

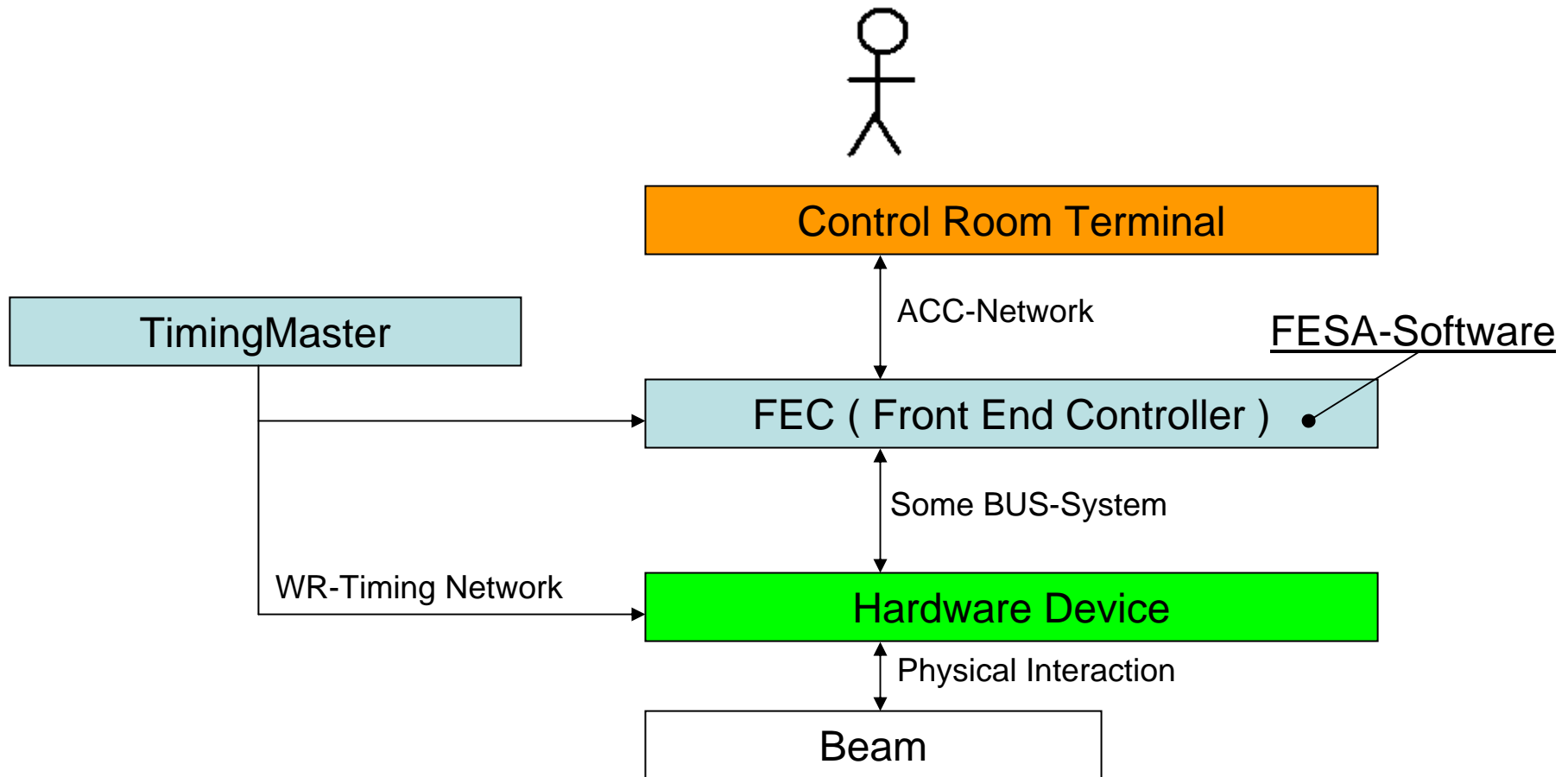
What is FESA ?

Topics

- **Overview**
- **Basic Principles**
- **Creation Example RT**
- **Creation Example Server**

Overview

FESA3(FrontEndSoftwareArchitecture)



Topics

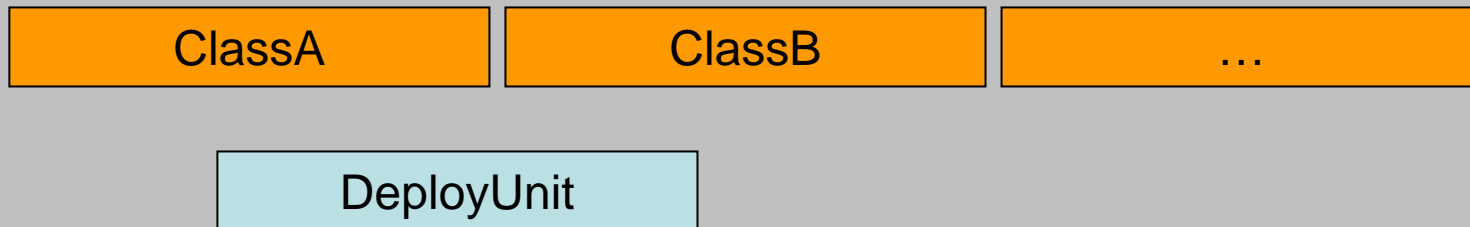
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Basic Principles

- **Hardware devices, represented as software devices**
- **Standardisation**
 - **All the front-end software follows the same API**
 - **Easy to maintain**
- **Allow development to everybody**
 - **Each GSI-section can contribute**

Basic Principles

FESA - binary



FESA – configuration per FEC (instantiation)

```
<ClassA>  
  <Device name="KGB123"/>  
  <Device name="MU1"/>  
</ClassA>  
<ClassB>  
  <Device name="KGB456"/>  
</ClassB>
```

Basic Principles

Class

- Properties
- Internal Data
- Custom Data-types
- Actions
- Event-Sources

DeployUnit

- Scheduling of Actions
- Executable-Type
- Priorities

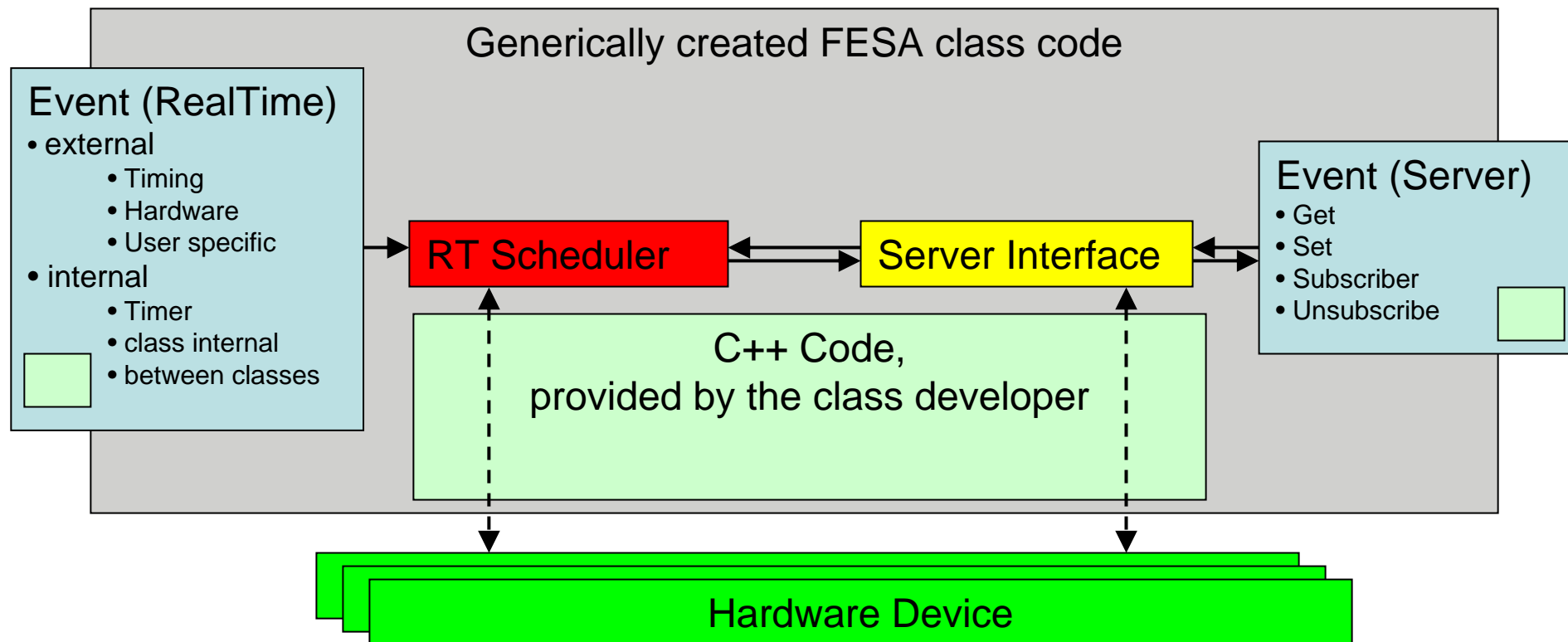
Instantiation-File

- Device-specifics
- Default Values
- Event-Mapping
- Priorities

Basic Principles

 = Here I can put my own stuff

 = This is provided by FESA



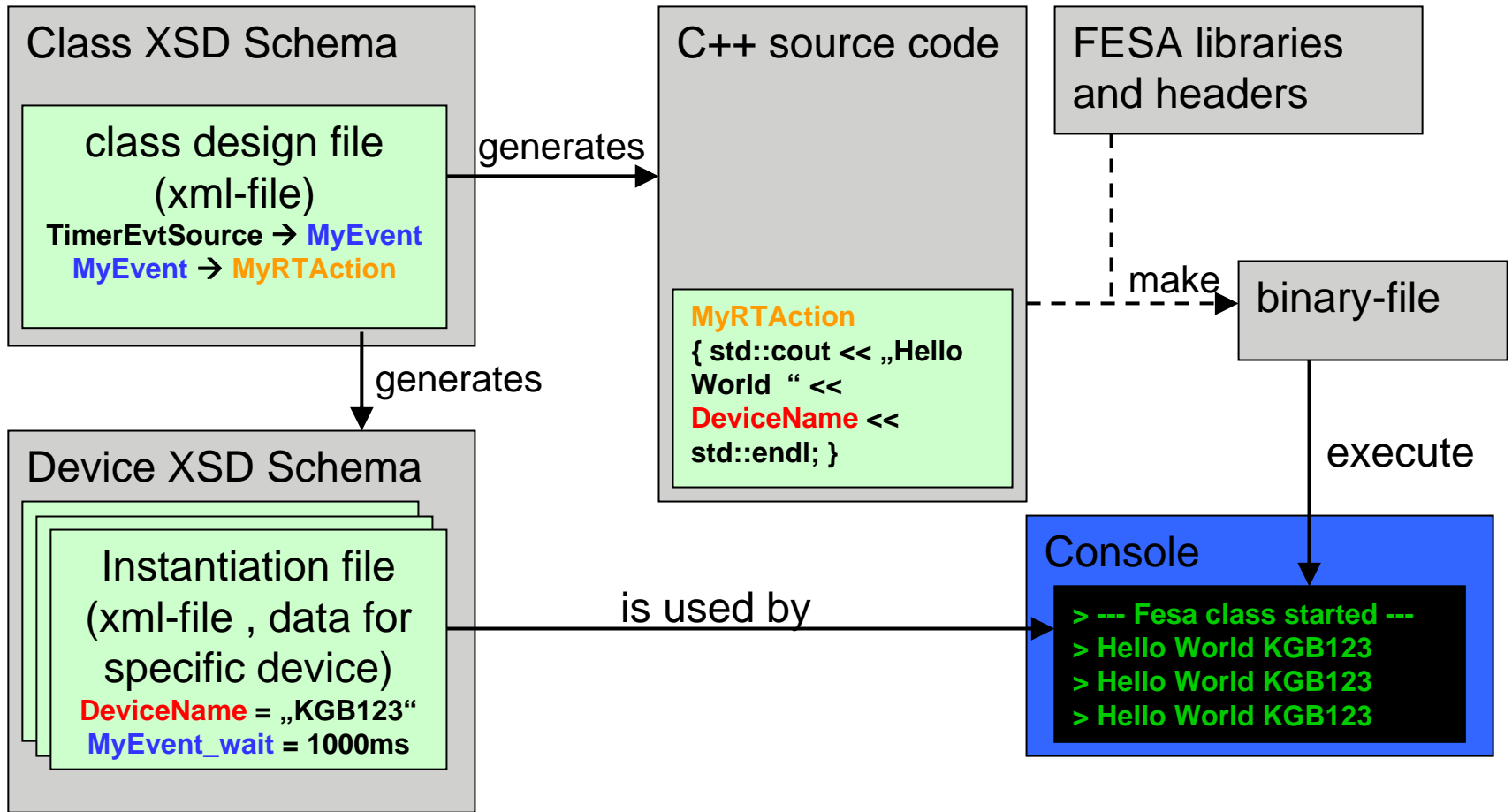
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Creation Example RT

= Here I can put my own stuff

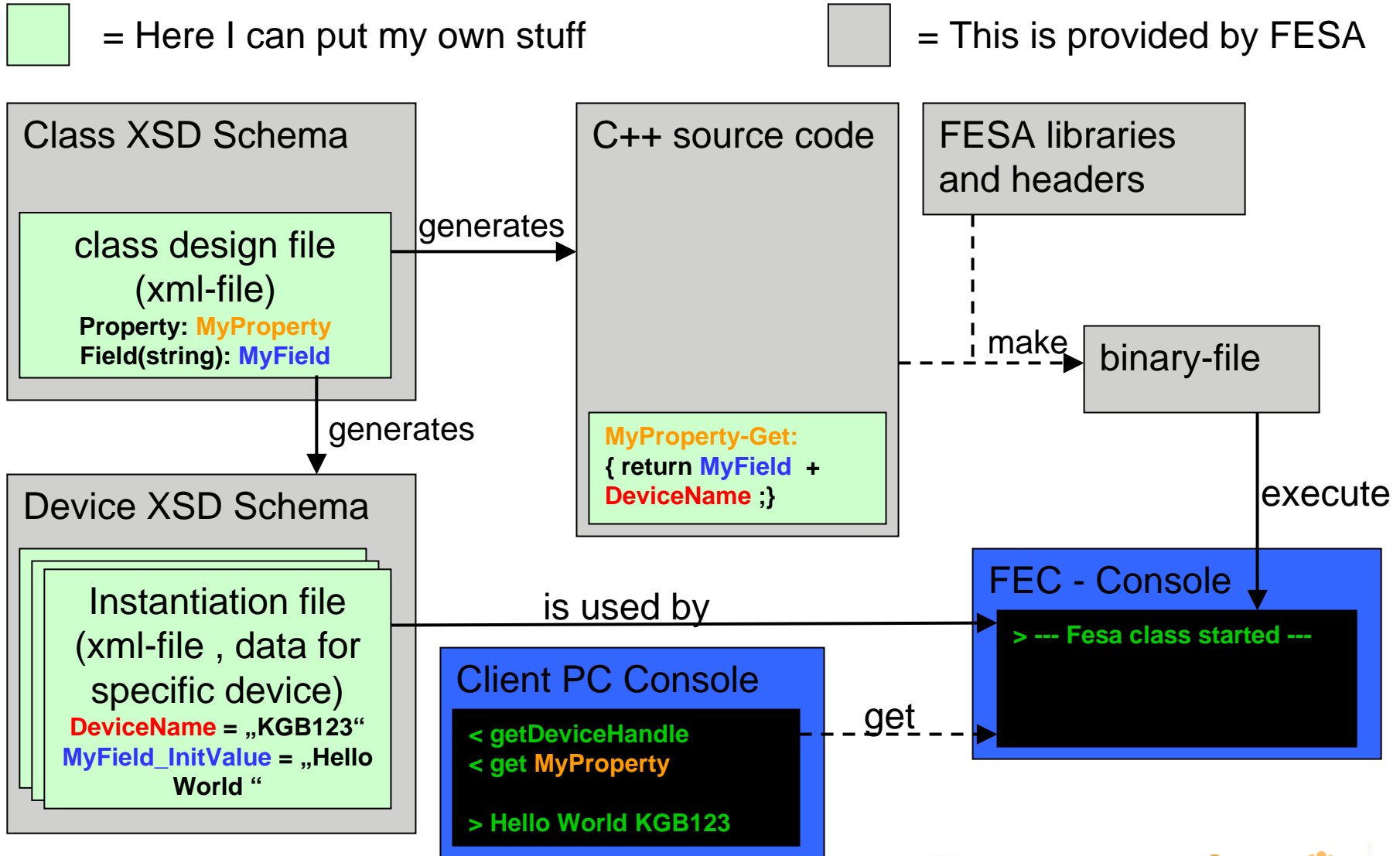
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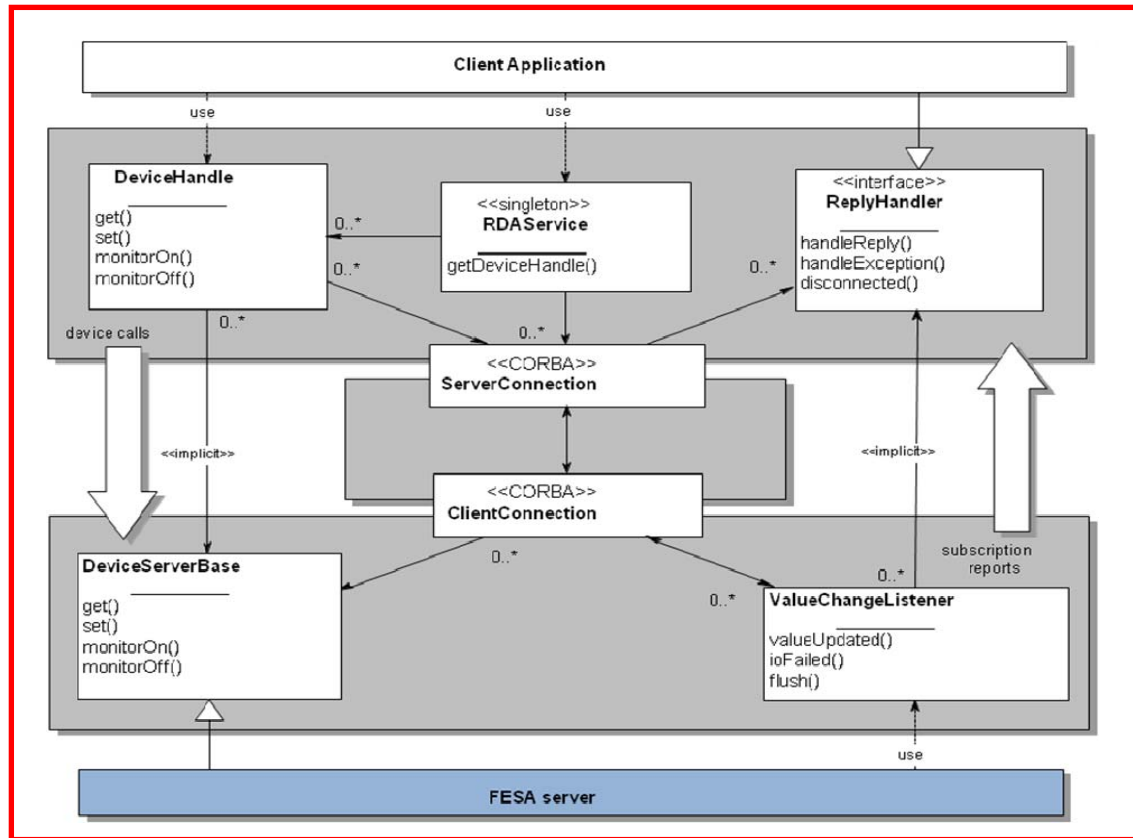
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Creation Example Server



Creation Example Server



RDA Middleware

FESA Server

FEC - Console

```
> --- Fesa class started ---
```

Client PC Console

```
< getDeviceHandle
< get MyProperty
> Hello World KGB123
```

get

Client Application



Thanks for your attention!