

```

1 public boolean routeEvent(EventHolder event, SocketAddress fromAdr)
2 {
3     RoutingEntry entry;
4     ModeHolder modeHolder;
5     int variableId = event.m_event[0].getInt(Constants.EVENT_VARIABLE_ID_OFFSET);
6     long timeStamp = event.m_event[0].getLong(Constants.EVENT_CREATED_OFFSET);
7
8     // Do we route this variable ?
9     if ((entry = (RoutingEntry)this.m_tbl.get(variableId)) == null)
10        return false;
11
12    // Do we route this variable in the current operating mode ?
13    if ((modeHolder = entry.m_modeTbl[this.m_currentMode]) == null)
14        return false;
15
16    // Do we flood the event ?
17    if (modeHolder.m_flooding > 0)
18    {
19        // Have we already seen this event ?
20        if (modeHolder.testAndSetFlooded(timeStamp) == false)
21            return false;
22
23        // Flood this event to the set level
24        for (int i = 1; i <= modeHolder.m_flooding; ++i)
25        {
26            if (this.m_levelTbl[i] == null)
27                continue;
28
29            for (int j = 0; j < this.m_levelTbl[i].size(); ++j)
30            {
31                ((OutInterface)this.m_levelTbl[i].get(j)).pushAlertEvent(event, fromAdr);
32            }
33        }
34
35        // Use the routing algo. to route this event for the other levels
36        .....
37
38        return true;
39    }
40
41    // Route this event
42    .....
43 }

```