

Version	Echotek Configuration	Driver	MIBPM	Tentative Release Date
1	Solve potential configuration problem with TGF for MI			
1.1			Closed orbit only measurements at 500 Hz. Display and profile buffer support. Data access through front-end login only. <i>Requires:</i> <ul style="list-style-type: none"> Working closed orbit configuration! 	Oct 17
1.2			Closed orbit access through FTP. <i>Requires:</i> <ul style="list-style-type: none"> There are issues not yet solved from the TBPM software to get FTP > 15 Hz. 	Oct 19
2	Check turn-by-turn configuration.		System can change to turn-by-turn mode without reloading Echotek configuration. <i>Requires:</i> <ul style="list-style-type: none"> Changes on layer above driver (EchoTekPool class) for changing board configuration (e.g. Single/DMA, burst count, active channels). 	Oct 25
2.1			Provide means to take one turn-by-turn measurement and have the data through front-end login. <i>Requires:</i> <ul style="list-style-type: none"> Data from the echotek has to be processed and stored in the turn-by-turn buffer. 	Nov 1
2.2			Make tests proving that turn-by-turn data (12K turns) from 10 Echotek boards can be readout within 500 milliseconds window. <i>Requires:</i> <ul style="list-style-type: none"> Driver and EchoTekPool class read out support. 	Nov 4
2.3			ACNET access to turn-by-turn data (state 0). <i>Requires:</i> <ul style="list-style-type: none"> Implementation of routines for responding to ACNET requests (packing data according to specifications). Creation of turn-by-turn ACNET devices. 	Nov 8

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2.4			Ability to select 2.5 or 53 MHz data. <i>Requires:</i> <ul style="list-style-type: none"> • Access to transition module through TGF. 	Nov 10
3			Change layer above driver to read out N turn-by-turn measurements and fill flash turn buffers. Single state supported (hardcoded sequence of events). <i>Requires:</i> <ul style="list-style-type: none"> • Table for state sequences. • State command structure (specifications doc). • TGF state programming. 	Nov 15
4			Support for multiple states. Definition loaded at startup time or hardcoded. <i>Requires:</i> <ul style="list-style-type: none"> • Buffer management – number of flash buffers assigned to a state depends on the number of injections (information coming from MDAT). 	Nov 17
5			State definitions are changeable through ACNET/I6. <i>Requires:</i> <ul style="list-style-type: none"> • Link between ACNET variables and table of state sequences. • Changes on I6 application. 	Nov 21
6			Implementation of the turn-by-turn (non-flash turn) <i>Requires:</i> <ul style="list-style-type: none"> • Addition of ACNET device for controlling turn-by-turn configuration: delay and bucket number for each state. • Check if turn-by-turn is enabled for the current state. 	Nov 25
6.1			ACNET access to turn-by-turn (non-flash turn). Possibly already implemented in version 2.3. <i>Requires:</i> <ul style="list-style-type: none"> • Turn-by-turn ACNET devices. • Data packing. 	Nov 30