

# **16AIO168**

**16-bit ADC, 16 Scanned Analog Inputs  
8 Analog Outputs, 4-bit Digital I/O**

**PMC-16AIO168  
PC104P-16AIO168**

## **Linux Device Driver And API Library User Manual**

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## Preface

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# 1. Introduction

## 1.1. Purpose

The purpose of this document is to describe the interface to the 16AIO168 API Library and to the underlying Linux device driver. The API Library software provides the interface between "Application Software" and the device driver. The driver software provides the interface between the API Library and the actual 16AIO168 hardware. The API Library and driver interfaces are based on the board's functionality.

## 1.2. Acronyms

The following is a list of commonly occurring acronyms which may appear throughout this document.

Acronyms	Description
ADC	Analog-to-Digital Converter
API	Application Programming Interface
BMDMA	Block Mode DMA
DAC	Digital-to-Analog Converter
DMA	Direct Memory Access
GSC	General Standards Corporation
PC104P	This refers to the PC/104+ form factor.
PCI	Peripheral Component Interconnect
PIO	Programmed I/O
PMC	PCI Mezzanine Card

## 1.3. Definitions

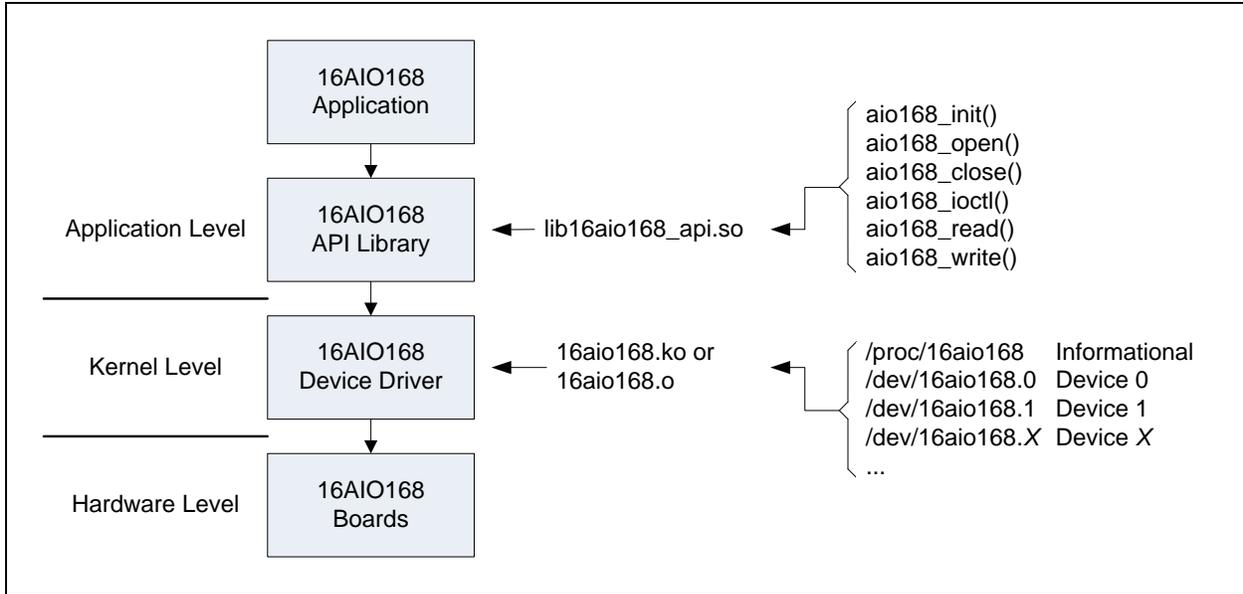
The following is a list of commonly occurring terms which may appear throughout this document.

Term	Definition
...	This is a shortcut representation of the 16AIO168 installation directory or any of its subdirectories.
16AIO168	This is used as a general reference to any device supported by this driver.
API Library	This is a library that provides application-level access to 16AIO168 hardware.
Application	This is a user mode process, which runs in user space with user mode privileges.
Driver	This is the 16AIO168 device driver, which runs in kernel space with kernel mode privileges.
Library	This is usually a general reference to the API Library.

## 1.4. Software Overview

### 1.4.1. Basic Software Architecture

This section describes the general architecture for the basic components that comprise 16AIO168 applications. The overall architecture is illustrated in Figure 1 below.



**Figure 1** Basic architectural representation.

### 1.4.2. API Library

The primary means of accessing 16AIO168 boards is via the 16AIO168 API Library. This library forms a layer between the application and the driver. Additional information is given in section 4 (page 18). With the library, applications are able to open and close a device and, while open, perform I/O control and read and write operations.

### 1.4.3. Device Driver

The device driver is the host software that provides a means of communicating directly with 16AIO168 hardware. The driver executes under control of the operating system and runs in Kernel Mode as a Kernel Mode device driver. The driver is implemented as a standard dynamically loadable Linux device driver written in the C programming language. While applications can access the driver directly without use of the API Library, it is recommended that all access is made through the library.

## 1.5. Hardware Overview

The 16AIO168 is a high-speed analog Input/Output board offering 16-bits of resolution. The inputs are configurable as either 16 single-ended input channels or as eight differential input pairs. There are also eight analog output channels. The input sampling rate is at an aggregate rate of up to 300,000 samples per second for all inputs. The output sampling rate is up to 300,000 samples per second per channel. The analog channels can be clocked from either of two independently configurable on-board clocks. Input and output clocking can be either synchronized or independent and can use either on-board or external synchronization signals. A synchronization output is included so that multiple boards can operate in unison. The analog I/O voltage range is software selectable as  $\pm 2.5V$ ,  $\pm 5V$  or  $\pm 10V$ . Internal autocalibration networks permit periodic calibration to be performed without removing the board from the system. The board also features two independent 32K deep FIFOs; one for input and one for output. The output FIFO can be configured for single-shot or continuous waveform output. A 4-bit digital output port is also provided. The board also includes DMA and interrupt capabilities.

## 1.6. Reference Material

The following reference material may be of particular benefit in using the 16AIO168. The specifications provide the information necessary for an in depth understanding of the specialized features implemented on this board.

- The applicable *16AIO168 User Manual* from General Standards Corporation.

- The PCI9080 PCI Bus Master Interface Chip data handbook from PLX Technology, Inc.

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870 Maude Avenue  
Sunnyvale, California 94085 USA  
Phone: 1-800-759-3735  
WEB: <http://www.plxtech.com>

## 1.7. Licensing

For licensing information please refer to the text file `LICENSE.txt` in the root installation directory.

## 2. Installation

### 2.1. CPU and Kernel Support

The driver is designed to operate with Linux kernel versions 6.x, 5.x, 4.x, 3.x, 2.6, 2.4 and 2.2 running on a PC system with one or more x86 processors. This release of the driver supports the below listed kernels.

Kernel	Distribution
6.0.7	Red Hat Fedora Core 37
5.17.5	Red Hat Fedora Core 36
5.14.10	Red Hat Fedora Core 35
5.11.12	Red Hat Fedora Core 34
5.8.15	Red Hat Fedora Core 33
5.6.6	Red Hat Fedora Core 32
5.3.7	Red Hat Fedora Core 31
5.0.9	Red Hat Fedora Core 30
4.18.16	Red Hat Fedora Core 29
4.16.3	Red Hat Fedora Core 28
4.13.9	Red Hat Fedora Core 27
4.11.8	Red Hat Fedora Core 26
4.8.6	Red Hat Fedora Core 25
4.5.5	Red Hat Fedora Core 24
4.2.3	Red Hat Fedora Core 23
4.0.4	Red Hat Fedora Core 22
3.17.4	Red Hat Fedora Core 21
3.11.10	Red Hat Fedora Core 20
3.9.5	Red Hat Fedora Core 19
3.6.10	Red Hat Fedora Core 18
3.3.4	Red Hat Fedora Core 17
3.1.0	Red Hat Fedora Core 16
2.6.38	Red Hat Fedora Core 15
2.6.35	Red Hat Fedora Core 14
2.6.33	Red Hat Fedora Core 13
2.6.31	Red Hat Fedora Core 12
2.6.29	Red Hat Fedora Core 11
2.6.27	Red Hat Fedora Core 10
2.6.25	Red Hat Fedora Core 9
2.6.23	Red Hat Fedora Core 8
2.6.21	Red Hat Fedora Core 7
2.6.18	Red Hat Fedora Core 6
2.6.15	Red Hat Fedora Core 5
2.6.11	Red Hat Fedora Core 4
2.6.9	Red Hat Fedora Core 3

**NOTE:** Some older kernel versions are supported (the sources are maintained), but are not tested.

**NOTE:** While only Red Hat Fedora distributions are listed, numerous other distributions are supported and have been tested on an as needed basis.

**NOTE:** The driver will have to be built before being used as it is provided in source form only.

**NOTE:** The driver has not been tested with a non-versioned kernel.

**NOTE:** The driver is designed for SMP support, but has not undergone SMP specific testing.

### 2.1.1. 32-bit Support Under 64-bit Environments

This driver supports 32-bit applications under 64-bit environments. The availability of this feature in the kernel depends on a 64-bit kernel being configured to support 32-bit application compatibility. Additionally, 2.6 kernels prior to 2.6.11 implemented 32-bit compatibility in a way that resulted in some drivers not being able to take advantage of the feature. (In these kernels a driver's IOCTL command codes must be globally unique. Beginning with 2.6.11 this requirement has been lifted.) If the driver is not able to provide 32-bit support under a 64-bit kernel, the "32-bit support" field in the `/proc/16aio168` file will be "no".

## 2.2. The `/proc/` File System

While the driver is running, the text file `/proc/16aio168` can be read to obtain information about the driver and the boards it detects. Each file entry includes an entry name followed immediately by a colon, a space character, and the entry value. Below is an example of what appears in the file, followed by descriptions of each entry.

```
version: 3.6.104.47
32-bit support: yes
boards: 1
models: 16AIO168
```

Entry	Description
version	This gives the driver version number in the form <code>x.x.x.x</code> .
32-bit support	This reports the driver's support for 32-bit applications. This will be either "yes" or "no" for 64-bit driver builds and "yes (native)" for 32-bit builds.
boards	This identifies the total number of boards the driver detected.
models	This gives a comma separated list of the basic model number for each board the driver detected. The model numbers are listed in the same order that the boards are accessed via the API Library's open function.

## 2.3. File List

This release consists of the below listed primary files. The archive content is described in following subsections.

File	Description
<code>16aio168.linux.tar.gz</code>	This archive contains the driver, the API Library and all related files.
<code>16aio168_linux_um.pdf</code>	This is a PDF version of this user manual, which is included in the archive.

## 2.4. Directory Structure

The following table describes the directory structure utilized by the installed files. During installation the directory structure is created and populated with the respective files.

Directory	Description
<code>16aio168/</code>	This is the driver root directory. It contains the documentation, the Overall Make Script (section 2.7, page 13) and the below listed subdirectories.
<code>.../api/</code>	This directory contains the API Library source files (section 4, page 18).
<code>.../docsrc/</code>	This directory contains the source files for the code samples given in this document (section 6, page 48).
<code>.../driver/</code>	This directory contains the device driver source files (section 5, page 44).
<code>.../include/</code>	This directory contains the header files for the various libraries.

.../lib/	This directory contains all of the libraries built from the installed sources.
.../samples/	This directory contains the sample application subdirectories and all of their corresponding source files (section 9, page 52).
.../utils/	This directory contains the source files for the utility libraries used by the sample applications (section 7, page 49).

## 2.5. Installation

Perform installation following the below listed steps. This installs the device driver, the API Library and all related sources and documentation.

1. Create and change to the directory where the files are to be installed, such as `/usr/src/linux/drivers/`. (The path name may vary among distributions and kernel versions.)
2. Copy the archive file `16aio168.linux.tar.gz` into the current directory.
3. Issue the following command to decompress and extract the files from the provided archive. This creates the directory `16aio168` in the current directory, and then copies all of the archive's files into this new directory.

```
tar -xzvf 16aio168.linux.tar.gz
```

## 2.6. Removal

Perform removal following the below listed steps. This removes the device driver, the API Library and all related sources and documentation.

**NOTE:** The following steps may require elevated privileges.

1. Shutdown the driver as described in section 5.6 (page 47).
2. Change to the directory where the driver archive was installed, which may have been `/usr/src/linux/drivers/`. (The path name may vary among distributions and kernel versions.)
3. Issue the below command to remove the driver archive and all of the installed driver files.

```
rm -rf 16aio168.linux.tar.gz 16aio168
```

4. Issue the below command to remove all of the installed device nodes.

```
rm -f /dev/16aio168.*
```

5. If the automatic startup procedure was adopted (section 5.3.2, page 45), then edit the system startup script `rc.local` and remove the line that invokes the 16AIO168's start script. The file `rc.local` should be located in the `/etc/rc.d/` directory.

## 2.7. Overall Make Script

An Overall Make Script is included in the root installation directory. Executing this script will perform a make for all build targets included in the release. The script also loads the driver and copies the API Library to `/usr/lib/`. The script is named `make_all`. Follow the below steps to perform an overall make and to load the driver.

**NOTE:** The following steps may require elevated privileges.

1. Change to the driver root directory (`.../16aio168/`).

- Remove existing build targets using the below command. This does not unload the driver.

```
./make_all clean
```

- Issue the following command to make all archive targets and to load the driver.

```
./make_all
```

## 2.8. Environment Variables

Some build environments may require compiler or linker options not present in the provided make files. To accommodate local environment specific requirements, the provided make files incorporate support for the following set of GSC specific environment variables.

### 2.8.1. GSC\_API\_COMP\_FLAGS

This environment variable accommodates adding compiler command line options when compiling source files for the API Library. The compiler used by the API Library make file is “gcc”. The content of this environment variable is noted in the make file’s output to the screen. The table below shows a portion of the screen output. The “xxx” in the table refers to the contents of the environment variable. This environment variable has no effect on compiling any other distributed source files or linking of any object files.

<b>Undefined or Empty</b>	== Compiling: init.c == Compiling: ioctl.c == Compiling: open.c
<b>Defined and Not Empty</b>	== Compiling: init.c (added 'xxx') == Compiling: ioctl.c (added 'xxx') == Compiling: open.c (added 'xxx')

### 2.8.2. GSC\_API\_LINK\_FLAGS

This environment variable accommodates adding linker command line options when linking object files for the API Library. The linker used by the API Library make file is “ld”. The content of this environment variable is noted in the make file’s output to the screen. The table below shows a portion of the screen output. The “xxx” in the table refers to the contents of the environment variable. This environment variable has no effect on compiling of any source files or linking of any other object files.

<b>Undefined or Empty</b>	==== Linking: ../lib/lib16aio168_api.so
<b>Defined and Not Empty</b>	==== Linking: ../lib/lib16aio168_api.so (added 'xxx')

### 2.8.3. GSC\_LIB\_COMP\_FLAGS

This environment variable accommodates adding compiler command line options when compiling source files for the utility libraries. The compiler used by the utility library make files is “gcc”. The content of this environment variable is noted in the make files’ output to the screen. The table below shows a portion of the screen output. The “xxx” in the table refers to the contents of the environment variable. This environment variable has no effect on compiling any other distributed source files or linking of any object files.

<b>Undefined or Empty</b>	== Compiling: close.c == Compiling: init.c == Compiling: ioctl.c
<b>Defined and Not Empty</b>	== Compiling: close.c (added 'xxx') == Compiling: init.c (added 'xxx') == Compiling: ioctl.c (added 'xxx')

#### 2.8.4. GSC\_LIB\_LINK\_FLAGS

This environment variable accommodates adding linker command line options when linking object files for the utility libraries. The linker used by the utility library make files is “ld”. The content of this environment variable is noted in the make files’ output to the screen. The table below shows a portion of the screen output. The “xxx” in the table refers to the contents of the environment variable. This environment variable has no effect on compiling of any source files or linking of any other object files.

<b>Undefined or Empty</b>	==== Linking: ../lib/16aio168_utils.a
<b>Defined and Not Empty</b>	==== Linking: ../lib/16aio168_utils.a (added 'xxx')

#### 2.8.5. GSC\_APP\_COMP\_FLAGS

This environment variable accommodates adding compiler command line options when compiling source files for the sample applications. The compiler used by the sample application make files is “gcc”. The content of this environment variable is noted in the make files’ output to the screen. The table below shows a portion of the screen output. The “xxx” in the table refers to the contents of the environment variable. This environment variable has no effect on compiling any other distributed source files or linking of any object files.

<b>Undefined or Empty</b>	== Compiling: main.c == Compiling: perform.c
<b>Defined and Not Empty</b>	== Compiling: main.c (added 'xxx') == Compiling: perform.c (added 'xxx')

#### 2.8.6. GSC\_APP\_LINK\_FLAGS

This environment variable accommodates adding linker command line options when linking object files for the sample applications. The linker used by the sample application make files is “gcc”. The content of this environment variable is noted in the make files’ output to the screen. The table below shows a portion of the screen output. The “xxx” in the table refers to the contents of the environment variable. This environment variable has no effect on compiling of any source files or linking of any other object files.

<b>Undefined or Empty</b>	==== Linking: id
<b>Defined and Not Empty</b>	==== Linking: id (added 'xxx')

### 3. Main Interface Files

This section gives general information on the suggested device interface files to use when developing 16AIO168 based applications.

#### 3.1. Main Header File

Throughout the remainder of this document references are made to various header files included as part of the 16AIO168 driver installation. For ease of use it is suggested that applications include only the single header file shown below rather than individually including those headers identified separately later in this document. Including this header file pulls in all other pertinent 16AIO168 specific header files. Therefore, sources may include only this one 16AIO168 header and make files may reference only this one 16AIO168 include directory.

Description	File	Location
Header File	16aio168_main.h	.../include/

#### 3.2. Main Library File

Throughout the remainder of this document references are made to various statically linkable libraries included as part of the 16AIO168 driver installation. For ease of use it is suggested that applications link only the single library file shown below rather than individually linking those libraries identified separately later in this document. Linking this library file pulls in all other static libraries included with the driver. Therefore, make files may reference only this one 16AIO168 static library and only this one 16AIO168 library directory.

Description	File	Location
Static Library	16aio168_main.a	.../lib/
	16aio168_multi.a	

**NOTE:** For applications using the 16AIO168 and no other GSC devices, link the 16aio168\_main.a library. For applications using multiple GSC device types, link the xxxx\_main.a library for one of the devices and the xxxx\_multi.a library for the others. Linking multiple xxxx\_main.a libraries may likely produce link errors due to duplicate symbols being defined. While it may make little or no difference, it is recommended that one choose the xxxx\_main.a library from the driver with the largest number in positions three (x.x.X.x.x) and/or four (x.x.x.X.x) in the driver release version number.

**NOTE:** The 16AIO168 API Library is implemented as a shared library and is thus not linked with the 16AIO168 Main Library. The API Library must be linked with applications by adding the argument `-l16aio168_api` to the linker command line.

##### 3.2.1. Build

The main library is built via the Overall Make Script (section 2.7, page 13). However, the main library can be built separately following the below steps.

1. Change to the directory where the main library resides (.../lib/).
2. Remove existing build targets using the below command.

```
make clean
```

3. Rebuild the main library by issuing the below command.

```
make
```

### 3.2.2. System Libraries

In addition to linking the static library named above, as well as the API Library shared object file, applications may need to also link in additional system libraries as noted below.

<b>Library</b>	<b>gcc Link Flag</b>
Math	-lm
POSIX Thread	-lpthread
Real Time	-lrt

## 4. API Library

The 16AIO168 API Library is the software interface between user applications and the 16AIO168 device driver. The interface is accessed by including the header file `16aio168_api.h`.

**NOTE:** Contact General Standards Corporation if additional library functionality is required.

### 4.1. Files

The library files are summarized in the table below.

Description	File	Location
Source Files	*.c, *.h ...	.../api/
Header File	16aio168_api.h	.../include/
Library File	lib16aio168_api.so	.../lib/ /usr/lib/ †

† The shared object library is automatically copied to `/usr/lib/` when it is built.

### 4.2. Build

The API Library is built via the Overall Make Script (section 2.7, page 13), but can be built separately following the below steps.

**NOTE:** The following steps may require elevated privileges.

1. Change to the directory where the library sources are installed (`.../api/`).
2. Remove existing build targets using the below command.

```
make clean
```

3. Compile the source files and build the library by issuing the below command. This step copies the API Library file to `/usr/lib/`.

```
make
```

### 4.3. Library Use

The library is used at application compile time, at application link time and at application run time. At compile time include the below listed header file in each source file using a component of the Library interface. Also, edit the include file search path to locate the header file in the below listed directory. At link time the Library's shared object file is linked via the linker command line. This can be done by naming the `.so` file explicitly or by adding the below linker command line argument. At run time the library is found in the directory `/usr/lib/`. (The shared object file is automatically copied to `/usr/lib/` when it is built.)

Description	File	Location	Linker Argument
Header File	16aio168_api.h	.../include/	
Shared Object Library	lib16aio168_api.so	.../lib/ /usr/lib/	-l16aio168_api

### 4.4. Macros

The API Library and driver interfaces include the following macros, which are defined in `16aio168.h`.

#### 4.4.1. IOCTL Services

The IOCTL macros are documented in section 4.7 (page 25).

#### 4.4.2. Registers

The following gives the complete set of 16AIO168 registers.

##### 4.4.2.1. GSC Registers

The following table gives the complete set of GSC specific 16AIO168 registers. Please note that the set of registers supported by any given device may vary according to model and firmware version. For the set of supported registers and their detailed definitions refer to the appropriate *16AIO168 User Manual*.

**NOTE:** Refer to the output of the “id” sample application (.../id/) for a complete list of the registers supported by the device being accessed.

Macro	Description
AIO168_GSC_AVR	Autocal Values Register
AIO168_GSC_BCR	Board Control Register
AIO168_GSC_DOCTR	Digital Output Control Register
AIO168_GSC_FRR	Firmware Revision Register
AIO168_GSC_IBCR	Input Buffer Control Register
AIO168_GSC_ICR	Interrupt Control Register
AIO168_GSC_IDBR	Input Data Buffer Register
AIO168_GSC_OBCR	Output Buffer Control Register
AIO168_GSC_ODBR	Output Data Buffer Register
AIO168_GSC_RAGR	Rate-A Generator Register
AIO168_GSC_RBGR	Rate-B Generator Register
AIO168_GSC_SSCR	Scan and Sync Control Register

##### 4.4.2.2. PCI Configuration Registers

Access to the PCI registers is seldom required so these registers are not listed here. For the complete list of the PCI register identifiers refer to the driver header file `gsc_pci9080.h`, which is automatically included via `16aio168_api.h`.

##### 4.4.2.3. PLX Feature Set Registers

Access to the PLX registers is seldom required so these registers are not listed here. For the complete list of the PLX register identifiers refer to the driver header file `gsc_pci9056.h`, which is automatically included via `16aio168_api.h`.

### 4.5. Data Types

The data types used by the API Library are described with the IOCTL services with which they are used. For additional information refer to section 4.7 (page 25).

### 4.6. Functions

The interface includes the following functions. The return values reflect the completion status of the requested operation. A return value less than zero always reflects an error condition. The table below summarizes the error status values. For the I/O function, read, non-negative return values reflect the number of bytes transferred between

the application and the interface. A value equal to the requested transfer size indicates complete success. Return values less than the requested transfer size indicate that the I/O timeout expired. For the other API function calls a return value of zero indicates success.

Return Value	Description
< 0	This is the value “(-errno)” (see errno.h).

#### 4.6.1. aio168\_close()

This function is the entry point to close a connection made via the API's open call (section 4.6.4, page 22). The device is put in an initialized state before this call returns.

##### Prototype

```
int aio168_close(int fd);
```

Argument	Description
fd	This is the file descriptor obtained from the open service (section 4.6.4, page 22).

Return Value	Description
0	The operation succeeded.
< 0	An error occurred. See error value description above.

##### Example

```
#include <stdio.h>

#include "16aio168_dsl.h"

int aio168_close_dsl(int fd)
{
    int errs;
    int ret;

    ret = aio168_close(fd);

    if (ret)
        printf("ERROR: aio168_close() returned %d\n", ret);

    errs = ret ? 1 : 0;
    return(errs);
}
```

#### 4.6.2. aio168\_init()

This function is the entry point to initializing the 16AIO168 API Library and must be the first call into the Library. This function may be called more than once, but only the first successful call actually initializes the library. Subsequent calls perform no operation at all. All other API calls return a failure status when the API Library is not initialized.

##### Prototype

```
int aio168_init(void);
```

Return Value	Description
0	The operation succeeded.
< 0	An error occurred. See error value description above.

**Example**

```
#include <stdio.h>

#include "16aio168_dsl.h"

int aio168_init_dsl(void)
{
    int errs;
    int ret;

    ret = aio168_init();

    if (ret)
        printf("ERROR: aio168_init() returned %d\n", ret);

    errs = ret ? 1 : 0;
    return(errs);
}
```

**4.6.3. aio168\_ioctl()**

This function is the entry point to performing setup and control operations on a 16AIO168. This function should only be called after a successful open of the respective device. The specific operation performed varies according to the `request` argument. The `request` argument also governs the use and interpretation of the `arg` argument. The set of supported options for the `request` argument consists of the IOCTL services supported by the driver, which are defined in section 4.7 (page 25).

**NOTE:** IOCTL operations are not supported for an open on device index -1.

**Prototype**

```
int aio168_ioctl(int fd, int request, void* arg);
```

Argument	Description
<code>fd</code>	This is the file descriptor obtained from the open service (section 4.6.4, page 22).
<code>request</code>	This specifies the desired operation to be performed (section 4.7, page 25).
<code>arg</code>	This is specific to the IOCTL operation specified by the <code>request</code> argument.

Return Value	Description
0	The operation succeeded.
< 0	An error occurred. See error value description above.

**Example**

```
#include <stdio.h>

#include "16aio168_dsl.h"

int aio168_ioctl_dsl(int fd, int request, void* arg)
```

```

{
    int errs;
    int ret;

    ret = aio168_ioctl(fd, request, arg);

    if (ret)
        printf("ERROR: aio168_ioctl() returned %d\n", ret);

    errs = ret ? 1 : 0;
    return(errs);
}

```

#### 4.6.4. aio168\_open()

This function is the entry point to open a connection to a 16AIO168 board. Before returning, the initialize IOCTL service is called to reset all hardware and software settings to their defaults.

#### Prototype

```
int aio168_open(int device, int share, int* fd);
```

Argument	Description						
device	This is the zero-based index of the 16AIO168 to access. †						
share	Open the device in Shared Access Mode? If non-zero the device is opened in Shared Access Mode (see below). If zero the device is opened in Exclusive Access Mode (see below).						
fd	The device handle is returned here. The pointer cannot be NULL. Values returned are as follows. <table border="1" data-bbox="451 1083 1265 1178"> <thead> <tr> <th>Value</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>&gt;= 0</td> <td>This is the handle to use to access the device in subsequent calls.</td> </tr> <tr> <td>-1</td> <td>There was an error. The device is not accessible.</td> </tr> </tbody> </table>	Value	Description	>= 0	This is the handle to use to access the device in subsequent calls.	-1	There was an error. The device is not accessible.
Value	Description						
>= 0	This is the handle to use to access the device in subsequent calls.						
-1	There was an error. The device is not accessible.						

† The index value -1 can also be given to acquire driver information (section 2.2, page 12).

Return Value	Description
0	The operation succeeded.
< 0	An error occurred. See error value description above.

#### Example

```

#include <stdio.h>

#include "16aio168_dsl.h"

int aio168_open_dsl(int device, int share, int* fd)
{
    int errs;
    int ret;

    ret = aio168_open(device, share, fd);

    if (ret)
        printf("ERROR: aio168_open() returned %d\n", ret);
}

```

```

    errs    = ret ? 1 : 0;
    return(errs);
}

```

#### 4.6.4.1. Access Modes

The value of the `share` argument determines the device access mode, as follows.

##### Shared Access Mode:

Shared Access Mode allows multiple applications to access the same device simultaneously. In this mode, the first successful open request returns with the device in an initialized state. Subsequent successful Shared Access Mode open requests do not affect the state of the device. Once opened in Shared Access Mode, the device access remains in this mode until all Shared Access Mode accesses release the device with a close request.

##### Exclusive Access Mode:

Exclusive Access Mode allows a single application to acquire exclusive access to a device. In this mode, a successful open request returns with the device in an initialized state. While open in this mode all subsequent open requests will fail regardless of the access mode requested. Once opened in Exclusive Access Mode, the device access remains in this mode until released by the application with a close request.

#### 4.6.5. aio168\_read()

This function is the entry point to reading data from an open connection. The function reads up to `bytes` bytes.

**NOTE:** If an open was performed using an index of `-1`, then read requests will acquire information from the driver (section 2.2, page 12) rather than data from a device.

**NOTE:** For additional information refer to the Data Transfer Modes section (section 8.4, page 51).

**NOTE:** The driver's read service may dynamically manipulate the input buffer threshold level. When this is done the original value is restored before the read service returns.

**NOTE:** The check for an overflow or an underflow is performed upon entry to the read service. The read service does not check for these conditions that occur while the read is in progress. For in-progress overflows or underflows an application must perform the check manually or wait for the check performed by a subsequent read request.

#### Prototype

```
int aio168_read(int fd, void* dst, size_t bytes);
```

Argument	Description
<code>fd</code>	This is the file descriptor obtained from the open service (section 4.6.4, page 22).
<code>dst</code>	The data read is put here.
<code>bytes</code>	This is the desired number of bytes to read. When reading from a device, this must be a multiple of four (4).

Return Value	Description
0 to bytes	The operation succeeded. When reading from a device, a value less than <code>bytes</code> indicates that the I/O timeout period lapsed (section 4.7.39, page 38) before the entire request could be satisfied.
< 0	An error occurred. See error value description above.

**Example**

```
#include <stdio.h>

#include "16aio168_dsl.h"

int aio168_read_dsl(int fd, void* dst, size_t bytes, size_t* qty)
{
    int errs;
    int ret;

    ret = aio168_read(fd, dst, bytes);

    if (ret < 0)
        printf("ERROR: aio168_read() returned %d\n", ret);

    if (qty)
        qty[0] = (ret < 0) ? 0 : (size_t) ret;

    errs = (ret < 0) ? 1 : 0;
    return(errs);
}
```

**4.6.6. aio168\_write()**

This function is the entry point to writing data to an open connection. The function writes up to `bytes` bytes.

**NOTE:** Write operations are not supported to an open performed using an index of -1.

**NOTE:** For additional information refer to the Data Transfer Modes section (section 8.4, page 51).

**NOTE:** The driver's write service may dynamically manipulate the output buffer threshold level. When this is done the original value is restored before the write service returns.

**NOTE:** The check for an overflow is performed upon entry to the write service. The write service does not check for this condition while the write is in progress. For in-progress overflows an application must perform the check manually or wait for the check performed by a subsequent write request.

**Prototype**

```
int aio168_write(int fd, const void *src, size_t bytes);
```

Argument	Description
fd	This is the file descriptor obtained from the open service (section 4.6.4, page 22).
src	The data written is taken from here.
bytes	This is the desired number of bytes to write. This must be a multiple of four (4).

Return Value	Description
0 to bytes	The operation succeeded. A value less than bytes indicates that the I/O timeout period lapsed (section 4.7.42, page 39) before the entire request could be satisfied.
< 0	An error occurred. See error value description above.

### Example

```
#include <stdio.h>

#include "16aio168_dsl.h"

int aio168_write_dsl(int fd, const void* src, size_t bytes, size_t*
qty)
{
    int errs;
    int ret;

    ret = aio168_write(fd, src, bytes);

    if (ret < 0)
        printf("ERROR: aio168_write() returned %d\n", ret);

    if (qty)
        qty[0] = (ret < 0) ? 0 : (size_t) ret;

    errs = (ret < 0) ? 1 : 0;
    return(errs);
}
```

## 4.7. IOCTL Services

The 16AIO168 API Library and device driver implement the following IOCTL services. Each service is described along with the applicable `aio168_ioctl()` function arguments.

### 4.7.1. AIO168\_IOCTL\_AI\_BUF\_CLEAR

This service immediately clears the current content from the input buffer. This service does not halt input sampling.

**NOTE:** If the service returns an error status, an error message may be written to the system log.

#### Usage

Argument	Description
request	AIO168_IOCTL_AI_BUF_CLEAR
arg	Not used.

### 4.7.2. AIO168\_IOCTL\_AI\_BUF\_THR\_LVL

This service configures the input buffer threshold level.

## Usage

Argument	Description
request	AIO168_IOCTL_AI_BUF_THR_LVL
arg	s32*

Valid argument values are from zero to 0x7FFF, and -1. A value of -1 will return the current threshold level setting.

#### 4.7.3. AIO168\_IOCTL\_AI\_BUF\_THR\_STS

This service retrieves the current input buffer threshold level status, which indicates whether or not there is more than Input Buffer Threshold Level number of 32-bit data items in the input buffer.

## Usage

Argument	Description
request	AIO168_IOCTL_AI_BUF_THR_STS
arg	s32*

The current status is reported as one of the following values.

Value	Description
AIO168_AI_BUF_THR_STS_CLEAR	The input buffer contains Threshold Level number of data items, or fewer.
AIO168_AI_BUF_THR_STS_SET	The input buffer contains more than Threshold Level number of data items.

#### 4.7.4. AIO168\_IOCTL\_AI\_MODE

This service configures the Analog Input mode.

## Usage

Argument	Description
request	AIO168_IOCTL_AI_MODE
arg	s32*

Valid argument values are as follows.

Value	Description
-1	Retrieve the current setting.
AIO168_AI_MODE_AO_0	This refers to analog output channel 0.
AIO168_AI_MODE_AO_1	This refers to analog output channel 1.
AIO168_AI_MODE_AO_2	This refers to analog output channel 2.
AIO168_AI_MODE_AO_3	This refers to analog output channel 3.
AIO168_AI_MODE_AO_4	This refers to analog output channel 4.
AIO168_AI_MODE_AO_5	This refers to analog output channel 5.
AIO168_AI_MODE_AO_6	This refers to analog output channel 6.
AIO168_AI_MODE_AO_7	This refers to analog output channel 7.
AIO168_AI_MODE_DIFF	This refers to the differential inputs, which limits the number of input channels to eight.
AIO168_AI_MODE_SINGLE	This refers to the single ended inputs, which expands the number of input channels to 16.

AIO168 AI MODE VREF	This refers to the VREF voltage input source.
AIO168 AI MODE ZERO	This refers to the zero-voltage input source.

#### 4.7.5. AIO168\_IOCTL\_AI\_SCAN\_1\_CHAN

This service selects the channel to use when the scan size is set to the Single Channel option.

##### Usage

Argument	Description
request	AIO168_IOCTL_AI_SCAN_1_CHAN
arg	s32*

Valid argument values are from zero to one less than the number of input channels, and -1. The number of input channels is 16 for single ended mode and eight for differential mode. A value of -1 returns the current setting.

#### 4.7.6. AIO168\_IOCTL\_AI\_SCAN\_CLK\_SRC

This service configures the source for the analog input sampling clock.

##### Usage

Argument	Description
request	AIO168_IOCTL_AI_SCAN_CLK_SRC
arg	s32*

Valid argument values are as follows.

Value	Description
-1	Retrieve the current setting.
AIO168_AI_SCAN_CLK_SRC_BCR	This refers to the Input Sync bit in the BCR.
AIO168_AI_SCAN_CLK_SRC_EXT	This refers to the external clock source.
AIO168_AI_SCAN_CLK_SRC_RAG	This refers to the Rate-A Generator.
AIO168_AI_SCAN_CLK_SRC_RBG	This refers to the Rate-B Generator.

#### 4.7.7. AIO168\_IOCTL\_AI\_SCAN\_SIZE

This service configures the selection for the number of input channels included in a scan.

##### Usage

Argument	Description
request	AIO168_IOCTL_AI_SCAN_SIZE
arg	s32*

Valid argument values are as follows.

Value	Description
-1	Retrieve the current setting.
AIO168_AI_SCAN_SIZE_0_1	This refers to scanning input channels zero through one.
AIO168_AI_SCAN_SIZE_0_3	This refers to scanning input channels zero through three.
AIO168_AI_SCAN_SIZE_0_7	This refers to scanning input channels zero through seven.

AIO168_AI_SCAN_SIZE_0_15	This refers to scanning input channels zero through 15. This is applicable to the single ended input mode only.
AIO168_AI_SCAN_SIZE_SINGLE	This refers to scanning a single input channel.

#### 4.7.8. AIO168\_IOCTL\_AI\_SYNC

This service initiates an input sync operation. The driver returns immediately without waiting for the sync operation to complete.

Usage

Argument	Description
request	AIO168_IOCTL_AI_SYNC
arg	Not used.

#### 4.7.9. AIO168\_IOCTL\_AO\_BUF\_CLEAR

This service immediately clears the current content from the output buffer.

**NOTE:** If the service returns an error status, an error message may be written to the system log.

Usage

Argument	Description
request	AIO168_IOCTL_AO_BUF_CLEAR
arg	Not used.

#### 4.7.10. AIO168\_IOCTL\_AO\_BUF\_THR\_LVL

This service configures the output buffer threshold level.

Usage

Argument	Description
request	AIO168_IOCTL_AO_BUF_THR_LVL
arg	s32*

Valid argument values are from zero to 0x7FFF, and -1. A value of -1 will return the current threshold level setting.

#### 4.7.11. AIO168\_IOCTL\_AO\_BUF\_THR\_STS

This service retrieves the current output buffer threshold level status, which indicates whether or not there is more than output Buffer Threshold Level number of 32-bit data items in the output buffer.

Usage

Argument	Description
request	AIO168_IOCTL_AO_BUF_THR_STS
arg	s32*

The current status is reported as one of the following values.

Value	Description
AIO168_AO_BUF_THR_STS_CLEAR	The output buffer contains Threshold Level number of data items, or fewer.
AIO168_AO_BUF_THR_STS_SET	The output buffer contains more than Threshold Level number of data items.

#### 4.7.12. AIO168\_IOCTL\_AO\_BURST\_CLK\_SRC

This service configures the source for the analog output bursting clock.

Usage

Argument	Description
request	AIO168_IOCTL_AO_BURST_CLK_SRC
arg	s32*

Valid argument values are as follows.

Value	Description
-1	Retrieve the current setting.
AIO168_AO_BURST_CLK_SRC_BCR	This refers to the Output Sync bit in the BCR.
AIO168_AO_BURST_CLK_SRC_EXT	This refers to the external clock source.
AIO168_AO_BURST_CLK_SRC_RAG	This refers to the Rate-A Generator.
AIO168_AO_BURST_CLK_SRC_RBG	This refers to the Rate-B Generator.

#### 4.7.13. AIO168\_IOCTL\_AO\_BURST\_ENABLE

This service enables or disables output bursting.

Usage

Argument	Description
request	AIO168_IOCTL_AO_BURST_ENABLE
arg	s32*

Valid argument values are as follows.

Value	Description
-1	Retrieve the current setting.
AIO168_AO_BURST_ENABLE_NO	This refers to bursting being disabled.
AIO168_AO_BURST_ENABLE_YES	This refers to bursting being enabled.

#### 4.7.14. AIO168\_IOCTL\_AO\_CLK\_SRC

This service configures the source for the analog output sampling clock.

Usage

Argument	Description
request	AIO168_IOCTL_AO_CLK_SRC
arg	s32*

Valid argument values are as follows.

Value	Description
-1	Retrieve the current setting.
AIO168_AO_CLK_SRC_DISABLE	This disables analog output.
AIO168_AO_CLK_SRC_EXT	This refers to the external clock source.
AIO168_AO_CLK_SRC_RAG	This refers to the Rate-A Generator.
AIO168_AO_CLK_SRC_RBG	This refers to the Rate-B Generator.

#### 4.7.15. AIO168\_IOCTL\_AO\_LOOPING

This service enables or disabled analog output recycling for repetitive pattern generation.

##### Usage

Argument	Description
request	AIO168_IOCTL_AO_LOOPING
arg	s32*

Valid argument values are as follows.

Value	Description
-1	Retrieve the current setting.
AIO168_AO_LOOPING_DISABLE	This disables output data recycling.
AIO168_AO_LOOPING_ENABLE	This enables output data recycling.

#### 4.7.16. AIO168\_IOCTL\_AO\_SYNC

This service initiates an output sync operation. The driver returns immediately without waiting for the sync operation to complete.

##### Usage

Argument	Description
request	AIO168_IOCTL_AO_SYNC
arg	Not used.

#### 4.7.17. AIO168\_IOCTL\_AO\_TIMING

This service configures the relative timing at which analog output is posted to the cable interface.

##### Usage

Argument	Description
request	AIO168_IOCTL_AO_TIMING
arg	s32*

Valid argument values are as follows.

Value	Description
-1	Retrieve the current setting.
AIO168_AO_TIMING_SEQ	This refers to sequential operation.
AIO168_AO_TIMING_SIMUL	This refers to simultaneous operation.

#### 4.7.18. AIO168\_IOCTL\_AUTOCAL

This service initiates an autocalibration cycle. The driver waits for the operation to complete before returning.

**NOTE:** This service overwrites the current interrupt selection in order to detect the Autocalibration Done interrupt.

**NOTE:** When an error is encountered, the service writes a brief, descriptive error message to the system log.

Usage

Argument	Description
request	AIO168_IOCTL_AUTOCAL
arg	Not used.

#### 4.7.19. AIO168\_IOCTL\_AUTOCAL\_STATUS

This service retrieves the results of the most recent autocalibration cycle.

Usage

Argument	Description
request	AIO168_IOCTL_AUTOCAL_STATUS
arg	s32*

The current status is reported as one of the following values.

Value	Description
AIO168_AUTOCAL_STATUS_ACTIVE	Autocalibration is still in progress.
AIO168_AUTOCAL_STATUS_FAIL	Autocalibration failed.
AIO168_AUTOCAL_STATUS_PASS	Autocalibration passed.

#### 4.7.20. AIO168\_IOCTL\_DATA\_FORMAT

This service configures the data encoding format.

Usage

Argument	Description
request	AIO168_IOCTL_DATA_FORMAT
arg	s32*

Valid argument values are as follows.

Value	Description
-1	Retrieve the current setting.
AIO168_DATA_FORMAT_2S_COMP	This refers to twos compliment encoding.
AIO168_DATA_FORMAT_OFF_BIN	This refers to offset binary encoding.

#### 4.7.21. AIO168\_IOCTL\_DIO\_WRITE

This service updates the port output values.

Usage

Argument	Description
request	AIO168_IOCTL_DIO_WRITE
arg	s32*

Valid argument values are from zero to 0xF, and -1. A value of -1 will return the current port values.

#### 4.7.22. AIO168\_IOCTL\_EXT\_SYNC\_SRC

This service configures the source for the external sync output signal.

Usage

Argument	Description
request	AIO168_IOCTL_EXT_SYNC_SRC
arg	s32*

Valid argument values are as follows.

Value	Description
-1	Retrieve the current setting.
AIO168_AI_EXT_SYNC_SRC_AISC	This refers to the analog input scan clock.
AIO168_AI_EXT_SYNC_SRC_AOS	This refers to the analog output sync clock.
AIO168_AI_EXT_SYNC_SRC_EXT	This refers to the external sync input signal.
AIO168_AI_EXT_SYNC_SRC_DISABLE	This disables the external sync output.

#### 4.7.23. AIO168\_IOCTL\_INITIALIZE

This service returns all driver interface settings for the board to the state they were in when the board was first opened. This includes both hardware-based settings and software-based settings.

**NOTE:** If the initialization service returns an error status, an error message will be posted to the system log briefly describing the error condition.

Usage

Argument	Description
request	AIO168_IOCTL_INITIALIZE
arg	Not used.

#### 4.7.24. AIO168\_IOCTL\_IRQ0\_SEL

This service configures the interrupting source for interrupt option zero.

## Usage

Argument	Description
request	AIO168_IOCTL_IRQ0_SEL
arg	s32*

Valid argument values are as follows.

Value	Description
-1	Retrieve the current setting.
AIO168_IRQ0_AUTOCAL_DONE	This refers to the completion of an autocalibration cycle.
AIO168_IRQ0_IDLE_INIT	This refers to the completion of an initialization cycle.

**4.7.25. AIO168\_IOCTL\_IRQ1\_SEL**

This service configures the interrupting source for interrupt option one.

## Usage

Argument	Description
request	AIO168_IOCTL_IRQ1_SEL
arg	s32*

Valid argument values are as follows.

Value	Description
-1	Retrieve the current setting.
AIO168_IRQ1_AI_BUF_THR_H2L	This refers to a high-to-low transition of the Analog Input Buffer Threshold Status.
AIO168_IRQ1_AI_BUF_THR_L2H	This refers to a low-to-high transition of the Analog Input Buffer Threshold Status.
AIO168_IRQ1_IDLE	This option disables the interrupt.

**4.7.26. AIO168\_IOCTL\_IRQ2\_SEL**

This service configures the interrupting source for interrupt option two.

## Usage

Argument	Description
request	AIO168_IOCTL_IRQ2_SEL
arg	s32*

Valid argument values are as follows.

Value	Description
-1	Retrieve the current setting.
AIO168_IRQ2_AO_BUF_THR_H2L	This refers to a high-to-low transition of the Analog Output Buffer Threshold Status.
AIO168_IRQ2_AO_BUF_THR_L2H	This refers to a low-to-high transition of the Analog Output Buffer Threshold Status.
AIO168_IRQ2_AO_BURST_DONE	This refers to the completion of Analog Output burst operation.
AIO168_IRQ2_IDLE	This option disables the interrupt.

#### 4.7.27. AIO168\_IOCTL\_QUERY

This service is used to query the driver for various pieces of information about the driver and the board. The item being queried is supplied as the argument value. The argument value is updated with the response.

Usage

Argument	Description
request	AIO168_IOCTL_QUERY
arg	s32*

Valid argument values are as follows.

Value	Description
AIO168_QUERY_AUTOCAL_MS	This is the duration of an autocalibration cycle in milliseconds.
AIO168_QUERY_COUNT	This is the number of different query options recognized by the driver.
AIO168_QUERY_DEVICE_TYPE	This is the device type and should equal GSC_DEV_TYPE_16AIO168.
AIO168_QUERY_CHAN_AI_MAX	This is the maximum number of input channels supported by the board.
AIO168_QUERY_CHAN_AO_MAX	This is the maximum number of output channels supported by the board.
AIO168_QUERY_FGEN_MAX	This is the maximum rate generator output in hertz.
AIO168_QUERY_FGEN_MIN	This is the minimum rate generator output in hertz.
AIO168_QUERY_FIFO_SIZE_RX	This is the capacity of the input FIFO in 32-bit samples.
AIO168_QUERY_FIFO_SIZE_TX	This is the capacity of the output FIFO in 32-bit samples.
AIO168_QUERY_FREQ_DEFAULT	This is the default master clock frequency in hertz.
AIO168_QUERY_FSAMP_MAX	This is the maximum sample rate in samples per second.
AIO168_QUERY_FSAMP_MIN	This is the minimum sample rate in samples per second.
AIO168_QUERY_INIT_MS	This is the duration of an initialization cycle in milliseconds.
AIO168_QUERY_NRATE_MAX	This is the maximum NRATE rate generator divisor.
AIO168_QUERY_NRATE_MIN	This is the minimum NRATE rate generator divisor.

Valid return values are as indicated in the above table and as given in the below table.

Value	Description
AIO168_IOCTL_QUERY_ERROR	Either there was a processing error or the query option is unrecognized.

#### 4.7.28. AIO168\_IOCTL\_RAG\_ENABLE

This service enables or disables the Rate-A Generator.

## Usage

Argument	Description
request	AIO168_IOCTL_RAG_ENABLE
arg	s32*

Valid argument values are as follows.

Value	Description
-1	Retrieve the current setting.
AIO168_GEN_ENABLE_NO	This disables the rate generator.
AIO168_GEN_ENABLE_YES	This enables the rate generator.

**4.7.29. AIO168\_IOCTL\_RAG\_NRATE**

This service configures the Rate-A Generator NRATE divider value.

## Usage

Argument	Description
request	AIO168_IOCTL_RAG_NRATE
arg	s32*

Valid argument values are from 100 to 0xFFFF, and -1. A value of -1 will return the current divider setting.

**4.7.30. AIO168\_IOCTL\_RANGE**

This service configures the analog input and output voltage ranges.

## Usage

Argument	Description
request	AIO168_IOCTL_RANGE
arg	s32*

Valid argument values are as follows.

Value	Description
-1	Retrieve the current setting.
AIO168_RANGE_2_5V	This refers to the range of $\pm 2.5$ volts.
AIO168_RANGE_5V	This refers to the range of $\pm 5$ volts.
AIO168_RANGE_10V	This refers to the range of $\pm 10$ volts.

**4.7.31. AIO168\_IOCTL\_RBG\_CLK\_SRC**

This service configures the clock source for the Rate-B Generator.

## Usage

Argument	Description
request	AIO168_IOCTL_RBG_CLK_SRC
arg	s32*

Valid argument values are as follows.

Value	Description
-1	Retrieve the current setting.
AIO168_RBG_CLK_SRC_MASTER	This refers to the master clock.
AIO168_RBG_CLK_SRC_RAG	This refers to the Rate-A Generator.

#### 4.7.32. AIO168\_IOCTL\_RBG\_ENABLE

This service enables or disables the Rate-B Generator.

Usage

Argument	Description
request	AIO168_IOCTL_RBG_ENABLE
arg	s32*

Valid argument values are as follows.

Value	Description
-1	Retrieve the current setting.
AIO168_GEN_ENABLE_NO	This disables the rate generator.
AIO168_GEN_ENABLE_YES	This enables the rate generator.

#### 4.7.33. AIO168\_IOCTL\_RBG\_NRATE

This service configures the Rate-B Generator NRATE divider value.

Usage

Argument	Description
request	AIO168_IOCTL_RBG_NRATE
arg	s32*

Valid argument values are from 100 to 0xFFFF, and -1. A value of -1 will return the current divider setting.

#### 4.7.34. AIO168\_IOCTL\_REG\_MOD

This service performs a read-modify-write of a 16AIO168 register. This includes only the GSC firmware registers. The PCI and PLX Feature Set Registers are read-only. Refer to `16aio168.h` for the complete list of GSC firmware registers.

Usage

Argument	Description
request	AIO168_IOCTL_REG_MOD
arg	gsc_reg t*

Definition

```
typedef struct
{
    u32 reg;
    u32 value;
    u32 mask;
}
```

```
} gsc_reg_t;
```

Fields	Description
reg	This is set to the identifier for the register to access.
value	This contains the value for the register bits to modify.
mask	This specifies the set of bits to modify. If a bit here is set, then the respective register bit is modified. If a bit here is zero, then the respective register bit is unmodified.

#### 4.7.35. AIO168\_IOCTL\_REG\_READ

This service reads the value of a 16AIO168 register. This includes the PCI registers, the PLX Feature Set Registers and the GSC firmware registers. Refer to `16aio168.h` and `gsc_pci9080.h` for the complete list of accessible registers.

##### Usage

Argument	Description
request	AIO168_IOCTL_REG_READ
arg	gsc_reg_t*

##### Definition

```
typedef struct
{
    u32 reg;
    u32 value;
    u32 mask;
} gsc_reg_t;
```

Fields	Description
reg	This is set to the identifier for the register to access.
value	This is the value read from the specified register.
mask	This is ignored for read request.

#### 4.7.36. AIO168\_IOCTL\_REG\_WRITE

This service writes a value to a 16AIO168 register. This includes only the GSC firmware registers. The PCI and PLX Feature Set Registers are read-only. Refer to `16aio168.h` for a complete list of the GSC firmware registers.

##### Usage

Argument	Description
request	AIO168_IOCTL_REG_WRITE
arg	gsc_reg_t*

##### Definition

```
typedef struct
{
    u32 reg;
    u32 value;
    u32 mask;
} gsc_reg_t;
```

Fields	Description
reg	This is set to the identifier for the register to access.
value	This is the value to write to the specified register.
mask	This is ignored for write request.

#### 4.7.37. AIO168\_IOCTL\_RX\_IO\_ABORT

This service aborts an ongoing `read()` request. This service may take up to the current read timeout limit before returning.

##### Usage

Argument	Description
request	AIO168_IOCTL_RX_IO_ABORT
arg	s32*

The results are reported as one of the following values.

Value	Description
AIO168_IOCTL_RX_IO_ABORT_NO	A <code>read()</code> request was not aborted.
AIO168_IOCTL_RX_IO_ABORT_YES	A <code>read()</code> request was aborted.

#### 4.7.38. AIO168\_IOCTL\_RX\_IO\_MODE

This service sets the I/O mode used for data read requests.

##### Usage

Argument	Description
request	AIO168_IOCTL_RX_IO_MODE
arg	s32*

Valid argument values are as follows.

Value	Description
-1	Retrieve the current setting.
GSC_IOCTL_RX_IO_MODE_BMDMA	Use Block Mode DMA.
GSC_IOCTL_RX_IO_MODE_PIO	Use PIO mode, which is repetitive register access. This is the default.

#### 4.7.39. AIO168\_IOCTL\_RX\_IO\_TIMEOUT

This service sets the timeout limit for read requests. The value is expressed in seconds.

##### Usage

Argument	Description
request	AIO168_IOCTL_RX_IO_TIMEOUT
arg	s32*

Valid argument values are in the range from zero to 3600, -1, and AIO168\_IOCTL\_RX\_IO\_TIMEOUT\_INFINITE. A value of zero tells the driver not to sleep in order to wait for more data, and should only be used with PIO mode reads. A value of -1 is used to retrieve the current setting. If the option AIO168\_IOCTL\_RX\_IO\_TIMEOUT\_INFINITE is used, then the driver will wait indefinitely rather than timing out. The default is 10 seconds.

**4.7.40. AIO168\_IOCTL\_TX\_IO\_ABORT**

This service aborts an ongoing `write()` request. This service may take up to the current write timeout limit before returning.

**Usage**

Argument	Description
request	AIO168_IOCTL_TX_IO_ABORT
arg	s32*

The results are reported as one of the following values.

Value	Description
AIO168_IO_ABORT_NO	A <code>write()</code> request was not aborted.
AIO168_IO_ABORT_YES	A <code>write()</code> request was aborted.

**4.7.41. AIO168\_IOCTL\_TX\_IO\_MODE**

This service sets the I/O mode used for data write requests.

**Usage**

Argument	Description
request	AIO168_IOCTL_TX_IO_MODE
arg	s32*

Valid argument values are as follows.

Value	Description
-1	Retrieve the current setting.
GSC_IO_MODE_BMDMA	Use Block Mode DMA.
GSC_IO_MODE_PIO	Use PIO mode, which is repetitive register access. This is the default.

**4.7.42. AIO168\_IOCTL\_TX\_IO\_TIMEOUT**

This service sets the timeout limit for write requests. The value is expressed in seconds.

**Usage**

Argument	Description
request	AIO168_IOCTL_TX_IO_TIMEOUT
arg	s32*

Valid argument values are in the range from zero to 3600, -1, and `AIO168_IO_TIMEOUT_INFINITE`. A value of zero tells the driver not to sleep in order to wait for more space, and should only be used with PIO mode reads. A value of -1 is used to retrieve the current setting. If the option `AIO168_IO_TIMEOUT_INFINITE` is used, then the driver will wait indefinitely rather than timing out. The default is 10 seconds.

**4.7.43. AIO168\_IOCTL\_WAIT\_CANCEL**

This service resumes all threads blocked via `AIO168_IOCTL_WAIT_EVENT` IOCTL calls (section 4.7.44, page 40), according to the provided criteria. When a blocked thread is waiting for any event specified in the structure, then that thread is resumed.

## Usage

Argument	Description
request	AIO168_IOCTL_WAIT_CANCEL
arg	gsc wait t*

## Definition

```
typedef struct
{
    u32  flags;
    u32  main;
    u32  gsc;
    u32  alt;
    u32  io;
    u32  timeout_ms;
    u32  count;
} gsc_wait_t;
```

Fields	Description
flags	This is unused by wait cancel operations.
main	This specifies the set of GSC_WAIT_MAIN_* events whose wait requests are to be cancelled. Refer to section 4.7.44.2 on page 41.
gsc	This specifies the set of AIO168_WAIT_GSC_* events whose wait requests are to be cancelled. Refer to section 4.7.44.3 on page 41.
alt	This is unused by the 16AIO168 driver and should be zero.
io	This specifies the set of AIO168_WAIT_IO_* events whose wait requests are to be cancelled. Refer to section 4.7.44.4 on page 42.
timeout_ms	This is unused by wait cancel operations.
count	Upon return this indicates the number of waits that were cancelled.

**4.7.44. AIO168\_IOCTL\_WAIT\_EVENT**

This service blocks a thread until any one of a specified set of events occurs, or until a timeout lapses, whichever occurs first. The set of possible events to wait for are specified in the structure's `main`, `gsc`, `alt` and `io` fields. All field values must be valid and at least one event must be specified. If the thread is resumed because one of the referenced events has occurred, then the bit for the respective event is the only event bit that will be set. All other event bits and fields will be zero. (Multiple event bits will be set only if the events occur simultaneously.)

**NOTE:** The service waits only for the first of the specified events, not for all specified events.

**NOTE:** A wait timeout is reported via the `gsc_wait_t` structure's `flags` field having the `GSC_WAIT_FLAG_TIMEOUT` flag set, rather than via an `ETIMEDOUT` error.

## Usage

Argument	Description
request	AIO168_IOCTL_WAIT_EVENT
arg	gsc wait t*

## Definition

```
typedef struct
{
```

```

u32 flags;
u32 main;
u32 gsc;
u32 alt;
u32 io;
u32 timeout_ms;
u32 count;
} gsc_wait_t;

```

Fields	Description
flags	This must initially be zero. Upon return this indicates the reason that the thread was resumed. Refer to section 4.7.44.1 on page 41.
main	This specifies any number of GSC_WAIT_MAIN_* events that the thread is to wait for. Refer to section 4.7.44.2 on page 41.
gsc	This specifies any number of AIO168_WAIT_GSC_* events that the thread is to wait for. Refer to section 4.7.44.3 on page 41.
alt	This is unused by the 16AIO168 driver and must be zero.
io	This specifies any number of AIO168_WAIT_IO_* events that the thread is to wait for. Refer to section 4.7.44.4 on page 42.
timeout_ms	This specified the maximum amount of time, in milliseconds, that the thread is to wait for any of the referenced events. A value of zero means do not timeout at all. If non-zero, then upon return the value will be the approximate amount of time actually waited.
count	This is unused by wait event operations and must be zero.

#### 4.7.44.1. gsc\_wait\_t.flags Options

Upon return from a wait request the wait structure’s flags field will indicate the reason that the thread was resumed. Only one of the below options will be set.

Fields	Description
GSC_WAIT_FLAG_CANCEL	The wait request was cancelled.
GSC_WAIT_FLAG_DONE	One of the referenced events occurred.
GSC_WAIT_FLAG_TIMEOUT	The timeout period lapsed before a referenced event occurred.

#### 4.7.44.2. gsc\_wait\_t.main Options

The wait structure’s main field may specify any of the below primary interrupt options. These interrupt options are supported by the 16AIO168 and other General Standards products.

Fields	Description
GSC_WAIT_MAIN_DMA0	This refers to the DMA Done interrupt on DMA channel number zero.
GSC_WAIT_MAIN_DMA1	This refers to the DMA Done interrupt on DMA channel number one.
GSC_WAIT_MAIN_GSC	This refers to any of the Interrupt Control/Status Register interrupts.
GSC_WAIT_MAIN_OTHER	This generally refers to an interrupt generated by another device sharing the same interrupt as the 16AIO168.
GSC_WAIT_MAIN_PCI	This refers to any interrupt generated by the 16AIO168.
GSC_WAIT_MAIN_SPURIOUS	This refers to board interrupts which should never be generated.
GSC_WAIT_MAIN_UNKNOWN	This refers to board interrupts whose source could not be identified.

#### 4.7.44.3. gsc\_wait\_t.gsc Options

The wait structure’s gsc field may specify any combination of the below interrupt options. These are the interrupt options referenced in the Interrupt Control Register. Applications are responsible for selecting the desired interrupt

options. Refer to AIO168\_IOCTL\_IRQ0\_SEL (section 4.7.24, page 32), AIO168\_IOCTL\_IRQ1\_SEL (section 4.7.25, page 33) and AIO168\_IOCTL\_IRQ2\_SEL (section 4.7.26, page 33).

Value	Description
AIO168_WAIT_GSC_AI_BUF_THR_H2L	This refers to a high-to-low transition of the Analog Input Buffer Threshold Status.
AIO168_WAIT_GSC_AI_BUF_THR_L2H	This refers to a low-to-high transition of the Analog Input Buffer Threshold Status.
AIO168_WAIT_GSC_AO_BUF_THR_H2L	This refers to a high-to-low transition of the Analog Output Buffer Threshold Status.
AIO168_WAIT_GSC_AO_BUF_THR_L2H	This refers to a low-to-high transition of the Analog Output Buffer Threshold Status.
AIO168_WAIT_GSC_AO_BURST_DONE	This refers to the completion of Analog Output burst operation.
AIO168_WAIT_GSC_AUTOCAL_DONE	This refers to the completion of an autocalibration cycle.
AIO168_WAIT_GSC_IDLE_INIT	This refers to the completion of an initialization cycle.

#### 4.7.44.4. gsc\_wait\_t.io Options

The wait structure's io field may specify any of the below event options. These events are generated in response to application read and write requests.

Fields	Description
AIO168_WAIT_IO_RX_ABORT	This refers to read requests which have been aborted.
AIO168_WAIT_IO_RX_DONE	This refers to read requests which have been satisfied.
AIO168_WAIT_IO_RX_ERROR	This refers to read requests which end due to an error.
AIO168_WAIT_IO_RX_TIMEOUT	This refers to read requests which end due to the timeout period lapse.
AIO168_WAIT_IO_TX_ABORT	This refers to write requests which have been aborted.
AIO168_WAIT_IO_TX_DONE	This refers to write requests which have been satisfied.
AIO168_WAIT_IO_TX_ERROR	This refers to write requests which end due to an error.
AIO168_WAIT_IO_TX_TIMEOUT	This refers to write requests which end due to the timeout period lapse.

#### 4.7.45. AIO168\_IOCTL\_WAIT\_STATUS

This service count all threads blocked via the AIO168\_IOCTL\_WAIT\_EVENT IOCTL service (section 4.7.44, page 40), according to the provided criteria. A match is made when a waiting thread's wait criteria matches any of the criteria specified in the structure passed to this service.

#### Usage

Argument	Description
request	AIO168_IOCTL_WAIT_STATUS
arg	gsc_wait_t*

#### Definition

```
typedef struct
{
    u32  flags;
    u32  main;
    u32  gsc;
    u32  alt;
    u32  io;
    u32  timeout_ms;
    u32  count;
```

```
} gsc_wait_t;
```

<b>Fields</b>	<b>Description</b>
flags	This is unused by wait status operations.
main	This specifies the set of GSC_WAIT_MAIN_* events whose wait requests are to be counted. Refer to section 4.7.44.2 on page 41.
gsc	This specifies the set of AIO168_WAIT_GSC_* events whose wait requests are to be counted. Refer to section 4.7.44.3 on page 41.
alt	This is unused by the 16AIO168 driver and should be zero.
io	This specifies the set of AIO168_WAIT_IO_* events whose wait requests are to be counted. Refer to section 4.7.44.4 on page 42.
timeout_ms	This is unused by wait status operations.
count	Upon return this indicates the number of waits that met any of the specified criteria.

## 5. The Driver

**NOTE:** Contact General Standards Corporation if additional driver functionality is required.

### 5.1. Files

The device driver files are summarized in the table below.

Description	Files	Location
Source Files	*.c, *.h ...	.../driver/
Header File	16aio168.h	
Driver File	16aio168.ko † 16aio168.o ‡	

† This is for kernel versions 2.6 and later.

‡ This is for kernel versions 2.4 and earlier.

### 5.2. Build

**NOTE:** Building the driver requires installation of the kernel headers and possibly other packages.

The device driver is built via the Overall Make Script (section 2.7, page 13), but can be built separately following the below steps.

1. Change to the directory where the driver and its sources are installed (.../driver/).
2. Remove existing build targets by issuing the below command.

```
make clean
```

3. Build the driver by issuing the below command.

```
make
```

**NOTE:** Due to the differences between the many Linux distributions some build errors may occur. These errors may include system header location differences, which should be easily corrected.

### 5.3. Startup

**NOTE:** The driver will have to be built before being used as it is provided in source form only.

The startup script used in this procedure is designed to load the device driver and create fresh device nodes. This is accomplished by unloading the current driver, if loaded, and then loading the accompanying driver executable. In addition, the script deletes and recreates the device nodes. This is done to ensure that the device nodes in use have the same major number as assigned dynamically to the driver by the kernel, and so that the number of device nodes corresponds to the number of boards identified by the driver.

#### 5.3.1. Manual Driver Startup Procedures

Start the driver manually by following the below listed steps.

**NOTE:** The following steps may require elevated privileges.

1. Change to the directory where the driver sources are installed (.../driver/).
2. Install the driver module and create the device nodes by executing the below command. If any errors are encountered then an appropriate error message will be displayed.

```
./start
```

**NOTE:** This script must be executed each time the host is booted.

**NOTE:** The 16AIO168 device node major number is assigned dynamically by the kernel. The minor numbers and the device node suffix numbers are index numbers beginning with zero, and increase by one for each additional board installed.

3. Verify that the device driver module has been loaded by issuing the below command and examining the output. The module name `16aio168` should be included in the output.

```
lsmod
```

4. Verify that the device nodes have been created by issuing the below command and examining the output. The output should include one node for each installed board.

```
ls -l /dev/16aio168.*
```

### 5.3.2. Automatic Driver Startup Procedures

Start the driver automatically with each system reboot by following the below listed steps.

1. Locate and edit the system startup script `rc.local`, which should be in the `/etc/rc.d/` directory. Modify the file by adding the below line so that it is executed with every reboot. The example is based on the driver being installed in `/usr/src/linux/drivers/`, though it may have been installed elsewhere.

```
/usr/src/linux/drivers/16aio168/driver/start
```

**NOTE:** For `systemd` installations the file `rc.local` may be located under the `/etc/` directory rather than under `/etc/rc.d/`.

2. Load the driver and create the required device nodes by rebooting the system.
3. Verify that the driver is loaded and that the device nodes have been created. Do this by following the verification steps given in the manual startup procedures.

#### 5.3.2.1. File `rc.local` Not Present

Some distributions may not install a default version of `rc.local`. Some may not even create the directory `/etc/rc.d/`. If the directory is not present, then it may be created. The directory must be created with the owner and group set to `root`. The directory permissions must be set to `rwxr-xr-x`. If the file `/etc/rc.d/rc.local` is not present, then it too may be created. The file must also be created with the owner and group set to `root`. Additionally, the file permissions must also be set to `rwxr-xr-x`. After the directory and file are created as described, reboot to verify boot time loading of the driver. Here is an example of a default version of `rc.local`.

```
#!/bin/bash
# Add your local content here.
```

### 5.3.2.2. Default `rc.local` File Permissions

The `rc.local` script may fail to run at boot time because some distributions install a default version of the file without execute permissions. Without execute permissions, boot time invocation of the script fails, which inhibits boot time loading of the driver. If this is the case, then change the file permissions to `rwxr-xr-x`. After the file permissions are adjusted as described, reboot to verify boot time loading of the driver.

### 5.3.2.3. `systemd` Installations

With the advent of the `systemd` startup implementation, `rc.local` may be accessed via a `systemd` startup service. The service name may be `rc-local`, `rc-local.service` or something similar. This service may or may not be enabled by default. If the service is disabled, then the script will not execute, which prevents boot time loading of the driver. The service can be enabled with the below command line. After the service is enabled, reboot to verify boot time loading of the driver.

```
systemctl enable rc-local
```

**NOTE:** For `systemd` installations the file `rc.local` may be located under the `/etc/` directory rather than under `/etc/rc.d/`.

### 5.3.2.4. `systemd` and `rc.local` Timing

If the above steps have been performed but the driver still does not start then examine the `dmesg` output for driver messages. If the output shows that the driver starts and immediately stops, then the problem may be timing. That is, since `systemd` doesn't serialize startup initialization as done in the past, driver loading may fail if required services have not completed their own initialization. If this is the problem, then it may be corrected simply by inserting a delay in `rc.local` prior to it calling the driver's start script (i.e., `sleep` for one or more seconds).

### 5.3.2.5. SELinux Implications

If not disabled, then SELinux may prevent boot time loading of the driver. If this is the case, then it can be verified and corrected using SELinux related tools and utilities. First, install the necessary software using the below command. (As necessary, replace the `yum` command line with that which is available for your distribution.)

```
yum install setroubleshoot setools
```

Next, run the below command to determine if SELinux is preventing the driver from loading at boot time.

```
sealert -a /var/log/audit/audit.log
```

If SELinux is preventing the driver from loading, then the output from the above command should include a reference to the driver's start script, the `insmod` command that loads the driver or the name of the driver executable. If so, then the output should also indicate the commands necessary to resolve the issue. The following is an example of the instructions given when the culprit is `insmod`, which is the start script command that loads the driver. After running these commands reboot the system to verify boot time loading of the driver.

```
ausearch -c 'insmod' --raw | audit2allow -M my-insmod
```

```
semodule -X 300 -i my-insmod.pp
```

## 5.4. Verification

Follow the below steps to verify that the driver has been properly installed and started.

1. Verify that the file `/proc/16aio168` is present. If the file is present then the driver is loaded and running. Verify the file's presence by viewing its content with the below command.

```
cat /proc/16aio168
```

## 5.5. Version

The driver version number can be obtained in a variety of ways. It is reported by the driver both when the driver is loaded and when it is unloaded (depending on kernel configuration options, this may be visible only in places such as `/var/log/messages`). It is reported in the text file `/proc/16aio168` while the driver is loaded and running. The version number is also given in the file `release.txt` in the root install directory.

## 5.6. Shutdown

Shutdown the driver following the below listed steps.

**NOTE:** The following steps may require elevated privileges.

1. If the driver is currently loaded then issue the below command to unload the driver.

```
rmmod 16aio168
```

2. Verify that the driver module has been unloaded by issuing the below command. The module name `16aio168` should not be in the listed output.

```
lsmod
```

## 6. Document Source Code Examples

The source code examples included in this document are built into a statically linkable library usable with console applications. The purpose of these files is to verify that the documentation samples compile and to provide a library of working sample code to assist in a user's learning curve and application development effort.

### 6.1. Files

The library files are summarized in the table below.

Description	Files	Location
Source Files	*.c, *.h ...	.../docsrc/
Header File	16aio168_dsl.h	.../include/
Library File	16aio168_dsl.a	.../lib/

### 6.2. Build

The library is built via the Overall Make Script (section 2.7, page 13), but can be built separately following the below steps.

1. Change to the directory where the documentation sources are installed (.../docsrc/).
2. Remove existing build targets by issuing the below command.

```
make clean
```

3. Compile the sample files and build the library by issuing the below command.

```
make
```

4. Rebuild the Main Library (section 3.2.1, page 16).

### 6.3. Library Use

The library is used both at application compile time and at application link time. At compile time include the above listed header file in each source file using a component of the library interface. At link time include the above listed static library file with the objects being linked with the application.

## 7. Utilities Source Code

The API Library installation includes a body of utility source code designed to aid in the understanding and use of the interface calls and IOCTL services. Utility sources are also included for device independent and common, general-purpose services. Most of the utilities are implemented as visual wrappers around the corresponding services to facilitate structured console output for the sample applications. The utility sources are compiled and linked into static libraries to simplify their use. An additional purpose of these utility services is to provide a library of working sample code to assist in a user's learning curve and application development effort.

For each API function there is a corresponding utility source file with a corresponding utility service. As an example, for the API function `aiol68_open()` there is the utility file `open.c` containing the utility function `aiol68_open_util()`. The naming pattern is as follows: API function `aiol68_xxxx()`, utility file name `xxxx.c`, utility function `aiol68_xxxx_util()`. Additionally, for each IOCTL code there is a corresponding utility source file with a corresponding utility service. As an example, for IOCTL code `AIO168_IOCTL_QUERY` there is the utility file `util_query.c` containing the utility function `aiol68_query()`. The naming pattern is as follows: IOCTL code `AIO168_IOCTL_XXXX`, utility file name `util_xxxx.c`, utility function `aiol68_xxxx()`.

### 7.1. Files

The utility files are summarized in the table below.

Description	Files	Location
Source Files	*.c, *.h ...	.../utils/
Header File	16aiol68_utils.h	.../include/
Library Files	16aiol68_utils.a gsc_utils.a os_utils.a plx_utils.a	.../lib/

### 7.2. Build

The libraries are built via the Overall Make Script (section 2.7, page 13), but can be built separately following the below steps.

1. Change to the directory where the utility sources are installed (.../utils/).
2. Remove existing build targets by issuing the below command.

```
make clean
```

3. Compile the sample files and build the library by issuing the below command.

```
make
```

4. Rebuild the Main Library (section 3.2.1, page 16).

### 7.3. Library Use

The library is used both at application compile time and at application link time. At compile time include the above listed header file in each source file using a component of the library interface. At link time include the above listed static library file with the objects being linked with the application.

## 8. Operating Information

This section explains some basic operational procedures for using the 16AIO168. This is in no way intended to be a comprehensive guide. This is simply to address a very few issues relating to their use.

### 8.1. Debugging Aids

The driver package includes the following items useful for development and/or debugging aids.

#### 8.1.1. Device Identification

When communicating with technical support complete device identification is virtually always necessary. The *id* example application is provided for this specific purpose. This is a text only console application. The output can be piped to a file, which can then be emailed to GSC technical support when requested. Locate the application as follows.

Description	File	Location
Application	id	.../id/

#### 8.1.2. Detailed Register Dump

Among the utility services provided is a function to generate a detailed listing of device registers to the console. When used, the function is typically used to verify device configuration. In these cases, the function should be called after complete device configuration and before the first I/O call. When intended for sending to GSC tech support, please set the *detail* arguments to 1. The function arguments are as follows. The utility location is given in the subsequent table.

Argument	Description
fd	This is the file descriptor used to access the device.
detail	If non-zero the register dump will include details of each register field.

Description	File/Name	Location
Function	aio168_reg_list()	Source File
Source File	util_reg.c	.../utils/
Header File	16aio168_utils.h	.../include/
Library File	16aio168_utils.a	.../lib/

### 8.2. Analog Input Configuration

The basic steps for Analog Input configuration are illustrated in the utility function noted below. The table also gives the location of the source file, the header file and the corresponding library containing the executable code. The referenced files are included via the Main Header and Main Library.

Item	Name/File	Location
Function	aio168_config_ai()	Source File
Source File	util_config_ai.c	.../utils/
Header File	16aio168_utils.h	.../include/
Library File	16aio168_utils.a	.../lib/

### 8.3. Analog Output Configuration

The basic steps for Analog Output configuration are illustrated in the utility function noted below. The table also gives the location of the source file, the header file and the corresponding library containing the executable code.

Item	Name/File	Location
Function	aio168_config_ao()	Source File
Source File	util_config_ai.c	.../utils/
Header File	16aio168_utils.h	.../include/
Library File	16aio168_utils.a	.../lib/

## 8.4. Data Transfer Modes

All device I/O requests move data through intermediate driver buffers on its way between the device and application memory. The data is processed in chunks no larger than the size of this intermediate buffer. The process used to perform this transfer is according to the I/O mode selection. Movement of data between the application buffers and the intermediate driver buffers is performed by the kernel.

### 8.4.1. PIO - Programmed I/O

In this mode data is transferred using repetitive register accesses. This is most applicable for low throughput requirements or for small transfer requests. The driver continues the operation until either the I/O request is fulfilled or the I/O timeout expires, whichever occurs first. This is generally the least efficient mode, but for very small transfers it is more efficient than DMA.

### 8.4.2. BMDMA - Block Mode DMA

For Block Mode DMA the driver initiates DMA transfers only after a sufficient volume of data has been received into the input buffer. In this mode the volume is sufficient when the input buffer content satisfies the request or when it meets or exceeds the threshold value. After that amount of data is in the input buffer the driver initiates a DMA then sleeps until the DMA Done interrupt is received. Using this DMA mode, a user request typically consists of numerous individual DMA transfers.

## 9. Sample Applications

The driver archive includes a variety of sample and test applications located under the `samples` subdirectory. While they are provided without support and without any external documentation, any problems reported will be addressed as time permits. The applications are command line based and produce text output for display on a console. All of the applications are built via the Overall Make Script (section 2.7, page 13), but each may be built individually by changing to its respective directory and issuing the commands “`make clean`” and “`make`”. The initial output from each application includes information on its supported command line arguments. The following gives a brief overview of each application.

### 9.1. `aout` - Analog Output - `.../aout/`

This application outputs a repeating pattern on the first four output channels. The pattern is different for each channel, though they are synchronized at the same modest rate.

### 9.2. `burstout` - Analog Output Bursting - `.../burstout/`

This application demonstrates output bursting.

### 9.3. `dout` - Digital Output - `.../dout/`

This application writes a pattern to the cable’s digital output lines as it is displayed to the console.

### 9.4. `id` - Identify Board - `.../id/`

This application reports detailed board identification information. This can be used with tech support to help identify as much technical information about the board as possible from software.

### 9.5. `irq` - Interrupt Test - `.../irq/`

This application performs complete testing to verify the operation of the board’s firmware interrupts.

### 9.6. `regs` - Register Access - `.../regs/`

This application provides menu based interactive access to the board’s registers, and reports other pertinent information to the console.

### 9.7. `rxrate` - Receive Rate - `.../rxrate/`

This application configures the board for its highest ADC sample rate then reads the input as fast as possible. The purpose is to measure the peak sustainable input rate for the host, per the provided command line arguments.

### 9.8. `savedata` - Save Acquired Data - `.../savedata/`

This application configures the board for a modest sample rate, reads a megabyte of data, then saves the data to a hex file.

### 9.9. `signals` - Digital Signals - `.../signals/`

This application configures the board to drive the digital output signals for a user specified period of time. This is done to facilitate setup of test equipment to capture those signals during actual use.

## Document History

Revision	Description
August 31, 2023	Updated to version 3.6.104.47.0. Updated the information for the open and close calls. Updated the kernel support table. Updated the description of the Initialize and Autocalibration services. Added notes to the AI and AO Buffer Clear IOCTL services. Numerous, minor editorial changes. Renamed all Auto_Calibrate content to Autocal. Renamed all Auto_Cal_Sts content Autocal_Status.
June 28, 2022	Updated to version 3.5.99.40.0. Updated the kernel support table. Added section on environment variables.
February 22, 2022	Updated to version 3.4.96.38.0. Updated the kernel support table. Minor editorial changes. Added a licensing subsection. Added WAIT_EVENT note. Expanded automatic startup information.
May 9, 2019	Updated to version 3.3.85.27.1. Various editorial corrections.
May 8, 2019	Updated to version 3.3.85.27.0. Minor editorial changes. Updated the software architecture figure.
December 5, 2018	Updated to version 3.2.81.26.0. Updated the inside cover page. Updated the CPU and kernel support section. Minor editorial changes. Updated Block Mode DMA macro and associated information. Minor editorial changes. Document reorganization.
November 29, 2016	Updated to version 3.1.68.18.0. Removed the <code>built</code> field from the <code>/proc/</code> file. Updated the kernel support table. Organized the sample applications alphabetically. Removed references to the <code>sbtest</code> sample application, as it was never developed. Updated the usage of the Wait Event <code>timeout_ms</code> field. Updated material on the open call. Added open access mode descriptions. Added support for infinite I/O timeouts. Updated the operating information section. Made various miscellaneous updates. Some document reorganization.
September 11, 2015	Updated to version 3.0.60.8.0. Updated the device node name to include a period before the device index. Removed double underscore that prefaced various data types.
February 28, 2014	Updated to version 2.4.52.0. Updated the kernel support data.
January 9, 2014	Updated to version 2.3.51.0. Updated the kernel support data.
November 12, 2013	Updated to version 2.3.49.0.
July 17, 2013	Updated to version 2.3.45.0.
March 23, 2013	Updated to version 2.3.41.0. Added the <code>burstout</code> sample application.
July 19, 2012	Updated to version 2.3.39.0. Updated the kernel support data.
December 27, 2011	Updated to version 2.2.34.0.
October 30, 2011	Updated to version 2.1.30.0.
March 22, 2011	Updated to version 2.0.22.0.
December 15, 2010	Updated to version 2.0.20.0. Initial release for the 2.x.x.x driver series.
July 28, 2004	Initial release.