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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 */

```

Figure 23.15 Example of code to schedule an event ten seconds in the future. The event handler will receive the address of structure farg as an argument.