

```
struct farg          /* Structure passed as argument to f */
{
    ix_event  e;      /* Handle for the event */
    int       *xp;    /* Pointer to variable x */
};

ix_error f(ix_event *ep) /* Function to handle the timer event */
{
    struct farg *fcp = (struct farg *) ep; /* Convert argument type */
    *fcp->xp = 0x090949; /* Assign x the new value */
    ix_event_fini (&fcp->e); /* Free the dynamic event data and
                               /* release the event handle */
    free (fcp); /* Free the farg structure */
    return 0; /* Return indicating success */
}
```