Console MessageSet

The *Console* messageset contains the message used to change the operating mode options for a message path connected to a process providing the console service.

Message Definition

CONSOLE

> typedef struct
> {
>
> | **uchar** | *bind_option* | set default input stream |
> | **uchar** | *echo_option* | set echo mode |
> | **uchar** | *prefix_option* | addition of processname prefix |
> | **uchar** | *raw_option* | char-by-char mode |
>
> }**ROME_T_CONSOLE;**

The *CONSOLE* message modifies the message path on which it is sent according to the values of the four parameters, *bind_option, echo_option, prefix_option* and *raw_opton.* Each parameter should be initialised in the message to one of four values: *CONSOLE_ASIS* to leave it unchanged; *CONSOLE_SET* to enable the option; *CONSOLE_UNSET* to disable the option; or *CONSOLE_DEFAULT* to return to the default mode.

The normal interpretation of the options is as follows. The *bind* option allows a data path to become the default input path, so that characters destined for that process do not need the processname prefix. The *echo* option controls whether or not characters are echoed back to the standard serial interface as they are received. The *prefix* option controls whether or not output is prepended by the name of the process which generated it. The *raw* option controls whether the caller receives characters line-by-line, with backspace and newline interpretation, or character-by-character as they are typed.

The Console module further describes this processing, and the *console_set_options* routine which is the normal API for this message.