KOA206.scl

Label Playlist	Action	Parameters	Comment
1			*KOA*
2			*handling van tellers*
3			*Martijn van de Runstraat*
4			*24 april 2003*
5			
6 **S0**	SEARCH DEFINE	Databasename:KOA_NODE Key:ID Key min: Key max: KOA_node.active = 'Y'	*actieve nodes*
7			
8			*reset alle tellers (ook ongebruikte)*
9			*Per 5 i.v.m. performance*
10 **RESET**	VARIABLES	count; sysvar1; sysvar2; sysvar3; sysvar4; sysvar5;	
11	COMPUTE	count = 1;	
12 **LOOP1**	COMPUTE	sysvar1 = 'sys.KOAcount.' + %str(count); sysvar2 = 'sys.KOAcount.' + %str(count + 1); sysvar3 = 'sys.KOAcount.' + %str(count + 2); sysvar4 = 'sys.KOAcount.' + %str(count + 3); sysvar5 = 'sys.KOAcount.' + %str(count + 4);	
13	COMPUTE	&sysvar1 = 0; &sysvar2 = 0; &sysvar3 = 0; &sysvar4 = 0; &sysvar5 = 0;	
14	COMPUTE	count = count + 5;	
15	IF	count < 90 On True->:LOOP1 On False->:	
16	DIALOG OUTPUT	Output:'counters reset';	
17	END PROCEDURE		
18			
19 **LISTR**	DEFINE PROCEDURE	Parameters:#counters	*zet alle tellers in lijstje en reset*
20	VARIABLES	reset;	
21	COMPUTE	reset = 'Y';	
22	BRANCH	Branch to:skip	
23			*zet alle tellers in een lijstje*
24 **LIST**	DEFINE PROCEDURE	Parameters:#counters	
25	VARIABLES	reset;	
26	COMPUTE	reset = 'N';	
27 **SKIP**	VARIABLES	count; sysvar1; sysvar2; sysvar3; sysvar4; sysvar5; ports_used; ports_total; bundleNr;	
28	COMPUTE	count = 1; counters = '';	
29 **LOOP2**	COMPUTE	sysvar1 = 'sys.KOAcount.' + %str(count); sysvar2 = 'sys.KOAcount.' + %str(count + 1);	

Label Playlist	Action	Parameters	Comment
		sysvar3 = 'sys.KOAcount.' + %str(count + 2); sysvar4 = 'sys.KOAcount.' + %str(count + 3); sysvar5 = 'sys.KOAcount.' + %str(count + 4);	
30	COMPUTE	counters = counters + %str(&sysvar1) + ',' + %str(&sysvar2) + ',' + %str(&sysvar3) + ',' + %str(&sysvar4) + ',' + %str(&sysvar5) + ',';	
31	IF	reset On True->: On False->:skip1	*ook resetten?*
32	COMPUTE	&sysvar1 = 0; &sysvar2 = 0; &sysvar3 = 0; &sysvar4 = 0; &sysvar5 = 0;	
33 **SKIP1**	COMPUTE	count = count + 5;	
34	IF	count < 50 On True->:LOOP2 On False->:	

35	COMPUTE	ports_used = 0;
		ports_total = 0;
		bundleNr = 0;
			20-5-2003: toevoegen
			param met

36 **LOOP5**	IF	(bundleNr + 1) > %NROFBUNDLES On True->:done5 On False->:	*bezetting systeem*
37	IF	%ALARMSTATUS(bundleNr) = 0 On True->: On False->:next5	*bundle in use?*
38	COMPUTE	ports_total = ports_total + 30;	
39 **NEXT5**	COMPUTE	bundleNr = bundleNr +1;	
40	BRANCH	Branch to:loop5	
41 **DONE5**	COMPUTE	ports_used = %len(@21) - %len(%repchr('I','',@21));	*@21 is string with I* *for each port*
42	COMPUTE	counters = counters + '|' + %str(ports_used) + ',' + %str(ports_total);	*that is handeling a* *call*
43	DIALOG OUTPUT	Output:'counters sent, reset = '; reset	
44	END PROCEDURE		
45			
46 **SUMR**	VARIABLES	bundleNr; reset;	*optellen, met reset*
47	COMPUTE	reset = 'Y';	*20-6-2003: reset is* *optie*
48	BRANCH	Branch to:sumGo	
49 **SUM**	VARIABLES	bundleNr; reset;	*optellen van teller* *van aktieve nodes*
50	COMPUTE	reset = 'N';	*20-6-2003: reset is* *optie*
51 **SUMGO**	COMPUTE	v10 = 0;	*eerst alle tellers op* *mijn eigen*
52			*sys waarden zetten,* *ik kan namelijk*
53			*ook telefonie-node* *zijn*

Label	Playlist	Action	Parameters	Comment
54 **LOOP3**		COMPUTE - IF	If:v10 = 0 Then compute:v11 = ''; Else compute:v11 = v10;	
55		IF	reset = 'Y' On True->:B On False->:	*20-3-2003: reset nu optioneel*
56 **A**		COMPUTE - IF	If:v10 > 0 Then compute:sum&(V11)0 = sys.KOAcount.&(V11)0; Else compute:	*teller 0 overslaan,maar 10,20 etc wel*

57		COMPUTE	sum&(V11)1 = sys.KOAcount.&(V11)1;
			sum&(V11)2 = sys.KOAcount.&(V11)2;
			sum&(V11)3 = sys.KOAcount.&(V11)3;
				tellen zonder op 0 zetten

58		COMPUTE	sum&(V11)4 = sys.KOAcount.&(V11)4;
			sum&(V11)5 = sys.KOAcount.&(V11)5;
			sum&(V11)6 = sys.KOAcount.&(V11)6;	

59		COMPUTE	sum&(V11)7 = sys.KOAcount.&(V11)7;
			sum&(V11)8 = sys.KOAcount.&(V11)8;
			sum&(V11)9 = sys.KOAcount.&(V11)9;	

60		BRANCH	Branch to:skip2	
61 **B**		COMPUTE - IF	If:v10 > 0 Then compute:sum&(V11)0 = sys.KOAcount.&(V11)0; sys.KOAcount.&(V11)0 = 0; Else compute:	*teller 0 overslaan,maar 10,20 etc wel*

62		COMPUTE	sum&(V11)1 = sys.KOAcount.&(V11)1;
			sys.KOAcount.&(V11)1 = 0;
			sum&(V11)2 = sys.KOAcount.&(V11)2;
			sys.KOAcount.&(V11)2 = 0;
			sum&(V11)3 = sys.KOAcount.&(V11)3;
			sys.KOAcount.&(V11)3 = 0;
				tellen en op 0 zetten

63		COMPUTE	sum&(V11)4 = sys.KOAcount.&(V11)4;
			sys.KOAcount.&(V11)4 = 0;
			sum&(V11)5 = sys.KOAcount.&(V11)5;
			sys.KOAcount.&(V11)5 = 0;
			sum&(V11)6 = sys.KOAcount.&(V11)6;
			sys.KOAcount.&(V11)6 = 0;	

64		COMPUTE	sum&(V11)7 = sys.KOAcount.&(V11)7;
			sys.KOAcount.&(V11)7 = 0;
			sum&(V11)8 = sys.KOAcount.&(V11)8;
			sys.KOAcount.&(V11)8 = 0;
			sum&(V11)9 = sys.KOAcount.&(V11)9;
			sys.KOAcount.&(V11)9 = 0;	

65 **SKIP2**		COMPUTE	v10 = v10 + 1;	
66		IF	v10 < 5 On True->:LOOP3 On False->:	
67				*6jun2003: bezetting com. manager*

68		COMPUTE	sum_ports_used = 0;
			sum_ports_total = 0;
			bundleNr = 0;
				20-5-2003: toevoegen param met

69 **LOOP6**		IF	(bundleNr + 1) > %NROFBUNDLES On True->:DONE6 On False->:	*bezetting systeem*
70		IF	%ALARMSTATUS(bundleNr) = 0 On True->: On False->:NEXT6	*bundle in use?*
71		COMPUTE	sum_ports_total = sum_ports_total + 30;	*6jun2003: bugfix*
72 **NEXT6**		COMPUTE	bundleNr = bundleNr +1;	
73		BRANCH	Branch to:LOOP6	
74 **DONE6**		COMPUTE	sum_ports_used = %len(@21) -	*@21 is string with I*

Label Playlist	Action	Parameters	Comment
		%len(%repchr('I','',@21));	*for each port*
75			
76	COMPUTE	v13 = 0;	*MR,28-7-2003: fix:v12*
			dubbel gebruikt
77			*vervangen door V13*
78			*Nu tellers van actieve*
			nodes erbij
79			*tellen*
80	SEARCH FIRST	Search define line:s0 On found->: On not found->:done0	*doorloop actieve nodes*
81 **LOOP0**	COMPUTE	v13 = v13 + 1; counters = KOA_node.counters;	*Mr,28,7,2003: V12->V13*
82	DIALOG OUTPUT	Output:'#';counters;	
83	IF	counters = '' On True->:next0 On False->:	
84	COMPUTE	v10 = 0;	
85 **LOOP4**	COMPUTE - IF	If:v10 = 0 Then compute:v11 = ''; Else compute:v11 = v10;	
86	COMPUTE	v12 = v10 * 10;	*20-3-2003*
87	COMPUTE - IF	If:v10 > 0 Then compute:sum&(V11)0=sum&(V11)0+%val(%fi rs)); Else compute:	*teller 0 overslaan,maar 10,20 etc wel*
88	COMPUTE	sum&(V11)1=sum&(V11)1+%val(%field(',', sum&(V11)2=sum&(V11)2+%val(%field(',', sum&(V11)3=sum&(V11)3+%val(%field(',', sum&(V11)4=sum&(V11)4+%val(%field(',',	*tel teller van node op bij subtotaal*
89	COMPUTE	sum&(V11)5=sum&(V11)5+%val(%field(',', sum&(V11)6=sum&(V11)6+%val(%field(',', sum&(V11)7=sum&(V11)7+%val(%field(',', sum&(V11)8=sum&(V11)8+%val(%field(',',	
90	COMPUTE	sum&(V11)9=sum&(V11)9+%val(%field(',',	
91	COMPUTE	v10 = v10 + 1;	
92	IF	v10 < 5 On True->:LOOP4 On False->:	
93	DIALOG OUTPUT	Output:'occupation:'; %field('|',2,counters)	
94	COMPUTE	sum_ports_used = sum_ports_used + %val(%field(',',1,%field('|',2,counter sum_ports_total = sum_ports_total + %val(%field(',',2,%field('|',2,counter	*20-3-2003: added occupation*
95 **NEXT0**	SEARCH NEXT	Search defined at label:s0 On found->:loop0 On not found->:	

Label	Playlist	Action	Parameters	Comment
96				
97 **DONE0**		DIALOG OUTPUT	Output:'tellers van ' ; v13 ; ' nodes opgeteld';	*Mr,28,7,2003: V12->V13*
98				*Added 10-07-2003*
99				*Modified 28-7-2003:sum55*
100				*Tellers toegevoegd status rapport*
101		COMPUTE	sum50=sum1-sum10-sum30-sum31;	*TSM01: AantalOproepenbedrijf*
102		COMPUTE	sum51=sum20+sum21+sum22+sum23+sum24+su	*TSM02: AantalOproepenBuitenBed*
103		COMPUTE	sum52=sum4+sum34;	*TSM03: AantalVerificatieGelukt*
104		COMPUTE	sum53=sum12+sum33;	*TSM04: AantalVerificatieMisluk*
105		COMPUTE	sum54=sum6;	*TSM05: AantalUitgebrachteStemm*
106		COMPUTE	sum55=sum50-sum6-sum11-sum12-sum13-sum33-sum34-sum40-sum42-sum43;	*TSM07: AantalAfgebroken*
107				
108		END PROCEDURE		
109				

97 **DONE0**   DIALOG OUTPUT   Output:'tellers van ' ; v13 ; ' nodes