

**TREK**

**HOW TO USE THE COMMAND .NET**  
**LIBRARY**

**TUTORIAL**



**November 2012**

Approved for Public Release; Distribution is Unlimited.

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## 1 What you need to know before you read this document

This tutorial assumes the following:

- You are familiar with the material in the TReK Getting Started User Guide (TREK-USER-001), the TReK Command Tutorial (TREK-USER-020), and the TReK Command Applications Tutorial (TREK-USER-021).
- You are familiar with the following material in the TReK Command .Net Application Programming Interface Reference Manual (TREK-USER-048):
  - \* Uplink\_POIC\_Command Function Description
- You are an average C# programmer.
- You have some experience with Microsoft Visual C# .NET.
- You know how to start the TReK Command Processing application, add a destination to the list, and activate the destination. (See TReK Command Processing User Guide TREK-USER-023.)
- You know how to start the TReK Command Trainer application, add a trainer to the list, and activate. (See TReK Command Applications Tutorial (TREK-USER-021)).

If you are uncomfortable with any of the items listed above, some of the terminology and concepts presented in this tutorial may be difficult to understand.

## 2 Technical Support

If you are having trouble installing the TReK software or using any of the TReK software applications, please try the following suggestions:

Read the appropriate material in the manual and/or on-line help.

Ensure that you are correctly following all instructions.

Checkout the TReK Web site at <http://trek.msfc.nasa.gov/> for Frequently Asked Questions.

If you are still unable to resolve your difficulty, please contact us for technical assistance:

TReK Help Desk E-Mail, Phone & Fax:

E-Mail:            [trek.help@nasa.gov](mailto:trek.help@nasa.gov)  
Telephone:        256-544-3521 (8:00 a.m. - 4:30 p.m. Central Time)

Fax: 256-544-9353

TReK Help Desk hours are 8:00 a.m. – 4:30 p.m. Central Time Monday through Friday. If you call the TReK Help Desk and you get a recording please leave a message and someone will return your call. E-mail is the preferred contact method for help. The e-mail message is automatically forwarded to the TReK developers and helps cut the response time.

### **3 Introduction**

This tutorial will show you how to use the TReK .NET Application Programming Interface (API) to send data from a Visual C# Windows Application. The Windows Application that you will build performs the following tasks:

- Send a fixed command at the press of a button.

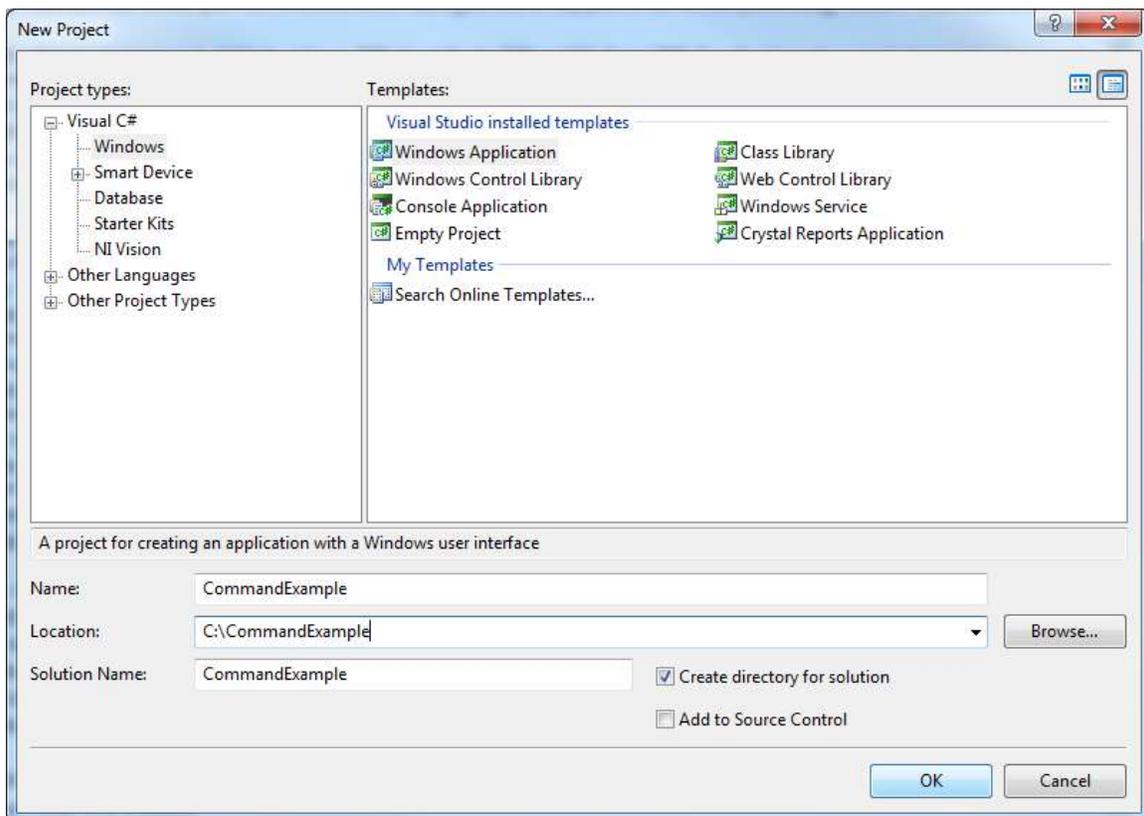
The CommandExample project files that match the finished version of this tutorial can be found in the TReK installation directory under `\examples\VisualC#.NET\CommandExample` directory. These files can be a good resource if you want to copy and paste the source code instead of typing it in from scratch. These files also provide an easy way to verify that you have entered the correct information. For example if you run into a compile error, check the example files and compare them to your own.

Remember to perform incremental saves as you work through the tutorial. You never know when there's going to be a power outage. ☺

Well that's about it – Have Fun!

## 4 Step-By-Step

1. Start the Visual Studio .NET Application.
2. Go to the **File** menu, mouse over **New** and select **Project...**
3. On the left side of the New Project dialog click the **Visual C#** folder. You will be creating a Windows Application. **Select Windows Application** (in Visual Studio 2010 this will say **Windows Forms Application**). On the bottom of the dialog you must enter the project **Name** (CommandExample) and **Location** (C:\CommandExample). You can choose a different directory if you wish. After you have entered this information your dialog should look like the one in Figure 1. Once you are finished push **OK**.



**Figure 1 New Project Dialog Box**

4. In order to use the TReK Application Programming Interface (API) library you need to tell Visual Studio that you want this library to be linked into your application. The next few steps you perform will tell Visual Studio that you want to link in the TReK API library.
5. First you need to copy the `trek_command_dotnet_api.dll` file into your project directory. This file is located in the TReK installation directory under `lib\`. Copy the `trek_command_dotnet_api.dll` file into your CommandExample project directory (`C:\CommandExample\ CommandExample` or the directory you chose).
6. In Visual Studio, go to the **Project** menu and select **Add Reference**. The dialog shown in Figure 2 will appear. Select the **Browse** tab. Select **trek\_command\_dotnet\_api.dll**. Figure 2 shows an example of what your dialog should look like now. When you're done push the **OK** button to exit the dialog.

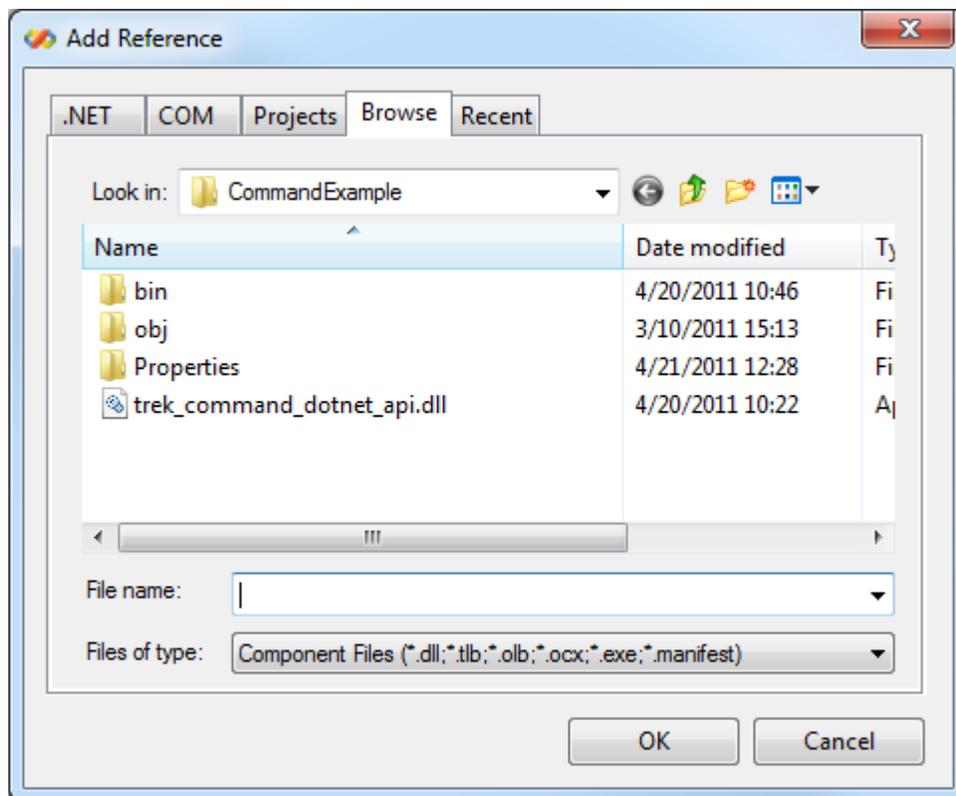


Figure 2 Add Reference Dialog

7. Go to the **Project** menu again and select **CommandExample** (name of your project) **properties...** On the **Build** tab make sure the **Platform target** is set to **x86**. This library is only designed for use on x86 systems (See Figure 3).

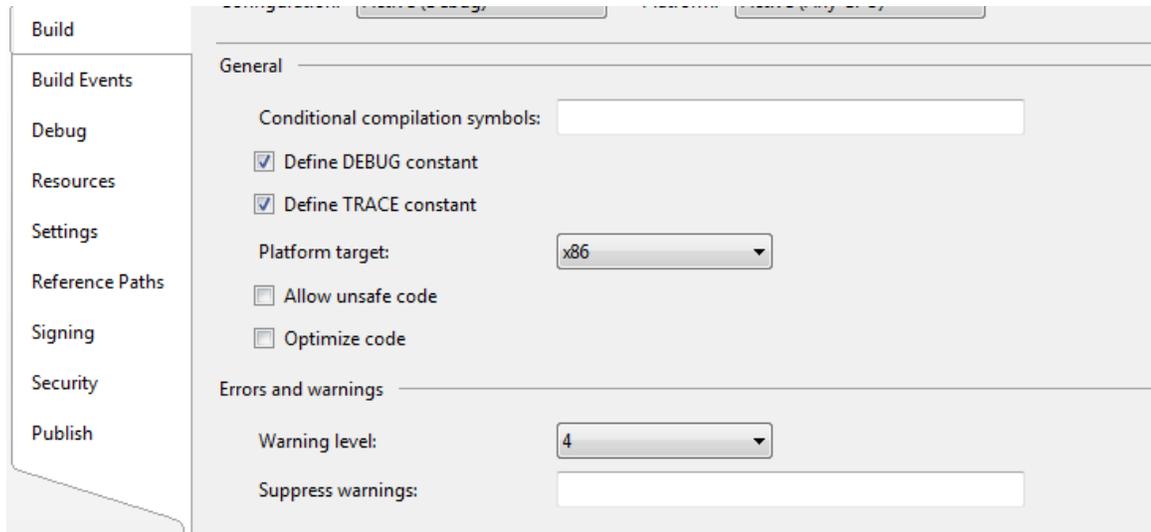


Figure 3 Setting Platform Target

8. If you are using Visual Studio 2008 or greater you will need to perform this step. In the **Solution Explorer** select **CommandExample**, right click and select **Add**, and then select **New Item**. The item to add is an Application Configuration File (see Figure 4).

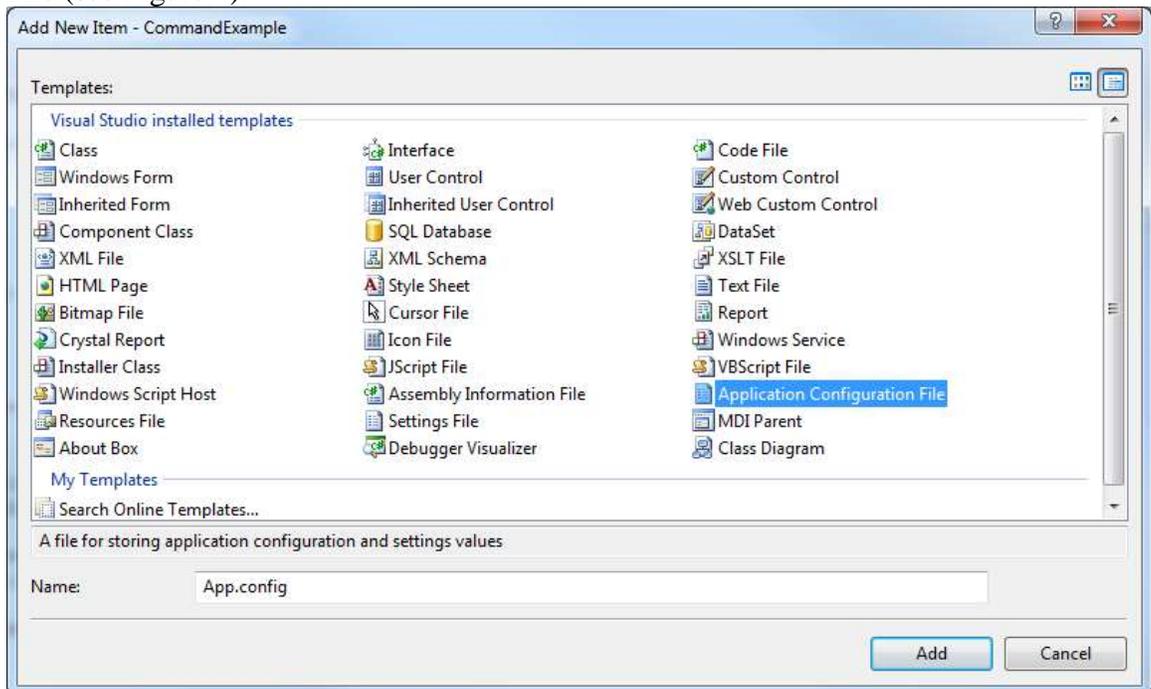


Figure 4 Adding Application Configuration File

Inside the configuration file insert the following

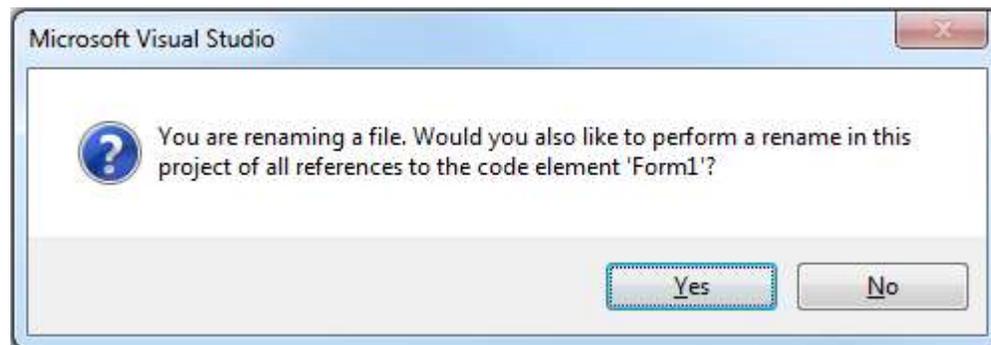
If you are using Visual Studio 2008:

```
<?xml version="1.0" encoding="utf-8" ?>
<configuration>
  <startup useLegacyV2RuntimeActivationPolicy="true">
    <supportedRuntime version="v2.0.50727"/>
  </startup>
</configuration>
```

If you are using Visual Studio 2010:

```
<?xml version="1.0" encoding="utf-8" ?>
<configuration>
  <startup useLegacyV2RuntimeActivationPolicy="true">
    <supportedRuntime version="v4.0"/>
  </startup>
</configuration>
```

9. Now you need to add the source code for your command example. Right click on the **Form1.cs** and select **Rename**. Type in **CommandExample.cs** and answer **yes** (see Figure 5) to the popup. Next update the **CommandExample.cs** code. To access the code select the **CommandExample.cs** file, right click and select **View Code**. (Note: the **CommandExample.Designer.cs** and **CommandExample.resx** (may appear in some versions of Visual Studio) files are auto generated by Visual Studio and should not need to be edited by the user.) You can either replace the source code in your **CommandExample.cs** file with the code in Appendix A or you can type in the code yourself. If you choose to type in the code there are two sections you will need. The first is at the beginning of the file and is marked with comments called "System Include Files" and "TReK Include Files." The second section is marked with a comment called "TReK CommandExample Example Code Begins Here."



**Figure 5 Popup to Acknowledge File Name Change**

10. Now you are ready to compile and build your computation. Go to the Visual Studio **Build** menu and select **Build Solution**. If you run into any compile errors that you cannot easily solve, compare your code to the finished product in the

examples directory in the TReK installation to locate any inconsistencies. If you encounter any Linking errors this may mean Visual Studio is having trouble locating the `trek_command_dotnet_api.dll` file. Make sure this file is in your CommandExample project directory and added as a reference (see step [6](#)).

11. Before you run the CommandExample, you need to set up your TReK system so the POIC destination is activated. To set up your TReK system for the POIC destination, perform the following steps:
  - a. Start the Command Trainer application.
  - b. Add POIC trainer.
  - c. Activate POIC trainer.
  - d. Start the Command Processing application.
  - e. Add POIC destination.
  - f. Activate POIC destination

After you have performed the steps above, go to the Visual Studio **Debug** menu and choose **Start Without Debugging** to run the CommandExample. Your application will send the command each time the button is pressed. When you write a program, you will probably add quite a bit more error checking than was shown in this tutorial. In this tutorial, these checks were not performed in order to make the program as simple as possible. Please see the TReK Command .NET Application Programming Interface Reference Manual for more information about API return codes and what they mean.

## Appendix A CommandExample Source Code

```
//Start System Include Files
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Text;
using System.Windows.Forms;
//End System Include Files
//Start TReK Include Files
using trek;
//End TReK Include Files

//TReK CommandExample Example Code Begins Here
namespace CommandExample
{
    public partial class CommandExample : Form
    {
        TextBox tbReturn;
        public CommandExample ()
        {
            InitializeComponent ();

            this.Text = "Command Example";
            this.Size = new Size (525, 100);
            this.ShowIcon = false;
            this.MaximumSize = new Size (525, 100);
            this.MinimumSize = new Size (525, 100);
            this.MaximizeBox = false;
            this.Show ();

            tbReturn = new TextBox ();
            tbReturn.Location = new Point (2, 2);
            tbReturn.Size = new Size (500, 5);
            tbReturn.Text = "Waiting for return code";
        }
    }
}
```

```

    Button sendCmd = new Button();
    sendCmd.Text = "Uplink TEST_SWITCH CMD";
    sendCmd.Location = new Point(150, 30);
    sendCmd.Size = new Size(200, 25);
    sendCmd.Click += new System.EventHandler(sendCommand);

    this.Controls.Add(sendCmd);
    this.Controls.Add(tbReturn);
}

private void sendCommand(object sender, EventArgs e)
{
    //Create and initialize variables
    int return_code = 0; // Return code from TReK API
    string destination = "POIC"; // Destination name in the Command Processing window
    string command_name = "TEST_SWITCH"; // Command mnemonic
    string message; // Will get the return code as a string value

    //Make call to the command processing application
    return_code = trek_cmd_user_api.Uplink_POIC_Command(destination, command_name);

    //Check return to see if command sent successfully
    //if(return_code == 0) //You can use this if you don't wish to use the TREK_ERROR class
    //Just comment out the line below
    if (return_code == (int)TREK_CMD_API_RETURN_CODES.cmd_API_SUCCESS)
    {
        tbReturn.Text = "Command successfully sent";
    }
    else
    {
        tbReturn.Text = "Error sending command";
    }
}
}
}
// End of TReK Computation Example Code

```

## Appendix B Glossary

Note: This Glossary is global to all TReK documentation. All entries listed may not be referenced within this document.

Application Programming Interface (API)	A set of functions used by an application program to provide access to a system's capabilities.
Application Process Identifier (APID)	An 11-bit field in the CCSDS primary packet header that identifies the source-destination pair for ISS packets. The type bit in the primary header tells you whether the APID is a payload or system source-destination.
Calibration	The transformation of a parameter to a desired physical unit or text state code.
Communications Outage Recorder	System that captures and stores payload science, health and status, and ancillary data during TDRSS zone of exclusion.
Consultative Committee for Space Data Systems (CCSDS) format	Data formatted in accordance with recommendations or standards of the CCSDS.
Consultative Committee for Space Data Systems (CCSDS) packet	A source packet comprised of a 6-octet CCSDS defined primary header followed by an optional secondary header and source data, which together may not exceed 65535 octets.
Conversion	Transformation of downlinked spacecraft data types to ground system platform data types.
Custom Data Packet	A packet containing a subset of parameters that can be selected by the user at the time of request.
Cyclic Display Update Mode	A continuous update of parameters for a particular display.
Decommutation (Decom)	Extraction of a parameter from telemetry.
Discrete Values	Telemetry values that have states (e.g., on or off).

Dump	During periods when communications with the spacecraft are unavailable, data is recorded onboard and played back during the next period when communications resume. This data, as it is being recorded onboard, is encoded with an onboard embedded time and is referred to as dump data.
Enhanced HOSC System (EHS)	Upgraded support capabilities of the HOSC systems to provide multi-functional support for multiple projects. It incorporates all systems required to perform data acquisition and distribution, telemetry processing, command services, database services, mission support services, and system monitor and control services.
Exception Monitoring	A background process capable of continuously monitoring selected parameters for Limit or Expected State violations. Violation notification is provided through a text message.
Expected State Sensing	Process of detecting a text state code generator in an off-nominal state.
EXPRESS	An EXPRESS Rack is a standardized payload rack system that transports, stores and supports experiments aboard the International Space Station. EXPRESS stands for EXpedite the PRocessing of Experiments to the Space Station.
File transfer protocol (ftp)	Protocol to deliver file-structured information from one host to another.
Flight ancillary data	A set of selected core system data and payload health and status data collected by the USOS Payload MDM, used by experimenters to interpret payload experiment results.

Grayed out	Refers to a menu item that has been made insensitive, which is visually shown by making the menu text gray rather than black. Items that are grayed out are not currently available.
Greenwich Mean Time (GMT)	The solar time for the meridian passing through Greenwich, England. It is used as a basis for calculating time throughout most of the world.
Ground ancillary data	A set of selected core system data and payload health and status data collected by the POIC, which is used by experimenters to interpret payload experiment results. Ground Ancillary Data can also contain computed parameters (pseudos).
Ground receipt time	Time of packet origination. The time from the IRIG-B time signal received.
Ground Support Equipment (GSE)	GSE refers to equipment that is brought in by the user (i.e. equipment that is not provided by the POIC).
Ground Support Equipment Packet	A CCSDS Packet that contains data extracted from any of the data processed by the Supporting Facility and the format of the packet is defined in the Supporting Facility's telemetry database.
Huntsville Operations Support Center (HOSC)	A facility located at the Marshall Space Flight Center (MSFC) that provides scientists and engineers the tools necessary for monitoring, commanding, and controlling various elements of space vehicle, payload, and science experiments. Support consists of real-time operations planning and analysis, inter- and intra-center ground operations coordination, facility and data system resource planning and scheduling, data systems monitor and control operations, and data flow coordination.

IMAQ ASCII	A packet type that was added to TReK to support a very specific application related to NASA's Return to Flight activities. It is not applicable to ISS. It is used to interface with an infrared camera that communicates via ASCII data.
Limit Sensing	Process of detecting caution and warning conditions for a parameter with a numerical value.
Line Outage Recorder Playback	A capability provided by White Sands Complex (WSC) to play back tapes generated at WSC during ground system communication outages.
Measurement Stimulus Identifier (MSID)	Equivalent to a parameter.
Monitoring	A parameter value is checked for sensing violations. A message is generated if the value is out of limits or out of an expected state.
Parameter	TReK uses the generic term parameter to mean any piece of data within a packet. Sometimes called a measurement or MSID in POIC terminology.
Payload Data Library (PDL)	An application that provides the interface for the user to specify which capabilities and requirements are needed to command and control his payload.
Payload Data Services Systems (PDSS)	The data distribution system for ISS. Able to route data based upon user to any of a number of destinations.
Payload Health and Status Data	Information originating at a payload that reveals the payload's operational condition, resource usage, and its safety/anomaly conditions that could result in damage to the payload, its environment or the crew.
Payload Operations Integration Center (POIC)	Manages the execution of on-orbit ISS payloads and payload support systems in coordination/unison with distributed International Partner Payload Control Centers, Telescience Support Centers (TSC's) and payload-unique remote facilities.

Payload Rack Checkout Unit (PRCU)	The Payload Rack Checkout Unit is used to verify payload to International Space Station interfaces for U.S. Payloads.
Playback	Data retrieved from some recording medium and transmitted to one or more users.
Pseudo Telemetry (pseudo data)	Values that are created from calculations instead of directly transported telemetry data. This pseudo data can be created from computations or scripts and can be displayed on the local PC.
Remotely Generated Command	A command sent by a remote user whose content is in a raw bit pattern format. The commands differ from predefined or modifiable commands in that the content is not stored in the POIC Project Command Database (PCDB).
Science data	Sensor or computational data generated by payloads for the purpose of conducting scientific experiments.
Subset	A collection of parameters from the total parameter set that is bounded as an integer number of octets but does not constitute the packet itself. A mini-packet.
Super sampled	A parameter is super sampled if it occurs more than once in a packet.
Swap Type	A flag in the Parameter Table of the TReK database that indicates if the specified datatype is byte swapped (B), word swapped (W), byte and word swapped (X), byte reversal (R), word reversal (V) or has no swapping (N).
Switching	A parameter's value can be used to switch between different calibration and sensing sets. There are two types of switching on TReK: range and state code.

Transmission Control Protocol (TCP)	TCP is a connection-oriented protocol that guarantees delivery of data.
Transmission Control Protocol (TCP) Client	A TCP Client initiates the TCP connection to connect to the other party.
Transmission Control Protocol (TCP) Server	A TCP Server waits for (and accepts connections from) the other party.
Telemetry	Transmission of data collected from a source in space to a ground support facility. Telemetry is downlink only.
Telescience Support Center (TSC)	A TSC is a NASA funded facility that provides the capability to plan and operate on-orbit facility class payloads and experiments, other payloads and experiments, and instruments.
User Application	Any end-user developed software program that uses the TREK Application Programming Interface software. Used synonymously with User Product.
User Data Summary Message (UDSM)	Packet type sent by PDSS that contains information on the number of packets sent during a given time frame for a PDSS Payload packet. For details on UDSM packets, see the POIC to Generic User IDD (SSP-50305).
Uplink format	The bit pattern of the command or file uplinked.
User Datagram Protocol (UDP)	UDP is a connection-less oriented protocol that does not guarantee delivery of data. In the TCP/IP protocol suite, the UDP provides the primary mechanism that application programs use to send datagrams to other application programs. In addition to the data sent, each UDP message contains both a destination port number and a fully qualified source and destination addresses making it possible for the UDP software on the destination to deliver the message to the correct recipient process and for the recipient process to send a reply.

User Product	Any end-user developed software program that uses the TReK Application Programming Interface software. Used synonymously with User Application.
Web	Term used to indicate access via HTTP protocol; also referred to as the World Wide Web (WWW).

## Appendix C Acronyms

Note: This acronym list is global to all TReK documentation. Some acronyms listed may not be referenced within this document.

AOS	Acquisition of Signal
API	Application Programming Interface
APID	Application Process Identifier
ASCII	American Standard Code for Information Interchange
CAR	Command Acceptance Response
CAR1	First Command Acceptance Response
CAR2	Second Command Acceptance Response
CCSDS	Consultative Committee for Space Data Systems
CDB	Command Database
CDP	Custom Data Packet
COR	Communication Outage Recorder
COTS	Commercial-off-the-shelf
CRR	Command Reaction Response
DSM	Data Storage Manager
EHS	Enhanced Huntsville Operations Support Center (HOSC)
ERIS	EHS Remote Interface System
ERR	EHS Receipt Response
EXPRESS	Expediting the Process of Experiments to the Space Station
ES	Expected State
FAQ	Frequently Asked Question
FDP	Functionally Distributed Processor
FSV	Flight System Verifier
FSV1	First Flight System Verifier
FSV2	Second Flight System Verifier
FPD	Flight Projects Directorate
FTP	File Transfer Protocol
GMT	Greenwich Mean Time
GRT	Ground Receipt Time
GSE	Ground Support Equipment
HOSC	Huntsville Operations Support Center
ICD	Interface Control Document
IMAQ ASCII	Image Acquisition ASCII
IP	Internet Protocol
ISS	International Space Station
LDP	Logical Data Path
LES	Limit/Expected State
LOR	Line Outage Recorder
LOS	Loss of Signal
MCC-H	Mission Control Center – Houston
MOP	Mission, Operational Support Mode, and Project
MSFC	Marshall Space Flight Center
MSID	Measurement Stimulus Identifier

NASA	National Aeronautics and Space Administration
OCDB	Operational Command Database
OS	Operating System
PC	Personal Computer, also Polynomial Coefficient
PCDB	POIC Project Command Database
PDL	Payload Data Library
PDSS	Payload Data Services System
PGUIDD	POIC to Generic User Interface Definition Document
POIC	Payload Operations Integration Center
PP	Point Pair
PRCU	Payload Rack Checkout Unit
PSIV	Payload Software Integration and Verification
RPSM	Retrieval Processing Summary Message
SC	State Code
SCS	Suitcase Simulator
SSP	Space Station Program
SSCC	Space Station Control Center
SSPF	Space Station Processing Facility
TCP	Transmission Control Protocol
TReK	Telescience Resource Kit
TRR	TReK Receipt Response
TSC	Telescience Support Center
UDP	User Datagram Protocol
UDSM	User Data Summary Message
URL	Uniform Resource Locator
USOS	United States On-Orbit Segment
VCDU	Virtual Channel Data Unit
VCR	Video Cassette Recorder
VPN	Virtual Private Network