

Recorder Objects

Introduction

A **Recorder** object provides a mechanism to collect and buffer any data in the controller's memory. After a recorder is configured and started, the controller copies the data from the specified addresses to a local buffer every "N" samples. Later, the host can collect the data by polling or via interrupt-based events.

The controller supports up to 32 data recorders, which can collect data from up to a total of 32 addresses. The buffers can be dynamically allocated. A larger data recorder buffer may be required for higher sample rates, slow host computers, when running via client/server, or when a large number of data fields are being recorded.

A recorder can be started or stopped from the host application or from the controller by configuring a data recorder trigger. When the trigger conditions are met, the controller will automatically start or stop a data recorder. This is very useful for logging relevant variables during the period preceding a fault or error. Normally, the recorder stops collecting data when the buffer is full. It can also be configured to continuously collect data, overwriting the previous data until it is commanded to stop. This is useful for trapping a recent history of controller data.

When using data recorders, make sure to enable enough recorder objects and buffer memory with [mpiControlConfigSet](#). Then, configure the recorders with [mpiRecorderRecordConfig](#) or [mpiRecorderConfigSet](#), and start recording with [mpiRecorderStart](#). Data can then be collected with [mpiRecorderRecordGet](#).

It is possible to create a recorder object and not delete it, leaving the resources for the recorder occupied, but forgotten about (abandoned). It is most common to run into this situation when using an index of -1 for the recorder. When developing a program and running it in the debugger, it is common for the developer to exit the program without letting the program clean up its recorder resources. To see how to handle this situation programmatically, please see [recorderinuse.c](#).

See Also:

[Buffer Size](#)

| [Error Messages](#) |

Methods

Create, Delete, Validate Methods

mpiRecorderCreate	Create Recorder object
mpiRecorderDelete	Delete Recorder object
mpiRecorderValidate	Validate Recorder object

Configuration and Information Methods

mpiRecorderConfigGet	Get Recorder's configuration
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mpiRecorderConfigSet	Set Recorder's configuration
mpiRecorderRecordConfig	Configure type of data record that Recorder will capture
mpiRecorderStatus	Get status of Recorder

Event Methods

mpiRecorderEventNotifyGet	Get event mask of events for which host notification has been requested
mpiRecorderEventNotifySet	Set event mask of events for which host notification will be requested
mpiRecorderEventReset	Reset the events specified in event mask that are generated by Recorder

Action Methods

mpiRecorderRecordGet	Get data records from Recorder
mpiRecorderStart	Start recording data records using Recorder
mpiRecorderStop	Stop recording data records using Recorder

Memory Methods

mpiRecorderMemory	Get address to Recorder's memory
mpiRecorderMemoryGet	Copy data from Recorder memory to application memory
mpiRecorderMemorySet	Copy data from application memory to Recorder memory

Relational Methods

mpiRecorderControl	Return handle of Control object associated with Recorder
mpiRecorderNumber	

Data Types

[MPIRecorderConfig](#) / [MEIRecorderConfig](#)
[MPIRecorderMessage](#)
[MPIRecorderRecord](#) / [MEIRecorderRecord](#)
[MEIRecorderRecordAxis](#)
[MEIRecorderRecordFilter](#)
[MPIRecorderRecordPoint](#)
[MPIRecorderRecordType](#) / [MEIRecorderRecordType](#)
[MPIRecorderStatus](#)
[MEIRecorderTrace](#)
[MEIRecorderTrigger](#)
[MEIRecorderTriggerCondition](#)

[MEIRecorderTriggerIndex](#)

[MEIRecorderTriggerType](#)

[MEIRecorderTriggerUser](#)

Constants

[MPIRecorderADDRESS_COUNT_MAX](#)

[MEIRecorderMAX_AXIS_RECORDS](#)

[MEIRecorderMAX_FILTER_RECORDS](#)

mpiRecorderRecordConfig

Declaration

```
long mpiRecorderRecordConfig(MPIRecorder recorder ,
                             MPIRecorderRecordType type ,
                             long count ,
                             void *handle )
```

Required Header: stdmpi.h

Description

mpiRecorderRecordConfig configures the type (**type**) of record that a Recorder (**recorder**) will capture.

If "type" is	Then
MPIRecorderRecordTypePOINT	count data points will be recorded, and handle points to an array of count controller addresses
MEIRecorderRecordTypeAXIS	count records of type MPIRecorderRecordAxis{} will be recorded, and handle points to an array of count Axis handles
MEIRecorderRecordTypeFILTER	count records of type MPIRecorderRecordFilter{} will be recorded, and handle points to an array of count Filter handles

Return Values

[MPIMessageOK](#)

See Also

[MPIRecorderRecordAxis](#) | [MPIRecorderRecordFilter](#)

mpiRecorderConfigSet

Declaration

```
long mpiRecorderConfigSet(MPIRecorder recorder,
                          MPIRecorderConfig *config,
                          void *external)
```

Required Header: stdmpi.h

Description

mpiRecorderConfigSet sets a Recorder's (*recorder*) configuration using data from the structure pointed to by *config*, and also using data from the implementation-specific structure pointed to by *external* (if *external* is not NULL).

The Recorder's configuration information in *external* is in addition to the Recorder's configuration information in *config*, i.e, the configuration information in *config* and in *external* is not the same information. Note that *config* or *external* can be NULL (but not both NULL).

Remarks

external either points to a structure of type **MEIRecorderConfig{}** or is NULL.

Return Values

[MPIMessageOK](#)

See Also

[MEIRecorderConfig](#) | [MEIRecorderConfig](#) | [mpiRecorderConfigGet](#)

mpiRecorderStart

Declaration

```
long mpiRecorderStart(MPIRecorder recorder,
                    long count); /* -1 => continuous,
                                >0 => # of records */
```

Required Header: stdmpi.h

Description

mpiRecorderStart commands the controller to begin recording data records. Before starting a recorder, it must be configured with `mpiRecorderRecordConfig(...)` or `mpiRecordConfigGet/Set(...)`.

recorder	a handle to a Recorder object
count	The number of data records to record. If (-1) is specified, the data recorder will continuously record until the buffer is full. If the host is retrieving data from the buffer faster than the controller can fill the buffer, the controller will continuously copy data to the buffer. The valid range is from -1 (continuous recording) to the maximum number of records available in the data recorder buffer.

Return Values

[MPIMessageOK](#)

[MPIRecorderMessageSTARTED](#)

See Also

[mpiRecorderRecordConfig](#) | [mpiRecorderStop](#) | [mpiRecorderConfigGet](#) | [mpiRecorderConfigSet](#) | [mpiControlConfigGet](#) | [mpiControlConfigSet](#)

mpiRecorderRecordGet

Declaration

```
long mpiRecorderRecordGet (MPIRecorder recorder ,  
                           long countMax ,  
                           MPIRecorderRecord *record ,  
                           long *count )
```

Required Header: stdmpi.h

Description

mpiRecorderRecordGet obtains a Recorder's (*recorder*) data records. The record type must have been configured previously, by a prior call to `mpiRecorderRecordConfig(...)`.

RecorderRecordGet gets a maximum of *countMax* records and writes them into the location pointed to by *record* (the location must be large enough to hold them). RecorderRecordGet also writes the actual number of records that were obtained to the location pointed to by *count*.

If the recorder data buffer is full and recording is enabled, recording will be temporarily disabled while either all or *countMax* records are obtained, whichever is less. Any records not obtained will be lost.

Return Values

[MPIMessageOK](#)

See Also

[mpiRecorderRecordConfig](#)

mpiRecorderCreate

Declaration

```
MPIRecorder mpiRecorderCreate(MPIControl control,
                               long number);
```

Required Header: stdmpi.h

Description

mpiRecorderCreate creates a Recorder object identified by *number*, which is associated with a control object. *RecorderCreate* is the equivalent of a C++ constructor.

The recorder number specifies which recorder to create. The valid range for the number parameter is -1 to the controller's *recordCount* (`MPIControlConfig.recorderCount`). Use a recorder number of -1 to specify the recorder number as the next available recorder.

See `MPIControlConfig{.}` for details. If the recorder is not enabled or is already in use (another process has called `mpiRecorderCreate(...)` with the same number parameter), `mpiRecorderCreate(...)` will return an invalid handle causing subsequent `mpiRecorderValidate(...)` calls to fail.

It is possible to create a recorder object and not delete it, leaving the resources for the recorder occupied, but forgotten about (abandoned). It is most common to run into this situation when using an index of -1 for the recorder. When developing a program and running it in the debugger, it is common for the developer to exit the program without letting the program clean up its recorder resources. To see how to handle this situation programmatically, please see [recorderinuse.c](#).

control	a handle to a Control object.
number	An index to the controller's data recorder. If (-1) is specified, the next available recorder object handle will be returned. The valid range is from -1 (next available recorder) to the controller's <code>recordCount - 1</code> . When using (-1), make sure to delete the recorder object to free it for other applications. If the recorder object is not freed, it will not be accessible to another application until the controller is reset.

Return Values

handle	to a Recorder object
MPIHandleVOID	if the Recorder object could not be created

See Also

[mpiRecorderDelete](#) | [mpiRecorderValidate](#) | [MPIControlConfig](#) | [mpiControlConfigGet](#) | [mpiControlConfigSet](#)

mpiRecorderDelete

Declaration

```
long mpiRecorderDelete(MPIRecorder recorder)
```

Required Header: stdmpi.h

Description

mpiRecorderDelete deletes a Recorder object and invalidates its handle (*recorder*). *RecorderDelete* is the equivalent of a C++ destructor.

It is possible to create a recorder object and not delete it, leaving the resources for the recorder occupied, but forgotten about (abandoned). It is most common to run into this situation when using an index of -1 for the recorder. When developing a program and running it in the debugger, it is common for the developer to exit the program without letting the program clean up its recorder resources. To see how to handle this situation programmatically, please see [recorderinuse.c](#).

control	a handle to a Control object.
number	<p>An index to the controller's data recorder. If (-1) is specified, the next available recorder object handle will be returned. The valid range is from -1 (next available recorder) to the controller's recordCount - 1.</p> <p>When using (-1), make sure to delete the recorder object to free it for other applications. If the recorder object is not freed, it will not be accessible to another application until the controller is reset.</p>

Return Values

[MPIMessageOK](#)

See Also

[mpiRecorderCreate](#) | [mpiRecorderValidate](#)

mpiRecorderValidate

Declaration

```
long mpiRecorderValidate(MPIRecorder recorder)
```

Required Header: stdmpi.h

Description

mpiRecorderValidate validates the Recorder object and its handle. RecorderValidate should be called immediately after an object is created.

It is possible to create a recorder object and not delete it, leaving the resources for the recorder occupied, but forgotten about (abandoned). It is most common to run into this situation when using an index of -1 for the recorder. When developing a program and running it in the debugger, it is common for the developer to exit the program without letting the program clean up its recorder resources. To see how to handle this situation programmatically, please see [recorderinuse.c](#).

recorder	a handle to a Recorder object
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Return Values

[MPIMessageOK](#)

[MPIRecorderMessageNOT_ENABLED](#)

[MPIRecorderMessageNO_RECORDERS_AVAIL](#)

See Also

[mpiRecorderCreate](#) | [mpiRecorderDelete](#)

mpiRecorderConfigGet

Declaration

```
long mpiRecorderConfigGet(MPIRecorder recorder,
                          MPIRecorderConfig *config,
                          void *external)
```

Required Header: stdmpi.h

Description

mpiRecorderConfigGet gets a Recorder's (*recorder*) configuration and writes it into the structure pointed to by *config*, and also writes it into the implementation-specific structure pointed to by *external* (if *external* is not NULL).

The Recorder's configuration information in *external* is in addition to the Recorder's configuration information in *config*, i.e, the configuration information in *config* and in *external* is not the same information. Note that *config* or *external* can be NULL (but not both NULL).

Remarks

external either points to a structure of type **MEIRecorderConfig{}** or is NULL.

Return Values

[MPIMessageOK](#)

See Also

[MPIRecorderConfig](#) | [MEIRecorderConfig](#) | [mpiRecorderConfigSet](#)

mpiRecorderStatus

Declaration

```
long mpiRecorderStatus(MPIRecorder recorder,
                       MPIRecorderStatus *status,
                       void *external)
```

Required Header: stdmpi.h

Description

mpiRecorderStatus gets the status of the Recorder (*recorder*) and writes it into the structure pointed to by *status*, and also writes it into the implementation-specific structure pointed to by *external* (if *external* is not NULL).

Remarks

external should always be set to NULL.

recorder	a handle to a Recorder object
*status	a pointer to Recorder's status structure
*external	a pointer to an implementation-specific structure

Return Values

[MPIMessageOK](#)

[MPIMessageARG_INVALID](#)

See Also

[MPIRecorderStatus](#)

mpiRecorderEventNotifyGet

Declaration

```
long mpiRecorderEventNotifyGet(MPIRecorder recorder ,
                               MPIEventMask *eventMask ,
                               void *external )
```

Required Header: stdmpi.h

Description

mpiRecorderEventNotifyGet writes the event mask into the structure pointed to by **eventMask**, and also writes it into the implementation-specific structure pointed to by **external** (if **external** is not NULL). (The event mask specifies the event type(s) generated by a Recorder (**recorder**), for which host notification has been requested.)

The event mask information in **external** is in addition to the event mask information in **eventMask**, i.e., the mask information in **eventMask** and in **external** is not the same mask information. Note that **eventMask** or **external** can be NULL (but not both NULL).

Remarks

external either points to a structure of type MEIEventNotifyData{} or is NULL. An MEIEventNotifyData {} structure is an array of firmware addresses. The contents of these firmware addresses are placed into the MEIEventStatusInfo{} structure (which contains all events generated by this Recorder object).

Return Values

[MPIMessageOK](#)

See Also

[MEIEventNotifyData](#) | [MEIEventStatusInfo](#) | [mpiRecorderEventNotifySet](#)

mpiRecorderEventNotifySet

Declaration

```
long mpiRecorderEventNotifySet(MPIRecorder recorder,
                               MPIEventMask eventMask,
                               void *external)
```

Required Header: stdmpi.h

Description

mpiRecorderEventNotifySet requests host notification of the event(s) specified by **eventMask** and generated by a Recorder (**recorder**), and also generated by the implementation-specific structure pointed to by **external** (if **external** is not NULL).

The events in **external** are in addition to the events in **recorder**, i.e, the events in **recorder** and in **external** are not necessarily the same events. Note that **recorder** or **external** can be NULL (but not both NULL).

Event notification is enabled for the event types specified in **eventMask**. **eventMask** is a bit mask generated by the logical OR of the MPIEventMask bits that are associated with the desired MPIEventType values. Event notification is disabled for event types not specified in eventMask.

The mask of event types (generated by a Recorder object) consists of MEIEventMaskRECORDER_FULL and MEIEventMaskRECORDER_DONE.

To	Use "eventMask"
Enable host notification of all Recorder events	MPIEventMaskALL
Disable host notification of all Recorder events	MPIEventTypeNONE

Remarks

external either points to a structure of type MEIEventNotifyData{} or is NULL. An MEIEventNotifyData{} structure is an array of firmware addresses. The contents of these firmware addresses are placed into the MEIEventStatusInfo{} structure (which contains all events generated by this Recorder object).

Return Values

[MPIMessageOK](#)

See Also

[MEIEventMaskRECORDER](#) | [MEIEventNotifyData](#) | [MEIEventStatusInfo](#)
[mpiRecorderEventNotifyGet](#)

mpiRecorderEventReset

Declaration

```
long mpiRecorderEventReset(MPIRecorder recorder ,  
                           MPIEventMask eventMask )
```

Required Header: stdmpi.h

Description

mpiRecorderEventReset resets the event(s) specified in **eventMask** and generated by a Recorder (**recorder**). Your application should call *RecorderEventReset* only after one or more latching events have occurred.

Return Values

[MPIMessageOK](#)

See Also

[mpiControlEventsReset](#) | [mpiMotionEventsReset](#) | [mpiMotorEventsReset](#) | [mpiSequenceEventsReset](#) | [meiSynqNetEventsReset](#) | [meiSqNodeEventsReset](#) | [mpiAxisEventsReset](#)

[Event Notification Methods](#)

mpiRecorderStop

Declaration

```
long mpiRecorderStop(MPIRecorder recorder)
```

Required Header: stdmpi.h

Description

mpiRecorderStop instructs a Recorder (*recorder*) to stop recording data records.

recorder	a handle to a Recorder object
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Return Values

MPIMessageOK	
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MPIRecorderMessageSTOPPED	
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Sample Code

```
/*  
    Look for the warning code when the recorder is already stopped.  
    This is usually not considered a bad thing (error).  
*/  
returnValue = mpiRecorderStop(recorder);  
if(returnValue == MPIRecorderMessageSTOPPED)  
{  
    returnValue = MPIMessageOK;  
}  
msgCHECK(returnValue);
```

See Also

[mpiRecorderStart](#)

mpiRecorderMemory

Declaration

```
long mpiRecorderMemory(MPIRecorder recorder,  
                       void          **memory)
```

Required Header: stdmpi.h

Description

mpiRecorderMemory writes an address to the contents of *memory*. An address can be used to access a Recorder's (*recorder*) memory. An address calculated from it can be passed as the *src* argument to `mpiRecorderMemoryGet(...)` and as the *dst* argument to `mpiRecorderMemorySet(...)`.

Return Values

[MPIMessageOK](#)

See Also

[mpiRecorderMemoryGet](#) | [mpiRecorderMemorySet](#)

mpiRecorderMemoryGet

Declaration

```
long mpiRecorderMemoryGet(MPIRecorder recorder ,  
                           void *dst ,  
                           const void *src ,  
                           long count )
```

Required Header: stdmpi.h

Change History: Modified in the 03.03.00

Description

mpiRecorderMemoryGet copies **count** bytes of a Recorder's (**recorder**) memory (starting at address **src**) to application memory (starting at address **dst**).

Return Values

[MPIMessageOK](#)

See Also

[mpiRecorderMemory](#) | [mpiRecorderMemorySet](#)

mpiRecorderMemorySet

Declaration

```
long mpiRecorderMemorySet(MPIRecorder recorder ,  
                           void *dst ,  
                           const void *src ,  
                           long count )
```

Required Header: stdmpi.h

Change History: Modified in the 03.03.00

Description

mpiRecorderMemorySet copies **count** bytes of application memory (starting at address **src**) to a Recorder's (**recorder**) memory (starting at address **dst**).

Return Values

[MPIMessageOK](#)

See Also

[mpiRecorderMemory](#) | [mpiRecorderMemoryGet](#)

mpiRecorderControl

Declaration

```
MPIControl mpiRecorderControl(MPIRecorder recorder)
```

Required Header: stdmpi.h

Description

mpiRecorderControl returns a handle to the motion controller (Control object) that a Recorder (*recorder*) is associated with.

Return Values

handle	to a Control object that a Recorder is associated with
MPIHandleVOID	if the Recorder object is invalid

See Also

mpiRecorderNumber

Declaration

```
long mpiRecorderNumber(MPIRecorder recorder,
                       long *number);
```

Required Header: stdmpi.h

Description

mpiRecorderNumber reads the index of a Recorder object and writes it into the contents of a long pointed to by *number*. Each data recorder associated with a controller is indexed by a number (0, 1, 2, etc.).

recorder	a handle to a Recorder object.
*number	a pointer to the index of a Recorder object.

Return Values

[MPIMessageOK](#)

[MPIMessageARG_INVALID](#)

[MPIMessageHANDLE_INVALID](#)

See Also

[mpiRecorderCreate](#)

MPIRecorderConfig / MEIRecorderConfig

Definition: MPIRecorderConfig

```
typedef struct MPIRecorderConfig {
    long    period;        /* collect 1 record every `period` milliseconds */
    long    highCount;    /* >0 => record count to trigger high buffer */
    MPI_BOOL bufferWrap;  /* TRUE/FALSE */

    long    addressCount; /* number of data point addresses in address[] */
    void    *address[MPIRecorderADDRESS_COUNT_MAX];
} MPIRecorderConfig;
```

Change History: Modified in the 03.03.00

Description

MPIRecorderConfig structure specifies the configurations for a data recorder. It configures the sampling period, the buffer high event level, whether the buffering should wrap around, and a list of controller addresses to record.

period	The number of controller samples between successive data recorder acquisitions. A value of zero or one means the data recorder will acquire data every sample. A value of 2 means every other sample, 3 means every 3rd sample, etc. The valid range is 0 to 32767.
highCount	The number of buffered records until a MPIEventTypeRECORDER_HIGH status/event is generated. The valid range is 1 to the recorder buffer size configured by mpiControlConfigSet(...) .
bufferWrap	Data recorder buffer rollover. A value of TRUE enables the buffer rollover, FALSE (default) disables the buffer rollover. When the bufferWrap is disabled, the controller will stop collecting data when the buffer is full. When bufferWrap is enabled, the controller will continuously collect data after the buffer is full, overwriting any previously collected data. The bufferWrap should be enabled if your application only wants to retrieve the last buffer of data after the data recorder is stopped. Most applications should set the bufferWrap to FALSE.
addressCount	The number of controller addresses in the address array.
*address	An array of controller memory addresses to be recorded.

Definition: MEIRecorderConfig

```
typedef struct MEIRecorderConfig {  
    MEIRecorderTrigger    trigger[MEIRecorderTriggerIndexLAST];  
} MEIRecorderConfig;
```

Description

MEIRecorderConfig specifies the configurations for the controller's data recorder triggers.

A data recorder can be started or stopped from the host application with `mpiRecorderStart/Stop(...)` or from the controller by configuring a data recorder trigger. When the trigger conditions are met, the controller will automatically start or stop a data recorder.

trigger	An array of data recorder trigger configuration structures.
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See Also

[mpiRecorderConfigGet](#) | [mpiRecorderConfigSet](#) | [mpiRecorderStart](#) | [mpiRecorderStop](#)

MPIRecorderMessage

Definition

```
typedef enum {
    MPIRecorderMessageRECORDER_INVALID,
    MPIRecorderMessageSTARTED,
    MPIRecorderMessageSTOPPED,
    MPIRecorderMessageNOT_CONFIGURED,
    MPIRecorderMessageNO_RECORDERS_AVAIL,
    MPIRecorderMessageNOT_ENABLED,
    MPIRecorderMessageRUNNING,
    MPIRecorderMessageRECORD_COUNT_INVALID,
} MPIRecorderMessage;
```

Change History: Modified in the 03.04.00

Description

MPIRecorderMessage lists the error messages returned by the Recorder module.

MPIRecorderMessageRECORDER_INVALID

The recorder object is not valid. This message code is returned by a recorder method if the recorder object handle is not valid. This problem can be caused by a failed [mpiRecorderCreate\(...\)](#). To prevent this problem, check your recorder objects after creation by using [mpiRecorderValidate\(...\)](#).

MPIRecorderMessageSTARTED

The data recorder is already running. This message code is returned by [mpiRecorderStart\(...\)](#) if the data recorder has already been started. If this is a problem, call [mpiRecorderStop\(...\)](#) to stop the data recorder or wait for the recorder to collect the number of specified records and stop.

MPIRecorderMessageSTOPPED

The data recorder is not running. This message code is returned by [mpiRecorderStop\(...\)](#) if the data recorder has already been stopped. If this is a problem, call [mpiRecorderStart\(...\)](#) to start the data recorder.

MPIRecorderMessageNOT_CONFIGURED

The data recorder has not been configured. This message code is returned by [mpiRecorderRecordGet\(...\)](#) if the data address count has not been configured. To correct this problem, configure the data recorder with [mpiRecorderConfigSet\(...\)](#).

MPIRecorderMessageNO_RECORDERS_AVAIL

This message code is returned when a recorder number of -1 is specified and all enabled recorders have been previously reserved by [mpiRecorderCreate\(...\)](#) method calls. Reserved recorders are released by calling [mpiRecorderDelete\(...\)](#), however, it is possible for a fatal error to occur in your application in which case [mpiRecorderDelete\(...\)](#) may not be called. To override a reserved recorder number, explicitly specify the recorder number (i.e. a number other than -1) when calling [mpiRecorderCreate\(...\)](#).

MPIRecorderMessageNOT_ENABLED

An attempt was made to create a recorder that is not enabled on the controller. Recorder objects can be enabled on the controller by calling [mpiControlConfigSet\(...\)](#).

MPIRecorderMessageRUNNING

An attempt was made to call [mpiRecorderConfigSet\(...\)](#) while the recorder was running.

MPIRecorderMessageRECORD_COUNT_INVALID

This message code is returned by [mpiRecorderStart\(...\)](#) and [mpiRecorderRecordConfig](#) when the specified recorder object has no records allocated to it. The recorder record count is configured by calling [mpiControlConfigSet\(...\)](#) with `MPIControlConfig.recordCount[recorderNumber]` set to a non-zero value. The recorder itself is enabled by setting `MPIControlConfig.recorderCount`. See [MPIControlConfig](#).

See Also

[mpiRecorderCreate](#) | [mpiRecorderValidate](#)

MPIRecorderRecord / MEIRecorderRecord

Definition: MPIRecorderRecord

```
typedef union {
    MPIRecorderRecordPoint    point [MPIRecorderADDRESS\_COUNT\_MAX];
} MPIRecorderRecord;
```

Description

point	An array of recorded values corresponding to the XMP addresses stored in <code>MPIRecorderConfig.address[]</code> .
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Definition: MEIRecorderRecord

```
typedef union {
    MEIRecorderRecordAxis      axis [MEIXmpMAX_Axes];
    MEIRecorderRecordFilter    filter [MEIXmpMAX_Filters];
    MPIRecorderRecord           dummy; /* ensure proper sizing */
} MEIRecorderRecord;
```

Description

axis	An array of <code>MEIRecorderRecordAxis</code> records.
filter	An array of <code>MEIRecorderRecordFilter</code> records.
dummy	A dummy structure that ensures that <code>MEIRecorderRecord</code> has the proper size.

See Also

[MPIRecorderConfig](#)

MEIRecorderRecordAxis

Definition

```
typedef struct MEIRecorderRecordAxis {  
    long      sample;      /* sample number */  
    float     dac;         /* voltage */  
    MEIInt64  actual;     /* actual position */  
    MEIInt64  command;    /* command position */  
} MEIRecorderRecordAxis;
```

Change History: Modified in the 03.04.00

Description

sample	The XMP sample number in which the following values were recorded.
dac	The output of the primary DAC of the motor associated with the axis.
actual	The actual position of the axis.
command	The command position of the axis.

See Also

MEIRecorderRecordFilter

Definition

```
typedef struct MEIRecorderRecordFilter {  
    long    sample;          /* sample number */  
    long    positionError;   /* position error */  
    float   dac;             /* voltage */  
} MEIRecorderRecordFilter;
```

Change History: Modified in the 03.04.00

Description

sample	The XMP sample number in which the following values were recorded
positionError	The position error value fed to the filter. Data is represented as a float.
dac	The output of the filter that gets sent to a motor's primary DAC.

See Also

MPIRecorderRecordPoint

Definition

```
typedef long MPIRecorderRecordPoint;
```

Description

MPIRecorderRecordPoint

represents one recorder record. This will correspond to the value of one XMP address.

See Also

MPIRecorderType / MEIRecorderType

Definition: MPIRecorderType

```
typedef enum {
    MPIRecorderRecordTypeINVALID,
    MPIRecorderRecordTypePOINT,
} MPIRecorderRecordType;
```

Description

MPIRecorderRecordTypeINVALID	an invalid record type.
MPIRecorderRecordTypePOINT	specifies to the data recorder that MPIRecorderRecordPoint records (copies of controller memory locations) are being recorded.

Definition: MEIRecorderType

```
typedef enum {
    MEIRecorderRecordTypeAXIS,
    MEIRecorderRecordTypeFILTER,
} MEIRecorderRecordType;
```

Description

Predefined types for setting up the type of data an MPIRecorder object will record. This is used by the `mpiRecorderRecordConfig()` method.

MEIRecorderRecordTypeAXIS	specifies to the data recorder that MEIRecorderRecordAxis records are being recorded.
MEIRecorderRecordTypeFILTER	specifies to the data recorder that MEIRecorderRecordFilter records are being recorded.

See Also

[MPIRecorder](#) | [MEIRecorderRecordAxis](#) | [MEIRecorderRecordFilter](#) | [mpiRecorderRecordConfig](#)

MPIRecorderStatus

Definition

```
typedef struct MPIRecorderStatus {
    MPI_BOOL    enabled;
    MPI_BOOL    full;
    long        recordCount;
    long        recordCountMax;
    MPI_BOOL    reserved;
} MPIRecorderStatus;
```

Change History: Modified in the 03.03.00

Description

enabled	If the recorder is enabled (recording) then enabled will equal a non-zero value (-1), otherwise enabled will equal 0.
full	If the recorder is full (the number of stored records \geq MPIRecorderConfig.fullCount) then full will equal TRUE, otherwise full will equal FALSE.
recordCount	The number of stored records in the recorder.
recordCountMax	The maximum number of records the recorder can store.
reserved	<p>TRUE if the recorder object has been previously created by the MPI and not yet deleted.</p> <p>A reserved recorder number cannot be reused until the recorder's reservation is canceled using <code>mpiRecorderDelete(...)</code> or the reservation is explicitly overwritten by specifying the recorder number (i.e. a number other than -1) when calling <code>mpiRecorderCreate(...)</code>.</p> <p>If no recorder handle is available to call the <code>mpiRecorderDelete(...)</code> method, then calling <code>meiControlRecorderCancel(...)</code> may be used. In this case, use <code>meiControlRecorderStatus(...)</code> to verify that the recorder is not in use before canceling the recorder's reservation.</p>

See Also

[mpiRecorderStatus](#) | [mpiRecorderCreate](#) | [mpiRecorderDelete](#) | [meiControlRecorderCancel](#) | [meiControlRecorderStatus](#)

[recorderinuse.c](#)

MEIRecorderTrace

Definition

```
typedef enum {  
  
    MEIRecorderTraceRECORD_GET,  
    MEIRecorderTraceSTATUS,  
    MEIRecorderTraceOVERFLOW,  
} MEIRecorderTrace;
```

Description

MEIRecorderTraceRECORD_GET	will display trace information when the data recorder retrieves records.
MEIRecorderTraceSTATUS	will display trace information when the MPI retrieves the data recorder status.
MEIRecorderTraceOVERFLOW	will display trace information when the data recorder overflows.

See Also

MEIRecorderTrigger

Definition

```
typedef struct MEIRecorderTrigger {  
    MEIRecorderTriggerType    type;  
    union {  
        MEIRecorderTriggerUser user;  
        } attributes;  
} MEIRecorderTrigger;
```

Description

MEIRecorderTrigger specifies the configurations for a data recorder trigger.

type	The data recorder trigger type. See the MEIRecorderTriggerType enumeration.
user	The configurations for a user specified trigger type. See MEIRecorderTriggerUser .

See Also

[MEIRecorderTrigger](#) | [mpiRecorderConfigGet](#) | [mpiRecorderConfigSet](#)

MEIRecorderTriggerCondition

Definition

```
typedef enum MEIRecorderTriggerCondition {
    MEIRecorderTriggerConditionNONE,
    MEIRecorderTriggerConditionEQ,
    MEIRecorderTriggerConditionGREATER_THAN_OR_EQ,
    MEIRecorderTriggerConditionLESS_THAN_OR_EQ,
    MEIRecorderTriggerConditionNOT_EQ,
    MEIRecorderTriggerConditionCHANGE,
    MEIRecorderTriggerConditionMATCH = MEIRecorderTriggerConditionEQ,
    MEIRecorderTriggerConditionREPEAT = 0x80000000
} MEIRecorderTriggerCondition;
```

Change History: Modified in the 03.03.00

Description

MEIRecorderTriggerCondition is an enumeration of a data recorder's trigger conditions. The mask and pattern fields referred to are from the [MEIRecorderTriggerUser](#) structure.

All trigger conditions (except MEIRecorderTriggerConditionCHANGE) are "single shot." This means that they will only trigger one time and will not continue to trigger even if the conditions are met. RecorderTriggers can be made to repeat by ORing in MEIRecorderTriggerConditionREPEAT with any of the other RecorderTriggerConditions.

MEIRecorderTriggerConditionCHANGE is not a single shot. When it triggers, it will set the pattern value equal to the value at the specified address and rearm.

NOTE: There are 2 Recorder triggers. Trigger 0 will start the recorder, and Trigger 1 will stop the recorder. Only one of the triggers will be evaluated at a time. The trigger that is evaluated depends on the state of the Recorder. If the Recorder is not active, then Trigger 0 (Start) will be evaluated. If the Recorder is active, then Trigger 1 (Stop) will be evaluated.

MEIRecorderTriggerTriggerConditionNONE	Disables the trigger.
MEIRecorderTriggerTriggerConditionEQ	Triggers when the value at the specified address ANDed with the mask is equal to the pattern.
MEIRecorderTriggerTriggerConditionGREATER_THAN_OR_EQ	Triggers when the value at the specified address ANDed with the mask is greater than or equal to the pattern.
MEIRecorderTriggerTriggerConditionLESS_THAN_OR_EQ	Triggers when the value at the specified address ANDed with the mask is less than or equal to the pattern.
MEIRecorderTriggerTriggerConditionNOT_EQ	Triggers when the value at the specified address ANDed with the mask is not equal to the pattern.
MEIRecorderTriggerTriggerCHANGE	Triggers when the value at the specified address ANDed with the mask changes. The pattern field is only used to set the initial bit pattern used to determine if a change occurs.
MEIRecorderTriggerTriggerMATCH	Triggers when the value at the specified address ANDed with the mask is equal to the specified pattern .
MEIRecorderTriggerTriggerREPEAT	Causes the trigger to remain active after it has triggered (not a single shot).

See Also

[MEIRecorderTriggerUser](#) | [mpiRecorderConfigGet](#) | [mpiRecorderConfigSet](#)

MEIRecorderTriggerIndex

Definition

```
typedef enum MEIRecorderTriggerIndex {  
    MEIRecorderTriggerIndexSTART,  
    MEIRecorderTriggerIndexSTOP,  
} MEIRecorderTriggerIndex;
```

Description

MEIRecorderTriggerIndex is an enumeration of indices to a data recorder's trigger logic.

MEIRecorderTriggerIndexSTART	Index to a data recorder's start trigger.
MEIRecorderTriggerIndexSTOP	Index to a data recorder's stop trigger.

See Also

[MEIRecorderConfig](#) | [mpiRecorderConfigGet](#) | [mpiRecorderConfigSet](#)

MEIRecorderTriggerType

Definition

```
typedef enum MEIRecorderTriggerType {  
    MEIRecorderTriggerTypeDISABLED,  
    MEIRecorderTriggerTypeUSER,  
} MEIRecorderTriggerType;
```

Description

MEIRecorderTriggerType is an enumeration of a data recorder's trigger logic types.

MEIRecorderTriggerTypeDISABLED	The data recorder trigger is not enabled.
MEIRecorderTriggerTypeUSER	The data recorder trigger is user configurable. See the MEIRecorderTriggerUser{.} structure for details.

See Also

[MEIRecorderTrigger](#) | [MEIRecorderTriggerUser](#) | [mpiRecorderConfigGet](#) | [mpiRecorderConfigSet](#)

MEIRecorderTriggerUser

Definition

```
typedef struct MEIRecorderTriggerUser {
    MEIRecorderTriggerCondition    condition;
    long                            *addr;
    unsigned long                   mask;
    unsigned long                   pattern;
    unsigned long                   count;
} MEIRecorderTriggerUser;
```

Description

MEIRecorderTriggerUser specifies the configurations for a user specified data recorder trigger.

condition	The logic that determines how to evaluate the addr, mask, and pattern. See the MEIRecorderTriggerCondition enumeration.
*addr	A pointer to a controller address.
mask	A bit mask ANDed with the value at the controller address.
pattern	A bit pattern compared to the masked value at the controller address.
count	<p>The number of records to collect when the recorder is triggered. This is valid for both start and stop triggers. The valid range is 0 to the recorder buffer size configured by mpiControlConfigSet(...).</p> <p>When used for the start trigger, the valid values range from -1 (continuous recording) to the maximum number of records available in the data recorder buffer.</p> <p>When used for the stop trigger, <i>count</i> records will be collected after the trigger has triggered.</p>

See Also

[MEIRecorderTrigger](#) | [mpiRecorderConfigGet](#) | [mpiRecorderConfigSet](#)

MPIRecorderADDRESS_COUNT_MAX

Definition

```
#define MPIRecorderADDRESS_COUNT_MAX (32)
```

Description

MPIRecorderADDRESS_COUNT_MAX defines the maximum number of addresses the Recorder object supports.

See Also

[MPIRecorderConfig](#)

MEIRecorderMAX_AXIS_RECORDS

Definition

```
#define MEIRecorderMAX_AXIS_RECORDS (5)
```

Description

MEIRecorderMAX_AXIS_RECORDS defines the maximum number of MEIRecorderRecordAxis records that can be recorded by a single recorder at any one time.

See Also

[MEIRecorderRecordAxis](#) | [mpiRecorderRecordConfig](#)

MEIRecorderMAX_FILTER_RECORDS

Definition

```
#define MEIRecorderMAX_FILTER_RECORDS (10)
```

Description

MEIRecorderMAX_FILTER_RECORDS defines the maximum number of MEIRecorderRecordFilter records that can be recorded by a single recorder at any one time.

See Also

[MEIRecorderRecordFilter](#) | [mpiRecorderRecordConfig](#)

Recorder Buffer Size

The Data Recorder buffer size can be dynamically allocated. The [MPIControlConfig{...}](#) structure has a new element, called recordCount. This element allows the application to change the size of the recorder object's data buffer using the [mpiControlConfigGet/Set\(...\)](#) methods. The Record buffer size (the default is 3064 records) is defined within the MEIXmpDefaultEnabled_Records structure (*xmp.h*). Each record is the size of one memory word. Using a larger data buffer size can improve the performance of MotionScope running on a slow host or running in Client/Server mode over a congested network.

A new method, [meiControlExtMemAvail\(...\)](#), has been added which will return the size of external memory available for allocation. This value can be added to the current recordCount to expand the record buffer to the maximum possible size.

For more information, see the [Dynamic Allocation of External Memory Buffers](#).

[Return to Recorder Object's page](#)