1 threads.pl – Threads

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Implements triggers, timers and simultaneous actions.

nxt_goal(*+Alias, +Goal*)
: Invokes *Goal* as a goal in a separated thread for a robot named *Alias*.

nxt_goal(*+Alias, +Goal, +Description*)
: Invokes *Goal* as a goal in a separated thread with description for a robot named *Alias*.

nxt_switch_robot(*Alias*)
: Switches current thread to work with another robot. It is very useful when controlling robots using a console.

nxt_start_thread(*+Alias, +Goal*)
: Configures current thread to work with a robot named *Alias* and invokes *Goal* as a goal.

nxt_start_thread(*+Alias, +Goal, +Desription*)
: Configures current thread to work with a robot named *Alias*, sets a thread description and invokes *Goal* as a goal.

nxt_threads
: Lists all running threads.

nxt_threads(*-List*)

nxt_threads(*+Alias, -List*)

nxt_threads_killall(*+Alias*)
: Kills all threads of robot with specified *Alias* (except the caller thread, the main thread, registered (asserted) triggers and registered timers).

trigger_create(*-ID, +Event, +Action*)
: Creates trigger. *Action* will be fired once, when *Event* is true. *Action* can be both a predicate or a list of predicates.

trigger_create(*-ID, +Event, +Action, +Count*)
: Creates trigger. *Action* will be fired *Count* times, when *Event* is true. If *Count* is `inf` trigger works infinitely. *Action* can be both a predicate or a list of predicates.

trigger_create_noreturn(*-ID, +Event, +Action*)
: Creates trigger. *Action* will be fired, when *Event* is true. Trigger will not return to the thread which created it. *Action* can be both a predicate or a list of predicates.

trigger_exists(*?ID*)
: Returns true if trigger exists. Fails if there is no trigger with specified *ID*.

trigger_kill(+*ID***)**

Kills trigger with specified *ID*. Returns true if trigger has been deleted. Fails if there is no trigger with specified *ID*.

trigger_killall

Kills all triggers.

trigger_killall(+*Alias***)**

Kills all triggers of robot with specified *Alias*.

timer_create(*-ID, +Time, +Action***)**

Creates timer. *Action* will be fired after specified *Time*. *Action* can be both a predicate or a list of predicates.

timer_exists(*?ID***)**

Returns true if timer exists. Fails if there is no timer with specified *ID*.

timer_kill(+*ID***)**

Kills timer with specified *ID*. Returns true if timer has been deleted. Fails if there is no timer with specified *ID*.

timer_killall

Kills all timers.

timer_killall(+*Alias***)**

Kills all timers of robot with specified *Alias*.

wait_till(+*Event***)**

Waits till *Event* is true.