

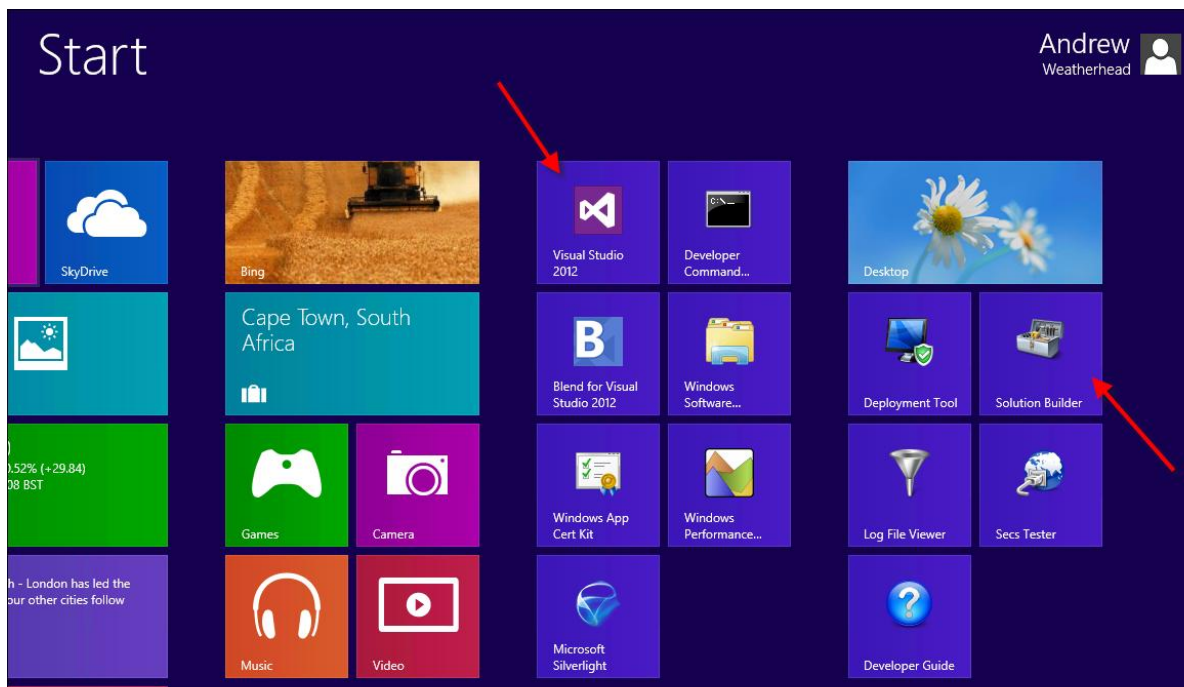
Example State Machine Workflow for CoreTegral 2.8 using Visual Studio 2012 on Windows 8

Prior to the project to build an official Visual Studio 2012 / Windows 8 release of CoreTegral, the development team was keen to see how well the existing CoreTegral 2.8 release functioned on the Windows 8 platform, using Visual Studio 2012 for solution development, and particularly a State Machine based workflow.

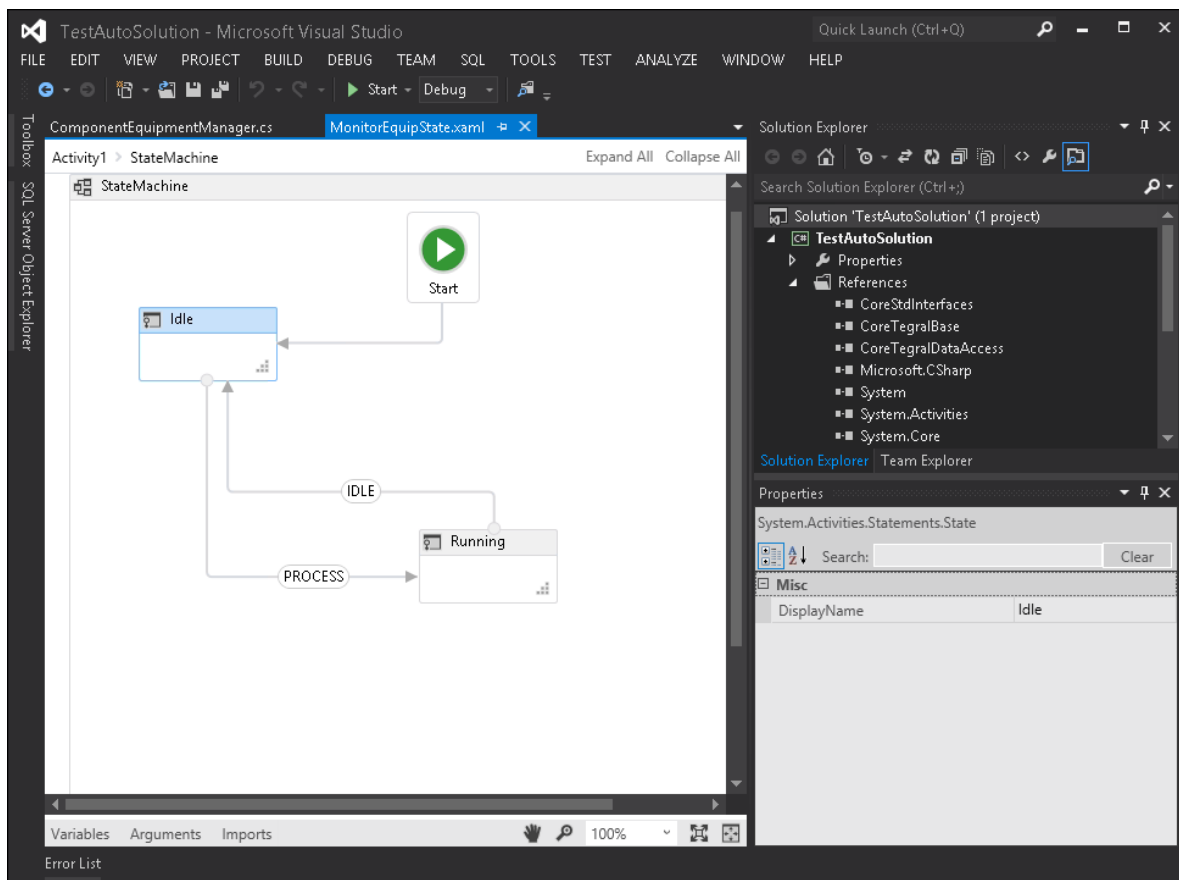
The results were about as positive as they could be; there were no issues with the installation of CoreTegral 2.8 on Windows 8, and the example State Machine project that was developed using Visual Studio 2012 was fully compatible with the installation and ran without issue in the Solution Builder environment.

The State Machine

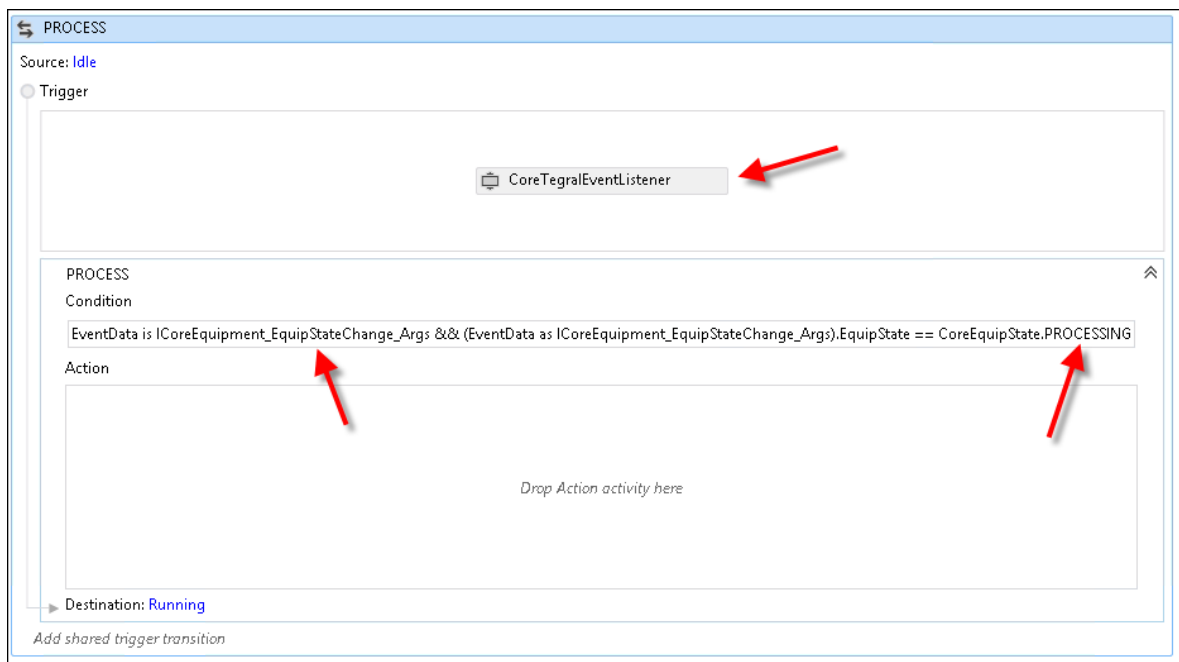
The two applications used for the example were Visual Studio 2012 and the Solution Builder from CoreTegral 2.8



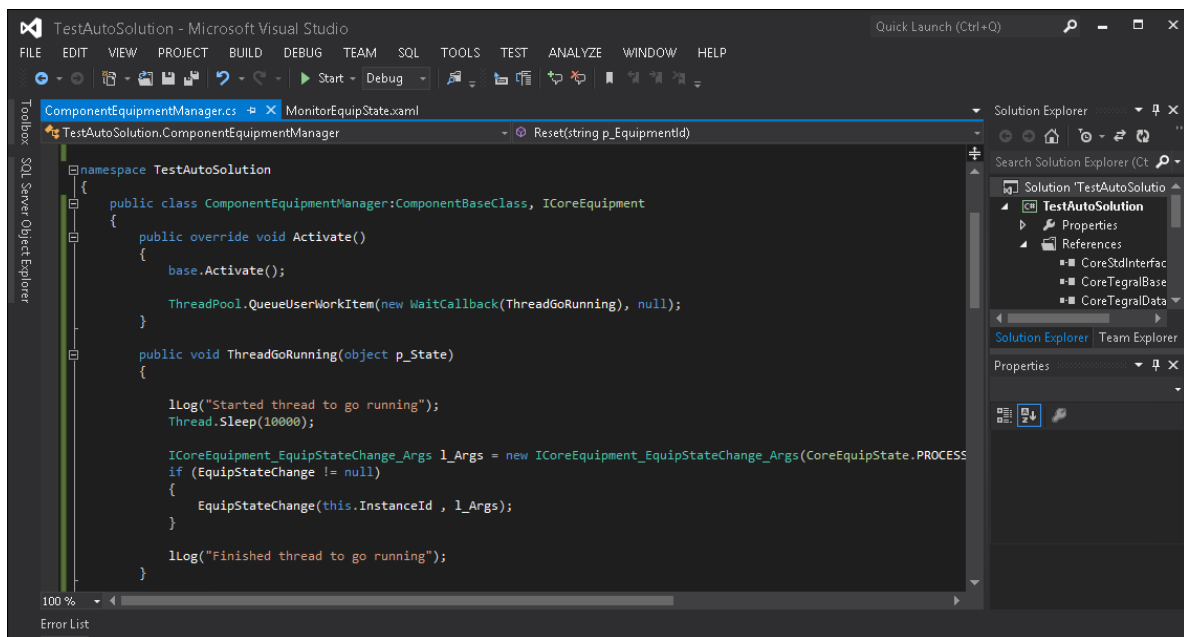
A simple Idle/Running state machine was created in visual studio:



The IDLE and PROCESS transitions were created using the standard **CoreTegralEventListener** activity as the trigger. The condition checked that the event was from an **ICoreEquipment** interface and it was an **EquipStateChange** event with an appropriate new state.

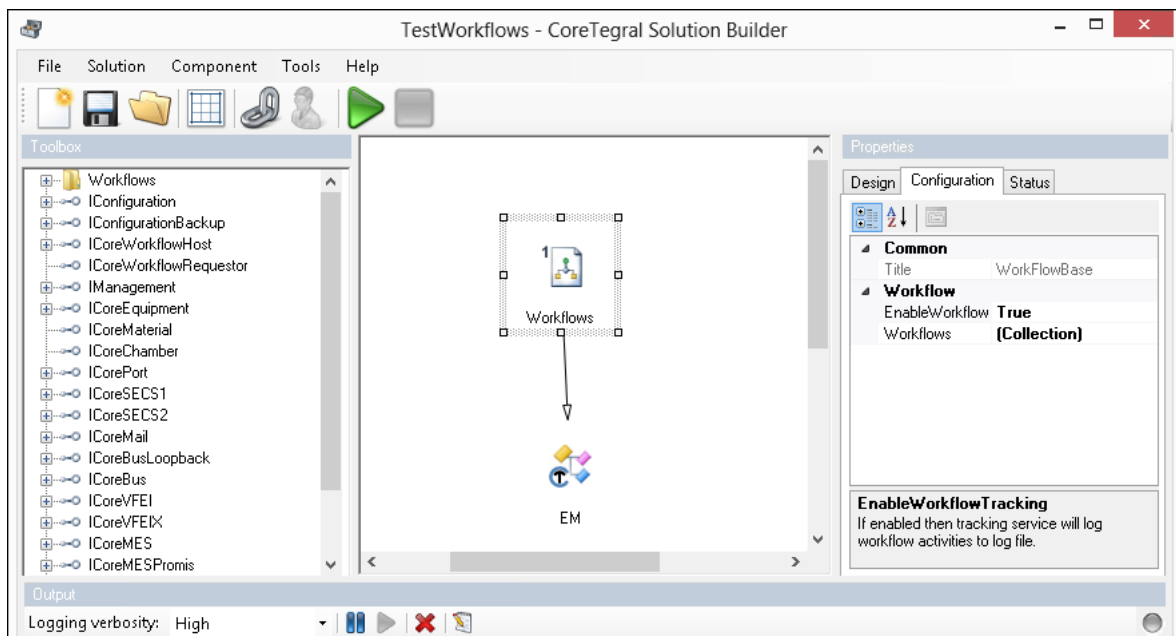


A simple component implementing the **ICoreEquipment** interface was developed (inheriting most functionality from the standard CoreTegral **ComponentBaseClass**). The component did nothing but wait for 10 seconds after starting and then broadcast an **EquipStateChange** event PROCESSING.

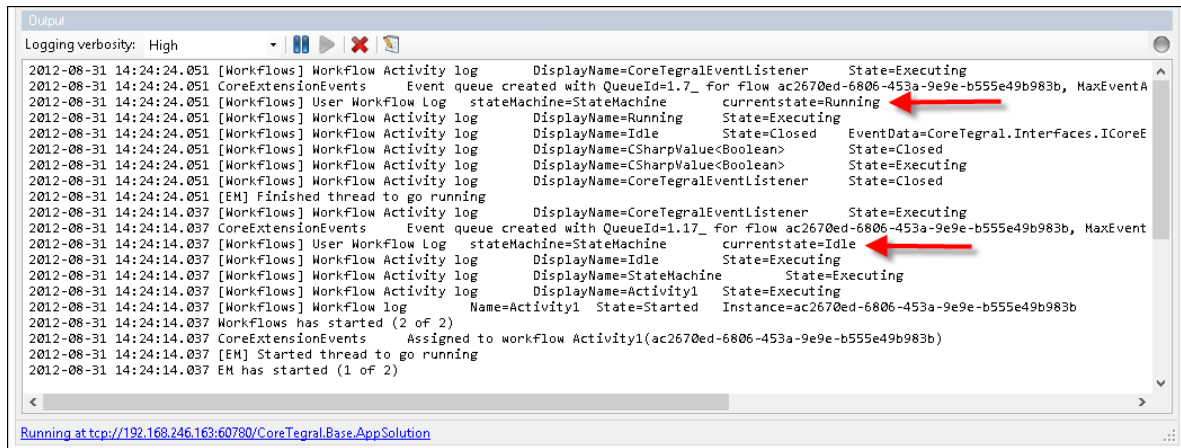


This project was then built into a DLL assembly using Visual Studio 2012.

The Solution Builder was used to create a small solution that contained the State Machine workflow and the Equipment Manager component.



On running the solution, the Solution Builder log indicates that the state machine starts into the Idle state, and then transitions to the Running state when the event is received after 10 seconds.



```
Output
Logging verbosity: High
2012-08-31 14:24:24.051 [WorkFlows] Workflow Activity log DisplayName=CoreTegralEventListener State=Executing
2012-08-31 14:24:24.051 CoreExtensionEvents Event queue created with QueueId=1.7_ for flow ac2670ed-6806-453a-9e9e-b555e49b983b, MaxEventA
2012-08-31 14:24:24.051 [WorkFlows] User Workflow Log stateMachine=StateMachine currentstate=Running
2012-08-31 14:24:24.051 [WorkFlows] Workflow Activity log DisplayName=Running State=Executing
2012-08-31 14:24:24.051 [WorkFlows] Workflow Activity log DisplayName=Idle State=Closed EventData=CoreTegral.Interfaces.ICoreE
2012-08-31 14:24:24.051 [WorkFlows] Workflow Activity log DisplayName=CSharpValue<Boolean> State=Closed
2012-08-31 14:24:24.051 [WorkFlows] Workflow Activity log DisplayName=CSharpValue<Boolean> State=Executing
2012-08-31 14:24:24.051 [WorkFlows] Workflow Activity log DisplayName=CoreTegralEventListener State=Closed
2012-08-31 14:24:24.051 [EM] Finished thread to go running
2012-08-31 14:24:14.037 [WorkFlows] Workflow Activity log DisplayName=CoreTegralEventListener State=Executing
2012-08-31 14:24:14.037 CoreExtensionEvents Event queue created with QueueId=1.17_ for flow ac2670ed-6806-453a-9e9e-b555e49b983b, MaxEvent
2012-08-31 14:24:14.037 [WorkFlows] User Workflow Log stateMachine=StateMachine currentstate=Idle
2012-08-31 14:24:14.037 [WorkFlows] Workflow Activity log DisplayName=Idle State=Executing
2012-08-31 14:24:14.037 [WorkFlows] Workflow Activity log DisplayName=StateMachine State=Executing
2012-08-31 14:24:14.037 [WorkFlows] Workflow Activity log DisplayName=Activity1 State=Executing
2012-08-31 14:24:14.037 [WorkFlows] Workflow log Name=Activity1 State=Started Instance=ac2670ed-6806-453a-9e9e-b555e49b983b
2012-08-31 14:24:14.037 WorkFlows has started (2 of 2)
2012-08-31 14:24:14.037 CoreExtensionEvents Assigned to workflow Activity1(ac2670ed-6806-453a-9e9e-b555e49b983b)
2012-08-31 14:24:14.037 [EM] Started thread to go running
2012-08-31 14:24:14.037 EM has started (1 of 2)

Running at tcp://192.168.246.163:60780/CoreTegralBase.AppSolution
```