => /usr/lib/libstdc++.so.6 (0x402d0000)
```

As seen in the output, one of the libraries isn't found inside the library cache of the system. Be sure that this library has been properly installed. You may then run ldconfig. If this still doesn't help please add the library path to /etc/ld.so.conf and run ldconfig again.

If the libspcm\_linux.so is quoted as missing please make sure that you have installed the card driver properly before. If any other library is stated as missing please install the matching package of your distribution.

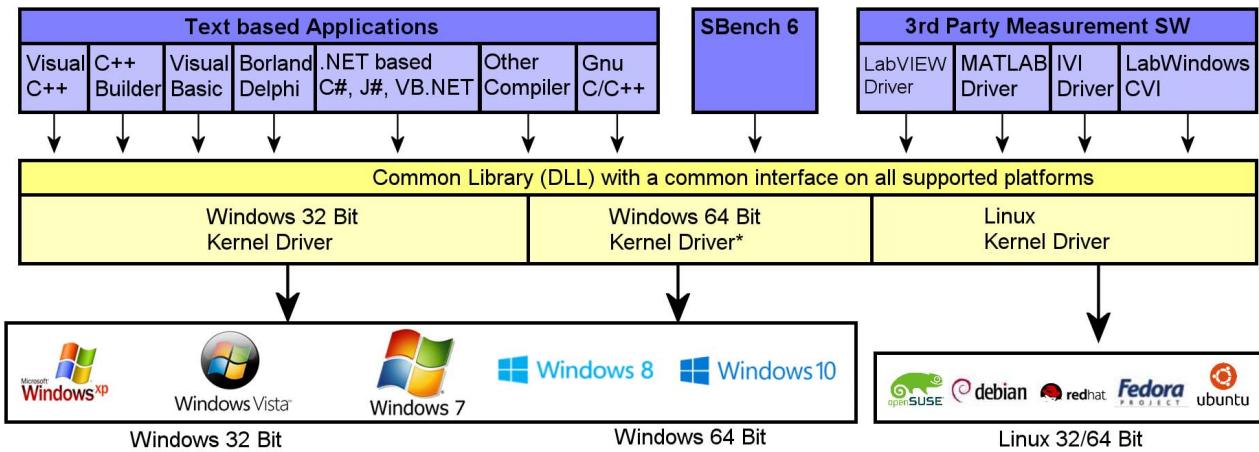
## Software

This chapter gives you an overview about the structure of the drivers and the software, where to find and how to use the examples. It shows in detail, how the drivers are included using different programming languages and deals with the differences when calling the driver functions from them.

**This manual only shows the use of the standard driver API. For further information on programming drivers for third-party software like LabVIEW, MATLAB or IVI an additional manual is required that is available on CD or by download on the internet.**



## Software Overview



The Spectrum drivers offer you a common and fast API for using all of the board hardware features. This API is the same on all supported operating systems. Based on this API one can write own programs using any programming language that can access the driver API. This manual describes in detail the driver API, providing you with the necessary information to write your own programs. The drivers for third-party products like LabVIEW or MATLAB are also based on this API. The special functionality of these drivers is not subject of this document and is described with separate manuals available on the CD or on the website.

## Card Control Center

A special card control center is available on CD and from the internet for all Spectrum M2i/M3i/M4i/M4x cards and for all digitizerNETBOX/generatorNETBOX products. Windows user find the Control Center installer on the CD under „Install\win\spcmcontrol\_install.exe“.

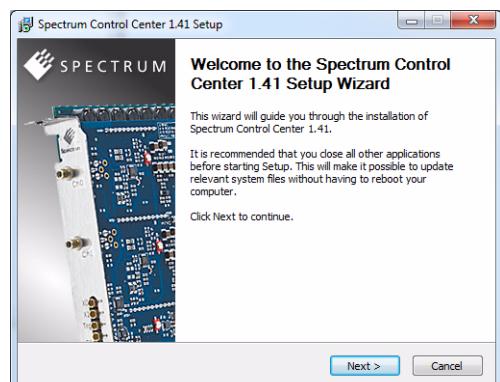
Linux users find the versions for the different stdc++ libraries under /Install/linux/spcm\_control\_center/ as RPM packages.

When using a digitizerNETBOX/generatorNETBOX the Card Control Center installers for Windows and Linux are also directly available from the integrated webserver.

The Control Center under Windows and Linux it is available as an executive program. Under Windows it is also linked as a system control and can be accessed directly from the Windows control panel. Under Linux it is also available from the KDE System Settings, the Gnome or Unity Control Center. The different functions of the Spectrum card control center are explained in detail in the following passages.



**To install the Spectrum Control Center you will need to be logged in with administrator rights for your operating system. On all Windows versions, starting with Windows Vista, installations with enabled UAC will ask you to start the installer with administrative rights (run as administrator).**



## **Discovery of Remote Cards and digitizerNETBOX/generatorNETBOX products**

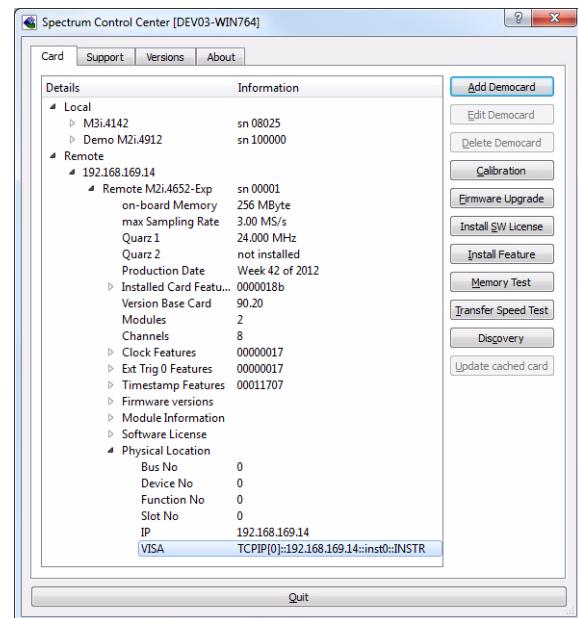
The Discovery function helps you to find and identify the Spectrum LXI instruments like digitizerNETBOX/generatorNETBOX available to your computer on the network. The Discovery function will also locate Spectrum card products handled by an installed Spectrum Remote Servers somewhere on the network. The function is not needed if you only have locally installed cards.

Please note that only remote products are found that are currently not used by another program. Therefore in a bigger network the number of Spectrum products found may vary depending on the current usage of the products.

Execute the Discovery function by pressing the „Discovery“ button. There is no progress window shown. After the discovery function has been executed the remotely found Spectrum products are listed under the node Remote as separate card level products. Inhere you find all hardware information as shown in the next topic and also the needed VISA resource string to access the remote card.

Please note that these information is also stored on your system and allows Spectrum software like SBench 6 to access the cards directly once found with the Discovery function.

After closing the control center and re-opening it the previously found remote products are shown with the prefix cached, only showing the card type and the serial number. This is the stored information that allows other Spectrum products to access previously found cards. Using the „Update cached cards“ button will try to re-open these cards and gather information of it. Afterwards the remote cards may disappear if they're in use from somewhere else or the complete information of the remote products is shown again.



## **Wake On LAN of digitizerNETBOX/generatorNETBOX**

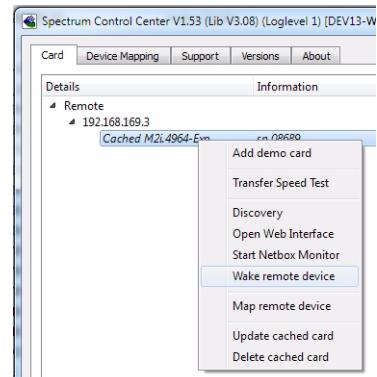
Cached digitizerNETBOX/generatorNETBOX products that are currently in standby mode can be waked up, by using the „Wake remote device“ entry from the context menu.

The Control Center will broadcast a standard Wake On LAN „Magic Packet“, that is send to the device's MAC address.

It is also possible to use any other Wake On LAN software to wake a digitizerNETBOX by sending such a „Magic Packet“ to the MAC address, which must be then entered manually.

It is also possible to wake a digitizerNETBOX/generatorNETBOX from your own application software by using the SPC\_NETBOX\_WAKEONLAN register. To wake a digitizerNETBOX/generatorNETBOX with the MAC address „00:03:2d:20:48“, the following command can be issued:

```
spcm_dwSetParam_i64 (NULL, SPC_NETBOX_WAKEONLAN, 0x00032d2048ec);
```



## **Netbox Monitor**

The Netbox Monitor permanently monitors whether the digitizerNETBOX/generatorNETBOX is still available through LAN. This tool is helpful if the digitizerNETBOX is located somewhere in the company LAN or located remotely or directly mounted inside another device. Starting the Netbox Monitor can be done in two different ways:

- Starting manually from the Spectrum Control Center using the context menu as shown above
- Starting from command line. The Netbox Monitor program is automatically installed together with the Spectrum Control Center and is located in the selected install folder. Using the command line tool one can place a simple script into the autostart folder to have the Netbox Monitor running automatically after system boot. The command line tool needs the IP address of the digitizerNETBOX/generatorNETBOX to monitor:

```
NetboxMonitor 192.168.169.22
```

DN2.462-08...  
192.168.169.22

The Netbox Monitor is shown as a small window with the type of digitizerNETBOX/generatorNETBOX in the title and the IP address under which it is accessed in the window itself. The Netbox Monitor runs completely independent of any other software and can be used in parallel to any application software. The background of the IP address is used to display the current status of the device. Pressing the Escape key or alt + F4 (Windows) terminates the Netbox Monitor permanently.

After starting the Netbox Monitor it is also displayed as a tray icon under Windows. The tray icon itself shows the status of the digitizerNETBOX/generatorNETBOX as a color. Please note that the tray icon may be hidden as a Windows default and need to be set to visible using the Windows tray setup.



Left clicking on the tray icon will hide/show the small Netbox Monitor status window. Right clicking on the tray icon as shown in the picture on the right will open up a context menu. In here one can again select to hide/show the Netbox Monitor status window, one can directly open the web interface from here or quit the program (including the tray icon) completely.

The checkbox „Show Status Message“ controls whether the tray icon should emerge a status message on status change. If enabled (which is default) one is notified with a status message if for example the LAN connection to the digitizerNETBOX/generatorNETBOX is lost.

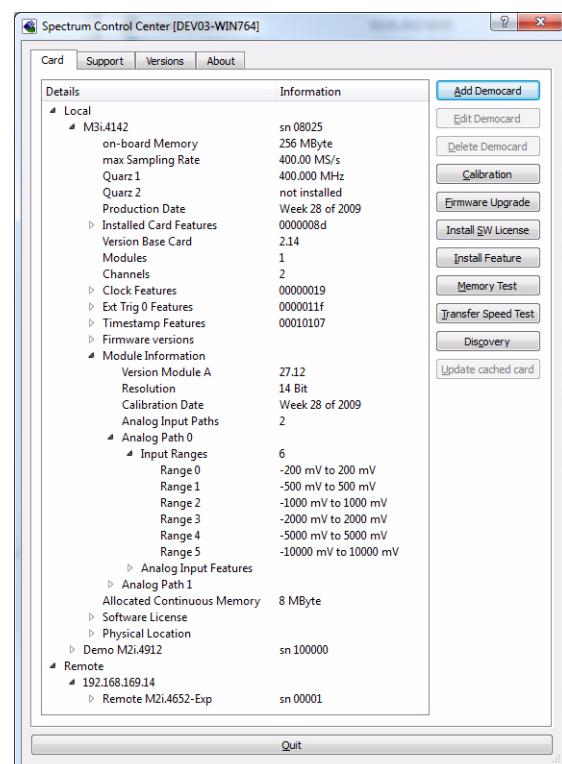
The status colors:

- Green: digitizerNETBOX/generatorNETBOX available and accessible over LAN
- Cyan: digitizerNETBOX/generatorNETBOX is used from my computer
- Yellow: digitizerNETBOX/generatorNETBOX is used from a different computer
- Red: LAN connection failed, digitizerNETBOX/generatorNETBOX is no longer accessible

## **Hardware information**

Through the control center you can easily get the main information about all the installed Spectrum hardware. For each installed card there is a separate tree of information available. The picture shows the information for one installed card by example. This given information contains:

- Basic information as the type of card, the production date and its serial number, as well as the installed memory, the hardware revision of the base card, the number of available channels and installed acquisition modules.
- Information about the maximum sampling clock and the available quartz clock sources.
- The installed features/options in a sub-tree. The shown card is equipped for example with the option Multiple Recording, Gated Sampling, Timestamp and ABA-mode.
- Detailed Information concerning the installed acquisition modules. In case of the shown analog acquisition card the information consists of the module's hardware revision, of the converter resolution and the last calibration date as well as detailed information on the available analog input ranges, offset compensation capabilities and additional features of the inputs.



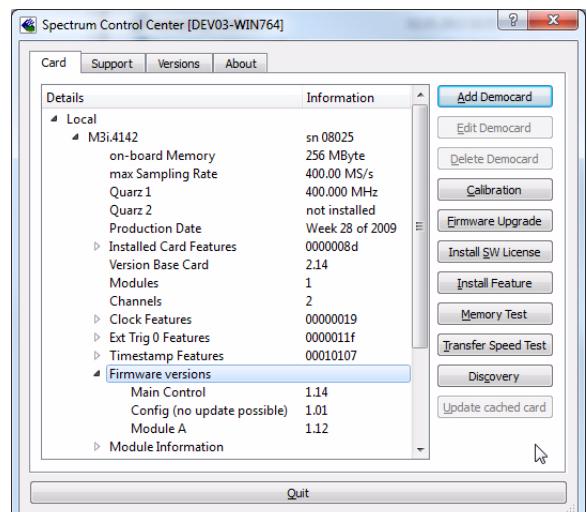
## **Firmware information**

Another sub-tree is informing about the cards firmware version. As all Spectrum cards consist of several programmable components, there is one firmware version per component.

Nearly all of the components firmware can be updated by software. The only exception is the configuration device, which only can receive a factory update.

The procedure on how to update the firmware of your Spectrum card with the help of the card control center is described in a dedicated section later on.

The procedure on how to update the firmware of your digitizerNETBOX/generatorNETBOX with the help of the integrated Webserver is described in a dedicated chapter later on.



## Driver information

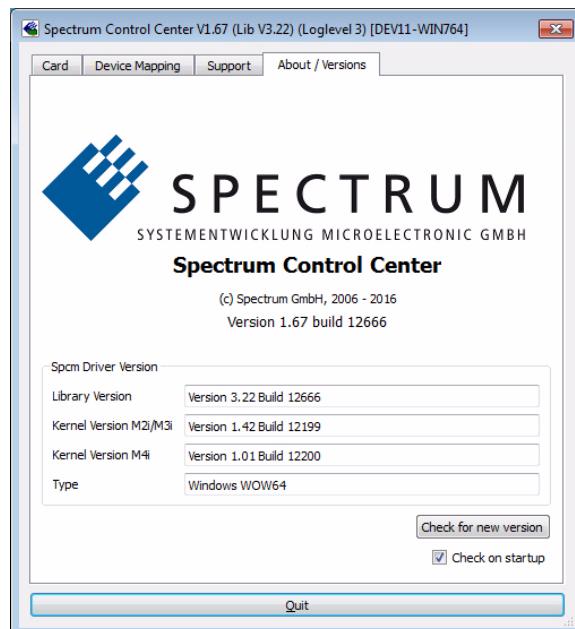
The Spectrum card control center also offers a way to gather information on the installed and used Spectrum driver.

The information on the driver is available through a dedicated tab, as the picture is showing in the example.

The provided information informs about the used type, distinguishing between Windows or Linux driver and the 32 bit or 64 bit type.

It also gives direct information about the version of the installed Spectrum kernel driver, separately for M2i/M2iM3i cards and M4i/M4x cards and the version of the library (which is the \*.dll file under Windows).

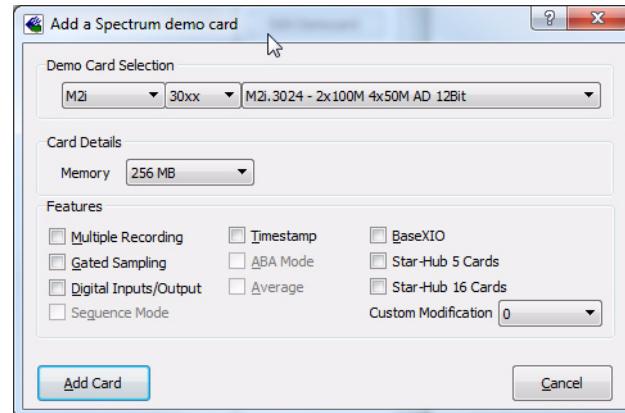
The information given here can also be found under Windows using the device manager from the control panel. For details in driver details within the control panel please stick to the section on driver installation in your hardware manual.



## Installing and removing Demo cards

With the help of the card control center one can install demo cards in the system. A demo card is simulated by the Spectrum driver including data production for acquisition cards. As the demo card is simulated on the lowest driver level all software can be tested including SBench, own applications and drivers for third-party products like LabVIEW. The driver supports up to 64 demo cards at the same time. The simulated memory as well as the simulated software options can be defined when adding a demo card to the system.

Please keep in mind that these demo cards are only meant to test software and to show certain abilities of the software. They do not simulate the complete behavior of a card, especially not any timing concerning trigger, recording length or FIFO mode notification. The demo card will calculate data every time directly after been called and give it to the user application without any more delay. As the calculation routine isn't speed optimized, generating demo data may take more time than acquiring real data and transferring them to the host PC.



Installed demo cards are listed together with the real hardware in the main information tree as described above. Existing demo cards can be deleted by clicking the related button. The demo card details can be edited by using the edit button. It is for example possible to virtually install additional feature to one card or to change the type to test with a different number of channels.

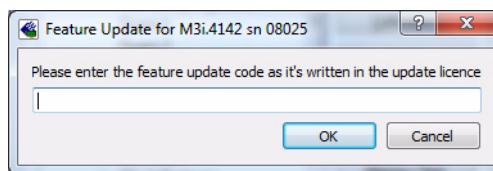


**For installing demo cards on a system without real hardware simply run the Control Center installer. If the installer is not detecting the necessary driver files normally residing on a system with real hardware, it will simply install the Spcm\_driver.**

## Feature upgrade

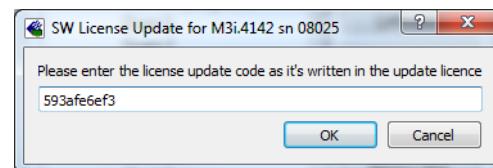
All optional features of the M2i/M3i/M4i/M4x cards that do not require any hardware modifications can be installed on fielded cards. After Spectrum has received the order, the customer will get a personalized upgrade code. Just start the card control center, click on „install feature“ and enter that given code. After a short moment the feature will be installed and ready to use. No restart of the host system is required.

For details on the available options and prices please contact your local Spectrum distributor.



## Software License upgrade

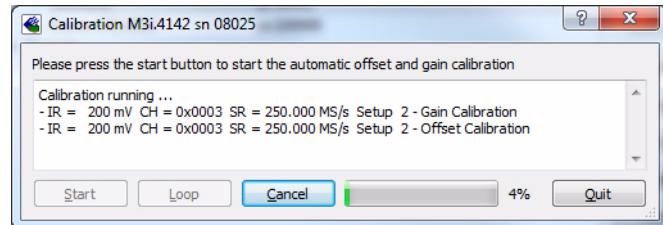
The software license for SBench 6 Professional is installed on the hardware. If ordering a software license for a card that has already been delivered you will get an upgrade code to install that software license. The upgrade code will only match for that



particular card with the serial number given in the license. To install the software license please click the „Install SW License“ button and type in the code exactly as given in the license.

## **Performing card calibration**

The card control center also provides an easy way to access the automatic card calibration routines of the Spectrum A/D converter cards. Depending on the used card family this can affect offset calibration only or also might include gain calibration. Please refer to the dedicated chapter in your hardware manual for details.

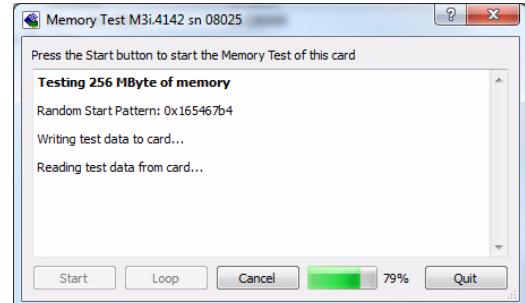


## **Performing memory test**

The complete on-board memory of the Spectrum M2i/M3i/M4i/M4x cards can be tested by the memory test included with the card control center.

When starting the test, randomized data is generated and written to the on-board memory. After a complete write cycle all the data is read back and compared with the generated pattern.

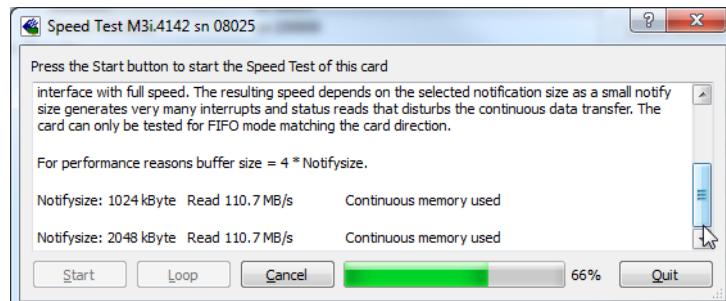
Depending on the amount of installed on-board memory, and your computers performance this operation might take a while.



## **Transfer speed test**

The control center allows to measure the bus transfer speed of an installed Spectrum card. Therefore different setup is run multiple times and the overall bus transfer speed is measured. To get reliable results it is necessary that you disable debug logging as shown above. It is also highly recommended that no other software or time-consuming background threads are running on that system. The speed test program runs the following two tests:

- Repetitive Memory Transfers: single DMA data transfers are repeated and measured. This test simulates the measuring of pulse repetition frequency when doing multiple single-shots. The test is done using different block sizes. One can estimate the transfer in relation to the transferred data size on multiple single-shots.
- FIFO mode streaming: this test measures the streaming speed in FIFO mode. The test can only use the same direction of transfer the card has been designed for (card to PC=read for all DAQ cards, PC to card=write for all generator cards and both directions for I/O cards). The streaming speed is tested without using the front-end to measure the maximum bus speed that can be reached. The Speed in FIFO mode depends on the selected notify size which is explained later in this manual in greater detail.



The results are given in MB/s meaning MByte per second. To estimate whether a desired acquisition speed is possible to reach one has to calculate the transfer speed in bytes. There are a few things that has to be put into the calculation:

- 12, 14 and 16 bit analog cards need two bytes for each sample.
- 16 channel digital cards need 2 bytes per sample while 32 channel digital cards need 4 bytes and 64 channel digital cards need 8 bytes.
- The sum of analog channels must be used to calculate the total transfer rate.
- The figures in the Speed Test Utility are given as MBytes, meaning  $1024 \times 1024$  Bytes, 1 MByte =  $1048576$  Bytes

As an example running a card with 2 14 bit analog channels with 28 MHz produces a transfer rate of  $[2 \text{ channels} \times 2 \text{ Bytes/Sample} \times 28000000] = 112000000$  Bytes/second. Taking the above figures measured on a standard 33 MHz PCI slot the system is just capable of reaching this transfer speed:  $108.0 \text{ MB/s} = 108 \times 1024 \times 1024 = 113246208$  Bytes/second.

Unfortunately it is not possible to measure transfer speed on a system without having a Spectrum card installed.

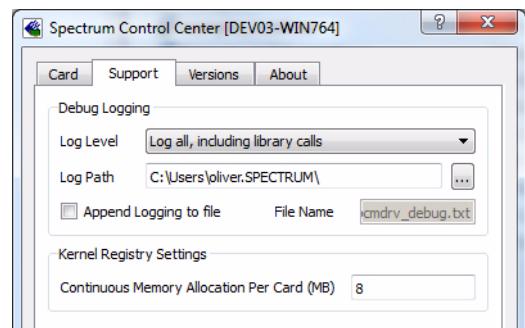
## Debug logging for support cases

For answering your support questions as fast as possible, the setup of the card, driver and firmware version and other information is very helpful.

Therefore the card control center provides an easy way to gather all that information automatically.

Different debug log levels are available through the graphical interface. By default the log level is set to „no logging“ for maximum performance.

The customer can select different log levels and the path of the generated ASCII text file. One can also decide to delete the previous log file first before creating a new one automatically or to append different logs to one single log file.



**For maximum performance of your hardware, please make sure that the debug logging is set to „no logging“ for normal operation. Please keep in mind that a detailed logging in append mode can quickly generate huge log files.**

## Device mapping

Within the „Device mapping“ tab of the Spectrum Control Center, one can enable the re-mapping of Spectrum devices, be it either local cards, remote instruments such as a digitizerNETBOX or generatorNETBOX or even cards in a remote PC and accessed via the Spectrum remote server option.

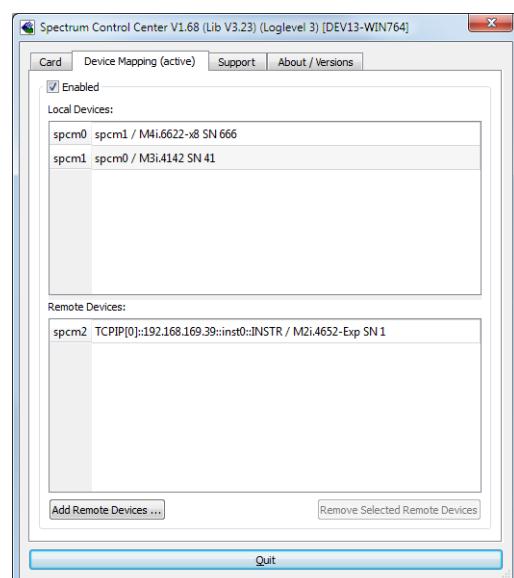
In the left column the re-mapped device name is visible that is given to the device in the right column with its original un-mapped device string.

In this example the two local cards „spcm0“ and „spcm1“ are re-mapped to „spcm1“ and „spcm0“ respectively, so that their names are simply swapped.

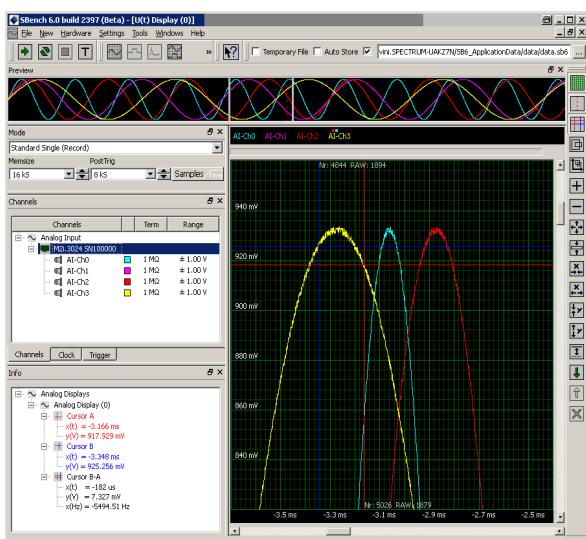
The remote digitizerNETBOX device is mapped to spcm2.

The application software can then use the re-mapped name for simplicity instead of the quite long VISA string.

Changing the order of devices within one group (either local cards or remote devices) can simply be accomplished by dragging&dropping the cards to their desired position in the same table.



## Accessing the hardware with SBench 6



After the installation of the cards and the drivers it can be useful to first test the card function with a ready to run software before starting with programming. If accessing a digitizerNETBOX/generatorNETBOX a full SBench 6 Professional license is installed on the system and can be used without any limitations. For plug-in card level products a base version of SBench 6 is delivered with the card on CD also including a 30 starts Professional demo version for plain card products. If you already have bought a card prior to the first SBench 6 release please contact your local dealer to get a SBench 6 Professional demo version.

SBench 6 supports all current acquisition and generation cards and digitizerNETBOX/generatorNETBOX products from Spectrum. Depending on the used product and the software setup, one can use SBench as a digital storage oscilloscope, a spectrum analyzer, a logic analyzer or simply as a data recording front end. Different export and import formats allow the use of SBench 6 together with a variety of other programs.

On the CD you'll find an install version of SBench 6 in the directory /Install/SBench6. The current version of SBench 6 is available free of charge directly from the Spectrum website [www.spectrum-instrumentation.com](http://www.spectrum-instrumentation.com). Please go to the download section and get the latest version there. If using the digitizerNETBOX/generatorNETBOX, a SBench 6 version is also available on the webpages of the digitizerNETBOX/generatorNETBOX.

SBench 6 has been designed to run under Windows XP, Windows Vista, Windows 7, Windows 8 and Windows 10 as well as Linux using KDE, Gnome or Unity Desktop.

## C/C++ Driver Interface

C/C++ is the main programming language for which the drivers have been designed for. Therefore the interface to C/C++ is the best match. All the small examples of the manual showing different parts of the hardware programming are done with C. As the libraries offer a standard interface it is easy to access the libraries also with other programming languages like Delphi or Basic. Please read the following chapters for additional information on this.

### Header files

The basic task before using the driver is to include the header files that are delivered on CD together with the board. The header files are found in the directory /Driver/c\_header. Please don't change them in any way because they are updated with each new driver version to include the new registers and new functionality.

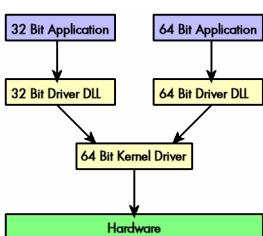
dlltyp.h	Includes the platform specific definitions for data types and function declarations. All data types are based on this definitions. The use of this type definition file allows the use of examples and programs on different platforms without changes to the program source. The header file supports Microsoft Visual C++, Borland C++ Builder and GNU C/C++ directly. When using other compilers it might be necessary to make a copy of this file and change the data types according to this compiler.
regs.h	Defines all registers and commands which are used in the Spectrum driver for the different boards. The registers a board uses are described in the board specific part of the documentation. This header file is common for all cards. Therefore this file also contains a huge number of registers used on other card types than the one described in this manual. Please stick to the manual to see which registers are valid for your type of card.
spcm_drv.h	Defines the functions of the used SpcM driver. All definitions are taken from the file dlltyp.h. The functions itself are described below.
spcerr.h	Contains all error codes used with the Spectrum driver. All error codes that can be given back by any of the driver functions are also described here shortly all. The error codes and their meaning are described in detail in the appendix of this manual.

Example for including the header files:

```
// ----- driver includes -----
#include "dlltyp.h"           // 1st include
#include "regs.h"              // 2nd include
#include "spcerr.h"             // 3rd include
#include "spcm_drv.h"           // 4th include
```

**Please always keep the order of including the four Spectrum header files. Otherwise some or all of the functions do not work properly or compiling your program will be impossible!**

### General Information on Windows 64 bit drivers



After installation of the Spectrum 64 bit driver there are two general ways to access the hardware and to develop applications. If you're going to develop a real 64 bit application it is necessary to access the 64 bit driver dll (spcm\_win64.dll) as only this driver dll is supporting the full 64 bit address range.

But it is still possible to run 32 bit applications or to develop 32 bit applications even under Windows 64 bit. Therefore the 32 bit driver dll (spcm\_win32.dll) is also installed in the system. The Spectrum SBench5 software is for example running under Windows 64 bit using this driver. The 32 bit dll of course only offers the 32 bit address range and is therefore limited to access only 4 GByte of memory. Beneath both drivers the 64 bit kernel driver is running.

Mixing of 64 bit application with 32 bit dll or vice versa is not possible.

### Microsoft Visual C++ 6.0 and 2005 32 Bit

#### Include Driver

The driver files can be directly included in Microsoft C++ by simply using the library file spcm\_win32\_msvcpp.lib that is delivered together with the drivers. The library file can be found on the CD in the path /examples/c\_cpp/c\_header. Please include the library file in your Visual C++ project as shown in the examples. All functions described below are now available in your program.

#### Examples

Examples can be found on CD in the path /examples/c\_cpp. This directory includes a number of different examples that can be used with any card of the same type (e.g. A/D acquisition cards, D/A acquisition cards). You may use these examples as a base for own programming and modify them as you like. The example directories contain a running workspace file for Microsoft Visual C++ 6.0 (\*.dsw) as well as project files for Microsoft Visual Studio 2005 (\*.vcproj) that can be directly loaded and compiled.

There are also some more board type independent examples in separate subdirectory. These examples show different aspects of the cards like programming options or synchronization and can be combined with one of the board type specific examples.

As the examples are build for a card class there are some checking routines and differentiation between cards families. Differentiation aspects can be number of channels, data width, maximum speed or other details. It is recommended to change the examples matching your card

type to obtain maximum performance. Please be informed that the examples are made for easy understanding and simple showing of one aspect of programming. Most of the examples are not optimized for maximum throughput or repetition rates.

### **Microsoft Visual C++ 64 Bit**

Depending on your version of the Visual Studio suite it may be necessary to install some additional 64 bit components (SDK) on your system. Please follow the instructions found on the MSDN for further information.

#### **Include Driver**

The driver files can be directly included in Microsoft C++ by simply using the library file spcm\_win64\_msvcpp.lib that is delivered together with the drivers. The library file can be found on the CD in the path /examples/c\_cpp/c\_header. All functions described below are now available in your program.

### **Borland C++ Builder 32 Bit**

#### **Include Driver**

The driver files can be easily included in Borland C++ Builder by simply using the library file spcm\_win32\_bcpp.lib that is delivered together with the drivers. The library file can be found on the CD in the path /examples/c\_cpp/c\_header. Please include the library file in your Borland C++ Builder project as shown in the examples. All functions described below are now available in your program.

#### **Examples**

The Borland C++ Builder examples share the sources with the Visual C++ examples. Please see above chapter for a more detailed documentation of the examples. In each example directory are project files for Visual C++ as well as Borland C++ Builder.

### **Linux Gnu C/C++ 32/64 Bit**

#### **Include Driver**

The interface of the linux drivers does not differ from the windows interface. Please include the spcm\_linux.lib library in your makefile to have access to all driver functions. A makefile may look like this:

```
COMPILER = gcc
EXECUTABLE = test_prg
LIBS = -lspcm_linux

OBJECTS = test.o \
          test2.o

all: $(EXECUTABLE)

$(EXECUTABLE): $(OBJECTS)
    $(COMPILER) $(CFLAGS) -o $(EXECUTABLE) $(LIBS) $(OBJECTS)

%.o: %.cpp
    $(COMPILER) $(CFLAGS) -o $*.o -c $*.cpp
```

#### **Examples**

The Gnu C/C++ examples share the source with the Visual C++ examples. Please see above chapter for a more detailed documentation of the examples. Each example directory contains a makefile for the Gnu C/C++ examples.

### **C++ for .NET**

Please see the next chapter for more details on the .NET inclusion.

### **Other Windows C/C++ compilers 32 Bit**

#### **Include Driver**

To access the driver, the driver functions must be loaded from the 32 bit driver dll. Most compilers offer special tools to generate a matching library (e.g. Borland offers the implib tool that generates a matching library out of the windows driver dll). If such a tool is available it is recommended to use it. Otherwise the driver functions need to be loaded from the dll using standard Windows functions. There is one example in the example directory /examples/c\_cpp/dll\_loading that shows the process.

Example of function loading:

```
hDLL = LoadLibrary ("spcm_win32.dll"); // Load the 32 bit version of the Spcm driver
pfn_spcm_hOpen = (SPCM_HOPEN*) GetProcAddress (hDLL, "_spcm_hOpen@4");
pfn_spcm_vClose = (SPCM_VCLOSE*) GetProcAddress (hDLL, "_spcm_vClose@4");
```

## **Other Windows C/C++ compilers 64 Bit**

### **Include Driver**

To access the driver, the driver functions must be loaded from 64 bit the driver dll. Most compiler offer special tools to generate a matching library (e.g. Borland offers the implib tool that generates a matching library out of the windows driver dll). If such a tool is available it is recommended to use it. Otherwise the driver functions need to be loaded from the dll using standard Windows functions. There is one example in the example directory /examples/c\_cpp/dll\_loading that shows the process for 32 bit environments. The only line that needs to be modified is the one loading the DLL:

Example of function loading:

```
hDLL = LoadLibrary ("spcm_win64.dll"); // Modified: Load the 64 bit version of the SPCM driver here
pfn_spcm_hOpen = (SPCM_HOPEN*) GetProcAddress (hDLL, "spcm_hOpen");
pfn_spcm_vClose = (SPCM_VCLOSE*) GetProcAddress (hDLL, "spcm_vClose");
```

## **National Instruments LabWindows/CVI**

### **Include Drivers**

To use the Spectrum driver under LabWindows/CVI it is necessary to first load the functions from the driver dll. Please use the library file spcm\_win32\_cvi.lib to access the driver functions.

### **Examples**

Examples for LabWindows/CVI can be found on CD in the directory /examples/cvi. Please mix these examples with the standard C/C++ examples to have access to all functions and modes of the cards.

## **Driver functions**

The driver contains seven main functions to access the hardware.

### **Own types used by our drivers**

To simplify the use of the header files and our examples with different platforms and compilers and to avoid any implicit type conversions we decided to use our own type declarations. This allows us to use platform independent and universal examples and driver interfaces. If you do not stick to these declarations please be sure to use the same data type width. However it is strongly recommended that you use our defined type declarations to avoid any hard to find errors in your programs. If you're using the driver in an environment that is not natively supported by our examples and drivers please be sure to use a type declaration that represents a similar data width

Declaration	Type
int8	8 bit signed integer (range from -128 to +127)
int16	16 bit signed integer (range from -32768 to 32767)
int32	32 bit signed integer (range from -2147483648 to 2147483647)
int64	64 bit signed integer (full range)
drv_handle	handle to driver, implementation depends on operating system platform

Declaration	Type
uint8	8 bit unsigned integer (range from 0 to 255)
uint16	16 bit unsigned integer (range from 0 to 65535)
uint32	32 bit unsigned integer (range from 0 to 4294967295)
uint64	64 bit unsigned integer (full range)

### **Notation of variables and functions**

In our header files and examples we use a common and reliable form of notation for variables and functions. Each name also contains the type as a prefix. This notation form makes it easy to see implicit type conversions and minimizes programming errors that results from using incorrect types. Feel free to use this notation form for your programs also-

Declaration	Notation
int8	byName (byte)
int16	nName
int32	lName (long)
int64	llName (long long)
int32*	pName (pointer to long)

Declaration	Notation
uint8	cName (character)
uint16	wName (word)
uint32	dwName (double word)
uint64	qwName (quad word)
char	szName (string with zero termination)

### **Function spcm\_hOpen**

This function initializes and opens an installed card supporting the new SpcM driver interface. At the time of printing this manual this are all cards of the M2i/M3i/M4i/M4x cards and digitizerNETBOX/generatorNETBOX devices. The function returns a handle that has to be used for driver access. If the card can't be found or the loading of the driver generated an error the function returns a NULL. When calling this function all card specific installation parameters are read out from the hardware and stored within the driver. It is only possible to open one device by one software as concurrent hardware access may be very critical to system stability. As a result when trying to open the same device twice an error will be raised and the function returns NULL.

Function spcm\_hOpen (const char\* szDeviceName):

```
drv_handle _stdcall spcm_hOpen (
    const char* szDeviceName);           // tries to open the device and returns handle or error code
                                         // name of the device to be opened
```

Under Linux the device name in the function call need to be a valid device name. Please change the string according to the location of the device if you don't use the standard Linux device names. The driver is installed as default under /dev/spcm0, /dev/spcm1 and so on. The kernel driver numbers the devices starting with 0.

Under windows the only part of the device name that is used is the tailing number. The rest of the device name is ignored. Therefore to keep the examples simple we use the Linux notation in all our examples. The tailing number gives the index of the device to open. The Windows kernel driver numbers all devices that it finds on boot time starting with 0.

Example for local installed cards

```
drv_handle hDrv; // returns the handle to the opened driver or NULL in case of error
hDrv = spcm_hOpen ("/dev/spcm0"); // string to the driver to open
if (!hDrv)
    printf ("open of driver failed\n");
```

Example for digitizerNETBOX/generatorNETBOX and remote installed cards

```
drv_handle hDrv; // returns the handle to the opened driver or NULL in case of error
hDrv = spcm_hOpen ("TCPIP::192.168.169.14::INST0::INSTR");
if (!hDrv)
    printf ("open of driver failed\n");
```

If the function returns a NULL it is possible to read out the error description of the failed open function by simply passing this NULL to the error function. The error function is described in one of the next topics.

### **Function spcm\_vClose**

This function closes the driver and releases all allocated resources. After closing the driver handle it is not possible to access this driver any more. Be sure to close the driver if you don't need it any more to allow other programs to get access to this device.

Function spcm\_vClose:

```
void __stdcall spcm_vClose ( // closes the device
    drv_handle hDevice); // handle to an already opened device
```

Example:

```
spcm_vClose (hDrv);
```

### **Function spcm\_dwSetParam**

All hardware settings are based on software registers that can be set by one of the functions spcm\_dwSetParam. These functions sets a register to a defined value or executes a command. The board must first be initialized by the spcm\_hOpen function. The parameter lRegister must have a valid software register constant as defined in regs.h. The available software registers for the driver are listed in the board specific part of the documentation below. The function returns a 32 bit error code if an error occurs. If no error occurs the function returns ERR\_OK, what is zero.

Function spcm\_dwSetParam

```
uint32 __stdcall spcm_dwSetParam_i32 ( // Return value is an error code
    drv_handle hDevice, // handle to an already opened device
    int32 lRegister, // software register to be modified
    int32 lValue); // the value to be set

uint32 __stdcall spcm_dwSetParam_i64m ( // Return value is an error code
    drv_handle hDevice, // handle to an already opened device
    int32 lRegister, // software register to be modified
    int32 lValueHigh, // upper 32 bit of the value. Containing the sign bit !
    uint32 dwValueLow); // lower 32 bit of the value.

uint32 __stdcall spcm_dwSetParam_i64 ( // Return value is an error code
    drv_handle hDevice, // handle to an already opened device
    int32 lRegister, // software register to be modified
    int64 l1Value); // the value to be set
```

Example:

```
if (spcm_dwSetParam_i32 (hDrv, SPC_MEMSIZE, 16384) != ERR_OK)
    printf ("Error when setting memory size\n");
```

This example sets the memory size to 16 kSamples (16384). If an error occurred the example will show a short error message

### **Function spcm\_dwGetParam**

All hardware settings are based on software registers that can be read by one of the functions spcm\_dwGetParam. These functions reads an internal register or status information. The board must first be initialized by the spcm\_hOpen function. The parameter lRegister must have a valid software register constant as defined in the regs.h file. The available software registers for the driver are listed in the board specific part of the documentation below. The function returns a 32 bit error code if an error occurs. If no error occurs the function returns ERR\_OK, what is zero.

#### Function spcm\_dwGetParam

```
uint32 __stdcall spcm_dwGetParam_i32 ( // Return value is an error code
    drv_handle hDevice,           // handle to an already opened device
    int32     lRegister,          // software register to be read out
    int32*    plValue);           // pointer for the return value

uint32 __stdcall spcm_dwGetParam_i64m ( // Return value is an error code
    drv_handle hDevice,           // handle to an already opened device
    int32     lRegister,          // software register to be read out
    int32*    plValueHigh,         // pointer for the upper part of the return value
    uint32*   pdwValueLow);        // pointer for the lower part of the return value

uint32 __stdcall spcm_dwGetParam_i64 ( // Return value is an error code
    drv_handle hDevice,           // handle to an already opened device
    int32     lRegister,          // software register to be read out
    int64*    pllValue);           // pointer for the return value
```

Example:

```
int32 lSerialNumber;
spcm_dwGetParam_i32 (hDrv, SPC_PCISERIALNO, &lSerialNumber);
printf ("Your card has serial number: %05d\n", lSerialNumber);
```

The example reads out the serial number of the installed card and prints it. As the serial number is available under all circumstances there is no error checking when calling this function.

#### **Different call types of spcm\_dwSetParam and spcm\_dwGetParam: i32, i64, i64m**

The three functions only differ in the type of the parameters that are used to call them. As some of the registers can exceed the 32 bit integer range (like memory size or post trigger) it is recommended to use the \_i64 function to access these registers. However as there are some programs or compilers that don't support 64 bit integer variables there are two functions that are limited to 32 bit integer variables. In case that you do not access registers that exceed 32 bit integer please use the \_i32 function. In case that you access a register which exceeds 64 bit value please use the \_i64m calling convention. Inhere the 64 bit value is split into a low double word part and a high double word part. Please be sure to fill both parts with valid information.

If accessing 64 bit registers with 32 bit functions the behavior differs depending on the real value that is currently located in the register. Please have a look at this table to see the different reactions depending on the size of the register:

Internal register	read/write	Function type	Behaviour
32 bit register	read	spcm_dwGetParam_i32	value is returned as 32 bit integer in plValue
32 bit register	read	spcm_dwGetParam_i64	value is returned as 64 bit integer in plValue
32 bit register	read	spcm_dwGetParam_i64m	value is returned as 64 bit integer, the lower part in plValueLow, the upper part in plValueHigh. The upper part can be ignored as it's only a sign extension
32 bit register	write	spcm_dwSetParam_i32	32 bit value can be directly written
32 bit register	write	spcm_dwSetParam_i64	64 bit value can be directly written, please be sure not to exceed the valid register value range
32 bit register	write	spcm_dwSetParam_i64m	32 bit value is written as llValueLow, the value llValueHigh needs to contain the sign extension of this value. In case of llValueLow being a value >= 0 llValueHigh can be 0, in case of llValueLow being a value < 0, llValueHigh has to be -1
64 bit register	read	spcm_dwGetParam_i32	If the internal register has a value that is inside the 32 bit integer range (-2G up to (2G - 1)) the value is returned normally. If the internal register exceeds this size an error code ERR_EXCEEDSINT32 is returned. As an example: reading back the installed memory will work as long as this memory is < 2 GByte. If the installed memory is >= 2 GByte the function will return an error.
64 bit register	read	spcm_dwGetParam_i64	value is returned as 64 bit integer value in pllValue independent of the value of the internal register.
64 bit register	read	spcm_dwGetParam_i64m	the internal value is splitted into a low and a high part. As long as the internal value is within the 32 bit range, the low part plValueLow contains the 32 bit value and the upper part plValueHigh can be ignored. If the internal value exceeds the 32 bit range it is absolutely necessary to take both value parts into account.
64 bit register	write	spcm_dwSetParam_i32	the value to be written is limited to 32 bit range. If a value higher than the 32 bit range should be written, one of the other function types need to be used.
64 bit register	write	spcm_dwSetParam_i64	the value has to be splitted into two parts. Be sure to fill the upper part llValueHigh with the correct sign extension even if you only write a 32 bit value as the driver every time interprets both parts of the function call.
64 bit register	write	spcm_dwSetParam_i64m	the value can be written directly independent of the size.

**Function spcm\_dwGetContBuf**

This function reads out the internal continuous memory buffer in bytes, in case one has been allocated. If no buffer has been allocated the function returns a size of zero and a NULL pointer. You may use this buffer for data transfers. As the buffer is continuously allocated in memory the data transfer will speed up by 15% - 25%. Please see further details in the appendix of this manual.

```
uint32 __stdcall spcm_dwGetContBuf_i64 ( // Return value is an error code
    drv_handle hDevice,                // handle to an already opened device
    uint32 dwBufType,                 // type of the buffer to read as listed above under SPCM_BUF_XXXX
    void** ppvDataBuffer,             // address of available data buffer
    uint64* pqwContBufLen);           // length of available continuous buffer

uint32 __stdcall spcm_dwGetContBuf_i64m ( // Return value is an error code
    drv_handle hDevice,                // handle to an already opened device
    uint32 dwBufType,                 // type of the buffer to read as listed above under SPCM_BUF_XXXX
    void** ppvDataBuffer,             // address of available data buffer
    uint32* pdwContBufLenH,            // high part of length of available continuous buffer
    uint32* pdwContBufLenL);           // low part of length of available continuous buffer
```

 **These functions have been added in driver version 1.36. The functions are not available in older driver versions.**

 **These functions also only have effect on locally installed cards and are neither usefull nor usable with any digitizerNETBOX or generatorNETBOX products, because no local kernel driver is involved in such a set-up. For remote devices these functions will return a NULL pointer for the buffer and 0 Bytes in length.**

**Function spcm\_dwDefTransfer**

The spcm\_dwDefTransfer function defines a buffer for a following data transfer. This function only defines the buffer there is no data transfer performed when calling this function. Instead the data transfer is started with separate register commands that are documented in a later chapter. At this position there is also a detailed description of the function parameters.

Please make sure that all parameters of this function match. It is especially necessary that the buffer address is a valid address pointing to memory buffer that has at least the size that is defined in the function call. Please be informed that calling this function with non valid parameters may crash your system as these values are base for following DMA transfers.

The use of this function is described in greater detail in a later chapter.

**Function spcm\_dwDefTransfer**

```
uint32 __stdcall spcm_dwDefTransfer_i64m(// Defines the transer buffer by 2 x 32 bit unsigned integer
    drv_handle hDevice,                // handle to an already opened device
    uint32 dwBufType,                 // type of the buffer to define as listed above under SPCM_BUF_XXXX
    uint32 dwDirection,               // the transfer direction as defined above
    uint32 dwNotifySize,              // no. of bytes after which an event is sent (0=end of transfer)
    void* pvDataBuffer,              // pointer to the data buffer
    uint32 dwBrdOffsH,                // high part of offset in board memory
    uint32 dwBrdOffsL,                // low part of offset in board memory
    uint32 dwTransferLenH,             // high part of transfer buffer length
    uint32 dwTransferLenL);            // low part of transfer buffer length

uint32 __stdcall spcm_dwDefTransfer_i64 (// Defines the transer buffer by using 64 bit unsigned integer values
    drv_handle hDevice,                // handle to an already opened device
    uint32 dwBufType,                 // type of the buffer to define as listed above under SPCM_BUF_XXXX
    uint32 dwDirection,               // the transfer direction as defined above
    uint32 dwNotifySize,              // no. of bytes after which an event is sent (0=end of transfer)
    void* pvDataBuffer,              // pointer to the data buffer
    uint64 qwBrdOffs,                  // offset for transfer in board memory
    uint64 qwTransferLen);             // buffer length
```

This function is available in two different formats as the spcm\_dwGetParam and spcm\_dwSetParam functions are. The background is the same. As long as you're using a compiler that supports 64 bit integer values please use the \_i64 function. Any other platform needs to use the \_i64m function and split offset and length in two 32 bit words.

Example:

```
int16* pnBuffer = new int16[8192];
if (spcm_dwDefTransfer_i64 (hDrv, SPCM_BUF_DATA, SPCM_DIR_CARDTOPC, 0, (void*) pnBuffer, 0, 16384) != ERR_OK)
    printf ("DefTransfer failed\n");
```

The example defines a data buffer of 8 kSamples of 16 bit integer values = 16 kByte (16384 byte) for a transfer from card to PC memory. As notify size is set to 0 we only want to get an event when the transfer has finished.

**Function spcm\_dwInvalidateBuf**

The invalidate buffer function is used to tell the driver that the buffer that has been set with spcm\_dwDefTransfer call is no longer valid. It is necessary to use the same buffer type as the driver handles different buffers at the same time. Call this function if you want to delete the buffer memory after calling the spcm\_dwDefTransfer function. If the buffer already has been transferred after calling spcm\_dwDefTransfer it is not necessary to call this function. When calling spcm\_dwDefTransfer any further defined buffer is automatically invalidated.

### Function spcm\_dwInvalidateBuf

```
uint32 __stdcall spcm_dwInvalidateBuf ( // invalidate the transfer buffer
    drv_handle hDevice,           // handle to an already opened device
    uint32     dwBufType);        // type of the buffer to invalidate as
                                // listed above under SPCM_BUF_XXXX
```

### Function spcm\_dwGetErrorInfo

The function returns complete error information on the last error that has occurred. The error handling itself is explained in a later chapter in greater detail. When calling this function please be sure to have a text buffer allocated that has at least ERRORTEXTLEN length. The error text function returns a complete description of the error including the register/value combination that has raised the error and a short description of the error details. In addition it is possible to get back the error generating register/value for own error handling. If not needed the buffers for register/value can be left to NULL.



**Note the the timeout event (ERR\_TIMEOUT) is not counted as an error internally as it is not locking the driver but as a valid event. Therefore the GetErrorInfo function won't return the timeout event even if it had occurred in between. You can only recognize the ERR\_TIMEOUT as a direct return value of the wait function that was called.**

### Function spcm\_dwGetErrorInfo

```
uint32 __stdcall spcm_dwGetErrorInfo_i32 (
    drv_handle hDevice,           // handle to an already opened device
    uint32*     pdwErrorReg,       // address of the error register (can zero if not of interest)
    int32*      plErrorValue,      // address of the error value (can zero if not of interest)
    char        *pszErrorTextBuffer[ERRORTEXTLEN]); // text buffer for text error
```

Example:

```
char szErrorBuf[ERRORTEXTLEN];
if (spcm_dwSetParam_i32 (hDrv, SPC_MEMSIZE, -1))
{
    spcm_dwGetErrorInfo_i32 (hDrv, NULL, NULL, szErrorBuf);
    printf ("Set of memsize failed with error message: %s\n", szErrorBuf);
}
```

## Borland Delphi (Pascal) Programming Interface

### Driver interface

The driver interface is located in the sub-directory d\_header and contains the following files. The files need to be included in the delphi project and has to be put into the „uses“ section of the source files that will access the driver. Please do not edit any of these files as they're regularly updated if new functions or registers have been included.

#### file spcm\_win32.pas

The file contains the interface to the driver library and defines some needed constants and variable types. All functions of the delphi library are similar to the above explained standard driver functions:

```
// ----- device handling functions -----
function spcm_hOpen (strName: pchar): int32; stdcall; external 'spcm_win32.dll' name '_spcm_hOpen@4';
procedure spcm_vClose (hDevice: int32); stdcall; external 'spcm_win32.dll' name '_spcm_vClose@4';

function spcm_dwGetErrorInfo_i32 (hDevice: int32; var lErrorReg, lErrorValue: int32; strError: pchar): uint32;
stdcall; external 'spcm_win32.dll' name '_spcm_dwGetErrorInfo_i32@16'

// ----- register access functions -----
function spcm_dwSetParam_i32 (hDevice, lRegister, lValue: int32): uint32;
stdcall; external 'spcm_win32.dll' name '_spcm_dwSetParam_i32@12';

function spcm_dwSetParam_i64 (hDevice, lRegister: int32; l1Value: int64): uint32;
stdcall; external 'spcm_win32.dll' name '_spcm_dwSetParam_i64@16';

function spcm_dwGetParam_i32 (hDevice, lRegister: int32; var plValue: int32): uint32;
stdcall; external 'spcm_win32.dll' name '_spcm_dwGetParam_i32@12';

function spcm_dwGetParam_i64 (hDevice, lRegister: int32; var pl1Value: int64): uint32;
stdcall; external 'spcm_win32.dll' name '_spcm_dwGetParam_i64@12';

// ----- data handling -----
function spcm_dwDefTransfer_i64 (hDevice, dwBufType, dwDirection, dwNotifySize: int32; pvDataBuffer: Pointer;
l1BrdOffs, l1TransferLen: int64): uint32;
stdcall; external 'spcm_win32.dll' name '_spcm_dwDefTransfer_i64@36';

function spcm_dwInvalidateBuf (hDevice, lBuffer: int32): uint32;
stdcall; external 'spcm_win32.dll' name '_spcm_dwInvalidateBuf@8';
```

The file also defines types used inside the driver and the examples. The types have similar names as used under C/C++ to keep the examples more simple to understand and allow a better comparison.

#### file SpcRegs.pas

The SpcRegs.pas file defines all constants that are used for the driver. The constant names are the same names as used under the C/C++ examples. All constants names will be found throughout this hardware manual when certain aspects of the driver usage are explained. It is recommended to only use these constant names for better visibility of the programs:

```
const SPC_M2CMD           = 100;          { write a command }
const   M2CMD_CARD_RESET   = $00000001;    { hardware reset      }
const   M2CMD_CARD_WRITESETUP = $00000002;  { write setup only    }
const   M2CMD_CARD_START    = $00000004;    { start of card (including writesetup) }
const   M2CMD_CARD_ENABLETRIGGER = $00000008; { enable trigger engine }
...
```

#### file SpcErr.pas

The SpeErr.pas file contains all error codes that may be returned by the driver.

### Including the driver files

To use the driver function and all the defined constants it is necessary to include the files into the project as shown in the picture on the right. The project overview is taken from one of the examples delivered on CD. Besides including the driver files in the project it is also necessary to include them in the uses section of the source files where functions or constants should be used:

```
uses
  Windows, Messages, SysUtils, Classes, Graphics, Controls, Forms, Dialogs,
  StdCtrls, ExtCtrls,
  SpcRegs, SpcErr, spcm_win32;
```



## Examples

Examples for Delphi can be found on CD in the directory /examples/delphi. The directory contains the above mentioned delphi header files and a couple of universal examples, each of them working with a certain type of card. Please feel free to use these examples as a base for your programs and to modify them in any kind.

### **spcm\_scope**

The example implements a very simple scope program that makes single acquisitions on button pressing. A fixed setup is done inside the example. The spcm\_scope example can be used with any analog data acquisition card from Spectrum. It covers cards with 1 byte per sample (8 bit resolution) as well as cards with 2 bytes per sample (12, 14 and 16 bit resolution)

The program shows the following steps:

- Initialization of a card and reading of card information like type, function and serial number
- Doing a simple card setup
- Performing the acquisition and waiting for the end interrupt
- Reading of data, re-scaling it and displaying waveform on screen

## Visual Basic Programming Interface and Examples

### Driver interface

The driver interface is located in the sub-directory b\_header and contains the following files. The files need to be included in the basic project. Please do not edit any of these files as they're regularly updated if new functions or registers have been included.

#### file spcm\_win32\_decl.bas

The file contains the interface to the driver library and defines some needed constants. All functions of the visual basic library are similar to the above explained standard driver functions:

```
' ----- card handling functions -----
Public Declare Function spcm_hOpen Lib "spcm_win32.dll" Alias "_spcm_hOpen@4"
(ByVal szDeviceName As String) As Long

Public Declare Function spcm_vClose Lib "spcm_win32.dll" Alias "_spcm_vClose@4"
(ByVal hDevice As Long) As Long

Public Declare Function spcm_dwGetErrorInfo_i32 Lib "spcm_win32.dll" Alias "_spcm_dwGetErrorInfo_i32@16"
(ByVal hDevice As Long, ByRef lErrorReg, ByRef lErrorValue, ByVal szErrorText As String) As Long

' ----- software register handling -----
Public Declare Function spcm_dwGetParam_i32 Lib "spcm_win32.dll" Alias "_spcm_dwGetParam_i32@12"
(ByVal hDevice As Long, ByVal lRegister As Long, ByRef lValue As Long) As Long

Public Declare Function spcm_dwGetParam_i64m Lib "spcm_win32.dll" Alias "_spcm_dwGetParam_i64m@16"
(ByVal hDevice As Long, ByVal lRegister As Long, ByRef lValueHigh As Long, ByRef lValueLow As Long) As Long

Public Declare Function spcm_dwSetParam_i32 Lib "spcm_win32.dll" Alias "_spcm_dwSetParam_i32@12"
(ByVal hDevice As Long, ByVal lRegister As Long, ByVal lValue As Long) As Long

Public Declare Function spcm_dwSetParam_i64m Lib "spcm_win32.dll" Alias "_spcm_dwSetParam_i64m@16"
(ByVal hDevice As Long, ByVal lRegister As Long, ByVal lValueHigh As Long, ByVal lValueLow As Long) As Long

' ----- data handling -----
Public Declare Function spcm_dwDefTransfer_i64m Lib "spcm_win32.dll" Alias "_spcm_dwDefTransfer_i64m@36"
(ByVal hDevice As Long, ByVal dwBufType As Long, ByVal dwDirection As Long, ByVal dwNotifySize As Long, ByRef pvDataBuffer As Any, ByVal dwBrdOffsH As Long, ByVal dwBrdOffsL As Long, ByVal dwTransferLenH As Long, ByVal dwTransferLenL As Long) As Long

Public Declare Function spcm_dwInvalidateBuf Lib "spcm_win32.dll" Alias "_spcm_dwInvalidateBuf@8"
(ByVal hDevice As Long, ByVal lBuffer As Long) As Long
```

#### file SpcRegs.bas

The SpcRegs.bas file defines all constants that are used for the driver. The constant names are the same names as used under the C/C++ examples. All constants names will be found throughout this hardware manual when certain aspects of the driver usage are explained. It is recommended to only use these constant names for better visibility of the programs:

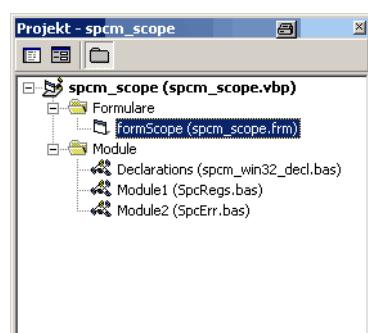
```
Public Const SPC_M2CMD = 100                                ' write a command
Public Const M2CMD_CARD_RESET = &H1&                         ' hardware reset
Public Const M2CMD_CARD_WRITESETUP = &H2&                   ' write setup only
Public Const M2CMD_CARD_START = &H4&                          ' start of card (including writesetup)
Public Const M2CMD_CARD_ENABLETRIGGER = &H8&                 ' enable trigger engine
...
...
```

#### file SpcErr.bas

The SpcErr.bas file contains all error codes that may be returned by the driver.

### Including the driver files

To use the driver function and all the defined constants it is necessary to include the files into the project as shown in the picture on the right. The project overview is taken from one of the examples delivered on CD.



## **Examples**

Examples for Visual Basic can be found on CD in the directory /examples/basic. The directory contains the above mentioned basic header files and a couple of universal examples, each of them working with a certain type of card. Please feel free to use these examples as a base for your programs and to modify them in any kind.

### **spcm\_scope**

The example implements a very simple scope program that makes single acquisitions on button pressing. A fixed setup is done inside the example. The spcm\_scope example can be used with any analog data acquisition card from Spectrum. It covers cards with 1 byte per sample (8 bit resolution) as well as cards with 2 bytes per sample (12, 14 and 16 bit resolution)

The program shows the following steps:

- Initialization of a card and reading of card information like type, function and serial number
- Doing a simple card setup
- Performing the acquisition and waiting for the end interrupt
- Reading of data, re-scaling it and displaying waveform on screen

## **.NET programming languages**

### **Library**

For using the driver with a .NET based language Spectrum delivers a special library that encapsulates the driver in a .NET object. By adding this object to the project it is possible to access all driver functions and constants from within your .NET environment.

There is one small console based example for each supported .NET language that shows how to include the driver and how to access the cards. Please combine this example with the different standard examples to get the different card functionality.

### **Declaration**

The driver access methods and also all the type, register and error declarations are combined in the object Spcm and are located in the DLL SpcmDrv.NET.dll delivered with the .NET examples. Spectrum also delivers the source code of the DLL as a C# project. These sources are located in the directory SpcmDrv.NET.

```
namespace Spcm
{
    public class Drv
    {
        [DllImport("spcm_win32.dll")]public static extern IntPtr spcm_hOpen (string szDeviceName);
        [DllImport("spcm_win32.dll")]public static extern void spcm_vClose (IntPtr hDevice);
    ...
    public class CardType
    {
        public const int TYP_M2I2020          = unchecked ((int)0x00032020);
        public const int TYP_M2I2021          = unchecked ((int)0x00032021);
        public const int TYP_M2I2025          = unchecked ((int)0x00032025);
    ...
    public class Regs
    {
        public const int SPC_M2CMD           = unchecked ((int)100);
        public const int M2CMD_CARD_RESET    = unchecked ((int)0x00000001);
        public const int M2CMD_CARD_WRITESETUP = unchecked ((int)0x00000002);
    ...
}
```

### **Using C#**

The SpcmDrv.NET.dll needs to be included within the Solution Explorer in the References section. Please use right mouse and select „AddReference“. After this all functions and constants of the driver object are available.

Please see the example in the directory CSharp as a start:

```
// ----- open card -----
hDevice = Drv.spcm_hOpen("/dev/spcm0");
if ((int)hDevice == 0)
{
    Console.WriteLine("Error: Could not open card\n");
    return 1;
}

// ----- get card type -----
dwErrorCode = Drv.spcm_dwGetParam_i32(hDevice, Regs.SPC_PCITYP, out lCardType);
dwErrorCode = Drv.spcm_dwGetParam_i32(hDevice, Regs.SPC_PCISERIALNR, out lSerialNumber);
```

Example for digitizerNETBOX and remotely installed cards:

```
// ----- open card -----
hDevice = Drv.spcm_hOpen("TCPIP::192.168.169.14::INST0::INSTR");
```

## **Using Managed C++/CLI**

The SpcmDrv.NET.dll needs to be included within the project options. Please select „Project“ - „Properties“ - „References“ and finally „Add new Reference“. After this all functions and constants of the driver object are available.

Please see the example in the directory CppCLR as a start:

```
// ----- open card -----
hDevice = Drv::spcm_hOpen("/dev/spcm0");
if ((int)hDevice == 0)
{
    Console::WriteLine("Error: Could not open card\n");
    return 1;
}

// ----- get card type -----
dwErrorCode = Drv::spcm_dwGetParam_i32(hDevice, Regs::SPC_PCITYP, lCardType);
dwErrorCode = Drv::spcm_dwGetParam_i32(hDevice, Regs::SPC_PCISERIALNR, lSerialNumber);
```

Example for digitizerNETBOX and remotely installed cards:

```
// ----- open card -----
hDevice = Drv::spcm_hOpen("TCPIP::192.168.169.14::INST0::INSTR");
```

## **Using VB.NET**

The SpcmDrv.NET.dll needs to be included within the project options. Please select „Project“ - „Properties“ - „References“ and finally „Add new Reference“. After this all functions and constants of the driver object are available.

Please see the example in the directory VB.NET as a start:

```
' ----- open card -----
hDevice = Drv.spcm_hOpen("/dev/spcm0")

If (hDevice = 0) Then
    Console.WriteLine("Error: Could not open card\n")
Else

    ' ----- get card type -----
    dwError = Drv.spcm_dwGetParam_i32(hDevice, Regs.SPC_PCITYP, lCardType)
    dwError = Drv.spcm_dwGetParam_i32(hDevice, Regs.SPC_PCISERIALNR, lSerialNumber)
```

Example for digitizerNETBOX and remotely installed cards:

```
' ----- open card -----
hDevice = Drv.spcm_hOpen("TCPIP::192.168.169.14::INST0::INSTR")
```

## **Using J#**

The SpcmDrv.NET.dll needs to be included within the Solution Explorer in the References section. Please use right mouse and select „AddReference“. After this all functions and constants of the driver object are available.

Please see the example in the directory JSharp as a start:

```
// ----- open card -----
hDevice = Drv.spcm_hOpen("/dev/spcm0");

if (hDevice.ToInt32() == 0)
    System.out.println("Error: Could not open card\n");
else
{
    // ----- get card type -----
    dwErrorCode = Drv.spcm_dwGetParam_i32(hDevice, Regs.SPC_PCITYP, lCardType);
    dwErrorCode = Drv.spcm_dwGetParam_i32(hDevice, Regs.SPC_PCISERIALNR, lSerialNumber);
```

Example for digitizerNETBOX and remotely installed cards:

```
' ----- open card -----
hDevice = Drv.spcm_hOpen("TCPIP::192.168.169.14::INST0::INSTR")
```

## Python Programming Interface and Examples

### Driver interface

The driver interface contains the following files. The files need to be included in the python project. Please do not edit any of these files as they are regularly updated if new functions or registers have been included. To use pypcm you need either python 2 (2.4, 2.6 or 2.7) or python 3 (3.x) and ctype, which is included in python 2.6 and newer and needs to be installed separately for Python 2.4.

#### file pypcm.py

The file contains the interface to the driver library and defines some needed constants. All functions of the python library are similar to the above explained standard driver functions and use ctypes as input and return parameters:

```
# ----- Windows -----
spcmDll = windll.LoadLibrary ("c:\\windows\\system32\\spcm_win32.dll")

# load spcm_hOpen
spcm_hOpen = getattr (spcmDll, "_spcm_hOpen@4")
spcm_hOpen.argtype = [c_char_p]
spcm_hOpen.restype = drv_handle

# load spcm_vClose
spcm_vClose = getattr (spcmDll, "_spcm_vClose@4")
spcm_vClose.argtype = [drv_handle]
spcm_vClose.restype = None

# load spcm_dwGetErrorInfo
spcm_dwGetErrorInfo_i32 = getattr (spcmDll, "_spcm_dwGetErrorInfo_i32@16")
spcm_dwGetErrorInfo_i32.argtype = [drv_handle, ptr32, ptr32, c_char_p]
spcm_dwGetErrorInfo_i32.restype = uint32

# load spcm_dwGetParam_i32
spcm_dwGetParam_i32 = getattr (spcmDll, "_spcm_dwGetParam_i32@12")
spcm_dwGetParam_i32.argtype = [drv_handle, int32, ptr32]
spcm_dwGetParam_i32.restype = uint32

# load spcm_dwGetParam_i64
spcm_dwGetParam_i64 = getattr (spcmDll, "_spcm_dwGetParam_i64@12")
spcm_dwGetParam_i64.argtype = [drv_handle, int32, ptr64]
spcm_dwGetParam_i64.restype = uint32

# load spcm_dwSetParam_i32
spcm_dwSetParam_i32 = getattr (spcmDll, "_spcm_dwSetParam_i32@12")
spcm_dwSetParam_i32.argtype = [drv_handle, int32, int32]
spcm_dwSetParam_i32.restype = uint32

# load spcm_dwSetParam_i64
spcm_dwSetParam_i64 = getattr (spcmDll, "_spcm_dwSetParam_i64@16")
spcm_dwSetParam_i64.argtype = [drv_handle, int32, int64]
spcm_dwSetParam_i64.restype = uint32

# load spcm_dwSetParam_i64m
spcm_dwSetParam_i64m = getattr (spcmDll, "_spcm_dwSetParam_i64m@16")
spcm_dwSetParam_i64m.argtype = [drv_handle, int32, int32, int32]
spcm_dwSetParam_i64m.restype = uint32

# load spcm_dwDefTransfer_i64
spcm_dwDefTransfer_i64 = getattr (spcmDll, "_spcm_dwDefTransfer_i64@36")
spcm_dwDefTransfer_i64.argtype = [drv_handle, uint32, uint32, uint32, c_void_p, uint64, uint64]
spcm_dwDefTransfer_i64.restype = uint32

spcm_dwInvalidateBuf = getattr (spcmDll, "_spcm_dwInvalidateBuf@8")
spcm_dwInvalidateBuf.argtype = [drv_handle, uint32]
spcm_dwInvalidateBuf.restype = uint32

# ----- Linux -----
# use cdll because all driver access functions use cdecl calling convention under linux
spcmDll = cdll.LoadLibrary ("libspcm_linux.so")

# the loading of the driver access functions is similar to windows:

# load spcm_hOpen
spcm_hOpen = getattr (spcmDll, "spcm_hOpen")
spcm_hOpen.argtype = [c_char_p]
spcm_hOpen.restype = drv_handle

# ...
```

### **file regs.py**

The regs.py file defines all constants that are used for the driver. The constant names are the same names compared to the C/C++ examples. All constant names will be found throughout this hardware manual when certain aspects of the driver usage are explained. It is recommended to only use these constant names for better readability of the programs:

```
SPC_M2CMD = 1001                                # write a command
M2CMD_CARD_RESET = 0x000000011                     # hardware reset
M2CMD_CARD_WRITESETUP = 0x000000021                # write setup only
M2CMD_CARD_START = 0x000000041                     # start of card (including writesetup)
M2CMD_CARD_ENABLEtrigger = 0x000000081              # enable trigger engine
...
...
```

### **file spcerr.py**

The spcerr.py file contains all error codes that may be returned by the driver.

## **Examples**

Examples for Python can be found on CD in the directory /examples/python. The directory contains the above mentioned header files and a some examples, each of them working with a certain type of card. Please feel free to use these examples as a base for your programs and to modify them in any kind.

**When allocating the buffer for DMA transfers, use the following function to get a mutable character buffer:  
`ctypes.create_string_buffer(init_or_size[, size])`**



## IVI Driver

The IVI Foundation is an open consortium founded in 1998 to promote standards for programming test instruments. Composed primarily of instrument manufacturers, end-users, software vendors, and system integrators, the Foundation strives to create specifications that govern the development of instrument drivers.

-> <http://IVIfoundation.org>

## About IVI

The IVI standards define an open driver architecture, a set of instrument classes, and shared software components. Together these provide critical elements needed for instrument interchangeability.

### Benefits

IVI offers several benefits to measurement system designers:

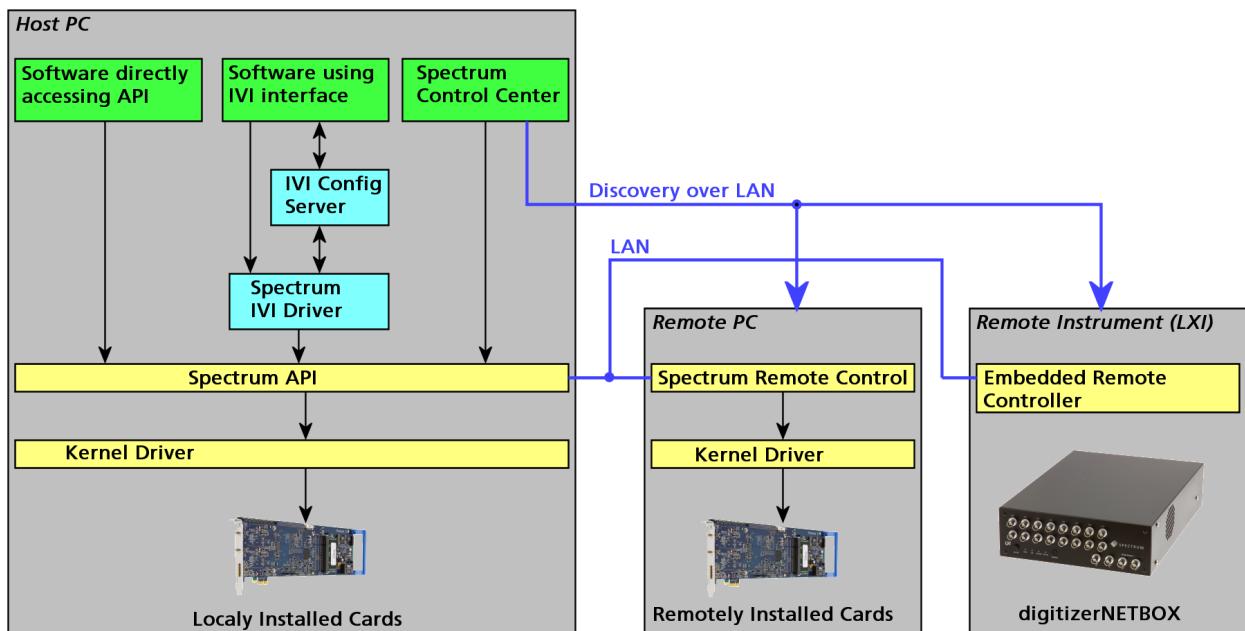
- IVI's defined Application Programming Interfaces (APIs) standardize common measurement functions reducing the time needed to learn a new IVI instrument.
- Instrument simulation allows developers to run code without an instrument. This feature reduces the need for sometimes scarce measurement hardware resources and it can simplify testing of measurement applications.
- IVI drivers feature enhanced ease of use in popular Application Development Environments. IVI's standard APIs, combined with IVI driver wrappers where appropriate, provide fast, intuitive access to driver functions.
- IVI drivers provide for interchangeability. Interchangeability reduces the time and effort needed to integrate measurement devices into new or existing systems

### Interchangeability

Systems designed with IVI drivers enjoy the benefits of standardized code that can be interchanged into other systems. This code also supports interchange of measurement devices – helping to prevent hardware obsolescence. Interchangeability is supported on three levels: The IVI architecture specifications allow architectural interchangeability – that is a standard driver architecture that can be reused. The class specifications provide syntactic interchangeability which supports instrument exchange with minimal code changes. The highest level of interchangeability is achieved by using the IVI signal specifications.

## General Concept of the Spectrum IVI driver

The Spectrum IVI driver is based on the standard Spectrum API and can be used with any Spectrum products specified below in the supported hardware chapter. The Spectrum products to be accessed with the IVI driver can be locally installed data acquisition cards, remotely installed data acquisition cards or remote LXI instruments like a digitizerNETBOX or generatorNETBOX.



## **Supported Spectrum Hardware**

All Spectrum analog data acquisition hardware based on the SPCM driver structure is supported by the IVI driver. There is only one IVI driver for all hardware.

### **Supported data acquisition card families:**

- M2i.20xx and M2i.20xx-exp family
- M3i.21xx and M3i.21xx-exp family
- M2i.30xx and M2i.30xx-exp family
- M2i.31xx and M2i.31xx-exp family
- M3i.32xx and M3i.32xx-exp family
- M2i.40xx and M2i.40xx-exp family
- M3i.41xx and M3i.41xx-exp family
- M4i.22xx-x8 and M4x.22xx-x4 family
- M4i.44xx-x8 and M4x.44xx-x4 family
- M2i.46xx and M2i.46xx-exp family
- M2i.47xx and M2i.47xx-exp family
- M3i.48xx and M3i.48xx-exp family
- M2i.49xx and M2i.49xx-exp family
- M2i.60xx and M2i.60xx-exp family
- M4i.66xx-x8 and M4x.66xx-x4 family

### **Supported digitizerNETBOX families**

- DN2.20x-xx family
- DN2.22x-xx and DN6.22x-xx family
- DN2.44x-xx and DN6.44x-xx family
- DN2.46x-xx and DN6.46x-xx family
- DN2.49x-xx and DN6.49x-xx family

### **Supported generatorNETBOX families**

- DN2.60x-xx family
- DN2.66x-xx family

## **IVI Compliance**

General information on the Spectrum IVI driver:

IVI class specification version	Version 3.3
IVI-C interface	supported
IVI-COM interface	supported
IVI.NET interface	not supported

The following IVI classes are supported by different instrument types:

IVI Class	Supported by Spectrum hardware	IVI specific driver function prefix
IVIScope	Supported by all digitizerNETBOX devices and analog data acquisition cards listed above	SpecScope_
IVIDigitizer	Supported by all digitizerNETBOX devices and analog data acquisition cards listed above	SpecDigitizer_
IVIFgen	Supported by all generatorNETBOX devices and analog data generator cards listed above	SpecFGen_

## **Supported Operating Systems**

32 bit operating systems	64 bit operating systems
Windows XP	
Windows Vista	
Windows 7	Windows 7
Windows 8	Windows 8
Windows 10	Windows 10

## Supported Standard Driver Features

Feature	Supported	Description of the Feature
State caching	yes standard feature of the API which is permanently active	To minimize the number of I/O calls needed to configure an instrument to a new state, IVI specific drivers may implement state caching. IVI specific drivers can choose to implement state caching for all, some, or none of the instrument settings. If the user enables state caching and the IVI specific driver implements caching for hardware configuration attributes, driver functions perform instrument I/O when the current state of the instrument settings is different from what the user requests.
Range checking	yes standard feature of the API which is permanently active	If range checking is enabled, an IVI specific driver checks that input parameters are within the valid range for the instrument.
Instrument Status Checking	yes standard feature of the API which is permanently active	If instrument status checking is enabled, an IVI specific driver automatically checks the status of the instrument after most operations. If the instrument indicates that it has an error, the driver returns a special error code. The user then calls the Error Query function to retrieve the instrument specific error code from the instrument.
Multithread Safety	yes	IVI drivers are multithread safe. Multithread safety means that multiple threads in the same process can use the same IVI driver session and that different sessions of the same IVI driver can run simultaneously on different threads.
Simulation	yes	If simulation is enabled, an IVI specific driver does not perform instrument I/O, and the driver creates simulated data for output parameters. This allows the user to execute instrument driver calls in the application program even though the instrument is not available.

## IVIScope Supported Class Capabilities

Feature	Supported	Description of Feature
IVIScopeBase	yes	Base Capabilities of the IVIScope specification. This group includes the capability to acquire waveforms using edge triggering.
IVIScopeInterpolation	no	Extension: IVIScope with the ability to configure the oscilloscope to interpolate missing points in a waveform.
IVIScopeTVTrigger	no	Extension: IVIScope with the ability to trigger on standard television signals.
IVIScopeRuntTrigger	no	Extension: IVIScope with the ability to trigger on runts.
IVIScopeGlitchTrigger	no	Extension: IVIScope with the ability to trigger on glitches.
IVIScopeWidthTrigger	no	Extension: IVIScope with the ability to trigger on a variety of conditions regarding pulse widths.
IVIScopeAClineTrigger	no	Extension: IVIScope with the ability to trigger on zero crossings of a network supply voltage.
IVIScopeWaveformMeas	no	Extension: IVIScope with the ability to calculate waveform measurements, such as rise time or frequency.
IVIScopeMinMaxWaveform	no	Extension: IVIScope with the ability to acquire a minimum and maximum waveforms that correspond to the same time range.
IVIScopeProbeAutoSense	no	Extension: IVIScope with the ability to automatically sense the probe attenuation of an attached probe.
IVIScopeContinuous Acquisition	no	Extension: IVIScope with the ability to continuously acquire data from the input and display it on the screen.
IVIScopeAverage Acquisition	no	Extension: IVIScope with the ability to create a waveform that is the average of multiple waveform acquisitions.
IVIScopeSampleMode	no	Extension: IVIScope with the ability to return the actual sample mode.
IVIScopeTrigger Modifier	no	Extension: IVIScope with the ability to modify the behavior of the triggering subsystem in the absence of a expected trigger.
IVIScopeAutoSetup	no	Extension: IVIScope with the automatic configuration ability.

## IVIDigitizer Supported Class Capabilities

Feature	Supported	Description of Feature
IVIDigitizerBase	yes	Base Capabilities of the IVIDigitizer specification. This group includes the capability to acquire waveforms using edge triggering.
IVIDigitizerMultiRecordAcquisition	yes	Extension: IVIDigitizer with the ability to do multi-record acquisitions.
IVIDigitizerBoardTemperature	no	Extension: IVIDigitizer with the ability to report the temperature of the digitizer.
IVIDigitizerChannelFilter	no	Extension: IVIDigitizer with the ability to control the channel input filter frequency.
IVIDigitizerChannelTemperature	no	Extension: IVIDigitizer with the ability to report the temperature of individual digitizer channels.
IVIDigitizerTimeInterleavedChannels	no	Extension: IVIDigitizer with the ability to combine two or more input channels to achieve higher acquisition rates and/or record lengths.
IVIDigitizerDataInterleavedChannels	no	Extension: IVIDigitizer with the ability to interleave the data from two or more input channels, usually to create complex (I/Q) data.
IVIDigitizerReferenceOscillator	no	Extension: IVIDigitizer with the ability to use an external reference oscillator.
IVIDigitizerSampleClock	yes	Extension: IVIDigitizer with the ability to use an external sample clock.
IVIDigitizerSampleMode	no	Extension: IVIDigitizer with the ability to control whether the digitizer is using real-time or equivalent-time sampling.
IVIDigitizerSelfCalibration	yes	Extension: IVIDigitizer with the ability to perform self calibration.
IVIDigitizerDownconversion	no	Extension: IVIDigitizer with the ability to do frequency translation or downconversion in hardware.
IVIDigitizerArm	no	Extension: IVIDigitizer with the ability to arm on positive or negative edges.
IVIDigitizerMultiArm	no	Extension: IVIDigitizer with the ability to arm on one or more sources.
IVIDigitizerGlitchArm	no	Extension: IVIDigitizer with the ability to arm on glitches.
IVIDigitizerRuntArm	no	Extension: IVIDigitizer with the ability to arm on runts.
IVIDigitizerSoftwareArm	no	Extension: IVIDigitizer with the ability to arm acquisitions.
IVIDigitizerTVArm	no	Extension: IVIDigitizer with the ability to arm on standard TV signals.
IVIDigitizerWidthArm	no	Extension: IVIDigitizer with the ability to arm on a variety of conditions regarding pulse widths.
IVIDigitizerWindowArm	no	Extension: IVIDigitizer with the ability to arm on signals entering or leaving a defined voltage range.
IVIDigitizerTriggerModifier	no	Extension: IVIDigitizer with the ability to perform an alternative triggering function in the event that the specified trigger event doesn't occur.
IVIDigitizerMultiTrigger	yes	Extension: IVIDigitizer with the ability to trigger on one or more sources.
IVIDigitizerPretriggerSamples	yes	Extension: IVIDigitizer with the ability to specify a number of samples to fill up the data buffer with pre-trigger data.
IVIDigitizerTriggerHoldoff	no	Extension: IVIDigitizer with the ability to specify a length of time after the digitizer detects a trigger during which the digitizer ignores additional triggers.
IVIDigitizerGlitchTrigger	no	Extension: IVIDigitizer with the ability to trigger on glitches.
IVIDigitizerRuntTrigger	no	Extension: IVIDigitizer with the ability to trigger on runts.
IVIDigitizerSoftwareTrigger	no	Extension: IVIDigitizer with the ability to trigger acquisitions.
IVIDigitizerTVTrigger	no	Extension: IVIDigitizer with the ability to trigger on standard television signals.
IVIDigitizerWidthTrigger	no	Extension: IVIDigitizer with the ability to trigger on a variety of conditions regarding pulse widths.
IVIDigitizerWindowTrigger	yes	Extension: IVIDigitizer with the ability to trigger on signals entering or leaving a defined voltage range.

## **IVIFGen Supported Class Capabilities**

Feature	Supported	Description of Feature
IviFgenBase	yes	Base Capabilities.
IviFgenArbFrequency	no	Extension: IVIFgen with the ability to generate arbitrary waveforms with user-defined sample rate.
IviFgenArbWfm	yes	Extension: IVIFgen with the ability to generate user-defined arbitrary waveforms.
IviFgenArbSeq	no	Extension: IVIFgen with the ability to generate of arbitrary sequences
IviFgenBurst	no	Extension: IVIFgen with the ability to generate discrete numbers of waveform cycles.
IviFgenInternalTrigger	no	Extension: IVIFgen with the ability to use internally generated triggers
IviFgenModulateAM	no	Extension: IVIFgen with the ability to apply amplitude modulation to an output signal
IviFgenModulateFM	no	Extension: IVIFgen with the ability to apply frequency modulation to an output signal
IviFgenSoftwareTrigger	no	Extension: IVIFgen with the ability to generate signals based on software triggers
IviFgenStdFunc	yes	Extension: IVIFgen with the ability to generate standard waveforms
IviFgenTrigger	no	Extension: IVIFgen with the ability to use user-definable trigger sources

## **Find more Information on IVI**

The official IVI foundation webpage offers a lot of additional information on setup and programming of the IVI drivers using different environments.

### **General Information on IVI**

-><http://ivifoundation.org>

The website of the IVI foundation offers several documents and detailed explanations for the usage of IVI drivers and the benefits.

### **IVI Getting Started Guides and Videos**

-> <http://ivifoundation.org/resources/default.aspx>

In here you find getting started guides and videos for different environments:

- Using IVI with Visual C++
- Using IVI Visual C# and Visual Basic .NET
- Using IVI with LabVIEW
- Using IVI with LabWindows/CVI
- Using IVI with MATLAB
- Using IVI with Measure Foundry
- Using IVI with Visual Basic 6.0
- Using IVI with Keysight VEE Pro

## **Installation**

### **Installer**

The Spectrum IVI Driver Installer is shipped as an executable containing all IVI related software parts. There is only one installer for both 32 bit and 64 bit environments. The installer automatically detects the components that are necessary to install.

**Please be sure to have the latest drivers available. You find the current driver archives on the Spectrum webpage [www.spectrum-instrumentation.com](http://www.spectrum-instrumentation.com) available for download.**



### **Shared Components**

To improve users' experience when they combine drivers and other software from various vendors, it is important to have some key software components common to all implementations. In order to accomplish this, the IVI Foundation provides a standard set of shared components that must be used by all compliant drivers and ancillary software. These components provide services to drivers and driver clients that need to be common to all drivers, for instance, the administration of system-wide configuration.

The IVI shared components are available directly at the IVI Foundation homepage [www.ivifoundation.org](http://www.ivifoundation.org). Please download the latest version of the IVI shared components there.

The IVI Shared Component installer creates a directory structure to house the IVI Shared Components as well as IVI drivers themselves. The root of this directory structure is referred to as the IVI install directory [IVIInstallDir] and is typically located under [program files]\IVI Foundation\IVI.

### **Installation Procedure**

Please stick to this installation order to avoid any problems with the drivers:

### **Spectrum Card locally installed**

- Install card into the system as described in the hardware manual
- Start the system and let Windows install the hardware driver from CD or from your download folder
- Install the Spectrum Control Center
- Install the IVI shared components from [www.ivifoundation.org](http://www.ivifoundation.org)
- Install the IVI driver package

### **Spectrum Card remotely installed**

- Install card into the remote system as described in the hardware manual
- Start the remote system and let Windows install the hardware driver from CD or from your download folder
- Install the Spectrum Remote Package onto the remote PC as described in the manual
- Install the Spectrum Control Center on the host system
- Setup the remote connection inside the Control Center as described in the hardware manual
- Install the IVI shared components from [www.ivifoundation.org](http://www.ivifoundation.org)
- Install the IVI driver package on the host system

### **Spectrum digitizerNETBOX/generatorNETBOX remotely controlled**

- Connect the digitizerNETBOX/generatorNETBOX to your LAN or directly to your host PC
- Install the Spectrum Control Center on the host system
- Setup the remote connection inside the Control Center as described in the hardware manual
- Install the IVI shared components from [www.ivifoundation.org](http://www.ivifoundation.org)
- Install the IVI driver package on the host system

### **No Spectrum hardware available, only simulated cards**

- Install the Spectrum Control Center on the system
- Setup one or more demo cards inside the Spectrum Control Center
- Install the IVI shared components from [www.ivifoundation.org](http://www.ivifoundation.org)
- Install the IVI driver package on the host system

## **Installation of the IVI driver package**

Please start the installation by doubleclicking the install file

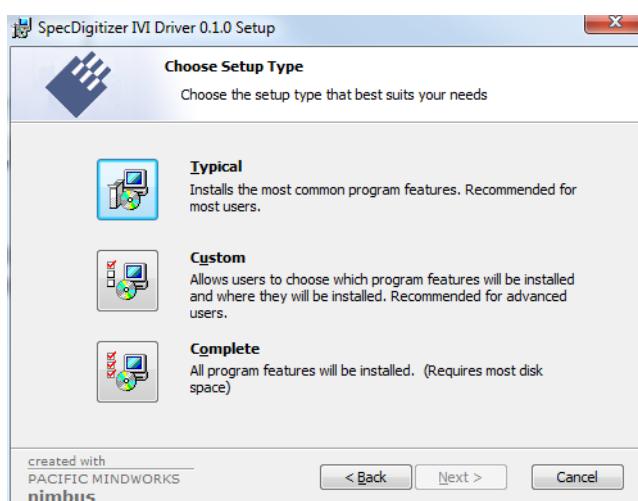
There is one installer for the IVI scope class driver and one installer for the IVI digitizer class driver. You may install one of them or both.



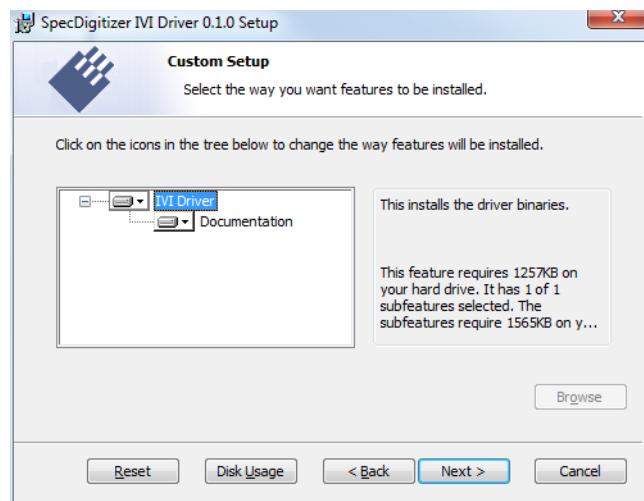
Select the setup type for the installation:

- Typical setup will install the most common program features
- Custom setup allows user to choose which program features will be installed.
- Complete setup will install all prgra, features.

Typical and Complete setup runs without any further user interaction and install the needed components of the driver.



The custom setup allows users to deselect certain parts of the driver package



## Configuration Store

### **General Information**

The IVI Configuration Server is the run-time module that is responsible for providing system database services to IVI based measurement system applications. Specifically, it provides system initialization and configuration information. The IVI Configuration Server is used by several of the IVI compliant modules. For instance, the Configuration Server indicates which physical instrument and IVI driver will be used by a particular application to provide a particular measurement capability.

Since a typical system intermixes instruments and drivers from multiple vendors this system configuration service needs to be accessed in a vendor independent fashion. Therefore, the IVI Configuration Server is an IVI shared component (that is, the code is owned by the IVI Foundation). The IVI Configuration Server is provided by the IVI Foundation because the architecture requires a single Configuration Server be installed on any system, therefore having a single shared implementation eliminates potential conflicts from divergent implementations.

The IVI Configuration Server is a single executable and one or more XML configuration stores (databases) made up of the following basic components:

- The physical database (known as the configuration store). A physical configuration store is a single XML file. APIs are available to read and write the data to arbitrary files, thus providing complex applications with the ability to directly manage system configurations.
- The API (and its implementation) used to read information from the configuration store(s). The IVI modules typically use this API when they are instantiated and configured.
- The API (and its implementation) to write information to the configuration store(s). This API is typically used by GUI or other applications that set up the initial configuration.
- The API (and its implementation) used to bind an instance of the Configuration Server code to a particular copy of the configuration information stored on a system. This includes appropriate algorithms for gaining access to the master configuration store.

### **Repeated Capabilities**

In many instruments there are capabilities that are duplicated either identically or very similarly across the instrument. Such capabilities are called repeated capabilities. The IVI class-compliant APIs represent repeated capabilities by a parameter that indicates which instance of the duplicate capability this function is intended to access. The IVI C APIs include this parameter as an additional parameter to function calls.

The IVI Configuration Server provides a way for software modules to publish the functionality that is duplicated and the strings that the software module recognizes to access the repeated capabilities. The IVI Configuration Server also provides a way for the client to supply aliases for the physical identifiers recognized by the drivers.

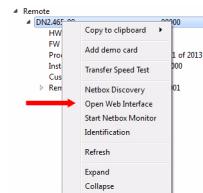
The Spectrum IVI driver for example uses the channel index as repeated capability allowing to give channel names as an identifier.

## Integrated Webserver

The digitizerNETBOX/generatorNETBOX has an integrated webserver following the LXI standards. The web pages give information about the device, allows to set up ethernet details or make firmware updates.

The webserver can be reached in three different ways:

- Directly by typing the IP address into the URL field of a Web Browser.
- By selecting it from the Spectrum Control Center via the context menu on the remote device node (as shown on the screen shot on the right).
- On Windows machines (starting with Windows 7) on the device properties page, as described in the section „Finding the digitizerNETBOX in the network“ earlier in this manual.



### Home Screen

The home screen gives an overview about the instrument showing all main information:



Name	Description
Instrument Model	The specific model code of your digitizerNETBOX or generatorNETBOX
Manufacturer	Manufacturer of the device - Spectrum GmbH
Serial Number	The unique serial number of the product. The serial number is also found on the type plate on the back of the chassis of the digitizerNETBOX/generatorNETBOX.
Description	A free definable description of the specific device that you can edit by yourself in the LAN configuration page. It is recommended to include the location of the device and any other information that helps your network administrator.
LXI Features	Listing the supported LXI features
LXI Version	Listing the used LXI specification for designing this device
Host Name	The host name given by the DNS server. If the DNS server does not generate a host name, the IP address is shown
mDNS Host Name	The internal mDNS host name which allows to find the device in the network environment. The mDNS host name can also be changed in the LAN configuration page
MAC Address	The unique MAC address of the device which can also be found on the type plate on the back of the device
TCP/IP Address	The current TCP/IP address as given by the DNS
Firmware revision	The revision of the installed firmware files for the digitizerNETBOX/generatorNETBOX itself. The integrated digitizer modules have their own firmware versioning and can be read out by the Spectrum control center
Software Revision	The software revision of the integrated remote server software
Instrument Address String (VISA)	The instrument address string following the VISA notation. Using this address string one can access the digitizerNETBOX/generatorNETBOX from the software. The integrated digitizer modules are numbered starting with INST0 (example: TCPIP::192.168.169.14::INST0::INSTR)
LAN ID Indicator	Pressing this button starts flashing the LAN LED light on the front plate of the device. This helps to find the device inside a 19" rack where the back of the device with the type plate is not easily accessed.

Instrument Welcome Page	
Instrument Model	DN2.462-08
Manufacturer	Spectrum GmbH
Serial Number	9680
Description	Spectrum GmbH, DN2.462-08, 9680, 3.17.11382
LXI Features	LXI Core 2011
LXI Version	LXI Device Specification 2011 rev. 1.4
Host Name	192.168.169.22
mDNS Host Name	DN2_462-08_sn9680.local
MAC Address	0C:C4:7A:56:E5:86
TCP/IP Address	192.168.169.22
Firmware Revision	23
Software Revision	3.17.11382
Instrument Address String [VISA]	TCPIP::192.168.169.22::INSTR
LAN ID Indicator	<input type="button" value="Enable"/>

digitizerNETBOX



### LAN Configuration

The LAN configuration page allows to change the LAN configuration of the device. This page is password protected if a password is given in the security page.

Name	Description
Host Name	The official host name as given by the DNS
mDNS Host Name	The local host name which can be changed here
Domain	The domain in which the digitizerNETBOX is placed if the DNS server has filled this information correctly
Description	The device description which can be changed here
DHCP	DHCP (Dynamic Host Configuration Protocol) setting
IP Address	The current IP address as given by the DHCP server (DHCP enable) or entered manually
Subnet Mask	The current subnet mask as given by the DHCP server (DHCP enable) or entered manually
Default Gateway	The current default gateway address as given by the DHCP server (DHCP enable) or entered manually
DNS Server(s)	The current DNS server address as given by the DHCP server (DHCP enable) or entered manually

Current Network Configuration	
Host Name	192.168.169.22
mDNS Host Name	DN2_462-08_sn9680.local
Domain	
Description	Spectrum GmbH, DN2.462-08, 9680, 3.17.11382
DHCP	enabled
IP Address	192.168.169.22
Subnet Mask	255.255.255.0
Default Gateway	192.168.169.250
DNS Server(s)	192.168.169.202

digitizerNETBOX

As default DHCP (IPv4) will be used and an IP address will be automatically set. In case no DHCP server is found, an IP will be obtained using the AutoIP feature. This will lead to an IPv4 address of 169.254.x.y (with x and y being assigned to a free IP in the network) using a subnet mask of 255.255.0.0.

The default IP setup can also be restored, by using the „LAN Reset“ button on the device.

If a fixed IP address should be used instead, the parameters need to be set according to the current LAN requirements.

Pressing the „edit configuration“ button will issue a new edit page. If a password is given in the security pages the password must be entered before the edit screen is available

Name	Description
Host Name	Enter a new host name for the mDNS host name. Please note that host names can only contain letters, numbers, minus and underscore, no dots or blanks are allowed
Domain	The domain in which the digitizerNETBOX/generatorNETBOX is placed
Submit Button	After review this button submits the changes and changes host name and description permanently
Reset Button	Discards the changes and returns host name and description to the previous values.
TCP/IP Mode	Select between DHCP + AutoIP to have all configuration done automatically or Manual to enter all IP related settings manual.
IP Address	Only available if manual TCP/IP mode is selected
Subnet Mask	Only available if manual TCP/IP mode is selected
Default Gateway	Only available if manual TCP/IP mode is selected
DNS Server(s)	Only available if manual TCP/IP mode is selected
Submit Button	Submits the changes. If you set the IP details manually please be sure that your device is adressable within your network. In case of a failure the LAN reset button on the front page of the device will set back the LAN configuration to DHCP
Reset Button	Discards the changes and returns IP settings to the previous values

Network Configuration

Host Name: DN2\_462-08\_sn9680  
Domain:   
Description: Spectrum GmbH,DN2.462-08,9680

Attention: Leaving a field empty will set the default value

Submit Reset

Network Configuration

TCP/IP Mode:  DHCP + AutoIP  Manual

IP Address: 192.168.169.22  
Subnet Mask: 255.255.255.0  
Default Gateway: 192.168.169.250  
DNS Server(s): 192.168.169.202

Submit Reset

digitizerNETBOX

## Status

Shows the internal device status. For each internal digitizer module the status whether the module is available or locked by a user is shown. A digitizer module is locked as soon as it is opened from any software on any PC.

In case the instrument is locked, the IP address of the current control PC can be obtained here.

Also the current temperature will be displayed here. DN6.xxxx models of the digitizerNETBOX will also display the case fan speed here as well (not shown on screen shot).

Status

TCPPIP::192.168.169.39::inst0::INSTR used by 192.168.169.29  
TCPPIP::192.168.169.39::inst1::INSTR available

Temperature

CPU +43.0°C / +109.4°F

digitizerNETBOX

## Security

Allows to set a password to protect the device from changes. The password secures access to LAN configuration, power settings like reboot or power down and firmware updates of the instrument. As default no password is set for the configuration.

To change the password the old password has to be entered once and the new password twice to avoid typing errors.

In case of a lost password the LAN reset button on the front plate of the digitizerNETBOX/generatorNETBOX will delete the password and set the complete device to the default stage again.

Security

Old Password:   
New Password:   
Repeat New Password:   
Submit Reset

digitizerNETBOX

## Documentation

All related documents for the device that may be needed to operate the digitizerNETBOX/generatorNETBOX or to program it are available by download as pdf documents from here.

Documentation

Manuals: DN2.46x  
Datasheets: DN2.46x  
Flyer: Netbox  
Homepage: [www.spectrum-instrumentation.com](http://www.spectrum-instrumentation.com)

digitizerNETBOX

## Firmware Update

The complete firmware of the device can be updated with a single firmware update file which is available for download on the Spectrum webpage [www.spectrum-instrumentation.com](http://www.spectrum-instrumentation.com). The firmware file contains update files for the following parts:

- firmware files of the integrated digitizer/generator modules
- drivers for the digitizer/generator modules
- software and setup of the underlaying operating systems
- webserver and integrated web pages
- remote server software
- initialization scripts and tools

The screenshot shows the 'Firmware Update' section of the web interface. On the left is a sidebar menu with links: Home, LAN Configuration, Status, Security, Documentation, Firmware Update (which is highlighted in blue), Power, Downloads, Logging, Access, and Embedded Server. The main content area has a title 'Firmware Update' and a sub-instruction 'Please select the firmware archive:'. It includes a 'Durchsuchen...' (Browse) button, a note 'Keine Datei ausgewählt.' (No file selected), and a 'Upload' button.

## Power

From here the digitizerNETBOX/generatorNETBOX can be remotely shut down or remotely rebooted. Please make sure that no software is currently accessing the digitizerNETBOX or generatorNETBOX before using any of these power options.

The screenshot shows the 'Power settings' section. The sidebar menu is identical to the previous one. The main content area has a title 'Power settings' and two buttons: 'Reboot NETBOX' and 'Shut down NETBOX', each with a corresponding 'Reboot' and 'Shut down' button below it.

## Downloads

The websever gives access to all necessary software components for download. All these software installers are also available on the CD that is delivered with the digitizerNETBOX/generatorNETBOX and on the internet.

The screenshot shows the 'Downloads' section. The sidebar menu is identical. The main content area has a title 'Downloads' and sections for 'Windows' and 'Linux'. Under Windows, there are links for 'SBench 6 32Bit' and 'Control Center & Driver 32Bit'. Under Linux, there is a link for 'Driver 32 & 64Bit'.

## Logging

This is a debug setting only. You shouldn't change any of these settings unless our support team requested you to do so. Operating the digitizerNETBOX/generatorNETBOX with log-level „Log all“ will slow down the operation as each single call is logged as a text entry in the internal log file.

These debug log settings are similar to the ones described in the chapter about the Spectrum control center. Using this logging the internal communication between the remote server and the locally installed Spectrum driver is logged.

Please note that some digitizerNETBOX/generatorNETBOX products (having only one internal digitizer/generator installed) show an error message „KernelOpen /dev/spcm1 failed“. This error message is not an error but simply the remote server trying to open the second internal digitizer that isn't installed.

The screenshot shows the 'Logging' section. The sidebar menu is identical. The main content area has a title 'Logging' and a note 'DO NOT CHANGE ANYTHING HERE UNLESS YOU HAVE BEEN PROMPTED TO!'. It features a form for 'On-board Log Level' with dropdowns for 'Log all, including library calls' and 'Append logging to file', and a 'Submit' button. Below the form is a large text area showing a log output:

```

00000.000 s: Wed Sep 23 16:46:31 2015
00000.000 s: ****
00000.000 s: Initialize
00000.000 s: Library Version 3.17 build 11382
00000.000 s: Operating System: Linux 32 Bit
00000.000 s: Registry Debug LogLevel: 3
00000.000 s: ****
00000.004 s: Clean Library
00000.004 s: ****
00000.004 s: KernelOpen 0x3
00000.009 s: KernelOpen 0x3

```

## Access

In here it is possible to restrict the access to the digitizerNETBOX/generatorNETBOX to certain IP addresses. As long as the access list is clear, everybody who has a TCP/IP connection to the digitizerNETBOX/generatorNETBOX can get control of it and use it with any software like SBench 6.

Use the add IP to list field with the submit button to add an IP address to the list. As a default your current IP address is shown in the entry field.

Current restrictions	
	192.168.169.200 192.168.169.202

**New IP**

digitizerNETBOX

After having setup an access list everybody else who is not on the access restricted IP list can still see the digitizerNETBOX or generatorNETBOX in the network and use the discovery function but access to the internal digitizers is restricted and no longer possible.

Use this option together with the password option to completely secure the digitizerNETBOX/generatorNETBOX from unwanted access.

## Embedded Server

The embedded server is an option and is only available if ordered with and installed on your particular digitizerNETBOX/generatorNETBOX. Please see the dedicated Embedded Server Option chapter for more information on this feature.

Using the „Reset password“ button the password for the user „embedded“ is reset to the default password which is also „embedded“

**Embedded Server Options**

**Autostart**

**System date and time**

System date: 22 | September | 2016  
System time: 15 | h: 24 | m: 40 | s  
Time zone: (GMT+02:00) Europe, Berlin

digitizerNETBOX

The autostart feature allows the user to automatically start scripts, programs or services on the device during boot process. If something fails with the start, the autostart feature can be disabled using the „Autostart [Disable]“ button. After fixing the automatically starting programs one can enable the autostart feature again.

## Login/Logout

As soon as a password has been entered in the security settings a login/logout command is available from the webpage menu.

After entering the password once the login stays valid until a logout or until closing the web browser.

**Login**  
Enter password:

digitizerNETBOX

# Programming the Board

## Overview

The following chapters show you in detail how to program the different aspects of the board. For every topic there's a small example. For the examples we focused on Visual C++. However as shown in the last chapter the differences in programming the board under different programming languages are marginal. This manual describes the programming of the whole hardware family. Some of the topics are similar for all board versions. But some differ a little bit from type to type. Please check the given tables for these topics and examine carefully which settings are valid for your special kind of board.

## Register tables

The programming of the boards is totally software register based. All software registers are described in the following form:

Register	Value	Direction	Description
SPC_M2CMD	100	w	Command register of the board.
M2CMD_CARD_START	4h	Starts the board with the current register settings.	
M2CMD_CARD_STOP	40h	Stops the board manually.	

Any constants that can be used to program the register directly are shown inserted beneath the register table.	The decimal or hexadecimal value of the constant, also found in the regs.h file. Hexadecimal values are indicated with an „h“ at the end. This value must be used with all programs or compilers that cannot use the header file directly.	Short description of the use of this constant.
--	--	--

**! If no constants are given below the register table, the dedicated register is used as a switch. All such registers are activated if written with a "1" and deactivated if written with a "0".**

## Programming examples

In this manual a lot of programming examples are used to give you an impression on how the actual mentioned registers can be set within your own program. All of the examples are located in a separated colored box to indicate the example and to make it easier to differ it from the describing text.

All of the examples mentioned throughout the manual are written in C/C++ and can be used with any C/C++ compiler for Windows or Linux.

### Complete C/C++ Example

```
#include "../c_header/dlltyp.h"
#include "../c_header/regs.h"
#include "../c_header/spcm_drv.h"

#include <stdio.h>

int main()
{
    drv_handle hDrv;                                // the handle of the device
    int32 lCardType;                                // a place to store card information

    hDrv = spcm_hOpen ("/dev/spcm0");                // Opens the board and gets a handle
    if (!hDrv)                                         // check whether we can access the card
        return -1;

    spcm_dwGetParam_i32 (hDrv, SPC_PCITYP, &lCardType); // simple command, read out of card type
    printf ("Found Card M2i/M3i/M4i.%04x in the system\n", lCardType & TYP_VERSIONMASK);
    spcm_vClose (hDrv);

    return 0;
}
```

## Initialization

Before using the card it is necessary to open the kernel device to access the hardware. It is only possible to use every device exclusively using the handle that is obtained when opening the device. Opening the same device twice will only generate an error code. After ending the driver use the device has to be closed again to allow later re-opening. Open and close of driver is done using the spcm\_hOpen and spcm\_vClose function as described in the "Driver Functions" chapter before.

### Open/Close Example

```
drv_handle hDrv; // the handle of the device

hDrv = spcm_hOpen ("/dev/spcm0"); // Opens the board and gets a handle
if (!hDrv) // check whether we can access the card
{
    printf "Open failed\n";
    return -1;
}

... do any work with the driver

spcm_vClose (hDrv);
return 0;
```

## Initialization of Remote Products

The only step that is different when accessing remotely controlled cards or digitizerNETBOXes is the initialization of the driver. Instead of the local handle one has to open the VISA string that is returned by the discovery function. Alternatively it is also possible to access the card directly without discovery function if the IP address of the device is known.

```
drv_handle hDrv; // the handle of the device

hDrv = spcm_hOpen ("TCPIP::192.168.169.14::INSTR"); // Opens the remote board and gets a handle
if (!hDrv) // check whether we can access the card
{
    printf "Open of remote card failed\n";
    return -1;
}

...
```

Multiple cards are opened by indexing the remote card number:

```
hDrv = spcm_hOpen ("TCPIP::192.168.169.14::INSTR"); // Opens the remote board #0
// or alternatively
hDrv = spcm_hOpen ("TCPIP::192.168.169.14::INST0::INSTR"); // Opens the remote board #0
// all other boards require an index:
hDrv = spcm_hOpen ("TCPIP::192.168.169.14::INST1::INSTR"); // Opens the remote board #1
hDrv = spcm_hOpen ("TCPIP::192.168.169.14::INST2::INSTR"); // Opens the remote board #2
```

## Error handling

If one action caused an error in the driver this error and the register and value where it occurs will be saved.

**The driver is then locked until the error is read out using the error function spcm\_dwGetErrorInfo\_i32. Any calls to other functions will just return the error code ERR\_LASTERR showing that there is an error to be read out.**



This error locking functionality will prevent the generation of unseen false commands and settings that may lead to totally unexpected behavior. For sure there are only errors locked that result on false commands or settings. Any error code that is generated to report a condition to the user won't lock the driver. As example the error code ERR\_TIMEOUT showing that the a timeout in a wait function has occurred won't lock the driver and the user can simply react to this error code without reading the complete error function.

As a benefit from this error locking it is not necessary to check the error return of each function call but just checking the error function once at the end of all calls to see where an error occurred. The enhanced error function returns a complete error description that will lead to the call that produces the error.

Example for error checking at end using the error text from the driver:

```
char szErrorText[ERRORTEXTLEN];

spcm_dwSetParam_i64 (hDrv, SPC_SAMPLERATE, 1000000);           // correct command
spcm_dwSetParam_i32 (hDrv, SPC_MEMSIZE, -345);                 // faulty command
spcm_dwSetParam_i32 (hDrv, SPC_POSTTRIGGER, 1024);            // correct command
if (spcm_dwGetErrorInfo_i32 (hDrv, NULL, NULL, szErrorText) != ERR_OK)
{
    printf (szErrorText);                                       // print the error text
    spcm_vClose (hDrv);                                         // close the driver
    exit (0);                                                 // and leave the program
}
```

This short program then would generate a printout as:

```
Error occurred at register SPC_MEMSIZE with value -345: value not allowed
```

 All error codes are described in detail in the appendix. Please refer to this error description and the description of the software register to examine the cause for the error message.

Any of the parameters of the spcm\_dwGetErrorInfo\_i32 function can be used to obtain detailed information on the error. If one is not interested in parts of this information it is possible to just pass a NULL (zero) to this variable like shown in the example. If one is not interested in the error text but wants to install its own error handler it may be interesting to just read out the error generating register and value.

Example for error checking with own (simple) error handler:

```
uint32 dwErrorReg;
int32 lErrorCode;
uint32 dwErrorCode;

spcm_dwSetParam_i64 (hDrv, SPC_SAMPLERATE, 1000000);           // correct command
spcm_dwSetParam_i32 (hDrv, SPC_MEMSIZE, -345);                 // faulty command
spcm_dwSetParam_i32 (hDrv, SPC_POSTTRIGGER, 1024);            // correct command
dwErrorCode = spcm_dwGetErrorInfo_i32 (hDrv, &dwErrorReg, &lErrorCode, NULL); // check for an error
if (dwErrorCode)
{
    printf ("Errorcode: %d in register %d at value %d\n", lErrorCode, dwErrorReg, lErrorValue);
    spcm_vClose (hDrv);                                         // close the driver
    exit (0);                                                 // and leave the program
}
```

## Gathering information from the card

When opening the card the driver library internally reads out a lot of information from the on-board eeprom. The driver also offers additional information on hardware details. All of this information can be read out and used for programming and documentation. This chapter will show all general information that is offered by the driver. There is also some more information on certain parts of the card, like clock machine or trigger machine, that is described in detail in the documentation of that part of the card.

All information can be read out using one of the spcm\_dwGetParam functions. Please stick to the "Driver Functions" chapter for more details on this function.

### Card type

The card type information returns the specific card type that is found under this device. When using multiple cards in one system it is highly recommended to read out this register first to examine the ordering of cards. Please don't rely on the card ordering as this is based on the BIOS, the bus connections and the operating system.

Register	Value	Direction	Description
SPC_PCITYP	2000	read	Type of board as listed in the table below.

One of the following values is returned, when reading this register. Each card has its own card type constant defined in regs.h. Please note that when reading the card information as a hex value, the lower word shows the digits of the card name while the upper word is a indication for the used bus type.

Card type	Card type as defined in regs.h	Value hexadecimal	Value decimal	Card type	Card type as defined in regs.h	Value hexadecimal	Value decimal
M4i.6620-x8	TYP_M4I6620_X8	76620h	484896				
M4i.6620-x8	TYP_M4I6621_X8	76621h	484897				
M4i.6620-x8	TYP_M4I6622_X8	76622h	484898				

## Hardware and PCB version

Since all of the boards from Spectrum are modular boards, they consist of one base board and one piggy-back front-end module and eventually of an extension module like the star-hub. Each of these three kinds of hardware has its own version register. Normally you do not need this information but if you have a support question, please provide the revision together with it.

Register	Value	Direction	Description
SPC_PCIVERSION	2010	read	Base card version: the upper 16 bit show the hardware version, the lower 16 bit show the firmware version.
SPC_BASEPCBVERSION	2014	read	Base card PCB version: the lower 16 bit are divided into two 8 bit values containing pre/post decimal point version information. For example a lower 16 bit value of 0106h represents a PCB version V1.6. The upper 16 bit are always zero.
SPC_PCIMODULEVERSION	2012	read	Module version: the upper 16 bit show the hardware version, the lower 16 bit show the firmware version.
SPC_MODULEPCBVERSION	2015	read	Module PCB version: the lower 16 bit are divided into two 8 bit values containing pre/post decimal point version information. For example a lower 16 bit value of 0106h represents a PCB version V1.6. The upper 16 bit are always zero.

If your board has an additional piggy-back extension module mounted you can get the hardware version with the following register.

Register	Value	Direction	Description
SPC_PCIEXTVERSION	2011	read	Extension module version: the upper 16 bit show the hardware version, the lower 16 bit show the firmware version.
SPC_EXTPCBVERSION	2017	read	Extension module PCB version: the lower 16 bit are divided into two 8 bit values containing pre/post decimal point version information. For example a lower 16 bit value of 0106h represents a PCB version V1.6. The upper 16 bit are always zero.

## Reading currently used PXI slot No. (M4x only)

For the PXIe cards of the M4x.xxxx series it is possible to read out the current slot number, in which the card is installed within the chassis:

Register	Value	Direction	Description
SPC_PXIHW_SLOTNO	2055	read	Returns the currently used slot number of the chassis.

## Production date

This register informs you about the production date, which is returned as one 32 bit long word. The upper word is holding the information about the year, while the lower byte informs about the week of the year.

Register	Value	Direction	Description
SPC_PCIDATE	2020	read	Production date: week in bit 31 to 16, year in bit 15 to 0

The following example shows how to read out a date and how to interpret the value:

```
spcm_dwGetParam_i32 (hDrv, SPC_PCIDATE, &lProdDate);
printf ("Production: week %d of year %d\n", (lProdDate >> 16) & 0xffff, lProdDate & 0xffff);
```

## Last calibration date (analog cards only)

This register informs you about the date of the last factory calibration. When receiving a new card this date is similar to the delivery date when the production calibration is done. When returning the card to calibration this information is updated. This date is not updated when just doing an on-board calibration by the user. The date is returned as one 32 bit long word. The upper word is holding the information about the year, while the lower byte informs about the week of the year.

Register	Value	Direction	Description
SPC_CALIBDATE	2025	read	Last calibration date: week in bit 31 to 16, year in bit 15 to 0

## **Serial number**

This register holds the information about the serial number of the board. This number is unique and should always be sent together with a support question. Normally you use this information together with the register SPC\_PCITYP to verify that multiple measurements are done with the exact same board.

Register	Value	Direction	Description
SPC_PCISERIALNO	2030	read	Serial number of the board

## **Maximum possible sampling rate**

This register gives you the maximum possible sampling rate the board can run. The information provided here does not consider any restrictions in the maximum speed caused by special channel settings. For detailed information about the correlation between the maximum sampling rate and the number of activated channels please refer to the according chapter.

Register	Value	Direction	Description
SPC_PCISAMPLERATE	2100	read	Maximum sampling rate in Hz as a 32 bit integer value

## **Installed memory**

This register returns the size of the installed on-board memory in bytes as a 64 bit integer value. If you want to know the amount of samples you can store, you must regard the size of one sample of your card. All 8 bit A/D and D/A cards use only one byte per sample, while all other A/D and D/A cards with 12, 14 and 16 bit resolution use two bytes to store one sample. All digital cards need one byte to store 8 data bits.

Register	Value	Direction	Description
SPC_PCIMEMSIZE	2110	read_i32	Installed memory in bytes as a 32 bit integer value. Maximum return value will 1 GByte. If more memory is installed this function will return the error code ERR_EXCEEDINT32.
SPC_PCIMEMSIZE	2110	read_i64	Installed memory in bytes as a 64 bit integer value

The following example is written for a „two bytes“ per sample card (12, 14 or 16 bit board), on any 8 bit card memory in MSamples is similar to memory in MBytes.

```
spcm_dwGetParam_i64 (hDrv, SPC_PCIMEMSIZE, &llInstMemsize);
printf ("Memory on card: %d MBytes\n", (int32) (llInstMemsize /1024/1024));
printf (" : %d MSamples\n", (int32) (llInstMemsize /1024/1024/2));
```

## **Installed features and options**

The SPC\_PCIFEATURES register informs you about the features, that are installed on the board. If you want to know about one option being installed or not, you need to read out the 32 bit value and mask the interesting bit. In the table below you will find every feature that may be installed on a M2i/M3i/M4i card. Please refer to the ordering information to see which of these features are available for your card series.

Register	Value	Direction	Description
SPC_PCIFEATURES	2120	read	PCI feature register. Holds the installed features and options as a bitfield. The read value must be masked out with one of the masks below to get information about one certain feature.
SPCM_FEAT_MULTI	1h		Is set if the feature Multiple Recording / Multiple Replay is available.
SPCM_FEAT_GATE	2h		Is set if the feature Gated Sampling / Gated Replay is available.
SPCM_FEAT_DIGITAL	4h		Is set if the feature Digital Inputs / Digital Outputs is available.
SPCM_FEAT_TIMESTAMP	8h		Is set if the feature Timestamp is available.
SPCM_FEAT_STARHUB8_EXTM	20h		Is set on the card, that carries the star-hub extension or piggy-back module for synchronizing up to 8 cards (M4i)
SPCM_FEAT_STARHUB4	20h		Is set on the card, that carries the star-hub piggy-back module for synchronizing up to 4 cards (M3i)
SPCM_FEAT_STARHUB5	20h		Is set on the card, that carries the star-hub piggy-back module for synchronizing up to 5 cards (M2i)
SPCM_FEAT_STARHUB8	40h		Is set on the card, that carries the star-hub piggy-back module for synchronizing up to 8 cards (M3i)
SPCM_FEAT_STARHUB16	40h		Is set on the card, that carries the star-hub piggy-back module for synchronizing up to 16 cards (M2i)
SPCM_FEAT_ABA	80h		Is set if the feature ABA mode is available.
SPCM_FEAT_BASEXIO	100h		Is set if the extra BaseXIO option is installed. The lines can be used for asynchronous digital I/O, extra trigger or timestamp reference signal input
SPCM_FEAT_AMPLIFIER_10V	200h		Arbitrary Waveform Generators only: card has additional set of calibration values for amplifier card
SPCM_FEAT_STARHUBSYSSMASTER	400h		Is set in the card that carries a System Star-Hub Master card to connect multiple systems (M2i)
SPCM_FEAT_DIFFMODE	800h		M2i.30xx series only: card has option -diff installed for combining two SE channels to one differential channel
SPCM_FEAT_SEQUENCE	1000h		Only available for output cards or I/O cards: Replay sequence mode available.
SPCM_FEAT_AMPMODULE_10V	2000h		Is set on the card that has a special amplifier module for mounted (M2i.60xx/61xx only)
SPCM_FEAT_STARHUBSYSSLAVE	4000h		Is set in the card that carries a System Star-Hub Slave module to connect with System Star-Hub master systems (M2i)
SPCM_FEAT_NETBOX	8000h		The card is physically mounted within a digitizerNETBOX.
SPCM_FEAT_REMOTE SERVER	10000h		Support for the Spectrum Remote Server option is installed on this card.
SPCM_FEAT_CUSTOMMOD_MASK	F000000h		The upper 4 bit of the feature register is used to mark special custom modifications. This is only used if the card has been specially customized. Please refer to the extra documentation for the meaning of the custom modification mark.

The following example demonstrates how to read out the information about one feature.

```
spcm_dwGetParam_i32 (hDrv, SPC_PCIFEATURERS, &lFeatures);
if (lFeatures & SPCM_FEAT_DIGITAL)
    printf("Option digital inputs/outputs is installed on your card");
```

The following example demonstrates how to read out the custom modification code.

```
spcm_dwGetParam_i32 (hDrv, SPC_PCIFEATURERS, &lFeatures);
lCustomMod = (lFeatures >> 28) & 0xF;
if (lCustomMod != 0)
    printf("Custom modification no. %d is installed.", lCustomMod);
```

### **Installed extended Options and Features**

Starting with the cards of the M4i series, some cards can optionally have advanced features installed. This can be read out with the following register:

Register	Value	Direction	Description
SPC_PCIEXTFEATURES	2121	read	PCI extended feature register. Holds the installed extended features and options as a bitfield. The read value must be masked out with one of the masks below to get information about one certain feature.
SPCM_FEAT_EXTFW_SEGSTAT	1h		Is set if the firmware option „Block Statistics“ is installed on the board, which allows certain statistics to be on-board calculated for data being recorded in segmented memory modes, such as Multiple Recording or ABA.
SPCM_FEAT_EXTFW_SEGAVERAGE	2h		Is set if the firmware option „Block Average“ is installed on the board, which allows on-board hardware averaging of data being recorded in segmented memory modes, such as Multiple Recording or ABA.

### **Miscellaneous Card Information**

Some more detailed card information, that might be useful for the application to know, can be read out with the following registers:

Register	Value	Direction	Description
SPC_MIINST_MODULES	1100	read	Number of the installed front-end modules on the card.
SPC_MIINST_CHPERMODULE	1110	read	Number of channels installed on one front-end module.
SPC_MIINST_BYTESPERSAMPLE	1120	read	Number of bytes used in memory by one sample.
SPC_MIINST_BITSPERSAMPLE	1125	read	Resolution of the samples in bits.
SPC_MIINST_MAXADCVALUE	1126	read	Decimal code of the full scale value.
SPC_MIINST_MINEXTCLOCK	1145	read	Minimum external clock that can be fed in for direct external clock (if available for card model).
SPC_MIINST_MAXEXTCLOCK	1146	read	Maximum external clock that can be fed in for direct external clock (if available for card model).
SPC_MIINST_MINEXTREFCLOCK	1148	read	Minimum external clock that can be fed in as a reference clock.
SPC_MIINST_MAXEXTREFCLOCK	1149	read	Maximum external clock that can be fed in as a reference clock.
SPC_MIINST_ISDEMOCARD	1175	read	Returns a value other than zero, if the card is a demo card.

### **Function type of the card**

This register returns the basic type of the card:

Register	Value	Direction	Description
SPC_FNCTYPE	2001	read	Gives information about what type of card it is.
SPCM_TYPE_AI	1h		Analog input card (analog acquisition; the 4028 and 4038 also return this value)
SPCM_TYPE_AO	2h		Analog output card (arbitrary waveform generators)
SPCM_TYPE_DI	4h		Digital input card (logic analyzer card)
SPCM_TYPE_DO	8h		Digital output card (pattern generators)
SPCM_TYPE_DIO	10h		Digital I/O (input/output) card, where the direction is software selectable.

### **Used type of driver**

This register holds the information about the driver that is actually used to access the board. Although the driver interface doesn't differ between Windows and Linux systems it may be of interest for a universal program to know on which platform it is working.

Register	Value	Direction	Description
SPC_GETDRVTYPE	1220	read	Gives information about what type of driver is actually used
DRVTPY_LINUX32	1		Linux 32bit driver is used
DRVTPY_WDM32	4		Windows WDM 32bit driver is used [XP/Vista/Windows 7/Windows 8/Windows 10].
DRVTPY_WDM64	5		Windows WDM 64bit driver is used by 64bit application [XP64/Vista/Windows 7/Windows 8/Windows 10].
DRVTPY_WOW64	6		Windows WDM 64bit driver is used by 32bit application [XP64/Vista/Windows 7/Windows 8/ Windows 10].
DRVTPY_LINUX64	7		Linux 64bit driver is used

### **Driver version**

This register holds information about the currently installed driver library. As the drivers are permanently improved and maintained and new features are added user programs that rely on a new feature are requested to check the driver version whether this feature is installed.

Register	Value	Direction	Description
SPC_GETDRVVERSION	1200	read	Gives information about the driver library version

The resulting 32 bit value for the driver version consists of the three version number parts shown in the table below:

Driver Major Version	Driver Minor Version	Driver Build
8 Bit wide: bit 24 to bit 31	8 Bit wide, bit 16 to bit 23	16 Bit wide, bit 0 to bit 15

### **Kernel Driver version**

This register informs about the actually used kernel driver. Windows users can also get this information from the device manager. Please refer to the „Driver Installation“ chapter. On Linux systems this information is also shown in the kernel message log at driver start time.

Register	Value	Direction	Description
SPC_GETKERNELVERSION	1210	read	Gives information about the kernel driver version.

The resulting 32 bit value for the driver version consists of the three version number parts shown in the table below:

Driver Major Version	Driver Minor Version	Driver Build
8 Bit wide: bit 24 to bit 31	8 Bit wide, bit 16 to bit 23	16 Bit wide, bit 0 to bit 15

The following example demonstrates how to read out the kernel and library version and how to print them.

```
spcm_dwGetParam_i32 (hDrv, SPC_GETDRVVERSION, &lLibVersion);
spcm_dwGetParam_i32 (hDrv, SPC_GETKERNELVERSION, &lKernelVersion);
printf("Kernel V %d.%d build %d\n", lKernelVersion >> 24, (lKernelVersion >> 16) & 0xff, lKernelVersion & 0xffff);
printf("Library V %d.%d build %d\n", lLibVersion >> 24, (lLibVersion >> 16) & 0xff, lLibVersion & 0xffff);
```

This small program will generate an output like this:

```
Kernel V 1.11 build 817
Library V 1.1 build 854
```

## **Reset**

Every Spectrum card can be reset by software. Concerning the hardware, this reset is the same as the power-on reset when starting the host computer. In addition to the power-on reset, the reset command also brings all internal driver settings to a defined default state. A software reset is automatically performed, when the driver is first loaded after starting the host system.

**It is recommended, that every custom written program performs a software reset first, to be sure that the driver is in a defined state independent from possible previous setting.**

Performing a board reset can be easily done by the related board command mentioned in the following table.

Register	Value	Direction	Description
SPC_M2CMD	100	w	Command register of the board.
M2CMD_CARD_RESET	1h		A software and hardware reset is done for the board. All settings are set to the default values. The data in the board's on-board memory will be no longer valid. Any output signals like trigger or clock output will be disabled.

## Gathering information from the digitizerNETBOX/generatorNETBOX

Information about the digitizerNETBOX/generatorNETBOX where the card is installed in can be read out through the card handle.

The following digitizerNETBOX/generatorNETBOX specific information registers can be used:

Register	Value	Direction	Description
SPC_NETBOX_TYPE	400000	read	Hex coded version of the digitizerNETBOX/generatorNETBOX, example 02490110h: bit 24 to 31: Series: example 02h = DN2 bit 16 to 23: Family: example 49h = 49 bit 8 to 15: Speed grade: example 01h = 1 bit 0 to 7: Channels: example 10h = 16 Decoded example: DN2.491-16
SPC_NETBOX_SERIALNO	400001	read	Serial number of the digitizerNETBOX/generatorNETBOX itself. In most cases the serial numbers of the digitizerNETBOX/generatorNETBOX and the embedded cards are consecutive but there is no guarantee for this.
SPC_NETBOX_PRODUCTIONDATE	400002	read	Production date: week in bit 31 to 16, year in bit 15 to 0
SPC_NETBOX_HVVERSION	400003	read	The hardware version of the digitizerNETBOX/generatorNETBOX products
SPC_NETBOX_SWVERSION	400004	read	The software version of the installed remote server
SPC_NETBOX_FEATURES	400005	read	Features of the digitizerNETBOX/generatorNETBOX. Holds the installed features and options as a bitfield. The read value must be masked out with one of the masks below to get information about one certain feature.
NETBOX_FEAT_DCPOWER	1h		Is set if one of the DC power options are installed in the system.
NETBOX_FEAT_BOOTATPOWERON	2h		Is set if the special feature automatic boot on power on is installed. This would allow remote devices to automatically reboot after a failure of the power supply.
NETBOX_FEAT_EMBEDDED SERVER	4h		Is set if the option Embedded Server is installed.

Register	Value	Direction	Description
SPC_NETBOX_CUSTOM	400006	read	Custom code for custom modifications of the digitizerNETBOX/generatorNETBOX.
SPC_NETBOX_WAKEONLAN	400007	write	This command is issued to wake a digitizerNETBOX/generatorNETBOX that is currently in standby-mode with a special wake-on-lan message. Please note that the card handle is NULL in this case as there is no opened card here. The argument is the MAC address of that device
SPC_NETBOX_MACADDRESS	400008	read	Reads out the MAC address of the digitizerNETBOX/generatorNETBOX.
SPC_NETBOX_LANIDFLASH	400009	write	By writing 1 to this register, one can start the automatic flashing of the LAN Id to detect a particular digitizerNETBOX/generatorNETBOX that is installed in a Rack of multiple digitizerNETBOX or generatorNETBOX devices. Writing a 0 to this register will stop the flashing again.

## Analog Outputs

### Channel Selection

One key setting that influences all other possible settings is the channel enable register. An unique feature of the Spectrum cards is the possibility to program the number of channels you want to use. All on-board memory can then be used by these activated channels.

This description shows you the channel enable register for the complete card family. However, your specific board may have less channels depending on the card type that you have purchased and therefore does not allow you to set the maximum number of channels shown here.

Register	Value	Direction	Description
SPC_CHENABLE	11000	read/write	Sets the channel enable information for the next card run.
CHANNEL0	1		Activates channel 0
CHANNEL1	2		Activates channel 1
CHANNEL2	4		Activates channel 2
CHANNEL3	8		Activates channel 3

The channel enable register is set as a bitmap. That means that one bit of the value corresponds to one channel to be activated. To activate more than one channel the values have to be combined by a bitwise OR.

Example showing how to activate 4 channels:

```
spcm_dwSetParam_i32 (hDrv, SPC_CHENABLE, CHANNEL0 | CHANNEL1 | CHANNEL2 | CHANNEL3);
```

The following table shows all allowed settings for the channel enable register when your card has a maximum of 1 channels.

Ch0	Channels to activate	Values to program	Value as hex	Value as decimal
X		CHANNEL0	1h	1

The following table shows all allowed settings for the channel enable register when your card has a maximum of 2 channels.

Ch0	Channels to activate	Ch1	Values to program	Value as hex	Value as decimal
X			CHANNEL0	1h	1
X	X		CHANNEL1	2h	2
X	X	X	CHANNEL0   CHANNEL1	3h	3

The following table shows all allowed settings for the channel enable register in case that you have a four channel card.

Ch0	Channels to activate	Ch1	Ch2	Ch3	Values to program	Value as hex	Value as decimal
X					CHANNEL0	1h	1
	X				CHANNEL1	2h	2
		X			CHANNEL2	4h	4
			X		CHANNEL3	8h	8
X	X			X	CHANNEL0   CHANNEL1	3h	3
X		X			CHANNEL0   CHANNEL2	5h	5
X		X	X		CHANNEL0   CHANNEL3	9h	9
	X	X	X		CHANNEL1   CHANNEL2	6h	6
		X	X	X	CHANNEL1   CHANNEL3	Ah	10
X	X	X	X	X	CHANNEL2   CHANNEL3	Ch	12
					CHANNEL0   CHANNEL1   CHANNEL2   CHANNEL3	Fh	15

 **Any channel activation mask that is not shown here is not valid. If programming an other channel activation, the driver will return with an error code ERR\_VALUE.**

To help user programs it is also possible to read out the number of activated channels that correspond to the currently programmed bitmap.

Register	Value	Direction	Description
SPC_CHCOUNT	11001	read	Reads back the number of currently activated channels.

Reading out the channel enable information can be done directly after setting it or later like this:

```
spcm_dwSetParam_i32 (hDrv, SPC_CHENABLE, CHANNEL0 | CHANNEL1);
spcm_dwGetParam_i32 (hDrv, SPC_CHENABLE, &lActivatedChannels);
spcm_dwGetParam_i32 (hDrv, SPC_CHCOUNT, &lChCount);

printf ("Activated channels bitmask is: 0x%08x\n", lActivatedChannels);
printf ("Number of activated channels with this bitmask: %d\n", lChCount);
```

Assuming that the two channels are available on your card the program will have the following output:

```
Activated channels bitmask is: 0x00000003
Number of activated channels with this bitmask: 2
```

### **Important note on channels selection**

**As some of the manuals passages are used in more than one hardware manual most of the registers and channel settings throughout this handbook are described for the maximum number of possible channels that are available on one card of the actual series. There can be less channels on your actual type of board or bus-system. Please refer to the table(s) above to get the actual number of available channels.**



## **Setting up the outputs**

### **Output Enable**

The output of each channel can be completely disabled by software command at any time. Disabling the output will cut off the amplifier from the connector with the help of a Relay. Therefore the programmable stoplevel (see below) has no influence if disabling the output. Instead the output is galvanically interrupted and has no defined level any more. If a defined output level is needed the AWG output must be terminated externally.

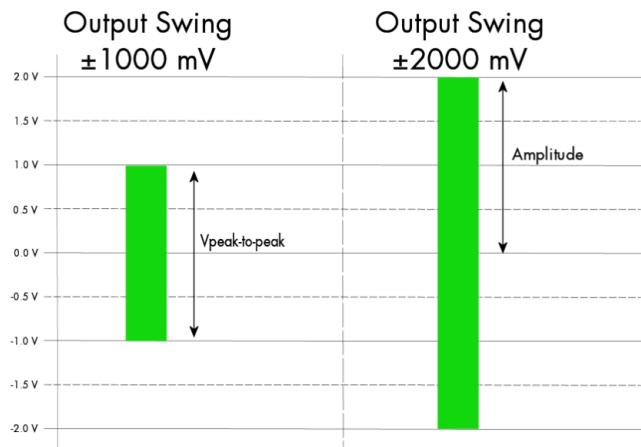
Register	Value	Direction	Description
SPC_ENABLEOUT0	30091	read/write	Enables (write 1) or Disables (write 0) the output of channel 0
SPC_ENABLEOUT1	30191	read/write	Enables (write 1) or Disables (write 0) the output of channel 1
SPC_ENABLEOUT2	30291	read/write	Enables (write 1) or Disables (write 0) the output of channel 2
SPC_ENABLEOUT3	30391	read/write	Enables (write 1) or Disables (write 0) the output of channel 3

### **Output Amplifiers**

This arbitrary waveform generator board uses separate output amplifiers for each channel. This gives you the possibility to separately set up the channel outputs to best suit your application

The output amplifiers can easily be set by the corresponding amplitude registers.

The table below shows the available registers to set up the output amplitude for your type of board.



Register	Value	Direction	Description	Amplitude range
SPC_AMPO	30010	read/write	Defines the amplitude of channel0 into 50 Ohm load in mV.	80 up to 2500 (in mV)
SPC_AMP1	30110	read/write	Defines the amplitude of channel1 into 50 Ohm load in mV.	80 up to 2500 (in mV)
SPC_AMP2	30210	read/write	Defines the amplitude of channel2 into 50 Ohm load in mV.	80 up to 2500 (in mV)
SPC_AMP3	30310	read/write	Defines the amplitude of channel3 into 50 Ohm load in mV.	80 up to 2500 (in mV)

**The output stage has a 50 Ohm series termination. If not terminating the output with 50 Ohm externally this will result into an output level of double the programmed level. A programmed amplitude of 2500 mV (5000 mV peak-to-peak voltage) will result into an amplitude of 5000 mV (10000 mV peak-to-peak voltage) into high-impedance load !**



### **Output Amplitude Setting and Hysteresis**

The output amplitude can be changed at any time either while the output is stopped or even while the output is running. The output amplitude is changed on-the-fly with immediate result in the output signal.

As the output amplifier consist of two different paths (low power and high power) with slightly different specifications there is a break in the continuous output amplitude change when switching from one output amplifier path to the other as this is done with the help of a relais. If

switching from one path to the other the driver will automatically disable the output (zero volt level) for the switching time of 10 ms to avoid disturbed output signal. Please see the technical detail section for the specification of the two different output amplifier path settings.

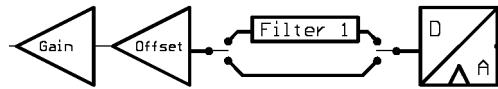
To prevent the card from switching on and off when operating around the limit between the output amplifiers paths there's a build in hysteresis:

- If output amplifier is already in low power path the output path is switched at the upper border of the hysteresis (480 mV) allowing to use the area between 80 mV and 480 mV with continuous and gap-free change of output amplifier amplitude.
- If output amplifier is already in high power path the output path is switched at the lower border of the hysteresis (420 mV) allowing to use the area between 420 mV and 2500 mV with continuous and gap-free change of output amplifier amplitude.

## Output Filters

Every output of your Spectrum D/A board is equipped with a bypass path and a fixed filter that can be used for signal smoothing.

The filter is located in the signal chain between the output amplification section and the DAC, as shown in the right figure. Depending on your type of board the filter are of different filter types and have different cut off frequencies, as shown below. You can choose between the different filters easily by setting the dedicated filter registers. The registers and the possible values are shown in the table below.



Register	Value	Direction	Description
SPC_FILTER0	30080	read/write	Sets the signal filter of channel0.
SPC_FILTER1	30180	read/write	Sets the signal filter of channel1.
SPC_FILTER2	30280	read/write	Sets the signal filter of channel2.
SPC_FILTER3	30380	read/write	Sets the signal filter of channel3.
	0		No filter is used on the corresponding channel.
	1		Filter 1 is used on the corresponding channel. The type of filter depends on the type of board and is shown below.

Filter	Specifications	M4i.6620-x8 M4i.6621-x8 M4i.6622-x8	M4i.6630-x8 M4i.6631-x8
filter 0			No filter will be used.
filter 1	-3 dB bandwidth	65 MHz	65 MHz

## Differential Output

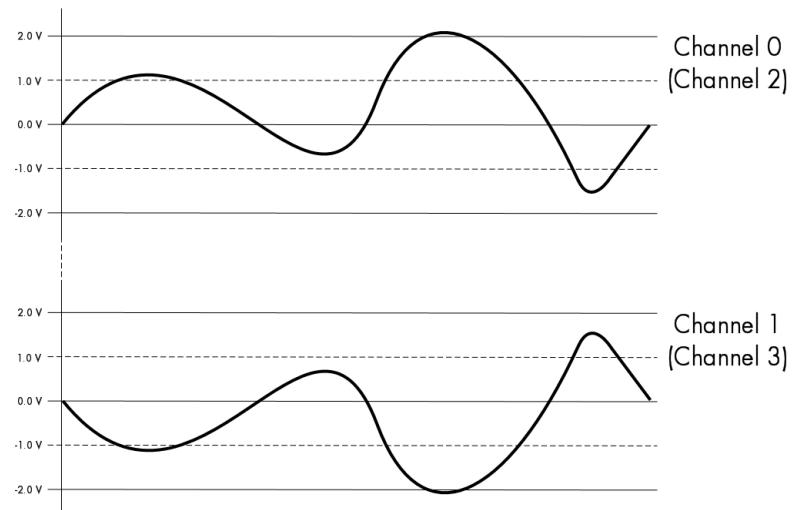
The differential mode outputs the data on the even channels and the inverted data on the odd channels of one module, as the figure on the right is showing.

As a result you have differential signals, which are more resistant against noise when being transmitted via long cables. Because of the hardware generation, only one data sample in memory is needed for one pair of differential outputs.

The dedicated registers to set up the differential mode are shown below.

If your board has four installed channels you can generate two pairs of differential signals, otherwise one pair is possible.

Differential outputs are not available for all types of boards. Please refer to the table below, which mentions the boards this mode is available on.



Register	Value	Direction	Description
SPC_DIFF0	30040	read/write	Sets channel 0/1 to differential mode.
SPC_DIFF2	30240	read/write	Sets channel 2/3 to differential mode.

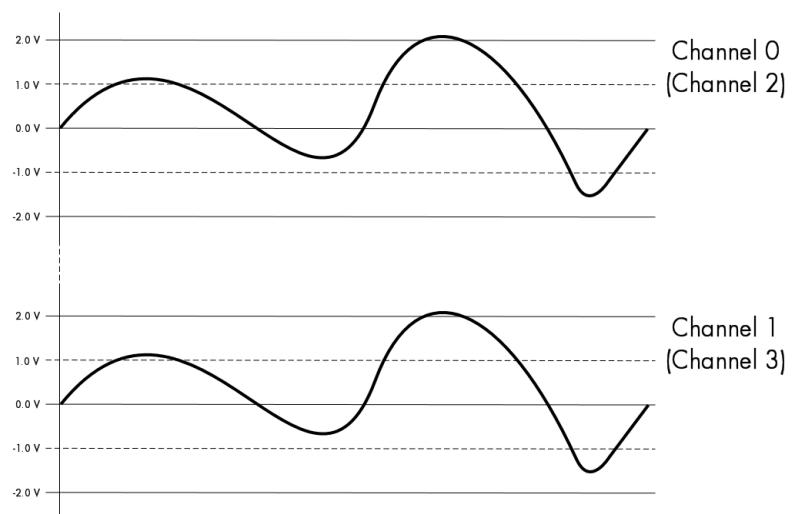
Mode	M4i.6620	M4i.6621	M4i.6622	M4i.6630	M4i.6631
Differential Output	not available	installed	installed	not available	installed

## Double Out Mode

The double out mode outputs the data on the even channels and the same data on the odd channels of one module, as the figure on the right is showing. The dedicated registers to set up the differential mode are shown below.

If your board has four installed channels you can generate two pairs of identical signals, otherwise only one pair is possible.

The double out mode is not available for all types of boards. Please refer to the table below, which mentions the boards this mode is available on.



Register	Value	Direction	Description
SPC_DOUBLEOUT0	30041	read/write	Sets channel 0/1 to double out mode.
SPC_DOUBLEOUT2	30241	read/write	Sets channel 2/3 to double out mode.

Mode	M4i.6620	M4i.6621	M4i.6622	M4i.6630	M4i.6631
Double out mode	not available	installed	installed	not available	installed

## Programming the behaviour in pauses and after replay

Usually the used outputs of the analog generation boards are set to zero level after replay. This is in most cases adequate. In some cases it can be necessary to hold the last sample, to output the maximum positive level or maximum negative level after replay. The stoplevel will stay on the defined level until the next output has been made. With the following registers you can define the behaviour after replay:

Register	Value	Direction	Description
SPC_CH0_STOPLEVEL	206020	read/write	Defines the behavior after replay for channel 0
SPC_CH1_STOPLEVEL	206021	read/write	Defines the behavior after replay for channel 1
SPC_CH2_STOPLEVEL	206022	read/write	Defines the behavior after replay for channel 2
SPC_CH3_STOPLEVEL	206023	read/write	Defines the behavior after replay for channel 3
SPCM_STOPLVL_ZERO	16		Defines the analog output to enter zero level (D/A converter is fed with digital zero value)
SPCM_STOPLVL_LOW	2		Defines the analog output to enter maximum negative level (D/A converter is fed with most negative level)
SPCM_STOPLVL_HIGH	4		Defines the analog output to enter maximum positive level (D/A converter is fed with most positive level)
SPCM_STOPLVL_HOLDLAST	8		Holds the last replayed sample on the analog output

All outputs that are not activated for replay, will keep the programmed stoplevel also while the replay is in progress.

## Read out of output features

The analog outputs of the different cards do have different features implemented, that can be read out to make the software more general. If you only operate one single card type in your software it is not necessary to read out these features.

Please note that the following table shows all output feature settings that are available throughout all Spectrum generator cards. Some of these features are not installed on your specific hardware.

Register	Value	Direction	Description
SPC_READAOFEATURES	3102	read	Returns a bit map with the available features of the analog output path. The possible return values are listed below.
SPCM_AO_SE	00000002h		Output is single-ended. If available together with SPC_AO_DIFF: output type is software selectable
SPCM_AO_DIFF	00000004h		Output is differential. If available together with SPC_AO_SE: output type is software selectable
SPCM_AO_PROGFILTER	00000008h		Software selectable output filters are available.
SPCM_AO_PROGOFFSET	00000010h		Output offset is software programmable.
SPCM_AO_PROGGAIN	00000020h		Output gain is software programmable.
SPCM_AO_PROGSTOLEVEL	00000040h		The output level between segments of generated data is programmable.

SPCM_AO_DOUBLEOUT	00000080h	Double out mode is available allowing to generate cheap copies of even channel data on odd channels outputs for driving multiple loads.
SPCM_AO_ENABLEOUT	00000100h	The output of each channel can be completely disabled by software command at any time.

## **Generation modes**

Your card is able to run in different modes. Depending on the selected mode there are different registers that each define an aspect of this mode. The single modes are explained in this chapter. Any further modes that are only available if an option is installed on the card is documented in a later chapter.

### **Overview**

This chapter gives you a general overview on the related registers for the different modes. The use of these registers throughout the different modes is described in the following chapters.

#### **Setup of the mode**

The mode register is organized as a bitmap. Each mode corresponds to one bit of this bitmap. When defining the mode to use, please be sure just to set one of the bits. All other settings will return an error code.

The main difference between all standard and all FIFO modes is that the standard modes are limited to on-board memory and therefore can run with full sampling rate. The FIFO modes are designed to transfer data continuously over the bus to PC memory or to hard disk and can therefore run much longer. The FIFO modes are limited by the maximum bus transfer speed the PC can use. The FIFO mode uses the complete installed on-board memory as a FIFO buffer.

However as you'll see throughout the detailed documentation of the modes the standard and the FIFO mode are similar in programming and behavior and there are only a very few differences between them.

Register	Value	Direction	Description
SPC_CARDMODE	9500	read/write	Defines the used operating mode, a read command will return the currently used mode.
SPC_AVAILCARDMODES	9501	read	Returns a bitmap with all available modes on your card. The modes are listed below.

#### **Replay modes**

Mode	Value	Description
SPC REP STD SINGLE	100h	Data generation from on-board memory repeating the complete programmed memory either once, infinite or for a defined number of times after one single trigger event.
SPC REP STD MULTI	200h	Data generation from on-board memory for multiple trigger events. Each generated segment has the same size. This mode is described in greater detail in a special chapter about the Multiple Replay option.
SPC REP STD GATE	400h	Data generation from on-board memory using an external gate signal. Data is only generated as long as the gate signal has a programmed level. The mode is described in greater detail in a special chapter about the Gated Replay option.
SPC REP STD SINGLERESTART	8000h	Data generation from on-board memory. The programmed memory is repeated once after each single trigger event.
SPC REP STD SEQUENCE	40000h	Data generation from on-board memory splitting the memory into several segments and replaying the data using a special sequence memory. The mode is described in greater detail in a special chapter about the Sequence mode.
SPC REP FIFO SINGLE	800h	Continuous data generation after one single trigger event. The on-board memory is used completely as FIFO buffer.
SPC REP FIFO MULTI	1000h	Continuous data generation after multiple trigger events. The on-board memory is used completely as FIFO buffer.
SPC REP FIFO GATE	2000h	Continuous data generation using an external gate signal. The on-board memory is used completely as FIFO buffer.

## **Commands**

The data acquisition/data replay is controlled by the command register. The command register controls the state of the card in general and also the state of the different data transfers. Data transfers are explained in an extra chapter later on.

The commands are split up into two types of commands: execution commands that fulfill a job and wait commands that will wait for the occurrence of an interrupt. Again the commands register is organized as a bitmap allowing you to set several commands together with one call. As not all of the command combinations make sense (like the combination of reset and start at the same time) the driver will check the given command and return an error code ERR\_SEQUENCE if one of the given commands is not allowed in the current state.

Register	Value	Direction	Description
SPC_M2CMD	100	write only	Executes a command for the card or data transfer.

### Card execution commands

M2CMD_CARD_RESET	1h	Performs a hard and software reset of the card as explained further above.
M2CMD_CARD_WRITESETUP	2h	Writes the current setup to the card without starting the hardware. This command may be useful if changing some internal settings like clock frequency and enabling outputs.
M2CMD_CARD_START	4h	Starts the card with all selected settings. This command automatically writes all settings to the card if any of the settings has been changed since the last one was written. After card has been started none of the settings can be changed while the card is running.
M2CMD_CARD_ENABLETRIGGER	8h	The trigger detection is enabled. This command can be either send together with the start command to enable trigger immediately or in a second call after some external hardware has been started.
M2CMD_CARD_FORCE_TRIGGER	10h	This command forces a trigger even if none has been detected so far. Sending this command together with the start command is similar to using the software trigger.
M2CMD_CARD_DISABLETRIGGER	20h	The trigger detection is disabled. All further trigger events are ignored until the trigger detection is again enabled. When starting the card the trigger detection is started disabled.
M2CMD_CARD_STOP	40h	Stops the current run of the card. If the card is not running this command has no effect.

### Card wait commands

These commands do not return until either the defined state has been reached which is signaled by an interrupt from the card or the timeout counter has expired. If the state has been reached the command returns with an ERR\_OK. If a timeout occurs the command returns with ERR\_TIMEOUT. If the card has been stopped from a second thread with a stop or reset command, the wait function returns with ERR\_ABORT.

M2CMD_CARD_WAITPREFULL	1000h	Acquisition modes only: the command waits until the pretrigger area has once been filled with data. After pretrigger area has been filled the internal trigger engine starts to look for trigger events if the trigger detection has been enabled.
M2CMD_CARD_WAITTRIGGER	2000h	Waits until the first trigger event has been detected by the card. If using a mode with multiple trigger events like Multiple Recording or Gated Sampling there only the first trigger detection will generate an interrupt for this wait command.
M2CMD_CARD_WAITREADY	4000h	Waits until the card has completed the current run. In an acquisition mode receiving this command means that all data has been acquired. In a generation mode receiving this command means that the output has stopped.

### Wait command timeout

If the state for which one of the wait commands is waiting isn't reached any of the wait commands will either wait forever if no timeout is defined or it will return automatically with an ERR\_TIMEOUT if the specified timeout has expired.

Register	Value	Direction	Description
SPC_TIMEOUT	295130	read/write	Defines the timeout for any following wait command in a millisecond resolution. Writing a zero to this register disables the timeout.

As a default the timeout is disabled. After defining a timeout this is valid for all following wait commands until the timeout is disabled again by writing a zero to this register.

A timeout occurring should not be considered as an error. It did not change anything on the board status. The board is still running and will complete normally. You may use the timeout to abort the run after a certain time if no trigger has occurred. In that case a stop command is necessary after receiving the timeout. It is also possible to use the timeout to update the user interface frequently and simply call the wait function afterwards again.

Example for card control:

```
// card is started and trigger detection is enabled immediately
spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_CARD_START | M2CMD_CARD_ENABLETRIGGER);

// we wait a maximum of 1 second for a trigger detection. In case of timeout we force the trigger
spcm_dwSetParam_i32 (hDrv, SPC_TIMEOUT, 1000);
if (spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_CARD_WAITTRIGGER) == ERR_TIMEOUT)
{
    printf ("No trigger detected so far, we force a trigger now!\n");
    spcm_dwSetParam (hDrv, SPC_M2CMD, M2CMD_CARD_FORCE_TRIGGER);
}

// we disable the timeout and wait for the end of the run
spcm_dwSetParam_i32 (hDrv, SPC_TIMEOUT, 0);
spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_CARD_WAITREADY);
printf ("Card has stopped now!\n");
```

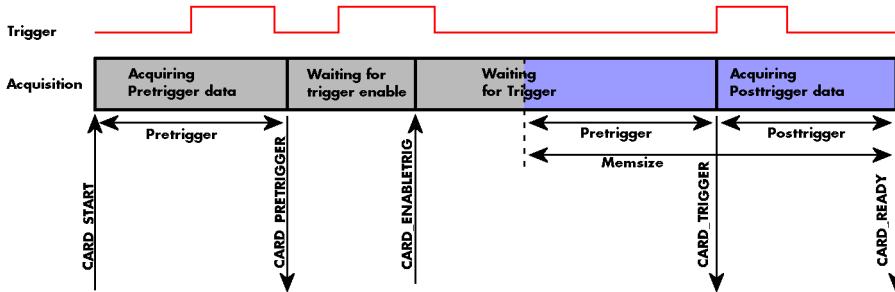
### Card Status

In addition to the wait for an interrupt mechanism or completely instead of it one may also read out the current card status by reading the SPC\_M2STATUS register. The status register is organized as a bitmap showing the status of the card and also of the different data transfers.

Register	Value	Direction	Description
SPC_M2STATUS	110	read only	Reads out the current status information
M2STAT_CARD_PREtrigger	1h		Acquisition modes only: the pretrigger area has been filled.
M2STAT_CARD_TRIGGER	2h		The first trigger has been detected.
M2STAT_CARD_READY	4h		The card has finished its run and is ready.

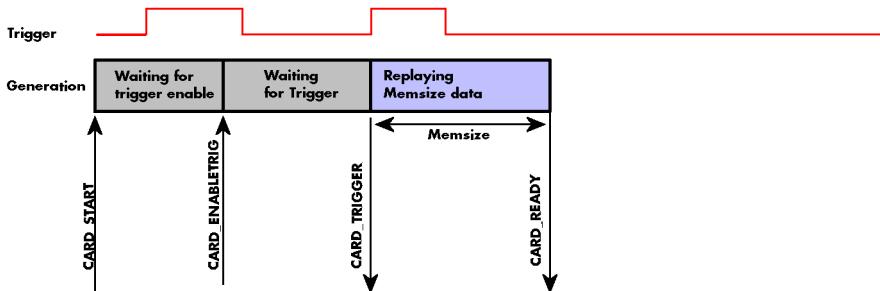
## **Acquisition cards status overview**

The following drawing gives you an overview of the card commands and card status information. After start of card with M2CMD\_CARD\_START the card is acquiring pretrigger data until one time complete pretrigger data has been acquired. Then the status M2STAT\_CARD\_PRETRIGGER is set. Either the trigger has been enabled together with the start command or the card now waits for trigger enable command M2CMD\_CARD\_ENABLETRIGGER. After receiving this command the trigger engine is enabled and card checks for a trigger event. As soon as the trigger event is received the status changes to M2STAT\_CARD\_TRIGGER and the card acquires the programmed posttrigger data. After all post trigger data has been acquired the status changes to M2STAT\_CARD\_READY and data can be read out:



## **Generation card status overview**

This drawing gives an overview of the card commands and status information for a simple generation mode. After start of card with the M2CMD\_CARD\_START the card is armed and waiting. Either the trigger has been enabled together with the start command or the card now waits for trigger enable command M2CMD\_CARD\_ENABLETRIGGER. After receiving this command the trigger engine is enabled and card checks for a trigger event. As soon as the trigger event is received the status changes to M2STAT\_CARD\_TRIGGER and the card starts with the data replay. After replay has been finished - depending on the programmed mode - the status changes to M2STAT\_CARD\_READY and the card stops.



## **Data Transfer**

Data transfer consists of two parts: the buffer definition and the commands/status information that controls the transfer itself. Data transfer shares the command and status register with the card control commands and status information. In general the following details on the data transfer are valid for any data transfer in any direction:

- The memory size register (SPC\_MEMSIZE) must be programmed before starting the data transfer.
- Before starting a data transfer the buffer must be defined using the spcm\_dwDefTransfer function.
- Each defined buffer is only used once. After transfer has ended the buffer is automatically invalidated.
- If a buffer has to be deleted although the data transfer is in progress or the buffer has at least been defined it is necessary to call the spcm\_dwInvalidateBuf function.

### **Definition of the transfer buffer**

Before any data transfer can start it is necessary to define the transfer buffer with all its details. The definition of the buffer is done with the spcm\_dwDefTransfer function as explained in an earlier chapter.

```
uint32 __stdcall spcm_dwDefTransfer_i64 ( // Defines the transfer buffer by using 64 bit unsigned integer values
    dry_handle hDevice, // handle to an already opened device
    uint32 dwBufType, // type of the buffer to define as listed below under SPCM_BUF_XXXX
    uint32 dwDirection, // the transfer direction as defined below
    uint32 dwNotifySize, // number of bytes after which an event is sent (0=end of transfer)
    void* pvDataBuffer, // pointer to the data buffer
    uint64 qwBrdOffs, // offset for transfer in board memory
    uint64 qwTransferLen); // buffer length
```

This function is used to define buffers for standard sample data transfer as well as for extra data transfer for additional ABA or timestamp information. Therefore the [dwBufType](#) parameter can be one of the following:

SPCM_BUF_DATA	1000	Buffer is used for transfer of standard sample data
SPCM_BUF_ABA	2000	Buffer is used to read out slow ABA data. Details on this mode are described in the chapter about the ABA mode option.
SPCM_BUF_TIMESTAMP	3000	Buffer is used to read out timestamp information. Details on this mode are described in the chapter about the timestamp option.

The [dwDirection](#) parameter defines the direction of the following data transfer:

SPCM_DIR_PCTOCARD	0	Transfer is done from PC memory to on-board memory of card
SPCM_DIR_CARDTOPC	1	Transfer is done from card on-board memory to PC memory.

 **The direction information used here must match the currently used mode. While an acquisition mode is used there's no transfer from PC to card allowed and vice versa. It is possible to use a special memory test mode to come beyond this limit. Set the SPC\_MEMTEST register as defined further below.**

The [dwNotifySize](#) parameter defines the amount of bytes after which an interrupt should be generated. If leaving this parameter zero, the transfer will run until all data is transferred and then generate an interrupt. Filling in notify size > zero will allow you to use the amount of data that has been transferred so far. The notify size is used on FIFO mode to implement a buffer handshake with the driver or when transferring large amount of data where it may be of interest to start data processing while data transfer is still running. Please see the chapter on handling positions further below for details.

 **The Notify size sticks to the page size which is defined by the PC hardware and the operating system. Therefore the notify size must be a multiple of 4 kByte. For data transfer it may also be a fraction of 4k in the range of 16, 32, 64, 128, 256, 512, 1k or 2k. No other values are allowed. For ABA and timestamp the notify size can be 2k as a minimum. If you need to work with ABA or timestamp data in smaller chunks please use the polling mode as described later.**

The [pvDataBuffer](#) must point to an allocated data buffer for the transfer. Please be sure to have at least the amount of memory allocated that you program to be transferred. If the transfer is going from card to PC this data is overwritten with the current content of the card on-board memory.

When not doing FIFO mode one can also use the [qwBrdOffs](#) parameter. This parameter defines the starting position for the data transfer as byte value in relation to the beginning of the card memory. Using this parameter allows it to split up data transfer in smaller chunks if one has acquired a very large on-board memory.

The [qwTransferLen](#) parameter defines the number of bytes that has to be transferred with this buffer. Please be sure that the allocated memory has at least the size that is defined in this parameter. In standard mode this parameter cannot be larger than the amount of data defined with memory size.

### **Memory test mode**

In some cases it might be of interest to transfer data in the opposite direction. Therefore a special memory test mode is available which allows random read and write access of the complete on-board memory. While memory test mode is activated no normal card commands are processed:

Register	Value	Direction	Description
SPC_MEMTEST	200700	read/write	Writing a 1 activates the memory test mode, no commands are then processed. Writing a 0 deactivates the memory test mode again.

### **Invalidation of the transfer buffer**

The command can be used to invalidate an already defined buffer if the buffer is about to be deleted by user. This function is automatically called if a new buffer is defined or if the transfer of a buffer has completed

```
uint32 _stdcall spcm_dwInvalidateBuf ( // invalidate the transfer buffer
    drv_handle hDevice,           // handle to an already opened device
    uint32     dwBufType);        // type of the buffer to invalidate as listed above under SPCM_BUF_XXXX
```

The [dwBufType](#) parameter need to be the same parameter for which the buffer has been defined:

SPCM_BUF_DATA	1000	Buffer is used for transfer of standard sample data
SPCM_BUF_ABA	2000	Buffer is used to read out slow ABA data. Details on this mode are described in the chapter about the ABA mode option. The ABA mode is only available on analog acquisition cards.
SPCM_BUF_TIMESTAMP	3000	Buffer is used to read out timestamp information. Details on this mode are described in the chapter about the timestamp option. The timestamp mode is only available on analog or digital acquisition cards.

### **Commands and Status information for data transfer buffers.**

As explained above the data transfer is performed with the same command and status registers like the card control. It is possible to send commands for card control and data transfer at the same time as shown in the examples further below.

Register	Value	Direction	Description
SPC_M2CMD	100	write only	Executes a command for the card or data transfer
M2CMD_DATA_STARTDMA	10000h		Starts the DMA transfer for an already defined buffer. In acquisition mode it may be that the card hasn't received a trigger yet, in that case the transfer start is delayed until the card receives the trigger event
M2CMD_DATA_WAITDMA	20000h		Waits until the data transfer has ended or until at least the amount of bytes defined by notify size are available. This wait function also takes the timeout parameter described above into account.
M2CMD_DATA_STOPDMA	40000h		Stops a running DMA transfer. Data is invalid afterwards.

The data transfer can generate one of the following status information:

Register	Value	Direction	Description
SPC_M2STATUS	110	read only	Reads out the current status information
M2STAT_DATA_BLOCKREADY	100h		The next data block as defined in the notify size is available. It is at least the amount of data available but it also can be more data.
M2STAT_DATA_END	200h		The data transfer has completed. This status information will only occur if the notify size is set to zero.
M2STAT_DATA_OVERRUN	400h		The data transfer had an overrun (acquisition) or underrun (replay) while doing FIFO transfer.
M2STAT_DATA_ERROR	800h		An internal error occurred while doing data transfer.

### **Example of data transfer**

```

void* pvData = (void*) new int8[1024];

// transfer data from PC memory to card memory
spcm_dwDefTransfer_i64 (hDrv, SPCM_BUF_DATA, SPCM_DIR_PCTOCARD , 0, pvData, 0, 1024);
spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_DATA_STARTDMA | M2CMD_DATA_WAITDMA);

// transfer the same data back to PC memory
spcm_dwDefTransfer_i64 (hDrv, SPCM_BUF_DATA, SPCM_DIR_CARDTOPC , 0, pvData, 0, 1024);
spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_DATA_STARTDMA | M2CMD_DATA_WAITDMA);

// explicitly stop DMA transfer prior to invalidating buffer
spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_DATA_STOPDMA);
delete [] (int8*) pvData;

```

To keep the example simple it does no error checking. Please be sure to check for errors if using these command in real world programs!

**Users should take care to explicitly send the M2CMD\_DATA\_STOPDMA command prior to invalidating the buffer, to avoid crashes due to race conditions when using higher-latency data transportation layers, such as to remote Ethernet devices.**



### **Standard Single Replay modes**

The standard single modes are the easiest and mostly used modes to generate analog or digital data with a Spectrum arbitrary waveform generation or digital output card. In standard single replay mode the card is working totally independent from the PC, after the card setup is done and the data has been transferred into the on-board memory. The advantage of the Spectrum boards is that regardless to the system usage the card will refresh the outputs with equidistant time intervals.

The data for replay is stored in the on-board memory and is held there for being replayed after the trigger event. This mode allows sample generation at very high refresh rates without the need to transfer the data from the memory of the host system to the card at high speed.

### **Card mode**

The card mode has to be set to the correct mode SPC REP STD SINGLE.

Register	Value	Direction	Description
SPC_CARDMODE	9500	read/write	Defines the used operating mode, a read command will return the currently used mode.
SPC REP STD SINGLE	100h		Data generation from on-board memory repeating the complete programmed memory either once, infinite or for a defined number of times after one single trigger event.
SPC REP STD SINGLERESTART	8000h		Data generation from on-board memory replaying the complete programmed memory on every detected trigger event. The number of replays can be programmed by loops.

### **Memory setup**

You have to define, how many samples are to be replayed from the on-board memory and how many times the complete memory should be replayed after the trigger event.



**Please note that the memory size must be programmed to the correct value PRIOR to making any data transfer to the card memory. An incorrect memory size value at the time the data transfer is initiated will result in corrupted data and a wrong output.**

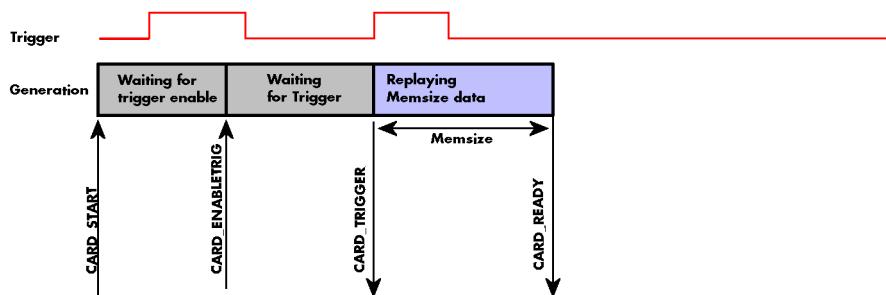
Register	Value	Direction	Description
SPC_MEMSIZE	10000	read/write	Sets the memory size in samples per channel. The memory size setting must be set before transferring data to the card.
SPC_LOOPS	10020	read/write	Number of times the memory is replayed. If set to zero the generation will run continuously until it is stopped by the user.

The maximum memsize that can be used for generating data is of course limited by the installed amount of memory and by the number of channels to be replayed. Please have a look at the topic "Limits of pre, post memsize, loops" later in this chapter.

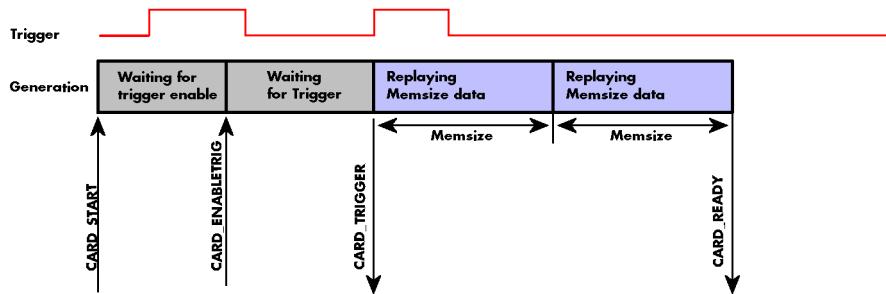
### SPC REP STD SINGLE

This mode waits for one trigger events and after this it starts to replay the programmed memory either once, a pre-defined number of times or infinitely until explicitly stopped by the user. The SPC\_LOOPS register is used to define the number of possible repetitions. Setting this register to 0 the generation will continue until explicitly stopped by the user. Any other value than 0 for SPC\_LOOPS will result in the signal being replayed SPC\_LOOPS times until the card stops automatically. For replaying the memory content only once after a trigger the SPC\_LOOPS values hence must be set to a value of 1.

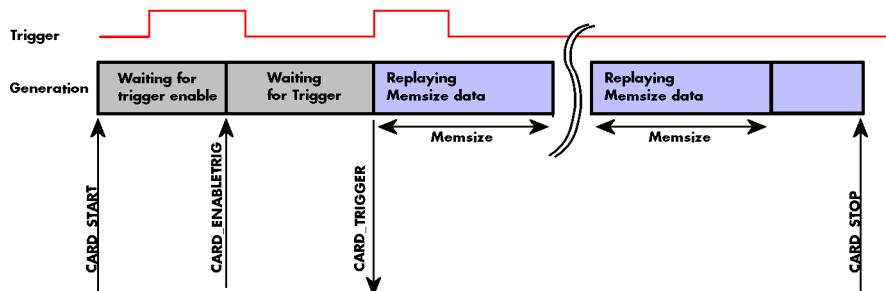
Replay of a data pattern just once



Replay for a defined number of times (2 in the example shown)



Replay continuously until the replay is stopped by the user



### Continuous marker output

If using the continuous output with internal trigger one can activate a marker output on the trigger i/o connectors marking the beginning of each loop. The marker output will generate a TTL marker pulse with the length of  $\frac{1}{2}$  of programmed memory

**M2i.60xx/M2i.61xx series details on continuous marker output**

The marker output will generate a TTL pulse on the trigger output connector. The pulse length is of  $\frac{1}{2}$  of programmed memory up to a maximum trigger pulse width of 256 samples. If memory is larger than 512 samples the trigger pulse width will still be 256 samples. Please be sure to have the trigger output enabled for this function. This function requires driver version  $\geq$  build 1604 and firmware version  $\geq$  11.

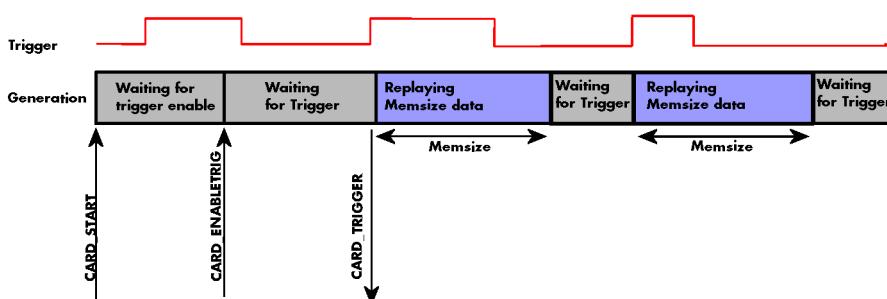
Register	Value	Direction	Description
SPC_CONTOUTMARK	200450	read/write	Writing a 1 enables the marker output on every loop (M2i.60xx/M2i.61xx only)

**M4i.66xx/M4x.66xx series details on continuous marker output**

The marker output will generate a TTL pulse on one of the multi-purpose I/O lines. The pulse length is of  $\frac{1}{2}$  of programmed memory. The marker output is enabled using the dedicated multi-purpose I/O line setup that is described later in this manual. Please see the chapter „Multi Purpose I/O Lines“ in the trigger section to find more information.

**SPC REP STD SINGLERESTART**

This mode behaves like multiple shots of SPC REP STD SINGLE but with a very small re-arm time inbetween. When using this mode the memory content is replayed on every detected trigger event. The SPC LOOPS parameter defines how long this replay should continue. A value of zero defines the mode to run continuously until stopped by the user.



Between the different replayed pieces the output will go to the programmed stoplevel.

**Overview of settings and resulting modes**

This table gives a brief overview on the setup of loops and the resulting behaviour of the output

	SPC LOOPS = 0	SPC LOOPS = 1	SPC LOOPS = N
SPC REP STD SINGLE	Replay starts with the first trigger event and then the programmed data is replayed in a continuous loop until stopped by the user.	The programmed memory content is replayed once after detection of the trigger event.	Replay starts with the first trigger event and then the programmed data is replayed in a continuous loop until the programmed number N of loops has been replayed. Afterward the card stops.
SPC REP STD SINGLERESTART	The programmed memory is replayed once on every trigger event. This continues until stopped by the user.	n.a. (similar to SPC REP STD SINGLE)	The programmed memory is replayed once on every trigger event. This continues until the memory is N-times replayed. Afterwards the card stops.

**Example**

The following example shows a simple standard single mode data generation setup with the transfer of data before the card is started. To keep this example simple there is no error checking implemented.

```

int32 lMemsize = 16384; // replay length is set to 16 kSamples

spcm_dwSetParam_i32 (hDrv, SPC_CHEENABLE, CHANNEL0); // only one channel activated
spcm_dwSetParam_i32 (hDrv, SPC_CARDMODE, SPC REP STD SINGLE); // set the standard single replay mode
spcm_dwSetParam_i32 (hDrv, SPC_MEMSIZE, lMemsize); // replay length
spcm_dwSetParam_i32 (hDrv, SPC_LOOPS, 1); // replay memsize once

void* pvData = new int16[lMemsize]; // create a data buffer
vCalculate_or_Load_Data (pvData); // pvData must now be filled with data

// transfer the data to the on-board memory
spcm_dwDefTransfer_i64 (hDrv, SPCM_BUF_DATA, SPCM_DIR_PCTOCARD , 0, pvData, 0, 2 * lMemsize);
spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_DATA_STARTDMA | M2CMD_DATA_WAITDMA);

// now we start the generation and wait for the interrupt that signalizes the end
spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_CARD_START | M2CMD_CARD_ENABLEtrigger | M2CMD_CARD_WAITREADY);

```

## FIFO Single replay mode

The FIFO single mode does a continuous data replay using the on-board memory as a FIFO buffer and transferring data continuously from PC memory. One can generate the data on-line or load data continuously from disk.

### Card mode

The card mode has to be set to the correct mode SPC REP FIFO SINGLE.

Register	Value	Direction	Description
SPC_CARDMODE	9500	read/write	Defines the used operating mode, a read command will return the currently used mode.
SPC REP FIFO SINGLE	800h		Continuous data replay from PC memory. Complete on-board memory is used as FIFO buffer.

### **Length of FIFO mode**

In general FIFO mode can run forever until it is stopped by an explicit user command or one can program the total length of the transfer by two counters Loop and Segment size

Register	Value	Direction	Description
SPC_SEGMENTSIZE	10010	read/write	Length of segments to replay.
SPC_LOOPS	10020	read/write	Number of segments to replay in total. If set to zero the FIFO mode will run continuously until it is stopped by the user.

The total amount of samples per channel that is replayed can be calculated by [SPC LOOPS \* SPC SEGMENTSIZE]. Please stick to the below mentioned limitations of these registers.

### **Difference to standard single mode**

The standard modes and the FIFO modes do not differ very much from the programming point of view. In fact one can even use the FIFO mode to get the same behaviour as the standard mode. The buffer handling that is shown in the next chapter is the same for both modes.

### **Length of replay.**

In standard mode the replay (memory size) length is defined before the start and is limited to the installed on-board memory whilst in FIFO mode the replay length can either be defined or it can run continuously until user stops it.

## Example (FIFO replay)

The following example shows a simple FIFO single mode data replay setup with the data calculation placed somewhere else. To keep this example simple there is no error checking implemented. Please see in this example that data has to be calculated and transferred prior to the start of the output. The card start and the DMA transfer start cannot be done simultaneously.

```

spcm_dwSetParam_i32 (hDrv, SPC_CHENABLE, CHANNEL0);                                // only one channel activated
spcm_dwSetParam_i32 (hDrv, SPC_CARDMODE, SPC REP FIFO SINGLE);                      // set the FIFO single replay mode

// starting with firmware version V9 we can program the hardware buffer size to reduce the latency
spcm_dwGetParam_i32 (hDrv, SPC_PCIVERSION, &lVersion);
if ((lVersion & 0xffff) >= 9)
{
    spcm_dwSetParam_i32 (stCard.hDrv, SPC DATA_OUTBUFSIZE, 65536);
    spcm_dwSetParam_i32 (stCard.hDrv, SPC_M2CMD, M2CMD_CARD_WRITESETUP);
}

// in FIFO mode we need to define the buffer before starting the transfer
int16* pnData = new int16[1BufsizeInSamples];
spcm_dwDefTransfer_i64 (hDrv, SPCM_BUF_DATA, SPCM_DIR_PCTOCARD, 4096, (void*) pnData, 0, 2 * 1BufsizeInSamples);

// before start we once have to fill some data in for the start of the output
vCalcOrLoadData (&pnData[0], 2 * 1BufsizeInSamples);
spcm_dwSetParam_i32 (hDrv, SPC_DATA_AVAIL_CARD_LEN, 2 * 1BufsizeInSamples);
dwError = spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_DATA_STARTDMA | M2CMD_DATA_WAITDMA);

// now the first <notifiesize> bytes have been transferred to card and we start the output
dwError = spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_CARD_START | M2CMD_CARD_ENABLETRIGGER);

// we replay data in a loop. As we defined a notify size of 4k we'll get the data in >=4k chunks
dwTotalBytes = 2 * 1BufsizeInSamples;
while (!dwError)
{
    // read out the available bytes that are free again
    spcm_dwGetParam_i32 (hDrv, SPC_DATA_AVAIL_USER_LEN, &lAvailBytes);
    spcm_dwGetParam_i32 (hDrv, SPC_DATA_AVAIL_USER_POS, &lUserPosInBytes);

    // be sure not to make a rollover and limit the data to be processed
    if ((lUserPosInBytes + lAvailBytes) > (2 * 1BufsizeInSamples))
        lAvailBytes = (2 * 1BufsizeInSamples) - lUserPosInBytes;
    dwTotalBytes += lAvailBytes;

    // generate some new data
    vCalcOrLoadData (&pnData[lUserPosInBytes / 2], lAvailBytes);
    printf ("Currently Available: %d, total: %d\n", lAvailBytes, dwTotalBytes);

    // now we mark the number of bytes that we just generated for replay and wait for the next free buffer
    spcm_dwSetParam_i32 (hDrv, SPC DATA_AVAIL_CARD_LEN, lAvailBytes);
    dwError = spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_DATA_WAITDMA);
}

```

## Limits of segment size, memory size

The maximum memory size parameter is only limited by the number of activated channels and by the amount of installed memory. Please keep in mind that each samples needs 2 bytes of memory to be stored.

Due to the internal organization of the card memory there is a certain stepsize when setting these values that has to be taken into account. The following table gives you an overview of all limits concerning memory size, segment size and loops. The table shows all values in relation to the installed memory size in samples. If more memory is installed the maximum memory size figures will increase according to the complete installed memory:

Activated Channels	Used Mode	Memory size SPC_MEMSIZE			Segment size SPC_SEGMENTSIZE			Loops SPC_LOOPS		
		Min	Max	Step	Min	Max	Step	Min	Max	Step
1 channel	Standard Single	32	Mem	32	16	not used		0 (x)	4G - 1	1
	Single Restart	32	Mem	32		not used		0 (x)	4G - 1	1
	Standard Multi	32	Mem	32		Mem/2	16	0 (x)	1	1
	Standard Gate	32	Mem	32		not used		0 (x)	1	1
	FIFO Single		not used		16	8G - 16	16	0 (x)	4G - 1	1
	FIFO Multi		not used		16	Mem/2	16	0 (x)	4G - 1	1
	FIFO Gate		not used		not used		0 (x)	4G - 1	1	
	Standard Single	32	Mem	32	16	not used		0 (x)	4G - 1	1
	Single Restart	32	Mem	32		not used		0 (x)	4G - 1	1
2 channels	Standard Multi	32	Mem	32		Mem/4	16	0 (x)	1	1
	Standard Gate	32	Mem	32		not used		0 (x)	1	1
	FIFO Single		not used		16	8G - 16	16	0 (x)	4G - 1	1
	FIFO Multi		not used		16	Mem/4	16	0 (x)	4G - 1	1
	FIFO Gate		not used		not used		0 (x)	4G - 1	1	
	Standard Single	32	Mem	32	16	not used		0 (x)	4G - 1	1
	Single Restart	32	Mem	32		not used		0 (x)	4G - 1	1
	Standard Multi	32	Mem	32		Mem/8	16	0 (x)	1	1
4 channels	Standard Gate	32	Mem	32		not used		0 (x)	1	1
	FIFO Single		not used		16	8G - 16	16	0 (x)	4G - 1	1
	FIFO Multi		not used		16	Mem/8	16	0 (x)	4G - 1	1
	FIFO Gate		not used		not used		0 (x)	4G - 1	1	

All figures listed here are given in samples. An entry of [8k - 16] means [8 kSamples - 16] = [8192 - 16] = 8176 samples.

The given memory and memory / divider figures depend on the installed on-board memory as listed below:

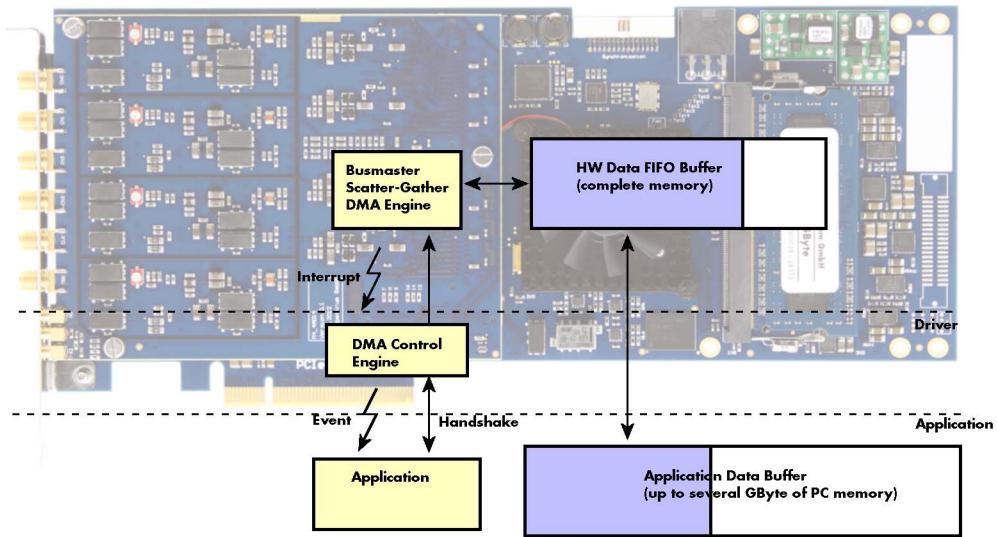
Installed Memory 2 GSsample	
Mem	2 GSsample
Mem / 2	1 GSsample
Mem / 4	512 MSample
Mem / 8	256 MSample

Please keep in mind that this table shows all values at once. Only the absolute maximum and minimum values are shown. There might be additional limitations. Which of these values is programmed depends on the used mode. Please read the detailed documentation of the mode.

## Buffer handling

To handle the huge amount of data that can possibly be acquired with the M4i series cards, there is a very reliable two step buffer strategy set up. The on-board memory of the card can be completely used as a real FIFO buffer. In addition a part of the PC memory can be used as

an additional software buffer. Transfer between hardware FIFO and software buffer is performed interrupt driven and automatically by the driver to get best performance. The following drawing will give you an overview of the structure of the data transfer handling:



A data buffer handshake is implemented in the driver which allows to run the card in different data transfer modes. The software transfer buffer is handled as one large buffer which is on the one side controlled by the driver and filled automatically by busmaster DMA from/to the hardware FIFO buffer and on the other hand it is handled by the user who set's parts of this software buffer available for the driver for further transfer. The handshake is fulfilled with the following 3 software registers:

Register	Value	Direction	Description
SPC_DATA_AVAIL_USER_LEN	200	read	Returns the number of currently to the user available bytes inside a sample data transfer.
SPC_DATA_AVAIL_USER_POS	201	read	Returns the position as byte index where the currently available data samples start.
SPC_DATA_AVAIL_CARD_LEN	202	write	Writes the number of bytes that the card can now use for sample data transfer again

Internally the card handles two counters, a user counter and a card counter. Depending on the transfer direction the software registers have slightly different meanings:

Transfer direction	Register	Direction	Description
Write to card	SPC_DATA_AVAIL_USER_LEN	read	This register contains the currently available number of bytes that are free to write new data to the card. The user can now fill this amount of bytes with new data to be transferred.
	SPC_DATA_AVAIL_CARD_LEN	write	After filling an amount of the buffer with new data to transfer to card, the user tells the driver with this register that the amount of data is now ready to transfer.
Read from card	SPC_DATA_AVAIL_USER_LEN	read	This register contains the currently available number of bytes that are filled with newly transferred data. The user can now use this data for own purposes, copy it, write it to disk or start calculations with this data.
	SPC_DATA_AVAIL_CARD_LEN	write	After finishing the job with the new available data the user needs to tell the driver that this amount of bytes is again free for new data to be transferred.
Any direction	SPC_DATA_AVAIL_USER_POS	read	The register holds the current byte index position where the available bytes start. The register is just intended to help you and to avoid own position calculation
Any direction	SPC_FILLSIZEPROMILLE	read	The register holds the current fill size of the on-board memory (FIFO buffer) in promille (1/1000) of the full on-board memory. Please note that the hardware reports the fill size only in 1/16 parts of the full memory. The reported fill size is therefore only shown in 1000/16 = 63 promille steps.

Directly after start of transfer the SPC\_DATA\_AVAIL\_USER\_LEN is every time zero as no data is available for the user and the SPC\_DATA\_AVAIL\_CARD\_LEN is every time identical to the length of the defined buffer as the complete buffer is available for the card for transfer.

**The counter that is holding the user buffer available bytes (SPC\_DATA\_AVAIL\_USER\_LEN) is sticking to the defined notify size at the DefTransfer call. Even when less bytes already have been transferred you won't get notice of it if the notify size is programmed to a higher value.**



### Remarks

- The transfer between hardware FIFO buffer and application buffer is done with scatter-gather DMA using a busmaster DMA controller located on the card. Even if the PC is busy with other jobs data is still transferred until the application data buffer is completely used.
- Even if application data buffer is completely used there's still the hardware FIFO buffer that can hold data until the complete on-board memory is used. Therefore a larger on-board memory will make the transfer more reliable against any PC dead times.
- As you see in the above picture data is directly transferred between application data buffer and on-board memory. Therefore it is absolutely critical to delete the application data buffer without stopping any DMA transfers that are running actually. It is also absolutely critical to define the application data buffer with an unmatching length as DMA can than try to access memory outside the application data area.
- As shown in the drawing above the DMA control will announce new data to the application by sending an event. Waiting for an event is done internally inside the driver if the application calls one of the wait functions. Waiting for an event does not consume any CPU time and is therefore highly desirable if other threads do a lot of calculation work. However it is not necessary to use the wait functions and

one can simply request the current status whenever the program has time to do so. When using this polling mode the announced available bytes still stick to the defined notify size!

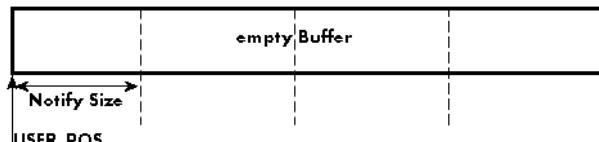
- If the on-board FIFO buffer has an overrun (card to PC) or an underrun (PC to card) data transfer is stopped. However in case of transfer from card to PC there is still a lot of data in the on-board memory. Therefore the data transfer will continue until all data has been transferred although the status information already shows an overrun.
- Getting best bus transfer performance is done using a „continuous buffer“. This mode is explained in the appendix in greater detail.

**⚠ The Notify size sticks to the page size which is defined by the PC hardware and the operating system. Therefore the notify size must be a multiple of 4 kByte. For data transfer it may also be a fraction of 4k in the range of 16, 32, 64, 128, 256, 512, 1k or 2k. No other values are allowed. For ABA and timestamp the notify size can be 2k as a minimum. If you need to work with ABA or timestamp data in smaller chunks please use the polling mode as described later.**

The following graphs will show the current buffer positions in different states of the transfer. The drawings have been made for the transfer from card to PC. However all the block handling is similar for the opposite direction, just the empty and the filled parts of the buffer are inverted.

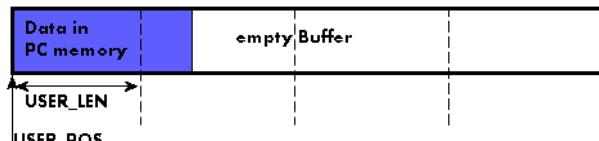
#### **Step 1: Buffer definition**

Directly after buffer definition the complete buffer is empty (card to PC) or completely filled (PC to card). In our example we have a notify size which is 1/4 of complete buffer memory to keep the example simple. In real world use it is recommended to set the notify size to a smaller stepsize.



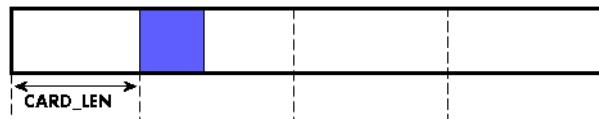
#### **Step 2: Start and first data available**

In between we have started the transfer and have waited for the first data to be available for the user. When there is at least one block of notify size in the memory we get an interrupt and can proceed with the data. Although there is more data already transferred we only get announced to have the notify size of data available. The USER\_POS is still zero as we are right at the beginning of the complete transfer.



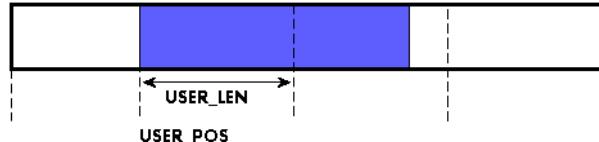
#### **Step 3: set the first data available for card**

Now the data can be processed. If transfer is going from card to PC that may be storing to hard disk or calculation of any figures. If transfer is going from PC to card that means we have to fill the available buffer again with data. After this the amount of data is set available for the card and for the next step.



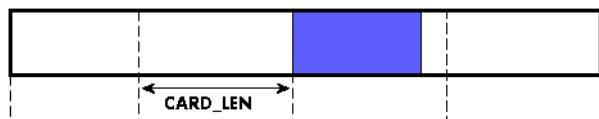
#### **Step 4: next data available**

After reaching the next border of the notify size we get the next part of the data buffer to be available. In our example this part of data is again only of one notify size length. The user position will now be at the position [1 x notify size].



#### **Step 5: set data available again**

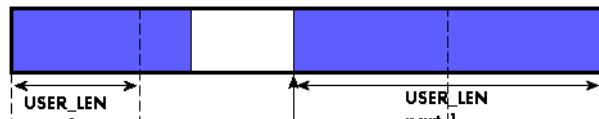
Again after processing the data we set it free for the card use.



In our example we now make something else and don't react to the interrupt for a longer time. In the background the buffer is filled with more data.

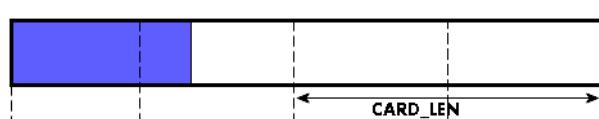
#### **Step 6: roll over the end of buffer**

Now nearly the complete buffer is filled. Please keep in mind that our current user position is still at the end of the data part that we got in step 4. Therefore the data to process now is split in two parts. Part 1 is at the end of the buffer while part 2 is starting with address 0.



#### **Step 7: set the rest of the buffer available**

Feel free to process the complete data or just the part 1 until the end of the buffer as we do in this example. If you decide to process complete buffer please keep in mind the roll over at the end of the buffer.



This buffer handling can now continue endless as long as we manage to set the data available for the card fast enough.

### **Buffer handling example for transfer from card to PC**

```

char* pcData = new char[lBufferSizeInBytes];

// we now define the transfer buffer with the minimum notify size of one page = 4 kByte
spcm_dwDefTransfer_i64 (hDrv, SPCM_BUF_DATA, SPCM_DIR_CARDTOPC, 4096, (void*) pcData, 0, lBufferSizeInBytes);

// we start the DMA transfer
dwError = spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_DATA_STARTDMA);

do
{
    if (!dwError)
    {
        // we wait for the next data to be available. After this call we get at least 4k of data to proceed
        dwError = spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_DATA_WAITDMA);

        // if there was no error we can proceed and read out the available bytes that are free again
        spcm_dwGetParam_i32 (hDrv, SPC_DATA_AVAIL_USER_LEN, &lAvailBytes);
        spcm_dwGetParam_i32 (hDrv, SPC_DATA_AVAIL_USER_POS, &lBytesPos);

        printf ("We now have %d new bytes available\n", lAvailBytes);
        printf ("The available data starts at position %d\n", lBytesPos);

        // we take care not to go across the end of the buffer
        if ((lBytesPos + lAvailBytes) >= lBufferSizeInBytes)
            lAvailBytes = lBufferSizeInBytes - lBytesPos;

        // our do function gets a pointer to the start of the available data section and the length
        vDoSomething (&pcData[lBytesPos], lAvailBytes);

        // the buffer section is now immediately set available for the card
        spcm_dwSetParam_i32 (hDrv, SPC_DATA_AVAIL_CARD_LEN, lAvailBytes);
    }
}
while (!dwError); // we loop forever if no error occurs

```

### **Buffer handling example for transfer from PC to card**

```

char* pcData = new char[lBufferSizeInBytes];

// before starting transfer we need to once fill complete buffer memory with data
vDoGenerateData (&pcData[0], lBufferSizeInBytes);

// we now define the transfer buffer with the minimum notify size of one page = 4 kByte
spcm_dwDefTransfer_i64 (hDrv, SPCM_BUF_DATA, SPCM_DIR_PCTOCARD, 4096, (void*) pcData, 0, lBufferSizeInBytes);

// before start we once have to fill some data in for the start of the output
spcm_dwSetParam_i32 (hDrv, SPC_DATA_AVAIL_CARD_LEN, lBufferSizeInBytes);
dwError = spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_DATA_STARTDMA | M2CMD_DATA_WAITDMA);

do
{
    if (!dwError)
    {
        // if there was no error we can proceed and read out the current amount of available data
        spcm_dwGetParam_i32 (hDrv, SPC_DATA_AVAIL_USER_LEN, &lAvailBytes);
        spcm_dwGetParam_i32 (hDrv, SPC_DATA_AVAIL_USER_POS, &lBytesPos);

        printf ("We now have %d free bytes available\n", lAvailBytes);
        printf ("The available data starts at position %d\n", lBytesPos);

        // we take care not to go across the end of the buffer
        if ((lBytesPos + lAvailBytes) >= lBufferSizeInBytes)
            lAvailBytes = lBufferSizeInBytes - lBytesPos;

        // our do function gets a pointer to the start of the available data section and the length
        vDoGenerateData (&pcData[lBytesPos], lAvailBytes);

        // now we mark the number of bytes that we just generated for replay
        // and wait for the next free buffer
        spcm_dwSetParam_i32 (hDrv, SPC_DATA_AVAIL_CARD_LEN, lAvailBytes);
        dwError = spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_DATA_WAITDMA);
    }
}
while (!dwError); // we loop forever if no error occurs

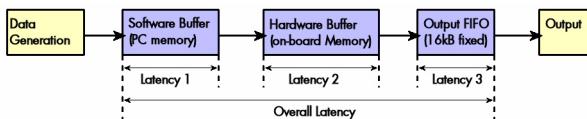
```

**Please keep in mind that you are using a continuous buffer writing/reading that will start again at the zero position if the buffer length is reached. However the DATA\_AVAIL\_USER\_LEN register will give you the complete amount of available bytes even if one part of the free area is at the end of the buffer and the second half at the beginning of the buffer.**



## Output latency

The card is designed to have a most stable and reliable continuous output in FIFO mode. Therefore as default the complete on-board memory is used for buffering data. This however means that you have quite a large latency when changing output data dynamically in reaction of - for example - some external events.



To have a smaller output latency when using dynamically changing data it is recommended that you use smaller buffers. The size of the software buffer is programmed as described above. The size of the hardware buffer can be programmed using a special register:

Register	Value	Direction	Description
SPC_DATA_OUTBUFSIZE	209	read/write	Programms the used hardware buffer size for output direction. The default value is the complete standard on-board memory (which is 4 GByte). The output buffer size can be programmed in steps of factor two of the minimum size of TBD. Resulting in allowed settings of TBD, ... up to the installed on-board memory size

The size of the output FIFO is fixed to TBD kByte and cannot be changed. If using a hardware buffer of TBD kByte and a software buffer of TBD kByte also the total size of buffered data is TBD kByte. Please see the following table for some example output latency calculations.

Configuration	Sampling rate	Software Buffer		Hardware Buffer		Output FIFO		Overall Latency
		Size	Latency	Size	Latency	Size	Latency	
1 x 16 Bit Channel	625 MS/s							
...	...							
...	...							
1 x 16 Bit Channel	100 MS/s							
...	...							
...	...							

**⚠ Please keep in mind that lowering the output buffer size also means that the risk of a buffer underrun gets higher as less data is buffered on the hardware side. Therefore please be careful with selecting the correct hardware buffer size and do not make it smaller than absolutely necessary.**

## Data organization

Data is organized in a multiplexed way in the transfer buffer. If using 2 channels data of first activated channel comes first, then data of second channel.

Activated Channels	Ch0	Ch1	Ch2	Ch3	Samples ordering in buffer memory starting with data offset zero																
1 channel	X				A0	A1	A2	A3	A4	A5	A6	A7	A8	A9	A10	A11	A12	A13	A14	A15	A16
1 channel		X			B0	B1	B2	B3	B4	B5	B6	B7	B8	B9	B10	B11	B12	B13	B14	B15	B16
1 channel		X			C0	C1	C2	C3	C4	C5	C6	C7	C8	C9	C10	C11	C12	C13	C14	C15	C16
1 channel			X		D0	D1	D2	D3	D4	D5	D6	D7	D8	D9	D10	D11	D12	D13	D14	D15	D16
2 channels	X	X			A0	B0	A1	B1	A2	B2	A3	B3	A4	B4	A5	B5	A6	B6	A7	B7	A8
2 channels	X		X		A0	C0	A1	C1	A2	C2	A3	C3	A4	C4	A5	C5	A6	C6	A7	C7	A8
2 channels	X		X		A0	D0	A1	D1	A2	D2	A3	D3	A4	D4	A5	D5	A6	D6	A7	D7	A8
2 channels		X	X		B0	C0	B1	C1	B2	C2	B3	C3	B4	C4	B5	C5	B6	C6	B7	C7	B8
2 channels		X	X		B0	D0	B1	D1	B2	D2	B3	D3	B4	D4	B5	D5	B6	D6	B7	D7	B8
2 channels			X	X	C0	D0	C1	D1	C2	D2	C3	D3	C4	D4	C5	D5	C6	D6	C7	D7	C8
4 channels	X	X	X	X	A0	B0	C0	D0	A1	B1	C1	D1	A2	B2	C2	D2	A3	B3	C3	D3	A4

The samples are re-named for better readability. A0 is sample 0 of channel 0, B4 is sample 4 of channel 1, and so on.

## Sample format

The 16 bit D/A samples are stored in twos complement as a 16 bit signed data word. 16 bit resolution means that data is ranging from -32768...to...+32767.

A channel's samples can contain also information for the synchronous digital output channels, with up to three digital channels combined with the analog sample within one data word. When extracting the digital channels form the data word, the analog data will automatically be shifted upwards, to not loose any gain information. The analog data is still in the same twos complement format.

Data bit	Standard Mode No embedded digital Bit 16 bit DAC resolution	Digital outputs enabled 1 embedded digital Bit 15 bit DAC resolution	Digital outputs enabled 2 embedded digital Bits 14 bit DAC resolution	Digital outputs enabled 3 embedded digital Bits 13 bit DAC resolution
D15	DAx Bit 15 (MSB)	Digital „Bit15“ of channel x	Digital „Bit15“ of channel x	Digital „Bit15“ of channel x
D14	DAx Bit 14	DAx Bit 15 (MSB)	Digital „Bit14“ of channel x	Digital „Bit14“ of channel x
D13	DAx Bit 13	DAx Bit 14	DAx Bit 15 (MSB)	Digital „Bit13“ of channel x
D12	DAx Bit 12	DAx Bit 13	DAx Bit 14	DAx Bit 15 (MSB)
D11	DAx Bit 11	DAx Bit 12	DAx Bit 13	DAx Bit 14
D10	DAx Bit 10	DAx Bit 11	DAx Bit 12	DAx Bit 13
D9	DAx Bit 9	DAx Bit 10	DAx Bit 11	DAx Bit 12
D8	DAx Bit 8	DAx Bit 9	DAx Bit 10	DAx Bit 11
D7	DAx Bit 7	DAx Bit 8	DAx Bit 9	DAx Bit 10
D6	DAx Bit 6	DAx Bit 7	DAx Bit 8	DAx Bit 9
D5	DAx Bit 5	DAx Bit 6	DAx Bit 7	DAx Bit 8
D4	DAx Bit 4	DAx Bit 5	DAx Bit 6	DAx Bit 7
D3	DAx Bit 3	DAx Bit 4	DAx Bit 5	DAx Bit 6
D2	DAx Bit 2	DAx Bit 3	DAx Bit 4	DAx Bit 5
D1	DAx Bit 1	DAx Bit 2	DAx Bit 3	DAx Bit 4
D0	DAx Bit 0 (LSB)	DAx Bit 1 (LSB)	DAx Bit 2 (LSB)	DAx Bit 3 (LSB)

## Hardware data conversion

The data conversion modes allow the conversion of input data in hardware. This is especially usefull when replaying previously recorded data of acquisition cards with either 15 bit, 14 bit or 12 bit resolution. The conversion takes place in hardware and therefore avoids a possible time consuming shift in the user application software.

Register	Value	Direction	Description
SPC_AVAILDATACONVERSION	201401	read	Bitmask, in which all bits of the below mentioned data conversion modes are set, if available.
SPC_DATACONVERSION	201400	read/write	Defines the used global hardware data conversion mode for all channels or reads out the currently selected one.
SPCM_DC_NONE	0h	16 bit input data is assumed and no hardware data conversion will be done. 12 bit input data is assumed and all samples of all currently active channels will be logically shifted upwards to use the available 16 bit DAC resolution. 15 bit input data is assumed and all samples of all currently active channels will be logically shifted upwards to use the available 16 bit DAC resolution. 14 bit input data is assumed and all samples of all currently active channels will be logically shifted upwards to use the available 16 bit DAC resolution.	
SPCM_DC_12BIT_TO_16BIT	8h		
SPCM_DC_15BIT_TO_16BIT	10h		
SPCM_DC_14BIT_TO_16BIT	20h		



The hardware data conversion shifts the 16bit data words no matter what their content is or what channel they belong to. In case that you would like to replay also some digital data from a previous recording included within the samples, the added width of the digital data would have to be taken into account.

For example when replaying a recording from an M4i.4420 card with one digital bit included, you can either use no data conversion and replay that digital bit through your generators X0, X1 or X2 line by selecting SPCM\_DC\_NONE for the data conversion and as such treating that sample as 16bit. Additionally you select the digital output of one bit accordingly as described in the „Multi Purpose I/O Lines“ section later in this manual, which will properly split the in this case 15bit analog data and the 1bit digital data.

Or in case, that you want to get rid of the recorded digital bits and output only the pure analog data, you would select a data conversion of SPCM\_DC\_15BIT\_TO\_16BIT and hence treat this sample as 15bit.

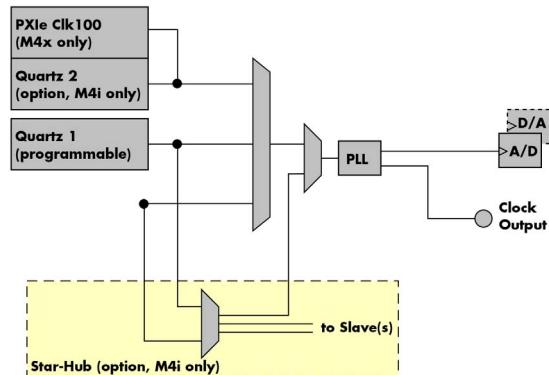
# Clock generation

## Overview

The Spectrum M4i PCI Express (PCIe) and M4x PXI Express (PXle) cards offer a wide variety of different clock modes to match all the customers needs. All of the clock modes are described in detail with programming examples in this chapter.

The figure is showing an overview of the complete engine used on all M4i cards for clock generation.

The purpose of this chapter is to give you a guide to the best matching clock settings for your specific application and needs.



## Clock Mode Register

The selection of the different clock modes has to be done by the SPC\_CLOCKMODE register. All available modes, can be read out by the help of the SPC\_AVAILCLOCKMODES register.

Register	Value	Direction	Description
SPC_AVAILCLOCKMODES	20201	read	Bitmask, in which all bits of the below mentioned clock modes are set, if available.
SPC_CLOCKMODE	20200	read/write	Defines the used clock mode or reads out the actual selected one.
SPC_CM_INTPLL	1		Enables internal programmable high precision Quartz 1 for sample clock generation
SPC_CM_QUARTZ2	4		Enables optional Quartz 2 as reference for sample clock generation
SPC_CM_EXTRFCLOCK	32		Enables internal PLL with external reference for sample clock generation
SPC_CM_PXIREFCLOCK	64		M4x cards only: Enables internal PLL with PXle backplane clock as reference for sample clock generation

The different clock modes and all other related or required register settings are described on the following pages.

## The different clock modes

### Standard internal sample rate (programmable reference quartz 1)

This is the easiest and most common way to generate a sample rate with no need for additional external clock signals. The sample rate has a very fine resolution, low jitter and a high accuracy. The Quartz 1 is a high quality software programmable clock device acting as a reference to the internal PLL. The specification is found in the technical data section of this manual.

### Quartz2 with PLL (option, M4i cards only)

This optional second Quartz 2 is for special customer needs, either for a special direct sampling clock or as a very precise reference for the PLL. Please feel free to contact Spectrum for your special needs. The Quartz 2 clock footprint can be equipped with a wide variety of clock sources that are available on the market.

### External Clock (reference clock)

Any clock can be fed in that matches the specification of the board. The external clock signal can be used to synchronize the board on a system clock or to feed in an exact matching sample rate. The external clock is divided/multiplied using a PLL allowing a wide range of external clock modes.

### PXle Reference Clock (M4x cards only)

The PXle reference clock is a 100 MHz high-quality differential clock signal with an accuracy of  $\pm 100$  ppm or better. This reference clock is located on the PXle backplane and is routed to every PXle slot with the same trace length on the mainboard's PCB. PXle cards from Spectrum are able to use the PXle reference clock for sampling clock generation. One big advantage of using the reference clock is the fact that all cards that are synchronized to the reference clock are running with the same clock frequency.

### Synchronization Clock (option Star-Hub, M4i cards only)

The star-hub option allows the synchronization of up to 8 cards of the M4i series from Spectrum with a minimal phase delay between the different cards. The clock is distributed from the master card to all connected cards. As a source it is possible to either use the programmable Quartz 1 clock or the external Ext0 reference clock input of the master card. For details on the synchronization option please take a look at the dedicated chapter later in this manual.

## Details on the different clock modes

### Standard internal sampling clock (PLL)

The internal sampling clock is generated in default mode by a programmable high precision quartz. You need to select the clock mode by the dedicated register shown in the table below:

Register	Value	Direction	Description
SPC_CLOCKMODE	20200	read/write	Defines the used clock mode
SPC_CM_INTPLL	1		Enables internal programmable high precision Quartz 1 for sample clock generation

The user does not have to care on how the desired sampling rate is generated by multiplying and dividing internally. You simply write the desired sample rate to the according register shown in the table below and the driver makes all the necessary calculations. If you want to make sure the sample rate has been set correctly you can also read out the register and the driver will give you back the sampling rate that is matching your desired one best.

Register	Value	Direction	Description
SPC_SAMPLERATE	20000	write	Defines the sample rate in Hz for internal sample rate generation.
		read	Read out the internal sample rate that is nearest matching to the desired one.

Independent of the used clock source it is possible to enable the clock output. The clock will be available on the external clock output connector and can be used to synchronize external equipment with the board.

Register	Value	Direction	Description
SPC_CLOCKOUT	20110	read/write	Writing a „1“ enables clock output on external clock output connector. Writing a „0“ disables the clock output (tristate)

Example on writing and reading internal sampling rate

```
spcm_dwSetParam_i32 (hDrv, SPC_CLOCKMODE, SPC_CM_INTPLL); // Enables internal programmable quartz 1
spcm_dwSetParam_i64 (hDrv, SPC_SAMPLERATE, 62500000); // Set internal sampling rate to 62.5 MHz
spcm_dwSetParam_i32 (hDrv, SPC_CLOCKOUT, 1); // enable the clock output of the card
spcm_dwGetParam_i64 (hDrv, SPC_SAMPLERATE, &lSamplerate); // Read back the programmed sample rate and print
printf („Sample rate = %d\n“, lSamplerate); // it. Output should be „Sample rate = 62500000“
```

### Minimum internal sampling rate

The minimum and the maximum internal sampling rates depend on the specific type of board. Both values can be found in the technical data section of this manual.

## Using Quartz2 with PLL (optional, M4i cards only)

In some cases it is necessary to use a special high precision frequency for sampling rate generation. For these applications all cards of the M3i/M4i series can be equipped with a special customer quartz. Please contact Spectrum for details on available oscillators. If your card is equipped with a second oscillator you can enable it for sampling rate generation with the following register:

Register	Value	Direction	Description
SPC_CLOCKMODE	20200	read/write	Defines the used clock mode
SPC_CM_QUARTZ2	4		Enables optional quartz2 for sample clock generation

The quartz 2 clock is routed through a PLL to allow the generation of sampling rates based on this reference clock. As with internal PLL mode it's also possible to program the clock mode first, set a desired sampling rate with the SPC\_SAMPLERATE register and to read it back. The result will then again be the best matching sampling rate.

Independent of the used clock source it is possible to enable the clock output. The clock will be available on the external clock output connector and can be used to synchronize external equipment with the board.

Register	Value	Direction	Description
SPC_CLOCKOUT	20110	read/write	Writing a „1“ enables clock output on external clock output connector. Writing a „0“ disables the clock output (tristate)

## **External clock (reference clock)**

The external clock input is fed through a PLL to the clock system. Therefore the input will act as a reference clock input thus allowing to either use a copy of the external clock or to generate any sampling clock within the allowed range from the reference clock. Please note the limited setup granularity in comparison to the internal sampling clock generation. Details are found in the technical data section.

Register	Value	Direction	Description
SPC_CLOCKMODE	20200	read/write	Defines the used clock mode
SPC_CM_EXTREFCLOCK	32		Enables internal PLL with external reference for sample clock generation

Due to the fact that the driver needs to know the external fed in frequency for an exact calculation of the sampling rate you must set the SPC\_REFERENCECLOCK register accordingly as shown in the table below. The driver then automatically sets the PLL to achieve the desired sampling rate. Please be aware that the PLL has some internal limits and not all desired sampling rates may be reached with every reference clock.

Register	Value	Direction	Description
SPC_REFERENCECLOCK	20140	read/write	Programs the external reference clock in the range stated in the technical data section.
	External sampling rate in Hz as an integer value		You need to set up this register exactly to the frequency of the external fed in clock.

Example of reference clock:

```
spcm_dwSetParam_i32 (hDrv, SPC_CLOCKMODE, SPC_CM_EXTREFCLOCK); // Set to reference clock mode
spcm_dwSetParam_i32 (hDrv, SPC_REFERENCECLOCK, 10000000); // Reference clock that is fed in is 10 MHz
spcm_dwSetParam_i64 (hDrv, SPC_SAMPLERATE, 65200000); // We want to have 62.5 MHz as sampling rate
```

### **PLL Locking Error**

The external clock signal is routed to a PLL to generate any sampling clock from this external clock. Due to the internal structure of the card the PLL is even used if a copy of the clock fed in externally is used for sampling (SPC\_REFERENCECLOCK = SPC\_SAMPLERATE). The PLL needs a stable and defined external clock with no gaps and no variation in the frequency. The external clock must be present when issuing the start command. It is not possible to start the card with external clock activated and no external clock available.

When starting the card all settings are written to hardware and the PLL is programmed to generate the desired sampling clock. If there has been any change to the clock setting the PLL then tries to lock on the external clock signal to generate the sampling clock. This locking will normally need 10 to 20 ms until the sampling clock is stable. Some clock settings may also need 200 ms to lock the PLL. This waiting time is automatically added at card start.

However if the PLL can not lock on the external clock either because there is no clock available or it hasn't sufficient signal levels or the clock is not stable the driver will return with an error code ERR\_CLOCKNOTLOCKED. In that case it is necessary to check the external clock connection. Please see the example below:

```
// settings done to external clock like shown above.
if (spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_CARD_START | M2CMD_CARD_ENABLETRIGGER) == ERR_CLOCKNOTLOCKED)
{
    printf („External clock not locked. Please check connection\n“);
    return -1;
}
```

## **PXI Reference Clock (M4x cards only)**

Register	Value	Direction	Description
SPC_CLOCKMODE	20200	read/write	Defines the used clock mode
SPC_CM_PXIREFCLOCK	64		Enables internal PLL with PXI reference for sample clock generation

The 100 MHz PXIe system reference clock can be used as a reference clock for internal sample rate generation on all M4x PXIe cards from Spectrum. With the above mentioned software command the PXIe reference clock is routed to the internal PLL. Afterwards you only have to program the sample rate register to the desired sampling rate. The remaining internal calculations will be automatically done by the driver.

Example of PXI reference clock:

```
spcm_dwSetParam_i32 (hDrv, SPC_CLOCKMODE, SPC_CM_PXIREFCLOCK); // Set to PXI reference clock mode
spcm_dwSetParam_i64 (hDrv, SPC_SAMPLERATE, 65200000); // We want to have 62.5 MHz as sampling rate
```

### **PLL Locking Error**

The PXI reference signal is routed to a PLL to generate any sampling clock from this external clock. The PLL needs a stable and defined external clock with no gaps and no variation in the frequency. Some backplanes might allow to turn off the reference clock. The PXI clock must be present when issuing the start command. It is not possible to start the card with external clock activated and no external clock available.

When starting the card all settings are written to hardware and the PLL is programmed to generate the desired sampling clock. If there has been any change to the clock setting the PLL then tries to lock on the external clock signal to generate the sampling clock. This locking will normally need 10 to 20 ms until the sampling clock is stable. Some clock settings may also need 200 ms to lock the PLL. This waiting time is automatically added at card start.

However if the PLL can not lock on the PXI clock because there is no clock available (if however disabled on the backplane), the driver will return with an error code `ERR_CLOCKNOTLOCKED`. In that case it is necessary to check the external clock connection. Please see the example below:

```
// settings done to PXI clock like shown above.  
if (spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_CARD_START | M2CMD_CARD_ENABLEtrigger) == ERR_CLOCKNOTLOCKED)  
{  
    printf („External clock not locked. Please check connection\n”);  
    return -1;  
}
```

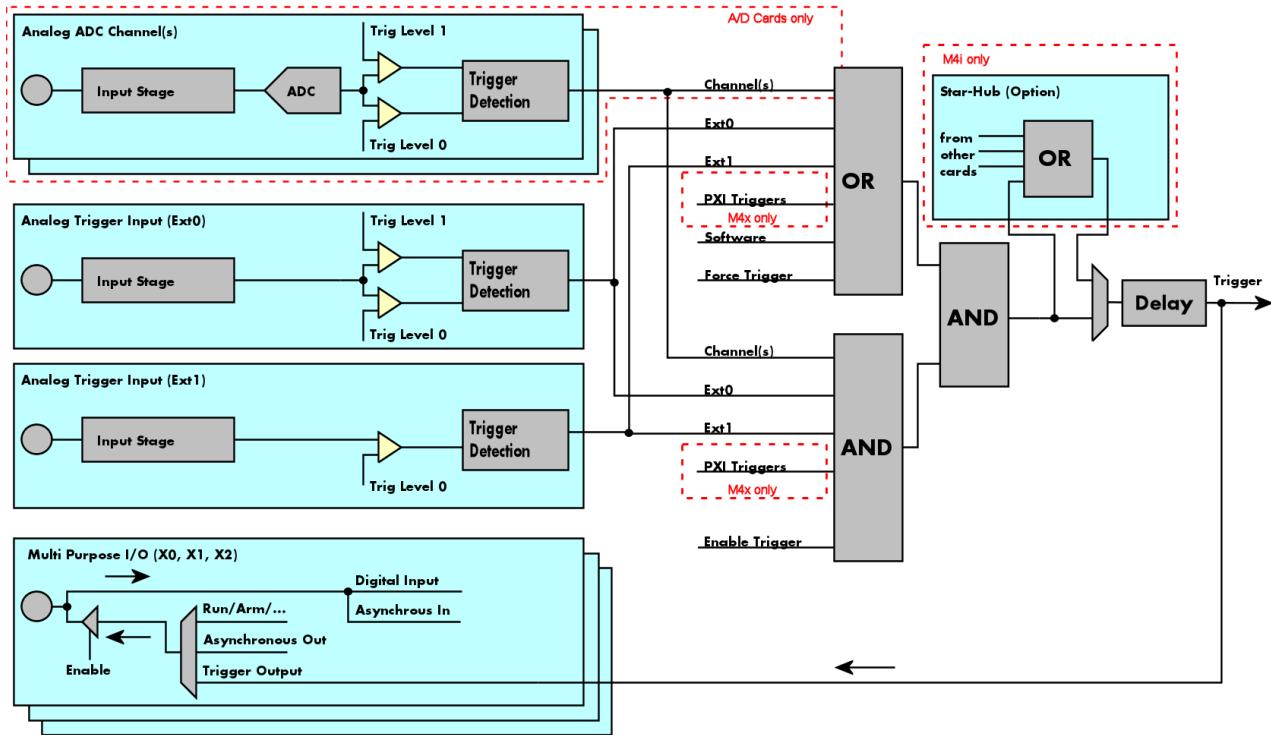
## Trigger modes and appendant registers

### General Description

The trigger modes of the Spectrum M4i/M4x series A/D and D/A cards are very extensive and give you the possibility to detect nearly any trigger event you can think of.

You can choose between more than 10 external trigger modes and up to 20 internal trigger modes (on analog acquisition cards) including software and channel trigger, depending on your type of board. Many of the channel trigger modes can be independently set for each input channel (on A/D boards only) resulting in a even bigger variety of modes. This chapter is about to explain all of the different trigger modes and setting up the card's registers for the desired mode.

### Trigger Engine Overview



The trigger engine of the M4i/M4x card series allows to combine several different trigger sources with OR and AND combination, with a trigger delay or even with an OR combination across several cards when using the Star-Hub option. The above drawing gives a complete overview of the trigger engine and shows all possible features that are available.

On A/D cards each analog input channel has two trigger level comparators to detect edges as well as windowed triggers. All card types have a total of two different additional external trigger sources. One main trigger source (Ext0) which also has two analog level comparators also allowing to use edge and windowed trigger detection and one secondary analog trigger (Ext1) with one analog level comparator. Additionally three multi purpose in/outputs that can be software programmed to either inputs or outputs some extended status signals.

The Enable trigger allows the user to enable or disable all trigger sources (including channel trigger on A/D cards and external trigger) with a single software command. The enable trigger command will not work on force trigger.

When the card is waiting for a trigger event, either a channel trigger or an external trigger the force trigger command allows to force a trigger event with a single software command. The force trigger overrides the enable trigger command.

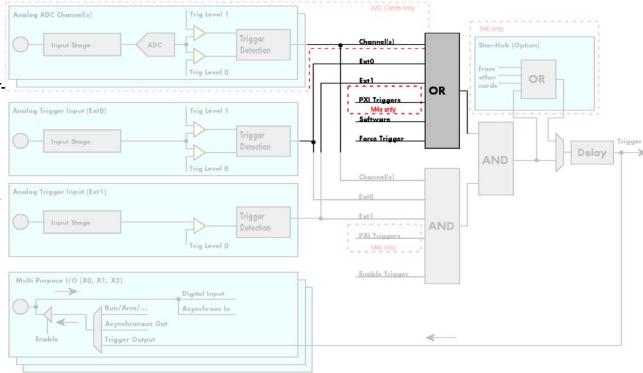
Before the trigger event is finally generated, it is wired through a programmable trigger delay. This trigger delay will also work when used in a synchronized system thus allowing each card to individually delay its trigger recognition.

## Trigger masks

### Trigger OR mask

The purpose of this passage is to explain the trigger OR mask (see left figure) and all the appendant software registers in detail.

The OR mask shown in the overview before as one object, is separated into two parts: a general OR mask for main external trigger (external analog window trigger), the secondary external trigger (external analog comparator trigger, the various PXI triggers (available on M4x PXIe cards only) and software trigger and a channel OR mask.

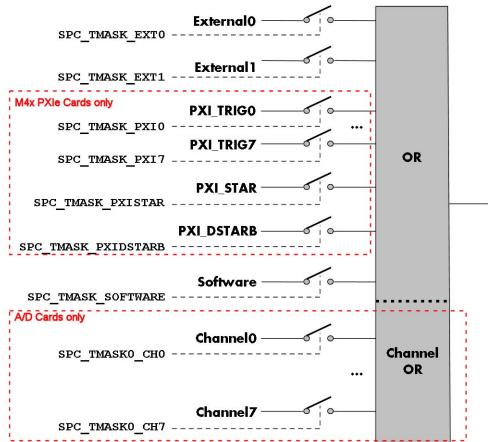


Every trigger source of the M4i/M4x series cards is wired to one of the above mentioned OR masks. The user then can program which trigger source will be recognized, and which one won't.

This selection for the general mask is realized with the SPC\_TRIG\_ORMASK register in combination with constants for every possible trigger source.

This selection for the channel mask (A/D cards only) is realized with the SPC\_TRIG\_CHORMASK0 register in combination with constants for every possible channel trigger source.

In either case the sources are coded as a bitfield, so that they can be combined by one access to the driver with the help of a bitwise OR.



The table below shows the relating register for the general OR mask and the possible constants that can be written to it.

Register	Value	Direction	Description
SPC_TRIG_AVAILORMASK	40400	read	Bitmask, in which all bits of the below mentioned sources for the OR mask are set, if available.
SPC_TRIG_ORMASK	40410	read/write	Defines the events included within the trigger OR mask of the card.
SPC_TMASK_NONE	0		No trigger source selected
SPC_TMASK_SOFTWARE	1h		Enables the software trigger for the OR mask. The card will trigger immediately after start.
SPC_TMASK_EXT0	2h		Enables the external (analog window) trigger 0 for the OR mask. The card will trigger when the programmed condition for this input is valid.
SPC_TMASK_EXT1	4h		Enables the external (analog comparator) trigger 1 for the OR mask. The card will trigger when the programmed condition for this input is valid.
SPC_TMASK_PXIO	100000h		Enables the PXI_TRIGGER0 for the OR mask. The card will trigger when the signal on this input is HIGH.
SPC_TMASK_PXI1	200000h		Enables the PXI_TRIGGER1 for the OR mask. The card will trigger when the signal on this input is HIGH.
SPC_TMASK_PXI2	400000h		Enables the PXI_TRIGGER2 for the OR mask. The card will trigger when the signal on this input is HIGH.
SPC_TMASK_PXI3	800000h		Enables the PXI_TRIGGER3 for the OR mask. The card will trigger when the signal on this input is HIGH.
SPC_TMASK_PXI4	1000000h		Enables the PXI_TRIGGER4 for the OR mask. The card will trigger when the signal on this input is HIGH.
SPC_TMASK_PXI5	2000000h		Enables the PXI_TRIGGER5 for the OR mask. The card will trigger when the signal on this input is HIGH.
SPC_TMASK_PXI6	4000000h		Enables the PXI_TRIGGER6 for the OR mask. The card will trigger when the signal on this input is HIGH.
SPC_TMASK_PXI7	8000000h		Enables the PXI_TRIGGER7 for the OR mask. The card will trigger when the signal on this input is HIGH.
SPC_TMASK_PXISTAR	10000000h		Enables the PXI_STAR line for the OR mask. The card will trigger when the signal on this input is HIGH.
SPC_TMASK_PXIDSTAR	20000000h		Enables the PXI_DSTAR for the OR mask. The card will trigger when the signal on this input is HIGH.

The following example shows, how to setup the OR mask, for the two external trigger inputs, ORing them together. When using just a single trigger, only this particular trigger must be used in the OR mask register, respectively. As an example a simple edge detection has been

chosen for Ext1 input and a window edge detection has been chosen for Ext0 input. The explanation and a detailed description of the different trigger modes for the external trigger inputs will be shown in the dedicated passage within this chapter.

```

spcm_dwSetParam_i32 (hDrv, SPC_TRIG_EXT0_LEVEL0, 1800);           // lower Window Trigger level set to 1.8 V
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_EXT0_LEVEL1, 2000);           // upper Window Trigger level set to 2.0 V
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_EXT0_MODE, SPC_TM_WINENTER); // Setting up main window trigger for entering

spcm_dwSetParam_i32 (hDrv, SPC_TRIG_EXT1_LEVEL0, 2500);           // Trigger level set to 2.5 V
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_EXT1_MODE, SPC_TM_POS);        // Setting up secondary trigger for rising edges

// Enable both external triggers within the OR mask, hence ORing them together
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_ORMASK, SPC_TMASK_EXT1 | SPC_TMASK_EXT0);

```

The table below is showing the registers for the channel OR mask (A/D cards only) and the possible constants that can be written to it.

Register	Value	Direction	Description
SPC_TRIG_CH_AVAILORMASK0	40450	read	Bitmask, in which all bits of the below mentioned sources/channels (0...7) for the channel OR mask are set, if available.
SPC_TRIG_CH_ORMASK0	40460	read/write	Includes the analog channels (0...7) within the channel trigger OR mask of the card.
SPC_TMASK0_CH0	00000001h		Enables channel0 for recognition within the channel OR mask.
SPC_TMASK0_CH1	00000002h		Enables channel1 for recognition within the channel OR mask.
SPC_TMASK0_CH2	00000004h		Enables channel2 for recognition within the channel OR mask.
SPC_TMASK0_CH3	00000008h		Enables channel3 for recognition within the channel OR mask.
SPC_TMASK0_CH4	00000010h		Enables channel4 for recognition within the channel OR mask.
SPC_TMASK0_CH5	00000020h		Enables channel5 for recognition within the channel OR mask.
SPC_TMASK0_CH6	00000040h		Enables channel6 for recognition within the channel OR mask.
SPC_TMASK0_CH7	00000080h		Enables channel7 for recognition within the channel OR mask.

The following example shows, how to setup the OR mask for channel trigger. As an example a simple edge detection has been chosen. The explanation and a detailed description of the different trigger modes for the channel trigger modes will be shown in the dedicated passage within this chapter.

```

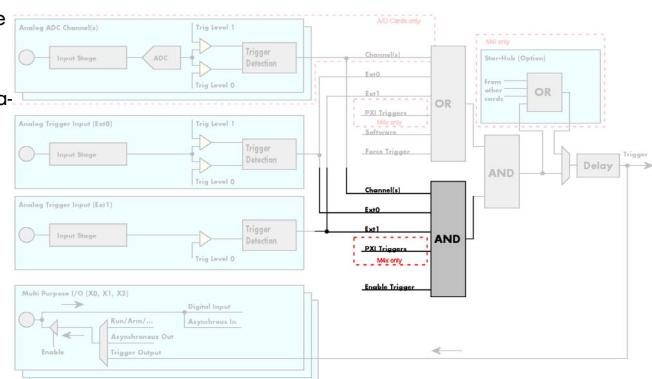
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_CH_ORMASK0, SPC_TMASK_CH0); // Enable channel0 trigger within the OR mask
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_CH0_LEVEL0, 0);             // Trigger level is zero crossing
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_CH0_MODE, SPC_TM_POS);       // Setting up channel trigger for rising edges

```

## Trigger AND mask

The purpose of this passage is to explain the trigger AND mask (see left figure) and all the appendant software registers in detail.

The AND mask shown in the overview before as one object, is separated into two parts: a general AND mask for external trigger and software trigger and a channel AND mask.

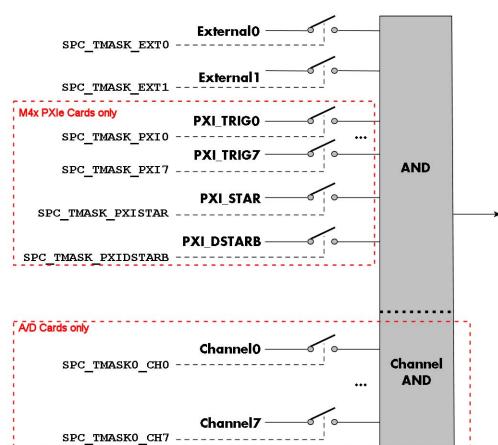


Every trigger source of the M4i/M4x series cards except the software trigger is wired to one of the above mentioned AND masks. The user then can program which trigger source will be recognized, and which one won't.

This selection for the general mask is realized with the SPC\_TRIG\_ANDMASK register in combination with constants for every possible trigger source.

This selection for the channel mask (A/D cards only) is realized with the SPC\_TRIG\_CH\_ANDMASK0 register in combination with constants for every possible channel trigger source.

In either case the sources are coded as a bitfield, so that they can be combined by one access to the driver with the help of a bitwise OR.



The table below shows the relating register for the general AND mask and the possible constants that can be written to it.

Register	Value	Direction	Description
SPC_TRIG_AVAILANDMASK	40420	read	Bitmask, in which all bits of the below mentioned sources for the AND mask are set, if available.
SPC_TRIG_ANDMASK	40430	read/write	Defines the events included within the trigger AND mask of the card.
SPC_TMASK_NONE	0	No trigger source selected	
SPC_TMASK_EXT0	2h	Enables the external (analog window) trigger 0 for the AND mask. The card will trigger when the programmed condition for this input is valid.	
SPC_TMASK_EXT1	4h	Enables the external (analog comparator) trigger 1 for the AND mask. The card will trigger when the programmed condition for this input is valid.	
SPC_TMASK_PXIO	100000h	Enables the PXI_TRIG0 for the AND mask. The card will trigger when the signal on this input is HIGH.	
SPC_TMASK_PXI1	200000h	Enables the PXI_TRIG1 for the AND mask. The card will trigger when the signal on this input is HIGH.	
SPC_TMASK_PXI2	400000h	Enables the PXI_TRIG2 for the AND mask. The card will trigger when the signal on this input is HIGH.	
SPC_TMASK_PXI3	800000h	Enables the PXI_TRIG3 for the AND mask. The card will trigger when the signal on this input is HIGH.	
SPC_TMASK_PXI4	1000000h	Enables the PXI_TRIG4 for the AND mask. The card will trigger when the signal on this input is HIGH.	
SPC_TMASK_PXI5	2000000h	Enables the PXI_TRIG5 for the AND mask. The card will trigger when the signal on this input is HIGH.	
SPC_TMASK_PXI6	4000000h	Enables the PXI_TRIG6 for the AND mask. The card will trigger when the signal on this input is HIGH.	
SPC_TMASK_PXI7	8000000h	Enables the PXI_TRIG7 for the AND mask. The card will trigger when the signal on this input is HIGH.	
SPC_TMASK_PXISTAR	10000000h	Enables the PXISTAR line for the AND mask. The card will trigger when the signal on this input is HIGH.	
SPC_TMASK_PXIDSTAR	20000000h	Enables the PXIDSTAR for the AND mask. The card will trigger when the signal on this input is HIGH.	

The following example shows, how to setup the AND mask, for an external trigger. As an example a simple high level detection has been chosen. When multiple external triggers shall be combined by AND, both of the external sources must be included in the AND mask register, similar to the OR mask example shown before. The explanation and a detailed description of the different trigger modes for the external trigger inputs will be shown in the dedicated passage within this chapter.

```
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_ANDMASK, SPC_TMASK_EXT0); // Enable external trigger within the AND mask
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_EXT0_LEVEL0, 2000); // Trigger level is 2.0 V (2000 mV)
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_EXT0_MODE, SPC_TM_HIGH); // Setting up external trigger for HIGH level
```

The table below is showing the constants for the channel AND mask (A/D cards only) and all the constants for the different channels.

Register	Value	Direction	Description
SPC_TRIG_CH_AVAILANDASK0	40470	read	Bitmask, in which all bits of the below mentioned sources/channels (0...7) for the channel AND mask are set, if available.
SPC_TRIG_CH_ANDMASK0	40480	read/write	Includes the analog or digital channels (0...7) within the channel trigger AND mask of the card.
SPC_TMASK0_CH0	00000001h	Enables channel0 for recognition within the channel OR mask.	
SPC_TMASK0_CH1	00000002h	Enables channel1 for recognition within the channel OR mask.	
SPC_TMASK0_CH2	00000004h	Enables channel2 for recognition within the channel OR mask.	
SPC_TMASK0_CH3	00000008h	Enables channel3 for recognition within the channel OR mask.	
SPC_TMASK0_CH4	00000010h	Enables channel4 for recognition within the channel OR mask.	
SPC_TMASK0_CH5	00000020h	Enables channel5 for recognition within the channel OR mask.	
SPC_TMASK0_CH6	00000040h	Enables channel6 for recognition within the channel OR mask.	
SPC_TMASK0_CH7	00000080h	Enables channel7 for recognition within the channel OR mask.	

The following example shows, how to setup the AND mask for a channel trigger. As an example a simple level detection has been chosen. The explanation and a detailed description of the different trigger modes for the channel trigger modes will be shown in the dedicated passage within this chapter.

```
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_CH_ANDMASK0, SPC_TMASK_CH0); // Enable channel0 trigger within AND mask
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_CH0_LEVEL0, 0); // channel level to detect is zero level
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_CH0_MODE, SPC_TM_HIGH); // Setting up ch0 trigger for HIGH levels
```

## Software trigger

The software trigger is the easiest way of triggering any Spectrum board. The acquisition or replay of data will start immediately after starting the board. The only delay results from the time the board needs for its setup.

For enabling the software trigger one simply has to include the software event within the trigger OR mask, as the following table is showing:



Register	Value	Direction	Description
SPC_TRIG_ORMASK	40410	read/write	Defines the events included within the trigger OR mask of the card.
SPC_TMASK_SOFTWARE	1h	Sets the trigger mode to software, so that the recording/replay starts immediately.	

Example for setting up the software trigger:

```
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_ORMASK, SPC_TMASK_SOFTWARE); // Internal software trigger mode is used
```

## Force- and Enable trigger

In addition to the software trigger (free run) it is also possible to force a trigger event by software while the board is waiting for an internal or external trigger event. The forcetrigger command will only have any effect, when the board is waiting for a trigger event. The command for forcing a trigger event is shown in the table below.

Issuing the forcetrigger command will every time only generate one trigger event. If for example using Multiple Recording that will result in only one segment being acquired by forcetrigger. After execution of the forcetrigger command the trigger engine will fall back to the trigger mode that was originally programmed and will again wait for a trigger event.

Register	Value	Direction	Description
SPC_M2CMD	100	write	Command register of the M2i/M3i/M4i series cards.
M2CMD_CARD_FORCEtrigger	10h		Forces a trigger event if the hardware is still waiting for a trigger event.

The example shows, how to use the forcetrigger command:

```
spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_CARD_FORCEtrigger); // Force trigger is used.
```

It is also possible to enable (arm) or disable (disarm) the card's whole triggerengine by software. By default the trigger engine is disabled.

Register	Value	Direction	Description
SPC_M2CMD	100	write	Command register of the M2i/M3i/M4i series cards.
M2CMD_CARD_ENABLEtrigger	8h		Enables the trigger engine. Any trigger event will now be recognized.
M2CMD_CARD_DISABLEtrigger	20h		Disables the trigger engine. No trigger events will be recognized.

The example shows, how to arm and disarm the card's trigger engine properly:

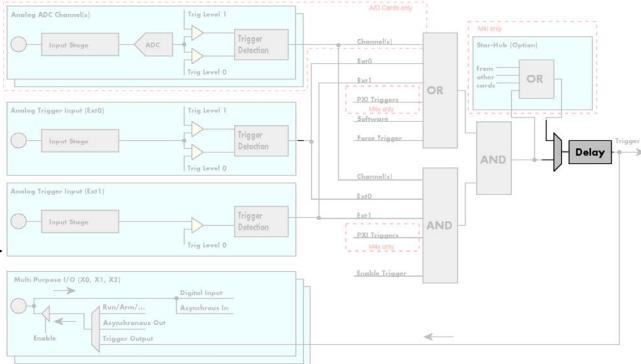
```
spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_CARD_ENABLEtrigger); // Trigger engine is armed.  
...  
spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_CARD_DISABLEtrigger); // Trigger engine is disarmed.
```

## Trigger delay

All of the Spectrum M4i/M4x series cards allow the user to program an additional trigger delay. As shown in the trigger overview section, this delay is the last element in the trigger chain. Therefore the user does not have to care for the sources when programming the trigger delay.

As shown in the overview the trigger delay is located after the star-hub connection meaning that every M4i card being synchronized can still have its own trigger delay programmed. The Star-Hub will combine the original trigger events before the result is being delayed.

The delay is programmed in samples. The resulting time delay will therefore be [Programmed Delay] / [Sampling Rate].



The following table shows the related register and the possible values. A value of 0 disables the trigger delay.

Register	Value	Direction	Description
SPC_TRIG_AVAILDELAY	40800	read	Contains the maximum available delay as a decimal integer value.
SPC_TRIG_DELAY	40810	read/write	Defines the delay for the detected trigger events.
0			No additional delay will be added. The resulting internal delay is mentioned in the technical data section.
16...[8G-8] in steps of 16 (12, 14, 16 bit cards)			Defines the additional trigger delay in number of sample clocks. The trigger delay can be programmed up to [8GSamples - 16] = 8589934576. Stepsize is 16 samples for 12, 14, 16 bit cards.
32...[8G-32] in steps of 32 (8 bit cards)			Defines the additional trigger delay in number of sample clocks. The trigger delay can be programmed up to [8GSamples - 32] = 8589934560. Stepsize is 32 samples for 8 bit cards.

The example shows, how to use the trigger delay command:

```
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_DELAY, 2000); // A detected trigger event will be
// delayed for 2000 sample clocks.
```

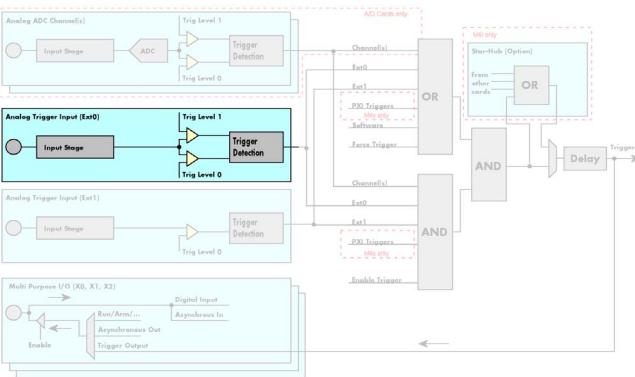


Using the delay trigger does not affect the ratio between pre trigger and post trigger recorded number of samples, but only shifts the trigger event itself. For changing these values, please take a look in the relating chapter about „Acquisition Modes“.

## Main external window trigger (Ext0)

The M4i/M4x series has one main external trigger input consisting of an input stage with programmable termination and programmable AC/DC coupling and two comparators that can be programmed in the range of +/- 10000 mV. Using two comparators offers a wide range of different trigger modes that are support like edge, level, re-arm and window trigger.

The main external analog trigger can be easily combined with channel trigger or with the secondary external trigger being programmed as an additional external trigger input. The programming of the masks is shown in the chapters above.



## Trigger Mode

Please find the main external (analog) trigger input modes below. A detailed description of the modes follows in the next chapters..

Register	Value	Direction	Description
SPC_TRIG_EXT0_AVAILMODES	40500	read	Bitmask showing all available trigger modes for external 0 (Ext0) = main analog trigger input
SPC_TRIG_EXT0_MODE	40510	read/write	Defines the external trigger mode for the external SMA connector trigger input. The trigger need to be added to either OR or AND mask input to be activated.
SPC_TM_NONE	0000000h		Channel is not used for trigger detection. This is as with the trigger masks another possibility for disabling channels.
SPC_TM_POS	00000001h		Trigger detection for positive edges (crossing level 0 from below to above)
SPC_TM_NEG	00000002h		Trigger detection for negative edges (crossing level 0 from above to below)
SPC_TM_POS   SPC_TM_REARM	01000001h		Trigger detection for positive edges on level 0. Trigger is armed when crossing level 1 to avoid false trigger on noise
SPC_TM_NEG   SPC_TM_REARM	01000002h		Trigger detection for negative edges on level 1. Trigger is armed when crossing level 0 to avoid false trigger on noise
SPC_TM_BOTH	00000004h		Trigger detection for positive and negative edges (any crossing of level 0)
SPC_TM_HIGH	00000008h		Trigger detection for HIGH levels (signal above level 0)
SPC_TM_LOW	00000010h		Trigger detection for LOW levels (signal below level 0)
SPC_TM_WINENTER	00000020h		Window trigger for entering area between level 0 and level 1
SPC_TM_WINLEAVE	00000040h		Window trigger for leaving area between level 0 and level 1
SPC_TM_INWIN	00000080h		Window trigger for signal inside window between level 0 and level 1
SPC_TM_OUTSIDEWIN	00000100h		Window trigger for signal outside window between level 0 and level 1

For all external edge and level trigger modes, the OR mask must contain the corresponding input, as the following table shows:

Register	Value	Direction	Description
SPC_TRIG_ORMASK	40410	read/write	Defines the OR mask for the different trigger sources.
SPC_TMASK_EXT0	2h		Enable main external trigger input for the OR mask

## Trigger Input Termination

The external trigger input is a high impedance input with 1 MOhm termination against GND. It is possible to program a 50 Ohm termination by software to terminate fast trigger signals correctly. If you enable the termination, please make sure, that your trigger source is capable to deliver the needed current. Please check carefully whether the source is able to fulfill the trigger input specification given in the technical data section.

Register	Value	Direction	Description
SPC_TRIG_TERM	40110	read/write	A „1“ sets the 50 Ohm termination for external trigger signals. A „0“ sets the high impedance termination

Please note that the signal levels will drop by 50% if using the 50 ohm termination and your source also has 50 ohm output impedance (both terminators will then work as a 1:2 divider). In that case it will be necessary to reprogram the trigger levels to match the new signal levels. In case of problems receiving a trigger please check the signal level of your source while connected to the terminated input.

## Trigger Input Coupling

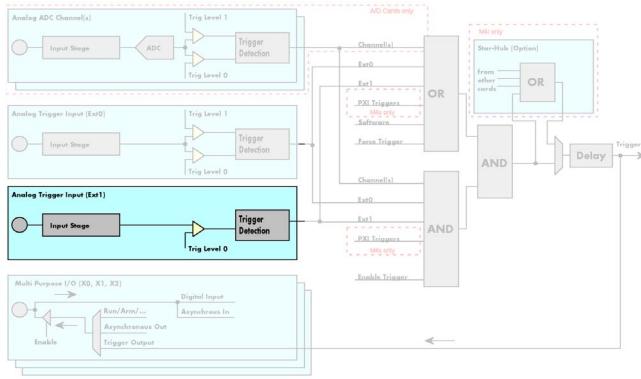
The external trigger input can be switched by software between AC and DC coupling. Please see the technical data section for details on the AC bandwidth.

Register	Value	Direction	Description
SPC_TRIG_EXT0_ACDC	40120	read/write	A „0“ sets the AC coupling for the external trigger input. A „1“ sets the DC coupling (default)

## Secondary external level trigger (Ext1)

The M4i/M4x series has one secondary external trigger input consisting of an input stage with fixed 10 kOhm termination and one comparator that can be programmed in the range of +/- 10000 mV. Using one comparators offers a wide range of different logic levels for the available trigger modes that are support like edge, level.

The secondary external analog trigger can be easily combined with channel trigger or with the main external trigger being programmed as an additional external trigger input. The programming of the masks is shown in the chapters above.



## Trigger Mode

Please find the main external (analog) trigger input modes below. A detailed description of the modes follows in the next chapters..

Register	Value	Direction	Description
SPC_TRIG_EXT1_AVAILMODES	40501	read	Bitmask showing all available trigger modes for external 0 (Ext0) = main analog trigger input
SPC_TRIG_EXT1_MODE	40511	read/write	Defines the external trigger mode for the external MMCX connector trigger input. The trigger need to be added to either OR or AND mask input to be activated.
SPC_TM_NONE	00000000h		Channel is not used for trigger detection. This is as with the trigger masks another possibility for disabling channels.
SPC_TM_POS	00000001h		Trigger detection for positive edges (crossing level 0 from below to above)
SPC_TM_NEG	00000002h		Trigger detection for negative edges (crossing level 0 from above to below)
SPC_TM_BOTH	00000004h		Trigger detection for positive and negative edges (any crossing of level 0)
SPC_TM_HIGH	00000008h		Trigger detection for HIGH levels (signal above level 0)
SPC_TM_LOW	00000010h		Trigger detection for LOW levels (signal below level 0)

For all external edge and level trigger modes, the OR mask must contain the corresponding input, as the following table shows:

Register	Value	Direction	Description
SPC_TRIG_ORMASK	40410	read/write	Defines the OR mask for the different trigger sources.
SPC_TMASK_EXT1	4h		Enable secondary external trigger input for the OR mask

## Trigger level

All of the external (analog) trigger modes listed above require at least one trigger level to be set (except SPC\_TM\_NONE of course). Some like the window or the re-arm triggers require even two levels (upper and lower level) to be set. The meaning of the trigger levels is depending on the selected mode and can be found in the detailed trigger mode description that follows.

Trigger levels for the external (analog) trigger to be programmed in mV:

Register	Value	Direction	Description	Range
SPC_TRIG_EXT_AVAIL0_MIN	42340	read	returns the minimum trigger level to be programmed in mV	
SPC_TRIG_EXT_AVAIL0_MAX	42341	read	returns the maximum trigger level to be programmed in mV	
SPC_TRIG_EXT_AVAIL0_STEP	42342	read	returns the step size of trigger level to be programmed in mV	
SPC_TRIG_EXT_AVAIL1_MIN	42345	read	returns the minimum trigger level to be programmed in mV	
SPC_TRIG_EXT_AVAIL1_MAX	42346	read	returns the maximum trigger level to be programmed in mV	
SPC_TRIG_EXT_AVAIL1_STEP	42347	read	returns the step size of trigger level to be programmed in mV	
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Trigger level 0 for external trigger Ext0	-10000 mV to +10000 mV
SPC_TRIG_EXT0_LEVEL1	42330	read/write	Trigger level 1 for external trigger Ext0	-10000 mV to +10000 mV
SPC_TRIG_EXT1_LEVEL0	42321	read/write	Trigger level 0 for external trigger Ext1	-10000 mV to +10000 mV

## Detailed description of the external analog trigger modes

For all external analog trigger modes shown below, either the OR mask or the AND must contain the external trigger to activate the external input as trigger source::

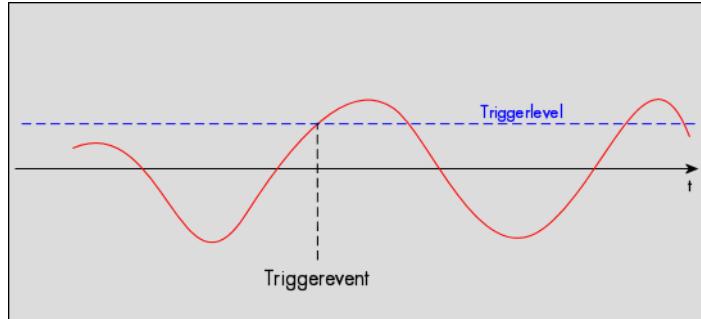
Register	Value	Direction	Description
SPC_TRIG_ORMASK	40410	read/write	Defines the events included within the trigger OR mask of the card.
SPC_TRIG_ANDMASK	40430	read/write	Defines the events included within the trigger AND mask of the card.
SPC_TMASK_EXT0	2h		Enables the main external (analog) trigger 0 for the mask.
SPC_TMASK_EXT1	4h		Enables the secondary external (analog) trigger 0 for the mask.

The following pages explain the available modes in detail. All modes that only require one single trigger level are available for both external trigger inputs. All modes that require two trigger levels are only available for the main external trigger input (Ext0).

### Trigger on positive edge

The trigger input is continuously sampled with the selected sample rate. If the programmed trigger level is crossed by the trigger signal from lower values to higher values (rising edge) then the trigger event will be detected.

This edge triggered external trigger mode correspond to the trigger possibilities of usual oscilloscopes.

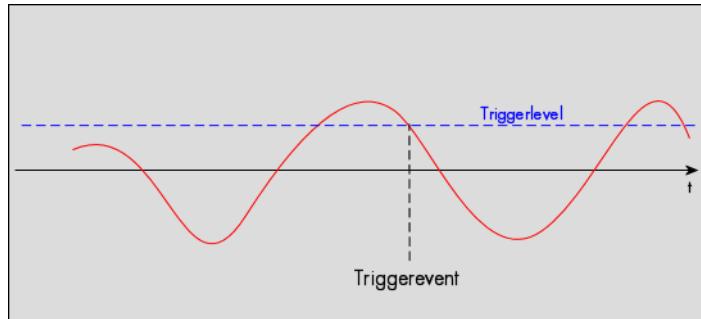


Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_POS	1h
SPC_TRIG_EXT1_MODE	40511	read/write	SPC_TM_POS	1h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Set it to the desired trigger level in mV	mV

### Trigger on negative edge

The trigger input is continuously sampled with the selected sample rate. If the programmed trigger level is crossed by the trigger signal from higher values to lower values (falling edge) then the trigger event will be detected.

This edge triggered external trigger mode correspond to the trigger possibilities of usual oscilloscopes.

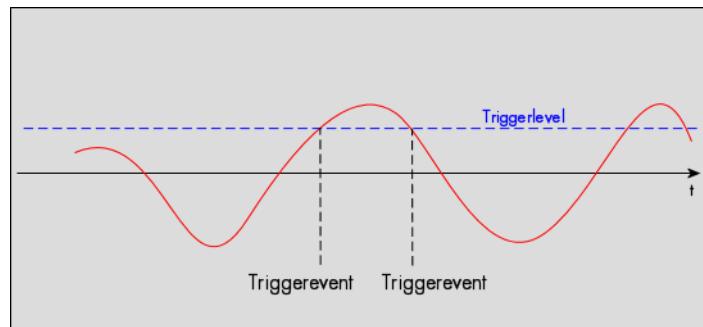


Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_NEG	2h
SPC_TRIG_EXT1_MODE	40511	read/write	SPC_TM_NEG	2h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Set it to the desired trigger level in mV	mV

### **Trigger on positive and negative edge**

The trigger input is continuously sampled with the selected sample rate. If the programmed trigger level is crossed by the trigger signal (either rising or falling edge) the trigger event will be detected.

This edge triggered external trigger mode correspond to the trigger possibilities of usual oscilloscopes.

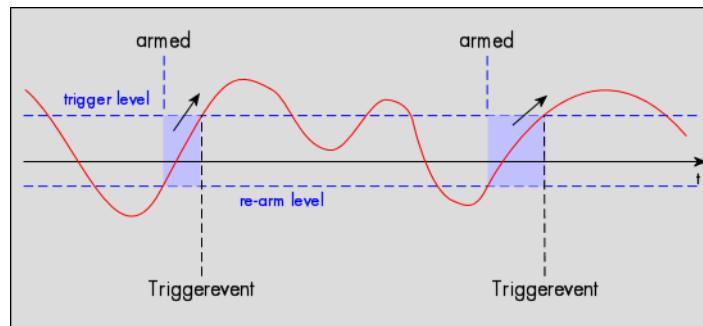


Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_BOTH	4h
SPC_TRIG_EXT1_MODE	40511	read/write	SPC_TM_BOTH	4h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Set it to the desired trigger level in mV	mV

### **Re-arm trigger on positive edge**

The trigger input is continuously sampled with the selected sample rate. If the programmed re-arm level is crossed from lower to higher values, the trigger engine is armed and waiting for trigger. If the programmed trigger level is crossed by the trigger signal from lower values to higher values (rising edge) then the trigger event will be detected and the trigger engine will be disarmed. A new trigger event is only detected if the trigger engine is armed again.

The re-arm trigger modes can be used to prevent the board from triggering on wrong edges in noisy signals.

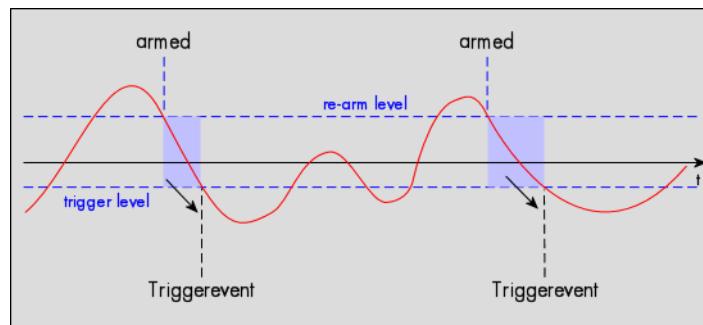


Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_POS   SPC_TM_REARM	01000001h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Set it to the desired trigger level in mV	mV
SPC_TRIG_EXT0_LEVEL1	42330	read/write	Defines the re-arm level in mV	mV

### **Re-arm trigger on negative edge**

The trigger input is continuously sampled with the selected sample rate. If the programmed re-arm level is crossed from higher to lower values, the trigger engine is armed and waiting for trigger. If the programmed trigger level is crossed by the trigger signal from higher values to lower values (falling edge) then the trigger event will be detected and the trigger engine will be disarmed. A new trigger event is only detected, if the trigger engine is armed again.

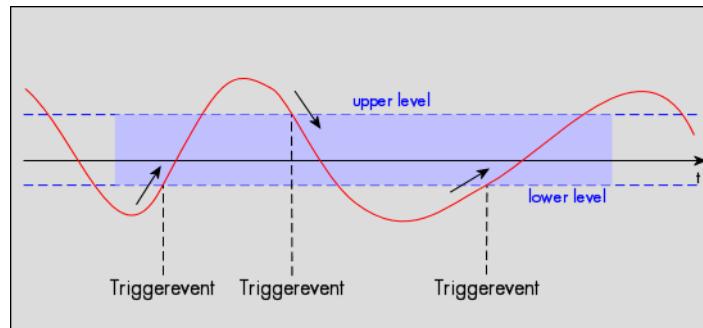
The re-arm trigger modes can be used to prevent the board from triggering on wrong edges in noisy signals.



Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_NEG   SPC_TM_REARM	0100002h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Defines the re-arm level in mV	mV
SPC_TRIG_EXT0_LEVEL1	42330	read/write	Set it to the desired trigger level in mV	mV

### Window trigger for entering signals

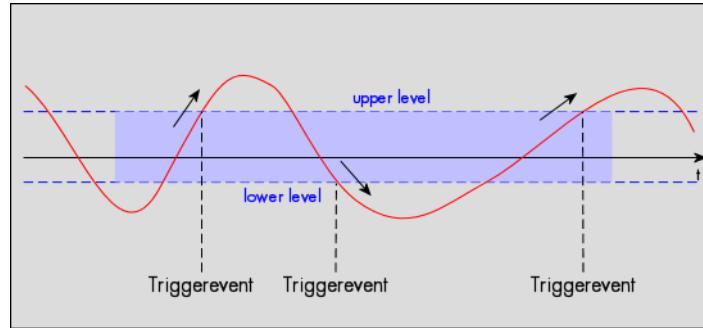
The trigger input is continuously sampled with the selected sample rate. The upper and the lower level define a window. Every time the signal enters the window from the outside, a trigger event will be detected.



Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_WINENTER	00000020h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Set it to the upper trigger level in mV	mV
SPC_TRIG_EXT0_LEVEL1	42330	read/write	Set it to the lower trigger level in mV	mV

### Window trigger for leaving signals

The trigger input is continuously sampled with the selected sample rate. The upper and the lower level define a window. Every time the signal leaves the window from the inside, a trigger event will be detected.

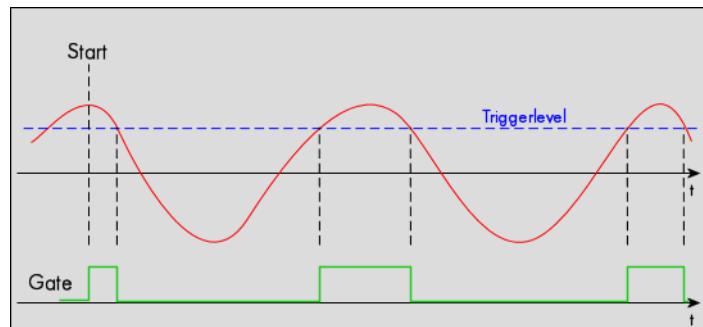


Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_WINLEAVE	00000040h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Set it to the upper trigger level in mV	mV
SPC_TRIG_EXT0_LEVEL1	42330	read/write	Set it to the lower trigger level in mV	mV

### High level trigger

This trigger mode will generate an internal gate signal that can be useful in conjunction with a second trigger mode to gate that second trigger. If using this mode as a single trigger source the card will detect a trigger event at the time when entering the high level (acting like positive edge trigger) or if the trigger signal is already above the programmed level at the start it will immediately detect a trigger event.

The trigger input is continuously sampled with the selected sample rate. The trigger event will be detected if the trigger input is above the programmed trigger level.

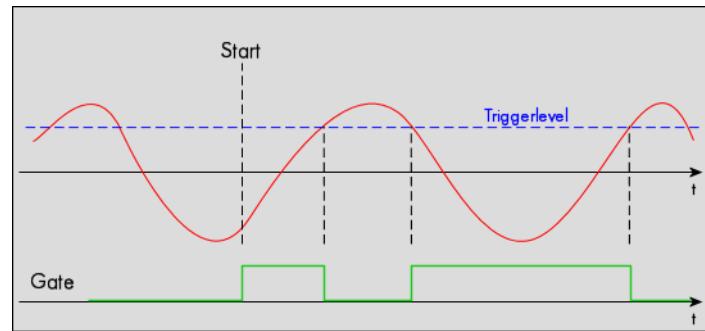


Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_HIGH	00000008h
SPC_TRIG_EXT1_MODE	40511	read/write	SPC_TM_HIGH	00000008h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Set it to the upper trigger level in mV	mV

### **Low level trigger**

This trigger mode will generate an internal gate signal that can be useful in conjunction with a second trigger mode to gate that second trigger. If using this mode as a single trigger source the card will detect a trigger event at the time when entering the low level (acting like negative edge trigger) or if the trigger signal is already above the programmed level at the start it will immediately detect a trigger event.

The trigger input is continuously sampled with the selected sample rate. The trigger event will be detected if the trigger input is below the programmed trigger level.

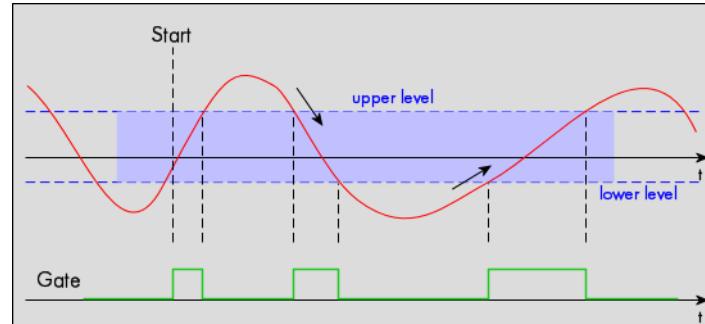


Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_LOW	00000010h
SPC_TRIG_EXT1_MODE	40511	read/write	SPC_TM_LOW	00000010h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Set it to the upper trigger level in mV	mV

### **In window trigger**

This trigger mode will generate an internal gate signal that can be useful in conjunction with a second trigger mode to gate that second trigger. If using this mode as a single trigger source the card will detect a trigger event at the time when entering the window defined by the two trigger levels (acting like window enter trigger) or if the trigger signal is already inside the programmed window at the start it will immediately detect a trigger event.

The trigger input is continuously sampled with the selected sample rate. The trigger event will be detected if the trigger input is inside the programmed trigger window.

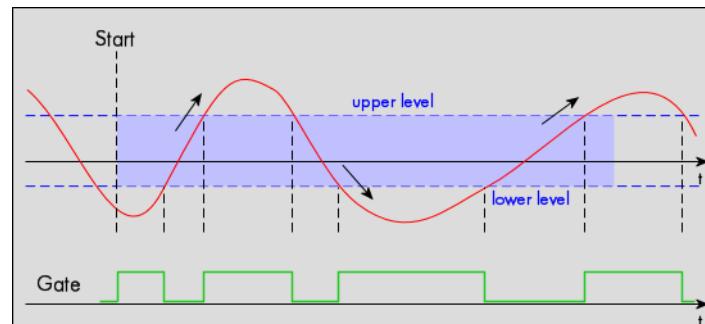


Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_INWIN	00000080h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Set it to the upper trigger level in mV	mV
SPC_TRIG_EXT0_LEVEL1	42330	read/write	Set it to the lower trigger level in mV	mV

### **Outside window trigger**

This trigger mode will generate an internal gate signal that can be useful in conjunction with a second trigger mode to gate that second trigger. If using this mode as a single trigger source the card will detect a trigger event at the time when leaving the window defined by the two trigger levels (acting like leaving window trigger) or if the trigger signal is already outside the programmed window at the start it will immediately detect a trigger event.

The trigger input is continuously sampled with the selected sample rate. The trigger event will be detected if the trigger input is outside the programmed trigger window.

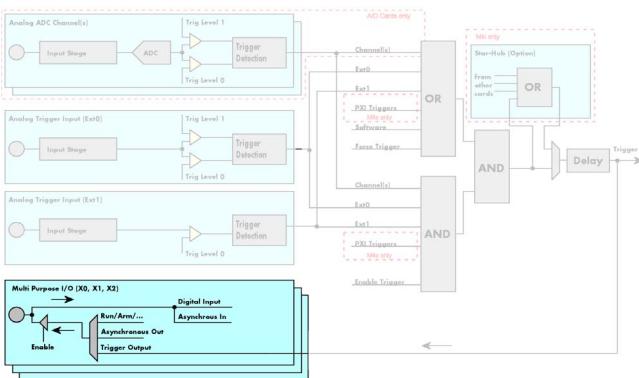


Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_OUTSIDEWIN	00000100h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Set it to the upper trigger level in mV	mV
SPC_TRIG_EXT0_LEVEL1	42330	read/write	Set it to the lower trigger level in mV	mV

## Multi Purpose I/O Lines

The M4i/M4x series cards and the base upon digitizerNETBOX and generatorNETBOX products have three multi purpose I/O lines that can be used for a wide variety of functions to help the interconnection with external equipment. The functionality of these multi purpose I/O lines can be software programmed and each of these lines can either be used for input or output.

The multi purpose I/O lines may be used as status outputs such as trigger output or internal arm/run as well as for asynchronous I/O to control external equipment as well as additional digital input lines that are sampled synchronously with the analog data.



The multi purpose I/O lines are available on the front plate and labeled with X0 (line 0), X1 (line 1) and X2 (line 2). As default these lines are switched off.

**⚠ Please be careful when programming these lines as an output whilst maybe still being connected with an external signal source, as that may damage components either on the external equipment or on the card itself.**

## Programming the behavior

Each multi purpose I/O line can be individually programmed. Please check the available modes by reading the SPCM\_X0\_AVAILMODES, SPCM\_X1\_AVAILMODES and SPCM\_X2\_AVAILMODES register first. The available modes may differ from card to card and may be enhanced with new driver/firmware versions to come.

Register	Value	Direction	Description
SPCM_X0_AVAILMODES	47210	read	Bitmask with all bits of the below mentioned modes showing the available modes for (X0)
SPCM_X1_AVAILMODES	47211	read	Bitmask with all bits of the below mentioned modes showing the available modes for (X1)
SPCM_X2_AVAILMODES	47212	read	Bitmask with all bits of the below mentioned modes showing the available modes for (X2)
SPCM_X0_MODE	47200	read/write	Defines the mode for (X0). Only one mode selection is possible to be set at a time
SPCM_X1_MODE	47201	read/write	Defines the mode for (X1). Only one mode selection is possible to be set at a time
SPCM_X2_MODE	47202	read/write	Defines the mode for (X2). Only one mode selection is possible to be set at a time
SPCM_XMODE_DISABLE	00000000h		No mode selected. Output is tristate (default setup)
SPCM_XMODE_ASYNCIN	00000001h		Connector is programmed for asynchronous input. Use SPCM_XX_ASYNCIO to read data asynchronous as shown in next chapter.
SPCM_XMODE_ASYNCOUT	00000002h		Connector is programmed for asynchronous output. Use SPCM_XX_ASYNCIO to write data asynchronous as shown in next chapter.
SPCM_XMODE_DIGIN	00000004h		A/D cards only: Connector is programmed for synchronous digital input. For each analog channel, one digital channel X0/X1/X2 is integrated into the ADC data stream. Depending on the ADC resolution of your card the resulting merged samples can have different formats. Please check the data format chapter to see more details. Please note that automatic sign extension of analog data is ineffective as soon as one digital input line is activated and the software must properly mask out the digital bits.
SPCM_XMODE_DIGOUT	00000008h		D/A cards only: Connector is programmed for synchronous digital output. Digital channels can be „included“ within the analog samples and synchronously replayed along. Requires additional MODE bits to be set along with this flag, as explained later on.
SPCM_XMODE_TRIGOUT	00000020h		Connector is programmed as trigger output and shows the trigger detection. The trigger output goes HIGH as soon as the trigger is recognized. After end of acquisition it is LOW again. In Multiple Recording/Gated Sampling/ABA mode it goes LOW after the acquisition of the current segment stops. In standard FIFO mode the trigger output is HIGH until FIFO mode is stopped.
SPCM_XMODE_DIGIN2BIT	00000080h		Connector is programmed for digital input. For each analog channel, two digital channels X0/X1/X2 are integrated into the ADC data stream. Depending on the ADC resolution of your card the resulting merged samples can have different formats. Please check the data format chapter to see more details. Please note that automatic sign extension of analog data is ineffective as soon as one digital input line is activated and the software must properly mask out the digital bits.
SPCM_XMODE_RUNSTATE	00000100h		Connector shows the current run state of the card. If acquisition/output is running the signal is HIGH. If card has stopped the signal is LOW.
SPCM_XMODE_ARMSTATE	00000200h		Connector shows the current ARM state of the card. If the card is armed and ready to receive a trigger the signal is HIGH. If the card isn't running or the card is still acquiring pretrigger data or the trigger has been detected the signal is LOW.
SPCM_XMODE_REFCLKOUT	00001000h		Connector reflects the internally generated PLL reference clock in the range of 10 to 62.5 MHz.
SPCM_XMODE_CONTOUTMARK	00002000h		Generator Cards only: outputs a HIGH pulse as continuous marker signal for continuous replay mode. The marker signal length is $\frac{1}{2}$ of the programmed memory size.
SPCM_XMODE_SYSCLKOUT	00004000h		Connector reflects the internally generated system clock in the range of 2.5 up to 156.25 MHz.



**Please note that a change to the SPCM\_X0\_MODE, SPCM\_X1\_MODE or SPCM\_X2\_MODE will only be updated with the next call to either the M2CMD\_CARD\_START or M2CMD\_CARD\_WRITESETUP register. For further details please see the relating chapter on the M2CMD\_CARD registers.**

## Using asynchronous I/O

To use asynchronous I/O on the multi purpose I/O lines it is first necessary to switch these lines to the desired asynchronous mode by programming the above explained mode registers. As a special feature asynchronous input can also be read if the mode is set to trigger input or digital input.

Register	Value	Direction	Description
SPCM_XX_ASYNCIO	47220	read/write	Connector X0 is linked to bit 0 of the register, connector X1 is linked to bit 1 while connector X2 is linked to bit 2 of this register. Data is written/read immediately without any relation to the currently used sampling rate or mode. If a line is programmed to output, reading this line asynchronously will return the current output level.

Example of asynchronous write and read. We write a high pulse on output X1 and wait for a high level answer on input X0:

```

spcm_dwSetParam_i32 (hDrv, SPCM_X0_MODE, SPCM_XMODE_ASYNCIN); // X0 set to asynchronous input
spcm_dwSetParam_i32 (hDrv, SPCM_X1_MODE, SPCM_XMODE_ASYNCOUT); // X1 set to asynchronous output
spcm_dwSetParam_i32 (hDrv, SPCM_X2_MODE, SPCM_XMODE_TRIGOUT); // X2 set to trigger output

spcm_dwSetParam_i32 (hDrv, SPCM_XX_ASYNCIO, 0); // programming a high pulse on output
spcm_dwSetParam_i32 (hDrv, SPCM_XX_ASYNCIO, 2);
spcm_dwSetParam_i32 (hDrv, SPCM_XX_ASYNCIO, 0);

do {
    spcm_dwGetParam_i32 (hDrv, SPCM_XX_ASYNCIO, &lAsyncIn); // read input in a loop
} while !(lAsyncIn & 1) == 0) // until X0 is going to high level

```

## Special behavior of trigger output

As the driver of the M4i/M4x series is the same as the driver for the M2i/M3i series and some old software may rely on register structure of the M2i/M3i card series, there is a special compatible trigger output register that will work according to the M2i/M3i series style. It is not recommended to use this register unless you're writing software for multiple card series:

Register	Value	Direction	Description
SPC_TRIG_OUTPUT	40100	read/write	M2i style trigger output programming. Write a „1“ to enable: - X2 trigger output (SPCM_X2_MODE = SPCM_XMODE_TRIGOUT) - X1 arm state (SPCM_X1_MODE = SPCM_XMODE_ARMSTATE). - X0 run state (SPCM_X0_MODE = SPCM_XMODE_RUNSTATE).  Write a „0“ to disable both outputs: - SPCM_X0_MODE = SPCM_X1_MODE = SPCM_X2_MODE = SPCM_XMODE_DISABLE



**The SPC\_TRIG\_OUTPUT register overrides the multi purpose I/O settings done by SPCM\_X0\_MODE, SPCM\_X1\_MODE and SPCM\_X2\_MODE and vice versa. Do not use both methods together from within one program.**

## Using synchronous digital outputs

This mode allows the user to replay up to three additional digital channels that are synchronous and phase stable along with the analog data. To enable that mode for a particular Multi Purpose I/O line the the digital output mode must selected along with some additional information:

Register	Value	Direction	Description
SPCM_X0_AVAILMODES	47210	read	Bitmask with all bits of the below mentioned modes showing the available modes for (X0)
SPCM_X1_AVAILMODES	47211	read	Bitmask with all bits of the below mentioned modes showing the available modes for (X1)
SPCM_X2_AVAILMODES	47212	read	Bitmask with all bits of the below mentioned modes showing the available modes for (X2)
SPCM_X0_MODE	47200	read/write	Defines the mode for (X0). Only one mode selection is possible to be set at a time
SPCM_X1_MODE	47201	read/write	Defines the mode for (X1). Only one mode selection is possible to be set at a time
SPCM_X2_MODE	47202	read/write	Defines the mode for (X2). Only one mode selection is possible to be set at a time
SPCM_XMODE_DIGOUT	00000008h	D/A cards only: Connector is programmed for synchronous digital output. Digital channels can be „included“ within the analog samples and synchronously replayed along. Requires additional MODE bits to be set along with this flag, as explained later on.	

Additional constants that must be combined together with SPCM\_XMODE\_DIGOUT to select the analog channel or channels containing the digital data information and also the bit of the combined data word to be used for digital output:

SPCM_XMODE_DIGOUTSRC_CH0	01000000h	Select channel 0 as source (channel 0 must be enabled for replay).
SPCM_XMODE_DIGOUTSRC_CH1	02000000h	Select channel 1 as source (channel 1 must be enabled for replay).
SPCM_XMODE_DIGOUTSRC_CH2	04000000h	Select channel 2 as source (channel 2 must be enabled for replay).
SPCM_XMODE_DIGOUTSRC_CH3	08000000h	Select channel 3 as source (channel 3 must be enabled for replay).
SPCM_XMODE_DIGOUTSRC_BIT15	00100000h	Use Bit15 of selected channel: channel's resolution will be reduced to 15 bit.
SPCM_XMODE_DIGOUTSRC_BIT14	00200000h	Use Bit14 of selected channel: channel's resolution will be reduced to 14 bit, even if bit 15 is not used for digital replay.
SPCM_XMODE_DIGOUTSRC_BIT13	00400000h	Use Bit13 of selected channel: channel's resolution will be reduced to 13 bit, even if bit 15 and/or bit 14 are not used for digital replay.

A channel's samples can contain also information for the synchronous digital output channels, with up to three digital channels combined with the analog sample within one data word. When extracting the digital channels form the data word, the analog data will automatically be shifted upwards, to not loose any gain information. The analog data is still in the same twos complement format.

Data bit	Standard Mode No embedded digital Bit 16 bit DAC resolution	Digital outputs enabled 1 embedded digital Bit 15 bit DAC resolution	Digital outputs enabled 2 embedded digital Bits 14 bit DAC resolution	Digital outputs enabled 3 embedded digital Bits 13 bit DAC resolution
	D15	DAx Bit 15 (MSB)	Digital „Bit15“ of channel x	Digital „Bit15“ of channel x
D14	DAx Bit 14	DAx Bit 15 (MSB)	Digital „Bit14“ of channel x	Digital „Bit14“ of channel x
D13	DAx Bit 13	DAx Bit 14	DAx Bit 15 (MSB)	Digital „Bit13“ of channel x
D12	DAx Bit 12	DAx Bit 13	DAx Bit 14	DAx Bit 15 (MSB)
D11	DAx Bit 11	DAx Bit 12	DAx Bit 13	DAx Bit 14
D10	DAx Bit 10	DAx Bit 11	DAx Bit 12	DAx Bit 13
D9	DAx Bit 9	DAx Bit 10	DAx Bit 11	DAx Bit 12
D8	DAx Bit 8	DAx Bit 9	DAx Bit 10	DAx Bit 11
D7	DAx Bit 7	DAx Bit 8	DAx Bit 9	DAx Bit 10
D6	DAx Bit 6	DAx Bit 7	DAx Bit 8	DAx Bit 9
D5	DAx Bit 5	DAx Bit 6	DAx Bit 7	DAx Bit 8
D4	DAx Bit 4	DAx Bit 5	DAx Bit 6	DAx Bit 7
D3	DAx Bit 3	DAx Bit 4	DAx Bit 5	DAx Bit 6
D2	DAx Bit 2	DAx Bit 3	DAx Bit 4	DAx Bit 5
D1	DAx Bit 1	DAx Bit 2	DAx Bit 3	DAx Bit 4
D0	DAx Bit 0 (LSB)	DAx Bit 1 (LSB)	DAx Bit 2 (LSB)	DAx Bit 3 (LSB)

This very flexible routing allows the use of one up to three digital outputs, whose data is included in the samples of only one, two or three different channels. This allows to only enable as much digital channels as needed, whilst keeping the resolution of the analog channels as high as possible.

The following example shows the generation of analog data on four channels with two channels sourcing all three digital outputs:

```
uint32 dwXMode;

// enable all four channels
spcm_dwSetParam_i32 (hDrv, SPC_CHEENABLE, CHANNEL0 | CHANNEL1 | CHANNEL2 | CHANNEL3);

// X0 set to synchronous output Bit 15 of channel 0
dwXMode = (SPCM_XMODE_DIGOUT | SPCM_XMODE_DIGOUTSRC_CH0 | SPCM_XMODE_DIGOUTSRC_BIT15);
spcm_dwSetParam_i32 (hDrv, SPCM_X0_MODE, dwXMode);

// X1 set to synchronous output Bit 15 of channel 1
dwXMode = (SPCM_XMODE_DIGOUT | SPCM_XMODE_DIGOUTSRC_CH1 | SPCM_XMODE_DIGOUTSRC_BIT15);
spcm_dwSetParam_i32 (hDrv, SPCM_X1_MODE, dwXMode);

// X2 set to synchronous output Bit 14 of channel 1
dwXMode = (SPCM_XMODE_DIGOUT | SPCM_XMODE_DIGOUTSRC_CH1 | SPCM_XMODE_DIGOUTSRC_BIT14);
spcm_dwSetParam_i32 (hDrv, SPCM_X2_MODE, dwXMode);
```

The following example shows the generation of analog data on just one channel sourcing all three digital outputs:

```
uint32 dwXMode;

// enable only one channel
spcm_dwSetParam_i32 (hDrv, SPC_CHEENABLE, CHANNEL0);

// X0 set to synchronous output Bit 15 of channel 0
dwXMode = (SPCM_XMODE_DIGOUT | SPCM_XMODE_DIGOUTSRC_CH0 | SPCM_XMODE_DIGOUTSRC_BIT15);
spcm_dwSetParam_i32 (hDrv, SPCM_X0_MODE, dwXMode);

// X1 set to synchronous output Bit 14 of channel 0
dwXMode = (SPCM_XMODE_DIGOUT | SPCM_XMODE_DIGOUTSRC_CH0 | SPCM_XMODE_DIGOUTSRC_BIT14);
spcm_dwSetParam_i32 (hDrv, SPCM_X1_MODE, dwXMode);

// X2 set to synchronous output Bit 13 of channel 0
dwXMode = (SPCM_XMODE_DIGOUT | SPCM_XMODE_DIGOUTSRC_CH0 | SPCM_XMODE_DIGOUTSRC_BIT13);
spcm_dwSetParam_i32 (hDrv, SPCM_X2_MODE, dwXMode);
```

The following example shows the generation of analog data on two channels sourcing the one synchronous digital output:

```
uint32 dwXMode;

// enable two channels
spcm_dwSetParam_i32 (hDrv, SPC_CHEENABLE, CHANNEL0 | CHANNEL1);

// X0 set to synchronous output Bit 15 of channel 1
dwXMode = (SPCM_XMODE_DIGOUT | SPCM_XMODE_DIGOUTSRC_CH1 | SPCM_XMODE_DIGOUTSRC_BIT15);
spcm_dwSetParam_i32 (hDrv, SPCM_X0_MODE, dwXMode);

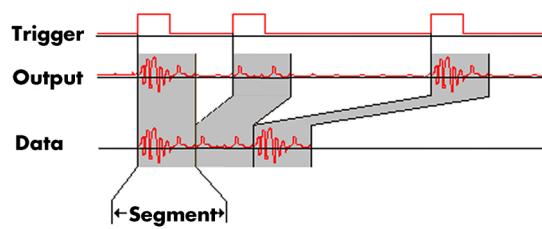
// X1 set to trigger output
dwXMode = (SPCM_XMODE_DIGOUT | SPCM_XMODE_TRIGOUT);
spcm_dwSetParam_i32 (hDrv, SPCM_X1_MODE, dwXMode);
```

## Mode Multiple Replay

The Multiple Replay mode allows the generation of data blocks with multiple trigger events without restarting the hardware.

The on-board memory will be divided into several segments of the same size. On each trigger event one segment of data will be replayed.

As this mode is totally controlled in hardware there is a very small re-arm time from end of one segment until the trigger detection is enabled again. You'll find that re-arm time in the technical data section of this manual.



The following table shows the register for defining the structure of the segments to be replayed with each trigger event.

Register	Value	Direction	Description
SPC_SEGMENTSIZE	10010	read/write	Size of one Multiple Replay segment: the total number of samples to be replayed after detection of one trigger event including the time recorded before the trigger (pre trigger).

## Trigger Modes

When using Multiple Recording all of the card's trigger modes can be used including the software trigger. For detailed information on the available trigger modes, please take a look at the relating chapter earlier in this manual.

## Programming examples

The following example shows how to set up the card for Multiple Replay in standard mode.

```
spcm_dwSetParam_i32 (hDrv, SPC_CARDMODE, SPC REP STD MULTI); // Enables Standard Multiple Replay
spcm_dwSetParam_i32 (hDrv, SPC_SEGMENTSIZE, 1024); // Set the segment size to 1024 samples
spcm_dwSetParam_i32 (hDrv, SPC_MEMSIZE, 4096); // Set the total memsize for recording to 4096 samples
// so that actually four segments will be replayed
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_EXT0_MODE, SPC_TM_POS); // Set trig mode to ext. TTL mode (rising edge)
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_ORMASK, SPC_TMASK_EXT0); // and enable it within the trigger OR-mask
```

The following example shows how to set up the card for Multiple Replay in FIFO mode.

```
spcm_dwSetParam_i32 (hDrv, SPC_CARDMODE, SPC REP FIFO MULTI); // Enables FIFO Multiple Replay
spcm_dwSetParam_i32 (hDrv, SPC_SEGMENTSIZE, 2048); // Set the segment size to 2048 samples
spcm_dwSetParam_i32 (hDrv, SPC_LOOPS, 256); // 256 segments will be replayed
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_EXT0_MODE, SPC_TM_NEG); // Set trig mode to ext. TTL mode (falling edge)
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_ORMASK, SPC_TMASK_EXT0); // and enable it within the trigger OR-mask
```

## **Replay modes**

### **Standard Mode**

With every detected trigger event one data block is replayed. The length of one multiple replay segment is set by the value of the segment size register SPC\_SEGMENTSIZE. The total amount of samples to be replayed is defined by the memsize register.

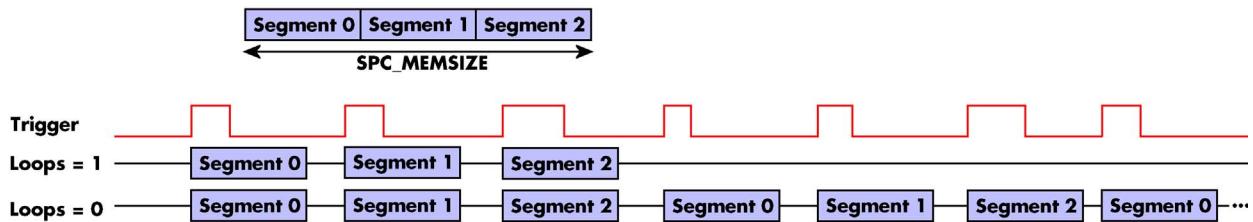
Memsize must be set to a multiple of the segment size. The table below shows the register for enabling Multiple Recording. For detailed information on how to setup and start the standard replay mode please refer to the according chapter earlier in this manual.

Register	Value	Direction	Description
SPC_CARDMODE	9500	read/write	Defines the used operating mode
SPC_REP_STD_MULTI	200h		Enables Multiple Replay for standard replay.

The total number of samples to be replayed from the on-board memory in standard mode is defined by the SPC\_MEMSIZE register. When using the SPC\_LOOPS parameter one can further program whether all segments should be replayed once or continuously.

Register	Value	Direction	Description
SPC_MEMSIZE	10000	read/write	Defines the total number of samples to be replayed.
SPC_LOOPS	10020	read/write	When writing a 1 the complete memory is replayed once, when writing a zero the replay continues from the beginning forever.
	0		Replay will be infinite until the user stops it. When replay reaches the end of programmed memory it will start from the beginning again.
	1		The complete memory is replayed once.

### **Standard replay mode with the use of SPC LOOPS**



### **FIFO Mode**

The Multiple Replay in FIFO mode is similar to the Multiple Replay in standard mode. In contrast to the standard mode it is not necessary to program the number of samples to be replayed. The replay is running until the user stops it. The data is written block by block by the driver as described under single FIFO mode example earlier in this manual. These blocks can be online calculated or loaded from hard disk. This mode significantly reduces the amount of data to be transferred on the PCI bus as gaps with no significant output did not have to be transferred. This enables you to use faster sample rates than you would be able to in FIFO mode without Multiple Recording.

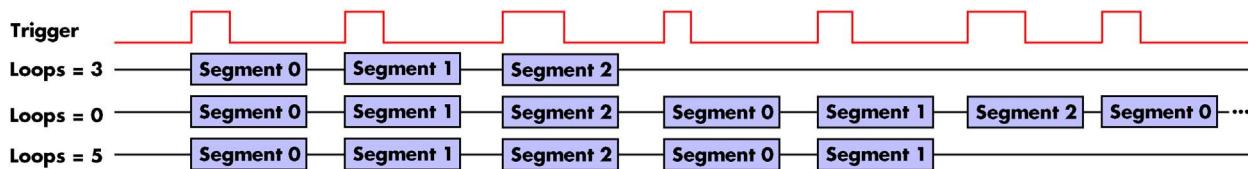
The table below shows the dedicated register for enabling Multiple Replay. For detailed information how to setup and start the board in FIFO mode please refer to the according chapter earlier in this manual.

Register	Value	Direction	Description
SPC_CARDMODE	9500	read/write	Defines the used operating mode
SPC_REP_FIFO_MULTI	1000h		Enables Multiple Replay for FIFO mode.

The number of segments to be replayed must be set separately with the register shown in the following table:

Register	Value	Direction	Description
SPC_LOOPS	10020	read/write	Defines the number of segments to be replayed
	0		Replay will be infinite until the user stops it.
	1 ... [4G - 1]		Defines the total segments to be replayed.

### **Fifo replay mode with the use of SPC LOOPS**



## Limits of segment size, memory size

The maximum memory size parameter is only limited by the number of activated channels and by the amount of installed memory. Please keep in mind that each samples needs 2 bytes of memory to be stored.

Due to the internal organization of the card memory there is a certain stepsize when setting these values that has to be taken into account. The following table gives you an overview of all limits concerning memory size, segment size and loops. The table shows all values in relation to the installed memory size in samples. If more memory is installed the maximum memory size figures will increase according to the complete installed memory:

Activated Channels	Used Mode	Memory size SPC_MEMSIZE			Segment size SPC_SEGMENTSIZE			Loops SPC_LOOPS		
		Min	Max	Step	Min	Max	Step	Min	Max	Step
1 channel	Standard Single	32	Mem	32	16	not used		0 (x)	4G - 1	1
	Single Restart	32	Mem	32		not used		0 (x)	4G - 1	1
	Standard Multi	32	Mem	32		Mem/2	16	0 (x)	1	1
	Standard Gate	32	Mem	32		not used		0 (x)	1	1
	FIFO Single		not used		16	8G - 16	16	0 (x)	4G - 1	1
	FIFO Multi		not used		16	Mem/2	16	0 (x)	4G - 1	1
	FIFO Gate		not used		not used		0 (x)	4G - 1	1	
	Standard Single	32	Mem	32	16	not used		0 (x)	4G - 1	1
	Single Restart	32	Mem	32		not used		0 (x)	4G - 1	1
2 channels	Standard Multi	32	Mem	32		Mem/4	16	0 (x)	1	1
	Standard Gate	32	Mem	32		not used		0 (x)	1	1
	FIFO Single		not used		16	8G - 16	16	0 (x)	4G - 1	1
	FIFO Multi		not used		16	Mem/4	16	0 (x)	4G - 1	1
	FIFO Gate		not used		not used		0 (x)	4G - 1	1	
	Standard Single	32	Mem	32	16	not used		0 (x)	4G - 1	1
	Single Restart	32	Mem	32		not used		0 (x)	4G - 1	1
	Standard Multi	32	Mem	32		Mem/8	16	0 (x)	1	1
4 channels	Standard Gate	32	Mem	32		not used		0 (x)	1	1
	FIFO Single		not used		16	8G - 16	16	0 (x)	4G - 1	1
	FIFO Multi		not used		16	Mem/8	16	0 (x)	4G - 1	1
	FIFO Gate		not used		not used		0 (x)	4G - 1	1	

All figures listed here are given in samples. An entry of [8k - 16] means [8 kSamples - 16] = [8192 - 16] = 8176 samples.

The given memory and memory / divider figures depend on the installed on-board memory as listed below:

Installed Memory 2 GSsample	
Mem	2 GSsample
Mem / 2	1 GSsample
Mem / 4	512 MSample
Mem / 8	256 MSample

Please keep in mind that this table shows all values at once. Only the absolute maximum and minimum values are shown. There might be additional limitations. Which of these values is programmed depends on the used mode. Please read the detailed documentation of the mode.

## Programming the behaviour in pauses and after replay

Usually the used outputs of the analog generation boards are set to zero level after replay. This is in most cases adequate. In some cases it can be necessary to hold the last sample, to output the maximum positive level or maximum negative level after replay. The stoplevel will stay on the defined level until the next output has been made. With the following registers you can define the behaviour after replay:

Register	Value	Direction	Description
SPC_CH0_STOPLEVEL	206020	read/write	Defines the behavior after replay for channel 0
SPC_CH1_STOPLEVEL	206021	read/write	Defines the behavior after replay for channel 1
SPC_CH2_STOPLEVEL	206022	read/write	Defines the behavior after replay for channel 2
SPC_CH3_STOPLEVEL	206023	read/write	Defines the behavior after replay for channel 3
SPCM_STOPLVL_ZERO	16		Defines the analog output to enter zero level (D/A converter is fed with digital zero value)
SPCM_STOPLVL_LOW	2		Defines the analog output to enter maximum negative level (D/A converter is fed with most negative level)
SPCM_STOPLVL_HIGH	4		Defines the analog output to enter maximum positive level (D/A converter is fed with most positive level)
SPCM_STOPLVL_HOLDLAST	8		Holds the last replayed sample on the analog output

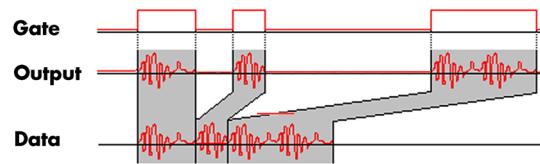
All outputs that are not activated for replay, will keep the programmed stoplevel also while the replay is in progress.

## Mode Gated Replay

The Gated Replay mode allows the data generation controlled by an external or an internal gate signal. Data will only be replayed if the programmed gate condition is true.

This chapter will explain all the necessary software register to set up the card for Gated Replay properly.

The section on the allowed trigger modes deals with detailed description on the different trigger events and the resulting gates.



## Generation Modes

### Standard Mode

Data will be replayed as long as the gate signal fulfills the programmed gate condition. At the end of the gate interval the replay will be stopped and the card will pause until another gate signal appears. If loops (SPC\_LOOPS) is set to 1 the card stops immediately as soon as the total amount of data (SPC\_MEMSIZE) has been replayed. In that case the last gate segment is ended by the expiring memory size counter and not by the gate end signal. If loops is set to zero the Gated Replay mode will run in a continuous loop until explicitly stopped by user. If the replay reaches the end of the programmed memory it will start again at the beginning with no gap in between.

The table below shows the register for enabling Gated Sampling. For detailed information on how to setup and start the standard acquisition mode please refer to the according chapter earlier in this manual.

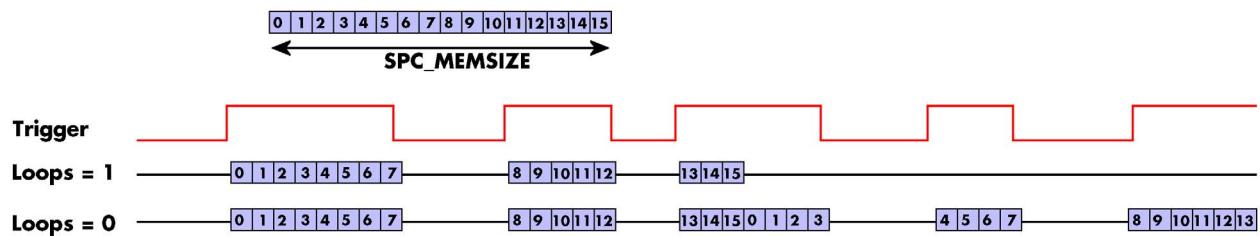
Register	Value	Direction	Description
SPC_CARDMODE	9500	read/write	Defines the used operating mode
SPC REP STD GATE	400h		Enables Gated Sampling for standard acquisition.

The total number of samples to be replayed from the on-board memory in standard mode is defined by the SPC\_MEMSIZE register.

Register	Value	Direction	Description
SPC_MEMSIZE	10000	read/write	Defines the total number of samples to be replayed.
SPC_LOOPS	10020	read/write	Defines the number of gates to be replayed
	0		Replay will be infinite until the user stops it. When replay reaches the end of programmed memory it will start from the beginning with no gap.
	1		The complete memory is replayed once. The last gate segment is cut off when end of memory is reached.

### Examples of Standard Standard Gated Replay with the use of SPC LOOPS parameter

To keep the diagram easy to read there's no delay shown in here and there's also only a very small number of samples shown. Any further restrictions are described later in this chapter.



## FIFO Mode

The Gated Replay in FIFO mode is similar to the Gated Replay in standard mode. The replay can either run until the user stops it by software (infinite replay, loops = 0) or until a programmed number of gates has been played (loops = 1). The data is written continuously by the driver and can be either online calculated or loaded from hard disk. The table below shows the dedicated register for enabling Gated Sampling in FIFO mode. For detailed information how to setup and start the card in FIFO mode please refer to the according chapter earlier in this manual.

Register	Value	Direction	Description
SPC_CARDMODE	9500	read/write	Defines the used operating mode
SPC REP FIFO GATE	2000h		Enables Gated Replay with FIFO mode

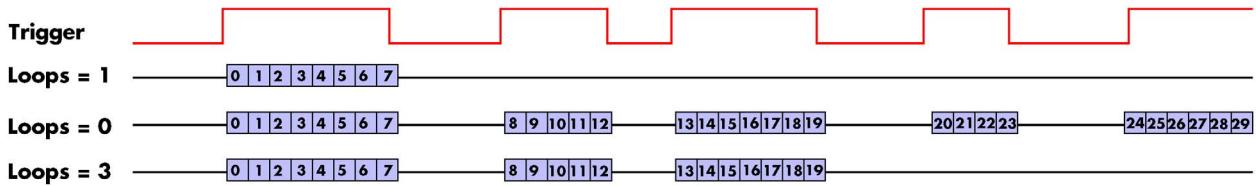
The number of gates to be replayed must be set separately with the register shown in the following table:

Register	Value	Direction	Description
SPC_LOOPS	10020	read/write	Defines the number of gates to be replayed

0	Replay will be infinite until the user stops it or an underrun occurs
1 ... [4G - 1]	Defines the total gates to be replayed.

### Examples of Fifo Gated Replay with the use of SPC LOOPS parameter

To keep the diagram easy to read there's no delay shown in here and there's also only a very small number of samples shown. Any further restrictions are described later in this chapter.



### Limits of segment size, memory size

The maximum memory size parameter is only limited by the number of activated channels and by the amount of installed memory. Please keep in mind that each samples needs 2 bytes of memory to be stored.

Due to the internal organization of the card memory there is a certain stepsize when setting these values that has to be taken into account. The following table gives you an overview of all limits concerning memory size, segment size and loops. The table shows all values in relation to the installed memory size in samples. If more memory is installed the maximum memory size figures will increase according to the complete installed memory:

Activated Channels	Used Mode	Memory size SPC_MEMSIZE			Segment size SPC_SEGMENTSIZE			Loops SPC_LOOPS		
		Min	Max	Step	Min	Max	Step	Min	Max	Step
1 channel	Standard Single	32	Mem	32	not used			0 (x)	4G - 1	1
	Single Restart	32	Mem	32	not used			0 (x)	4G - 1	1
	Standard Multi	32	Mem	32	16	Mem/2	16	0 (x)	1	1
	Standard Gate	32	Mem	32	not used			0 (x)	1	1
	FIFO Single	not used			16	8G - 16	16	0 (x)	4G - 1	1
	FIFO Multi	not used			16	Mem/2	16	0 (x)	4G - 1	1
2 channels	FIFO Gate	not used			not used			0 (x)	4G - 1	1
	Standard Single	32	Mem	32	not used			0 (x)	4G - 1	1
	Single Restart	32	Mem	32	not used			0 (x)	4G - 1	1
	Standard Multi	32	Mem	32	16	Mem/4	16	0 (x)	1	1
	Standard Gate	32	Mem	32	not used			0 (x)	1	1
	FIFO Single	not used			16	8G - 16	16	0 (x)	4G - 1	1
4 channels	FIFO Multi	not used			16	Mem/4	16	0 (x)	4G - 1	1
	FIFO Gate	not used			not used			0 (x)	4G - 1	1
	Standard Single	32	Mem	32	not used			0 (x)	4G - 1	1
	Single Restart	32	Mem	32	not used			0 (x)	4G - 1	1
	Standard Multi	32	Mem	32	16	Mem/8	16	0 (x)	1	1
	Standard Gate	32	Mem	32	not used			0 (x)	1	1
	FIFO Single	not used			16	8G - 16	16	0 (x)	4G - 1	1
	FIFO Multi	not used			16	Mem/8	16	0 (x)	4G - 1	1
	FIFO Gate	not used			not used			0 (x)	4G - 1	1

All figures listed here are given in samples. An entry of [8k - 16] means [8 kSamples - 16] = [8192 - 16] = 8176 samples.

The given memory and memory / divider figures depend on the installed on-board memory as listed below:

	Installed Memory 2 GSample
Mem	2 GSample
Mem / 2	1 GSample
Mem / 4	512 MSample
Mem / 8	256 MSample

Please keep in mind that this table shows all values at once. Only the absolute maximum and minimum values are shown. There might be additional limitations. Which of these values is programmed depends on the used mode. Please read the detailed documentation of the mode.

## Trigger

### Detailed description of the external analog trigger modes

For all external analog trigger modes shown below, either the OR mask or the AND must contain the external trigger to activate the external input as trigger source::.

Register	Value	Direction	Description
SPC_TRIG_ORMASK	40410	read/write	Defines the events included within the trigger OR mask of the card.
SPC_TRIG_ANDMASK	40430	read/write	Defines the events included within the trigger AND mask of the card.
SPC_TMASK_EXT0	2h		Enables the main external (analog) trigger 0 for the mask.
SPC_TMASK_EXT1	4h		Enables the secondary external (analog) trigger 0 for the mask.

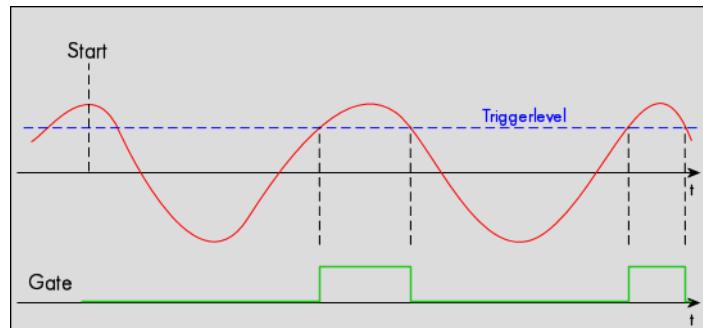
The following pages explain the available modes in detail. All modes that only require one single trigger level are available for both external trigger inputs. All modes that require two trigger levels are only available for the main external trigger input (Ext0).

#### Trigger on positive edge

The trigger input is continuously sampled with the selected sample rate. If the programmed trigger level is crossed by the trigger signal from lower values to higher values (rising edge) then the gate starts.

When the signal crosses the programmed trigger level from higher values to lower values (falling edge) then the gate will stop.

As this mode is purely edge-triggered, the high level at the cards start time does not trigger the board.



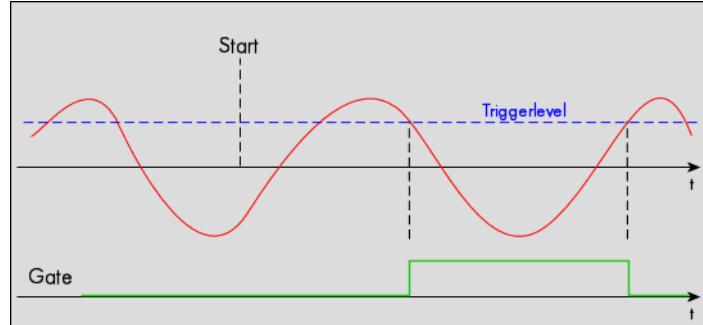
Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_POS	1h
SPC_TRIG_EXT1_MODE	40511	read/write	SPC_TM_POS	1h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Set it to the desired trigger level in mV	mV

#### Trigger on negative edge

The trigger input is continuously sampled with the selected sample rate. If the programmed trigger level is crossed by the trigger signal from higher values to lower values (falling edge) then the gate starts.

When the signal crosses the programmed trigger from lower values to higher values (rising edge) then the gate will stop.

As this mode is purely edge-triggered, the low level at the cards start time does not trigger the board.

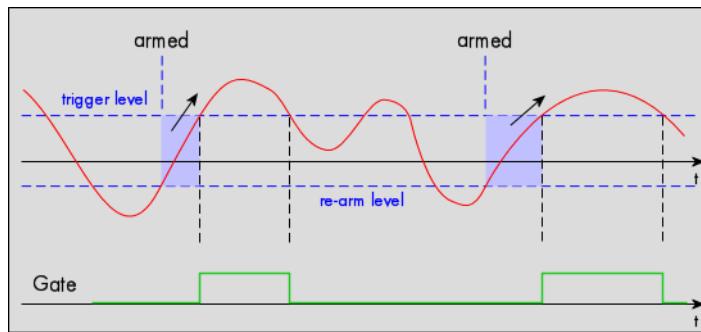


Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_NEG	2h
SPC_TRIG_EXT1_MODE	40511	read/write	SPC_TM_NEG	2h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Set it to the desired trigger level in mV	mV

### **Re-arm trigger on positive edge**

The trigger input is continuously sampled with the selected sample rate. If the programmed re-arm level is crossed from lower to higher values, the trigger engine is armed and waiting for trigger. If the programmed trigger level is crossed by the trigger signal from lower values to higher values (rising edge) then the gate starts will be detected and the trigger engine will be disarmed. A new trigger event is only detected if the trigger engine is armed again.

If the programmed trigger level is crossed by the external signal from higher values to lower values (falling edge) the gate stops.



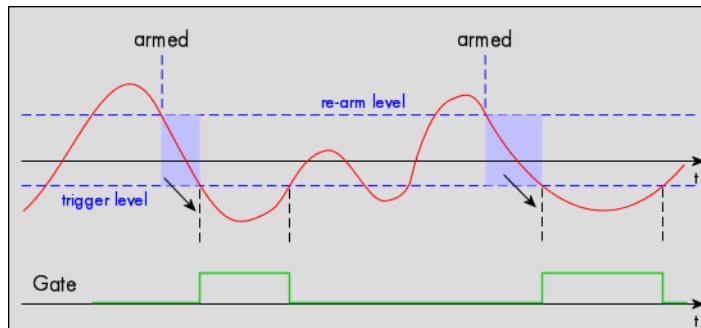
The re-arm trigger modes can be used to prevent the board from triggering on wrong edges in noisy signals.

Register	Value	Direction	set to	Value
SPC_TRIG_EXTO_MODE	40510	read/write	SPC_TM_POS   SPC_TM_REARM	01000001h
SPC_TRIG_EXTO_LEVEL0	42320	read/write	Set it to the desired trigger level in mV	mV
SPC_TRIG_EXTO_LEVEL1	42330	read/write	Defines the re-arm level in mV	mV

### **Re-arm trigger on negative edge**

The trigger input is continuously sampled with the selected sample rate. If the programmed re-arm level is crossed from higher to lower values, the trigger engine is armed and waiting for trigger. If the programmed trigger level is crossed by the trigger signal from higher values to lower values (falling edge) then the gate starts and the trigger engine will be disarmed. A new trigger event is only detected, if the trigger engine is armed again.

If the programmed trigger level is crossed by the external signal from lower values to higher values (rising edge) the gate stops.



The re-arm trigger modes can be used to prevent the board from triggering on wrong edges in noisy signals.

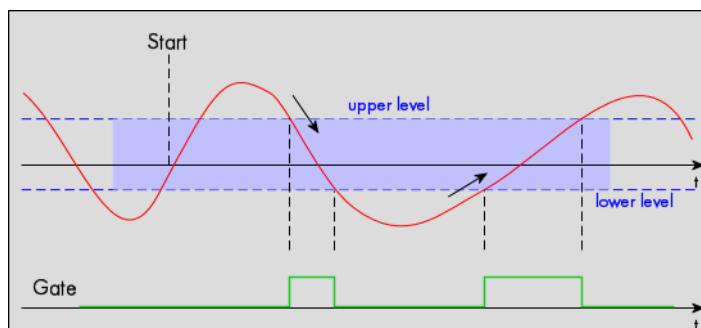
Register	Value	Direction	set to	Value
SPC_TRIG_EXTO_MODE	40510	read/write	SPC_TM_NEG   SPC_TM_REARM	01000002h
SPC_TRIG_EXTO_LEVEL0	42320	read/write	Defines the re-arm level in mV	mV
SPC_TRIG_EXTO_LEVEL1	42330	read/write	Set it to the desired trigger level in mV	mV

### **Window trigger for entering signals**

The trigger input is continuously sampled with the selected sample rate. The upper and the lower level define a window.

When the signal enters the window from the outside to the inside, the gate will start. When the signal leaves the window from the inside to the outside, the gate will stop.

As this mode is purely edge-triggered, the signal outside the window at the cards start time does not trigger the board.



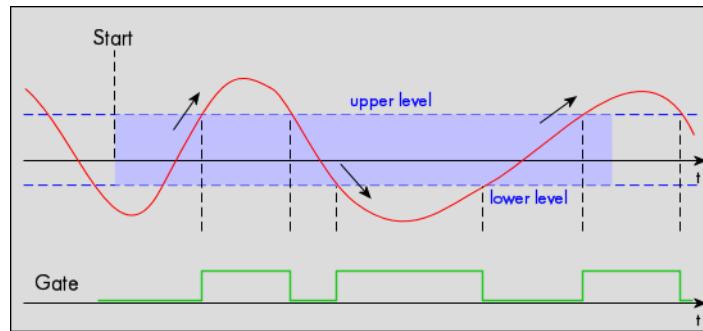
Register	Value	Direction	set to	Value
SPC_TRIG_EXTO_MODE	40510	read/write	SPC_TM_WINENTER	00000020h
SPC_TRIG_EXTO_LEVEL0	42320	read/write	Set it to the upper trigger level in mV	mV
SPC_TRIG_EXTO_LEVEL1	42330	read/write	Set it to the lower trigger level in mV	mV

### **Window trigger for leaving signals**

The trigger input is continuously sampled with the selected sample rate. The upper and the lower level define a window. Every time the signal leaves the window from the inside, a trigger event will be detected.

When the signal leaves the window from the inside to the outside, the gate will start. When the signal enters the window from the outside to the inside, the gate will stop.

As this mode is purely edge-triggered, the signal within the window at the cards start time does not trigger the board.



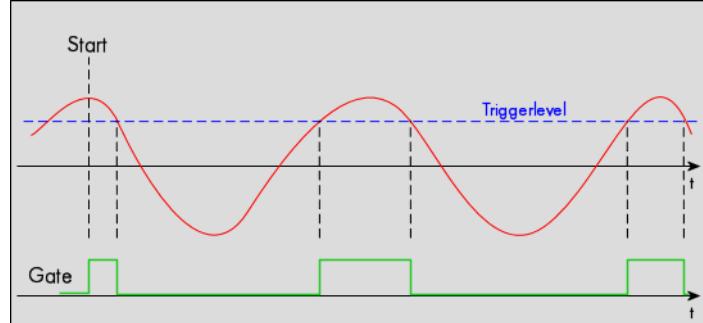
Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_WINLEAVE	00000040h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Set it to the upper trigger level in mV	mV
SPC_TRIG_EXT0_LEVEL1	42330	read/write	Set it to the lower trigger level in mV	mV

### **High level trigger**

The external input is continuously sampled with the selected sample rate. If the signal is equal or higher than the programmed trigger level the gate starts.

When the signal is lower than the programmed trigger level the gate will stop.

As this mode is level-triggered, the high level at the cards start time does trigger the board.



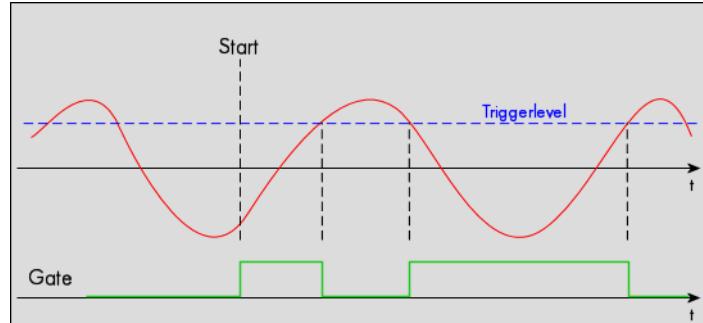
Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_HIGH	00000008h
SPC_TRIG_EXT1_MODE	40511	read/write	SPC_TM_HIGH	00000008h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Set it to the upper trigger level in mV	mV

### **Low level trigger**

The external input is continuously sampled with the selected sample rate. If the signal is equal or lower than the programmed trigger level the gate starts.

When the signal is higher than the programmed trigger level the gate will stop.

As this mode is level-triggered, the high level at the cards start time does trigger the board.



Register	Value	Direction	set to	Value
SPC_TRIG_EXT0_MODE	40510	read/write	SPC_TM_LOW	00000010h
SPC_TRIG_EXT1_MODE	40511	read/write	SPC_TM_LOW	00000010h
SPC_TRIG_EXT0_LEVEL0	42320	read/write	Set it to the upper trigger level in mV	mV

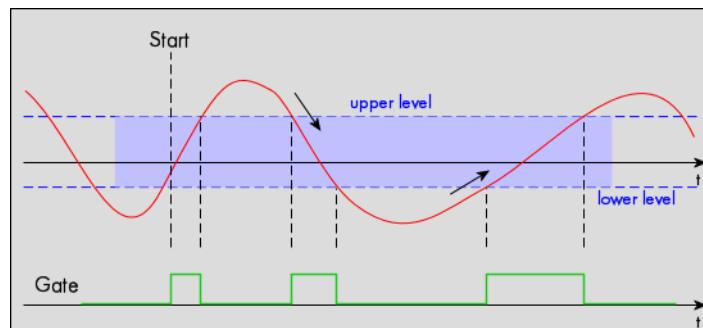
### In window trigger

The external input is continuously sampled with the selected sample rate. The upper and the lower level define a window.

When the signal enters the window from the outside to the inside, the gate will start.

When the signal leaves the window from the inside to the outside, the gate will stop.

As this mode is level-triggered, the signal inside the window at the cards start time does trigger the board.



Register	Value	Direction	set to	Value
SPC_TRIG_EXTO_MODE	40510	read/write	SPC_TM_INWIN	00000080h
SPC_TRIG_EXTO_LEVEL0	42320	read/write	Set it to the upper trigger level in mV	mV
SPC_TRIG_EXTO_LEVEL1	42330	read/write	Set it to the lower trigger level in mV	mV

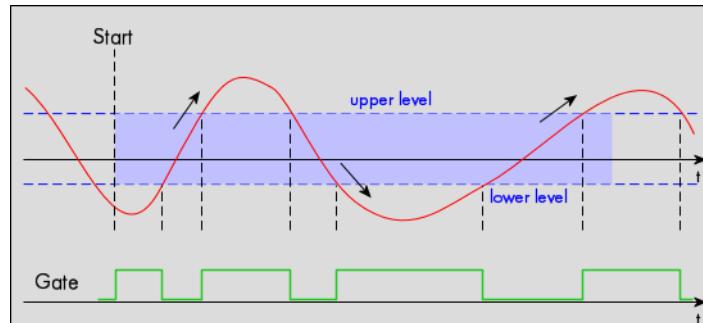
### Outside window trigger

The external input is continuously sampled with the selected sample rate. The upper and the lower level define a window.

When the signal leaves the window from the inside to the outside, the gate will start.

When the signal enters the window from the outside to the inside, the gate will stop.

As this mode is level-triggered, the signal outside the window at the cards start time does trigger the board.



Register	Value	Direction	set to	Value
SPC_TRIG_EXTO_MODE	40510	read/write	SPC_TM_OUTSIDEWIN	00000100h
SPC_TRIG_EXTO_LEVEL0	42320	read/write	Set it to the upper trigger level in mV	mV
SPC_TRIG_EXTO_LEVEL1	42330	read/write	Set it to the lower trigger level in mV	mV

## Programming examples

The following examples shows how to set up the card for Gated Replay in standard mode for Gated Replay in FIFO mode.

```
spcm_dwSetParam_i32 (hDrv, SPC_CARDMODE, SPC REP STD GATE); // Enables Standard Gated Replay
spcm_dwSetParam_i32 (hDrv, SPC_MEMSIZE, 8192); // Set the total memsize for replay to 8192 samples
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_EXTO_MODE, SPC_TM_POS); // Set triggermode to ext. TTL mode (rising edge)
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_ORMASK, SPC_TMASK_EXTO); // and enable it within the trigger OR-mask
```

```
spcm_dwSetParam_i32 (hDrv, SPC_CARDMODE, SPC REP FIFO GATE); // Enables FIFO Gated Replay
pcm_dwSetParam_i32 (hDrv, SPC_LOOP, 1024); // 1024 gates will be replayed
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_EXTO_MODE, SPC_TM_NEG); // Set triggermode to ext. TTL mode (falling edge)
spcm_dwSetParam_i32 (hDrv, SPC_TRIG_ORMASK, SPC_TMASK_EXTO); // and enable it within the trigger OR-mask
```

## **Programming the behaviour in pauses and after replay**

Usually the used outputs of the analog generation boards are set to zero level after replay. This is in most cases adequate. In some cases it can be necessary to hold the last sample, to output the maximum positive level or maximum negative level after replay. The stoplevel will stay on the defined level until the next output has been made. With the following registers you can define the behaviour after replay:

Register	Value	Direction	Description
SPC_CH0_STOPLEVEL	206020	read/write	Defines the behavior after replay for channel 0
SPC_CH1_STOPLEVEL	206021	read/write	Defines the behavior after replay for channel 1
SPC_CH2_STOPLEVEL	206022	read/write	Defines the behavior after replay for channel 2
SPC_CH3_STOPLEVEL	206023	read/write	Defines the behavior after replay for channel 3
SPCM_STOPLVL_ZERO	16		Defines the analog output to enter zero level (D/A converter is fed with digital zero value)
SPCM_STOPLVL_LOW	2		Defines the analog output to enter maximum negative level (D/A converter is fed with most negative level)
SPCM_STOPLVL_HIGH	4		Defines the analog output to enter maximum positive level (D/A converter is fed with most positive level)
SPCM_STOPLVL_HOLDLAST	8		Holds the last replayed sample on the analog output

All outputs that are not activated for replay, will keep the programmed stoplevel also while the replay is in progress.

## Sequence Replay Mode

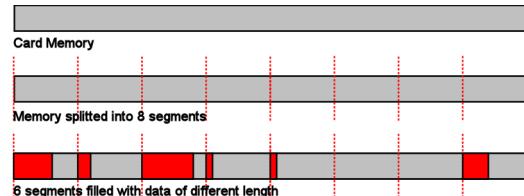
The sequence replay mode is a special firmware mode that allows to program an output sequence by defining one or more sequences each associated with a certain memory pattern. Therefore the user is provided with two different memories, one for the sequence steps and one for the data patterns. The separated sequence memory can hold different sequence steps (the actual number depends on the hardware and can be found in the technical data section). Each step itself contains information about how often it should be repeated in a loop, which step will be next and on what condition the change will happen. To define the pattern for the steps, the on-board memory is split up into several segments of different length. The switch over from one segment to the other is seamless, without any missing samples. The powerful sequence mode option adds a huge variety of different application areas to Spectrum's generator cards.

## Theory of operation

### Define segments in data memory

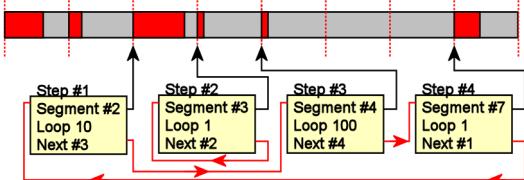
The complete installed on-board memory of the card is divided into a user definable number of segments. Each segment space has the same length limiting the maximum length of one data segment to [Installed Memory] / [Number of Segments]. Each data segment can be filled by the user with patterns of different lengths or can even be left completely empty if unused:

In our example we see the complete installed card memory is being split into 8 segments and 6 of these segments are actually filled with data sequences of different length afterwards (indicated in red). Two of these segments are not needed for the assumed sequence and therefore left empty as an example. Due to the fact that each sequence step can be associated with any of the data segments, it is also possible to use one data segment in multiple steps or to just once upload the data for multiple sequences, and just change the order of the sequence.



### Define steps in sequence memory

The sequence memory defines a number of data loop steps that are executed step by step either linear or interrupted by waiting for trigger event. The first step that is entered after a card start is separately defined by software. When being entered, each step first repeats the associated data segment the number times defined by its loop parameter. Afterwards the sequencer will either automatically proceed either unconditionally or check for a trigger event as a condition to change over to the next step, which is defined by the steps next parameter. This next segment can be the same segment again performing an endless loop or the beginning of the sequence to repeat the sequence until being stopped by the user. Additionally a step can also be defined to be the last step in a sequence such that the card is stopped afterwards.



In our example 4 steps have been defined. Three of them (Step #1, Step #3, Step #4) perform an endless loop that will be repeated continuously. The output of the card will then be 10 times data segment #2, 100 times data segment #4, 1 time data segment #7 and then starting over with 10 times data segment #2 and so on...

In this first simple example the sequence consisting of the three steps is once defined prior to the card start and not changed during runtime, therefore the shown Step #2 is not used here. There will be an extra passage later, that shows how the sequence memory can be updated or modified even during runtime, whilst the replay is in progress.

## Programming

Programming of the sequence mode is done using the known driver interface with the addition of a few new registers.

### Gathering information

If the sequence mode is installed on the card, the different details and limits of the sequence programming can be read out:

Register	Value	Direction	Description
SPC_PCIFEATURES	2120	read only	PCI feature register. Holds the installed features and options as a bit field. The return value must be masked out with one of the masks below to get information about one certain feature.
SPCM_FEAT_SEQUENCE	1000h		Replay sequence mode available (only available for arbitrary generator and digital I/O cards).

Register	Value	Direction	Description
SPC_SEQMODE_AVAILMAXSEGMENT	349900	read only	Returns the maximum number of segments the memory can be divided into. Please note that only dividers with a power of 2 are possible return values.
SPC_SEQMODE_AVAILMAXSTEPS	349901	read only	Returns the maximum number of sequence steps that can be used on this card.
SPC_SEQMODE_AVAILMAXLOOP	349902	read only	Returns the maximum number of loops that can be programmed for a step.
SPC_SEQMODE_AVAILFEATURES	349903	read only	Returns the available features for each sequence step as shown below:
SPCSEQ_ENDLOOPONTRIG	40000000h		The step runs endless until a trigger is received. If no trigger has been detected, the step will enter itself again, counting down its own loops and check for a trigger again. For a minimum reaction time on an external trigger event it is good practice to set the loop parameter to 1 in the step checking for the trigger.

SPCSEQ_END	80000000h	This sequence step is the end of the sequence. The card is stopped at the end of this segment after the loop counter has reached his end.
------------	-----------	---

## Setting up the registers

### Define the card mode

To enable the sequencer the card mode needs to be set appropriately first:

Register	Value	Direction	Description
SPC_CARDMODE	9500	read/write	Defines the used operating mode.
SPC_REP_STD_SEQUENCE	40000h		Data generation from on-board memory, by splitting the memory into several segments and replaying the data using a programmable order coming from a special sequence memory.

### Prepare the data memory

Setting up the segmentation of the on-board data memory is done by using the following registers:

Register	Value	Direction	Description
SPC_SEQMODE_MAXSEGMENTS	349910	read/write	Programs the number of segments the on-board memory should be divided into. If changing the number of segments all information that has been stored before is lost and all sequence data and all sequence setup has to be written again. Only a power of two is allowed, but not all of the segments must be actually used in the sequence. If reading this register the number of segments the memory is currently divided into is returned.
SPC_SEQMODE_WRITESEGMENT	349920	read/write	Defines the current segment to be addressed by the user. Must be programmed prior to changing any segment parameters.
SPC_SEQMODE_SEGMENTSIZE	349940	read/write	Defines the number of valid/to be replayed samples for the current selected memory segment.

Due to the internal organization of the card memory there is a certain minimum, maximum and stepsize when setting the segmentsize for the sequence memory. The following table gives you an overview of all limits. The table shows all values in relation to the installed memory size in samples. If more memory is installed the maximum memory size figures will increase according to the complete installed memory:

### For analog waveform generator (D/A) cards

Activated Channels	For cards with 16 bit converter resolution		
	Pattern size for register SPC_SEQMODE_SEGMENTSIZE	Max	Step
1 channel	384	(Mem/1) / SPC_SEQMODE_MAXSEGMENTS)	32
2 channels	192	(Mem/2) / SPC_SEQMODE_MAXSEGMENTS)	32
4 channels	96	(Mem/4) / SPC_SEQMODE_MAXSEGMENTS)	32

### Definition of the transfer buffer

The data transfer itself is done using the standard data transfer commands, with the exception that the buffer type and the direction is fixed in combination with the sequence mode. The definition of the buffer is done with the spcm\_dwDefTransfer function as explained in an earlier chapter.

```
uint32 __stdcall spcm_dwDefTransfer_i64 ( // Defines the transfer buffer by using 64 bit unsigned integer values
    drv_handle hDevice,           // handle to an already opened device
    uint32 dwBufType,            // fixed SPCM_BUF_DATA (segment memory is always in on-board memory)
    uint32 dwDirection,          // fixed SPCM_DIR_PCTOCARD (only available for replay cards)
    uint32 dwNotifySize,          // number of bytes after which an event is sent (0=end of transfer)
    void* pvDataBuffer,          // pointer to the data buffer
    uint64 qwBrdOffs,             // offset for transfer in relation to the currently selected segment
    uint64 qwTransferLen);        // buffer length for the currently selected segment
```

The programming examples further below will show the setup and also some examples of data transfer.

### Set up the sequence memory

Sequence steps are programmed using a dedicated register for each step. Please note that the register has to be written with 64 bit of data to cover all settings. It is possible to either use raw 64 bit access or multiplexed 64 bit access (2 times 32 bit data). The masks mentioned in the table below are 32 bit masks only, so that they can be used for 64 bit and 32 bit accesses.

Register	Value	Direction	Description
SPC_SEQMODE_STEPMEMO	340000	read/write	First address (sequence step 0) of the 64 bit organized sequence memory.
...	...	...	...
SPC_SEQMODE_STEPMEMO + 4095	344095	read/write	Writes the sequence step 4095, as an example. The maximum number of steps should be read out by using the SPC_SEQMODE_AVAILMAXSTEPS register as described above.
<b>Lower 32 bit:</b>			
SPCSEQ_SEGMENTMASK	0000FFFFh		Associates the current sequence step with one of the memory segments.
SPCSEQ_NEXTSTEPMASK	FFFF0000h		Defines the next step in the sequence.
<b>Upper 32 bit:</b>			
SPCSEQ_LOOPMASK	000FFFFFh		Defines how often the memory segment associated with the current step will be repeated before the next step condition will be evaluated.

SPCSEQ_ENDLOOPALWAYS	0h	Unconditionally change to the next step, if defined loops for the current segment have been replayed.
SPCSEQ_ENDLOOPONTRIG	40000000h	Feature flag that marks the step to conditionally change to the next step on a trigger condition. The occurrence of a trigger event is repeatedly checked each time the defined loops for the current segment have been replayed. A temporary valid trigger condition will be stored until evaluation at the end of the step.
SPCSEQ_END	80000000h	Feature flag that marks the current step to be the last in the sequence. The card is stopped at the end of this segment after the loop counter has reached his end.

The start step register allows to define which of the set up steps is used first after card start. Therefore is possible to upload multiple sequences prior to the start and switch between these sequences by using a simple command, setting a different starting point:

Register	Value	Direction	Description
SPC_SEQMODE_STARTSTEP	349930	read/write	Defines which of all defined steps in the sequence memory will be used first directly after the card start.

#### **Read out the currently replayed sequence step**

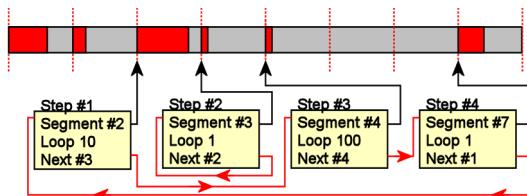
In case one wants to change the sequence on the fly or one needs to know which part of the sequence is currently replayed it is possible to read out the sequence step number that is currently at the output connector of the card. This could be extremely useful if external equipment has to be changed after a dedicated sequence has been replayed or if the AWG is changing between different patterns in automatic test environment.

Register	Value	Direction	Description
SPC_SEQMODE_STATS	349950	read	Number of the sequence step that is currently replayed.

#### **Changing sequences or step parameters during runtime**

Due to the strict separation of the two memory areas it is also possible to change the sequence memory during runtime. If we look again on the example sequence below, we can see that there is an unused step #2:

In our example 3 steps have been defined, prior to the card start, and these at first are not changed. Additionally Step#2 is set up to repeat itself, but due to the defined start step it is normally not used. Due to the nature of the sequence memory (read-before-write) it is possible to write to any step register in the sequence memory during runtime without corrupting the sequence memory. By addressing a certain step and changing for example its next parameter, it is possible switch between two sequences by software. Because the user does not know what sequence is currently replayed, one cannot leave the „current“ step but instead has to address one certain step and therefore defines an exit/change state.



Assuming in the example above, that we change the next parameter of Step#4 from Next=1 to Next=2, the infinitely executed 3-step sequence that is used as default after card start will be left the next time that the replay finishes the last sample of the pattern associated with Step#4 (which in this case is Segment#7), will then jump to step #2 and seamlessly continue replaying with the first sample off the associated segment #3. As step #2 links back to itself it will generate data segment #3 in an endless loop until being stopped by a software command.

Any of the three step parameters „Next“, „Segment“ and „Loop“ of any step in the sequence memory can be changed during runtime, without corruption the sequence memory. However once a step is entered, it will first execute the current parameters such as replay the associated pattern and repeating it the programmed number of times.

#### **Changing data patterns during runtime**

In addition to the possible runtime changes within the sequence memory as described above, it is also possible to change the parts of the pattern memory.

**! However since the data memory's nature is not „read-before-write“, the user must take care not to change the content of the memory segments, which are used within the currently active sequence.**

Changing the data pattern can be usefull in applications, where the data for the next test needs to be updated based on results from the currently running test. Remember to update the sequence step entries if the segment length has changed.

## **Synchronization**

**! Please note that the sequence mode is NOT synchronized using the star-hub. Using sequence mode together with star-hub, it is still possible to synchronize the clock and the start of the cards. However it is neither possible to synchronize any changes inside the step memory nor to synchronize software commands that change the step memory order.**

## Programming example

The following example shows a very simple sequence as an example. Only two segments are used, the first is replayed 10 times and then unconditionally left and replay switches over to the second segment. This segment is repeated until a trigger event is detected by the card. After the trigger has been detected the sequence starts over again... until the card is stopped.

```

// Setup of channel enable, output conditioning as well as trigger setup not shown for simplicity

#define MAX_SEGMENTS      2 // only 2 segments used here for simplicity
int32 lBytesPerSample;

// Read out used bytes per sample
spcm_dwGetParam_i32 (hDrv, SPC_MIINST_BYTESPERSAMPLE, &lBytesPerSample);

// Setting up the card mode
spcm_dwSetParam_i32 (hDrv, SPC_CARDMODE, SPC REP STD SEQUENCE); // enable sequence mode
spcm_dwSetParam_i32 (hDrv, SPC SEQMODE_MAXSEGMENTS,           2); // Divide on-board mem in two parts
spcm_dwSetParam_i32 (hDrv, SPC SEQMODE_STARTSTEP,             0); // Step#0 is the first step after card start

// Setting up the data memory and transfer data
spcm_dwSetParam_i32 (hDrv, SPC SEQMODE_WRITESEGMENT,   0); // set current configuration switch to segment 0
spcm_dwSetParam_i32 (hDrv, SPC SEQMODE_SEGMENTSIZE,    1024); // define size of current segment 0

// it is assumed, that the Buffer memory has been allocated and is already filled with valid data
spcm_dwDefTransfer_i64 (hDrv, SPCM_BUF DATA, SPCM_DIR_PCTOCARD, 0, pData, 0, 1024 * lBytesPerSample);
spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_DATA_STARTDMA | M2CMD_DATA_WAITDMA);

// Setting up the data memory and transfer data
spcm_dwSetParam_i32 (hDrv, SPC SEQMODE_WRITESEGMENT,   1); // set current configuration switch to segment 1
spcm_dwSetParam_i32 (hDrv, SPC SEQMODE_SEGMENTSIZE,    512); // define size of current segment 1

// it is assumed, that the Buffer memory has been allocated and is already filled with valid data
spcm_dwDefTransfer_i64 (hDrv, SPCM_BUF DATA, SPCM_DIR_PCTOCARD, 0, pData, 0, 512 * lBytesPerSample);
spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_DATA_STARTDMA | M2CMD_DATA_WAITDMA);

// Setting up the sequence memory (Only two steps used here as an example)
lStep = 0;                      // current step is Step#0
lSegment = 0;                    // associated with memory
lLoop = 10;                     // Pattern will be repeated 10 times
lNext = 1;                       // Next step is Step#1
lCondition = SPCSEQ_ENDLOOPALWAYS; // Unconditionally leave current step

// combine all the parameters to one int64 bit value
l1Value = (l1Condition << 32) | (l1Loop << 32) | (l1Next << 16) | (l1Segment);
spcm_dwSetParam_i64 (hDrv, SPC SEQMODE_STEPMEM0 + lStep, l1Value);

lStep = 1;                      // current step is Step#1
l1Segment = 1;                  // associated with memory segment 1
l1Loop = 1;                     // Pattern will be repeated once before condition is checked
l1Next = 0;                      // Next step is Step#0
l1Condition = SPCSEQ_ENDLOOPNTRIG; // Repeat current step until a trigger has occurred

l1Value = (l1Condition << 32) | (l1Loop << 32) | (l1Next << 16) | (l1Segment);
spcm_dwSetParam_i64 (hDrv, SPC SEQMODE_STEPMEM0 + lStep, l1Value);

// Start the card
spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_CARD_START | M2CMD_CARD_ENABLEtrigger);

// ... wait here or do something else ...

// Stop the card
spcm_dwSetParam_i32 (hDrv, SPC_M2CMD, M2CMD_CARD_STOP);

```

## Option Star-Hub (M3i and M4i only)

### Star-Hub introduction

The purpose of the Star-Hub is to extend the number of channels available for acquisition or generation by interconnecting multiple cards and running them simultaneously.

The Star-Hub option allows to synchronize several cards of the same M3i/M4i series that are mounted within one host system (PC):

- For the M3i series there are the two different versions available: a small version with 4 connectors (option SH4) for synchronizing up to four cards and a big version with 8 connectors (option SH8) for synchronizing up to eight cards.
- For the M4i series there are the two different mechanical versions available, with 8 connectors for synchronizing up to eight cards.

**⚠ The Star-Hub allows synchronizing cards of the same family only. It is not possible to synchronize cards of different families!**

Both versions are implemented as a piggy-back module that is mounted to one of the cards. For details on how to install several cards including the one carrying the Star-Hub module, please refer to the section on hardware installation.

Either which of the two available Star-Hub options is used, there will be no phase delay between the sampling clocks of the synchronized cards and either no delay between the trigger events. The card holding the Star-Hub is automatically also the clock master. Any one of the synchronized cards can be part of the trigger generation.

### Star-Hub trigger engine

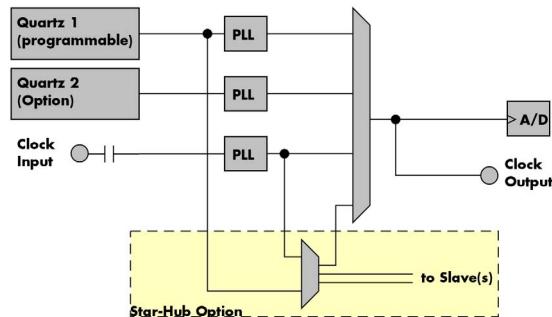
The trigger bus between an M3i/M4i card and the Star-Hub option consists of several lines. Some of them send the trigger information from the card's trigger engine to the Star-Hub and some receives the resulting trigger from the Star-Hub. All trigger events from the different cards connected are combined with OR on the star-hub.

While the returned trigger is identical for all synchronized cards, the sent out trigger of every single card depends on their trigger settings.

### Star-Hub clock engine

The card holding the Star-Hub is the clock master for the complete system. If you need to feed in an external clock to a synchronized system the clock has to be connected to the master card. Slave cards cannot generate a star-hub system clock. As shown in the drawing on the right the clock master can use either the programmable quartz 1 or the external clock input to be broadcast to all other cards.

All cards including the clock master itself receive the distributed clock with equal phase information. This makes sure that there is no phase delay between the cards.



### Software Interface

The software interface is similar to the card software interface that is explained earlier in this manual. The same functions and some of the registers are used with the Star-Hub. The Star-Hub is accessed using its own handle which has some extra commands for synchronization setup. All card functions are programmed directly on card as before. There are only a few commands that need to be programmed directly to the Star-Hub for synchronization.

The software interface as well as the hardware supports multiple Star-Hubs in one system. Each set of cards connected by a Star-Hub then runs totally independent. It is also possible to mix cards that are connected with the Star-Hub with other cards that run independent in one system.

### Star-Hub Initialization

The interconnection between the Star-Hubs is probed at driver load time and does not need to be programmed separately. Instead the cards can be accessed using a logical index. This card index is only based on the ordering of the cards in the system and is not influenced by the current cabling. It is even possible to change the cable connections between two system starts without changing the logical card order that is used for Star-Hub programming.

**⚠ The Star-Hub initialization must be done AFTER initialization of all cards in the system. Otherwise the interconnection won't be received properly.**

The Star-Hubs are accessed using a special device name „sync“ followed by the index of the star-hub to access. The Star-Hub is handled completely like a physical card allowing all functions based on the handle like the card itself.

Example with 4 cards and one Star-Hub (no error checking to keep example simple)

```
drv_handle hSync;
drv_handle hCard[4];

for (i = 0; i < 4; i++)
{
    sprintf (s, "/dev/spcm%d", i);
    hCard[i] = spcm_hOpen (s);
}
hSync = spcm_hOpen ("sync0");

...

spcm_vClose (hSync);
for (i = 0; i < 4; i++)
    spcm_vClose (hCard[i]);
```

Example for a digitizerNETBOX with two internal digitizer modules, This example is also suitable for accessing a remote server with two cards installed:

```
drv_handle hSync;
drv_handle hCard[2];

for (i = 0; i < 2; i++)
{
    sprintf (s, "TCPIP::192.168.169.14::INST%d::INSTR", i);
    hCard[i] = spcm_hOpen (s);
}
hSync = spcm_hOpen ("sync0");

...

spcm_vClose (hSync);
for (i = 0; i < 2; i++)
    spcm_vClose (hCard[i]);
```

When opening the Star-Hub the cable interconnection is checked. The Star-Hub may return an error if it sees internal cabling problems or if the connection between Star-Hub and the card that holds the Star-Hub is broken. It can't identify broken connections between Star-Hub and other cards as it doesn't know that there has to be a connection.

The synchronization setup is done using bit masks where one bit stands for one recognized card. All cards that are connected with a Star-Hub are internally numbered beginning with 0. The number of connected cards as well as the connections of the star-hub can be read out after initialization. For each card that is connected to the star-hub one can read the index of that card:

Register	Value	Direction	Description
SPC_SYNC_READ_SYNCCOUNT	48990	read	Number of cards that are connected to this Star-Hub
SPC_SYNC_READ_CARDIDX0	49000	read	Index of card that is connected to star-hub logical index 0 (mask 0x0001)
SPC_SYNC_READ_CARDIDX1	49001	read	Index of card that is connected to star-hub logical index 1 (mask 0x0002)
...		read	...
SPC_SYNC_READ_CARDIDX7	49007	read	Index of card that is connected to star-hub logical index 7 (mask 0x0080)
SPC_SYNC_READ_CARDIDX8	49008	read	M2i only: Index of card that is connected to star-hub logical index 8 (mask 0x0100)
...		read	...
SPC_SYNC_READ_CARDIDX15	49015	read	M2i only: Index of card that is connected to star-hub logical index 15 (mask 0x8000)
SPC_SYNC_READ_CABLECON0		read	Returns the index of the cable connection that is used for the logical connection 0. The cable connections can be seen printed on the PCB of the star-hub. Use these cable connection information in case that there are hardware failures with the star-hub cabling.
...	49100	read	...
SPC_SYNC_READ_CABLECON15	49115	read	Returns the index of the cable connection that is used for the logical connection 15.

In standard systems where all cards are connected to one star-hub reading the star-hub logical index will simply return the index of the card again. This results in bit 0 of star-hub mask being 1 when doing the setup for card 0, bit 1 in star-hub mask being 1 when setting up card 1 and so on. On such systems it is sufficient to read out the SPC\_SYNC\_READ\_SYNCCOUNT register to check whether the star-hub has found the expected number of cards to be connected.

```
spcm_dwGetParam_i32 (hSync, SPC_SYNC_READ_SYNCCOUNT, &lSyncCount);
for (i = 0; i < lSyncCount; i++)
{
    spcm_dwGetParam_i32 (hSync, SPC_SYNC_READ_CARDIDX0 + i, &lCardIdx);
    printf ("star-hub logical index %d is connected with card %d\n", i, lCardIdx);
}
```

In case of 4 cards in one system and all are connected with the star-hub this program except will return:

```
star-hub logical index 0 is connected with card 0
star-hub logical index 1 is connected with card 1
star-hub logical index 2 is connected with card 2
star-hub logical index 3 is connected with card 3
```

Let's see a more complex example with two Star-Hubs and one independent card in one system. Star-Hub A connects card 2, card 4 and card 5. Star-Hub B connects card 0 and card 3. Card 1 is running completely independent and is not synchronized at all:

card	Star-Hub connection	card handle	star-hub handle	card index in star-hub	mask for this card in star-hub
card 0	-	/dev/spcm0		0 (of star-hub B)	0x0001
card 1	-	/dev/spcm1			-
card 2	star-hub A	/dev/spcm2	sync0	0 (of star-hub A)	0x0001
card 3	star-hub B	/dev/spcm3	sync1	1 (of star-hub B)	0x0002
card 4	-	/dev/spcm4		1 (of star-hub A)	0x0002
card 5	-	/dev/spcm5		2 (of star-hub A)	0x0004

Now the program has to check both star-hubs:

```
for (j = 0; j < lStarhubCount; j++)
{
    spcm_dwGetParam_i32 (hSync[j], SPC_SYNC_READ_SYNCCOUNT, &lSyncCount);
    for (i = 0; i < lSyncCount; i++)
    {
        spcm_dwGetParam_i32 (hSync[j], SPC_SYNC_READ_CARDIDX0 + i, &lCardIdx);
        printf ("star-hub %c logical index %d is connected with card %d\n", (!j ? 'A' : 'B'), i, lCardIdx);
    }
    printf ("\n");
}
```

In case of the above mentioned cabling this program except will return:

```
star-hub A logical index 0 is connected with card 2
star-hub A logical index 1 is connected with card 4
star-hub A logical index 2 is connected with card 5

star-hub B logical index 0 is connected with card 0
star-hub B logical index 1 is connected with card 3
```

For the following examples we will assume that 4 cards in one system are all connected to one star-hub to keep things easier.

## Setup of Synchronization

The synchronization setup only requires one additional registers to enable the cards that are synchronized in the next run

Register	Value	Direction	Description
SPC_SYNC_ENABLEMASK	49200	read/write	Mask of all cards that are enabled for the synchronization

The enable mask is based on the logical index explained above. It is possible to just select a couple of cards for the synchronization. All other cards then will run independently. Please be sure to always enable the card on which the star-hub is located as this one is a must for the synchronization.

In our example we synchronize all four cards. The star-hub is located on card #2 and is therefor the clock master

```
spcm_dwSetParam_i32 (hSync, SPC_SYNC_ENABLEMASK, 0x000F); // all 4 cards are masked

// set the clock master to 100 MS/s internal clock
spcm_dwSetParam_i32 (hCard[2], SPC_CLOCKMODE, SPC_CM_INTPLL);
spcm_dwSetParam_i32 (hCard[2], SPC_SAMPLEATE, MEGA(100));

// set all the slaves to run synchronously with 100 MS/s
spcm_dwSetParam_i32 (hCard[0], SPC_SAMPLEATE, MEGA(100));
spcm_dwSetParam_i32 (hCard[1], SPC_SAMPLEATE, MEGA(100));
spcm_dwSetParam_i32 (hCard[3], SPC_SAMPLEATE, MEGA(100));
```

## Setup of Trigger

Setting up the trigger does not need any further steps of synchronization setup. Simply all trigger settings of all cards that have been enabled for synchronization are connected together. All trigger sources and all trigger modes can be used on synchronization as well.

Having positive edge of external trigger on card 0 to be the trigger source for the complete system needs the following setup:

```
spcm_dwSetParam_i32 (hCard[0], SPC_TRIG_ORMASK, SPC_TM_MASK_EXT0);
spcm_dwSetParam_i32 (hCard[0], SPC_TRIG_EXTO_MODE, SPC_TM_POS);

spcm_dwSetParam_i32 (hCard[1], SPC_TRIG_ORMASK, SPC_TM_NONE);
spcm_dwSetParam_i32 (hCard[2], SPC_TRIG_ORMASK, SPC_TM_NONE);
spcm_dwSetParam_i32 (hCard[3], SPC_TRIG_ORMASK, SPC_TM_NONE);
```

Assuming that the 4 cards are analog data acquisition cards with 4 channels each we can simply setup a synchronous system with all channels of all cards being trigger source. The following setup will show how to set up all trigger events of all channels to be OR connected. If any of the channels will now have a signal above the programmed trigger level the complete system will do an acquisition:

```
for (i = 0; i < lSyncCount; i++)
{
    int32 lAllChannels = (SPC_TMASK0_CH0 | SPC_TMASK0_CH1 | SPC_TMASK_CH2 | SPC_TMASK_CH3);
    spcm_dwSetParam_i32 (hCard[i], SPC_TRIG_CH_ORMASK0, lAllChannels);
    for (j = 0; j < 2; j++)
    {
        // set all channels to trigger on positive edge crossing trigger level 100
        spcm_dwSetParam_i32 (hCard[i], SPC_TRIG_CH0_MODE + j, SPC_TM_POS);
        spcm_dwSetParam_i32 (hCard[i], SPC_TRIG_CH0_LEVEL0 + j, 100);
    }
}
```

## Run the synchronized cards

Running of the cards is very simple. The star-hub acts as one big card containing all synchronized cards. All card commands have to be omitted directly to the star-hub which will check the setup, do the synchronization and distribute the commands in the correct order to all synchronized cards. The same card commands can be used that are also possible for single cards:

Register	Value	Direction	Description
SPC_M2CMD	100	write only	Executes a command for the card or data transfer
M2CMD_CARD_RESET	1h		Performs a hard and software reset of the card as explained further above
M2CMD_CARD_WRITESETUP	2h		Writes the current setup to the card without starting the hardware. This command may be useful if changing some internal settings like clock frequency and enabling outputs.
M2CMD_CARD_START	4h		Starts the card with all selected settings. This command automatically writes all settings to the card if any of the settings has been changed since the last one was written. After card has been started none of the settings can be changed while the card is running.
M2CMD_CARD_ENABLETRIGGER	8h		The trigger detection is enabled. This command can be either send together with the start command to enable trigger immediately or in a second call after some external hardware has been started.
M2CMD_CARD_FORCE_TRIGGER	10h		This command forces a trigger even if none has been detected so far. Sending this command together with the start command is similar to using the software trigger.
M2CMD_CARD_DISABLETRIGGER	20h		The trigger detection is disabled. All further trigger events are ignored until the trigger detection is again enabled. When starting the card the trigger detection is started disabled.
M2CMD_CARD_STOP	40h		Stops the current run of the card. If the card is not running this command has no effect.

All other commands and settings need to be send directly to the card that it refers to.

This example shows the complete setup and synchronization start for our four cards:

```
spcm_dwSetParam_i32 (hSync, SPC_SYNC_ENABLEMASK, 0x000F); // all 4 cards are masked

// to keep it easy we set all card to the same clock and disable trigger
for (i = 0; i < 4; i++)
{
    spcm_dwSetParam_i32 (hCard[i], SPC_CLOCKMODE, SPC_CM_INTPLL);
    spcm_dwSetParam_i32 (hCard[i], SPC_SAMPLERATE, MEGA(100));
    spcm_dwSetParam_i32 (hCard[i], SPC_TRIG_ORMASK, SPC_TM_NONE);
}

// card 0 is trigger master and waits for external positive edge
spcm_dwSetParam_i32 (hCard[0], SPC_TRIG_ORMASK, SPC_TM_MASK_EXT0);
spcm_dwSetParam_i32 (hCard[0], SPC_TRIG_EXTO_MODE, SPC_TM_POS);

// start the cards and wait for them a maximum of 1 second to be ready
spcm_dwSetParam_i32 (hSync, SPC_TIMEOUT, 1000);
spcm_dwSetParam_i32 (hSync, SPC_M2CMD, M2CMD_CARD_START | M2CMD_CARD_ENABLETRIGGER);
if (spcm_dwSetParam_i32 (hSync, SPC_M2CMD, M2CMD_CARD_WAITREADY) == ERR_TIMEOUT)
    printf ("Timeout occurred - no trigger received within time\n")
```

**Using one of the wait commands for the star-hub will return as soon as the card holding the star-hub has reached this state. However when synchronizing cards with different memory sizes there may be other cards that still haven't reached this level.**



## **SH-Direct: using the Star-Hub clock directly without synchronization**

Starting with driver version 1.26 build 1754 it is possible to use the clock from the star-hub just like an external clock and running one or more cards totally independent of the synchronized card. The mode is by example useful if one has one or more output cards that run continuously in a loop and are synchronized with star-hub and in addition to this one or more acquisition cards should make multiple acquisitions but using the same clock.

For all M2i cards is also possible to run the „slave“ cards with a divided clock. Therefore please program a desired divided sampling rate in the SPC\_SAMPLERATE register (example: running the star-hub card with 10 MS/s and the independent cards with 1 MS/s). The sampling rate is automatically adjusted by the driver to the next matching value.

### **What is necessary?**

- All cards need to be connected to the star-hub
- The card(s) that should run independently can not hold the star-hub
- The card(s) with the star-hub must be setup to synchronization even if it's only one card
- The synchronized card(s) have to be started prior to the card(s) that run with the direct star-hub clock

### **Setup**

At first all cards that should run synchronized with the star-hub are set-up exactly as explained before. The card(s) that should run independently and use the star-hub clock need to use the following clock mode:

Register	Value	Direction	Description
SPC_CLOCKMODE	20200	read/write	Defines the used clock mode
SPC_CM_SHDIRECT	128		Uses the clock from the star-hub as if this was an external clock

**! When using SH\_Direct mode, the register call to SPC\_CLOCKMODE enabling this mode must be written before initiating a card start command to any of the connected cards. Also it is not allowed to be modified later in the programming sequence to prevent the driver from calculating wrong sample rates.**

### **Example**

In this example we have one generator card with the star-hub mounted running in a continuous loop and one acquisition card running independently using the SH-Direct clock.

```
// setup of the generator card
spcm_dwSetParam_i32 (hCard[0], SPC_CARDMODE, SPC_REC_STD_SINGLE);
spcm_dwSetParam_i32 (hCard[0], SPC_LOOPS, 0); // infinite data replay
spcm_dwSetParam_i32 (hCard[0], SPC_CLOCKMODE, SPC_CM_INTPLL);
spcm_dwSetParam_i32 (hCard[0], SPC_SAMPLERATE, MEGA(1));
spcm_dwSetParam_i32 (hCard[0], SPC_TRIG_ORMASK, SPC_TM_SOFTWARE);

spcm_dwSetParam_i32 (hSync, SPC_SYNC_ENABLEMASK, 0x0001); // card 0 is the generator card
spcm_dwSetParam_i32 (hSync, SPC_SYNC_CLKMASK, 0x0001); // ...

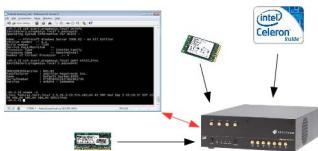
// Setup of the acquisition card (waiting for external trigger)
spcm_dwSetParam_i32 (hCard[1], SPC_CARDMODE, SPC_REC_STD_SINGLE);
spcm_dwSetParam_i32 (hCard[1], SPC_CLOCKMODE, SPC_CM_SHDIRECT);
spcm_dwSetParam_i32 (hCard[1], SPC_SAMPLERATE, MEGA(1));
spcm_dwSetParam_i32 (hCard[1], SPC_TRIG_ORMASK, SPC_TM_MASK_EXT0);
spcm_dwSetParam_i32 (hCard[1], SPC_TRIG_EXT0_MODE, SPC_TM_POS);

// now start the generator card (sync!) first and then the acquisition card 2 times
spcm_dwSetParam_i32 (hSync, SPC_TIMEOUT, 1000);
spcm_dwSetParam_i32 (hSync, SPC_M2CMD, M2CMD_CARD_START | M2CMD_CARD_ENABLETRIGGER);
spcm_dwSetParam_i32 (hCard[1], SPC_M2CMD, M2CMD_CARD_START | M2CMD_CARD_ENABLETRIGGER | M2CMD_CARD_WAITREADY);
spcm_dwSetParam_i32 (hCard[1], SPC_M2CMD, M2CMD_CARD_START | M2CMD_CARD_ENABLETRIGGER | M2CMD_CARD_WAITREADY);
```

### **Error Handling**

The Star-Hub error handling is similar to the card error handling and uses the function spcm\_dwGetErrorInfo\_i32. Please see the example in the card error handling chapter to see how the error handling is done.

## Option Embedded Server



The option turns the digitizerNETBOX/generatorNETBOX in a powerful PC that allows to run own programs on a small and remote data acquisition system. The digitizerNETBOX/generatorNETBOX is enhanced by more memory, a powerful CPU, a freely accessible internal SSD and a remote software development access method.

The digitizerNETBOX/generatorNETBOX can either run connected to LAN or it can run totally independent, storing/replaying data to/from the internal SSD. The original digitizerNETBOX/generatorNETBOX remote instrument functionality is still 100% available. Running the embedded server option it is possible to pre-calculate results based on the acquired data, pre-calculate generator data, store acquisitions locally and to transfer just the required data or results parts in a client-server based software structure. A different example for the digitizerNETBOX embedded server is surveillance/logger application which can run totally independent for days and send notification emails only over LAN or offloads stored data as soon as it's connected again.

Access to the embedded server is done through a standard text based Linux shell based on the ssh secure shell.

## Accessing the Embedded Server

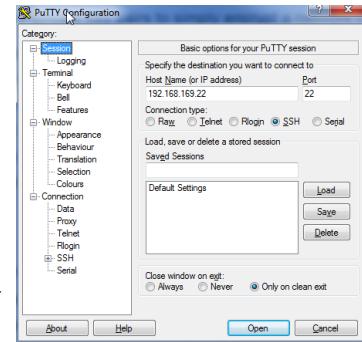
Access to the Embedded Server is only available if that particular option is installed. As this option is a combination of hardware features and software access a later update with that options needs some factory work. As long as no one uses the embedded server connection and no programs are placed in the autostart folder, the digitizerNETBOX/generatorNETBOX will behave just like a standard digitizerNETBOX or generatorNETBOX and can be used as a remote LXI device.

### SSH Connection

The embedded server is accessed using a standard SSH (secure shell) connection. Please install a SSH client on your working system and connect to the digitizerNETBOX/generatorNETBOX IP address (found in the control center) using port 22. Any SSH compatible client will do the job.

An example for a Windows based SSH client is PuTTY which shown on the right.

You may enter the login parameters here also and save a session for faster access.



Username      embedded  
Password      embedded

After first login you should immediately change the password to a personal one using the command „passwd“. Please keep in mind that it is possible to reset the password using the web interface of the digitizerNETBOX/generatorNETBOX. To fully secure access to the digitizerNETBOX/generatorNETBOX it is necessary to give a password to the web interface setup.

### Mounting network folders

Network folders can be mounted and unmounted using the standard Linux mount/unmount command. Please note that you need root rights to do a mounting/unmounting of a network folder. You get root rights for this command by using the „sudo“ command which gives you root rights for some dedicated commands.

Mounting a test folder from a Windows server with active directory may look like this:

```
cd  
mkdir tmp  
sudo mount -t cifs //192.168.169.123/tmp tmp -o user=YourUsername,domain=YourDomain,password=YourPassword
```

You may unmount the folder again with:

```
sudo umount tmp
```

Access to the /etc/fstab table is not available.

## **Editors**

As a default there are two standard editors installed on the system:

- GNU nano
- vim

## **Installing packages**

Any matching RPM modules can be installed to the system using root rights and the rpm packet manager:

```
sudo rpm -t -v
```

# **Programming**

For general information on programming of the internal Spectrum cards please have a look through the complete manual. Programming the cards inside the Embedded Server is 100% similar to programming of the cards of any other host system.

## **Accessing the cards**

Depending on the type of digitizerNETBOX/generatorNETBOX that you have there might be one or two cards installed in the system. If two cards are installed then there is also a star-hub installed. Please refer to the chapter „Introduction - Internal Digitizer Modules“ or „Introduction - Internal Generator Modules“ respectively to see how many digitizers are installed in your digitizerNETBOX/generatorNETBOX and whether a starhub is present or not.

As an example, for a DN2.491-16 you will find the information that you have 2 cards M2i.4912-exp and one star-hub installed. Accessing these components is done with the following handles:

```
1st card: "/dev/spcm0"  
2nd card: "/dev/spcm1"  
star-hub: "sync0"
```

## **Examples**

The home folder „examples-cpp“ contains all Linux based examples that are currently available. Please use and modify these examples for your own programs as you like.

The sub-folder „netbox\_embedded\_server“ contains some additional examples for using the embedded server features. The following examples are available:

### **Client/Server**

A simple example showing the communication over TCP/IP between the digitizerNETBOX/generatorNETBOX (server) and the host PC (client). The server is running an acquisition in FIFO Multiple Recording mode and calculates minimum and maximum value from every block. These results are then sent to the client program for further processing. In our example the results are simply printed to console.

Please change the TCP/IP settings inside the client program to your local settings to get it running.

### **simple\_rec\_fifo\_mail**

This example will run a FIFO multi acquisition and send a mail for each acquired segment as a SBench6 - compatible binary file and text header for that file. The example can easily be modified and used as a base for a monitoring application.

Please be sure to change the email settings to a server and port settings that is available on your system.

Please keep in mind that a high trigger frequency will flood your mailserver with emails which might trigger some spam detection mechanisms. You should therefore use this example only with single trigger events.

### **dbus**

This is an example on how to connect to the digitizerNETBOX/generatorNETBOX internal signals (currently only LAN state).

## **Autostart**

All executable files in the autostart folder will automatically be executed on system start-up. Please place any program in here that should run automatically after powering the system. It is requested to use the „fork()“ command to continue a program or a service in the background if multiple commands should be running.

The autostart feature can be turned off using the web interface in case that some failing program prevents the machine from starting.

## LEDs

The digitizerNETBOX/generatorNETBOX LEDs can be accessed using the special system command „netbox\_led\_client“. Calling this system command from inside a C++ program is shown in the client-server example. The following commands will manipulate the arm and connected LED on the frontplate:

```
system ("netbox_led_client armgreen=1");
system ("netbox_led_client armgreen=0");
system ("netbox_led_client conngreen=1");
system ("netbox_led_client conngreen=0");
```

## Appendix

### Error Codes

The following error codes could occur when a driver function has been called. Please check carefully the allowed setup for the register and change the settings to run the program.

error name	value (hex)	value (dec.)	error description
ERR_OK	0h	0	Execution OK, no error.
ERR_INIT	1h	1	An error occurred when initializing the given card. Either the card has already been opened by another process or an hardware error occurred.
ERR_TYP	3h	3	Initialization only: The type of board is unknown. This is a critical error. Please check whether the board is correctly plugged in the slot and whether you have the latest driver version.
ERR_FNCNOTSUPPORTED	4h	4	This function is not supported by the hardware version.
ERR_BRDREMAP	5h	5	The board index re map table in the registry is wrong. Either delete this table or check it carefully for double values.
ERR_KERNELVERSION	6h	6	The version of the kernel driver is not matching the version of the DLL. Please do a complete re-installation of the hardware driver. This error normally only occurs if someone copies the driver library and the kernel driver manually.
ERR_HWRDRVVERSION	7h	7	The hardware needs a newer driver version to run properly. Please install the driver that was delivered together with the card.
ERRADRANGE	8h	8	One of the address ranges is disabled [fatal error], can only occur under Linux.
ERR_INVALIDHANDLE	9h	9	The used handle is not valid.
ERR_BOARDNOTFOUND	Ah	10	A card with the given name has not been found.
ERR_BOARDINUSE	Bh	11	A card with given name is already in use by another application.
ERR_EXPHW64BITADR	Ch	12	Express hardware version not able to handle 64 bit addressing -> update needed.
ERR_FWVERSION	Dh	13	Firmware versions of synchronized cards or for this driver do not match -> update needed.
ERR_LASTERR	10h	16	Old error waiting to be read. Please read the full error information before proceeding. The driver is locked until the error information has been read.
ERR_BOARDINUSE	11h	17	Board is already used by another application. It is not possible to use one hardware from two different programs at the same time.
ERR_ABORT	20h	32	Abort of wait function. This return value just tells that the function has been aborted from another thread. The driver library is not locked if this error occurs.
ERR_BOARDLOCKED	30h	48	The card is already in access and therefore locked by another process. It is not possible to access one card through multiple processes. Only one process can access a specific card at the time.
ERR_DEVICE_MAPPING	32h	50	The device is mapped to an invalid device. The device mapping can be accessed via the Control Center.
ERR_NETWORKSETUP	40h	64	The network setup of a digitizerNETBOX has failed.
ERR_NETWORKTRANSFER	41h	65	The network data transfer from/to a digitizerNETBOX has failed.
ERR_FWPOWERCYCLE	42h	66	Power cycle [PC off/on] is needed to update the card's firmware (a simple OS reboot is not sufficient !)
ERR_NETWORKTIMEOUT	43h	67	A network timeout has occurred.
ERR_BUFFERSIZE	44h	68	The buffer size is not sufficient [too small].
ERR_RESTRICTEDACCESS	45h	69	The access to the card has been intentionally restricted.
ERR_INVALIDPARAM	46h	70	An invalid parameter has been used for a certain function.
ERR_REG	100h	256	The register is not valid for this type of board.
ERR_VALUE	101h	257	The value for this register is not in a valid range. The allowed values and ranges are listed in the board specific documentation.
ERR_FEATURE	102h	258	Feature [option] is not installed on this board. It's not possible to access this feature if it's not installed.
ERR_SEQUENCE	103h	259	Command sequence is not allowed. Please check the manual carefully to see which command sequences are possible.
ERR_READABORT	104h	260	Data read is not allowed after aborting the data acquisition.
ERR_NOACCESS	105h	261	Access to this register is denied. This register is not accessible for users.
ERR_TIMEOUT	107h	263	A timeout occurred while waiting for an interrupt. This error does not lock the driver.
ERR_CALITYPE	108h	264	The access to the register is only allowed with one 64 bit access but not with the multiplexed 32 bit [high and low double word] version.
ERR_EXCEEDSINT32	109h	265	The return value is int32 but the software register exceeds the 32 bit integer range. Use double int32 or int64 accesses instead, to get correct return values.
ERR_NOWRITEALLOWED	10Ah	266	The register that should be written is a read-only register. No write accesses are allowed.
ERR_SETUP	10Bh	267	The programmed setup for the card is not valid. The error register will show you which setting generates the error message. This error is returned if the card is started or the setup is written.
ERR_CLOCKNOTLOCKED	10Ch	268	Synchronization to external clock failed: no signal connected or signal not stable. Please check external clock or try to use a different sampling clock to make the PLL locking easier.
ERR_CHANNEL	110h	272	The channel number may not be accessed on the board: Either it is not a valid channel number or the channel is not accessible due to the current setup (e.g. Only channel 0 is accessible in interlace mode)
ERR_NOTIFYSIZE	111h	273	The notify size of the last spcm_dwDefTransfer call is not valid. The notify size must be a multiple of the page size of 4096. For data transfer it may also be a fraction of 4k in the range of 16, 32, 64, 128, 256, 512, 1k or 2k. For ABA and timestamp the notify size can be 2k as a minimum.
ERR_RUNNING	120h	288	The board is still running, this function is not available now or this register is not accessible now.
ERR_ADJUST	130h	304	Automatic card calibration has reported an error. Please check the card inputs.
ERR_PRETRIGGERLEN	140h	320	The calculated pretrigger size (resulting from the user defined posttrigger values) exceeds the allowed limit.
ERR_DIRMISMATCH	141h	321	The direction of card and memory transfer mismatch. In normal operation mode it is not possible to transfer data from PC memory to card if the card is an acquisition card nor it is possible to transfer data from card to PC memory if the card is a generation card.
ERR_POSTEXCDSEGMENT	142h	322	The posttrigger value exceeds the programmed segment size in multiple recording/ABA mode. A delay of the multiple recording segments is only possible by using the delay trigger!
ERR_SEGMENTINMEM	143h	323	Memsizze is not a multiple of segment size when using Multiple Recording/Replay or ABA mode. The programmed segment size must match the programmed memory size.
ERR_MULTIPLEPW	144h	324	Multiple pulsewidth counters used but card only supports one at the time.
ERR_NOCHANNELPWOR	145h	325	The channel pulsewidth on this card can't be used together with the OR conjunction. Please use the AND conjunction of the channel trigger sources.
ERR_ANDORMASKOVRLAP	146h	326	Trigger AND mask and OR mask overlap in at least one channel. Each trigger source can only be used either in the AND mask or in the OR mask, no source can be used for both.
ERR_ANDMASKEDGE	147h	327	One channel is activated for trigger detection in the AND mask but has been programmed to a trigger mode using an edge trigger. The AND mask can only work with level trigger modes.
ERR_ORMASKLEVEL	148h	328	One channel is activated for trigger detection in the OR mask but has been programmed to a trigger mode using a level trigger. The OR mask can only work together with edge trigger modes.

<b>error name</b>	<b>value (hex)</b>	<b>value (dec.)</b>	<b>error description</b>
ERR_EDGEPEERMOD	149h	329	This card is only capable to have one programmed trigger edge for each module that is installed. It is not possible to mix different trigger edges on one module.
ERR_DOLEVELMINDIFF	14Ah	330	The minimum difference between low output level and high output level is not reached.
ERR_STARHUBENABLE	14Bh	331	The card holding the star-hub must be enabled when doing synchronization.
ERR_PATPWMSMALLEdge	14Ch	332	Combination of pattern with pulselwidth smaller and edge is not allowed.
ERR_PCICHECKSUM	203h	515	The check sum of the card information has failed. This could be a critical hardware failure. Restart the system and check the connection of the card in the slot.
ERR_MEMALLOC	205h	517	Internal memory allocation failed. Please restart the system and be sure that there is enough free memory.
ERR_EEPROMLOAD	206h	518	Timeout occurred while loading information from the on-board EEPROM. This could be a critical hardware failure. Please restart the system and check the PCI connector.
ERR_CARDNOSUPPORT	207h	519	The card that has been found in the system seems to be a valid Spectrum card of a type that is supported by the driver but the driver did not find this special type internally. Please get the latest driver from <a href="http://www.spectrum-instrumentation.com">www.spectrum-instrumentation.com</a> and install this one.
ERR_FIFOHWOVERRUN	301h	769	Hardware buffer overrun in FIFO mode. The complete on-board memory has been filled with data and data wasn't transferred fast enough to PC memory. If acquisition speed is smaller than the theoretical bus transfer speed please check the application buffer and try to improve the handling of this one.
ERR_FIFOFINISHED	302h	770	FIFO transfer has been finished, programmed data length has been transferred completely.
ERR_TIMESTAMP_SYNC	310h	784	Synchronization to timestamp reference clock failed. Please check the connection and the signal levels of the reference clock input.
ERR_STARHUB	320h	800	The auto routing function of the Star-Hub initialization has failed. Please check whether all cables are mounted correctly.
ERR_INTERNAL_ERROR	FFFFh	65535	Internal hardware error detected. Please check for driver and firmware update of the card.

## **Temperature sensors**

The M4i/M4x card series has integrated temperature sensors that allow to read out different internal temperatures. These functions are also available for M4i internal cards of the digitizerNETBOX and generatorNETBOX series. In here the temperature can be read out for every internal card separately.

### **Temperature read-out registers**

Up to three different temperature sensors can be read-out for each M4i and M4x card. Depending on the specific card type not all of these temperature sensors are used. The temperature can be read in different temperature versions at any time:

Register	Value	Direction	Description
SPC_MON_TK_BASE_CTRL	500022	read	Base card temperature in degrees Kelvin
SPC_MON_TK_MODULE_0	500023	read	Module temperature 0 in degrees Kelvin
SPC_MON_TK_MODULE_1	500024	read	Module temperature 1 in degrees Kelvin
SPC_MON_TC_BASE_CTRL	500025	read	Base card temperature in degrees Celsius
SPC_MON_TC_MODULE_0	500026	read	Module temperature 0 in degrees Celsius
SPC_MON_TC_MODULE_1	500027	read	Module temperature 1 in degrees Celsius
SPC_MON_TF_BASE_CTRL	500028	read	Base card temperature in degrees Fahrenheit
SPC_MON_TF_MODULE_0	500029	read	Module temperature 0 in degrees Fahrenheit
SPC_MON_TF_MODULE_1	500030	read	Module temperature 1 in degrees Fahrenheit

### **Temperature hints**

- Monitoring of the temperature figures is recommended for environments where the operating temperature can reach or even exceed the specified operating temperature. Please see technical data section for specified operating temperatures.
- The temperature sensors can be used to optimize the system cooling.

### **66xx temperatures and limits**

The following description shows the meaning of each temperature figure on the 66xx series and also gives maximum ratings that should not be exceeded. All figures given in degrees Celsius:

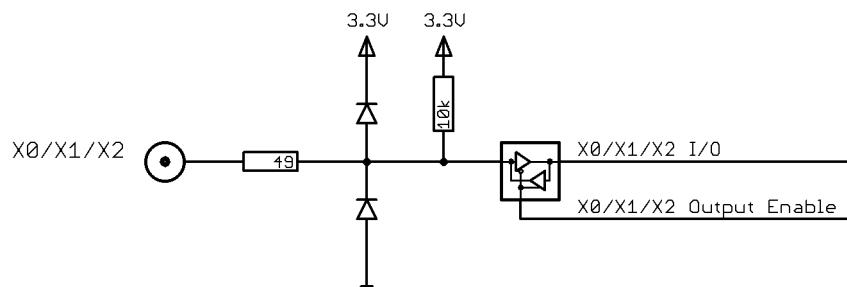
Sensor Name	Sensor Location	Typical figure at 25°C environment temperature	Maximum temperature
BASE_CTRL	Inside FPGA	50°C ±5°C	80°C
MODULE_0	DAC		
MODULE_1	Front-End		

## Details on M4i cards I/O lines

### Multi Purpose I/O Lines

The MMCX Multi Purpose I/O connectors (X0, X1 and X2) of the M4i cards from Spectrum are protected against over voltage conditions.

For this purpose clamping diodes of the types CD1005 are used in conjunction with a series resistor. All three I/O lines are internally clamped to signal ground and to 3.3V clamping voltage. So when connecting sources with a higher level than the clamping voltage plus the forward voltage of typically 0.6..0.7 V will be the resulting maximum high-level level.



The maximum forward current limit for the used CD1005 diodes is 100 mA, which is effectively limited by the used series resistor for logic levels up to 5.0V. To avoid floating levels with unconnected inputs, a pull up resistor of 10 kOhm to 3.3V is used on each line.

### Interfacing with clock input

The clock input of the M4i cards is AC-coupled, single-ended PECL type. Due to the internal biasing and a relatively high maximum input voltage swing, it can be directly connected to various logic standards, without the need for external level converters.

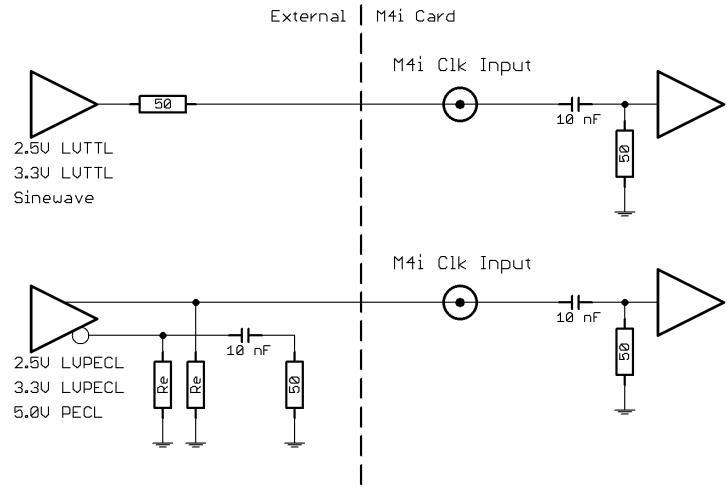
#### Single-ended LVTTL sources

All LVTTL sources, be it 2.5V LVTTL or 3.3V LVTTL must be terminated with a 50 Ohm series resistor to avoid reflections and limit the maximum swing for the M4i card.

#### Differential (LV)PECL sources

Differential drivers require equal load on both the true and the inverting outputs. Therefore the inverting output should be loaded as shown in the drawing. All PECL drivers require a proper DC path to ground, therefore emitter resistors  $R_E$  must be used, whose value depends on the supply voltage of the driving PECL buffer:

$V_{CC} - V_{EE}$	2.5 V	3.3 V	5.0 V
$R_E$	~50 Ohm	~100 Ohm	~200 Ohm



### Interfacing with clock output

The clock output of the M4i cards is AC-coupled, single-ended PECL type. The output swing of the M3i clock output is approximately 800 mV<sub>PP</sub>.

#### Internal biased single-ended receivers

Because of the AC coupling of the M4i clock output, the signal must be properly re-biased for the receiver. Receivers that provide an internal re-bias only require the signal to be terminated to ground by a 50 Ohm resistor.

