

Device Services Working Group Notes
18-Mar-2019

- Demo: New Virtual Device Service in Go by Cloud
 - During demo people asked about support for
 - String data types
 - Issue in device-sdk-go will be created for future support
 - CBOR
 - As Cloud said, need to see the actual implementation before it can be virtualized
 - Is the device-virtual service the right place for this or should it be a different simulator?
 - When issuing PUT against command endpoint
 - If specific value is specified without EnableRandomization == false, assume the false.
 - Cloud agreed with this
 - Cloud said would enter an issue in edgex-go for apparent mismatch in sorting between core-data/api/v1/event and core-data/api/v1/reading
- Device Reading Cache
 - We are not ready to take this in. Needs to be documented for requirements capturing.
 - Cloud to circulate a design document for further discussion
 - Needs to be committed to in both Go/C SDKs
- Issue 213 Go-SDK
 - Needs additional review / comment
- C SDK Updates
 - Migrated old DeviceAddressable to ProtocolProperties
 - Removed integration with Schedule / ScheduleEvent models
 - Working on PR for base64 float encoding
- Reviewed PR #35 in go-mod-core-contracts
 - Described how application utilizing service clients should add the ContentType information to the Context parameter on the call.
- Akram – SMA integration with Go/C SDK
 - Looking to discuss Go implementation with Ian.
 - Discussed the differences in telemetry representation between a garbage collected runtime (like Go) versus a C implementation.
 - Tony proposed looking as *sysfs* or *procfs* for metrics which should be doable in common between Go/C
- Tony
 - Contracts Issue #27 – DeviceProfile in this context isn't used. Should be safe to remove.
 - SDK-go Issue #150 – Looking into this, hoping to have update next week
- Michael Hall
 - Documentation needs for Edinburgh
 - All three Device Services

- Addressables in Devices (Removed)
 - Protocols map needs to be documented in its place.
- Notify Rebekah w/r/t any meetings around documentation