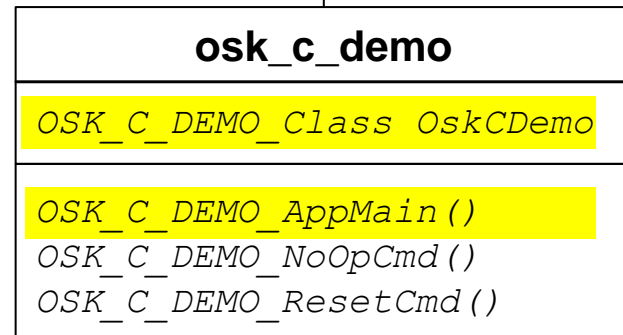- **Illustrate a non-trivial app object**

- **Add message log file functionality with hardcoded parameters**

app_cfg.h

App Configuration

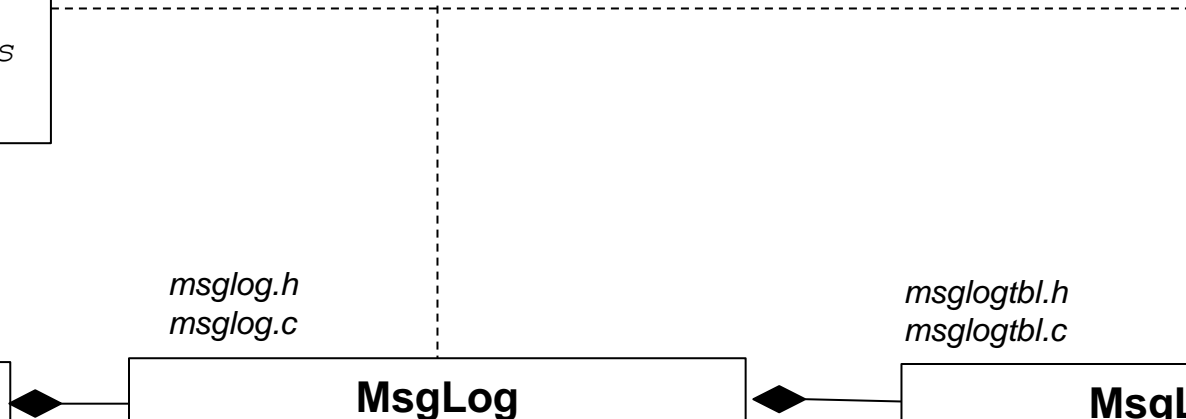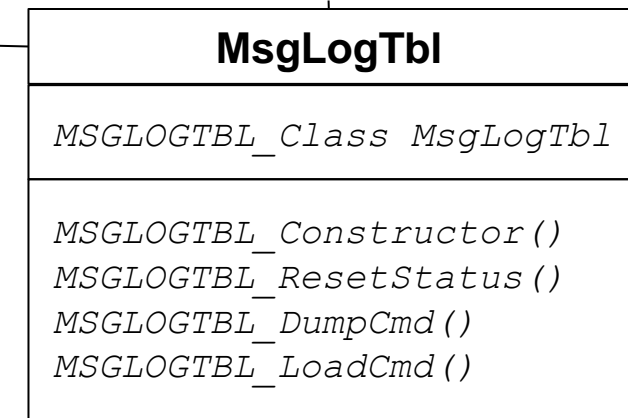*Major, Minor Version*
Initialization Table Symbols
Command Function Codes
Event Message Object Base IDs
MsgLog Table Configurations

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()
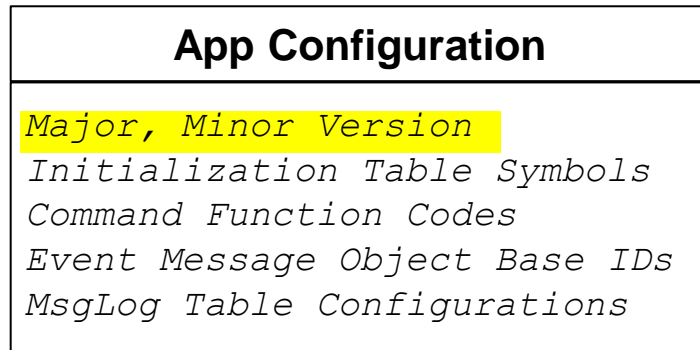
msglog.h
msglog.c

MsgLog

MSGLOG_Class MsgLog

MsgLog_Constructor()
MsgLog_ResetStatus()
MsgLog_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()
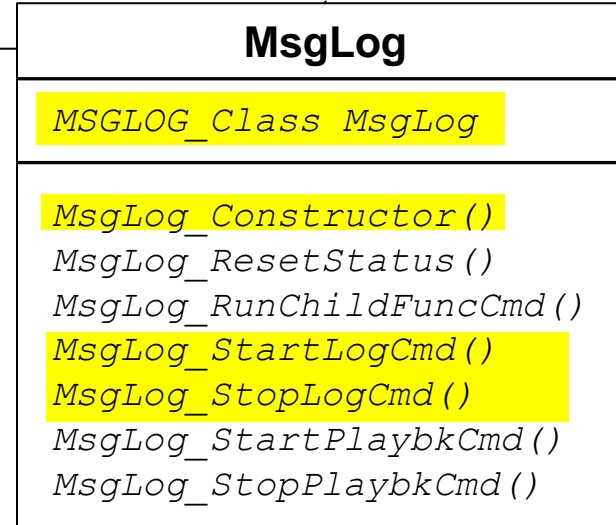
Issue Start/Stop Log commands

- Observe Log Ena status change, event messages, and the log filename

Use the Display button adjacent to the log filename to transfer the log file to the ground and display it in a text window