

Lesson 6 Objectives & Highlights



- Illustrate how to use Child Manager (ChildMgr)
- Manage file logging and playback functions within child task context
- Illustrate the object-based application modularity
 - Msglog did not need to change in order to make it run within a child task context
 - Only app_cfg.h, osk_c_demo.h, and osk_c_demo.c, the owners of msglog, needed to change



Lesson 6 Design Highlights



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()



Lesson 5 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 Err		
Log Ena	Log Count	Play	ybk Ena
Filename			Display
Message Log File Playback			
Entry			
Pri Header Pri Header			
Scripts			
Functional Test Ops Example			
Flight Event Messages			
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Issue Start/Stop Log and Start/Stop Playback commands

- Observe child command counters

Run the Functional Test and Ops Example

- In v3.1 the functional test only contains stub tests



Conclusion



Congratulations You Completed the Tutorial!!

If you're still motivated to do more coding, here are some ideas

- Allow simultaneous logging and playback
- Create a more sophisticated packet content logging that uses the cFE message API to access header fields
- The options are endless...