

How to Interrupt and Intervene in Processing

Patrick H. Winston

Revision of June 13, 2015

The need has arisen to interrupt processing of a story, possibly add or subtract elements, and then continue on. This is a description of a beta release.

First

Examine the contents of the file found via

```
students > example > Sample.txt
```

Note instances of the idiom `Broadcast status`.

This causes the current story processor to be transmitted on the port `BROADCAST SNAPSHOT` via the following line in the story processor:

```
Connections.getPorts(this).transmit(BROADCAST SNAPSHOT, this);
```

Second

Examine the instance of `LocalGenesis` found via

```
students > example > LocalGenesis
```

Note the connection:

```
Connections.wire(  
    StoryProcessor.BROADCAST SNAPSHOT, getMentalModel().getStoryProcessor(),  
    StoryProcessor.BROADCAST SNAPSHOT, getLocalProcessor());
```

Third

Then, in `LocalProcessor`, note the signal processor:

```
Connections.getPorts(this).addSignalProcessor(  
    StoryProcessor.BROADCAST SNAPSHOT, this::processStoryProcessor  
);
```

Thus, whenever a text file has:

```
Broadcast status.
```

The story processor will arrive in the method `processStoryProcessor`.

Fourth

Note that the local processor example has some hair for replacing the story in the story processor with a summary of the story by way of illustration.

Fifth

Load up *LocalGenesis* and read the file **Sample.txt**.

It has Pause lines in it, so you need to go to
Controls > Main

Then, click on Run or Next to step through the file, noting the summary work each time Genesis encounters Broadcast status.