

FESA client implementation issues

1. I am using the Design generated C++ sources (.cpp/.h) to implement my FESA client.

With setting of value in FESA Navigator, I have to click two times on the 'Set' button to set the value!

Answer: There are two different generated methods to set the SILECS registers of one device and send the related block to the controller from the server-action:

- a. `void <myBlock>_Type::setOneDevice(Device* pDevice, const bool sendNow, MultiplexingContext* pContext)`
- b. `void <myBlock>_Type::setOneDevice(Device* pDevice, <myBlock>PropertyData& data, bool sendNow, MultiplexingContext* pContext)`

The first one (a) copies all FESA field to the related SILECS registers and send the block to the controller (if required: `sendNow == true`). The seconde one (b) set the SILECS registers from the incoming RDA data object and send the block to the controller (if required: `sendNow == true`).

For data consistency reason, the FESA framework updates automatically the FESA fields from the RDA data object but only when the server-action is completed (on exit method).

So, setting and uploading SILECS registers from the server-action must be done with the dedicated API (b) which gets values from the incoming RDA data object.

Method (a) can be used to copy FESA fields to the corresponding SILECS registers (and possibly upload the controller) in another context of the user process.