

# System Variables

UCF Development Notes v102922

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Requires StdIOChannelSystem(.so | dll) v112922 or later.

## Description

System variables provide an alternative to hardcoded system configuration values.

The following types of variables are supported

- ◇ Global variables that are common to all profiles
- ◇ Local variables that are common to a specific profile group

Local variables will always override global variables of the same name.

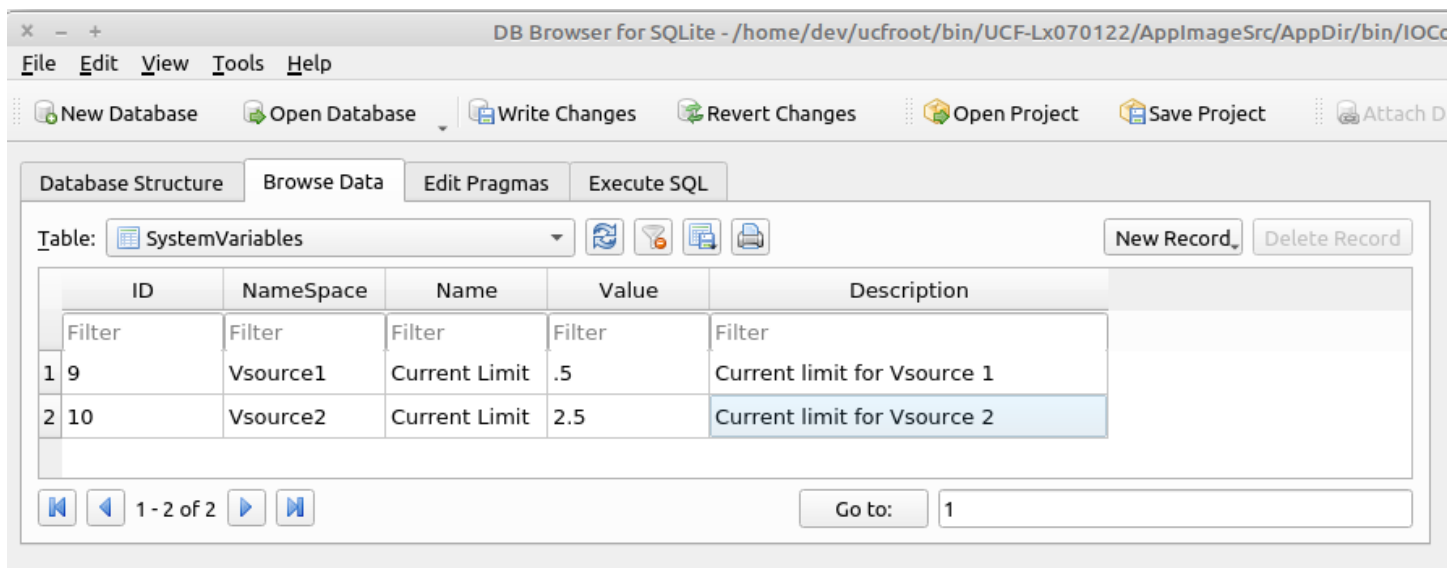
## Data Locations

System variables are stored in sqlite databases.

- ◇ Local variables are stored in the ‘SystemVariables’ table in (*./opt/<Profile Family>/ExtSystemIO.sdb*)
- ◇ Global variables are stored in the ‘SystemVariables’ table in (*./bin/<Release Name>/BaseSystemIO.sdb*)

## Configuring System Variables

System variables are created and updated using the sqlitebrowser utility.



## Reading System Variables

The value(s) for system variables are read programmatically using the '*GetSystemVariable(...)*' functions defined in *iStdIOChannelSystem.hpp*

Example 1: 

```
bool status=TheSystem->GetSystemVariable(..);
/* TheSystem is an iStdIOChannelSystem*
   1. status will be true if the variable is found, and false if not
   */
```

Example 2:

```
int TplModule::TestSystemVariables(CmdParam msg) {
    std::string ns, name, value, desc;
    char cvalue[256];
    memset(cvalue,0,256);

    TokenString params(msg,',' );
    if (params.GetTokenCount() > 3) {
        params.GetToken(1, ns);
        params.GetToken(2, name);
        params.GetToken(3, value);
        params.GetToken(4, desc);
        TheSystem->GetSystemVariable(ns.c_str(), name.c_str(),cvalue,256);
    }
    return(1);
}
```