OPERATOR INTERFACE PRODUCTS APPLICATION NOTE

Subject: SoftScreen Message File Format AN# 1035A
Date: September 24, 1993
Name: Kenneth L. Jones

Description: Configured SoftScreen Message File Format

The following is the message file format for the SoftScreen configured Message file:

Record #1;

Characters 1 and 2 are the ASCII character value for the number of records in the file. Character 1 is the record count range ASCII 0 through 255. Character 2 is the multiplier character. Again, ASCII 0 through 255.

If there is a total of 400 records in the file, the first character in record 1 will be an ASCII 144 (É) and character 2 will be an ASCII 1 (☺). ((1*255) +144) =399

Characters 3 & 4 are the ASCII character for the message #.

Record #1 for a file of 15 records starting with Message #1 "✌ ☺ Message #1 text may be up to 70 characters long followed by 9 spaces !!!

Message numbers - Characters 3 & 4 are for the message number. Character 3 will start with ASCII character 0 (null) and count through the ASCII characters to the limit of 255. When the message line number exceeds 255 then character 4 is used to hold the multiplier. Message number 256 will have an ASCII character 0 (null) in character 3 of the record and the ASCII character 1 in character 4 position. thus, character 3 ASCII value multiplied by 256 plus the ASCII values if the character in position 3 equals the message number of the record. Message #256 would have the ASCII characters of 0 (null) in charcter position 3 ASCII character 1 (☺) in position 4.

All other records;

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Characters 1 & 2 are null ASCII 0. Characters 3 & 4 are the ASCII character for the messagae #.

Message #1
" ☺ all message text may be up to 70 characters long followed by 9 spaces !!

Message numbers - Characters 3 & 4 are for the message number. Character 3 will start with ASCII character 0 (null) and count through the ASCII characters to the limit of 255. When the message line number exceeds 255 then character 4 is used to hold the multiplier. Message number 256 will have an ASCII character 0 (null) in character 3 of the record and the ASCII character 1 in character 4 position. Thus, character 3 ASCII value multiplied by 256 plus the ASCII values if the character in position 3 equals the message number of the record. Message #256 would have the ASCII characters of 0 (null) in character position 3 ASCII character 1 (☺) in position 4.

Message Text;

The message text may be 70 characters. The rest of the record is filled with spaces (ASCII character 32) to the fixed length of 83 characters per record.