

2. NissObjectDLLExt CoreInterface

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CoreInterface

```
class CoreInterface
{
public:

    virtual BOOL DoReact      (React&) = 0;

    virtual BOOL NotifyEvent(Event&) = 0;

    virtual void SetupACDevice(LPCTSTR objtype, LPCTSTR objid, LPCTSTR objtype_reader) = 0;


    virtual  BOOL      IsObjectExist(LPCTSTR objtype, LPCTSTR id) = 0;

    virtual  BOOL      IsObjectDisabled(LPCTSTR objtype, LPCTSTR id) = 0;

    virtual Msg FindPersonInfoByCard(LPCTSTR facility_code, LPCTSTR card) = 0;

    virtual Msg FindPersonInfoByExtID(LPCTSTR external_id) = 0;

    virtual  CString GetObjectName (LPCTSTR objtype, LPCTSTR id) = 0;

    virtual  CString GetObjectState(LPCTSTR objtype, LPCTSTR id) = 0;

    virtual  void      SetObjectState(LPCTSTR objtype, LPCTSTR id, LPCTSTR state) = 0;

    virtual  BOOL      IsObjectState(LPCTSTR objtype, LPCTSTR id, CString state) = 0;


    virtual  CString GetObjectParam      (LPCTSTR objtype, LPCTSTR id, LPCTSTR param) = 0;

    virtual  int  GetObjectParamInt (LPCTSTR objtype, LPCTSTR id, LPCTSTR param) = 0;
```

```

virtual    CMapStringToStringArray* GetObjectParamList(LPCTSTR objtype, LPCTSTR id, LPCTSTR param) = 0;

virtual    CStringArray*      GetObjectParamList(LPCTSTR objtype, LPCTSTR id, LPCTSTR param, LPCTSTR name) = 0;

virtual    void              GetObjectParams    (LPCTSTR objtype, LPCTSTR id, Msg& msg) = 0;

virtual    void              SetObjectParamInt  (LPCTSTR objtype, LPCTSTR id, LPCTSTR param, int val) = 0;

virtual    CString GetObjectIdByParam(LPCTSTR type, LPCTSTR param, LPCTSTR val) = 0;

virtual    CString GetObjectIdByName(LPCTSTR type, LPCTSTR name) = 0;

virtual    CString GetObjectParentId(LPCTSTR objtype, LPCTSTR id, LPCTSTR parent) = 0;

virtual    int GetObjectIds(LPCTSTR objtype, CStringArray& list, LPCTSTR main_id = NULL) = 0;

virtual    int GetObjectChildIds(LPCTSTR objtype, LPCTSTR objid, LPCTSTR childtype, CStringArray& list) = 0;

};

```

NissObjectDLLExt

```

class NissObjectDLLExt
{
protected:
    CoreInterface* m_pCore;

public:
    NissObjectDLLExt(CoreInterface* core) { m_pCore = core; }

    virtual CString GetObjectType() = 0;

    virtual CString GetParentType() = 0;

    virtual int GetPos() { return -1; }

    virtual CString GetPort() { return CString(); }

    virtual CString GetProcessName() { return CString(); }

    virtual CString GetDeviceType() { return CString(); }
}

```

```
virtual BOOL HasChild() { return FALSE; }

virtual UINT HasSetupPanel() { return FALSE; }

virtual void OnPanelInit(CWnd*) {}

virtual void OnPanelLoad(CWnd*,Msg&) {}

virtual void OnPanelSave(CWnd*,Msg&) {}

virtual void OnPanelExit(CWnd*) {}

virtual void OnPanelButtonPressed(CWnd*,UINT) {}

virtual BOOL IsRegionObject() { return FALSE; }

virtual BOOL IsProcessObject() { return FALSE; }

virtual BOOL IsIncludeParentId() { return 0; }

virtual BOOL IsWantAllEvents() { return 0; }

virtual CString DescribeSubscribeObjectsList() { return CString(); }

virtual CString GetIncludeIdParentType(){ return CString(); }

virtual CString DescribeParamLists(){ return CString(); }


virtual void OnCreate(Msg&) {}

virtual void OnChange(Msg&,Msg&) {}

virtual void OnDelete(Msg&) {}

virtual void OnInit(Msg&) {}

virtual void OnEnable(Msg&) {}

virtual void OnDisable(Msg&) {}

virtual BOOL OnEvent(Event&) { return FALSE; }

virtual BOOL OnReact(React&) { return FALSE; }
```

```
};
```

