



**TekVISA
Reference Manual
Version 3.0**

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071-1104-03 December 2023

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Resource manager functions and operations

Open a resource manager session	<code>viOpenDefaultRM (ViPSession sesn)</code>
Find the first of possibly many instruments	<code>viFindRsrc(ViSession sesn, ViConstString expr, ViPFindList findlist, ViPUInt32 retCount, ViPRsrc instrdesc)</code>
Find the next instrument in a list of instruments	<code>viFindNext(ViFindList findlist, ViPRsrc instrdesc)</code>
Open an instrument session	<code>viOpen(ViSession sesn, ViConstRsrc rsrcName, ViAccessMode accessmode, ViUInt32 timeout, ViPSession vi)</code>
Parse a resource string to get the interface information	<code>viParseRsrc(ViSession sesn, ViConstRsrc rsrcName, ViUInt16 intfType, ViUInt intfNum)</code>

Resource template operations

Close a session (instrument, event, find list, or resource manager)	<code>viClose(ViObject vi)</code>
Set an attribute; see attributes	<code>viSetAttribute(ViObject vi, ViAttr attribute, ViAttrState attrState)</code>
Get the current value of an attribute	<code>viGetAttribute(ViObject vi, ViAttr attribute, ViPAttrState attrState)</code>
Convert a status result to a text string	<code>viStatusDesc(ViObject vi, ViStatus status, ViPString desc)</code>
Terminate an asynchronous operation	<code>viTerminate(ViObject vi, ViUInt16 degree, ViJobId jobId)</code>
Control the access to an instrument	<code>viLock(ViSession vi, ViAccessMode lockType, ViUInt32 timeout, ViConstKeyId requestedKey, ViPKeyId accessKey)</code>
Allow others to access an instrument	<code>viUnlock(ViSession vi)</code>
Prototype for callback handler to be called when a particular event occurs	<code>viEventHandler(ViSession vi, ViEventType eventType, ViEvent context, ViAddr userHandle)</code>
Allow an event to be reported	<code>viEnableEvent(ViSession vi, ViEventType eventType, ViUInt16 mechanism, ViEventFilter context)</code>
Prevent events from being reported	<code>viDisableEvent(ViSession vi, ViEventType eventType, ViUInt16 mechanism)</code>
Discard all pending occurrences of an event	<code>viDiscardEvents(ViSession vi, ViEventType eventType, ViUInt16 mechanism)</code>
Wait for an event to occur	<code>viWaitOnEvent(ViSession vi, ViEventType inEventType, ViUInt32 timeout, ViPEventType outEventType, ViPEvent outContext)</code>
Register an event handler	<code>viInstallHandler(ViSession vi, ViEventType eventType, ViHndlr handler, ViAddr userHandle)</code>
Remove an event handler	<code>viUninstallHandler(ViSession vi, ViEventType eventType, ViHndlr handler, ViAddr userHandle)</code>

Basic I/O operations

Read from an instrument	<code>viRead(ViSession vi, ViPBuf buf, ViUInt32 count, ViPUInt32 retCount)</code>
Read from an instrument but run while reading	<code>viReadAsync(ViSession vi, ViPBuf buf, ViUInt32 count, ViPJobId jobId)</code>
Write to an instrument	<code>viWrite(ViSession vi, ViConstBuf buf, ViUInt32 count, ViPUInt32 retCount)</code>
Write to an instrument but run while writing	<code>viWriteAsync(ViSession vi, ViConstBuf buf, ViUInt32 count, ViPJobId jobId)</code>
Generate a hardware or software trigger	<code>viAssertTrigger(ViSession vi, ViUInt16 protocol)</code>
Read the status byte	<code>viReadSTB(ViSession vi, ViPUInt16 status)</code>
Send a bus-dependent clear command	<code>viClear(ViSession vi)</code>
Read data synchronously from a device, and stores the transferred data in a file	<code>viReadToFile(ViSession vi, ViString filename, ViUInt32 count, ViUInt32 retCount)</code>
Take data from a file and write it to a device synchronously	<code>viWriteFromFile(ViSession vi, ViString filename, ViUInt32 count, ViUInt32 retCount)</code>

Formatted I/O operations

Read data synchronously from a device into the formatted I/O buffer	<code>viBufRead(ViSession vi, ViPBuf buf, ViUInt32 count, ViPUInt32 retCount)</code>
Write data synchronously to a device from the formatted I/O buffer	<code>viBufWrite(ViSession vi, ViBuf buf, ViUInt32 count, ViPUInt32 retCount)</code>
Set the size of the formatted I/O and serial I/O buffers	<code>viSetBuf(ViSession vi, ViUInt16 mask, ViUInt32 size)</code>
Empty a formatted I/O or serial I/O buffer	<code>viFlush(ViSession vi, ViUInt16 mask)</code>
Create a formatted string and send it to an instrument	<code>viPrintf(ViSession vi, ViConstString writeFmt,...)</code>
Create a formatted string and send it to an instrument using a user-supplied buffer	<code>viSPrintf(ViSession vi, ViPBuf buf, ViConstString writeFmt,...)</code>
Create a formatted string and send it to an instrument using a pointer	<code>viVPrintf(ViSession vi, ViConstString writeFmt, ViVAlList params)</code>
Create a formatted string and send it to an instrument using a pointer and a user-supplied buffer	<code>viVSPrintf(ViSession vi, ViPBuf buf, ViConstString writeFmt,...)</code>
Read and extract data from an instrument, and perform formatted input	<code>viScanf(ViSession vi, ViConstString readFmt, ...)</code>
Read and extract data from an instrument, and perform formatted input using a user-supplied buffer	<code>viSScanf(ViSession vi, ViConstBuf buf, ViConstString readFmt,...)</code>
Read and extract data from an instrument, and perform formatted input using a pointer	<code>viVScanf(ViSession vi, ViConstString readFmt, ViVAlList params)</code>
Read and extract data from an instrument, and perform formatted input using a user-supplied buffer	<code>viVSScanf(ViSession vi, ViConstBuf buf, ViConstString readFmt,...)</code>
Write formatted data to and read formatted data from an instrument	<code>viQueryf(ViSession vi, ViConstString writeFmt, ViConstString readFmt,...)</code>
Write formatted data to and read formatted data from an instrument using a pointer	<code>viVQueryf(ViSession vi, ViConstString writeFmt, ViConstString readFmt, ViVAlList params);</code>

Attribute	Type	R/W
VI_ATTR_ASRL_AVAIL_NUM	ViUInt32	RO

Table continued...

Attribute	Type	R/W
VI_ATTR_ASRL_BAUD	ViUInt32	R/W
VI_ATTR_ASRL_CTS_STATE	ViInt16	RO
VI_ATTR_4882_COMPLIANT	ViBoolean	RO
VI_ATTR_ASRL_DATA_BITS	ViUInt16	R/W
VI_ATTR_ASRL_DCD	ViInt16	RO
VI_ATTR_ASRL_DCD_STATE	ViInt16	RO
VI_ATTR_ASRL_DSR_STATE	ViInt16	RO
VI_ATTR_ASRL_DTR_STATE	ViInt16	R/W
VI_ATTR_ASRL_END_IN	ViUInt16	R/W
VI_ATTR_ASRL_END_OUT	ViUInt16	R/W
VI_ATTR_ASRL_FLOW_CNTRL	ViUInt16	R/W
VI_ATTR_FDC_CHNL	ViUInt16	R/W
VI_ATTR_ASRL_PARITY	ViUInt16	R/W
VI_ATTR_ASRL_REPLACE_CHAR	ViUInt8	R/W
VI_ATTR_ASRL_RI_STATE	ViInt16	RO
VI_ATTR_ASRL_RTS_STATE	ViInt16	R/W
VI_ATTR_ASRL_STOP_BITS	ViUInt16	R/W
VI_ATTR_ASRL_XOFF_CHAR	ViUInt8	R/W
VI_ATTR_ASRL_XON_CHAR	ViUInt8	R/W
VI_ATTR_BUFFER	ViBuf	RO
VI_ATTR_CMDR_LA	ViInt16	RO
VI_ATTR_DEST_BYTE_ORDER	ViUInt16	R/W
VI_ATTR_DEST_ACCESS_PRIV	ViUInt16	R/W
VI_ATTR_DMA_ALLOW_EN	ViBoolean	R/W
VI_ATTR_DEST_INCREMENT	ViInt32	R/W
VI_ATTR_EVENT_TYPE	ViEventType	RO
VI_ATTR_FILE_APPEND_EN	Boolean	R/W
VI_ATTR_FDC_GEN_SIGNAL_EN	ViBoolean	R/W
VI_ATTR_FDC_MODE	ViUInt16	R/W
VI_ATTR_FDC_USE_PAIR	ViBoolean	R/W
VI_ATTR_GPIB_PRIMARY_ADDR	ViUInt16	RO
VI_ATTR_GPIB_READDR_EN	ViBoolean	R/W
VI_ATTR_GPIB_SECONDARY_ADDR	ViUInt16	RO
VI_ATTR_GPIB_UNADDR_EN	ViBoolean	R/W
VI_ATTR_GPIB_REN_STATE	ViInt16	RO
VI_ATTR_INTF_INST_NAME	ViString	RO
VI_ATTR_INTF_NUM	ViUInt16	RO

Table continued...

Attribute	Type	R/W
VI_ATTR_INTF_TYPE	ViUInt16	RO
VI_ATTR_IO_PROT	ViUInt16	R/W
VI_ATTR_IMMEDIATE_SERV	viBoolean	RO
VI_ATTR_INTF_PARENT_NUM	ViUInt16	RO
VI_ATTR_JOB_ID	ViJobID	RO
VI_ATTR_MAX_QUEUE_LENGTH	ViUInt32	R/W
VI_ATTR_MAINFRAME_LA	ViInt16	RO
VI_ATTR_MEM_BASE_32	ViUInt32	RO
VI_ATTR_MEM_BASE_64	ViBusAddress64	RO
VI_ATTR_MEM_SIZE_32	ViUInt32	RO
VI_ATTR_MEM_SIZE_64	ViBusSize64	RO
VI_ATTR_MEM_SPACE	ViUInt16	RO
VI_ATTR_MANF_ID	ViUInt16	RO
VI_ATTR_MODEL_CODE	ViUInt16	RO
VI_ATTR_MANF_NAME	ViString	RO
VI_ATTR_MODEL_NAME	ViString	RO
VI_ATTR_OPER_NAME	ViString	RO
VI_ATTR_PXI_BUS_NUM	ViUInt16	RO
VI_ATTR_PXI_DEV_NUM	ViUInt16	RO
VI_ATTR_PXI_FUNC_NUM	ViUInt16	RO
VI_ATTR_PXI_SLOTPATH	ViString	RO
VI_ATTR_PXI_SLOT_LBUS_LEFT	ViInt16	RO
VI_ATTR_PXI_SLOT_LBUS_RIGHT	ViInt16	RO
VI_ATTR_PXI_TRIG_BUS	ViInt16	RO
VI_ATTR_PXI_STAR_TRIG_BUS	ViInt16	RO
VI_ATTR_PXI_STAR_TRIG_LINE	ViInt16	RO
VI_ATTR_PXI_MEM_TYPE_BARn (where n is 0,1,2,3,4,5)	ViInt16	RO
VI_ATTR_PXI_MEM_BASE_BARn (where n is 0,1,2,3,4,5)	ViBusAddress	RO
VI_ATTR_PXI_MEM_BASE_BARn_32 (where n is 0,1,2,3,4,5)	ViUInt32	RO
VI_ATTR_PXI_MEM_BASE_BARn_64n(where n is 0,1,2,3,4,5)	ViBusAddress64	RO
VI_ATTR_PXI_MEM_SIZE_BARn_32 (where n is 0,1,2,3,4,5)	ViUInt32	RO
VI_ATTR_PXI_MEM_SIZE_BARn_64 (where n is 0,1,2,3,4,5)	ViBusSize64	RO
VI_ATTR_PXI_CHASSIS	ViInt16	RO
VI_ATTR_PXI_IS_EXPRESS	ViBoolean	RO
VI_ATTR_PXI_SLOT_LWIDTH	ViInt16	RO
VI_ATTR_PXI_MAX_LWIDTH	ViInt16	RO
VI_ATTR_PXI_ACTUAL_LWIDTH	ViInt16	RO

Table continued...

Attribute	Type	R/W
VI_ATTR_PXI_DSTAR_BUS	ViInt16	RO
VI_ATTR_PXI_DSTAR_SET	ViInt16	RO
VI_ATTR_PXI_ALLOW_WRITE_COMBINE	ViBoolean	R/W
VI_ATTR_PXI_SLOT_WIDTH	ViUInt16	RO
VI_ATTR_PXI_SLOT_OFFSET	ViUInt16	RO
VI_ATTR_RD_BUF_OPER_MODE	ViUInt16	R/W
VI_ATTR_RET_COUNT	ViUInt32	RO
VI_ATTR_RM_SESSION	ViSession	RO
VI_ATTR_RSRC_IMPL_VERSION	ViVersion	RO
VI_ATTR_RSRC_LOCK_STATE	ViAccessMode	RO
VI_ATTR_RSRC_MANF_ID	ViUInt16	RO
VI_ATTR_RSRC_MANF_NAME	ViString	RO
VI_ATTR_RSRC_NAME	ViRsrc	RO
VI_ATTR_RSRC_SPEC_VERSION	ViVersion	RO
VI_ATTR_RD_BUF_SIZE	ViUInt32	RO
VI_ATTR_SEND_END_EN	ViBoolean	R/W
VI_ATTR_STATUS	ViStatus	RO
VI_ATTR_SUPPRESS_END_EN	ViBoolean	R/W
VI_ATTR_SRC_ACCESS_PRIV	ViUInt16	R/W
VI_ATTR_SLOT	ViInt16	RO
VI_ATTR_SRC_INCREMENT	ViInt32	R/W
VI_ATTR_SRC_BYTE_ORDER	ViUInt16	R/W
VI_ATTR_TCPIP_ADDR	ViString	RO
VI_ATTR_TCPIP_HOSTNAME	ViString	RO
VI_ATTR_TCPIP_DEVICE_NAME	ViString	RO
VI_ATTR_TCPIP_IS_HISLIP	ViBoolean	RO
VI_ATTR_TCPIP_SERVER_CERT	ViString	RO
VI_ATTR_TCPIP_SERVER_CERT_SIZE	ViUInt32	RO
VI_ATTR_TCPIP_HISLIP_OVERLAP_EN	ViBoolean	R/W
VI_ATTR_TCPIP_HISLIP_VERSION	ViVersion	RO
VI_ATTR_TCPIP_HISLIP_MAX_MESSAGE_KB	ViUInt32	R/W
VI_ATTR_TCPIP_HISLIP_ENCRYPTION_EN	ViBoolean	R/W
VI_ATTR_TCPIP_SERVER_CERT_ISSUER_NAME	ViString	RO
VI_ATTR_TCPIP_SERVER_CERT_SUBJECT_NAME	ViString	RO
VI_ATTR_TCPIP_SERVER_CERT_EXPIRATION_DATE	ViString	RO
VI_ATTR_TCPIP_SASL_MECHANISM	ViString	RO
VI_ATTR_TCPIP_TLS_CIPHER_SUITE	ViString	RO

Table continued...

Attribute	Type	R/W
VI_ATTR_TCPIP_SERVER_CERT_IS_PERPETUAL	ViBoolean	RO
VI_ATTR_TERMCHAR	ViUInt8	R/W
VI_ATTR_TERMCHAR_EN	ViBoolean	R/W
VI_ATTR_TMO_VALUE	ViUInt32	R/W
VI_ATTR_TRIG_ID	ViUInt16	R/W
VI_ATTR_USER_DATA	ViAddr	R/W
VI_ATTR_USB_SERIAL_NUM	ViString	RO
VI_ATTR_USB_INTFC_NUM	ViInt16	RO
VI_ATTR_USB_MAX_INTR_SIZE	ViUInt16	RW
VI_ATTR_USB_PROTOCOL	ViInt16	RO
VI_ATTR_VXI_DEV_CLASS	ViUInt16	RO
VI_ATTR_VXI_LA	ViInt16	RO
VI_ATTR_VXI_TRIG_SUPPORT	ViUInt32	RO
VI_ATTR_WR_BUF_OPER_MODE	ViUInt16	RW
VI_ATTR_WR_BUF_SIZE	ViUInt32	RO
VI_ATTR_WIN_BYTE_ORDER	ViUInt16	RW*
VI_ATTR_WIN_ACCESS_PRIV	ViUInt16	RW
VI_ATTR_WIN_ACCESS	ViUInt16	RO
VI_ATTR_WIN_BASE_ADDR_32	ViBusAddress	RO
VI_ATTR_WIN_BASE_ADDR_64	ViBusAddress64	RO
VI_ATTR_WIN_SIZE_32	ViBusSize	RO
VI_ATTR_WIN_SIZE_64	ViBusSize64	RO

Event types

VI_EVENT_EXCEPTION

VI_EVENT_IO_COMPLETION

VI_EVENT_SERVICE_REQ

Completion and error codes

- VI_SUCCESS — The operation completed successfully.
- > VI_SUCCESS — The operation succeeded conditionally. This return condition may need to be handled. See TekVISA manual for more information.
- < VI_SUCCESS — The operation failed.

Read/Write example

```
#include <visa.h>
#include <stdio.h>
int main(int argc, char* argv[]) {
    ViSession rm, vi;
    ViUInt32 retCnt;
    ViChar buffer[256];
    viOpenDefaultRM(&rm);
    viOpen(rm, "GPIB0::1::INSTR", VI_NULL, VI_NULL, &vi);
    viWrite(vi, "*idn?", 5, &retCnt);
    viRead(vi, buffer, 256, &retCnt);
    printf("device: %s\n", buffer);
    viClose(rm);
}
```

Attribute example

```
#include <visa.h>
#include <stdio.h>
int main(int argc, char* argv[]) {
    ViSession rm, vi;
    ViChar buffer[256];
    viOpenDefaultRM(&rm);
    viOpen(rm, "GPIB0::1::INSTR", VI_NULL, VI_NULL, &vi);
    //Get VISA Manufacturer Name
    viGetAttribute(vi, VI_RSRC_MANF_NAME, (ViAttrState) buffer);
    // Set Timeout to 5 seconds
    viSetAttribute(vi, VI_ATTR_TMO_VALUE, 5000);
    printf("Manufacturer: %s\n", buffer);
    viClose(rm);
}
```

Exclusive lock example

```
#include <visa.h>
#include <stdio.h>
int main(int argc, char* argv[]) {
```

```

ViSession rm, vi;
ViUInt32 retCnt;
ViChar buffer[256];
viOpenDefaultRM(&rm);
viOpen(rm, "GPIB0::1::INSTR", VI_NULL, VI_NULL, &vi);
// Locking the read/write ensures a
// second application talking to the
// same resource works as expected.
viLock(vi, VI_EXCLUSIVE_LOCK, VI_TMO_INFINITE, VI_NULL, VI_NULL);
viWrite(vi, "*idn?", 5, &retCnt);
viRead(vi, buffer, 256, &retCnt);
viUnlock(vi);
printf("device: %s\n", buffer);
viClose(rm);
}

```

Formatted I/O example

```

#include <visa.h>
#include <stdio.h>
int main(int argc, char* argv[]) {
ViSession rm, vi;
ViChar buffer[256];
viOpenDefaultRM(&rm);
viOpen(rm, "GPIB0::1::INSTR", VI_NULL, VI_NULL, &vi);
viPrintf(vi, "header off");
viFlush(vi, VI_WRITE_BUF);
// No locking is required when
// using viQuery
viQueryf(vi, "*idn?", "%s", buffer);
printf("device: %s\n", buffer);
viClose(rm);
}

```