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*
*           the VEOS shell
*
*           by Geoffrey P. Coco
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## DEFINITIONS

The VEOS shell is a special-purpose main() that was designed to bring up a VEOS entity without any hassle on the part of the World Programmer (WP).

The WP is strongly recommended use the VEOS shell. However, it is not mandatory that the WP use the VEOS shell as an entity's main.

## MODUS OPERANDI

The shell performs the bare minimum setup for full entity functionality. This includes nancy and grouplespace initialization, jump table setup, and talk initialization.

In addition, the shell sets an interrupt handler to intercept a keyboard generated interrupt (control-C).

After the initialization phase, the shell enters the main processing loop. This loop, currently in beFast(), is where the VEOS shell is similar to an expert system shell. The loop repeatedly attempts to evaluate grouples in the grouplespace, one at a time (see munchGrouples in shell.c). When a grouples contains a primitive, the shell dispatches process control to the specified primitive.

The shell process loop can be terminated in two ways. First, if a primitive return the error VEOS\_EXIT, the loop will break and the shell will terminate gracefully. Second, if ^C is pressed in the executing window of an entity shell, the shell will also terminate gracefully.

When the shell does terminate gracefully, it calls the entity's exit proc (optionally set by the entity's initialization primitive). Lastly, the shell takes down the talk module.

## HOW TO USE THE VEOS SHELL

1. Make sure there are no redefinitions of main() in entity code.
2. Link with shell.o