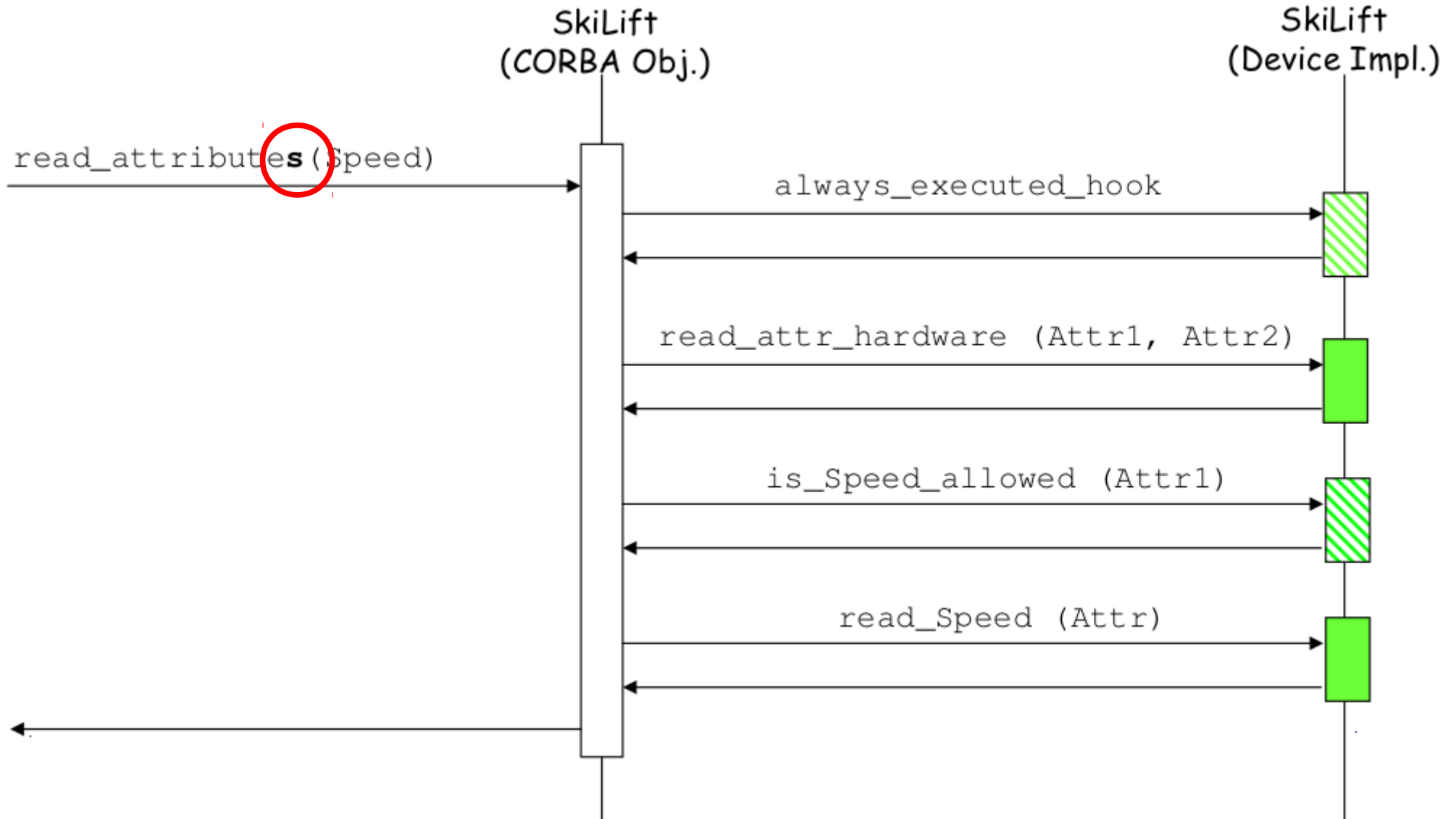


Reading Attribute(s)



Reading Attribute(s)

More generally when the `read_attributes()` method is invoked the following sequencing takes place

```
/CALL/ always_executed_hook()           ← just once
/CALL/ read_attr_hardware()             ← just once
/FOR/ each attribute to be read
  /CALL/ is_<xxx>_allowed()
  /IF/ previous call returns true
    /CALL/ read_<xxx>()
  /ENDIF/
/ENDFOR/
```

This is **not** true if your client calls `read_attribute()` on several attributes; In that case no optimization takes place and the hardware will be accessed several times.

Reading Attribute(s)

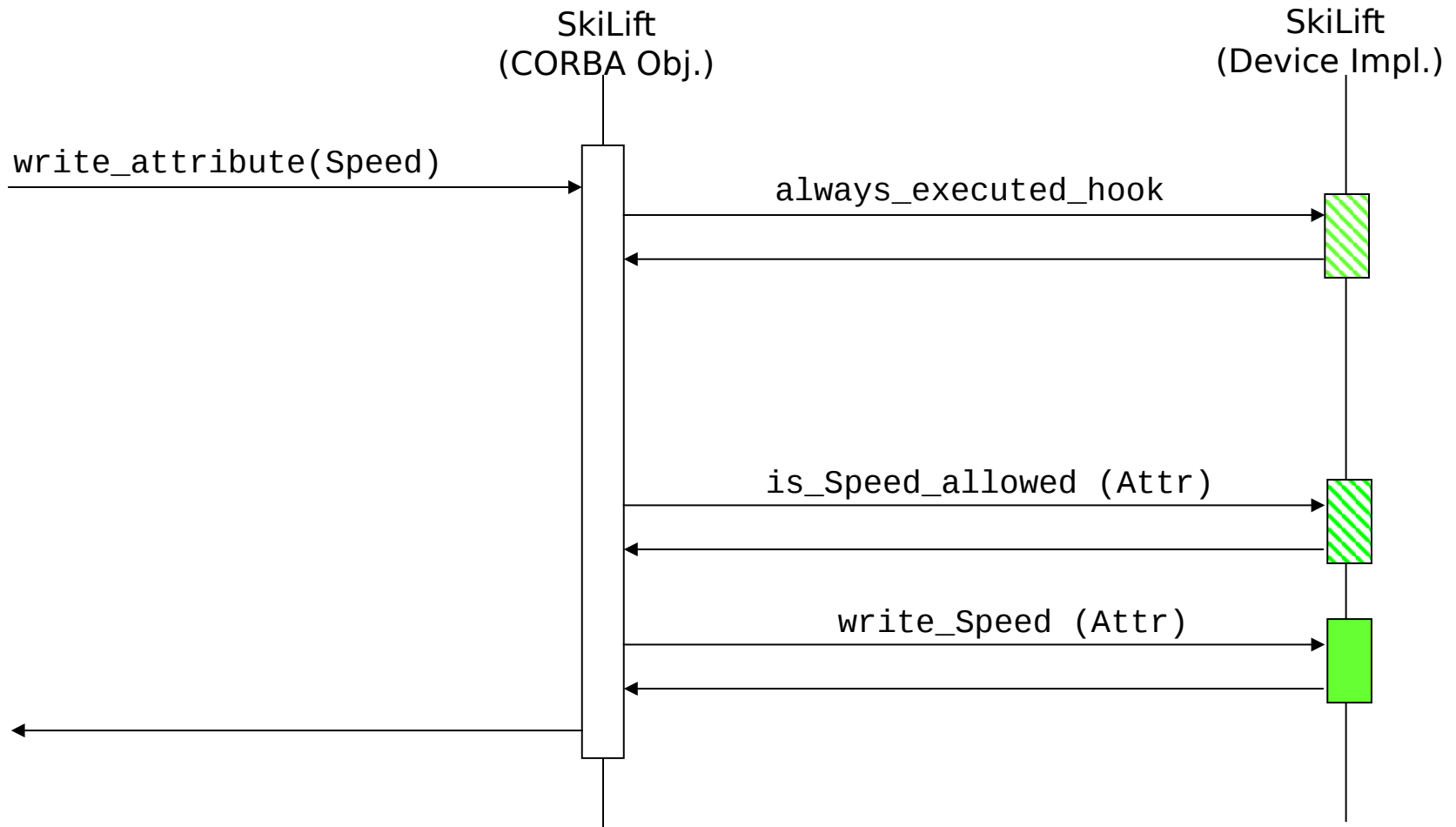
read_attr_hardware() method

```
void SkiLift::read_attr_hardware(TANGO_UNUSED(vector<long> &attr_list))
{
    DEBUG_STREAM << "SkiLift::read_attr_hardware(vector<long> &attr_list) entering... "
                 << endl;
    /*----- PROTECTED REGION ID(SkiLift::read_attr_hardware) ENABLED START -----*/

    // Add your own code
    /*
     * insert code to access you hardware
     */

    /*----- PROTECTED REGION END -----*/ // SkiLift::read_attr_hardware
}
```

Writing Attribute



Writing Attribute(s)

More generally when the `write_attribute_s()` method is invoked the following sequencing takes place (`Device_4Impl`)

```
/CALL/ always_executed_hook()           ← just once
/FOR/  each attribute to be written
  /CALL/ is_<xxx>_allowed()
  /IF/  previous call returns true
    /CALL/ write_<xxx>()
  /ENDIF/
/ENDFOR/
/CALL/ write_attr_hardware()           ← just once
```

This is **not** true if your client calls `write_attribute()` on several attributes; In that case no optimization takes place and the hardware will be accessed several times.

Writing Attribute(s)

write_attr_hardware() method

```
void SkiLift::write_attr_hardware(TANGO_UNUSED(vector<long> &attr_list))
{
    DEBUG_STREAM << "SkiLift::write_attr_hardware(vector<long> &attr_list) entering... "
                  << endl;
    /*----- PROTECTED REGION ID(SkiLift::write_attr_hardware) ENABLED START -----*/

    // Add your own code
    /*
     * insert code to access you hardware
     */

    /*----- PROTECTED REGION END -----*/ // SkiLift::write_attr_hardware
}
```