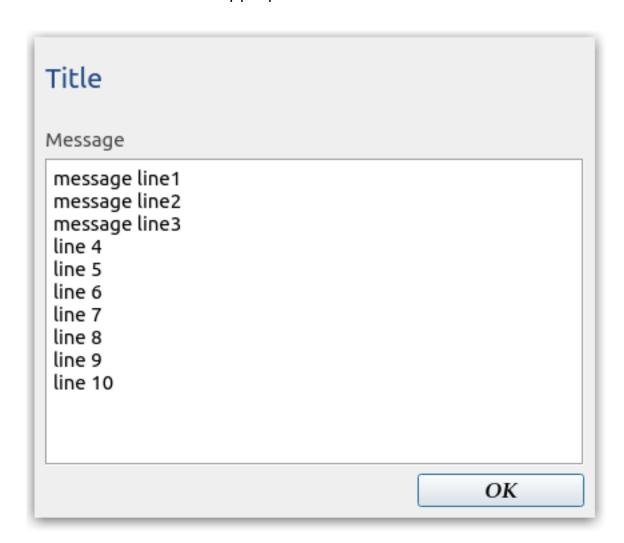# *Notifications*

UCF Development Notes v102922

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Test Engineering Services

Requires UniConsole(.exe) v102922 or later.

User Notifications

User notifications are used to display messages to the user.

Notifications can halt program execution until the 'OK' button
is selected, or can monitor system conditions and programmatically
closes the notification when appropriate.

1) The notification will be displayed on top of all other windows and is thread-safe.

2) Only one notification can be displayed at the same time.

3) The title label is programmable.

4) Any number of lines can be displayed. Scroll bars will be displayed as necessary.

5) The message window will resize based on the number of message lines (1-20).

Example Code

```cpp
/* Display the notification */
TheShell->
    UserSync(
        true,
        false,
        "Title",
        "message line1\n"
        "message line2\n"
        "message line3\n"
        "line 4\n"
        "line 5\n"
        "line 6\n"
        "line 7\n"
        "line 8\n"
        "line 9\n"
        "line 10\n"
        );

while(TheUutIsNotCalibrated()) {
/*  loop until the operator has completed a manual step, that is verified by the call to
    'TheUutIsNotCalibrated()'
    -    Exit when the 'OK' button is selected
    */

    std::this_thread::sleep_for(std::chrono::milliseconds(1000));
    if (TheShell->GetButtonSelection()==true) break;
}

while(TheShell->GetButtonSelection()==false) {
/* loop until the 'OK' button is selected */

    std::this_thread::sleep_for(std::chrono::milliseconds(1000));
}

TheShell->UserSync(false);
/* Hide the notification */
```