Scheduler

- 🔒 add_track(): int
- 🔒 start(): int
- 🔒 stop(): int

- ▪ play(): int
- ▪ play_t: unsigned long
- ▪ eval_track(int): int
- ▪ tracks: Track*
- ▪ track_count: unsigned long
- ▪ g_query_tracks(): void
- ▪ (...)

Track.h

- 🔒 typedef (*proc_t)(int, const char**): T
- 🔒 typedef (*msg_t)(int, const char**): int
- 🔒 typedef (*spawn_t)(int, const char**): int
- 🔒 typedef (*kill_t)(int, const char**): int

<T>Track

- 🔒 add_event(unsigned long): void
- 🔒 eval(unsgined long): void
- 🔒 output(unsigned long): T

- ▪ event_count: unsigned long
- ▪ begin: Event*
- ▪ end: Event*
- ▪ last: Event*
- ▪ sofile: void*
- ▪ proc: proc_t
- ▪ msg: msg_t
- ▪ spawn: spawn_t
- ▪ kill: kill_t
- ▪ mem_t: unsigned long
- ▪ mem_outp[256]: T
- ▪ mem_i: unsigned char
- ▪ intern_t: unsgined char
- ▪ scheduler: Sced*
- ▪ inputs: Track*
- 🔒 inp_count: unsigned long
- 🔒 tracks: Track*
- 🔒 update_graph(): int

Event

- 🔒 add(Event*, int): void
- 🔒 operator<(Event*): bool
- 🔒 operator>(Event*): bool
- 🔒 get_t0(): unsigned long
- 🔒 do_func(unsigned long): void

- ▪ next: Event*
- ▪ prev: Event*
- ▪ t0, tT: unsgined long
- ▪ append(Event*): void
- ▪ prepend(Event*): void
- ▪ event_argv: const char***
- ▪ event_argc: unsigned long