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SOFTWARE REFERENCE MANUAL  
FOR THE  
GRAPHICAL USER INTERFACE (GUI)  
OF THE  
ADA DISTRIBUTED INTERACTIVE SIMULATION (ADIS) SUPPORT SYSTEM

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## **What is the ADIS GUI?tc "What is the ADIS GUI?"\ 1§**

The ADIS GUI provides the DIS Gateway (DG) and the Ordnance Server (OS) with graphical user interfaces which are consistent and easy to use. These graphical user interfaces are written using the X Window System version X11R5 with Motif 1.2.

## **What is needed to use the ADIS GUI?tc "What is needed to use the ADIS GUI?"\ 2§**

The ADIS GUI was developed on a Silicon Graphics Indigo R4000 running IRIX 5.2. The ADIS GUI code compiles using Verdex Ada Compiler 6.2.1 and the X Window System version X11R5 with Motif 1.2. Therefore, this documentation assumes you have a working knowledge of Ada, the X Window System, and Motif. Three separate ADIS GUI executables exist, one each for the DG Server, the DG Client, and the OS. The DG Server GUI (XDGS) allows the user to configure and control the DG Server. The DG Client GUI (XDGC) allows the user to configure and control the DG Client. The OS GUI (XOS) allows the user to configure and control the OS.

## **What do you need to know to use the ADIS GUI?tc "What do you need to know to use the ADIS GUI?"\ 2§**

A working knowledge of graphical user interfaces is necessary to use the ADIS GUIs. In particular, the user must understand the basics of using an application whose interface is based on the X Window System.

## **How does the ADIS GUI work?tc "How does the ADIS GUI work?"\ 1§**

The user may open or save configuration files by selecting the appropriate option from the “File” menu. You can quit the ADIS GUI application by selecting the “Quit” menu item from the “File” menu.

### **XDG\_Servertc "XDG Server"\ 2§**

The user may shut down the DG Server and quit the XDG\_Server GUI application by selecting the “Shutdown Server” menu item from the “File” menu.

The “XDG Server” menu contains three items: “Set Parameters,” “Monitors,” and “Error Notices.”

When the user selects the “Set Parameters” menu item from the “XDG Server” menu, the “XDG Server Set Parameters” window is displayed. A list of buttons on the left side of this window allows the user to select groups of parameters that may be changed. When one of these buttons is pressed, a panel of data entry fields and option menus (as appropriate for the parameters being displayed) appears on the right side of this window. When the mouse cursor is positioned over any data entry field or option menu, help for that item will be displayed in the field labeled “Help”: at the bottom of the screen. Typing a new value into a data entry field or selecting an item from an option menu will change that value in the DG Server when the “Apply” button is pressed. Pressing the button labeled “Apply” at the bottom right of the window will send the values of all changed parameters to the DG Server. Pressing the button labeled “Cancel” at the bottom left of the window will abort all changes (the fields will hold their values) and close this window.

When the user selects the “Monitors” menu item from the “XDG Server” menu, the “XDG

Server Monitors” window is displayed. The setup of this window is very similar to that of the “XDG Server Set Parameters” window described above, except that the data displayed may not be edited; it is for viewing only.

When the user selects the “Error Notices” menu item from the “XDG Server” menu, the “XDG Server Error Notices Monitor” window is displayed. This window displays all DG Server errors with the time of the occurrence of each error. The user can scroll back to see previous errors, and the display will automatically display new errors as they occur.

#### **XDG\_Clienttc "XDG Client" \ 2§**

The operation of the XDG\_Client GUI application is nearly identical to that of the XDG\_Server GUI application. Please refer to the section describing the operation of the XDG\_Client GUI application above and note the following exceptions.

The XDG\_Client GUI application does not contain the option “Shutdown Server” under the “File” menu. The “XDG Client Set Parameters” window of the XDG\_Client GUI application contains different panels than that of the XDG\_Server GUI application, but they operate identically.

#### **XOStc "XOS" \ 2§**

The operation of the XOS GUI application is nearly identical to that of the XDG\_Server GUI application. Please refer to the section describing the operation of the XDG\_Client GUI application above, with the following exceptions.

The XOS GUI application XDG\_Client GUI application contains several windows used to set parameters. These include “XOS Set Simulation Parameters,” “XOS Set Ordnance Parameters,” and “XOS Set General Parameters.” The windows of the XOS GUI application used to set parameters contain different panels than the “Set Parameters” window of the XDG\_Server GUI application, but they operate identically, with one major exception. The “XOS Set Ordnance Parameters” window contains two new buttons at the bottom center of the window, labeled “Previous” and “Next.” The buttons allow the user to navigate through the munitions list and to display and edit parameters for all munitions in the munitions list.

### **Special Featurestc "Special Features" \ 2§**

The ADIS GUI attempts to prevent the user from entering invalid values in the input data fields by restricting the input to fit the appropriate type. For example, the user can only enter valid integers in an integer data field.

Each data field of the ADIS GUI displays context sensitive help in a special “Help” field at the bottom of each window whenever the mouse cursor is positioned over the data field.

### **How do you bring up the ADIS GUI?tc "How do you bring up the ADIS GUI?" \ 2§**

The XDG Server GUI is executed by typing “XDG\_Server” at the command prompt, assuming that the user is in the directory in which the XDG\_Server application is located.

The XDG Client GUI is automatically executed by the DG; the user does not manually execute the XDG Client GUI application.

The XOS GUI is automatically executed by the OS; the user does not manually execute the XOS GUI application.

### **How do you configure the ADIS GUI?tc "How do you configure the ADIS GUI?" \ 2§**

Please refer to the DG SRM and the OS SRM for information on how to configure the

appropriate ADIS GUI.

### **How do you control the ADIS GUI?tc "How do you control the ADIS GUI?"\I 2§**

Please refer to the above section entitled “How does the ADIS GUI work?” to learn how to control the ADIS GUI.

### **What does each unit in the ADIS GUI do?tc "What does each unit in the ADIS GUI do?"\I 1§**

Below is a break down of the ADIS GUIs into their respective packages and units. The package name (with the filename of its spec and body, and with the purpose of the package) is given first. The “( )” indicates a spec and body both exist; the spec filename uses an underscore and the body does not. In the event that only a spec or body exists, its filename will be listed with or without the underscore as appropriate. Following the package information, the filename of each unit within the package, as well as its purpose, is included.

#### **Utilities**

Utilities( ).ada

The Utilities package holds frequently used, general-purpose, units. These units perform conversions and other manipulations on strings and simple data types.

#### **Min**

Utilities.ada

This function returns the minimum of the two passed values.

#### **Max**

Utilities.ada

This function returns the maximum of the two passed values.

#### **String\_To\_Float\_String**

Utilities\_String\_To\_Float\_String.ada

This procedure converts the string passed in and ensures that is in a properly formatted float format.

#### **String\_To\_Integer\_String**

Utilities\_String\_To\_Integer\_String.ada

This procedure converts the string passed in and ensures that is in a properly formatted integer format.

#### **String\_To\_Hexadecimal\_String**

Utilities\_String\_To\_Hexadecimal\_String.ada

This procedure converts the string passed in and ensures that it is in a properly formatted hexadecimal format.

#### **String\_To\_Binary\_String**

Utilities\_String\_To\_Binary\_String.ada

This procedure converts the string passed in and ensures that it is in a properly formatted binary format.

### **Length\_Of\_String**

Utilities\_Length\_Of\_String.ada

This procedure returns the number of characters in the passed string until the character ASCII.NUL is reached. This is useful since strings are null-terminated in X.

### **Get\_Integer\_From\_Text**

Utilities\_Get\_Integer\_From\_Text.ada

This procedure returns the integer equivalent of the passed text. A BOOLEAN True is returned in Success if the procedure can extract an integer, and False is returned if it fails (i.e., the text string is null, empty, or contains an invalid integer string.)

### **Get\_Float\_From\_Text**

Utilities\_Get\_Float\_From\_Text.ada

This procedure returns the float equivalent of the passed text. A BOOLEAN True is returned in Success if the procedure can extract a float, and False is returned if it fails (i.e., the text string is null, empty, or contains an invalid float string.)

### **Get\_Hexadecimal\_From\_Text**

Utilities\_Get\_Hexadecimal\_From\_Text.ada

This procedure returns the integer equivalent of the passed hexadecimal string text. A BOOLEAN True is returned in Success if the procedure can extract an integer, and False is returned if it fails (i.e., the text string is null, empty, or contains an invalid hexadecimal string.)

### **Get\_Binary\_From\_Text**

Utilities\_Get\_Binary\_From\_Text.ada

This procedure returns the integer equivalent of the passed binary string text. A BOOLEAN True is returned in Success if the procedure can extract an integer, and False is returned if it fails (i.e., the text string is null, empty, or contains an invalid binary string.)

### **Integer\_To\_String**

Utilities\_Integer\_To\_String.ada

This procedure converts the passed INTEGER into its string equivalent, returning it in the passed STRING parameter.

### **Float\_To\_String**

Utilities\_Float\_To\_String.ada

This procedure converts the passed FLOAT into its string equivalent, returning it in the passed STRING parameter.

### **Hexadecimal\_To\_String**

Utilities\_Hexadecimal\_To\_String.ada

This procedure converts the passed INTEGER into its hexadecimal string equivalent, returning it in the passed STRING parameter.

### **Binary\_To\_String**

Utilities\_Binary\_To\_String.ada

This procedure converts the passed INTEGER into its binary string equivalent, returning it in the passed STRING parameter.



### **Strip\_Spaces**

Utilities\_Strip\_Spaces.ada

This procedure strips all leading and trailing spaces from the passed string. The non-space portions of the string are moved forward to replace any leading spaces, and trailing spaces are replaced with ASCII.NUL characters.

### **Time\_To\_String**

Utilities\_Time\_To\_String.ada

This procedure converts a variable of type Calendar.TIME into its STRING equivalent, with the hours, minutes, and seconds padded with zeroes.

## **Motif\_Utilities**

Motif\_Utilities(\_).ada

The Motif\_Utilities package holds frequently used Motif and X related units. These units perform such functions as creating common widgets, getting widget ancestors, setting common widget resources, getting formatted data from text widgets, restricting text widget input to match integer and float types, prompting/informing the user, building menu items and menus, and installing and updating ActiveHelp.

### **Create\_Label**

Motif\_Utilities.ada

This function creates a label with the passed label parented to the passed parent.

### **Create\_Pushbutton**

Motif\_Utilities.ada

This function creates a pushbutton with the passed label parented to the passed parent.

### **Create\_Togglebutton**

Motif\_Utilities.ada

This function creates a togglebutton with the passed label parented to the passed parent.

### **Get\_Shell**

Motif\_Utilities.ada

This function returns the first shell parent of the passed widget.

### **Get\_Topshell**

Motif\_Utilities.ada

This function returns the first WMshell parent of the passed widget.

### **Display\_Message**

Motif\_Utilities.ada

This procedure creates a dialog displaying the passed message, with the passed title. Pressing the dialog's only button unmanages it.

### **Set\_Cursor**

Motif\_Utilities.ada

This procedure sets the cursor of the window of the passed widget to the passed cursor id.

### **Set\_Labelstring**

Motif\_Utilities.ada

This procedure sets the labelString resource of the passed widget to the passed string.

### **Get\_Labelstring**

Motif\_Uilities.ada

This function returns the label string of the passed widget as a text string.

### **Make\_Color**

Motif\_Uilities.ada

This function returns the pixel colormap entry associated with the color color\_name in the widget parent, allocating it if necessary. The returned value Pixel can be used to set the XmNbackground and XmNforeground widget resources.

### **Prompt\_User**

Motif\_Uilities.ada

This function presents the user with a prompt and allows you to choose one of up to three choices (from input parameters). The chosen response's mnemonic is returned.

### **Build\_Menu**

Motif\_Uilities.ada

This function builds a menu based on the passed array of MENU\_ITEM\_REC variables, parented to the passed widget parent. The array of MENU\_ITEM\_REC variables defines the menu type (standard menu, option menu, or popup menu) as well as all menu items and their attributes.

### **Build\_Menu\_Item**

Motif\_Uilities.ada

This function assembles a MENU\_ITEM\_REC from a list of parameters. This is an optional convenience function. The created MENU\_ITEM\_REC variable can then be used to construct an array of MENU\_ITEM\_REC variables for use in the call to Build\_Menu (see above).

### **Install\_Active\_Help**

Motif\_Uilities\_Install\_Active\_Help.ada

This procedure installs active help for the specified widget. This requires that a text field be dedicated to the purpose of displaying the ActiveHelp messages.

### **Update\_Help\_Field\_EH**

Motif\_Uilities\_Update\_Help\_Field\_EH.ada

This event handler updates the text widget passed into Help\_Text\_Widget with the string held in the User\_Data field of the callback's parent widget. It is automatically installed by the call to Install\_Active\_Help.

### **Install\_Text\_Restrictions**

Motif\_Uilities\_Install\_Text\_Restrictions.ada

This unit installs textfield callbacks which restrict the passed textfield widget to only accept as valid input text matching the passed criteria.

### **Install\_Text\_Restrictions\_With\_Integer\_Range**

Motif\_Uilities\_Install\_Text\_Restrictions\_With\_Integer\_Range.ada

This unit installs textfield callbacks which restrict the passed text widget to only accept as valid input text matching the passed criteria, including a range of valid integer values.

### **Install\_Text\_Restrictions\_With\_Float\_Range**

Motif\_Uilities\_Install\_Text\_Restrictions\_With\_Float\_Range

This unit installs textfield callbacks which restrict the passed text widget to only accept as valid input text matching the passed criteria, including a range of valid float values.

### **Get\_Integer\_From\_Text\_Widget**

Motif\_Uilities\_Get\_Integer\_From\_Text\_Widget.ada

This procedure returns the integer equivalent of the text contained in the passed text widget, via the passed parameter Return\_Integer. A BOOLEAN True is returned in Success if the procedure can extract an integer, and False is returned if it fails (i.e., the text widget is null, empty, or contains an invalid integer string.)

#### **Get\_Float\_From\_Text\_Widget**

Motif\_Uilities\_Get\_Float\_From\_Text\_Widget.ada

This procedure returns the float equivalent of the text contained in the passed text widget, via the passed parameter Return\_Float. A BOOLEAN True is returned in Success if the procedure can extract a float, and False is returned if it fails (i.e., the text widget is null, empty, or contains an invalid float string.)

#### **Get\_Hexadecimal\_From\_Text\_Widget**

Motif\_Uilities\_Get\_Hexadecimal\_From\_Text\_Widget.ada

This procedure returns the integer equivalent of the hexadecimal text contained in the passed text widget, via the passed parameter Return\_Integer. A BOOLEAN True is returned in Success if the procedure can extract an integer, and False is returned if it fails (i.e., the text widget is null, empty, or contains an invalid hexadecimal string.)

#### **Get\_Binary\_From\_Text\_Widget**

Motif\_Uilities\_Get\_Binary\_From\_Text\_Widget.ada

This procedure returns the integer equivalent of the binary text contained in the passed text widget, via the passed parameter Return\_Integer. A BOOLEAN True is returned in Success if the procedure can extract an integer, and False is returned if it fails (i.e., the text widget is null, empty, or contains an invalid binary string.)

#### **Set\_Boolean\_Value\_CB**

Motif\_Uilities\_Set\_Boolean\_Value\_CB.ada

This procedure sets the value of the Boolean variable in the client\_data parameter (named Boolean\_Value here) to the value in the userData field of the activating widget.

#### **Set\_Integer\_Value\_CB**

Motif\_Uilities\_Set\_Integer\_Value\_CB.ada

This procedure sets the value of the Integer variable in the client\_data parameter (named Integer\_Value here) to the value in the userData field of the activating widget.

#### **Destroy\_Widget\_CB**

Motif\_Uilities\_Destroy\_Widget\_CB.ada

This procedure calls Xt.DestroyWidget on the Widget\_To\_Be\_Destroyed parameter.

#### **XmTextSetInsertionPosition**

Motif\_Uilities.ada

Re-imported due to bad Verdex binding.

#### **Create\_Widget**

Motif\_Uilities.ada

This private unit creates a widget with the passed label parented to the passed parent.

#### **Prompt\_Response**

Motif\_Uilities.ada

This private unit is used by the public unit Prompt\_User to handle the pushbutton callbacks.

#### **Prompt\_Handle\_Event**

Motif\_Uilities.ada

This private unit is used by the public unit Prompt\_User to handle KeyRelease events.  
**Text\_Restrict\_CB**

Motif\_Uilities.ada

This private unit is used by the public units Install\_Text\_Restrictions, Install\_Text-  
\_Restrictions\_With\_Integer\_Range, and Install\_Text\_Restrictions\_With\_Float\_Range to  
actually perform the text validation and to veto any invalid text modifications.

## **XDG\_Server\_Main\_CB**

XDG\_Server\_Main\_CB(\_).ada

The XDG\_Server\_Main\_CB package holds XDG Server units to load and save the  
configuration files, initialize all “set parameters” panels, and quit the XDG Server GUI.

### **Open\_CB**

XDG\_Server\_Main\_CB\_Open\_CB.ada

This procedure allows the user to open an existing configuration file.

### **Open\_Config\_File\_FSB\_CB**

XDG\_Server\_Main\_CB\_Open\_Config\_File\_FSB\_CB.ada

This procedure handles the Open FSB callbacks for opening and XDG Server  
configuration file.

### **Reinitialize\_Panels\_Timeout**

XDG\_Server\_Main\_CB.ada

This procedure waits for the DG Server to load the new configuration file (this happens  
when the config file changes flag in the interface becomes False), and then calls  
XDG\_Server.Initialize\_Set\_Parms\_Panels to reinitialize all Set Parameters panels.

### **Save\_CB**

XDG\_Server\_Main\_CB\_Save\_CB.ada

This procedure allows the user to save the existing data in a configuration file.

### **Save\_Config\_File\_FSB\_CB**

XDG\_Server\_Main\_CB\_Save\_Config\_File\_FSB\_CB.ada

This procedure handles the Save FSB callbacks for opening and XDG Server  
configuration file.

### **Quit\_CB**

XDG\_Server\_Main\_CB\_Quit\_CB.ada

This procedure prompts the user to quit the application. If the user chooses to quit, the  
application is terminated.

## **XDG\_Server**

XDG\_Server(\_).ada

The XDG\_Server package holds XDG Server units to create, initialize, and update all XDG Server windows and panels, to write changes from the set parameters panels to shared memory, and to create and update the ADIS DG Server GUI monitoring displays.

### **Create\_Set\_Parms\_Window\_CB**

XDG\_Server\_Create\_Set\_Parms\_Window\_CB.ada

This procedure displays the XDG\_Server Set Parameters window.

### **Create\_Set\_Parms\_Panel\_Network**

XDG\_Server\_Create\_Set\_Parms\_Panel\_Network.ada

This procedure displays the Set Parameters Network Panel under the passed widget hierarchy.

### **Create\_Set\_Parms\_Panel\_Threshold**

XDG\_Server\_Create\_Set\_Parms\_Panel\_Threshold.ada

This procedure displays the Set Parameters Threshold Panel under the passed widget hierarchy.

### **Create\_Set\_Parms\_Panel\_PDU\_Filters**

XDG\_Server\_Create\_Set\_Parms\_Panel\_PDU\_Filters.ada

This procedure displays the Set Parameters PDU Filters Panel under the passed widget hierarchy.

### **Create\_Set\_Parms\_Panel\_Specific\_Filters**

XDG\_Server\_Create\_Set\_Parms\_Panel\_Specific\_Filters.ada

This procedure displays the Set Parameters Specific Filters Panel under the passed widget hierarchy.

### **Create\_Set\_Parms\_Panel\_DG\_Parameters**

XDG\_Server\_Create\_Set\_Parms\_Panel\_DG\_Parameters.ada

This procedure displays the Set Parameters DG Parameters Panel under the passed widget hierarchy.

### **Create\_Set\_Parms\_Panel\_Error**

XDG\_Server\_Create\_Set\_Parms\_Panel\_Error.ada

This procedure displays the Set Parameters Error Parameters Panel under the passed widget hierarchy.

### **Create\_Set\_Parms\_Panel\_Hash**

XDG\_Server\_Create\_Set\_Parms\_Panel\_Hash.ada

This procedure displays the Set Parameters Hash Parameters Panel under the passed widget hierarchy.

### **Create\_Set\_Parms\_Panel\_Exercise**

XDG\_Server\_Create\_Set\_Parms\_Panel\_Exercise.ada

This procedure displays the Set Parameters Exercise Parameters Panel under the passed widget hierarchy.

### **Create\_Error\_Notices\_Window\_CB**

XDG\_Server\_Create\_Error\_Notices\_Window\_CB.ada

This procedure displays the XDG Server Error Notices window.

### **Create\_Monitors\_Window\_CB**

XDG\_Server\_Create\_Monitors\_Window\_CB.ada

This procedure displays the XDG Server Monitors window.

### **Create\_Monitors\_Panel\_Entities**

XDG\_Server\_Create\_Monitors\_Panel\_Entities.ada

This procedure displays the Monitor Entities Panel under the passed widget hierarchy.

### **Create\_Monitors\_Panel\_Gateway**

XDG\_Server\_Create\_Monitors\_Panel\_Gateway.ada

This procedure displays the Monitor Gateway Panel under the passed widget hierarchy.

### **Create\_Monitors\_Panel\_Errors**

XDG\_Server\_Create\_Monitors\_Panel\_Errors.ada

This procedure displays the Monitor Errors Panel under the passed widget hierarchy.

### **Initialize\_Panel\_Network**

XDG\_Server\_Initialize\_Panel\_Network.ada

This procedure initializes the Network Panel widgets with the values from the DG Shared Memory interface.

### **Initialize\_Panel\_Threshold**

XDG\_Server\_Initialize\_Panel\_Threshold.ada

This procedure initializes the Threshold Panel widgets with the values from the DG Shared Memory interface.

### **Initialize\_Panel\_DG\_Parameters**

XDG\_Server\_Initialize\_Panel\_DG\_Parameters.ada

This procedure initializes the DG\_Parameters Panel widgets with the values from the DG Shared Memory interface.

### **Initialize\_Panel\_PDU\_Filters**

XDG\_Server\_Initialize\_Panel\_PDU\_Filters.ada

This procedure initializes the PDU\_Filters Panel widgets with the values from the DG Shared Memory interface.

### **Initialize\_Panel\_Specific\_Filters**

XDG\_Server\_Initialize\_Panel\_Specific\_Filters.ada

This procedure initializes the Specific\_Filters Panel widgets with the values from the DG Shared Memory interface.

### **Initialize\_Panel\_Error**

XDG\_Server\_Initialize\_Panel\_Error.ada

This procedure initializes the Error Panel widgets with the values from the DG Shared Memory interface.

### **Initialize\_Panel\_Hash**

XDG\_Server\_Initialize\_Panel\_Hash.ada

This procedure initializes the Hash Panel widgets with the values from the DG Shared Memory interface.

### **Initialize\_Panel\_Exercise**

XDG\_Server\_Initialize\_Panel\_Exercise.ada

This procedure initializes the Exercise Panel widgets with the values from the DG Shared Memory interface.

### **Initialize\_Set\_Parms\_Panels**

XDG\_Server\_Initialize\_Set\_Parms\_Panels.ada

This procedure initializes all XDG Server Set Parameters panels using values from the DG Shared Memory interface.

### **Update\_Error\_Notices**

XDG\_Server\_Update\_Error\_Notices.ada

This procedure is a timeout procedure which updates the Error Notices window at an update rate specified in the XDG\_Server package spec.

### **Update\_Error\_History**

XDG\_Server\_Update\_Error\_History.ada

This procedure is a timeout procedure which updates the Error History window at an update rate specified in the XDG\_Server package spec.

### **Apply\_CB**

XDG\_Server\_Apply\_CB.ada

This procedure writes all changed values in all Set Parameters panels to shared memory.

### **Cancel\_Set\_Parms\_CB**

XDG\_Server\_Cancel\_Set\_Parms\_CB.ada

This procedure closes the Set Parameters window and cancels all pending XDG Server parameter changes.

### **Close\_Window\_CB**

XDG\_Server\_Close\_Window\_CB.ada

This procedure closes the window pointed to by the parameter Shell by unmanaging (not destroying) it.

## **XDG\_Client\_Main\_CB**

XDG\_Client\_Main\_CB(\_).ada

The XDG\_Client\_Main\_CB package holds XDG Client units to load and save the configuration files, initialize all “set parameters” panels, and quit the XDG Client GUI.

### **Open\_CB**

XDG\_Client\_Main\_CB\_Open\_CB.ada

This procedure allows the user to open an existing configuration file.

### **Open\_Config\_File\_FSB\_CB**

XDG\_Client\_Main\_CB\_Open\_Config\_File\_FSB\_CB.ada

This procedure handles the Open FSB callbacks for opening and XDG Client configuration file.

### **Reinitialize\_Panels\_Timeout**

XDG\_Client\_Main\_CB.ada

This procedure waits for the DG Client to load the new configuration file (this happens when the config file changes flag in the interface becomes False) and then calls XDG\_Client.Initialize\_Set\_Parms\_Panels to reinitialize all Set Parameters panels.

### **Save\_CB**

XDG\_Client\_Main\_CB\_Save\_CB.ada

This procedure allows the user to save the existing data in a configuration file.

### **Save\_Config\_File\_FSB\_CB**

XDG\_Client\_Main\_CB\_Save\_Config\_File\_FSB\_CB.ada

This procedure handles the Save FSB callbacks for opening and XDG Client configuration file.

### **Quit\_CB**

XDG\_Client\_Main\_CB\_Quit\_CB.ada

This procedure prompts the user to quit the application. If the user chooses to quit, the application is terminated.

## **XDG\_Client**

XDG\_Client(\_).ada

The XDG\_Client package holds XDG Client units to create, initialize, and update all XDG Client windows and panels, to write changes from the set parameters panels to shared memory, and to create and update the ADIS DG Client GUI monitoring displays.

### **Create\_Set\_Parms\_Window\_CB**

XDG\_Client\_Create\_Set\_Parms\_Window\_CB.ada

This procedure displays the XDG\_Client Set Parameters window.

### **Create\_Set\_Parms\_Panel\_DG\_Parameters**

XDG\_Client\_Create\_Set\_Parms\_Panel\_DG\_Parameters.ada

This procedure displays the Set Parameters DG Parameters Panel under the passed widget hierarchy.

### **Create\_Set\_Parms\_Panel\_Error**

XDG\_Client\_Create\_Set\_Parms\_Panel\_Error.ada

This procedure displays the Set Parameters Error Parameters Panel under the passed widget hierarchy.

### **Create\_Set\_Parms\_Panel\_Hash**

XDG\_Client\_Create\_Set\_Parms\_Panel\_Hash.ada

This procedure displays the Set Parameters Hash Parameters Panel under the passed widget hierarchy.

### **Create\_Set\_Parms\_Panel\_Exercise**

XDG\_Client\_Create\_Set\_Parms\_Panel\_Exercise.ada

This procedure displays the Set Parameters Exercise Parameters Panel under the passed widget hierarchy.

### **Create\_Set\_Parms\_Panel\_Synchronization**

XDG\_Client\_Create\_Set\_Parms\_Panel\_Synchronization.ada

This procedure displays the Set Parameters Synchronization Parameters Panel under the passed widget hierarchy.

### **Create\_Error\_Notices\_Window\_CB**

XDG\_Client\_Create\_Error\_Notices\_Window\_CB.ada

This procedure displays the XDG Client Error Notices window.

### **Create\_Monitors\_Window\_CB**

XDG\_Client\_Create\_Monitors\_Window\_CB.ada

This procedure displays the XDG Monitors window.

### **Create\_Monitors\_Panel\_Entities**

XDG\_Client\_Create\_Monitors\_Panel\_Entities.ada

This procedure displays the Monitor Entities Panel under the passed widget hierarchy.

### **Create\_Monitors\_Panel\_Gateway**

XDG\_Client\_Create\_Monitors\_Panel\_Gateway.ada



This procedure displays the Monitor Gateway Panel under the passed widget hierarchy.  
**Create\_Monitors\_Panel\_Errors**

XDG\_Client\_Create\_Monitors\_Panel\_Errors.ada

This procedure displays the Monitor Errors Panel under the passed widget hierarchy.  
**Initialize\_Panel\_DG\_Parameters**

XDG\_Client\_Initialize\_Panel\_DG\_Parameters.ada

This procedure initializes the DG\_Parameters Panel widgets with the values from the DG Shared Memory interface.

**Initialize\_Panel\_Error**

XDG\_Client\_Initialize\_Panel\_Error.ada

This procedure initializes the Error Panel widgets with the values from the DG Shared Memory interface.

**Initialize\_Panel\_Hash**

XDG\_Client\_Initialize\_Panel\_Hash.ada

This procedure initializes the Hash Panel widgets with the values from the DG Shared Memory interface.

**Initialize\_Panel\_Exercise**

XDG\_Client\_Initialize\_Panel\_Exercise.ada

This procedure initializes the Exercise Panel widgets with the values from the DG Shared Memory interface.

**Initialize\_Panel\_Synchronization**

XDG\_Client\_Initialize\_Panel\_Synchronization.ada

This procedure initializes the Synchronization Panel widgets with the values from the DG Shared Memory interface.

**Initialize\_Set\_Parms\_Panels**

XDG\_Client\_Initialize\_Set\_Parms\_Panels.ada

This procedure initializes all XDG Client Set Parameters panels using values from the DG Shared Memory interface.

**Update\_Error\_Notices**

XDG\_Client\_Update\_Error\_Notices.ada

This procedure is a timeout procedure which updates the Error Notices window at an update rate specified in the XDG\_Client package spec.

**Update\_Error\_History**

XDG\_Client\_Update\_Error\_History.ada

This procedure is a timeout procedure which updates the Error History window at an update rate specified in the XDG\_Client package spec.

**Apply\_CB**

XDG\_Client\_Apply\_CB.ada

This procedure writes all changed values in all Set Parameters panels to shared memory.

**Cancel\_Set\_Parms\_CB**

XDG\_Client\_Cancel\_Set\_Parms\_CB.ada

This procedure closes the Set Parameters window and cancels all pending XDG Client parameter changes.

**Close\_Window\_CB**

XDG\_Client\_Close\_Window\_CB.ada

This procedure closes the window pointed to by the parameter Shell by unmanaging (not

destroying) it.

## **XOS\_Main\_CB**

XOS\_Main\_CB(\_).ada

The XOS\_Main\_CB package holds XOS units to load and save the configuration files, initialize all “set parameters” panels, and quit the XOS GUI.

### **Open\_CB**

XOS\_Main\_CB\_Open\_CB.ada

This procedure allows the user to open an existing configuration

### **Open\_Config\_File\_FSB\_CB**

XOS\_Main\_CB\_Open\_Config\_File\_FSB\_CB.ada

This procedure handles the Open FSB callbacks for opening an XOS configuration file.

### **Reinitialize\_Panels\_Timeout**

XOS\_Main\_CB.ada

This procedure waits for the OS to load the new configuration file (this happens when the config file changes flag in the interface becomes False), and then calls XOS.Initialize\_Set\_Parms\_Panels to reinitialize all Set Parameters panels.

### **Save\_CB**

XOS\_Main\_CB\_Save\_CB.ada

This procedure allows the user to save the existing data in a configuration file.

### **Save\_Config\_File\_FSB\_CB**

XOS\_Main\_CB\_Save\_Config\_File\_FSB\_CB.ada

This procedure handles the Save FSB callbacks for saving an XOS configuration file.

### **Quit\_CB**

XOS\_Main\_CB\_Quit\_CB.ada

This procedure prompts the user to quit the application. If the user chooses to quit, the application is terminated.

## **XOS**

XOS(\_).ada

The XOS package holds XOS units to create, initialize, and update all XOS windows and panels, to write changes from the set parameters panels to shared memory, and to create and update the ADIS XOS GUI monitoring displays.

### **Create\_Ord\_Parms\_Window\_CB**

XOS\_Create\_Ord\_Parms\_Window\_CB.ada

This procedure displays the XOS Set Ordnance Parameters window.

**Create\_Ord\_Panel\_Aero**

XOS\_Create\_Ord\_Panel\_Aero.ada

This procedure displays the Ordnance Aerodynamics Parameters Panel under the passed widget hierarchy.

**Create\_Ord\_Panel\_Term**

XOS\_Create\_Ord\_Panel\_Term.ada

This procedure displays the Ordnance Termination Parameters Panel under the passed widget hierarchy.

**Create\_Ord\_Panel\_Gen**

XOS\_Create\_Ord\_Panel\_Gen.ada

This procedure displays the Ordnance General Parameters Panel under the passed widget hierarchy.

**Create\_Ord\_Panel\_Entity**

XOS\_Create\_Ord\_Panel\_Entity.ada

This procedure displays the Ordnance Entity Parameters Panel under the passed widget hierarchy.

**Create\_Ord\_Panel\_Emitter**

XOS\_Create\_Ord\_Panel\_Emitter.ada

This procedure displays the Ordnance Emitter Parameters Panel under the passed widget hierarchy.

**Create\_Sim\_Parms\_Window\_CB**

XOS\_Create\_Sim\_Parms\_Window\_CB.ada

This procedure displays the XOS Set Simulation Parameters window.

**Create\_Sim\_Panel\_Sim**

XOS\_Create\_Sim\_Panel\_Sim.ada

This procedure displays the Simulation Parameters Panel under the passed widget hierarchy.

**Create\_Other\_Parms\_Window\_CB**

XOS\_Create\_Other\_Parms\_Window\_CB.ada

This procedure displays the XOS Set Other Parameters window.

**Create\_Other\_Panel\_Error**

XOS\_Create\_Other\_Panel\_Error.ada

This procedure displays the Other Error Parameters Panel under the passed widget hierarchy.

**Create\_Error\_Notices\_Window\_CB**

XOS\_Create\_Error\_Notices\_Window\_CB.ada

This procedure displays the XOS Error Notices window.

**Create\_Monitors\_Window\_CB**

XOS\_Create\_Monitors\_Window\_CB.ada

This procedure displays the XOS Monitors window.

**Create\_Monitors\_Panel\_Errors**

XOS\_Create\_Monitors\_Panel\_Errors.ada

This procedure displays the Monitor Errors Panel under the passed widget hierarchy.

### **Initialize\_Sim\_Panel\_Sim**

XOS\_Initialize\_Sim\_Panel\_Sim.ada

This procedure initializes the Simulation Panel widgets with the values from the OS Shared Memory interface.

### **Initialize\_Ord\_Panel\_Aero**

XOS\_Initialize\_Ord\_Panel\_Aero.ada

This procedure initializes the Ordnance Aerodynamic Panel widgets with the values from the OS Shared Memory interface.

### **Initialize\_Ord\_Panel\_Gen**

XOS\_Initialize\_Ord\_Panel\_Gen.ada

This procedure initializes the Ordnance General Panel widgets with the values from the OS Shared Memory interface.

### **Initialize\_Ord\_Panel\_Term**

XOS\_Initialize\_Ord\_Panel\_Term.ada

This procedure initializes the Ordnance Termination Panel widgets with the values from the OS Shared Memory interface.

### **Initialize\_Ord\_Panel\_Entity**

XOS\_Initialize\_Ord\_Panel\_Entity.ada

This procedure initializes the Ordnance Entity Panel widgets with the values from the OS Shared Memory interface.

### **Initialize\_Ord\_Panel\_Emitter**

XOS\_Initialize\_Ord\_Panel\_Emitter.ada

This procedure initializes the Ordnance Emitter Panel widgets with the values from the OS Shared Memory interface.

### **Initialize\_Other\_Panel\_Error**

XOS\_Initialize\_Other\_Panel\_Error.ada

This procedure initializes the Other Error Panel widgets with the values from the OS Shared Memory interface.

### **Initialize\_Ord\_Parms\_Panels**

XOS\_Initialize\_Ord\_Parms\_Panels.ada

This procedure initializes the Ordnance panels by calling their respective Initialize functions.

### **Initialize\_Sim\_Parms\_Panels**

XOS\_Initialize\_Sim\_Parms\_Panels.ada

This procedure initializes the Simulation panels by calling their respective Initialize functions.

### **Initialize\_Other\_Parms\_Panels**

XOS\_Initialize\_Other\_Parms\_Panels.ada

This procedure initializes the Other panels by calling their respective Initialize functions.

### **Update\_Error\_Notices**

XOS\_Update\_Error\_Notices.ada

This procedure is a timeout procedure which updates the Error Notices window at an update rate specified in the XOS package spec.

### **Update\_Error\_History**

XOS\_Update\_Error\_History.ada

This procedure is a timeout procedure which updates the Error History window at an update rate specified in the XOS package spec.

### **Sim\_Apply\_CB**

XOS\_Sim\_Apply\_CB.ada

This procedure writes all changed values in all Set Simulation Parameters panels to shared memory.

### **Ord\_Apply\_CB**

XOS\_Ord\_Apply\_CB.ada

This procedure writes all changed values in all Set Ordnance Parameters panels to shared memory.

### **Ord\_Previous\_CB**

XOS\_Ord\_Previous\_CB.ada

This procedure instructs the OS to place the data for the previous munition in the list in shared memory.

### **Ord\_Next\_CB**

XOS\_Ord\_Next\_CB.ada

This procedure instructs the OS to place the data for the next munition in the list in shared memory.

### **Ord\_Update\_Previous\_Next\_Buttons**

XOS\_Ord\_Update\_Previous\_Next\_Buttons.ada

This procedure updates the Previous and Next buttons on the Ordnance Parameters window based on OS\_GUI.Interface.Ordnance\_Display.Top\_Of\_List and OS\_GUI.Interface.Ordnance\_Display.End\_Of\_List.

### **Ord\_Apply\_CB**

XOS\_Ord\_Apply\_CB.ada

This procedure writes all changed values in all Set Ordnance Parameters panels to shared memory.

### **Other\_Apply\_CB**

XOS\_Other\_Apply\_CB.ada

This procedure writes all changed values in all Set Other Parameters panels to shared memory.

### **Text\_Country\_CB**

XOS\_Text\_Country\_CB.ada

This procedure reads the integer out of the parent textfield widget and places the equivalent country name (from DIS\_Types.A\_COUNTRY\_ID) into the label widget whose widget ID is passed in as the client data.

### **Sim\_World\_Coord\_CB**

XOS\_Sim\_World\_Coord\_CB.ada

This procedure reads the values out of the standard database origin coordinate fields (in Geodetic coordinates), converts these into world coordinates (AKA, Geocentric coordinates), and places these new values into the appropriate labels in the XOS Simulation Parameters panel.

**Close\_Window\_CB**

XOS\_Close\_Window\_CB.ada

This procedure closes the window pointed to by the parameter Shell.

**Cancel\_Ord\_Parms\_Window\_CB**

XOS\_Cancel\_Ord\_Parms\_Window\_CB.ada

This procedure closes the Ordnance Parameters window and cancels all pending XDG Server parameter changes.

**Cancel\_Sim\_Parms\_Window\_CB**

XOS\_Cancel\_Sim\_Parms\_Window\_CB.ada

This procedure closes the Sim Parameters window and cancels all pending XDG Server parameter changes.

**Cancel\_Other\_Parms\_Window\_CB**

XOS\_Cancel\_Other\_Parms\_Window\_CB.ada

This procedure closes the Other Parameters window and cancels all pending XDG Server parameter changes.