

IOT  BZH

API-V3 FOR BINDINGS



Why a version 3 ?

- SPEC-1020:
 - API names are hardcoded in the JSON description at the moment and there is no way to have multiple instances of the same binding. This is a limitation being run into in the audio area and vehicle signaling where there can be multiple physical devices that need to be supported via the same API.
- Partly solved with **dynapi** (undocumented)
- V3 is a finalisation of **dynapi**

What are goals ?

- Allow “dynamic” API
- Improve the API
- Make work of developer more easy

- No impact on current code
- Make transition easy

Features already in dynapi

- API can be added programmatically at init
- No struct, only pointers (with public part)
- Handle on verbs and on API (one function can now handle many verbs → easier interface with scripting language)
- Verbs with “/” in name

New features to add

- Default binding context (as v2, ex: logging)
- Dynamic connection to external bindings (not in the config.xml)
- Handle unknown verbs
- Grouping API under classes that can be required at initialisation (ex: high-level requires low-levels)
- Helpers for handling events
- Better integration with other main loops

Oldest API status

- Binding API version 1
 - Proposition to remove it quickly (FF or GG)?
- Binding API version 2
 - Proposition to keep it
- Binding API version dynapi
 - Replace it by the v3 in FF

Question ?

Or proposal ?