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/* Example code to initiate an event */

/* Data structure */
struct farg *fcp;          /* Address to be passed to handler */
int x = 0;                /* Variable to be changed in ten seconds */
ix_time now, then;       /* Variables to hold times */

fcp = malloc (sizeof (*fcp)); /* Allocate the farg structure */
fcp->xp = &x;             /* Set pointer to the address of x */

ix_event_init (&fcp->e)   /* Initialize the event handle */
ix_event_call (&fcp->e, f); /* Set f to be the event handler */
ix_time_curr (&now);     /* Get the current time */
ix_time_add_sec (&then, &now, 10); /* Add ten seconds to current time */
ix_event_schedule (&fcp->e, &then); /* Schedule event in ten seconds */
```