

4.6.3 MRAPI_DYNAMIC_ATTRIBUTE_START

NAME

mrapi_dynamic_attribute_start

SYNOPSIS

```
void mrapi_dynamic_attribute_start(
    MRAPI_IN mrapi_resource_t* resource,
    MRAPI_IN mrapi_uint_t attribute_num,
    MRAPI_IN void (*rollover_callback) (void),
    MRAPI_OUT mrapi_status_t* status
);
```

DESCRIPTION

mrapi_dynamic_attribute_start() sets the system up to begin collection of the attribute's value over time. resource is a pointer to the given resource, attribute_num is the number of the attribute to start monitoring for that resource. Attribute numbers are specific to the given resource type.

The rollover_callback is an optional function pointer. If supplied the implementation will call the function when the specified attribute value rolls over from its maximum value. If this callback is not supplied the attribute will roll over silently.

If you call stop and then start again, the resource will start at it's previous value. To reset it, call mrapi_dynamic_attribute_reset().

RETURN VALUE

On success, *status is set to MRAPI_SUCCESS. On error, *status is set to the appropriate error defined below.

ERRORS

MRAPI_ERR_RSRC_INVALID	Invalid resource
MRAPI_ERR_ATTR_NUM	Invalid attribute number
MRAPI_ERR_RSRC_NOTDYNAMIC	The input attribute is static and not dynamic, and therefore can't be started.
MRAPI_ERR_RSRC_STARTED	The attribute is dynamic and has already been started
MRAPI_ERR_RSRC_COUNTER_INUSE	The counter is currently in use by another node.
MRAPI_ERR_NODE_NOTINIT	The calling node is not initialized.

NOTE

SEE ALSO

mrapi_dynamic_attribute_stop(), Section 3.12.4