

showtext.pvc.pvt

```
! showtext.pvc

! ** This observer will place a short text message on the console view.
def class "showtext"
  like "EventManagerObserver"

  ! Override values for description / NotificationFlag
  local theDescription$="Show message in Console."
  local theNotificationFlag=_pvxConstants'_idePrePostProcess

  ! ** The logic to "print" text to the Console view
  ! ** @param state A reference to an object of class %PvxClass(PvxState)%
  function update(initPvxState)          update
end def

update:
enter aPvxState
  local psMajor$,psMinor$,source,dest$,enfState,x

  ! Get the Major/Minor codes that identify the current action
  psMajor$=aPvxState'getMajor$(), \
  psMinor$=aPvxState'getMinor$()

  /* This observer is for build event only; all other events will be ignored. */
  if (psMajor$=_pvxConstants'Incremental_Build$ \
      or psMajor$=_pvxConstants'Incremental_Build_Alt_Exe$) \
      and psMinor$=_pvxConstants'BuildType_BuildOne$ {

    enfState=aPvxState'getArgumentValue(_pvxConstants'_iEventNotificationFlag$)

    switch enfState
    case _pvxConstants'_idePreProcess
      procPfx$="pre"
      break
    case _pvxConstants'_idePostProcess
      procPfx$="post"
      break
    end switch

    ! Use request client class to write a message to the 'Console' view
    aReq=new("pvxrequestclient")
    aReq'print("ShowText: A "+procPfx$+"-process message to the console")
    drop object aReq
  }
return 0
end
```