

# Lesson 3 Objectives & Highlights



- Illustrate a non-trivial app object
- Add message log file functionality with hardcoded parameters



## Lesson 3 Design Highlights



app\_cfg.h



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()



### **Lesson 3 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	Child Cmd E	irr	
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

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