



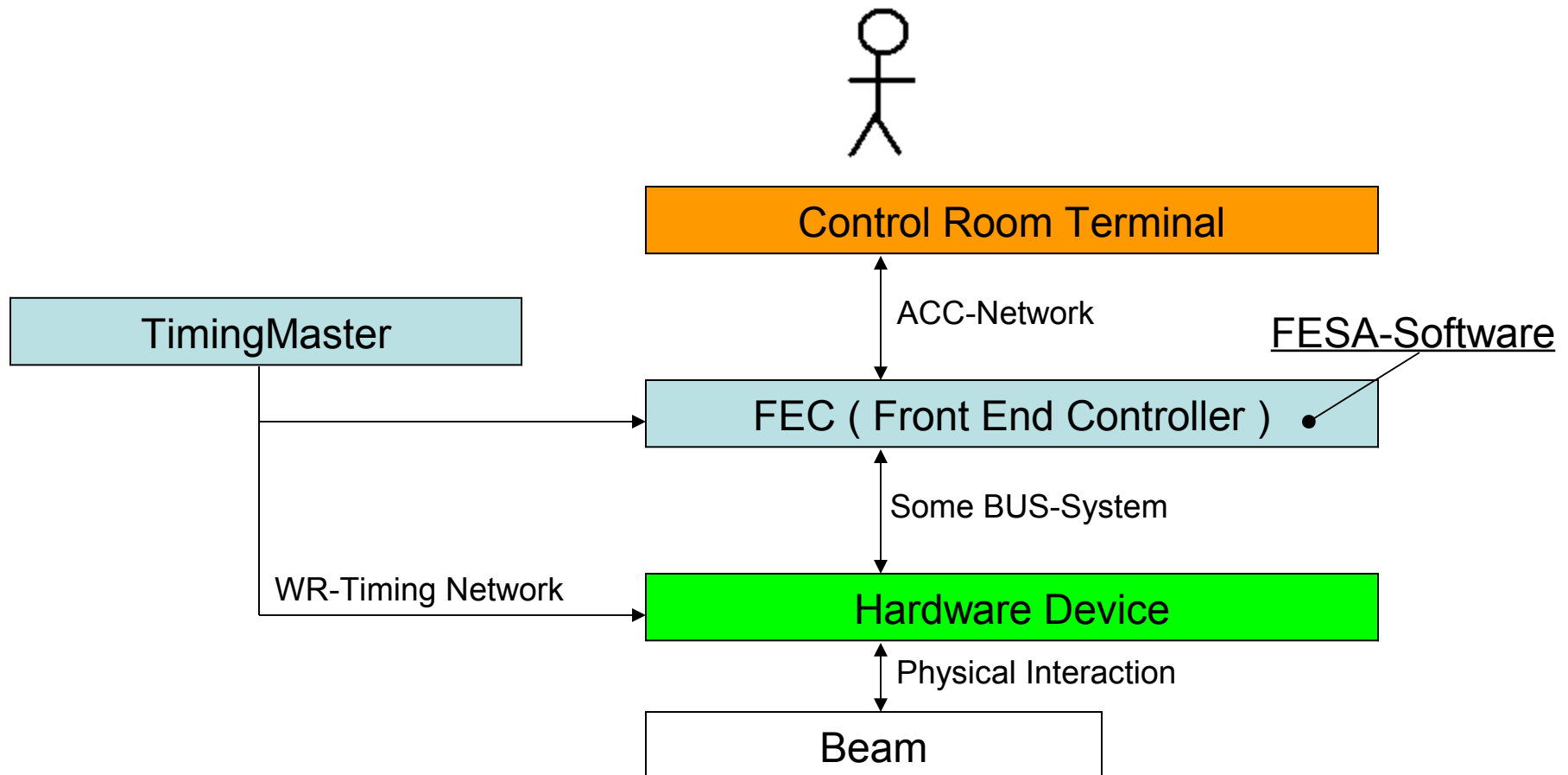
What is FESA ?

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

ClassA

ClassB

...

DeployUnit

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

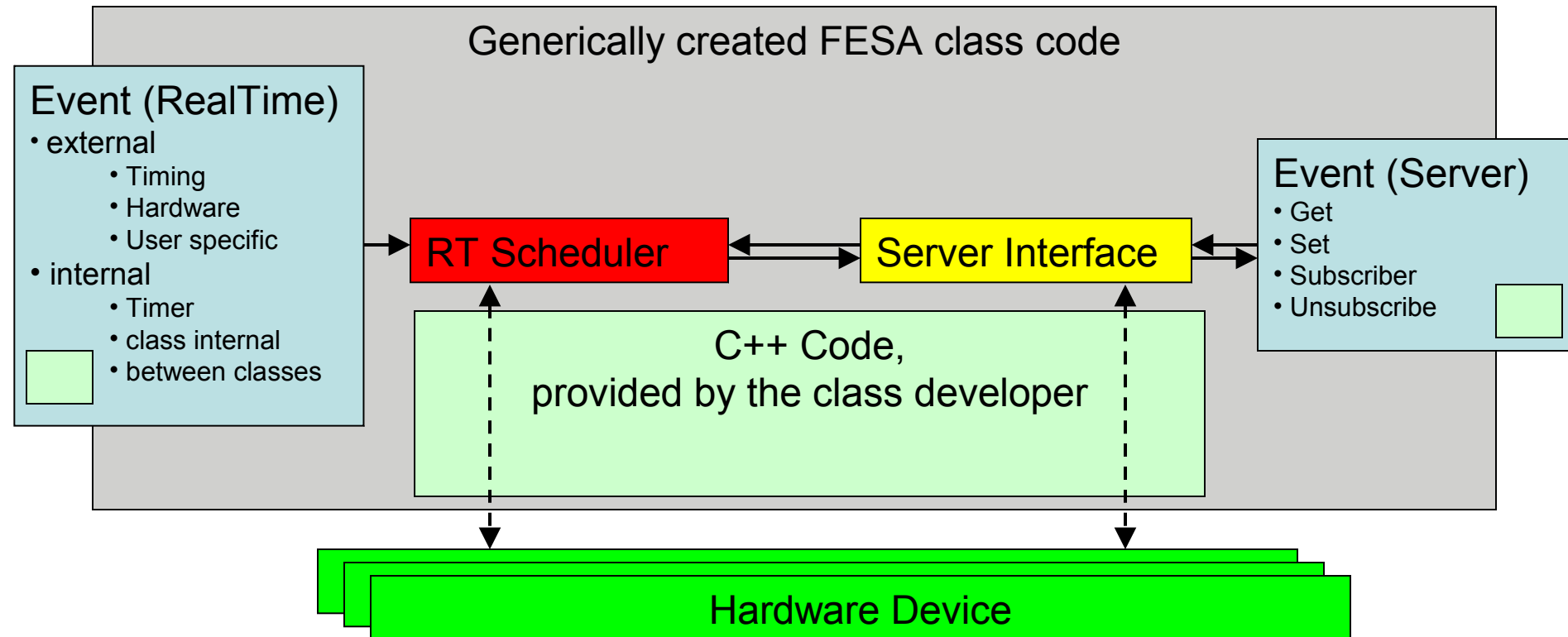
Basic Principles



= Here I can put my own stuff



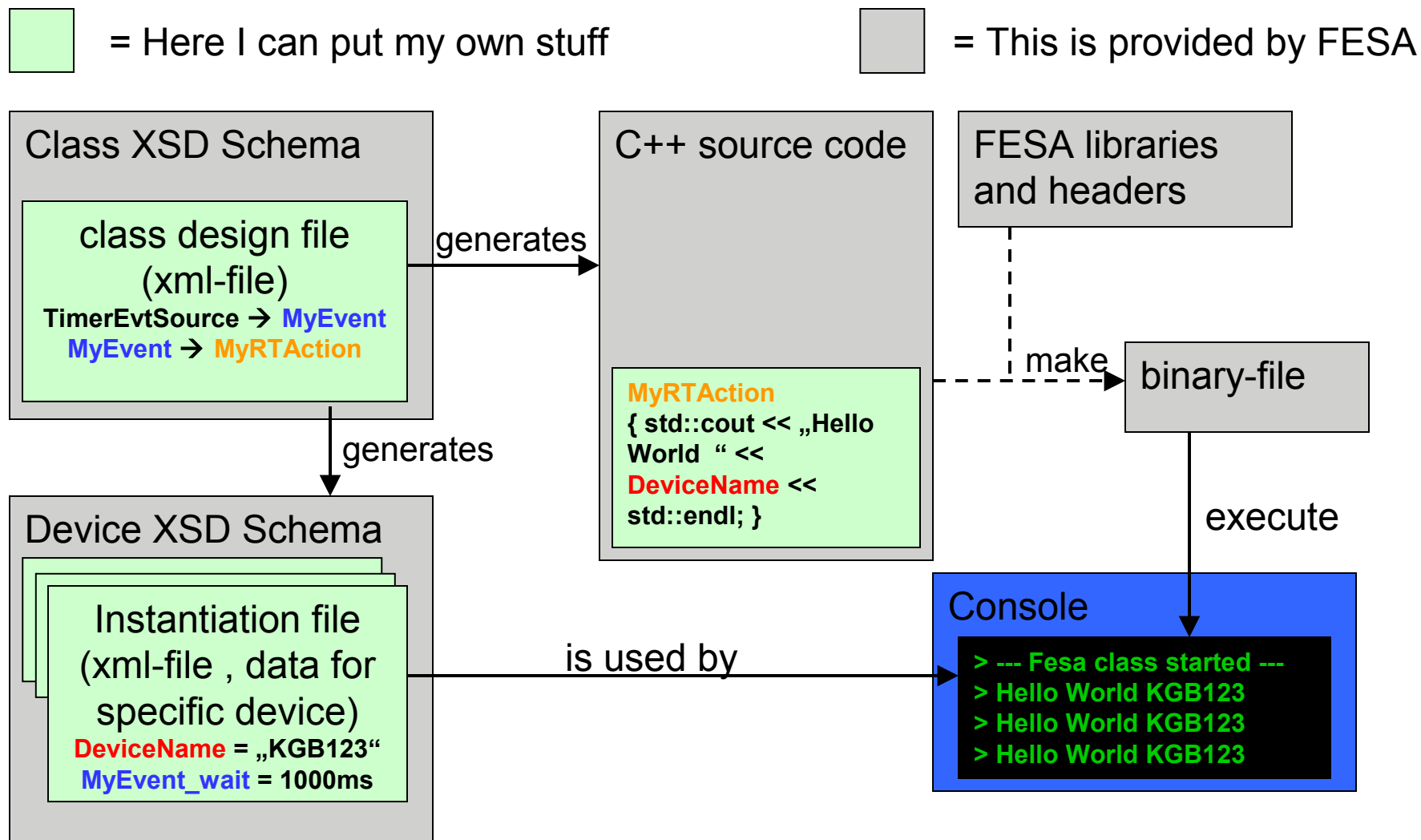
= This is provided by FESA



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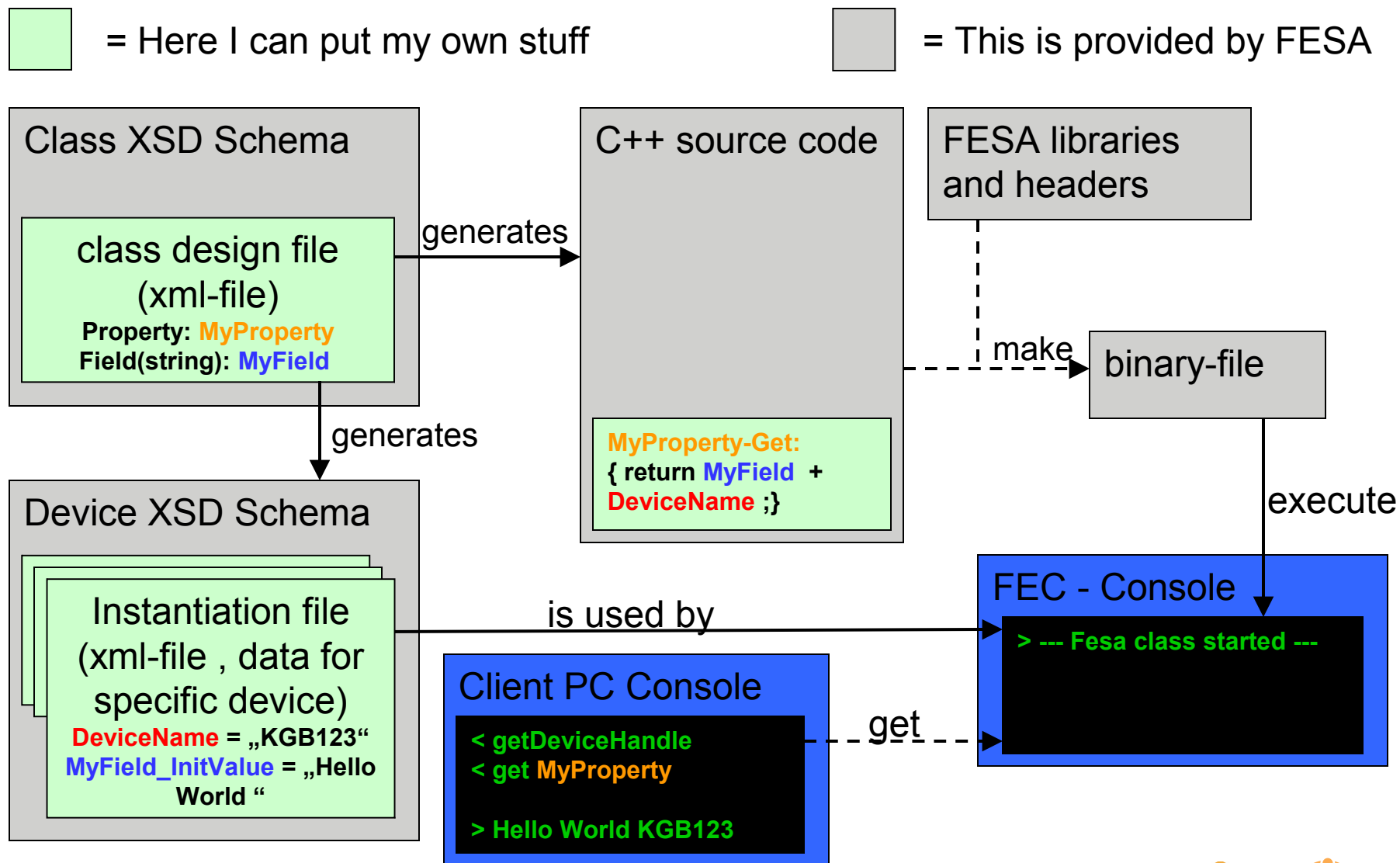
Creation Example RT



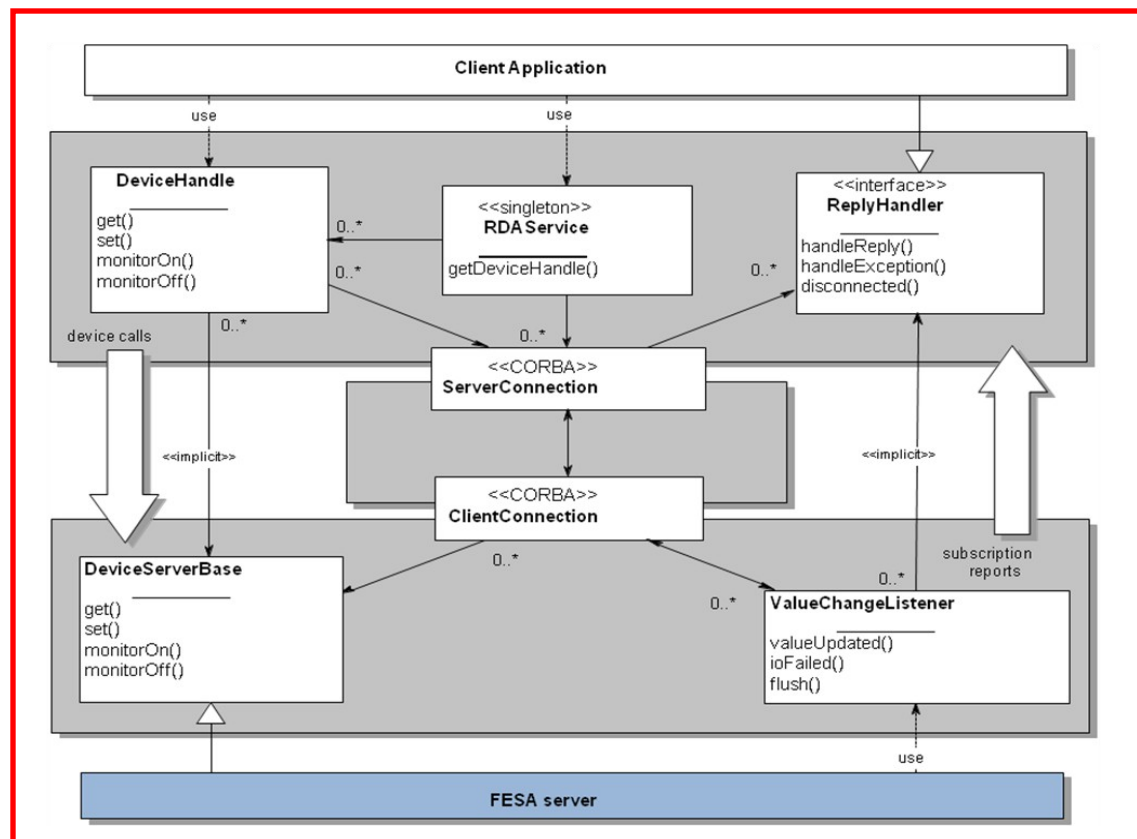
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- **Creation Example Server**

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!