
Sensor Object Library Documentation

Release 1

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Jun 26, 2017

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Contents:

OpenHdlc module

class `OpenHdlc.OpenHdlc`

Bases: `object`

`FCS16TAB = (0, 4489, 8978, 12955, 17956, 22445, 25910, 29887, 35912, 40385, 44890, 48851, 51820, 56293, 59774, 63735, 4`

`HDLC_CRCGOOD = 61624`

`HDLC_CRCINIT = 65535`

`HDLC_ESCAPE = '}'`

`HDLC_ESCAPE_ESCAPED = ']'`

`HDLC_ESCAPE_MASK = 32`

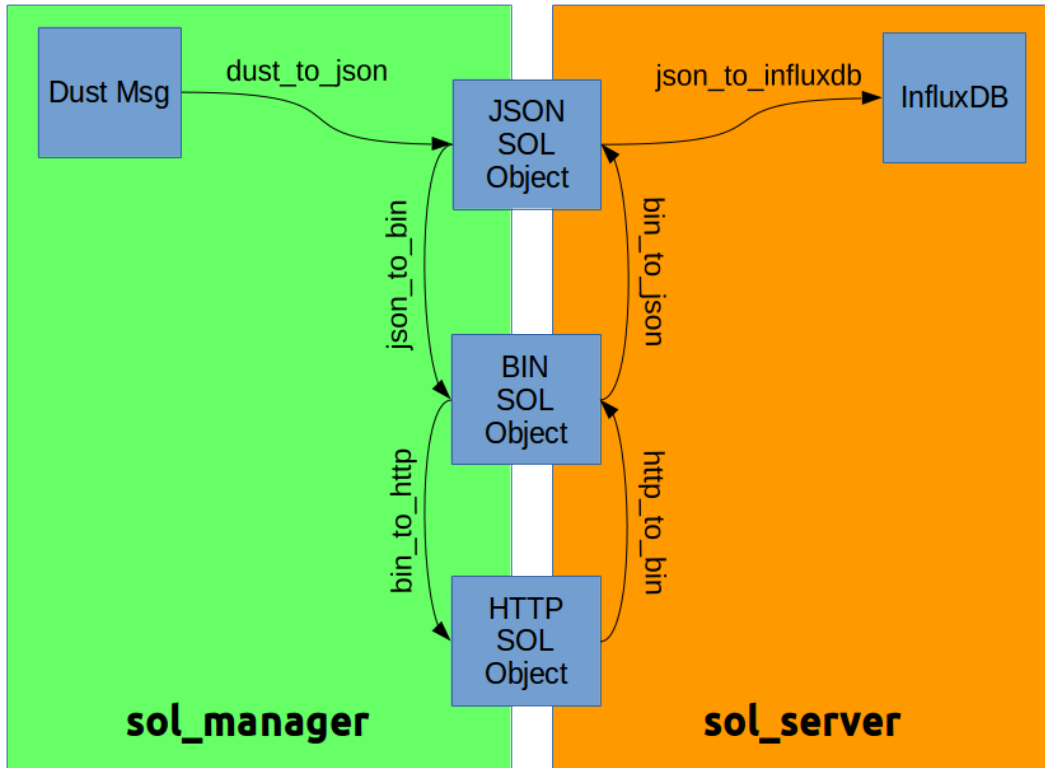
`HDLC_FLAG = '~'`

`HDLC_FLAG_ESCAPED = '^'`

`dehdlcify` (*fileName*, *fileOffset=0*, *maxNum=None*)

`hdlcify` (*inBuf*)

Sol module



SolDefines module

`SolDefines.solStructure` (*type_id*)

Return the SOL structure according to the given type id. If the element is not found, it raises a `ValueError`.

Returns a dictionary that contains the following keys: `type`, `description`, `structure`, `fields`

`SolDefines.solTypeToTypeName` (*solDefinesClass*, *type_id*)

This file describes the SOL Objects structure.

How to add an Object structure

1. Create an issue with name: “Adding YOUR_OBJECT_NAME structure”. This will create an issue number like #49. We will use it later.

2. Add the object type in the list at the top of the `SolDefines.py` file.

- Prepend the string “`SOL_TYPE`” to your object name.
- Increment the last number of the list to get an object id

Refer to the other object if you are not sure.

3. Add the object structure at the bottom of the SolDefines.py file.

Refer to the python structure to know which field to set: <https://docs.python.org/2/library/struct.html>

4. Add the object structure at the bottom of the README.md file.
5. Commit your changes starting with the issue number. Commit message example: “#49 adding YOUR_OBJECT_NAME structure”.

SolVersion module

CHAPTER 2

Indices and tables

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- `modindex`
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