

EPICS Core Status

Michael Davidsaver
Osprey DCS

Andrew Johnson, Ralph Lange, Marty Kraimer, ...



What is EPICS Core?

- EPICS Base
 - libCom, db, ca, database
- PVA Modules
 - PVD, PVA, pvaClient, pvDatabase, pva2pva
- Andrew, Marty, Michael, Ralph

Milestones since June. 2018

- <https://epics.anl.gov/>
- Releases:
 - 3.14.12.8 (Sept. 2018) Last in series
 - 3.15.6 (Oct. 2018)
 - 3.16.2 (Dec. 2018) Last in series
 - 7.0.2 (Dec. 2018)
 - 7.0.2.1 (Mar. 2019)
 - 7.0.2.2 (Apr. 2019)
 - 7.0.X (June 2019?)

Futures of Platform Support

- Linux
- Windows
 - MSVC ≥ 9.0
(as long as MD supports python 2.7)
- RTEMS
 - 4.9, 4.10
 - 5.x in progress
- vxWorks
 - 5.5 is dead
- Darwin
- iOS
 - Build but not run testing
- **Deprecated?**
 - **Solaris**
 - **Cygwin**
 - **freebsd**

C++11 !?!

~Recent work

- Grand source-code reorganization
 - Git Branches Recombined
- Simulation mode improvements
- Status reporting for the callback and scanOnce task queues
- GNUmake targets for debugging
 - make -C PRINT.PROD_SRCS
- All array recordTypes post monitors on their array-length fields
- Propagate PUTF across Asynchronous record processing
 - Fix DB_LINK loop breaking in 7.0.2.1
- RSRV expanding large buffer causes crash
 - 3.16.1 eliminates EPICS_CA_MAX_ARRAY_BYTES
 - 3.16.2 fixes regression (also in 7.0.1)

Survey (1)

- Who has compiled Base from source in the past 6 months?
 - 3.14
 - 3.15
 - 3.16
 - 7.0

Survey (2)

- Who has spent more than 30 min. troubleshooting a Makefile problem?

Retrospective

- MD joins NSLS2 in March 2009
 - <http://mdavidsaver.github.io/epics-doc/epics-starting.html>
- First Base contribution in April 2009
 - Email to ANJ 39eaa0e335ae6d84db02e1e0d8e26d4a19758893
- First EPICS meeting in June 2010 @ITER
- Only person to gain Base commit privileges in a decade

How to start contributing?

- Start small
- Start simple

Mar 16, 2010

```
@@ -236,6 +236,12 @@ void epicsShareAPI dbScanLock(dbCommon *precord)
    epicsMutexLockStatus status;
    epicsThreadId idSelf = epicsThreadGetIdSelf();

+   /*
+    * If this assertion is failing it is likely because iocInit
+    * has not completed. It must complete before normal record
+    * processing is possible. Consider using an initHook to
+    * detect when this occurs.
+    */
    assert(dbLockIsInitialized);
    while(1) {
        epicsMutexMustLock(lockSetModifyLock);
```

First Steps

- Ansification (bye bye K&R)
- remove STATIC
- softloc: extra dep for generated header
- remove unused iocRegister stub
- Added CONTAINER() and STATIC_ASSERT()
- <https://bugs.launchpad.net/epics-base/+bug/693534>
 - errlog causes crash on IOC exit

Help yourself, help others

- If you trigger an error, so will others
- Miss-matched .dbd

3e6597be90848ccfd4f9449ada2d12aeac9b3475

```
@@ -228,12 +228,14 @@ int main(int argc,char **argv)
    fprintf(outFile,"#ifdef __cplusplus\n");
    fprintf(outFile,"extern \"C\" {\n");
    fprintf(outFile,"#endif\n");
+    fprintf(outFile,"#include <epicsAssert.h>\n");
    fprintf(outFile,"#include <epicsExport.h>\n");
    pdbRecordType = (dbRecordType *)ellFirst(&pdbbase->recordTypeList);
    while(pdbRecordType) {
        fprintf(outFile,"static int %sRecordSizeOffset(dbRecordType *pdbRecordType)\n{\n",
            pdbRecordType->name);
        fprintf(outFile,"    %sRecord *prec = 0;\n",pdbRecordType->name);
+    fprintf(outFile,"    assert(pdbRecordType->no_fields==%u);\n", pdbRecordType->no_fields);
        for(i=0; i<pdbRecordType->no_fields; i++) {
            char name[256];
            int    j;
```

How to start contributing? (2)

- Incremental cleanup
- Writing unit-tests
 - Record support!
- Create/Update Documentation
 - RRM!
- Climb the learning curve
 - Needs Mgmt support!
- Build relationships

What does a Maintainer do?

- Answer questions
- Triage bug reports
- Mentor new contributors
- Review code
 - Our big bottleneck!

Bootstrapping Base Development?

- High quality threshold + small reviewer bandwidth
 - few new contributors
- Few contributors
 - Little incentive to review
- How to break the loop?



Osprey DCS

EPICS
TUL