FeatStd V3.3.0

- FeatStd Events
- FeatStd Util
- FeatStd Monitor

FeatStd Events

Version 3.3.0 introduces Events. Event serves as a base class for user derived events that are dispatched via an EventSource to registered EventListeners.

FeatStd Util

Simple State Machine

New classes FeatStd::StateMachine and FeatStd::HistoryStateMachine have been added which allow the composition of a simple state machine.

FeatStd Monitor

Logging Memory Pools

FeatStd Monitor supports tracing of memory allocation behavior (alloc/free) now. It supports writing the trace into a file and load this file into the Analyzer afterwards.

Monitor: CMake flags

The new logging feature provides two CMake flags:

Name	Description	Possible values
MONITOR_MEMORYPOOL_BINARY_LOGGING_ENABLED	Activates the Memory Pool activity logging.	positive integer
MONITOR_MEMORYPOOL_BINARY_LOGGING_FILENAME	Location where the log-file will be generated. The extension has to be *.membin.	file path

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