



#### **Verix Developer Training**

**Application Idle Engine** 

## The Application Idle Engine





The Traffic Manager



#### **AIE Overview**



- § Traps for events such as:
  - Keypress
  - Card Swipe
  - COM Port Input
- § When an event occurs, the engine references a programmer-defined table to determine which function to execute



### **Application Initialization**



- § Application should call appl\_coldboot() that executes system initialization tasks:
  - Open system devices
  - Set and/or test flags
  - Perform file maintenance
  - Copy CONFIG.SYS data to files or variables
  - Set up user passwords
- § Call the idle state engine
  - After system initialization
  - aie\_main()



# Application Idle Engine Requirements

#### § AIE Required Functions:

- appl\_idle\_loop()
- Slow poll function
- Fast poll function

#### § Tables:

- idle\_table[]
- appl\_table[]
- § User-Defined Functions



## Appl\_idle\_loop()



- Primary loop in the engine
- § Passed as a parameter to aie\_main()
- § Should be of type AIEPROC
  - typedef short(\* AIE Proc) ();
- § Called immediately after timers are set, and then once per cycle
- § May be used for timed events:
  - Idle display management
  - Automatic upload/download of files
  - Automatic settlement
  - Error processing
  - Print spooler management



#### **Slow Poll Function**



- S Defined by the application
- § Should be of type AIEPROC
  - typedef short(\* AIE Proc) ();
- § Passed as a parameter to aie\_main()
- Solution
  Solution
  State
  State
- § Determine if programmer-defined events have occurred
- § Slow Poll function timer can be changed and determined using the following functions:
  - appl\_idle\_get\_slow\_poll\_time()
  - ppl\_idle\_set\_slow\_poll\_time()



#### **Fast Poll Function**



- S Defined by the application
- § Should be of type AIEPROC
  - typedef short(\* AIE Proc) ();
- § Passed as a parameter to aie\_main()
- Solution
  Solution</p
- § Determine if programmer-defined events have occurred
- § Slow Poll function timer can be changed and determined using the following functions:
  - appl\_idle\_get\_fast\_poll\_time()
  - appl\_idle\_set\_fast\_poll\_time()



## Handling the CANCEL Key



- § CANCEL key handling is the responsibility of the programmer
- § Use act\_kbd\_pending\_test(KEY CANCEL) to determine if the CANCEL key is pending
- § AIE periodically checks (50 ms) for the CANCEL key and flushes the keyboard



### Branch Table - idle\_table[]



- § Called the "branch table."
- § Table containing an an index to function pointers (defined in the Function table)
- § Passed as a parameter to aie\_main()
- § Each entry has the following members:
  - Event to process (applidl.h)
  - Index into the application table (appl\_table[])
  - New branch table to access on return from the function.



#### **AIE Branch Table**



```
BRANCH_TBL_ENTRY idle_table[] =
    {COMMON_FUNC,
                                                idle_table },
                           FT_COMMON,
    {EXIT_FUNC,
                                                idle_table },
                           FT EXIT,
    {ERROR_FUNC,
                                                idle_table },
                           FT ERROR,
    {ENTRY_FUNC,
                                                idle_table },
                           FT ENTRY,
    \{KEY1,
                           FT SALE,
                                                idle_table },
    {KEY2,
                           FT FORCE,
                                                idle_table },
                                                idle_table },
    {KEY3,
                           FT CREDIT,
                                                idle_table },
    \{KEY4,
                           FT_VOID,
    {KEY_CR,
                                                func_table},
                           FT FUNC,
    {END_TABLE,
                                                idle_table }
                           NO KEY,
};
```



### Function Table - appl\_table[]



- § An array of pointers to integer functions.
- § Each element is the name of an application-defined function that processes an event:
- Every entry in the idle\_table[] must have a corresponding entry in the appl\_table[]
- For ease of reference, include the #define directive above the function name.
- #define values must start with 0 and continue in ascending order



## **Function Table – Example with**

#### #define

```
appl_table[] = {#define FT SALE
                         sale tran,
                      #define FT FORCE 1
                          force tran,
                      #define FT CREDIT 2
                          credit tran,
                      #define FT VOID 3
                          void tran,
                      #define FT FUNC
                          func main,
                      #define FT COMMON 5
                          idle common,
                      #define FT EXIT
                          idle exit,
                      #define FT ERROR
                          idle error,
                      #define NO KEY
                          not available,
                      #define FT_CLEARKEY 9
                          trap clr key,
(PF TABLE) END TABLE };
```



#### **User-Defined Functions**



- § All functions referenced in the function table must be of type integer (short) with one short state parameter
- § Event processing functions must return integers of the following values:
  - value < 0 indicating an error occurred</li>
  - BRANCH\_EXIT to continue processing
  - Valid event number
- § Example:

```
short sale_tran(short state)
{
   return (BRANCH_EXIT);
}
```



#### **LAB Exercise**



**LAB6:** Application Idle Engine

Make use of the idle engine framework to implement simple menus and obtain user entered values.

