CtrlDef / CtrlNode

CtrlDef maintains the registry of CtrlNode and provides a global interface to all nodes

CtrlNode creates the objects necessary to satisfy the implications of the input arguments resulting in the variable defining of MapDefs, MatchDefs and EventDef building all the necessary interconnections so that pertinent data from each is distributed among the related elements.

CtrlNode is a bundle of related GroupDef, EventDef and MapDefs.

CtrlDef(name, pattern, start, stop, map, excl, unless, parent)
name - a symbol
pattern - an array of symbols
start - a function
stop - a function
map - an array of arrays
excl - an array or an array of arrays
unless - an array or an array of arrays
parent - internal use - probably a Ctrlbuss?

name, patter, start, stop, excl, unless are used to build the MatchDef
name, start, stop are used to cfreat the EventDef
name, map are used to create the MapDefs

each Array in the map is structured as follows
[name, input, output, recipe]
name - a symbol, an original name for the mapping in the scope of the MapDef inventory
input - a symbol, a named mapbuss channel for the input of the mapping
output - a symbol, the name of the parameter in the EventDef to target
recipe - one of three types -- AoA, ControlSpec, a Function (see MatchDef)

.appenfDef(matchName, name, start, stop, map, excl, unless, parent)
matchName - a symbol
pattern - an array of symbols
start - a funtion
stop - a function
map - an array of arrays
excl -an array or array of arrays
unless - an array or array of arrays
parent - internal use

add an event to the MatchDef named matchName

.buildGroups(name)
name - a symbol, name of the EventDef to create a group for. The GroupDef will have the same name as the GroupDef.

if a server is known, build a main group then build another group node for the EventDef and set it as the target.

.buildMaps(eventName, maplist)
eventName - a symbol, the Name of the EventDef
mapList - an array of arrays

build the outputResponders in the MapDef to connect associated MatchDef