

How to use Rohde & Schwarz® IVI.NET instrument drivers Application Note

This paper is a guide for C# programmers wanting to automate a measurement task using the native Rohde & Schwarz IVI.NET instrument drivers in Visual Studio development environment.

The IVI (Interchangeable Virtual Instruments) define new level of quality, completeness, usability, and functionality that reduces the cost of test system development and ownership.

.NET is a programming framework created by Microsoft that developers can use to create applications more easily. Without writing a single line of code, .NET provides a scalable and powerful environment to code upon.

Note:

Please find the most up-to-date Application Note on our homepage:

www.rohde-schwarz.com/appnote/1MA268

IVI.NET – 1MA268_2e

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1 Introduction

1.1 Document Version History

Revision #	Description	Date
0e	Initial Version	19.10.2015
1e	<ul style="list-style-type: none"> - Changes to match the changes in RsScope IVI.NET driver version 3.0.0: - All exceptions types were changed to Ivi.Driver exceptions - Removed Extended function Extended_Synchro, since the *OPC? and *WAI commands were added to the RsScope driver 3.0.0 - Changed screenshots from the new help file and the new VS project 1MA268_RsScopeIVI.NET version 2.0.0 - Minor formatting and text changes 	31.05.2016
2e	- Updated for RsScope driver 3.0.1 08/2016. The RsScope 3.0.1 update includes new installation path for the driver assembly to comply with the IVI-3.17	24.11.2016

1.2 Used Abbreviations

The following abbreviations are used in this application note:

- **RTx** is the name used for both Rohde & Schwarz **RTO** or **RTE** Digital Oscilloscopes.
- **API** stands for Application Programming Interface - a set of function prototypes, types and protocols for building software applications.
- The Repeated Capabilities are referred to as **RepCaps**.
- Interchangeable Virtual Instruments are referred to as **IVI**. See more at ivifoundation.org
- The IVI.NET driver is referred to as **IVI driver**.
- The driver documentation `RsScope.chm` help file is referred to as **help file**.
- Microsoft Intellisense® is referred to as **Intellisense**.

1.3 Required Software

To follow the steps, described in this Application Note the following additional software is required:

- Windows 7/8 32-bit/64-bit operating system
- Microsoft Visual Studio 2012 or later
- VISA I/O library (e.g. Rohde & Schwarz VISA), download from:

https://www.rohde-schwarz.com/RS_Visa.html

RsScope driver and the required IVI packages:

- IVI Shared Components 2.2.1 or newer, download from:
http://www.ivifoundation.org/shared_components/
- IVI.NET Shared Components 1.1.2 or newer, download from:
http://www.ivifoundation.org/shared_components/
- RsScope 3.0.1 or newer, download from:
[IVI.NET RsScope driver](#)

1.3.1 32-bit vs 64-bit Operating System

While 32-bit operating system allows only for installation of 32-bit software components and running of only 32-bit applications, 64-bit OS allows for both 32-bit and 64-bit applications to be used. For this reason, the 64-bit installers install both 64-bit and 32-bit components.

1.4 Used Software Configuration

The software configuration used in this Application Note:

- Windows 7 64-bit
- Microsoft Visual Studio 2015
- Rohde & Schwarz VISA 5.5.5
- IVI compliance package 14.0
- IviSharedComponents64_2.2.1
- IviNetSharedComponents64_Fx20_1.1.2
- RsScope 3.0.1.0 x64
- 1MA268_RsScopeIVI.NET example project version 2.0.0

1.5 Used Instruments

The instruments used in this Application Note:

- RTO 1044, 4 Channel, Firmware 2.70.1.0
- Passive Voltage Probe RT-ZP10, Attenuation rate 1:10

The RT-ZP10 is connected to the **CH1** input and the **Probe Compensation** output on the front panel.

2 Starting with Rohde & Schwarz IVI.NET Drivers

Rohde & Schwarz provides a range of free Instrument Drivers (follow the link [Rohde & Schwarz drivers](#)) to simplify the development process of instrument remote control applications. Rohde & Schwarz have been driving the introduction of IVI.NET drivers as a new standard in the industry. The first IVI.NET driver `RsScope` was introduced in 08.2013 for the RTO Digital Oscilloscope.

IVI.NET drivers come in a form of .NET assembly, e.g. for `RsScope` x64:

```
C:\Program Files\IVI Foundation\IVI\Microsoft.NET\Framework64\
v4.0.30319\RohdeSchwarz.RsScope 3.0.1.0\Bin\
RohdeSchwarz.RsScope.Fx40.dll
```

This application note focuses only on **Instrument-specific interface** of the drivers. Currently the IVI.NET drivers are available for the following instruments:

- **Vector Signal Generators:** SMW200A, SMVB100A, SMU200A, SMJ100A, AMU200A, SMATE200A
- **Spectrum Analyzers:** FSW, FPS, FSV, FSVA, FSVR
- **Oscilloscopes:** RTO, RTE, RTM2000
- **EMI Test Receivers:** ESR, ESRP, ESW, FSWT
- **New family of Power Sensors:** NRPxxS(N)
- **Power Supplies:** HMC

2.1 Installation of IVI.NET Driver

For demonstration purposes, the driver for Oscilloscopes (`RsScope`) is used in this paper. However, the presented procedures are applicable to all Rohde & Schwarz IVI.NET drivers.



IVI.NET Shared components and IVI Shared Components must be installed before the installation of the IVI.NET driver. If you do not follow this order, the `RsScope` driver installation will not succeed.

The `RsScope` driver can be downloaded from: [IVI.NET RsScope driver link](#). On the 64-bit OS you have to use x64 installer which installs both 32-bit and 64-bit assemblies (dlls). On the 32-bit OS, use the x86 installer. According the IVI-3.17 the driver installations can exist side-by-side that is, more than one version of the driver can be installed at the same time.



The previous version of the driver must be uninstalled manually.

Installation paths on 64-bit OS:

```
c:\Program Files\IVI Foundation\IVI\Microsoft.NET\Framework64\
v4.0.30319\RohdeSchwarz.RsScope 3.0.1.0
```

Installation paths on 32-bit OS:

```
c:\Program Files (x86)\IVI Foundation\IVI\Microsoft.NET\
Framework32\v4.0.30319\RohdeSchwarz.RsScope 3.0.1.0
```

Both locations have the same folder structure:

- **Bin** - the folder containing the driver assembly
RohdeSchwarz.RsScope.Fx40.dll
- **Documentation** - driver help file folder: RsScope.chm This file is also accessible through the Start Menu -> Rohde-Schwarz -> RsScope -> RsScope
- **Sample** - simple example Visual Studio project ReadWaveformExample
- **Source** - complete source files of the driver.

2.2 Introduction to IVI Drivers

The IVI (Interchangeable Virtual Instruments) defines new level of quality, completeness, usability, and functionality that reduces the cost of test system development and ownership.

The first IVI drivers started as **IVI-C** drivers: the drivers were programmed in ANSI-C. Later, as the COM technology became more popular, especially due to the C++ language, the **IVI-COM** drivers were introduced. Today, the main choice of the object-oriented programmers is .NET languages, meaning either C# or Visual Basic. Therefore, the next logical step for IVI was to introduce the **IVI.NET** drivers.

Regardless of the technology (IVI-C, IVI-COM, IVI.NET), an IVI driver always consists of two parts:

- **IVI class interface** - this interface (API) is mandatory, defined in IVI class specifications. There are several classes in IVI definition depending on type of instrument - e.g. IviScope for Oscilloscopes, IviSpecAn for Spectrum Analyzers, IviRFSigGen for RF Signal Generators, etc... The main idea is, that as long as the programmer sticks to using only this interface, he is granted the advantage of instrument interchangeability without having to change the source code. The only thing he needs to change when swapping the instruments is a database configuration connecting an instrument with an IVI driver (this database is called **IVI Config Store**). Because of IVI class standardized API, the program works without a further change.
- **Instrument-specific interface** - this part of the driver is not mandatory. However, if the programmer wants to use the capabilities of an instrument that are beyond the scope of class interface specification, he will have to make use of this part of the IVI driver. From that moment on, the interchangeability feature is compromised. For example, the IviScope interface class provides the capability of changing the vertical, horizontal scale, input coupling, basic trigger settings, reading the acquired traces, etc. But the advanced features that the R&S RTx offers - e.g. math, FFT,

bus protocol analysis, Power analysis, Mixed Signal characterizations are only available in the instrument-specific IVI driver interface.



The common component of all the IVI drivers - IVI Engine was built to communicate with ANSI-C libraries only. As a consequence, to use ANSI-C IVI class driver API, e.g. the function:

```
ViStatus IviScope_init (ViRsrc Logical_Name, ViBoolean ID_Query,  
ViBoolean Reset_Device, ViPSession Instrument_Handle);
```

in your code, you have to use an IVI-C driver. The IVI-COM and IVI.NET drivers need an adapter that converts the class driver calls to ANSI-C formats. Currently, these adapters exist only for IVI-COM. IVI.NET adapters are still under development. You can find the IVI-COM adapters included in the IVI compliance software package (available at ni.com).

3 Creating a Console Application

This chapter describes creating of a new console application from scratch. The complete project `1MA268_RsScopeIVI.NET` is available in the attachment to this application note. The entire source code is placed in a file `Program.cs`, all the code screenshots are taken from that file.



The `#region` pragma names in the attached example correspond to the chapter names in this application note.

E.g.: the chapter **3.11 Hardcopy** describes the part of the example code enclosed by the `#region 3.11 Hardcopy`

To make the hardware set up easy, the RTx setting is adjusted to measure the front panel Probe Compensation square signal. Connect the passive probe to the **CH1** input and the **Probe Compensation** output.

This example performs the following actions:

- Sets up the RTx channels CH1 and CH2 for measurement of a probe compensation signal (available on a RTx front panel).
- Sets up the trigger system to normal edge mode.
- Starts two acquisitions, each with different types of synchronization. The second one includes a workaround for repeated acquisition in case of unsuccessful one.
- Performs post-acquisition measurements of amplitude and frequency on both channels.
- Reads two waveforms from both channels and stores the results in one csv file.
- Takes a RTx screenshot and transfers the picture to the Control PC.
- Reads the RTx folder content.

By performing these actions, the following commonly used features are presented:

- Using of IVI.NET driver Help, that is available here:
`Start Menu -> Rohde-Schwarz -> RsScope -> RsScope`
- Creating a driver session in HISLIP mode:
[Chapter 3.3, "Initializing of a HISLIP session"](#), on page 12
- Changing the common IVI.NET driver session properties - Simulation mode, Status Checking, Range checking:
[Chapter 3.3.1, "driver.DriverOperation.Simulate"](#), on page 13
- Showing a direct SCPI write/query actions and measuring the execution time:
[Chapter 3.5, "Direct SCPI write/query"](#), on page 17
- Showing how to use Repeated Capabilities:
[Chapter 3.6, "Channels Setup, Using Repeated Capabilities"](#), on page 18
- Explaining different type of synchronization methods used for signal acquisitions:
[Chapter 3.8.1, "Acquisition Synchronization Methods"](#), on page 22

- Working with waveforms - Fetching, changing capacity, reusing waveforms: [Chapter 3.8.3, "Acquisition #2 and Converting Waveforms"](#), on page 25
- Showing parsing of an RTx response using Regex object: [Chapter 3.12, "Reading RTx Folder List"](#), on page 31
- Basic handling of exceptions raised by the driver: [Chapter 3.13, "Handling of Exceptions"](#), on page 32
- Assuming that a certain feature is missing in the driver, extending the RsScope object by new methods: [Chapter 3.14, "RunSingle\(\) with Repeat Workaround"](#), on page 35



Note that the `#region` pragma names in the attached example correspond to the chapter names in this application note.

E.g.: chapter **3.11 Hardcopy** describes the part of the example code enclosed by the `#region 3.11 Hardcopy`

3.1 Creating Visual Studio Project

To create a project in Visual Studio, select File -> New -> Project:

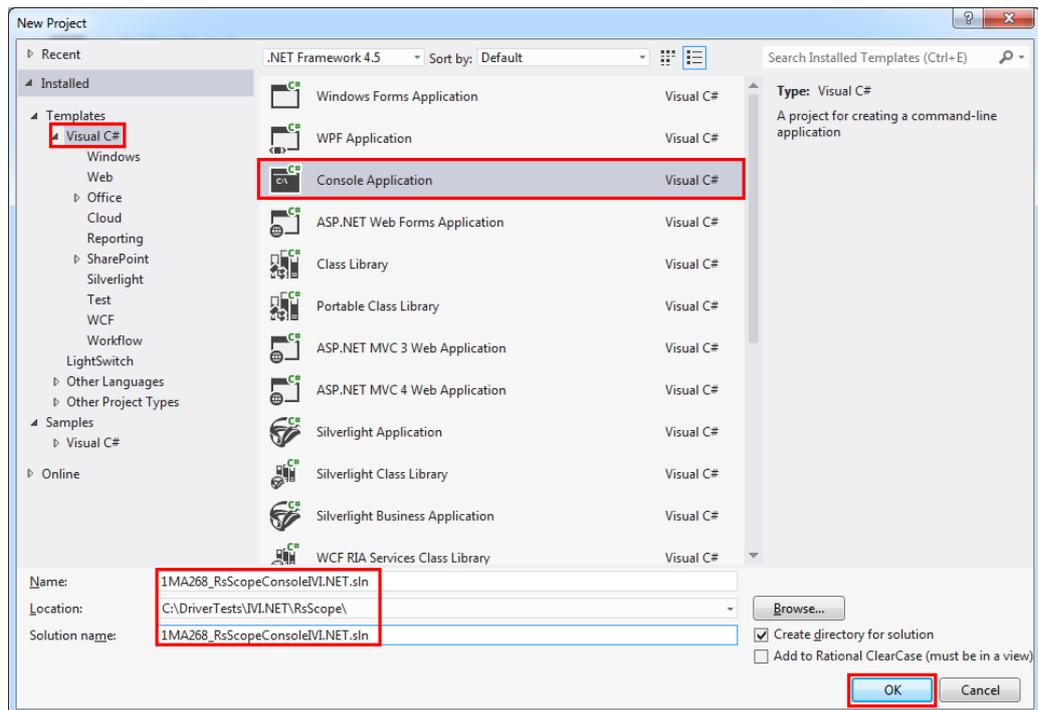


Figure 3-1: Visual Studio New Project window.

3.1.1 Changing the Active Solution Platform

This setting in Visual Studio allows for changing or adding the target application type: 32-bit (x86) or 64-bit (x64). Avoid using the setting **Any CPU** and choose the desired target platform explicitly:

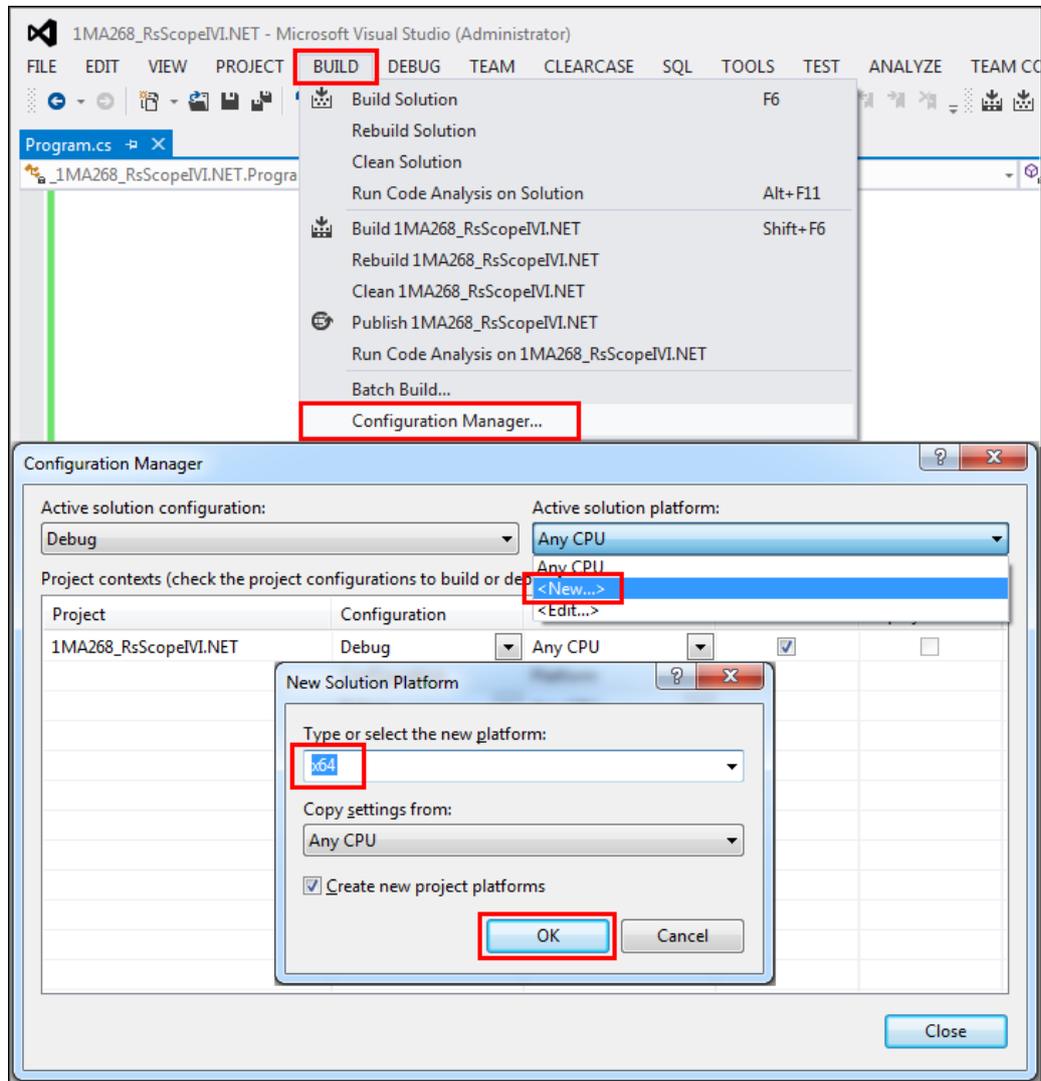


Figure 3-2: Adding new solution platform x64 in Visual Studio 2012.

3.2 Adding Assembly References

The next step is adding references to the assemblies:

- IVI.Driver.dll
- IVI.Scope.dll
- RohdeSchwarz.RsScope.Fx40.dll

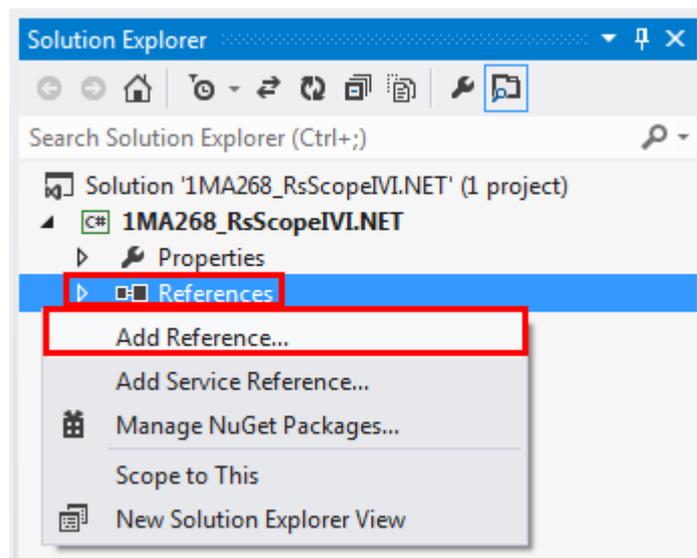


Figure 3-3: Adding reference to an existing assembly. You can select multiple assemblies at once.

Assembly paths for 64-bit target application (also used in the attached example):

```
c:\Program Files\IVI Foundation\IVI\Microsoft.NET\Framework64\
v2.0.50727\IviFoundationSharedComponents 1.1.0\Ivi.Driver.dll

c:\Program Files\IVI Foundation\IVI\Microsoft.NET\Framework64\
v2.0.50727\IviFoundationSharedComponents 1.1.0\Ivi.Scope.dll

c:\Program Files\IVI Foundation\IVI\Microsoft.NET\Framework64\
v4.0.30319\RohdeSchwarz.RsScope 3.0.1.0\Bin\
RohdeSchwarz.RsScope.Fx40.dll
```

Assembly paths for 32-bit target application:

```
c:\Program Files (x86)\IVI Foundation\IVI\Microsoft.NET\
Framework64\v2.0.50727\IviFoundationSharedComponents 1.1.0\
Ivi.Driver.dll

c:\Program Files (x86)\IVI Foundation\IVI\Microsoft.NET\
Framework64\v2.0.50727\IviFoundationSharedComponents 1.1.0\
Ivi.Scope.dll

c:\Program Files (x86)\IVI Foundation\IVI\Microsoft.NET\
Framework32\v4.0.30319\RohdeSchwarz.RsScope 3.0.1.0\Bin\
RohdeSchwarz.RsScope.Fx40.dll
```

After adding the references, you need to add the `using` directives to the code (Program.cs) file:

```
using Ivi.Driver;
```

```
using Ivi.Scope;

using RohdeSchwarz.RsScope;
```

Afterwards, you can use the `RsScope` driver methods and properties. In addition, the **Intellisense** for `RsScope` will also be available.

If you choose an incorrect reference processor architecture, you receive the following warning:

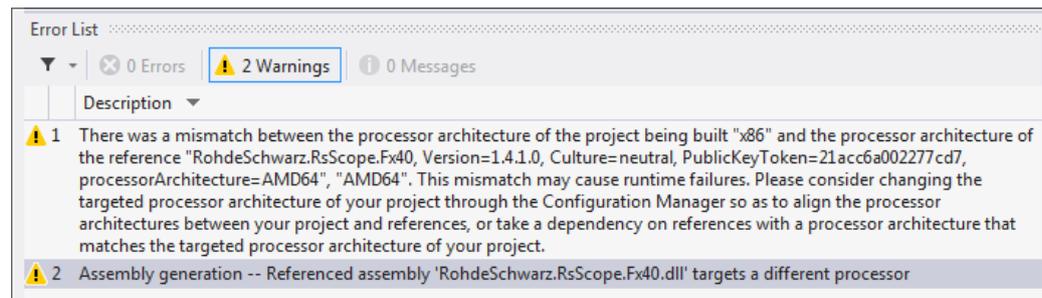


Figure 3-4: Visual Studio mismatching processor architecture warnings.

In this case, remove the mismatching assembly and add the correct one.

3.3 Initializing of a HISLIP session

HISLIP stands for **High Speed LAN Instrument Protocol**. A dedicated application note www.rohde-schwarz.com/appnote/1MA208 describes the HISLIP principles and differences to VXI-11 in great detail.

Initializing a new session is performed by creating a `RsScope` object:

```
RsScope driver = new RsScope("TCPIP::192.168.1.100::HISLIP",
true, true, "Simulate=False");
```



The third parameter in the constructor specifies whether to reset the instrument during the initialization. You can invoke the reset separately by calling:

```
driver.Utility.Reset();
```

The IVI.NET inherent capabilities are organized into several interfaces:

- `IIVI.DriverOperation`: `driver.DriverOperation` - settings for operation of the driver
- `IIVI.DriverIdentity`: `driver.Identity` - general info about the driver
- `IIVI.DriverUtility`: `driver.Utility` - basic set of utility operations
- `IIVI.DriverLock`: `driver.Utility.Lock()` - multi-thread locking of the session

See the full description (chapter 4.1) here: http://www.ivifoundation.org/downloads/Architecture%20Specifications/IVI-3.2_Inherent_Capabilities_2015-03-09.doc

Below is the selection of the most-common used IVI inherent capabilities:

3.3.1 driver.DriverOperation.Simulate

Default value after initialization: `false`

When this property is set to `true`, the driver operates in simulation mode, an instrument presence is not required:

- A send command performs no action.
- A query returns a fixed response that is equal to the default value of the property - e.g. reading the for Channel property `Range` returns the value **0.04** (see the blue-framed part in [Figure 3-5](#)).



Use the `Simulate` property only if you would like to change the settings **ON** and **OFF** during the run of your application, or in parts of your program.

However, in case you do not have the physical instrument, you need to switch the simulation **ON** already during the initialization. This is achieved by initializing with the following option string (the last input parameter):

```
RsScope driver = new RsScope("TCPIP::192.168.1.100::HISLIP",  
true, true, "Simulate=True");
```

After that, you cannot switch the simulation **OFF** anymore.

3.3.2 driver.DriverOperation.IOResourceDescriptor

If you used the logical name in the session init e.g.:

```
RsScope driver = new RsScope("MyRT01024", true, true);  
string ioResource = driver.DriverOperation.IOResourceDescriptor;  
string logName = driver.DriverOperation.LogicalName;
```

The result of `ioResource` is the actual IO-resource descriptor as it is declared in the IVI Configuration store. The value of `logName` is "MyRT01024". In our case when we are using the direct IO-resource descriptor, both string values are identical.

3.3.3 driver.DriverOperation.RangeCheck

Default value after initialization: `true`

Setting of this property enables/disables the driver functionality of checking whether the entered value is within the allowed range defined in the driver - for example the channel property `Range` has a valid range of values from **0.01V to 10V** (red rectangle). The blue rectangle shows the value of the property returned when the driver is in simulation mode.

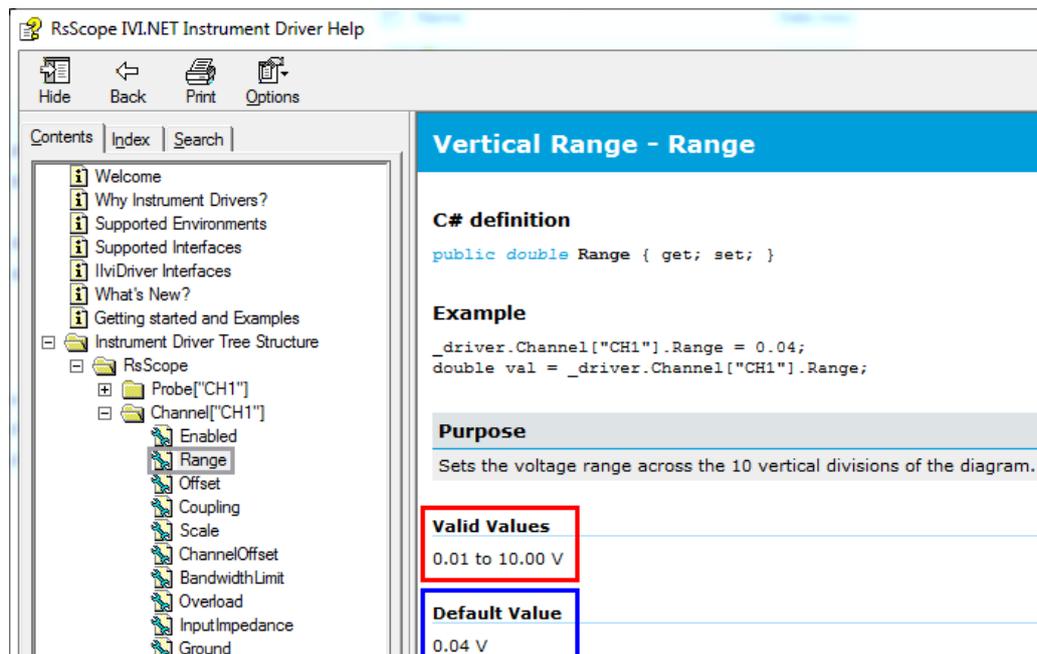


Figure 3-5: Channel property Range with valid values 0.01...10V.

If you try to set value outside this defined range, the driver does not send any command to the instrument and throws the `Ivi.Driver.OutOfRangeException`.

In rare cases an instrument can accept the values outside the driver-defined valid range. In this case, you can disable the driver range checking and send the value to the instrument anyway. Since the instrument also has its own checking of valid parameter values, it reports an error in its error queue. To react properly on instrument errors, set the property `driver.DriverOperation.QueryInstrumentStatus` (see the next chapter) to `true`.

3.3.4 driver.DriverOperation.QueryInstrumentStatus

Default value after initialization: `true`

If this property is set to `true`, it causes the driver to query the instrument status byte ("`*STB?`" command) after every command or query. This brings the advantage of detecting an error immediately after the command that caused it. We recommend to keep the `QueryInstrumentStatus` set to `true`.

The trade-off is a slightly decreased performance. When you perform a repeated number of short acquisitions where every microsecond counts, set this property to `false` before the acquisitions, but set it back to `true` afterwards. This approach combines fast execution with proper error handling.

In case an instrument error is detected, the driver generates an `Ivi.Driver.InstrumentStatusException`. For more details on handling the exceptions, refer to the [Chapter 3.13, "Handling of Exceptions"](#), on page 32

3.4 Reading Basic Info

To read out how many channels does the instrument have, use the Help Search tab with "count" search word:

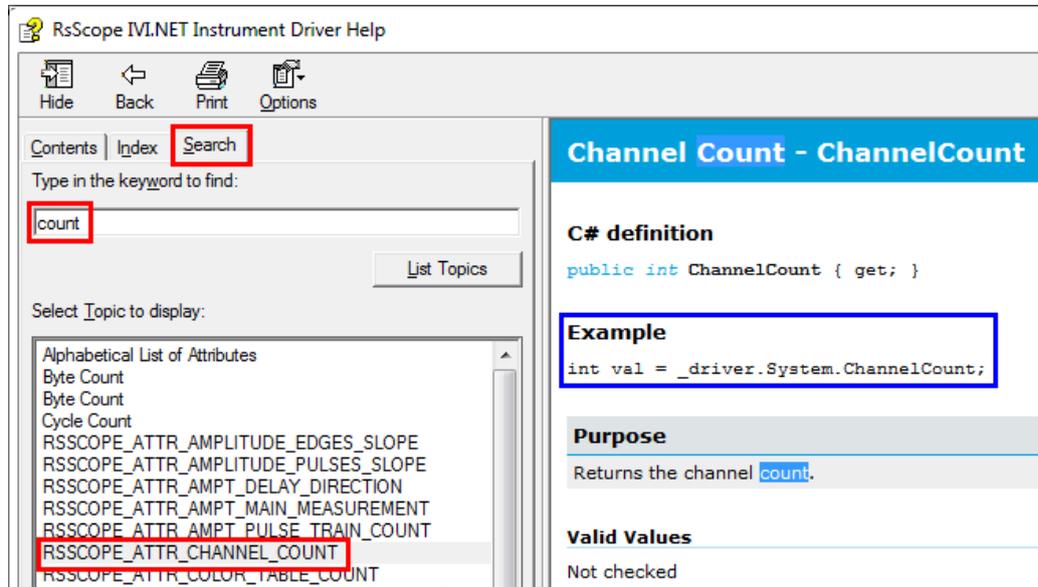


Figure 3-6: Searching for a term in the driver help file.

After selecting the `RSSCOPE_ATTR_CHANNEL_COUNT` item, copy the Example snippet to your code. In the Contents tab, you see where in which interface (tree branch) is the property `ChannelCount` available:

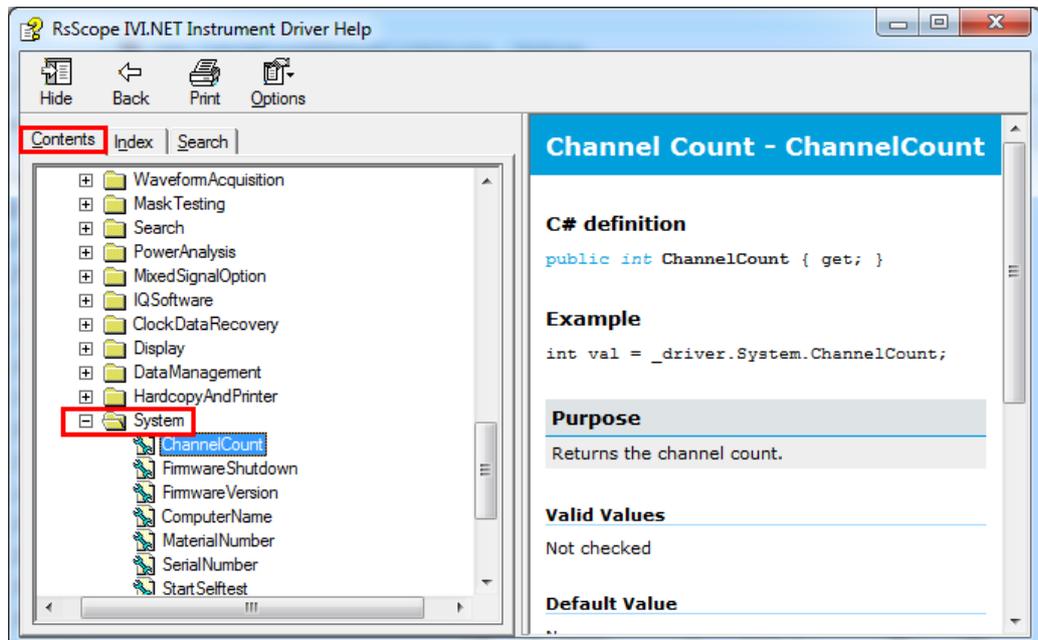


Figure 3-7: Selected element ChannelCount in Help Contents.

Another example is reading out the instrument firmware version - the property `FirmwareVersion` also belongs to the `System` interface:

```
string fwVersion = driver.System.FirmwareVersion;
```

Enabling the Channel 1: To find out the proper syntax, use either the Example in the instrument help, or use the Intellisense. Type "`driver.`" and the Intellisense shows all available methods and properties:

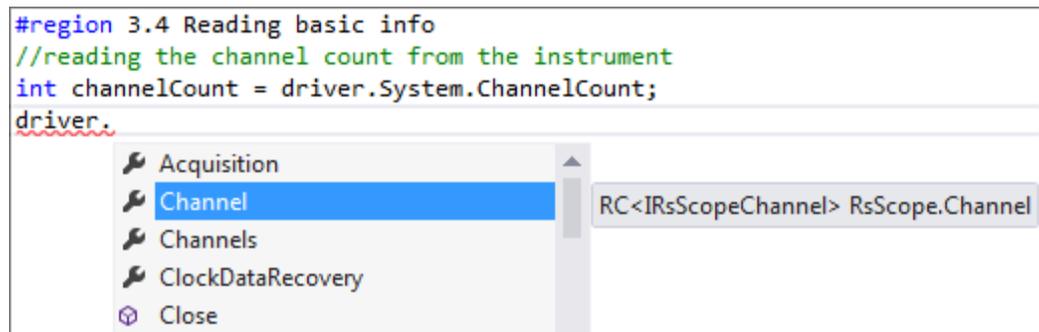


Figure 3-8: The driver Intellisense suggestions.



Use **CTRL+Space** to force the Intellisense suggestions.

The suggested list corresponds to the help file tree structure (the Intellisense shows the alphabetical order):

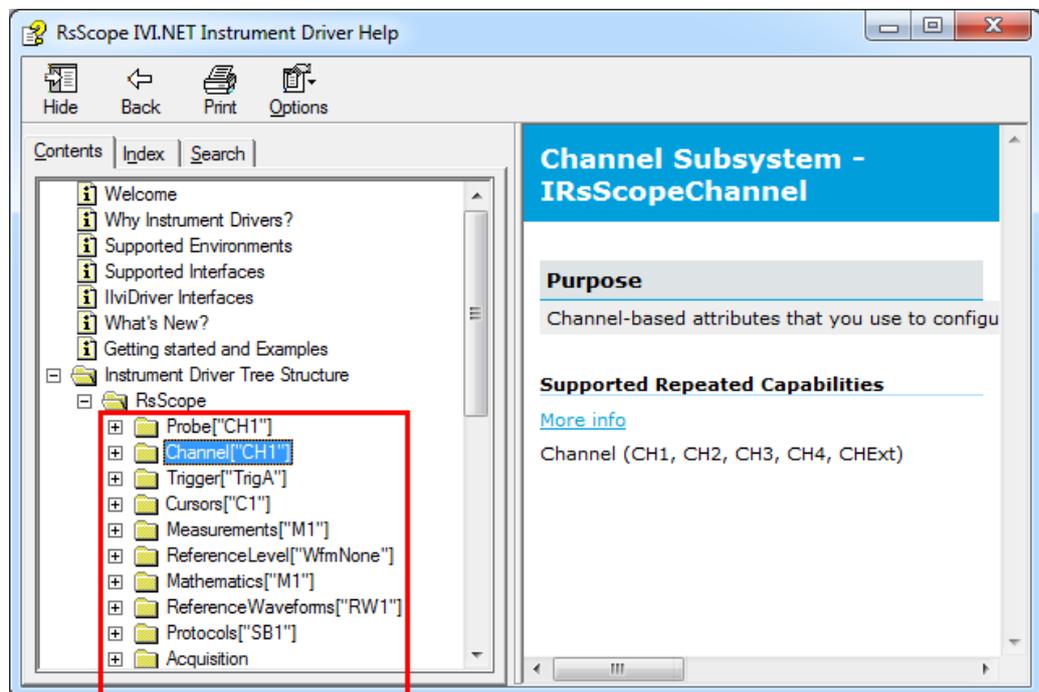


Figure 3-9: The driver help tree structure.

3.5 Direct SCPI write/query

The driver still offers the option of using direct SCPI commands and queries. An example sending the command "SYST:DISP:UPD ON" and the query "*IDN?" performed in a loop with measuring the execution time:

```
#region 3.5 Direct SCPI write/query
//direct string write - use for the commands not for the queries
driver.Miscellaneous.WriteCommand("SYST:DISP:UPD ON"); //driver.Display.DisplayUpdate = true;

//direct string query
string idnResponse = null;
int repetitions = 1000;
var stopwatch = new Stopwatch();

//perform 1000x *IDN? query and evaluate an average execution time
stopwatch.Reset();
stopwatch.Start();
for (int i = 0; i < repetitions; i++)
{
    idnResponse = driver.Miscellaneous.QueryCommand("*IDN?");
}
stopwatch.Stop();
Console.WriteLine("\n\n*IDN? response: {0}Average time over {1} repetitions: {2:F4} seconds.",
    idnResponse, repetitions, stopwatch.Elapsed.TotalSeconds / repetitions);
#endregion
```

Figure 3-10: Direct SCPI command write and query example plus measuring the query execution time.



By default, at the end of each `WriteCommand()` and `QueryCommand()` the driver queries the RTx status with the SCPI query "`*STB?`". Therefore an attempt to send a query with the `WriteCommand()` causes the instrument error "query interrupted".

You have to either use the `QueryCommand()` or disable querying of the status byte before. A small example of write/read combination with disabled instrument status querying:

```
bool oldStatus = driver.DriverOperation.QueryInstrumentStatus;
driver.DriverOperation.QueryInstrumentStatus = false;
driver.Miscellaneous.WriteCommand("*IDN?");
string response = driver.Miscellaneous.ReadCommand();
driver.DriverOperation.QueryInstrumentStatus = oldStatus;
```

For more details on `QueryInstrumentStatus`, refer to [Chapter 3.3.4, "driver.DriverOperation.QueryInstrumentStatus"](#), on page 14

3.6 Channels Setup, Using Repeated Capabilities

Horizontal settings of the acquisition can be adjusted by 2 different ways: Resolution or Record length (see the RTx GUI Horizontal -> Resolution). The example chooses the latter. In this mode, you have to define the length of the entire acquisition and the number of samples. The acquisition time is a special IVI object type called `Ivi.Driver.PrecisionTimeSpan`

```
#region 3.6 Channels setup, using repeated capabilities
//horizontal setting - Acquisition time and Record Length
driver.Acquisition.HorizontalRecordSelection = RecordSelection.RecordTime;
driver.Acquisition.HorizontalTimePerRecord = Ivi.Driver.PrecisionTimeSpan.FromMilliseconds(10); //10ms
driver.Acquisition.HorizontalRecordLength = 1002;
```

Figure 3-11: Configuring Horizontal scale by defining Record length and Acquisition time.

Many instruments have capabilities which are duplicated. For example, an oscilloscope can have several channels with identical functionality. **RepCap** instances (e.g. selection of a certain channel) in IVI.NET drivers are specified by selecting one of the enumerable objects from the available list.



By default, Visual Studio adds the directive `using System.Linq;` to a new C# project. This has an effect on Intellisense suggestions for all classes that implement `IEnumerable` interface. For example, our `driver.Channel` has **RepCaps** (it has four channels), therefore it implements `IEnumerable` interface as well. To limit the number of Intellisense suggestions remove the directive `using System.Linq;` from your code.

When the Intellisense offers the suggestion including `GetEnumerator` method, this means that the addressed object (`driver.Channel`) represents a collection of objects, or in other words - has **RepCaps**. You must select only one of from the collection - the subsystem (in this case channel) you would like to address. The driver help helps you to recognize which object has the **RepCaps** - all objects with **RepCaps** have the first available **RepCaps** string added after the object name in the driver tree structure (e.g. **Channel["CH1"]**) After addressing the desired subsystem, the methods and properties are available:

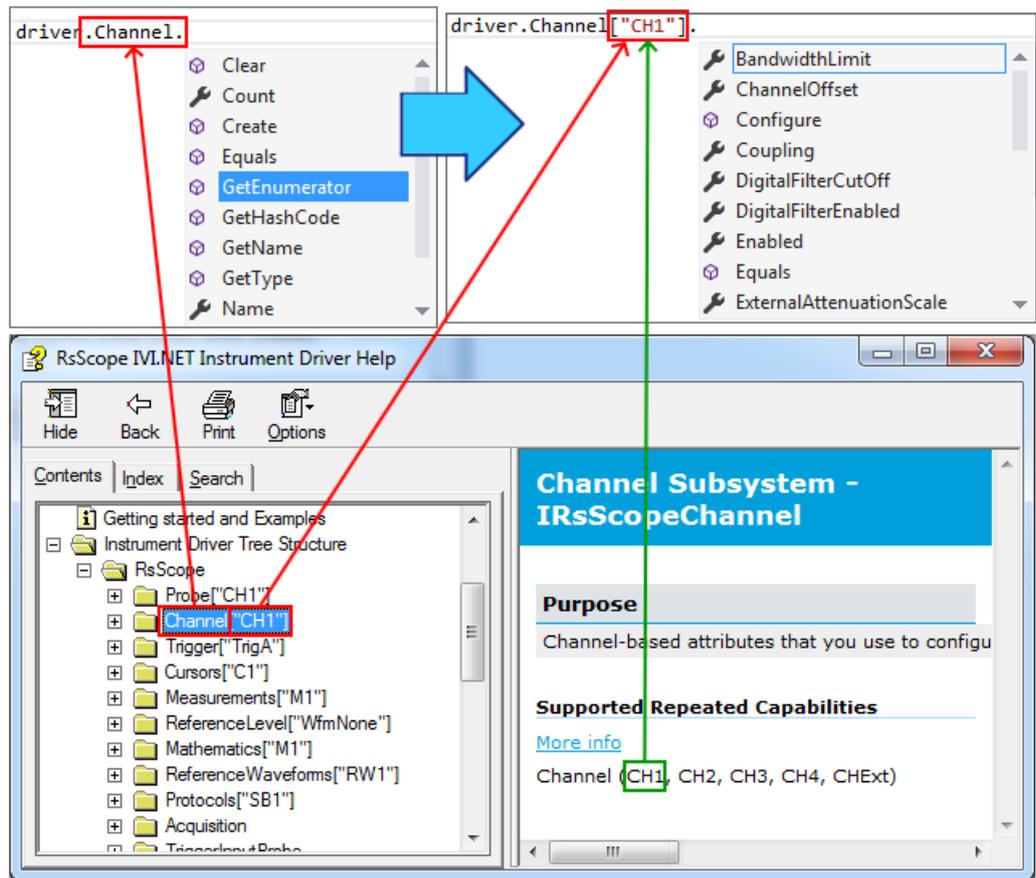


Figure 3-12: Adding the objects indexing. All possible indexing strings are mentioned in the Channel Subsystem help text.

Options to select a desired subsystem:

- With the RepCap name (e.g. "CH2"), the valid strings are to be found in the help file:
`driver.Channel["CH2"].Enabled = true;`
- With the 0-based index using the method `ElementAt(index)`:
`driver.Channel.ElementAt(1).Enabled = true;`



The following code snippet creates a list of all available RepCap names for the `driver.Channel` subsystem:

```
Console.WriteLine("\nRepCap '{0}' count {1}, all values: ",
    driver.Channel.Name, driver.Channel.Count);
//loop-operation with all the elements
foreach (var element in driver.Channel)
    Console.WriteLine("' {0}' ", element.RCKey);
```

You can now create a variable called `CH1` and assign one object `driver.Channel["CH1"]` to it to use it later for all operations related to Channel 1, e.g. configuring the basic parameters with the `Configure` method:

```
var CH1 = driver.Channel["CH1"];

CH1.Configure (2.000, 0.0,
RohdeSchwarz.RsScope.VerticalCoupling.AC, true);
```

The same approach can be applied to the second channel:

```
//configuring the Channel 1
var CH1 = driver.Channel["CH1"];
CH1.Configure(2.000, 0.0, RohdeSchwarz.RsScope.VerticalCoupling.AC, true);

//configuring the Channel 2
var CH2 = driver.Channel["CH2"];
CH2.Configure(5.000, 0.0, RohdeSchwarz.RsScope.VerticalCoupling.AC, true);
#endregion
```

Figure 3-13: Creating CH1 and CH2 objects, using them later for accessing the subsystems.



The objects `CH1` and `CH2` are of a type `IRsScopeChannel`. You can use the explicit or implicit type declarations. The following two declarations are equivalent:

```
IRsScopeChannel CH1 = driver.Channel["CH1"];
var CH1 = driver.Channel["CH1"];
```

Using implicit type is easier than finding out the actual type of the `CH1` object. Hovering a cursor over the word `var` shows the help text for the interface, including the available `RepCap` strings:

```
Channel (CH1, CH2, CH3, CH4, CHExt)
```

3.7 Trigger Settings

Next section sets up the trigger system `Trigger` Subsystem with the **Trigger A** selected:

```
#region 3.7 Trigger settings
//set up the trigger
var TriggerA = driver.Trigger["TrigA"];
TriggerA.Modifier = RohdeSchwarz.RsScope.TriggerModifier.Normal;
TriggerA.Timeout.TimeoutValue = 13.0;
TriggerA.Source = RohdeSchwarz.RsScope.TriggerSource.Channel1;
TriggerA.Type = RohdeSchwarz.RsScope.TriggerType.Edge;
TriggerA.Edge.Slope = RohdeSchwarz.RsScope.Slope.Positive;
TriggerA.Channel["CH1"].Level = 0.3; //setting the trigger level on CH_1 to 0.3V
#endregion
```

Figure 3-14: Configuring Trigger A for Channel 1 and Channel 2.

`TriggerModifier` can be set to:

- `Normal` - standard trigger function, the scope waits for the trigger event until it reaches the specified trigger timeout.
- `Auto` - the scope waits for the trigger event, but when it does not arrive within a certain time (based on horizontal settings), it performs the acquisition anyway.
- `Free Run` - the trigger is disabled, an acquisition starts immediately.

3.8 Acquisition and Reading Waveforms

The proper measurement synchronization is the critical part of any remote-control application. Therefore a special attention needs to be dedication to this issue with the clear understanding of the application progress in relation to the status of the instrument.

While on some instruments it is usually not critical at which exact moment a measurement starts, the oscilloscope-triggered measurement is all about the correct timing. An improper waveform acquisition synchronization leads to suboptimal performance or unreliable results. User may read the waveform out of the oscilloscope at an incorrect moment - too soon (the result from previous acquisition) or too late (it is already overwritten by the next acquisition).

It is often much harder to filter out the improper measurement results than to prepare the instrument to capture the correct wanted signal only by proper synchronization. The next chapter will discuss some of the basic synchronization principles that the `RsScope` driver offers.

3.8.1 Acquisition Synchronization Methods

For all the types of synchronization methods, it is required that the RTx instrument has been set to single acquisition mode. Therefore the option of using the method `driver.WaveformAcquisition.RunContinuous()` is not discussed here.

The following examples contain `IWaveform<T>`, types that are explained here: [Chapter 3.8.2, "Acquisition #1 and Reading Waveforms"](#), on page 24.

3.8.1.1 RunSingle() Method

For a basic waveform acquisition the driver offers the following method:

```
driver.WaveformAcquisition.RunSingle();
```

This method arms the oscilloscope to wait for a trigger and perform a single acquisition. Then, it waits for the acquisition to be finished.

Next step usually involves fetching of one or more acquired waveforms:

```
waveform_CH1 =  
driver.Channel["CH1"].Waveform["W0"].FetchWaveform(waveform_CH1);  
  
waveform_CH2 =  
driver.Channel["CH2"].Waveform["W0"].FetchWaveform(waveform_CH2);
```

Synchronization provided: The remote-control application waits inside the `RunSingle()` method until the acquisition has successfully finished. If the waiting time exceeds the timeout defined by `driver.UtilityFunctions.OPCTimeout`, the `Ivi.Driver.MaxTimeExceededException` is raised by the method.

3.8.1.2 ReadWaveform() Method

This method combines calling the `RunSingle()` with the option to define the timeout and reading of one waveform - see the equivalent codes below:

```
waveform_CH1 =  
driver.Channel["CH1"].Waveform["W0"].ReadWaveform(timeout,  
waveform_CH1);
```

is equivalent to:

```
oldTimeout = driver.Miscellaneous.OPCTimeout;  
driver.Miscellaneous.OPCTimeout = timeout;  
driver.WaveformAcquisition.RunSingle();  
driver.Miscellaneous.OPCTimeout = oldTimeout;  
  
waveform_CH1 =  
driver.Channel["CH1"].Waveform["W0"].FetchWaveform(waveform_CH1);
```

Synchronization provided: Same as in the case of `RunSingle()`, the method `ReadWaveform()` waits until the acquisition has successfully finished. If the waiting time exceeds the provided timeout, the `Ivi.Driver.MaxTimeExceededException` is raised.

3.8.1.3 `RunSingleWithoutWait() + WaitForMeasurementComplete()`

This method splits the method `RunSingle()` to two separate methods where the user has an option of inserting another action in between the arming of the scope and waiting for the acquisition to be finished. That is often the case when a measurement of non-periodical event needs to be recorded.

Consider the following case: A DUT (Device Under Test) generates a non-periodical burst signal after remotely commanded to do so - let us call the method `DUT.GenerateBurst()`. How to reliably acquire this signal?

Option 1, producing Race Condition:

```
DUT.GenerateBurst();  
  
driver.WaveformAcquisition.RunSingle();
```

This may just work if the DUT is slow enough with generating a signal and the RTx manages to get to the armed state initiated by `ReadWaveform` method. The behavior of such order of commands is undefined and therefore shall be avoided.

Option 2, always raising a timeout exception:

```
driver.WaveformAcquisition.RunSingle();  
  
DUT.GenerateBurst();
```

Swapping the order will always cause raising of a timeout exception by `RunSingle()` method because it waits for a signal that will only be generated after it finishes waiting.

Option 3:

```
driver.WaveformAcquisition.RunSingleWithoutWait();  
  
DUT.GenerateBurst();  
  
driver.WaveformAcquisition.WaitForMeasurementComplete(timeout);  
  
waveform_CH1 =  
driver.Channel["CH1"].Waveform["W0"].FetchWaveform(waveform_CH1);
```

In this case as first, the RTx is armed and prepared to acquire the signal from the DUT before the DUT is commanded. The key difference is, that the application passes through the `RunSingleWithoutWait()` method without waiting.



The methods starting with `Read` always start a new measurement, wait for the results and then provide the data.

The methods starting with `Fetch` only provide an actual data without starting any new measurement.

An actual synchronization is performed after commanding the DUT in the method `WaitForMeasurementComplete()` where the RTx trigger system is with certainty prepared to react on the signal from the DUT.

Synchronization provided: The remote-control application waits inside the `WaitForMeasurementComplete()` method until the acquisition has successfully finished. If the acquisition has already finished before this method is called, the method finishes immediately. If the waiting time exceeds the defined timeout, the `Ivi.Driver.MaxTimeExceededException` is raised.

3.8.2 Acquisition #1 and Reading Waveforms



In remote-control application utilizing of continuous measurement mode shall be limited to none, there are only few special cases where it is justified. Most of the times it can be substituted for properly synchronized on-request invoked single measurements.

The following two chapters perform two acquisitions to show reuse of the waveform resources and the usage of two different synchronization methods.

Acquisition #1:

`RunSingleWithoutWait() + WaitForMeasurementComplete(timeout)`

```
#region 3.8.2 Acquisition #1 and reading waveforms
//Acquisition #1: arming the RTx
Console.WriteLine("\n\n---- Acquisition #1:");

driver.WaveformAcquisition.RunSingleWithoutWait();

//here adjust your DUT to produce a signal - DUT.GenerateBurst()

//wait until the acquisition has finished
driver.WaveformAcquisition.WaitForMeasurementComplete(10000); //10000ms
```

Figure 3-15: Acquisition #1 with the option to perform a middle action after arming the RTx.

After this code, the latest waveforms from all enabled channels are available for reading. Compared to other drivers (VXIppn, LabVIEW) where the traces are read into a simple array, IVI.NET driver uses an `IWaveform<T>` interface (or its extensions `IMemoryWaveform<T>`, `ISpectrum<T>`, `IMemorySpectrum<T>`). `<T>` stands for a generic type from which you can choose (equivalents to **double** array, **I32** array, **I8** array...), but not all methods accept all types. For example, the method `FetchWaveform()` only accepts **double** or **sbyte** types.

Initialization of two new waveforms:

```
IWaveform<double> waveform_CH1 = null;
```

```
IWaveform<double> waveform_CH2 = null;
```

According to the IVI.NET specification all functions returning waveforms must also have waveforms as input parameters. There are 2 main reasons for this:

- Defining the output variable type - in this case the `waveform_CH1` is of double type, hence the output from the `FetchWaveform()` is of `IWaveform<double>` type as well.
- It allows for reusing the previously allocated resources - if the `waveform_CH1` is not yet initialized (`null`), the `FetchWaveform(waveform_CH1)` initializes it with the required capacity (number of samples). With the subsequent calls of `FetchWaveform(waveform_CH1)`, the method does not do any reallocation of the resources. Therefore, the performance is optimized by reusing the existing ones. To change the size of the expected waveform (`recordLength`), you need to use the property `waveform_CH1.Capacity`. The capacity means maximum capacity; smaller `recordLength` can be accommodated without a change. The actual record length is in a separate property:

```
waveform_CH1.ValidPointCount
```

In this example, that is the first reading of the waveforms - the required capacity is allocated by the `FetchWaveform()`, because the `waveform_CH1` / `waveform_CH2` objects have not been yet initialized:

```
//copy the waveforms from Channel 1 and Channel 2 to the PC
IWaveform<double> waveform_CH1 = null;
IWaveform<double> waveform_CH2 = null;

waveform_CH1 = CH1.Waveform["W0"].FetchWaveform(waveform_CH1);
waveform_CH2 = CH2.Waveform["W0"].FetchWaveform(waveform_CH2);
//Acquisition #1 parameters
Console.WriteLine("Trigger source: {0}", TriggerA.Source);
Console.WriteLine("CH1 Samples count: {0}, CH2 Samples count: {0}");
#endregion
```

Figure 3-16: First reading of the waveforms.

3.8.3 Acquisition #2 and Converting Waveforms

Second acquisition is done with increased number of samples. To simulate repeating of an unsuccessful acquisition, the `driver.WaveformAcquisition.RunSingle()` is wrapped in an extension method `Extended_RunSingleWithRepeat()`. For more details, refer to [Chapter 3.14, "RunSingle\(\) with Repeat Workaround"](#), on page 35

```
#region 3.8.3 Acquisition #2 and converting waveforms
//Acquisition #2: with increased number of samples (higher record length)
int newRecordLength = 1100;
driver.Acquisition.HorizontalRecordLength = newRecordLength;
//start the new acquisition and wait for it to finish, timeout = 3s
driver.Miscellaneous.OPCTimeout = 3000;

//to simulate the acquisition timeout, change the trigger source to Channel 2:
TriggerA.Source = RohdeSchwarz.RsScope.TriggerSource.Channel2;
TriggerA.Channel["CH2"].Level = 0.2; //setting the trigger level on CH_2 to 0.2V

//custom method for driver.WaveformAcquisition.RunSingle() with repeat workaround
Console.WriteLine("\n\n---- Acquisition #2:");
bool success = driver.Extended_RunSingleWithRepeat(TriggerA, 5);
```

Figure 3-17: Acquisition #2 - Extended_RunSingleWithRepeat() method with repeated workaround.

With the fetching of the waveforms, you can reuse the objects `waveform_CH1` / `waveform_CH2`. If the increased capacity is required, you have to change it with the `Capacity` property:

```
//increase the waveforms capacity and fetch the data from RTx
if (success)
{
    waveform_CH1.Capacity = newRecordLength;
    waveform_CH2.Capacity = newRecordLength;
    waveform_CH1 = CH1.Waveform["W0"].FetchWaveform(waveform_CH1);
    waveform_CH2 = CH2.Waveform["W0"].FetchWaveform(waveform_CH2);

    //Acquisition #2 parameters
    Console.WriteLine("Trigger source: {0}", TriggerA.Source);
    Console.WriteLine("CH1 Samples count: {0}, CH2 Samples count: {1}"
}
else
{
    Console.WriteLine("Acquisition #2 is cancelled.\nBoth waveforms st
}
```

Figure 3-18: Fetching the waveforms, reusing of the existing waveforms, but with increased capacity.



RTx allows only for even number of samples. Setting the odd number causes the RTx to coerce real number of samples to the closest higher even number (e.g. 1101 -> 1102). Changing the variable `newRecordLength` from 1100 to 1101 (Figure 3-17) would cause the `FetchWaveform()` method to raise an exception `Ivi.Driver.DataArrayTooSmallException`, because the actual capacity required would be 1102 samples.

Notice, that before the call of `Extended_RunSingleWithRepeat()`, the trigger source is changed to Channel 2. Since the hardware cabling is feeding the Probe Compensation signal to the Channel 1, the first attempt to acquire a new waveform

results in timeout. The `Extended_RunSingleWithRepeat()` gives you an option to change the trigger source back to Channel 1 or reconnect the probe to the Channel 2 and repeat the acquisition. The workaround of repeated unsuccessful acquisition is often the case in real remote-control applications.

Conversion to an array object is achieved by using the `GetAllElements()` method:

```
//convert from waveforms to arrays
double[] samplesArray_CH1 = new double[waveform_CH1.Capacity];
double[] samplesArray_CH2 = new double[waveform_CH2.Capacity];

samplesArray_CH1 = waveform_CH1.GetAllElements();
samplesArray_CH2 = waveform_CH2.GetAllElements();
#endregion
```

Figure 3-19: Reading all the waveform elements into a double array.

The horizontal scale is represented by the waveform properties: `StartTime`, `EndTime`, `TotalTime`, `IntervalPerPoint`. Use the Intellisense to explore all the methods and properties that the `IWaveform<T>` object offers.

3.9 Measurements

Often it is not necessary to transfer the entire waveform sample by sample to the control PC, but instead it is sufficient to analyze the properties of the signal: amplitude, frequency, pulse width, etc. For this purpose, the RTx offers the measurement subsystem.



A measurement is always performed on the last acquired waveform. A change in the measurement settings immediately produces an updated result (in remote-control application you need to use a synchronization ("`*OPC?`" query or "`*WAI`" command after a change in measurement settings). **There is no need to perform a new acquisition.**

The following example sets three different measurements on two channels. Although in manual operation the measurement results are immediately available after switching them ON, the remote-control operation requires the synchronization using "`*OPC?`" query before fetching any measurement result. This is achieved by reading the property `QueryOPC` highlighted in the red rectangle:

```

#region 3.9 Measurements
var Meas1 = driver.Measurements["M1"];
var Meas2 = driver.Measurements["M2"];
var Meas3 = driver.Measurements["M3"];

//measurement #1
Meas1.AmplitudeTime.MainMeasurement = AmplitudeTimeMeasurementType.Amplitude;
Meas1.GeneralSettings.Source(WaveformParameter.Channel1Waveform1, WaveformParameter.Channel1Waveform1);
Meas1.GeneralSettings.Enabled = true;
//measurement #2
Meas2.AmplitudeTime.MainMeasurement = AmplitudeTimeMeasurementType.Frequency;
Meas2.GeneralSettings.Source(WaveformParameter.Channel1Waveform1, WaveformParameter.Channel1Waveform1);
Meas2.GeneralSettings.Enabled = true;
//measurement #3
Meas3.AmplitudeTime.MainMeasurement = AmplitudeTimeMeasurementType.Amplitude;
Meas3.GeneralSettings.Source(WaveformParameter.Channel2Waveform1, WaveformParameter.Channel2Waveform1);
Meas3.GeneralSettings.Enabled = true;

//Continue only when all previous commands were processed
var opc = driver.UtilityFunctions.QueryOPC;

Console.WriteLine("Current waveforms measurement results:");
Console.WriteLine("CH1 Amplitude {0:F3} V", Meas1.Results.FetchMainMeasurement(StatisticsType.Actual));
Console.WriteLine("CH1 Frequency {0:F3} Hz", Meas2.Results.FetchMainMeasurement(StatisticsType.Actual));
Console.WriteLine("CH2 Amplitude {0:F3} V", Meas3.Results.FetchMainMeasurement(StatisticsType.Actual));
#endregion

```

Figure 3-20: Measurements of three different parameters - settings and fetching of the results are separated by reading the property `driver.UtilityFunctions.QueryOPC`



Skipping the `QueryOPC` property read can cause a reading timeout during one of the `FetchMainMeasurement()` calls, because the result of the measurement is not available that fast after switching it on. The alternative is including a fixed-time pause, but it is much more time-efficient to let the instrument to decide how fast it can proceed.

Note the difference between the following two synchronization approaches:

`var opc = driver.UtilityFunctions.QueryOPC` waits inside until all the previous commands have been processed.

`driver.UtilityFunctions.ProcessAllPreviousCommands()` does not wait, your program continues immediately, it only tells the instrument that it should not continue with processing any further commands before it has finished all the previous ones. The actual necessary pause is achieved by waiting for the instrument response further on, in our case the first call of `FetchMainMeasurement()`.

3.10 Exporting the Waveforms to a csv File

This part of the example exports the waveforms to a csv file:

```
#region 3.10 Exporting the Waveforms to a csv file
string csvFileName = @"c:\Temp\data.csv";
string columnSeparator = ";";
string rowSeparator = "\n";
double sampleTime;
var csvFile = new StreamWriter(csvFileName, false, Encoding.Default);
csvFile.Write("Sample time in secs;CH1 sample in V;CH2 sample in V\n");

for (int i = 0; i < waveform_CH1.Capacity; i++)
{
    sampleTime = waveform_CH1.StartTime.TotalSeconds
    + i * waveform_CH1.IntervalPerPoint.TotalSeconds;
    csvFile.Write(sampleTime.ToString("F6") + columnSeparator
    + samplesArray_CH1[i].ToString("F3") + columnSeparator
    + samplesArray_CH2[i].ToString("F3") + rowSeparator);
}

Console.WriteLine("Waveform data saved to \"{0}\", file size {1:F3} kB",
csvFile.Close());
#endregion
```

Figure 3-21: Exporting the waveforms to a csv file.

3.11 Hardcopy

This chapter shows the steps for capturing an RTx screenshot and transferring the picture to the Control PC. The picture settings can be changed in the set-up part. For this example, the setting that produces the exact copy of the RTx screen is chosen.

The code snippet below shows the set-up of the hardcopy format, taking a screenshot with `Hcopy.Print()` and afterwards transferring the created screenshot file to the Control PC. If the file with the same name already exists, it is overwritten.

The method `ReadToFileFromInstrument()` is universal for file transfer from the instrument to the Control PC. Note that both parameters of the method require the entire path including the file name; therefore the target file in the PC can have a different name than the original file.

Here, the original file name is: `1MA268_screenshot_RTx.png`

while the target file name is: `1MA268_screenshot_PC.png`



To transfer a file in the opposite direction: PC -> RTx, use the following method:
`driver.DataManagement.WriteFromFileToInstrument (filePathPC, filePathRTx);`

```
#region 3.11 Hardcopy
//set up the hardcopy
var Hcpy = driver.HardcopyAndPrinter;
var Hcpy_DE1 = driver.HardcopyAndPrinter.Destination["DE1"];
string hcpyFolderPathRTx = @"c:\Temp";
string hcpyFilePathRTx = hcpyFolderPathRTx + @"\1MA268_screenshot_RTx.png";
string hcpyFilePathPC = @"c:\Temp\1MA268_screenshot_PC.png";

Hcpy_DE1.DeviceDestination = HardcopyDevice.File;
Hcpy_DE1.Color = true;
Hcpy_DE1.DeviceLanguageOutputFormat = HardcopyDeviceLang.png;
Hcpy_DE1.WhiteBackground = false;
Hcpy_DE1.PrintColorSet = HardcopyPrintColorSet.Default4;
Hcpy_DE1.InverseColors = false;
Hcpy.FileName = hcpyFilePathRTx;

//make a screenshot now
Hcpy.Print();

//copy the file from the RTx to the PC
driver.DataManagement.ReadToFileFromInstrument(hcpyFilePathRTx, hcpyFilePathPC);
#endregion
```

Figure 3-22: RTx hardcopy code snippet. Included at the end is the transfer of the file from the RTx to the PC.

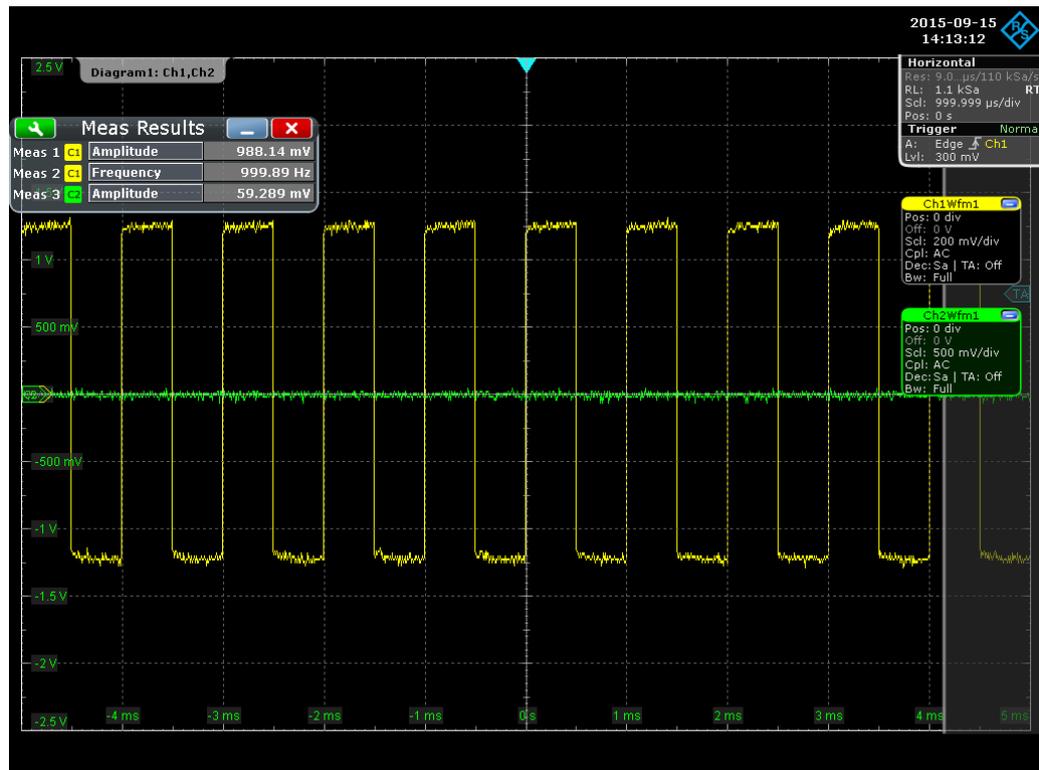


Figure 3-23: RTx screenshot transferred to the Control PC - the default PC path is in the example set to C:\Temp\1MA268_screenshot_PC.png

3.12 Reading RTx Folder List

This part of the example code shows how to obtain a content of an RTx folder. Method for reading of a desired folder content:

```
string folderContent =
driver.DataManagement.FileDirectoryContent(folderPathRTx);
```

The response string comes in the following format:

```
<UsedMemory>, <FreeMemory>, <ParentFolder>, <ParentFolder>,
<FolderContent>
```

For more details, refer to the SCPI query `MMEemory:CATalog?` in the RTx user manual.

```
#region 3.12 Reading RTx Folder List
//read the hcpy_file_path_RTx content
string folderContent = driver.DataManagement.FileDirectoryContent(hcpyFolderPathRTx);
//parse the response - the header <UsedMemory>,<FreeMemory>,<ParentFolder>,<ParentFolder> <FolderContent>
Match match = new Regex(@"\d+, \d+, \"[^\"]+\", \"[^\"]+\", (.+)$").Match(folderContent);
if (match.Success)
{
    int usedSize = Int32.Parse(match.Groups[1].Value) / 1024;
    string info = match.Groups[2].Value;

    Console.WriteLine("\n\nFolder \"{0}\"", size {1} kb, files list:", hcpyFolderPathRTx, usedSize);
    while ((match = new Regex(@"\"([^\,]+), ([^\,]+), ([^\,]+)\"(.+)$").Match(info)).Success)
    {
        info = match.Groups[4].Value;
        Console.WriteLine("File name: \"{0}\"", type \"{1}\"", size {2} kb",
            match.Groups[1].Value,
            match.Groups[2].Value,
            Int32.Parse(match.Groups[3].Value) / 1024);
    }
}
#endregion
```

Figure 3-24: Code snippet that performs reading and parsing of the RTx folder content response.

The first match (red rectangle) parses the header part which is always present.

The second match (blue rectangle) is performed in a loop to parse the `folderContent` for all available entries.

3.13 Handling of Exceptions

One of the significant advantages of C# over ANSI-C programming is handling of errors in a form of raising exceptions. The basic construct is as follows:

```
try
{
    //the code for which to catch the exceptions
    //in our case it starts with the region:
    #region 3.3 Initializing of a HISLIP session
    //up to the region:
    #region 3.12 Reading RTx Folder List
}
catch (ExceptionType1 exception)
{
    //exception code 1
}
catch (ExceptionType2 exception)
{
    //exception code 2
}
finally
{
    //perform this code always
}
```

Figure 3-25: Visual Studio try-catch construct.

Our entire code starting from the `#region 3.3` is enclosed in the `try{}` construct. If any exception is raised by the code enclosed within, the program looks for that specific type of `catch{}` case. If it exists, the inside code is executed and the exception is suppressed. All unhandled exceptions break the program and show the default exception info window:

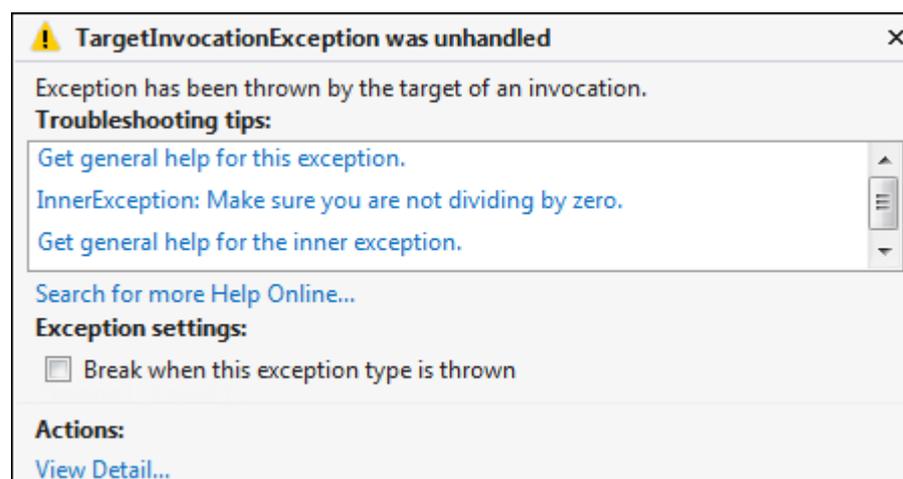


Figure 3-26: Unhandled exception window.

3.13.1 Ivi.Driver.IOException

Handling of all the exceptions coming from VISA I/O library - low-level communication problems, for example disconnection of an instrument. More details are provided in the exception message:

```
#region 3.13 Handling of exceptions
//3.13.1 Ivi.Driver.IOException handling
catch (Ivi.Driver.IOException exception)
{
    exceptionMessage = "\nIO error occured:\n" + exception.Message
                      + "\n\nStackTrace\n" + exception.StackTrace;
}
```

Figure 3-27: Ivi.Driver.IOException catch case.

3.13.2 Ivi.Driver.InstrumentStatusException

Handling of the exceptions that are raised when the instrument signals an internal error, that is followed by sending SCPI query "SYST:ERR?" in a loop until the instrument error queue is empty. All the read out error messages are appended into the exception message string:

```
//3.13.2 Ivi.Driver.InstrumentStatusException handling
catch (Ivi.Driver.InstrumentStatusException exception)
{
    //with this exception the query SYST:ERR? is sent to the instrument until
    //the error query is empty to read out all device errors
    exceptionMessage = "\nInstrument error(s) occured:\n" + exception.Message
                      + "\n\nStackTrace\n" + exception.StackTrace;
}
```

Figure 3-28: Ivi.Driver.InstrumentStatusException catch case.

3.13.3 Ivi.Driver.DataArrayTooSmallException

The next catch case handles the exception coming from IVI library called `Ivi.Driver.DataArrayTooSmallException` that is raised by e.g. the `FetchWaveform()` method in case the given waveform capacity is smaller than the data to be read from the instrument:

```
//3.13.3 Ivi.Driver.DataArrayTooSmallException handling
catch (Ivi.Driver.DataArrayTooSmallException exception)
{
    exceptionMessage = "\nError - waveform array is too small for the data\n"
                      + exception.Message
                      + "\n\nStackTrace\n" + exception.StackTrace;
}
```

Figure 3-29: Ivi.Driver.DataArrayTooSmallException catch case.

3.13.4 Ivi.Driver.MaxTimeExceededException

This exception is generated when a maximum defined time is reached e.g. by the methods `driver.WaveformAcquisition.RunSingle()` or `driver.WaveformAcquisition.WaitForMeasurementComplete()`. The exception message provides details of the timeout value and a hint how to change it.

```
//3.13.4 Ivi.Driver.MaxTimeExceededException handling
catch (Ivi.Driver.MaxTimeExceededException exception)
{
    exceptionMessage = "\nTimeout occurred\n"
        + exception.Message
        + "\n\nStackTrace\n" + exception.StackTrace;
}
```

Figure 3-30: Ivi.Driver.MaxTimeExceededException catch case.

3.13.5 Ivi.Driver.OutOfRangeException

This exception is generated when you try to set a value that is out of the driver's defined range e.g.:

The allowed Channel Vertical range is 0.04V..10V. Executing `driver.Channel["CH1"].Range = 10000;` raises this exception. The `exception.Message` contains more detailed explanation on the attempted value and the allowed range. In case this exception is raised, **no command is sent to the instrument**. Using `driver.DriverOperation.RangeCheck = false;` can suppress invoking this exception by disabling the range check inside the driver. In this case, the command is always sent to the instrument, which can lead to raising `Ivi.Driver.InstrumentStatusException`.

```
//3.13.5 Ivi.Driver.OutOfRangeException handling
catch (Ivi.Driver.OutOfRangeException exception)
{
    exceptionMessage = "\nValue out of range exception occurred:\n"
        + exception.Message
        + "\n\nStackTrace\n" + exception.StackTrace;
}
```

Figure 3-31: Ivi.Driver.OutOfRangeException catch case.

3.13.6 Case "finally"

Using the block `finally{}` ensures that this code is performed always regardless whether any exception was raised or not. Usually it is the place to call all the cleanup methods, in our case closing of the session and showing the error message:

```
finally
{
    if (exceptionMessage != null) Console.WriteLine(exceptionMessage);
    //wait for a keypress
    Console.WriteLine("\nPress any key to close...");
    Console.ReadKey();
    //close the driver and disposing of the driver object
    driver.Dispose();
}
```

Figure 3-32: Case 'finally' - the path of the code which is always performed.

3.14 RunSingle() with Repeat Workaround

An extended method of the RsScope driver is defined as a static method with the following syntax:

```
public static bool Extended_RunSingleWithRepeat(this RsScope driver, IRsScopeTrigger trigger, int maxRepeats)
```

The fact that it can be used as a standard RsScope method is achieved by the following:

- It is defined in a static class. The class name is not important:

```
public static class Extensions_of_RsScope{
```
- It is defined as a static method:

```
public static bool Extended_RunSingleWithRepeat()
```
- Its first parameter is defined as:

```
this RsScope driver
```

Inside, the acquisition itself is done with `RunSingle()`. The repetition workaround is achieved by catching an exception raised by the method in case the acquisition was not performed within the defined time (set by the property `driver.UtilityFunctions.OPCTimeout`):

```
#region 3.14 RunSingle() with repeat workaround
/// <summary> This is an example of extension method added to the RsScope driver
/// <para>The method repeats the acquisition maximum of 'maxRepeats' times in case of a timeout.</para>
/// <para>It also gives an option to choose the trigger source or cancel the acquisition process.</para>
/// </summary>
1 reference
public static bool Extended_RunSingleWithRepeat(this RsScope driver, IRsScopeTrigger trigger, int maxRepeats)
{
    bool repeat;
    bool success = false;
    do
    {
        repeat = false;
        try
        {
            maxRepeats--;
            driver.WaveformAcquisition.RunSingle();
            success = true;
        }

        catch (Ivi.Driver.MaxTimeExceededException)
        {
            //handle only the exceptions of the MaxTimeExceededException type
        }
    }
}
```

Figure 3-33: RunSingle() method with catching of the Ivi.Driver.MaxTimeExceededException.

The next steps are capturing the keystrokes and changing the TriggerA settings or canceling the acquisition (see the code in Program.cs).



Notice that the original and the extended methods are treated the same way. To recognize the extended method, a different method icon with a small arrow down is shown:

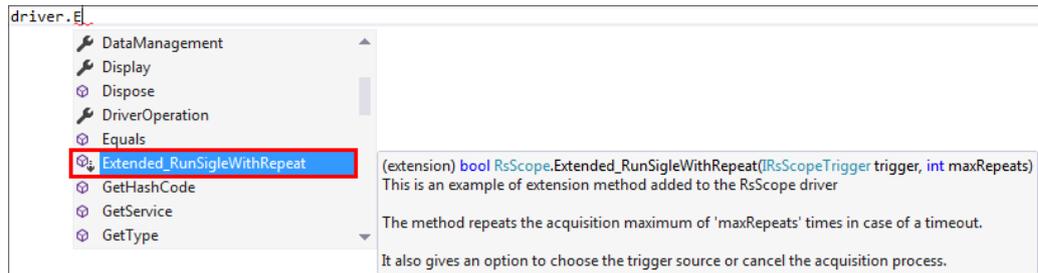


Figure 3-34: RsScope extended method IntelliSense suggestion.

For the extended methods to be available, you need to add the using directive:

```
using RsScopeExtensions;
```

The RsScopeExtensions is the namespace in which the extension methods are programmed. The class name itself is not important.

4 Additional Information

Please send your comments and suggestions regarding this Application Note to:

TM-Applications@rohde-schwarz.com

Using tag “[**1MA268**]” in the mail subject helps us to identify quickly the topic and speed up the response process.

5 Rohde & Schwarz

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