

MapBuss

MapBuss maintains an inventory of key/value pairs. When values are updated, all relevant items are either re-calculated or triggered.

at any given moment, the buss contains a snapshot of all the input.

MapBuss.new - create a new instance of a MapBuss

instance methods

.buildResponders

internal use - builds input responders for MapDefs

.addDef(name, input, output, recipe, envir)

name - a symbol - name the MapDef.

input - a symbol or array of symbols. name of the input on the MapBuss for the mapping

output - a symbol. name of the output position in the local Environment for the results

recipe - AoA, ControlSpec, Function

envir - an array of key value pairs.

create a MapDef that is responsive to values on the MapBuss

.addOutputResponder(chan, name, func)

.removeOutputResponder(chan, name)

.outputChannelTest(name)

name - a symbol

internal use, checks whether memory space exists, if not, create it

.set(name, value, chan)

name - a symbol, the name of the buss location to update

value - an object relevant to MapDefs responsive to this input. Typically a number.

chan - a symbol, optional for CtrlBuss.network scenarios

inject a value into the MapBuss causing all MapDefs and responders that use this value to update.

.get(name)
name - a symbol
get the last input value for name on the buss

.update
trigger all MapDef to update

.addHandler(name, func)
name - a symbol
func - a function
internal use - CtrlBuss adds these features to communicate with MatchDefs

.removeHandler(name)
name - a symbol
internal use

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