8.6.2 Changes to TriCommunicationTE

The extension to the triCommunicationTe class is mapped to the following class:

class xTriCommunicationTe {

public:

//Destructor.

virtual ~xTriCommunicationTE ();

//Called by SA after it has received a message from the SUT.

virtual void xtriEnqueueMsg (const TriPortId \*tsiPortId, const Object \*SUTaddress, const TriComponentId \*componentId, const Object \*receivedMessage)=0;

//Called by SA after it has received a procedure call from the SUT.

virtual void xtriEnqueueCall (const TriPortId \*tsiPortId, const Object \*SUTaddress, const TriComponentId \*componentId, const TriSignatureId \*signatureId, const TciParameterList \*parameterList)=0;

//Called by SA after it has received a reply from the SUT.

virtual void xtriEnqueueReply (const TriPortId \*tsiPortId, const Object \*SUTaddress, const TriComponentId \*componentId, const TriSignatureId \*signatureId, const TciParameterList \*parameterList, const TciValue \*returnValue)=0;

//Called by SA after it has received an exception from the SUT.

virtual void xtriEnqueueException (const TriPortId \*tsiPortId, const Object \*SUTaddress, const TriComponentId \*componentId, const TriSignatureId \*signatureId, const Object \*exc)=0;

// Error handling

virtual void xtriSAErrorReq (const String message, const Object \*cause)=0;

}