Simple-User-Interface-for-Machinery-Protocol (SUIfM-Protocol)

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Description:

An abstract protocol allowing for communicating with the user though a limited set of interactive components. This protocol provides basic communication with the controlling program.

The protocol can respond to certain commands by sending back the desired output terminated by a newline-character.

Implementations of this protocol are expected to provide methods for the user to access the information provided by the protocol in some interactive way.

Interface:

public functions:

Syntax	Description
void **interpretLines**(char*)	Searches in the given null-terminated char array for commands and tries to execute those. *parameters:* null-terminated char array with commands *return values:* -
void **confirm()**	Sends a confirmation-message of the following format: `/confirm\r\n`. Implementations of this protocol should provide an interactive method to allow an user to trigger this. *parameters:* - *return values:* -
void **setControlStatus**(byte)	Set the control status. Implementations of this protocol should provide a graphical display for this status. *parameters:* the status *return values:* -
byte **getControlStatus**()	Return the current control status. *parameters:* - *return values:* the status

commands:

Syntax (<…>: argument)	Description
`/s cs <status> \n`	Set the control status. Implementations of this protocol should provide a graphical display for this status. *arguments:* status (byte): the status *sends back:* -
`/g cs \n`	Sends back the current control status. *arguments:* - *sends back:* cs<byte>\r\n