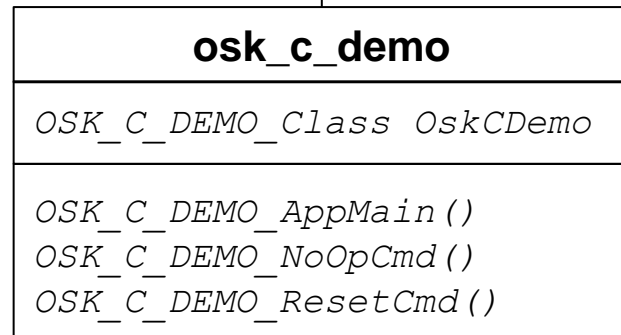- **Add a JSON table and define the message logging parameters in the table**

app_cfg.h

App Configuration

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

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()
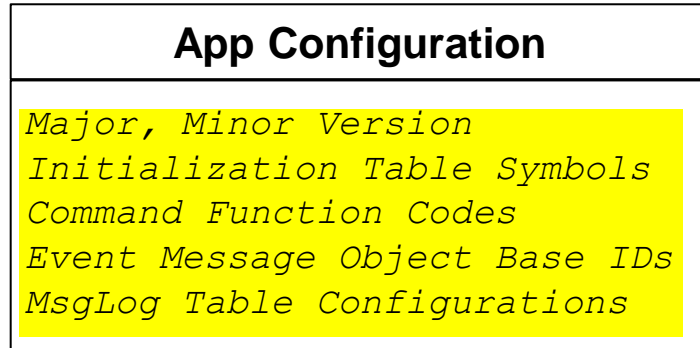
msglog.h
msglog.c

MsgLog

<mark>*MSGLOG_Class MsgLog*</mark>

<mark>*MsgLog_Constructor()*</mark>
MsgLog_ResetStatus()
MsgLog_RunChildFuncCmd()
MsgLog_StartLogCmd()
MsgLog_StopLogCmd()
MsgLog_StartPlaybkCmd()
MsgLog_StopPlaybkCmd()

msglogtbl.h
msglogtbl.c

MsgLogTbl

<mark>*MSGLOGTBL_Class MsgLogTbl*</mark>

<mark>*MSGLOGTBL_Constructor()*
MSGLOGTBL_ResetStatus()
MSGLOGTBL_DumpCmd()
MSGLOGTBL_LoadCmd()</mark>
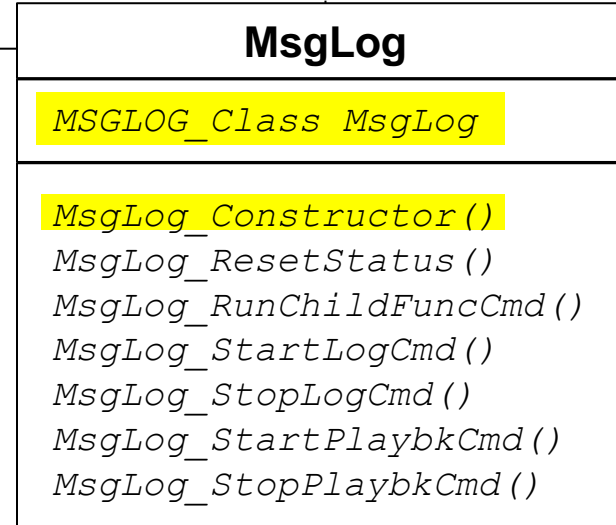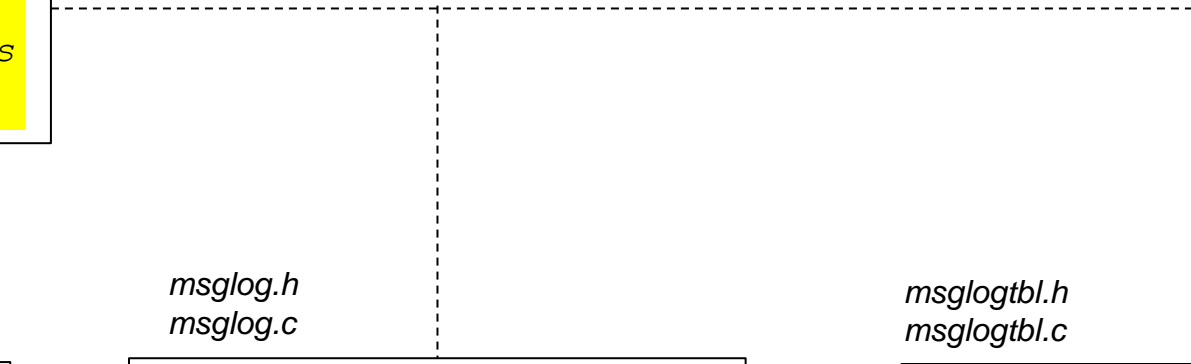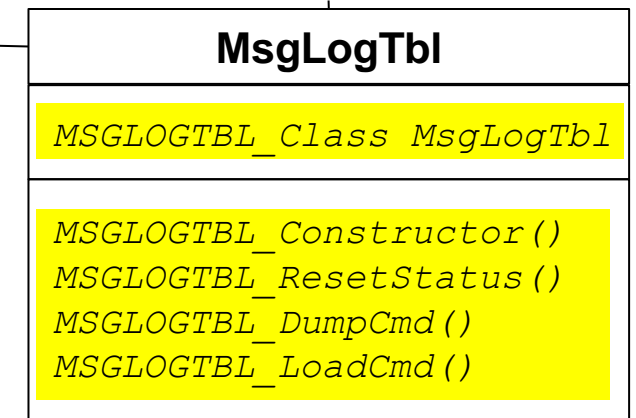
Issue Start/Stop Log commands
- Observe Log Ena status change, event messages, and the log filename
- Issue a start log command while a log is in progress to observe a rejected command

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