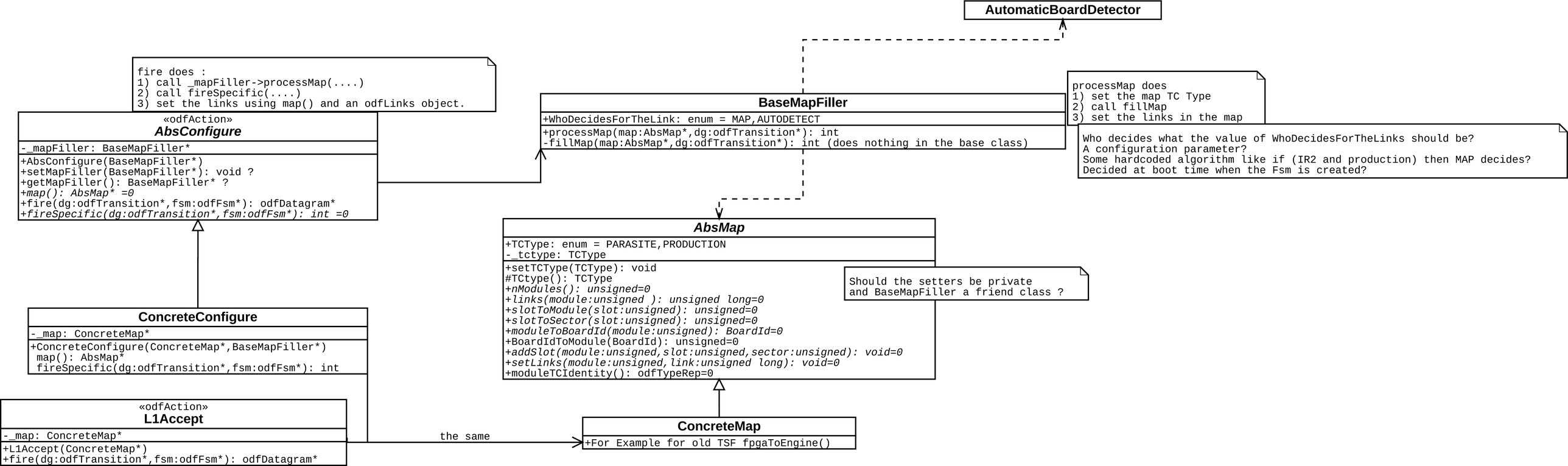
AutomaticBoardDetector
fire does :
1) call _mapFiller->processMap(....)
2) call fireSpecific(....)
3) set the links using map() and an odfLinks object.
«odfAction»
AbsConfigure
-_mapFiller: BaseMapFiller*
+AbsConfigure(BaseMapFiller*)
+setMapFiller(BaseMapFiller*): void ?
+getMapFiller(): BaseMapFiller* ?
+map(): AbsMap* =0
+fire(dg:odfTransition*,fsm:odfFsm*): odfDatagram*
+fireSpecific(dg:odfTransition*,fsm:odfFsm*): int =0
BaseMapFiller
+WhoDecidesForTheLink: enum = MAP,AUTODETECT
+processMap(map:AbsMap*,dg:odfTransition*): int
-fillMap(map:AbsMap*,dg:odfTransition*): int (does nothing in the base class)
processMap does
1) set the map TC Type
2) call fillMap
3) set the links in the map
Who decides what the value of WhoDecidesForTheLinks should be?
A configuration parameter?
Some hardcoded algorithm like if (IR2 and production) then MAP decides?
Decided at boot time when the Fsm is created?
AbsMap
+TCType: enum = PARASITE,PRODUCTION
-_tctype: TCType
+setTCType(TCType): void
#TCtype(): TCType
+nModules(): unsigned=0
+links(module:unsigned): unsigned long=0
+slotToModule(slot:unsigned): unsigned=0
+slotToSector(slot:unsigned): unsigned=0
+moduleToBoardId(module:unsigned): BoardId=0
+BoardIdToModule(BoardId): unsigned=0
+addSlot(module:unsigned,slot:unsigned,sector:unsigned): void=0
+setLinks(module:unsigned,link:unsigned long): void=0
+moduleTCIdentity(): odfTypeRep=0
Should the setters be private
and BaseMapFiller a friend class ?
ConcreteConfigure
-_map: ConcreteMap*
+ConcreteConfigure(ConcreteMap*,BaseMapFiller*)
map(): AbsMap*
fireSpecific(dg:odfTransition*,fsm:odfFsm*): int
«odfAction»
L1Accept
-_map: ConcreteMap*
+L1Accept(ConcreteMap*)
+fire(dg:odfTransition*,fsm:odfFsm*): odfDatagram*
the same
ConcreteMap
+For Example for old TSF fpgaToEngine()