

## Lesson 4 Objectives & Highlights



Add a JSON table and define the message logging parameters in the table



## Lesson 4 Design Highlights



app\_cfg.h



Major, Minor Version Initialization Table Symbols Command Function Codes Event Message Object Base IDs MsqLog Table Configurations

osk c demo.h osk c demo.c

#### osk\_c\_demo

OSK C DEMO Class OskCDemo

OSK C DEMO AppMain() OSK C DEMO NoOpCmd() OSK C DEMO ResetCmd() msglog.h msglog.c

#### **MsgLog**

MSGLOG Class MsgLog

MsgLog Constructor()

MsqLog ResetStatus()

MsqLog RunChildFuncCmd()

MsgLog StartLogCmd()

MsgLog StopLogCmd()

MsgLog StartPlaybkCmd()

MsgLog StopPlaybkCmd()

msglogtbl.h msglogtbl.c

### MsgLogTbl

MSGLOGTBL Class MsgLogTbl

MSGLOGTBL Constructor()

MSGLOGTBL ResetStatus() MSGLOGTBL DumpCmd()

MSGLOGTBL LoadCmd()



## **Lesson 4 DEMO\_OPS\_SCREEN Verification**



| OSK_C_DEMO DEMO_OPS_SCREEN  |                 |              |             |
|-----------------------------|-----------------|--------------|-------------|
| OSK C Demo                  |                 |              |             |
| Commands                    |                 |              |             |
| No Op                       | Reset           | Load Tbl     | Dump Tbl    |
| Start Log                   | Stop Log        | Start PlayBk | Stop PlayBk |
| Housekeeping Status         |                 |              |             |
| Cmd Cnt                     | Cmd Err         |              |             |
| Child Cmd Cnt               | t Child Cmd Err |              |             |
| Log Ena                     | Log Count       | Play         | /bk Ena     |
| Filename                    |                 |              | Display     |
| Message Log File Playback   |                 |              |             |
| Entry                       |                 |              |             |
| Pri Header                  |                 |              |             |
| Scripts                     |                 |              |             |
| Functional Test Ops Example |                 |              |             |
|                             |                 |              |             |
| Flight Event Messages       |                 |              |             |
|                             |                 |              |             |
|                             |                 |              |             |

#### **Issue Start/Stop Log commands**

- Observe Log Ena status change, event messages, and the log filename
- Issue a start log command while a log is in progress to observe a rejected command

# Change the table-defined number of packet headers written to a log

- 1. Select the Dump Tbl button to dump the JSON table, transfer it to the ground, and display it
- 2. Edit the dumped table, change the "entry-cnt" to a new value, and save/replace the original dump file
- 3. Select the Load Tbl button to transfer the modified dump file to flight and load/replace the entire table
- 4. Issue a new Start Log command and observe the new entry count being used