

GlassLine Front End Transducer API

Brehon Humphrey (bhumphre@usc.edu) & Jonathan Sun (sunjonat@usc.edu)

ControlPanel events (fired by Agent)

(none)

ControlPanel callbacks (received by Agent)

Channel	Event	args	Description
CONTROL_PANEL	START	null	Fired when the Start button is pressed, starts the factory
CONTROL_PANEL	STOP	null	Fired when the Stop button is pressed, stops the factory
CONTROL_PANEL	SET_RECIPE	args[0] is the recipe to produce	Fired when the a new recipe is set through the control panel

GUIConveyor events (fired by Agent)

Channel	Event	args	Description
CONVEYOR	CONVEYOR_DO_START	args[0] is the index of the conveyor	Fired whenever the conveyor should start (i.e. when a glass has left the sensor)
CONVEYOR	CONVEYOR_DO_STOP	args[0] is the index of the conveyor	Fired whenever the conveyor should stop (i.e. when a glass has reached the sensor)

GUIConveyor callbacks (received by Agent)

(none)

GUISensor events (fired by Agent)

(none)

GUISensor callbacks (received by Agent)

Channel	Event	args	Description
SENSOR	SENSOR_GUI_PRESSED	args[0] is the index of the sensor, args[1] is the index of the glass that pressed it	Fired when a glass has moved onto the sensor
SENSOR	SENSOR_GUI_RELEASED	args[0] is the index of the sensor	Fired when a glass has moved off of the sensor

GUIPopUp events (fired by Agent)

Channel	Event	args	Description
POPUP	POPUP_RELEASE_GLASS	args[0] is the index of the popup	Fired when the popup should push its glass onto the next conveyor
POPUP	POPUP_DO_MOVE_UP	args[0] is the index of the popup	Fired when the popup should move up
POPUP	POPUP_DO_MOVE_DOWN	args[0] is the index of the popup	Fired when the popup should move down

GUIPopUp callbacks (received by Agent)

Channel	Event	args	Description <small>*when the popup has the glass completely on its platform</small>
POPUP	POPOP_GUI_LOAD_FINISHED	args[0] is the index of the popup	Fired when the loading animation has finished
POPUP	POPUP_GUI_RELEASE_FINISHED	args[0] is the index of the popup	Fired when the unloading animation has finished
POPUP	POPUP_GUI_MOVED_UP	args[0] is the index of the popup	Fired when the moving animation has finished
POPUP	POPUP_GUI_MOVED_DOWN	args[0] is the index of the popup	Fired when the moving animation has finished

Interesting note:

POPUP_GUI_MOVED_DOWN for POPUP <-- right after this, POPUP_RELEASE_GLASS fires
 SENSOR_GUI_PRESSED
 Starting conveyor 6
 POPUP_GUI_RELEASE_FINISHED <--- after next family already got SENSOR_GUI_PRESSED
 SENSOR_GUI_PRESSED
 POPUP_GUI_LOAD_FINISHED for POPUP

GUITruck events (fired by Agent)

Channel	Event	args	Description
TRUCK	TRUCK_DO_LOAD_GLASS	null	Fired when glass needs to be loaded onto the truck
TRUCK	TRUCK_DO_EMPTY	null	Fired once the truck is full so that it empties its load

GUITruck callbacks (received by Agent)

Channel	Event	args	Description
TRUCK	TRUCK_GUI_LOAD_FINISHED	null	Fired when the loading animation has finished
TRUCK	TRUCK_GUI_EMPTY_FINISHED	null	Fired when the emptying animation has finished

GUIBin events (fired by Agent)

Channel	Event	args	Description
BIN	BIN_CREATE_PART	null	Fired when back end wants a new piece of glass to be created and put on the conveyor

GUIBin callbacks (received by Agent)

Channel	Event	args	Description
BIN	BIN_PART_CREATED	null	Fired when the glass creation animation has finished

GUIWorkstation (on conveyor) events (fired by Agent)

Channel	Event	args	Description
[WORKSTATION_NAME]	WORKSTATION_DO_ACTION	null	Fired once the glass is loaded to make the workstation perform its animation
[WORKSTATION_NAME]	WORKSTATION_RELEASE_PART	null	Fired when the Agent is ready to unload the glass onto the next conveyor

GUIWorkstation (on conveyor) callbacks (received by Agent)

Channel	Event	args	Description
[WORKSTATION_NAME]	WORKSTATION_GUI_ACTION_FINISHED	null	Fired when the workstation animation has finished
[WORKSTATION_NAME]	WORKSTATION_LOAD_FINISHED	null	Fired when the loading animation has finished
[WORKSTATION_NAME]	WORKSTATION_RELEASE_FINISHED	null	Fired when the glass has been released to the conveyor

GUIWorkstation (off conveyor) events (fired by Agent)

Channel	Event	args	Description
[WORKSTATION_NAME]	WORKSTATION_DO_ACTION	args[0] is the index of the workstation	Fired once the glass is loaded to make the workstation perform its animation
[WORKSTATION_NAME]	WORKSTATION_DO_LOAD_GLASS	args[0] is the index of the workstation	Fired when the Agent is ready to load the glass onto the workstation
[WORKSTATION_NAME]	WORKSTATION_RELEASE_PART WORKSTATION_RELEASE_GLASS actually	args[0] is the index of the workstation	Fired when the Agent is ready to unload the glass onto the next conveyor

For offline CFs, this technically only releases glass back to the popup

GUIWorkstation (off conveyor) callbacks (received by Agent)

Channel	Event	args	Description
[WORKSTATION_NAME]	WORKSTATION_GUI_ACTION_FINISHED	args[0] is the index of the workstation	Fired when the workstation animation has finished
[WORKSTATION_NAME]	WORKSTATION_LOAD_FINISHED	args[0] is the index of the workstation	Fired when the loading animation has finished
[WORKSTATION_NAME]	WORKSTATION_RELEASE_FINISHED This implies POPUP_GUI_LOAD_FINISHED too (immediately after)	args[0] is the index of the workstation	Fired when the glass has been released to the conveyor