

MatchDef / MatchFunc

MatchDef maintains the registry of MatchFunc and provides an easily accessible interface

A MatchFunc stores a pattern in the form of an array of symbols that, upon matching the contents of the MatchBuss.buss, changes state and sends start/stop messages to all EventFuncs in the eventList.

A match is calculated against the MatchBuss.buss with some added fidelity: unless and exclude clauses can shape the response of a MatchFunc to the MatchBuss by controlling the match in relationship to additional patterns.

patterns supplied in the exclude AoA will be stopped when the primary pattern matches.

patterns supplied in the unless AoA will stop the primary pattern from achieving a match.

MatchDef(name, pattern, exclude, unless)

name - a symbol - the name to store the MatchFunc in the registry

pattern - an array of symbols

exclude - an Array of Arrays

unless - an Array of Arrays

MatchFunc

.at(key)

retrieve a value from the local environment

.put(key, value)

put a value into the local environment

.signal(...args)

args are passed to all EventFunc in eventList

.add(type, pattern)

type, symbol [match, \unless, \exclude]

pattern - an array of symbols

add a pattern to to the Array of Arrays for the specified type

.addEvent(...events)

events - comma separated symbols of event names

.removeEvent(...events)

events - comma separated symbols of event names

.update

Commonly used internally and may only be of limited user application.

checks local patterns against the matchbuss buss to determine state

.isMatch(pattern)

pattern - and array of symbols

test the MatchDef against a test pattern to see if it will match. returns true or false

.isExclude(pattern)

test the MatchDef against a test pattern to see if it will exclude. returns true or false

.recent(matchName, duration)

matchName - a symbol name of an event to check against

duration - duration in seconds

test whether this MatchDef has matched since the matchName has matched within the specified duration.

.within(duration)

duration - time in seconds

test whether this MatchDef has matched within the specified duration.