

Main Identity

From: "Andrew Maffei" <amaffei@whoi.edu>
To: <oreilly@mbari.org>
Sent: Tuesday, November 18, 2003 7:01 AM
Subject: Summary points re puck review

Tom,

Thanks for inviting me to the puck review. I am sorry that I could only spend one day. Here is a summary of the ideas that came to me while I was listening and making notes on the slides. Hope they are helpful.

OVERALL

- I still see a pretty strong association between the puck and Java. My guess is that there is a user group that would be interested in the puck but java is not of interest to them. It might be helpful to have a second application / scenario of puckusage (in addition to MOOS architecture) that could be used to describe how a puck might be used.

USER INTERFACE

- Consider building the puck so that it can be transparent when vendor-provider "GUI" software is used to communicate with an instrument through a puck. This might be implemented by (1) providing a "timeout after power-up" that will take the puck out of the loop if it sees no data after a certain period of time (at which time the vendor's software can be used, or (2) implement a "Start puck" command that is a character string that must be sent to the instrument after powerup. Otherwise the puck goes into "sensor mode".
- Consider adding a new command to return a permanent Puck ID. Alternatively, might decide to dictate a standard header that is always available at a certain address.
- Might consider using an IPV6 addresss as an ID.

VIRTUAL PUCKS

- I still like the idea of

METADATA

- Since data in the puck can only be read and/or modified at powerup time I am beginning to think of the metadata stored in the puck as a "special" type of metadata. I am thinking of it as "Initialization

metadata".

SERVICE PROPERTIES FILES

- consider YAML (<http://www.yaml.org/spec/>) as a human readable way

to build configuration files (one of a new set of favorite specifications I have)

QUESTIONS

- Is there a way to talk directly to a puck via hyperterm or some other terminal emulator? Might be worthwhile to have a get and set capability using variablenames.

WILD IDEAS?

- How much would it take to incorporate ground fault detection into a puck? Would this be a way to sell the idea to potential customers? (I'm just talking off the top of my head here.