



# **WP10 -D10.8 Programmer's Guide**

# I) Document Presentation

---

## Project Coordinator

Organisation:	UPVLC
Responsible person:	Alfons Crespo
Address:	Camino Vera, 14, 46022 Valencia, Spain
Phone:	+34 963877576
Fax:	+34 963877576
Email:	<a href="mailto:alfons@disca.upv.es">alfons@disca.upv.es</a>

## Participant List

<i><b>Role</b></i>	<i><b>Id.</b></i>	<i><b>Participant Name</b></i>	<i><b>Acronym</b></i>	<i><b>Country</b></i>
CO	1	Universidad Politecnica de Valencia	UPVLC	E
CR	2	Scuola Superiore Santa Anna	SSSA	I
CR	3	Czech Technical University in Prague	CTU	CZ
CR	4	CEA/DRT/LIST/DTSI	CEA	FR
CR	5	Unicontrols	UC	CZ
CR	6	MNIS	MNIS	FR
CR	7	Visual Tools S.A.	VT	E

## Document version

<i><b>Release</b></i>	<i><b>Date</b></i>	<i><b>Reason of change</b></i>
1_0	15/02/2004	First release
1_1	15/11/2004	Extend the configuration part
1_2	15/02/2005	Rewrite installation part, configuration part, add components, applications



# Forword

## that must disapear asap

---

This document is still in a draft version, the following actions are to be done to get the document in a final version:

- 1) verify the names of the chapter's authors
- 2) Index for tables and figures
- 3) Glossary
- 4) a standard figure caption style all along the documentation
- 5) chapters missing: Onetd: network interface programing by Pierre Morel
- 6) chapter missing: Driver's framework
- 7) Re-reading and corrections by Ocera members

# Table of Contents

---

<b>I) Document Presentation.....</b>	<b>2</b>
<b>II) Introduction.....</b>	<b>8</b>
1) Overview.....	8
2) What will you find in the Programmer's Guide.....	9
3) What will you NOT find in the Programmer's Guide.....	10
<b>III) Overview.....</b>	<b>11</b>
1) OCERA architecture.....	11
2) How RTLinux and Linux work together.....	16
3) Supported target.....	20
4) Development tools.....	20
<b>IV) RTLinux API.....</b>	<b>23</b>
1) Dynamic memory allocator.....	23
2) POSIX Signals.....	26
3) POSIX Timers.....	29
4) POSIX message queues.....	32
5) Posix Barriers.....	33
6) Application-Defined Scheduler.....	39
7) Ada Support.....	50
8) POSIX tracing.....	54
<b>V) Driver Framework.....</b>	<b>71</b>
1) Introduction.....	71
2) Linux Driver framework.....	72
3) The big Picture.....	75
4) Synchronization mechanism.....	77
5) Driver to system interface.....	81
6) Examples.....	82

<b>VI) Quality Of Services.....</b>	<b>88</b>
<b>VII) Network API.....</b>	<b>91</b>
1) Driver's presentation.....	91
2) Network API.....	93
3) Programming examples.....	102
<b>VIII) OCERA Real-Time Ethernet.....</b>	<b>110</b>
2) struct ORTEIFProp.....	113
3) struct ORTEMulticastProp.....	114
4) struct ORTECDRStream.....	116
5) struct ORTETypeRegister.....	117
6) struct ORTEDomainBaseProp.....	118
7) struct ORTEPubInfo.....	125
8) struct ORTETasksProp.....	132
9) struct ORTEDomainProp.....	133
<b>IX) Fault-Tolerance components.....</b>	<b>177</b>
1) Degraded Mode Management.....	177
2) Redundancy Management.....	195
<b>X) CAN.....</b>	<b>206</b>
1) Installation.....	206
2) API / Compatibility.....	208

# **PART I**

*Programming environment*

# II) Introduction

---

By Pierre Morel - MNIS

This is the OCERA Programmer's Guide. We will try through this document to help you programming with OCERA.

In this first chapter we will explain the goal of this guide, we assume that you already read the User's Guide, so that you are familiar with the concepts used all along the guide.

---

## 1) Overview

---

### 1.1) Intended *Audience*

This guide is intended for

- **software engineers** who are building a real time embedded application for **commercial** or **educational** use with OCERA.

- **teachers** who want to rapidly build a real-time plate-form for training of **students**. In this case the teachers will also have interest in the OCERA document named *TRAINING DOCUMENTATION AND CASE STUDIES*, where they will find ready to use training examples.



## 1.2) Pre-requisite:

To use OCERA kernel and components and understand how they work together you will need a **basic knowledge on** how an **Operating System** is working, both for **real-time** OS and **time sharing** OS, and for some of the components, a basic knowledge of TCP/IP network architectures.

To develop applications using OCERA you will need some skills in a development language, **C** is the standard language for OCERA, while C++ is used in ORTE and Ada is supported for application's programming. Depending on the developments you intend to do and which components you intend to use and certainly a knowledge of **POSIX thread** programming would help a lot.

---

## *2) What will you find in the Programmer's Guide*

---

The Programmer's guide will present you

- The **OCERA environment** where your application will execute: Linux and RTLinux, the OCERA Architecture. How they work together.
- **Programming in for Hard Real-Time**: the real-time Application Programming Interface, the tools you will need to compile your application and to let it run with the system.
- **Programming in for Soft Real-Time**: the soft real-time Application Programming Interface, the tools you will need to compile your application and to let it run with the system.
- A **driver's framework**, and how to write drivers in Linux taking care of the real-time necessities.
- **RTLinux/Linux Interfaces**: Interfaces between the real-time system and the time sharing system.

- **Qconf programming:** The way to add new components to the OCERA tree
- **The components** and the programming interface to the different components of OCERA like Fault Tolerance, CAN CAN/Open Interface and ORTE: OCERA Real Time Ethernet

---

### ***3) What will you NOT find in the Programmer's Guide***

---

The Programmer's guide will not present you a general aspect of OCERA nor will it present to you how to setup the development environment or to setup a cross compiler environment.

All these features are presented in the OCERA User's Guide.

# III) Overview

---

By Pierre Morel – MNIS

---

## 1) OCERA architecture

---

### 1.1) RTLinux-GPL

Original RTLinux-GPL architecture can be divided in two levels:

- A **basic real-time operating system**, handling interrupts and providing a minimal development interface for real-time threads. We will sometime refer to this level by simply RTLinux-GPL. It is a Hard real-time level with interrupt latency and thread switch latency in the order of a few tens of micro seconds (on a PIII-1GHZ).
- A **time sharing operating system**, the Linux level, having the full functionalities of the original Linux operating system, and running as the idle thread of the basic real-time system.

Both operating systems co-operate in many ways:

- **interrupts**: the original Linux Operating system is modified so that it does not do any direct hardware access for interrupts handling, letting the work to be done by RTLinux-GPL. If a Linux ISR is associated with the Interrupt, RTLinux-GPL, mark the Interrupt as to be served and calls the Linux handlers as soon as nothing more is to be done at real-time level.

- **Realtime-FIFO:** if a real-time thread and a Linux task want to exchange data, they can do it through *real-time fifo*, this is a good way to ensure a proper switch between the real-time OS and the shared time OS. The *real-time fifo* use *soft IRQ* to synchronize the Linux task and the real-time thread.
- **Shared Memory:** is another way to exchange data between Linux and RTLinux-GPL. The synchronization must be done by the application by `atomic_test_and_set()` calls for exemple.
- **BSD Socket:** an implementation of the BSD Socket interface for UDP protocol allow a real-time thread and a Linux process to communicate. The synhronization, as with the real-time FIFOs is done by Soft-IRQs.

We also found of great interest to have the possibility to add a soft real-time level to Linux, using and enhancing the LOW LATENCY and the PREEMPTION patches, this are the first bricks to provide *Soft real-time* and *Quality Of Service* at the Linux (shared time OS) level, and then to applications running on Linux, like Video Streaming.

You can see a much deeper description of the architecture in the document “OCERA ARCHITECTURE” D02-1.pdf and we advise you to do so if you want to have a good understanding of the internals of OCERA.

## 1.2) The components

We define a component as:

*„A piece of software that brings some new functionality or feature at different levels in some of the fields: Scheduling, Quality Of Service, Fault Tolerance or Communications.“*

Remember that our goal is to enhance an existing Operating system, RTLinux-GPL, to achieve an industry ready operating system and that to achieve this want to give RTLinux:

- A real POSIX 1.1 development interface and new scheduling algorithm and new synchronization mechanisms for RTLinux.
- Quality Of Service, to allow bandwidth reservation
- Fault Tolerance and reconfiguration
- Communication with industry standard control/command devices

All the component interact with some of the other components:

### a) Communication

#### CANBUS

CANBUS drivers works under Linux and/or RTLinux and provides a virtual interface for testing and development purpose under Linux.

We will explain deeper the CANBUS drivers and the usage of the drivers in the chapter XX: CANBUS.

## **Socket Interface**

A BSD like socket interface provides access to the network for the RealTime threads by using the Linux socket implementation.

We will explain deeper the socket interface and its usage in the chapter XX: Onetd.

## **ORTE**

ORTE stands for **OCERA Real Time Ethernet** and implements the **Real Time Publisher Subscriber** protocol.

The RTSP protocol allow publishers to reserve some of the ethernet bandwidth and manage this reservation so that the bandwidth allocated for each participant allow the data transfert time over ethernet to be predictable.

ORTE is able to work under Linux or under RTLinux with the Onetd socket interface, the choice is made at compile time.

We will see ORTE in deep in the chapter XX: ORTE.

### ***b) Fault Tolerance***

Fault tolerance can collaborate with the Quality Of Service component to handle budget reservation exceptions.

In the case of a distributed network, Fault Tolerance must use a real-time aware communication protocol like the RTSP protocol implemented by the communication component ORTE.

We will investigate the way to use Fault Tolerance in deep in the chapter XX: Fault Tolerance

### ***c) Quality Of Service***

Quality Of Service in OCERA allows a Linux Process to do a CPU Bandwidth reservation.

This means that, the process having done this reservation is given access to the CPU at regular times without the influence of any other processes.

This has the following implications:

- First, the Linux Scheduler must be made preemptive. To do this we have to use the preemptive patch for Linux. We also reduced the Linux latency by using the low latency patch.
- Second the Linux scheduler algorithm must be modified to allow a **CBS** Constant Bandwidth Scheduler, algorithm.
- Third, in the case of Linux working over RTLinux-GPL, RTLinux-GPL scheduling algorithm must be changed to also allow a CBS algorithm.
- Fourth: both Linux and RTLinux scheduler must be aware of the bandwidth reservation

This Quality Of Service is, for example, very useful in the case we have real time constraint at both Linux and RTLinux levels.

A good exemple for this is the real time video streaming application made by Visual Tools and presented at the end of this guide.

We will go deeper in the way to use the Quality Of service in the chapter XXX: Quality Of Service.

#### ***d) RTLinux components***

RTLinux-GPL had to be enhanced to achieve our goals. As we saw earlier, we have to provide a POSIX 1.1 development interface, and modify the scheduling algorithm.

By the way OCERA integrated new components: a socket interface used by the RTLinux-GPL implementation of ORTE and Ada runtime.

We will see all POSIX components in the Programmer's Guide, and we will take a look at the possibilities offered by the Onetd Socket interface in the chapter XXX and at the Ada runtime in the chapter XX.

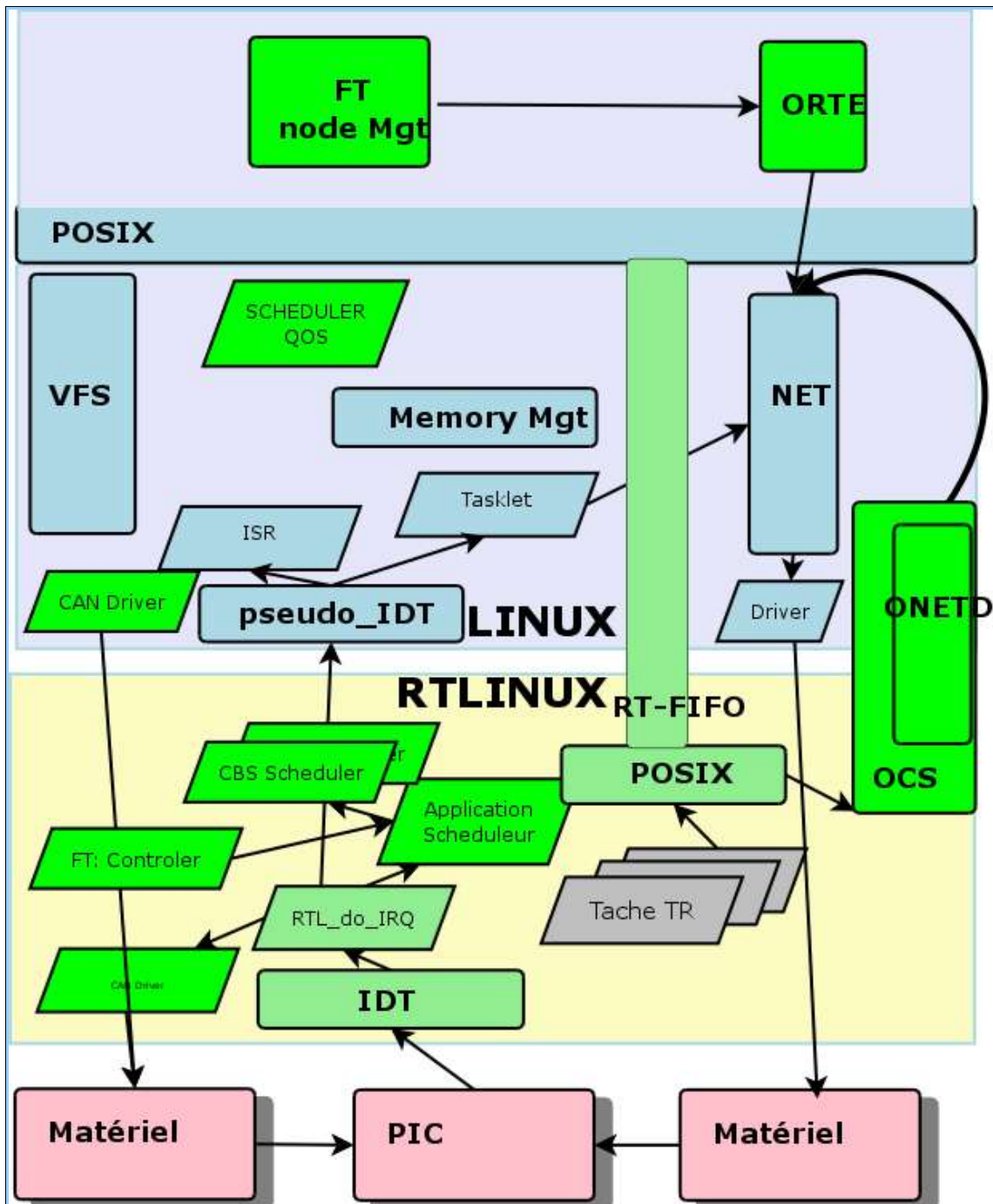


Illustration 1 Overview of OCERA implementation

---

## 2) How *RTLinux* and *Linux* work together

---

To understand this chapter, internal knowledge of Linux kernel and knowledge of the way Linux modules works is a good think.

However an engineer with good knowledge of operating systems will understand the way RTLinux takes control of Linux without deep Linux kernel knowledge.

### 2.1) Taking control

RTLinux takes control over the Linux kernel as the `rtlinux.o` module is loaded. The `__init` routine of the `rtlinux.o` module calls the "self explained" function *arch\_take\_over*.

A light version of this function is shown here under. In particular we do not detail SMP architecture initialization or *#define* preprocessing here to simplify the presentation. Of course, you can browse the source to see the details of the routine.

```
arch_takeover
    rtl_hard_cli
    rtl_global.flags = g_initialized
    rtl_local.flags = l_ienable | l_idle
    rtl_reschedule_handlers = default_reschedule_handler
    patch_kernel
        rtl_hard_sti
        rtl_soft_sti
```

As one can see, after clearing interrupts and doing some initialization, the routine initialize the *reschedule\_handler* and then calls the once again "self explained" function *patch kernel* routine.

```
patch_kernel
    xdo_IRQ = pfunc[pf_do_IRQ].address (pfunc is a table of functions)
    local_ret_from_intr = pfunc[pf_ret_from_intr].address
    p=find_patch(pfunc[pf_do_IRQ].address
```



```

save_jump(p,pf_do_IRQ)
patch_jump(p,rtl_intercept)
pfunc[pf_rtl_emulate_iret] = rtl_soft_sti
IF LOCAL_APIC
    save_jump(LOCALS_PATCHS)
    zap_ack_apic
    init_local_code
pre_patch_control=irq_control
irq_control.do_save_flags = rtl_soft_save_flags
irq_control.do_restore_flags = rtl_soft_restore_flags
...etc replace cli/sti local_irq_save,restore,disable and enable
...
for i < NB_IRQS
    save_linux_irq_desc = h.handler
    h.handler = rtl_generic_type

```

This functions setup the interrupt routine `local_ret_from_intr` to the address of `rtl_intercept` it then patches the APIC subroutines if a APIC exists by calling `zap_ack_apic` and `init_local_code` and initialize the `irq_control` which contains the address of the routines that will replace the standard Linux routines:

- `do_save_flags`
- `do_restore_flags`
- `cli`
- `sti`
- `local_irq_save`
- `local_irq_restore`
- `local_irq_enable`
- `local_irq_disable`

## 2.2) Interrupt handling

The interrupts are processed in four levels. The first three levels are called whenever an interrupt is called they are:

- `rtl_intercept` the real interrupt routine called when the interrupt arrives and responsible for the APIC handling and interrupt acknowledge.
- `dispatch_rtl_handler` dispatch the interrupts to the Real Time handlers.
- `dispatch_linux_irq` dispatch the interrupts to the Linux interrupt handlers.

The main interrupt routine is detailed here under:

```

rtl_intercept
    rtl_spin_lock(rtl_global.har_irq_controller_lock)
    if rtl_irq_controller_get_irq

```

```

rtl_irq_controller_ack
if G_TEST_RTH (test if IRQ is for RTLinux)
    rtl_spin_unlock
    dispatch_rtl_handler
    rtl_spin_lock
else
    G_PEND (set IRQ as pending)
    G_SET(g_pend_since_sti) (set flags IRQ pending)
if RUN_LINUX_HANDLER (irq enabled and RT not busy)
    G_UNPEND
    rtl_soft_cli
    G_DISABLE
    rtl_spin_unlock
    rtl_hard_sti
    dispatch_linux_irq
    RETURN_FROM_INTERRUPT_LINUX (simple return)
rtl_spin_unlock
RETURN_FROM_INTERRUPT (pop all and IRET)

```

The fourth level is the soft\_irq level for linux. This is called whenever the RTLinux scheduler has finished to dispatch the real time tasks. See the details on the real time scheduling in the next section.

global flags:

```

g_rtl_started
g_pend_since_sti
g_initializing
g_initialized

```

Local flags:

```

l_busy      1 if RTLinux is scheduling a RT task
l_enable    1 if soft sti emulation (cli/sti)
l_pend_since_sti  1 if irq pending since last sti
l_psc_active old flag for memory protection PSC module.

```

Macro:

```

G_PEND,G_UNPEND,G_ISPEND:    1 if global irq pending
G_ENABLE,G_DISABLE,G_IENABLE: 1 if irq is globally soft enabled
G_SET_RTH,G_CLEAR_RTH,G_TEST_RTH: 1 if RT Handler set for irq
G_SET,G_CLEAR,G_TEST: 1 if global flag set

L_PEND,L_UNPEND,L_ISPEND:    local version
L_SET,L_CLEAR,L_TEST: local version
L_SET_RTH,L_CLEAR_RTH,L_TEST_RTH: local version

```

### ***a) Structures for the transition***

```

rtl_global_handlers[irq] : table for RT Handlers
set:          rtl_request_global_irq

```

```

clear:    rtl_free_global_irq
used:     rtl_intercept
activate: G_PEND(irq) and G_SET(g_pend_since_sti)

irqaction *
set:      rtl_get_soft_irq (handler)
          -> request_irq
          -> setup_irq
activate: rtl_global_pend_irq: G_PEND and G_SET(g_pend_since_sti)

```

## ***b) LINUX:***

```

do_IRQ
-> handle_IRQ_event
   -> action->handler()
-> desc->handler->end()
-> do_softirq()

```

## **2.3) Scheduling**

Every time a call is done to `irq_control.do_sti` (which replace the `sti` call), the function `do_soft_sti` is called this function calls `rtl_process_pending` before to call the `rtl_soft_sti_no_emulation` function to setup the local ienable.

```

rtl_process_pending
rtl_soft_cli
do
    while get_lpend_irq
        soft_dispatch_local
    while get_gpending_irq
        soft_dispatch_global
    while G_TEST(g_pend_since_sti | l_pend_since_sti)
    if softirq_active(cpu_id)
        do_softirq    /*kernel/softirq*/G

```

---

## ***3) Supported target***

---

Basically, OCERA is able to support all targets supported by RTLinux-GPL and Linux. The most restrictive being RTLinux-GPL.

OCERA support architectures based on

- Intel ix86,
- powerPC 603e / Motorola 8240
- ARM and Strong ARM,

while the Board Support Package (BSP) include:

- Standard PC
- PC104
- PPC6000
- iPAQ

The OCERA system can be loaded on the target on IDE and SCSI disks, Flash memory, SD-Memory, ROM or even use the network to be downloaded using TFTP or BootP and a PXE boot loader in ROM..

We provide more information on the different architectures and on cross compilation in the OCERA User's Guide.

---

## ***4) Development tools***

---

The tools used to develop applications with OCERA are of very common use:

The GNU Utilities: the GNU C compiler, assembler, linker,

The CML2 Utilities: CML2 is the definition language used by the standard Linux kernel, above 2.5.2, to define the kernel configuration

To this minimal set of utilities, you will eventually need the OCERA tracing tools or the GNU Debugger: GDB.

If you develop with Ada language you will need a special Ada compiler. But this will be explained in a separate chapter dedicated to Ada in this document.

# **PART II**

*Realtime programming*

# IV) RTLinux API

---

**By:**  
**Patricia Balbastre**  
**Alfons Crespo**  
**Ismael Ripoll**

---

## ***1) Dynamic memory allocator***

---

### **1.1) Description**

This component provides standard dynamic memory allocation, malloc and free functions, with real-time performance.

### **1.2) Usage**

The component is designed to work in three different targets:

- 1) as a Linux user level library,
- 2) in the Linux kernel, and
- 3) in RTLinux.

The target dependent code is surrounded by conditional directives that automatically compiles the final object file to the correct target depending on the set of defined macros: `__RTL__`, `__KERNEL__`, etc.

When the bigphysarea patch is available in the kernel, the allocator will use this facility by default. Therefore the maximum memory pool will be limited by the memory initially (at boot time with the kernel parameter "mem") allocated by bigphysarea.

When the allocator is compiled as a kernel module (to be used from the Linux kernel or by RTLinux applications), the name of the module is rtl\_malloc.o; it can be loaded using the rtlinux script:

```
# rtlinux start
Scheme: (-) not loaded, (+) loaded
(+) mbuff
(+) rtl
(+) rtl_fifo
(+) rtl_malloc
(+) rtl_posixio
(+) rtl_sched
(+) rtl_time
```

The module accepts the parameter "max\_size" which is the size of the initial memory pool in Kbytes. If the parameter is not passed to the module then the default initial memory pool size is 1Mbyte. In order to use more than 1Mb you have to manually load the module.

### 1.3) Programming interface (API)

In order to avoid naming conflicts, the API provided by DIDMA is non POSIX, it looks like the API given by the ANSI "C" standard adding a rt\_ prefix.

```
void *rt_malloc(size_t *size);
void rt_free(void *ptr);
void *rt_calloc(size_t nsize, size_t elem_size);
void *rt_realloc(void *p, size_t new_len);
And it also provides several macros which are equal than ANSI-C functions interface for
dynamic memory allocation:
void *malloc(size_t *size);
void free(void *ptr);
void *calloc(size_t nsize, size_t elem_size);
void *realloc(void *p, size_t new_len);
```

### 1.4) Example

```
#include <rtl_malloc.h>
#include <rtl.h>
#include <pthread.h>
```



```

pthread_t thread;

void * start_routine(void *arg){
    char *string;
    char hello_world [] = "Hello world";

    rtl_printf("Calling malloc... ");
    // DIDMA malloc
    string = (char *) malloc (sizeof (char) * (strlen (hello_world) + 1));

    if (string == NULL) {
        rtl_printf("WRONG\n");
        return (void *) 0;
    }
    rtl_printf("Malloc OK\n");
    strcpy (string, hello_world);
    rtl_printf ("HELLO_WORLD: %s\n", hello_world);
    rtl_printf ("HELLO_WORLD copy: %s\n", string);
    rtl_printf("Calling free... ");

    // DIDMA free
    free (string);

    rtl_printf("DONE\n");
    return (void *)0;
}

int init_module(void){
    return pthread_create (&thread, NULL, start_routine, 0);
}

void cleanup_module(void){
    pthread_delete_np (thread);
}

```

---

## 2) *POSIX Signals*

---

### 2.1) Description

This component extends the signalling subsystem of RTLinux to provide user-defined signals and the user signal handlers.

Signals are an integral part of multitasking in the UNIX/POSIX environment. Signals are used for many purposes, including exception handling (bad pointer accesses, divide by zero, etc.), process notification of asynchronous event occurrence (timer expiration, I/O completion, etc.), emulation of multitasking and interprocess communication.

A POSIX signal is the software equivalent of an interrupt or exception occurrence. When a task receives a signal, it means that something has happened which requires the task's attention. Because a thread can send a signal to another thread, signals can be used for interprocess communication. Signals are not always the best interprocess communication mechanism; they are limited and can asynchronously interrupt a thread in ways that require clumsy coding to deal with. Signals are mostly used for other purposes, like the timer expiration and asynchronous I/O completion. There are legitimate reasons for using signals to communicate between processes. First, signals are frequently used in UNIX systems. Another reason is that signals offer an advantage that other communication mechanisms do not support: signals are asynchronous. That is, a signal can be delivered to a thread while the thread is doing something else. The advantages of asynchrony is the immediacy of the notification and the concurrence.

This facility provides only regular UNIX(r) signalling infrastructure. Although real-time POSIX extensions defines an advanced and powerful signal system, its complexity make the implementation more complex and less predictable (since the standard requires that signals can not be lost and also delivered in the same order it were generated, then signals can not be internally implemented as bitmaps but must be handled as message queues) .

## 2.2) Usage

This facility is optional and has to be selected in the configuration tool. This component is integrated into the RTLlinux scheduler module. The functionality is available once the rtl\_sched.o module is loaded.

## 2.3) Programming interface (API)

```
struct rtl_sigaction {
    union {
        void (*_sa_handler)(int);
        void (*_sa_sigaction)(int, struct rtl_siginfo *, void *);
    } _u;
    int sa_flags;
    unsigned long sa_focus;
    rtl_sigset_t sa_mask;
};
/* Macros to manipulate POSIX signal sets.*/
rtl_sigaddset(sigset_t *set, sig);
rtl_sigdelset(sigset_t *set, sig);
rtl_sigismember(sigset_t *set, sig);
rtl_sigemptyset(sigset_t *set);
rtl_sigfillset(sigset_t *set);
/* Programming actions for signals occurrences*/
int sigaction(int sig, const struct sigaction *act, struct sigaction *oact);
/* Set the process s signal blockage mask */
int sigprocmask(int how, const rtl_sigset_t *set, rtl_sigset_t *oact);
int pthread_sigmask(int how, const rtl_sigset_t *set, rtl_sigset_t *oact);
/* Wait for a signal to arrive, setting the given mask */
int sigsuspend(const rtl_sigset_t *sigmask); int sigpending(rtl_sigset_t *set);
/* Send a signal to a thread */
int pthread_kill(pthread_t thread, int sig);
```

This is the standard POSIX API and it is used as the standard defines. Documentation about how signals are programmed can be found in any book about UNIX programming.

## 2.4) Example

```
/*
 * POSIX.1 Signals test program
 *
 */
#include <rtl.h>
#include <rtl_sched.h>
```

```

#define MAX_TASKS 2
#define MY_SIGNAL RTL_SIGUSR2
static pthread_t thread[MAX_TASKS];

static void signal_handler(int sig){
    rtl_printf(">----->\n");
    rtl_printf("Hello world! Signal handler called for signal:%d\n",sig);
}

static void * start_routine(void *arg) {
    int i=0,err=0,sig;
    struct sched_param p;
    struct sigaction sa;
    rtl_sigset_t set;

    p.sched_priority = 1;
    pthread_setschedparam (pthread_self(), SCHED_FIFO, &p);

    sig=MY_SIGNAL+(unsigned) arg;
    rtl_sigfillset(&set);
    rtl_sigdelset(&set,sig);
    pthread_sigmask(SIG_SETMASK,&set,NULL);

    sa.sa_handler=signal_handler;
    sa.sa_mask=0;
    sa.sa_flags=0;
    sa.sa_focus=0;

    if ((err=sigaction(signal,&sa,NULL))<0 )
        rtl_printf("sigaction(%d,&sa,NULL) FAILING, err:%d, errno:%d.\n",
            signal,err,errno);

    pthread_make_periodic_np (pthread_self(), gethrtime(),
        250000000LL+250000000LL * (unsigned) arg);

    rtl_printf("I'm here; my arg is %x iter:%d\n",(unsigned) arg,i++);
    rtl_printf("When i mod 5 -> pthread_kill(pthread_self(),%d)\n",signal);

    while (i<=10) {
        pthread_wait_np ();
        if (!(i%5)) pthread_kill(pthread_self(),signal);
        rtl_printf("I'm here; my arg is %x iter:%d\n",(unsigned) arg,i++);
    }

    rtl_printf("\n\n\n\n THREAD %d about to end\n\n\n\n",(unsigned) arg);
    return 0;
}

int init_module(void) {
    int i,err=0;
    for (i=0;i<MAX_TASKS;i++)
        err=pthread_create (&thread[i], NULL, start_routine,(void *) i);
    return err;
}

void cleanup_module(void) {

```

```
int i;  
for (i=0;i<MAX_TASKS;i++)  
    pthread_delete_np (thread[i]);  
}
```

---

## 3) *POSIX Timers*

---

### 3.1) Description

POSIX timers provides mechanisms to notify a thread when the time (measured by a particular clock) has reached a specified value, or when a specified amount of time has passed.

This component provides the functionality to work with several timers per thread. Timer expiration is notified to the thread by mean of a POSIX signal.

### 3.2) Usage

Since a timer expiration causes a signal to be delivered, this facility depends on signal support. To use POSIX timers first you have to select POSIX signals and then select POSIX signals: OCERA Components Configuration -> Scheduling.

This facility is included into the standard scheduler module (rtl\_sched.o). Therefore, once the scheduler compiled with timers support is generated and the module is loaded, the user can use the new functions.

### 3.3) Programming interface (API)

Data structure used to specify which action will be performed upon timer expiration:

```

struct sigevent {
    int sigev_notify;    /* notification mechanism */
    int sigev_signo;     /* signal number */
    union sigval sigev_value; /* signal data value */
}

```

Currently, only two values are defined for `sigev_notify`: `SIGEV_SIGNAL` means to send the signal described by the remainder of the struct `sigevent`; and `SIGEV_NONE` which means to send no notification at all upon timer expiration.

Next are the system calls to create and delete timers and for arming and consulting the state of an armed timer.

```

/* Creating a timer. Timer created is returned in timer_id location */
int timer_create(clockid_t clockid,
    struct sigevent *restrict evp,
    timer_t *restrict timer_id);
/* Removing timer referenced by timer_id */
int timer_delete(timer_t *timer_id);
/* Setting timer referenced by location timer_id */
int timer_settime(timer_t timer_id, int flags,
    const struct itimerspec *new_setting,
    struct itimerspec *old_setting);
/* Getting time remaining until next expiration */
int timer_gettime(timer_t timer_id, struct itimerspec *expires);
int timer_getoverrun(timer_t timer_id);

```

The API is fully compliant with POSIX standard. Supported clocks are `CLOCK_MONOTONIC` and `CLOCK_REALTIME`. A complete description of POSIX timers and usage examples can be found in chapter five of the Bill O. Gallmeister book: "POSIX.4 Programming from the Real World".

### 3.4) Example

```

#include <rtl.h>
#include <pthread.h>
#include <time.h>
#include <signal.h>
#define MY_SIGNAL RTL_SIGUSR1
pthread_t thread;
timer_t timer;

#define ONESEC 1000000000LL
#define MILLISECS_PER_SEC 1000
hrtime_t start_time;

void timer_intr(int sig){
    rtl_printf("Timer handler called for signal:%d\n",sig);
    pthread_wakeup_np(pthread_self());
}

```

```

}

void *start_routine(void *arg){
    struct sched_param p;
    struct itimerspec new_setting,old_setting,current_timer_specs;
    struct sigaction sa;
    long long period= 120LL*ONESEC;
    hrtime_t now;
    int signal=MY_SIGNAL;

    sa.sa_handler=timer_intr;
    sa.sa_mask=0;
    sa.sa_flags=0;
    new_setting.it_interval.tv_sec= 1;
    new_setting.it_interval.tv_nsec= 0;

    new_setting.it_value.tv_sec=1;
    new_setting.it_value.tv_nsec=start_time;

    /* Install the signal handler */
    sigaction(signal, &sa, NULL))

    /* Arming the timer */
    timer_settime(timer[param],0,&new_setting,&old_setting);

    /* The period of this thread is 2 minutes!!! */
    /* But till will be awaked by the TIMER every second */
    pthread_make_periodic_np (pthread_self(), gethrtime(), period );

    now=gethrtime();
    while (1) {
        last_expiration=now;
        now=gethrtime();
        timer_gettime(timer[param],&current_timer_specs);
        rtl_printf("time passed since last expiration:%d (in milis)\n",
            (int)(now-last_expiration)/MILISECS_PER_SEC);
        pthread_wait_np();
    }
}

int init_module(void) {
    sigevent_t signal;

    /* Create the TIMER */
    signal.sigev_notify=SIGEV_SIGNAL;
    signal.sigev_signo=MY_SIGNAL;
    timer_create(CLOCK_REALTIME,&signal,&(timer[i]));

    start_time=ONEMILLISEC;

    // Threads creation.
    pthread_create (&thread), NULL, start_routine, (void *) 0);
    return 0;
}

void cleanup_module(void) {

```

```
pthread_delete_np (thread);  
timer_delete(timer);  
}
```

---

## 4) *POSIX message queues*

---

### 4.1) Description

This component implements POSIX message queues facility which can be used to send messages between RTLinux threads.

UNIX systems offers several possibilities for interprocess communication: signals, pipes and FIFO queues, shared memory, sockets, etc. In RTLinux, the most flexible one is shared memory, but the programmer has to use alternative synchronisation mechanism to build a safe communication mechanism between process or threads. On the other hand, signals and pipes lack certain flexibility to establish communication channels between process. In order to cover some of these weaknesses, POSIX standard proposes a message passing facility that offers:

Protected and synchronised access to the message queue. Access to data stored in the message queue is properly protected against concurrent operations.

Prioritised messages. Processes can build several flows over the same queue, and it is ensured that the receiver will pick up the oldest message from the most urgent flow.

Asynchronous and temporised operation. Threads have not to wait for operation to be finish, i.e., they can send a message without having to wait for someone to read that message. They also can wait an specified amount of time or nothing at all, if the message queue is full or empty.

Asynchronous notification of message arrivals. A receiver thread can configure the message queue to be notified on message arrivals. That thread can be working on something else until the expected message arrives.



## 4.2) Usage

This component is compiled as a separate kernel module. In order to use this facility you have to select it at the main configuration screen and the compile the RTLinux sources. This facility depends on POSIX signals so you need to select POSIX signals in order to enable the message queues selection box.

## 4.3) Programming interface (API)

This components follows the POSIX API specification for message passing facility defined in IEEE Std 1003.1-2001. This API also belongs to the Open Group Base Specifications Issue 6. The following synopsis presents the list of supported message queue functions:

```
/* Create and destroy message queues */
mqd_t mq_open (const char *, int, ...);
int mq_unlink (const char *)
int mq_close (mqd_t); int mq_getattr (mqd_t, struct mq_attr *);
int mq_notify (mqd_t, const struct sigevent *);
int mq_setattr (mqd_t, const struct mq_attr *, struct mq_attr *);
ssize_t mq_receive (mqd_t, char *, size_t, unsigned *);
int mq_send (mqd_t, const char *, size_t, unsigned);
ssize_t mq_timedreceive (mqd_t, char *, size_t, unsigned *, const struct timespec *);
int mq_timedsend (mqd_t, const char *, size_t, unsigned, const struct timespec *);
```

---

# 5) *Posix Barriers*

---

## 5.1) Description

Barriers, are defined in the advanced real-time POSIX (IEEE Std 1003.1-2001), as part of the advanced real-time threads extensions. A barrier is a simple and efficient synchronisation utility.

These are the steps to create and to use a barrier

- The barrier attributes are initialized .  
This is accomplished through the function `pthread_barrierattr_init`
- The barrier is initialized, only once,  
by calling the function `pthread_barrier_init`.

This function sets the attributes of the barrier (specified in the previous step, or it takes a default attribute object) and the parameter count, which specifies the number of threads that are going to synchronise at the barrier.

Although standard posix recommends that the value specified by count must be greater than zero, if count is 1, the barrier will not take effect, since no blocking would be produced. Therefore, in this implementation, a value of count less or equal than 1 is not valid. Otherwise, `EINVAL` is returned.

- When a thread wants to synchronise at the barrier, it calls the function `pthread_barrier_wait` .

At this point, the thread will wait until all the rest of the threads have reached the same function call. Threads will continue its execution when the last thread reaches the `pthread_barrier_wait` function.

- Finally, both the barrier and the attributes have to be destroyed (`pthread_barrierattr_destroy` and `pthread_barrier_destroy`).

If there are threads waiting on the barrier, the function `pthread_barrier_destroy` does not destroy the barrier, but exits with error `EBUSY`.

## 5.2) Usage

To activate the component just mark the option "Posix Barriers in RT-Linux" inside of "Ocera Components Configuration -> Scheduling" in the configuration tool.

This component has no dependencies with other Ocera components or RTLinux facilities. Posix Barriers are a high level RTLinux component, since it does not modify the RTLinux source code, but adds new features. Barriers are not implemented as a module, it is only necessary to insert the scheduler module (`rtl_schedule.o`). Barrier functionalities are implemented in two files: `rtlinux/schedulers/rtl_barrier.c` and `rtlinux/include/rtl_barrier.h`.

## 5.3) Programming interface (API)

The API is defined by the POSIX standard. Here is a list of the functions that have been implemented.

***a) int pthread\_barrierattr\_destroy(pthread\_barrierattr\_t \* attr );***

The pthread\_barrierattr\_destroy() function shall destroy a barrier attributes object. A destroyed attr attributes object can be reinitialized using pthread\_barrierattr\_init(); the results of otherwise referencing the object after it has been destroyed are undefined. An implementation may cause pthread\_barrierattr\_destroy() to set the object referenced by attr to an invalid value.

***b) int pthread\_barrierattr\_init(pthread\_barrierattr\_t \* attr );***

The pthread\_barrierattr\_init() function shall initialize a barrier attributes object attr with the default value for all of the attributes defined by the implementation. Results are undefined if pthread\_barrierattr\_init() is called specifying an already initialized attr attributes object.

***c) int pthread\_barrier\_init(pthread\_barrier\_t \* barrier, const pthread\_barrierattr\_t \*attr, unsigned int count );***

The pthread\_barrier\_init() function shall allocate any resources required to use the barrier referenced by barrier and shall initialize the barrier with attributes referenced by attr. If attr is NULL, the default barrier attributes shall be used; the effect is the same as passing the address of a default barrier attributes object. The results are undefined if pthread\_barrier\_init() is called when any thread is blocked on the barrier (that is, has not returned from the pthread\_barrier\_wait() call). The results are undefined if a barrier is used without first being initialized. The results are undefined if pthread\_barrier\_init() is called specifying an already initialized barrier.

***d) int pthread\_barrier\_destroy( pthread\_barrier\_t \* barrier );***

The pthread\_barrier\_destroy() function shall destroy the barrier referenced by barrier and release any resources used by the barrier. The effect of subsequent use of the barrier is undefined until the barrier is reinitialized by another call to pthread\_barrier\_init(). An implementation may use this function to set barrier to an invalid value. The results are undefined if pthread\_barrier\_destroy() is called when any thread is blocked on the barrier, or if this function is called with an uninitialized barrier.

***e) int pthread\_barrier\_wait( pthread\_barrier\_t \* barrier );***

The pthread\_barrier\_wait() function shall synchronize participating threads at the barrier referenced by barrier. The calling thread shall block until the required number of threads have called pthread\_barrier\_wait() specifying the barrier.

When the required number of threads have called `pthread_barrier_wait()` specifying the barrier, the constant `PTHREAD_BARRIER_SERIAL_THREAD` shall be returned to one unspecified thread and zero shall be returned to each of the remaining threads. At this point, the barrier shall be reset to the state it had as a result of the most recent `pthread_barrier_init()` function that referenced it.

***f) `int pthread_barrierattr_getpshared( const pthread_barrierattr_t * attr int * pshared );`***

The `pthread_barrierattr_getpshared()` function shall obtain the value of the process-shared attribute from the attributes object referenced by `attr`. The `pthread_barrierattr_setpshared()` function shall set the process-shared attribute in an initialized attributes object referenced by `attr`. The process-shared attribute is set to `PTHREAD_PROCESS_SHARED` to permit a barrier to be operated upon by any thread that has access to the memory where the barrier is allocated. If the process-shared attribute is `PTHREAD_PROCESS_PRIVATE`, the barrier shall only be operated upon by threads created within the same process as the thread that initialized the barrier; if threads of different processes attempt to operate on such a barrier, the behavior is undefined.

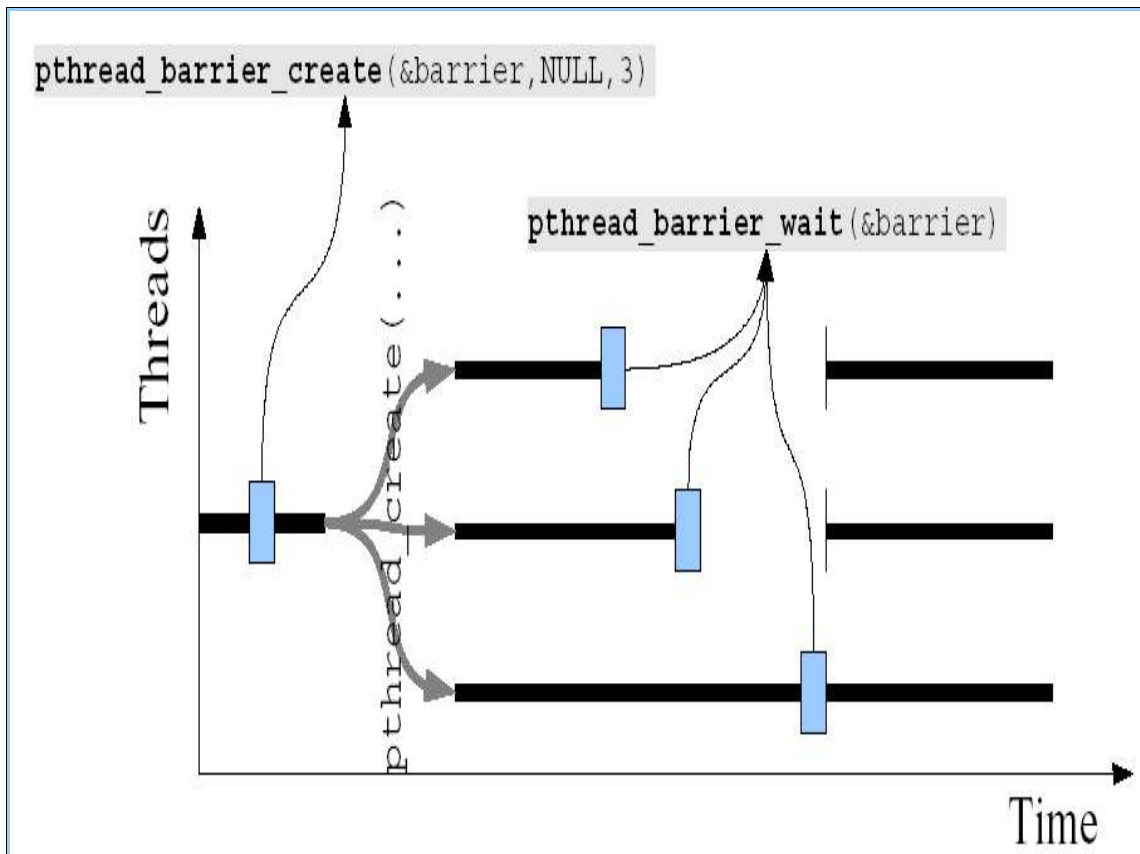
***g) `int pthread_barrier_wait( pthread_barrier_t * barrier );`***

The `pthread_barrier_wait()` function shall synchronize participating threads at the barrier referenced by `barrier`. The calling thread shall block until the required number of threads have called `pthread_barrier_wait()` specifying the barrier.

When the required number of threads have called `pthread_barrier_wait()` specifying the barrier, the constant `PTHREAD_BARRIER_SERIAL_THREAD` shall be returned to one unspecified thread and zero shall be returned to each of the remaining threads. At this point, the barrier shall be reset to the state it had as a result of the most recent `pthread_barrier_init()` function that referenced it.

## **5.4) Example**

A barrier can be used to force periodic threads to execute its first activation at the first time. This example, in this case, will consist of one barrier. Three threads block on the barrier before becoming periodic. When the last thread arrives to the barrier, then all threads are allowed to continue execution (see Figure next page).



```
#include <linux/module.h>
#include <linux/kernel.h>
#include <linux/version.h>
#include <rtl_sched.h>
#include <rtl_barrier.h>
#include <rtl.h>
#include <rtl_time.h>

#define NTASKS 3

pthread_t tasks[NTASKS];
hrtime_t now;

pthread_attr_t attrib;
struct {
    int id;
    int compute;
    int period;
} sched_attrib[NTASKS];

pthread_barrierattr_t barrier_attr;
pthread_barrier_t my_barrier;

void * fun(void *arg) {
```

```

int id = (int)arg;

pthread_barrier_wait(&my_barrier);

pthread_make_periodic_np(pthread_self(), now, sched_attr[id].period);

while (1){
    rti_delay(sched_attr[id].compute);
    pthread_wait_np();
    fin--;
}

pthread_exit(0);
return (void *)0;
}

int init_module(void)
{
    int x;

    sched_attr[0].compute=1000;
    sched_attr[0].period=100000;
    sched_attr[1].compute=1900;
    sched_attr[1].period=170000;
    sched_attr[2].compute=25000;
    sched_attr[2].period=200000;

    now = gethrtime();

    //Initialize the barrier
    pthread_barrierattr_init(&barrier_attr);

    pthread_barrier_init(&my_barrier, &barrier_attr, NTASKS);

    //pthread_barrierattr_destroy(&barrier_attr);

    for (x=0; x<NTASKS; x++) {
        pthread_attr_init(&attrib);
        pthread_create(&(tasks[x]), &attrib, fun, (void *)x);
    }

    return 0;
}

void cleanup_module(void)
{
    int x;
    for (int x=0; x<NTASKS; x++){
        pthread_cancel(tasks[x]);
        pthread_join(tasks[x],NULL);
    }
    pthread_barrier_destroy(&my_barrier);
}

```

---

## 6) *Application-Defined Scheduler*

---

### 6.1) Description

POSIX-Compatible Application-defined scheduling (ADS) is an application program interface (API) that enables applications to use application-defined scheduling algorithms in a way compatible with the scheduling model defined in POSIX. Several application-defined schedulers, implemented as special user threads, can coexist in the system in a predictable way. This way, users can implement their own scheduling algorithms that can be ported immediately to other POSIX compliant RTOS.

### 6.2) Usage

This facility depends on POSIX signals and POSIX Timers, so you need to select them in order to enable the ADS selection box (Figure 6).

Once the sources have been compiled you can create the sources of your scheduling algorithm. This sources will be compiled as a separate kernel module.

### 6.3) Programming interface (API)

The application defined scheduler facility API is a little more complex than "normal" operating systems services like file management since the ADS has to provide two different API's. One API for the application scheduler thread and another API for the application scheduled thread. ADS API has been designed to be included in the POSIX standard. Following is the list of functions that can be used by scheduler threads:

***a) Program scheduling actions ( suspending or activating threads)***

- `int posix_appsched_actions_addactivate (posix_appsched_actions_t * sched_actions, pthread_t thread )`

- int posix\_appsched\_actions\_addsuspend (posix\_appsched\_actions\_t \* sched\_actions, pthread\_t thread )
- int posix\_appsched\_actions\_addlock (posix\_appsched\_actions\_t \* sched\_actions, pthread\_t thread, const pthread\_mutex\_t \* mutex )

### ***b) Execute Scheduling Actions***

- int posix\_appsched\_execute\_actions (const posix\_appsched\_actions\_t \* sched\_actions, const sigset\_t \* set, const struct timespec \* timeout, struct timespec \* current\_time, struct posix\_appsched\_event \* event )

### ***c) Getting and setting application scheduled thread's data***

- int pthread\_remote\_setspecific (pthread\_key\_t key, pthread\_t th, void \* value)
- void \* pthread\_remote\_getspecific (pthread\_key\_t key, pthread\_t th)

### ***d) Set and get mutex-specific data***

- int posix\_appsched\_mutex\_setspecific( pthread\_mutex\_t \* mutex, void \* value)
- int posix\_appsched\_mutex\_getspecific (const pthread\_mutex\_t \* mutex, void \*\* data)
- Scheduling events sets manipulation
- int posix\_appsched\_emptyset (posix\_appsched\_eventset\_t \* set, int posix\_appsched\_fillset posix\_appsched\_eventset\_t \* set )
- int posix\_appsched\_addset(posix\_appsched\_eventset\_t \* set, int appsched\_event)
- int posix\_appsched\_delset( posix\_appsched\_eventset\_t \* set ,int appsched\_event)
- int posix\_appsched\_ismember(const posix\_appsched\_eventset\_t \* set, int appsched\_event)
- int posix\_appsched\_seteventmask (const posix\_appsched\_eventset\_t \* set, int posix\_appsched\_geteventmask, posix\_appsched\_eventset\_t \* set )

While in the application scheduled thread's side the API is:

### ***e) Explicit scheduler invocation***

- int posix\_appsched\_invoke\_scheduler(void \* msg, size\_t msg\_size)
- Manipulate application scheduled threads attributes
- int pthread\_attr\_setthread\_type (pthread\_attr\_t \* attr, int type, int pthread\_attr\_setappscheduler, pthread\_attr\_t \* attr, pthread\_t sched)
- int pthread\_attr\_setappsched\_param(pthread\_attr\_t \* attr, void \* param, int size)
- int pthread\_attr\_getappscheduler (pthread\_attr\_t \* attr, pthread\_t sched)
- int pthread\_getappsched\_param (pthread\_attr\_t \* attr, pthread\_t \* sched, void \* param, int \* size)



### ***f) Application-defined Mutex Protocol***

- `int pthread_mutexattr_setappscheduler (pthread_mutexattr_t * attr, struct rtl_thread_struct * appscheduler)`
- `int pthread_mutexattr_getappscheduler (const pthread_mutexattr_t * attr, struct rtl_thread_struct * appscheduler)`
- `int pthread_mutexattr_setappschedparam (pthread_mutexattr_t * attr, const struct pthread_mutex_schedparam * sched_param)`
- `int pthread_mutexattr_getappschedparam (const pthread_mutexattr_t * attr, struct pthread_mutex_schedparam * sched_param)`
- `int pthread_mutex_setappschedparam (pthread_mutex_t * mutex, const struct pthread_mutex_schedparam * sched_param)`
- `int pthread_mutex_getappschedparam (const pthread_mutex_t * mutex, struct pthread_mutex_schedparam * sched_param)`

## **6.4) Example**

This example creates a scheduler thread and two scheduled threads. The scheduler thread controls the execution of its scheduled threads following a Earliest Deadline First priority assignment. That is, in this example it is implemented the EDF scheduling algorithm. The scheduled threads are periodic with deadline equal to period. For each scheduled thread a periodic timer is programmed which spires each time the release time is reached. Threads are created in the file `edf_threads.c`. This is the source that will be compiled and inserted as a module. The algorithm is implemented in the files `edf_sched.c` and `edf_sched.h`.

```
/* edf_sched.h*/

#include "../misc/compat.h"
#include <rtl_debug.h>
#include <time.h>

struct edf_sched_param {
    struct timespec period;
};

#define ERROR(s) {perror (s); rtl_printf("\n"); exit (-1);}
// #define ERROR(s) {perror (s); set_break_point_here; exit (-1);}

void *edf_scheduler (void *arg);
#define MAX_TASKS 10
extern timer_t timer_ids[MAX_TASKS];
extern pthread_t tasks[MAX_TASKS];

extern long loops_per_second ;

/*
 * eat
```

```

*
* Executes during the interval of time 'For_Seconds'
*/
extern inline void eat (float for_seconds)
{
    long num_loop = (long)(loops_per_second * (float)for_seconds);
    long j = 1;
    long i;

    for (i=1; i<=num_loop; i++) {
        j++;
        if (j<i) {
            j = i-j;
        } else {
            j = j-1;
        }
    }
}

extern inline long subtract (struct timespec *a, struct timespec *b)
{
    long result, nanos;

    result = (a->tv_sec - b->tv_sec)*1000000;
    nanos = (a->tv_nsec - b->tv_nsec)/1000;
    return (result+nanos);
}

/*
* adjust
*
* Measures the CPU speed (to be called before any call to 'eat')
*/
extern inline void adjust (void)
{
    struct timespec initial_time, final_time;
    long interval;
    int number_of_tries = 0;
    long adjust_time = 1000000;
    int max_tries = 6;

    do {
        clock_gettime (CLOCK_REALTIME, &initial_time);
        eat(((float)adjust_time)/1000000.0);
        clock_gettime (CLOCK_REALTIME, &final_time);
        interval = subtract(&final_time,&initial_time);
        loops_per_second = (long)(
            (float)loops_per_second*(float)adjust_time/(float)interval);
        number_of_tries++;
    } while (number_of_tries<=max_tries &&
        labs(interval-adjust_time)>=adjust_time/50);
}

/*edf_sched.c*/

```

```

#include "edf_sched.h"
#include "../misc/timespec_operations.h"
#include "../misc/generic_lists.h"
#include "../misc/generic_lists_order.h"

typedef enum {ACTIVE, BLOCKED, TIMED} th_state_t;

/* Thread-specific data */
typedef struct thread_data {
    struct thread_data * next;
    th_state_t th_state;
    struct timespec period;
    struct timespec next_deadline; /* absolute time */
    int id;
    timer_t timer_id;
    pthread_t thread_id;
} thread_data_t;

thread_data_t th_data[MAX_TASKS];
#define free(ptr) do {} while(0)
/* Scheduling algorithm data */
list_t RQ = NULL;
int threads_count = 0; // to assign a different id to each thread
thread_data_t *current_thread = NULL; // thread currently chosen to execute
pthread_key_t edf_key=0;

/*
 * more_urgent_than
 */
int more_urgent_than (void *left, void *right)
{
    return smaller_timespec (&((thread_data_t *)left)->next_deadline,
                             &((thread_data_t *)right)->next_deadline);
}

/*
 * schedule_next
 */
void schedule_next (posix_appsched_actions_t *actions)
{
    thread_data_t *most_urgent_thread = head (RQ);

    if (most_urgent_thread != current_thread) {
        if (most_urgent_thread != NULL) {
            // Activate next thread
            printf (" Activate:%d ptr:%d\n", most_urgent_thread->id, most_urgent_thread->thread_id);
            if (posix_appsched_actions_addactivate (actions,
                                                    most_urgent_thread->thread_id))
                ERROR ("posix_appsched_actions_addactivate");
        }
    }

    if (current_thread != NULL && current_thread->th_state != BLOCKED) {
        // Suspend "old" current thread
        printf (" Suspend:%d ptr:%d\n", current_thread->id, current_thread->thread_id);
    }
}

```

```

        if (posix_appsched_actions_addsuspend (actions,
                                                current_thread->thread_id))
            perror ("posix_appsched_actions_addsuspend");
    }

    current_thread = most_urgent_thread;
}
}

/*
 * add_to_list_of_threads
 */
void add_to_list_of_threads (pthread_t thread_id,
                            const struct timespec *now)
{
    struct edf_sched_param param;
    thread_data_t *t_data;
    struct itimerspec timer_prog;

    if (pthread_getappschedparam (thread_id, (void *)&param, NULL))
        ERROR ("pthread_getschedparam");
    t_data = &th_data[threads_count];
    t_data->period = param.period;
    t_data->th_state = ACTIVE;
    t_data->id = threads_count++;
    add_timespec (&t_data->next_deadline, now, &t_data->period);
    t_data->thread_id = thread_id;
    t_data->timer_id = timer_ids[t_data->id];

    // Add to ready queue
    enqueue_in_order (t_data, &RQ, more_urgent_than);

    // Assign thread-specific data
    if (pthread_remote_setspecific (edf_key, thread_id, t_data))
        ERROR ("pthread_remote_setspecific");

    // Program periodic timer (period = t_data->period)
    timer_prog.it_value = t_data->next_deadline;
    timer_prog.it_interval = t_data->period;
    if (timer_settime (t_data->timer_id, TIMER_ABSTIME, &timer_prog, NULL))
        ERROR ("timer_settime");

    printf (" Add new thread:%d, period:%ds%dns\n", t_data->id,
            t_data->period.tv_sec, t_data->period.tv_nsec);
}

/*
 * eliminate_from_list_of_threads
 */
void eliminate_from_list_of_threads (pthread_t thread_id)
{
    thread_data_t *t_data;
    struct itimerspec null_ts={{0, 0},{0, 0}};
    // get thread-specific data
    if (!(t_data = pthread_remote_getspecific (edf_key, thread_id)))
        ERROR ("pthread_remote_getspecific");
    // disarm timer.

```

```

timer_settime(t_data->timer_id,0,&null_ts,NULL);

// Remove from scheduling algorithm lists
if (t_data->th_state == ACTIVE)
    dequeue (t_data, &RQ);
// Free used memory
free (t_data);
}

/*
 * make_ready
 */
void make_ready (pthread_t thread_id, const struct timespec *now)
{
    thread_data_t *t_data;
    struct itimerspec timer_prog;
    // get thread-specific data
    if (!(t_data = pthread_remote_getspecific (edf_key, thread_id)))
        ERROR ("pthread_remote_getspecific");

    t_data->th_state = ACTIVE;

    add_timespec (&t_data->next_deadline, now, &t_data->period);

    // Program periodic timer
    timer_prog.it_value = t_data->next_deadline;
    timer_prog.it_interval = t_data->period;
    timer_settime (t_data->timer_id, TIMER_ABSTIME, &timer_prog, NULL);
}

/*
 * make_blocked
 */
void make_blocked (pthread_t thread_id)
{
    thread_data_t *t_data;
    struct itimerspec null_timer_prog = {{0, 0},{0, 0}};
    // get thread-specific data
    if (!(t_data = pthread_remote_getspecific (edf_key, thread_id)))
        ERROR ("pthread_remote_getspecific");

    t_data->th_state = BLOCKED;
    timer_settime (t_data->timer_id, 0, &null_timer_prog, NULL);
}

/*
 * reached_activation_time
 */
void reached_activation_time (thread_data_t *t_data)
{
    switch (t_data->th_state) {
    case TIMED:
        t_data->th_state = ACTIVE;
        enqueue_in_order (t_data, &RQ, more_urgent_than);
        incr_timespec (&t_data->next_deadline, &t_data->period);
        break;
    case BLOCKED:

```

```

    break;
case ACTIVE:
    // Deadline missed
    printf (" Deadline missed in thread:%d !!\n", t_data->id);
    incr_timespec (&t_data->next_deadline, &t_data->period);
    break;
default:
    printf (" Invalid state:%d in thread:%d !!\n", t_data->th_state, t_data->id);
}

// This is only, for debbuging purposes in RTLinux.
rt_print_edf_request(events,t_data,FIFO);
}

/*
 * make_timed
 */
void make_timed (pthread_t thread_id)
{
    thread_data_t *t_data;
    // get thread-specific data
    if (!(t_data = pthread_remote_getspecific (edf_key, thread_id)))
        ERROR ("pthread_remote_getspecific");

    t_data->th_state = TIMED;

    // remove the thread from the ready queue
    dequeue (t_data, &RQ);
}

/*
 * EDF scheduler thread
 */
void *edf_scheduler (void *arg)
{
    posix_appsched_actions_t actions;
    struct posix_appsched_event event;
    sigset_t waited_signal_set;
    struct timespec now;
    int i;

    // Initialize the 'waited_signal_set'
    sigemptyset (&waited_signal_set);
    for (i=0;i<MAX_TASKS;i++)
        sigaddset (&waited_signal_set, (SIGUSR1+i));

    // Create a thread-specific data key
    if (pthread_key_create (&edf_key, NULL))
        ERROR ("pthread_create_key");

    // Initialize actions object
    if (posix_appsched_actions_init (&actions))
        ERROR ("posix_appsched_actions_init");

    while (1) {
        /* Actions of activation and suspension of threads */
        schedule_next (&actions);
    }
}

```

```

/* Execute scheduling actions */
if (posix_appsched_execute_actions (&actions,&waited_signal_set,
                                   NULL, &now, &event))
    ERROR ("posix_appsched_execute_actions");

/* Initialize actions object */
if (posix_appsched_actions_destroy (&actions))
    ERROR ("posix_appsched_actions_destroy");
if (posix_appsched_actions_init (&actions))
    ERROR ("posix_appsched_actions_init");

/* Process scheduling events */
printf ("\nEvent: %d\n", event.event_code);
switch (event.event_code) {

case POSIX_APPSCHED_NEW:
    add_to_list_of_threads (event.thread, &now);
    break;

case POSIX_APPSCHED_TERMINATE:
    eliminate_from_list_of_threads (event.thread);
    break;

case POSIX_APPSCHED_READY:
    make_ready (event.thread, &now);
    break;

case POSIX_APPSCHED_BLOCK:
    make_blocked (event.thread);
    break;

case POSIX_APPSCHED_EXPLICIT_CALL:
    rtl_printf("EXPLICIT_CALL: %d ptr:%d\n",event.thread->user[0]-2,event.thread);
    // The thread has done all its work for the present activation
    make_timed (event.thread);
    break;

case POSIX_APPSCHED_SIGNAL:
    rtl_printf("SIGNAL %d\n",event.event_info.siginfo.si_signo-SIGUSR1);
    // This is a trick, since in RTLinux we don't have REAL TIME SIGNALS, yet.
    reached_activation_time(&th_data[event.event_info.siginfo.si_signo-SIGUSR1]);
}
}

return NULL;
}

/*edf_threads.c*/

#include "edf_sched.h"
#include <pthread.h>

#define NTASKS 2
timer_t timer_ids[MAX_TASKS];

```

```

pthread_t sched, tasks[MAX_TASKS];
#define MAIN_PRIO MAX_TASKS

long loops_per_second = 30000;

/* Scheduled thread */
void * periodic (void * arg)
{
    float amount_of_work = *(float *) arg;
    int count=0;

    posix_appsched_invoke_scheduler (NULL, 0);
    while (count++<10000) {
        /* do useful work */
        rtl_printf("I am here id:%d, iter:%d\n",pthread_self()->user[0]-2,count);
        eat (amount_of_work);

        rtl_printf("th :%d about to invoke_scheduler\n",pthread_self()->user[0]-2,count);
        posix_appsched_invoke_scheduler (NULL, 0);
    }
}

int init_module(void)
{
    pthread_attr_t attr;
    struct edf_sched_param user_param;
    struct sched_param param;
    float load1, load2;
    struct sigevent evp;
    int ret=0;

    adjust ();

    /* Creation of the scheduler thread */
    pthread_attr_init (&attr);
    param.sched_priority = MAIN_PRIO - 1;
    if ((ret=pthread_attr_setappschedulerstate(&attr,PTHREAD_APPSCHEDULER))<0)
        printk("error while pthread_attr_setappschedulerstate(&attr,PTHREAD_APPSCHEDULER)
\n");
    if (pthread_attr_setschedparam (&attr, &param))
        ERROR ("pthread_attr_setschedparam scheduler");
    if (pthread_create (&sched, &attr, edf_scheduler, NULL))
        ERROR ("pthread_create scheduler");

    /* Set main task base priority */
    param.sched_priority = MAIN_PRIO;
    if (pthread_setschedparam (sched, SCHED_FIFO, &param))
        perror ("pthread_setschedparam");

    pthread_attr_destroy(&attr);

    /* Creation of one scheduled thread */
    pthread_attr_init (&attr);
    attr.initial_state=0;

```



```

pthread_attr_setfp_np(&attr, 1);
param.sched_priority = MAIN_PRIO - 3;
user_param.period.tv_sec = 0;
user_param.period.tv_nsec = 20*1000*1000; // period = 20 ms
load1 = 0.001; // load = 1 ms

/*
    param.posix_appscheduler = sched;
    param.posix_appsched_param = (void *) &user_param;
    param.posix_appsched_paramsize = sizeof (struct edf_sched_param);
*/
evp.sigev_notify      = SIGEV_SIGNAL;
evp.sigev_signo        = SIGUSR1;
if (timer_create (CLOCK_REALTIME, &evp,&timer_ids[evp.sigev_signo-SIGUSR1]))
    ERROR ("timer_create");

if ((ret=pthread_attr_setappschedulerstate(&attr,PTHREAD_REGULAR))<0)
    printk("error while pthread_attr_setappschedulerstate\n");

if ((ret=pthread_attr_setappschedparam(&attr,(void *) &user_param,sizeof(user_param))<0))
    printk("error while pthread_attr_setappschedparam\n");

if (pthread_attr_setappscheduler (&attr, sched))
    ERROR ("pthread_attr_setappscheduler 1");

if (pthread_attr_setschedparam (&attr, &param))
    ERROR ("pthread_attr_setschedparam 1");

if (pthread_create (&tasks[0], &attr, periodic, &load1))
    ERROR ("pthread_create 1");

/* Creation of other scheduled thread */
pthread_attr_init (&attr);
attr.initial_state=0;
pthread_attr_setfp_np(&attr, 1);
param.sched_priority = MAIN_PRIO - 1;
user_param.period.tv_sec = 0;
user_param.period.tv_nsec = 50*1000*1000; // period = 50 ms
load2 = 0.005; // load = 5 ms
/*
    param.posix_appsched_param = (void *) &user_param;
    param.posix_appsched_paramsize = sizeof (struct edf_sched_param);
*/
evp.sigev_notify      = SIGEV_SIGNAL;
evp.sigev_signo        = SIGUSR1+1;
if (timer_create (CLOCK_REALTIME, &evp,&timer_ids[evp.sigev_signo-SIGUSR1]))
    ERROR ("timer_create");
if ((ret=pthread_attr_setappschedulerstate(&attr,PTHREAD_REGULAR))<0)
    printk("error while pthread_attr_setappschedulerstate\n");

if ((ret=pthread_attr_setappschedparam(&attr,(void *) &user_param,sizeof(user_param))<0))
    ERROR ("pthread_attr_setappschedparam 2");

if (pthread_attr_setappscheduler (&attr, sched))
    ERROR ("pthread_attr_setappscheduler 2");

```

```
if (pthread_attr_setschedparam (&attr, &param))
    ERROR ("pthread_attr_setschedparam 2");

if (pthread_create (&tasks[1], &attr, periodic, &load2))
    ERROR ("pthread_create 2");

return 0;
}

void cleanup_module(void){
    int i;
    // Remove scheduled threads.
    for (i=0;i<NTASKS;i++){
        timer_delete(timer_ids[i]);
        pthread_delete_np(tasks[i]);
    }
    // Remove Application scheduler thread.
    pthread_delete_np(sched);
}
```

---

## ***7) Ada Support***

---

### **7.1) Description**

This component is a porting of the Gnat compiler run time support to the RTLinux executive. With this porting it is possible to use the ADA language to program hard real-time applications in RTLinux.

Ada is a standard programming language that was designed with a special emphasis on real-time and embedded systems programming, also covering other parts of modern programming such as distributed systems, systems programming, object oriented programming or information systems.

## 7.2) Usage

The Gnat porting is a complex component that modifies the some scripts of the installed Gnat compiler code. The ported Gnat run time support runs on top of the RTLinux, and use the RTLinux API as a "normal" RTLinux application. That is, it neither modifies the OCERA-RTLinux code nor add any new file. For this reason it has not been integrated into the OCERA framework but has to be installed separately.

Although not necessary, it is convenient to have experience using Gnat the compiler before installing RTLGNat.

Next are the installation steps to install RTLGNat (Version 1.0) in the Gnat system (assuming that the running Linux kernel and RTLinux executive are the one of the OCERA framework):

1. Please, be sure that you have the original GNAT compiler distributed by ACT (<ftp://cs.nyu.edu/pub/gnat/>), and REMOVE any other gnat included in your Linux distribution. Otherwise, broken executables and libraries can be generated.
2. Select, at least, the following options in the main OCERA config tool:
  1. RTLinux Configuration -> Priority inheritance (POSIX Priority Protection)
  2. RTLinux Configuration -> Floating point support
  3. OCERA Component Conf. -> Scheduling -> Dynamic memory manager...
  4. OCERA Component Conf. -> Scheduling -> POSIX Signals ...
  5. OCERA Component Conf. -> Scheduling -> POSIX Trace (recommended)
3. Edit the (RTLGNat)/Makefile and modify the path variables to point to the right directories. Among others, the GNAT\_PATH variable is the location of the gnat compiler and libraries, which usually is /usr/gnat
4. Make sure that the proper version of gnat is at the beginning of the PATH variable, for example: `export PATH=/usr/gnat/bin:$PATH`
5. You may need root privileges (write access to the GNAT directory) to compile RTLGNat because it will add some files to the standard GNAT distribution.
6. Compile RTLGNat by running "make" from the (RTLGNat) directory.
7. Now RTLGNat has been installed and compiled jointly with the standard Gnat distribution. You can find the RTLGNat examples in \$GNAT\_PATH/rtl\_examples (usually at /usr/gnat/rtl\_examples). To compile the examples, just run "make" from the mentioned directory.

RTLGnat will be installed in the directory where GNAT is already installed. The modifications to the GNAT installation will include a directory called rts-rtlinux, where the needed libraries will be located, and the executables rtlgnatmake, rtload and rtunload.

The "rtlgnatmake" script is the equivalent to "gnatmake" in GNAT for Linux. Simply run:

```
# rtlgnatmake my_app.adb
```

to obtain the application module "my\_app"

Once you have created your application object module, RTLinux needs to be loaded in order to run your application:

```
# rtlinux start
```

Now you should start up your application by doing:

```
# rtload my_app
```

To terminate and remove your running application just run:

```
# rtunload my_app
```

## 7.3) Example

Following example makes use of the POSIX trace component to with Ada.Real\_Time;

```
use Ada.Real_Time;
with RTL_Pt1;
use RTL_Pt1;

procedure Tasks is

  task type Std_Task (Id : Integer) is
    pragma Priority(Id);
    entry Call;
  end Std_Task;

  task body Std_Task is
    Next_Time : Time;
    Period : Time_Span := Microseconds (100);
    Next_While : Time;
    Period_While : Time_Span := Microseconds (10);
  begin
```

```

accept Call;
Next_Time := Clock + Period;
loop
-- Put ("I am "); Put (Id); New_Line;
Next_While := Clock + Period_While;
while Next_While > Clock loop
    null;
end loop;
delay until Next_Time;
Next_Time := Clock + Period;
end loop;
end Std_Task;

Std_Task1 : Std_Task(1);
Std_Task2 : Std_Task(2);
dev : Integer;
begin
-- Std_Task1.Call;
dev := Integer(rtl_ktrace_start);
Std_Task1.Call;
Std_Task2.Call;
delay 0.005;
dev := Integer(rtl_ktrace_stop);
-- Std_Task2.Call;
end Tasks;

```

---

## **8) *POSIX tracing***

---

### **8.1) Description**

As realtime applications become bigger and more complex, the availability of event tracing mechanisms becomes more important in order to perform debugging and runtime monitoring. Recently, IEEE has incorporated tracing to the facilities defined by the POSIX® standard. The result is called the POSIX Trace standard. Tracing can be defined as the combination of two activities: the generation of tracing information by a running process, and the collection of this information in order to be analysed. The tracing facility plays an important role in the OCERA architecture. Besides its primary use as a debugging and tuning tool, the tracing component jointly with the application-defined scheduler component constitute the key tools for building fault-tolerance mechanisms.

The POSIX trace standard was firstly approved as the amendment 1003.1q of the POSIX 1003.1-1996 standard, and then integrated in the most recent version of POSIX, called 1003.1-2001. Considering that the Trace standard is quite recent, the reader may not be familiar with its concepts and terminology. The following sections provide an introduction to the concepts and the structure of the tracing system.

### **8.2) Main concepts**

The POSIX Trace standard is founded on two main data types (trace event and trace stream) and is also based on three different roles which are played during the tracing activity: the trace controller process (the process who sets the tracing system up), the traced or target process (the process which is actually being traced), and the trace analyser process (the process who retrieves the tracing information in order to analyse it). All these concepts are detailed in the following sections.

## 8.3) Data types

### *a) Trace Event*

When a program needs to be traced, it has to generate some information each time it reaches "a significant step" (certain instruction in the program's source code). In the POSIX Trace standard terminology, this step is called a trace point, and the tracing information which is generated at that point is called a trace event. A program containing one or more of these trace points is named instrumented application.

A trace event can be thus defined as a data object representing an action which is executed by either a running process or by the operating system. In this sense, there are two classes of trace events: user trace events, which are explicitly generated by an instrumented application, and system trace events, which are generated by the operating system<sup>1</sup>.

Any trace event, being either system or user, belongs to a certain trace event type (an internal identifier, of type `trace_event_id_t`) and it is associated with a trace event name (a human-readable string). For system events, the definition of event types and the mapping between these types and their corresponding names is hard-coded in the implementation of the trace system. Therefore, these event types are common for all the instrumented applications and never change (they are always traced). The trace standard predefines some event types, which are related to the trace system itself, and permits the operating system designer to add some others which may be interesting to that system. The definition of user event types is very different. When an instrumented application wants to generate a trace event of a particular type, it has first to create this type. This is done by invoking a particular function (`posix_trace_open()`) that, given a new trace event name, returns a new trace event type; then, events of this type can be generated from that moment on. If the event name was already registered for that application, then the previously associated identifier is returned. The mapping between user event types and their names is private to each instrumented program and lasts while the program is running.

The generation of a trace event is done internally by the trace system for a system event and explicitly (by the application when invoking `posix_trace_event()`) for a user trace event. In both cases, the standard defines that the trace system has to store some information for each trace event being generated, including, at least, the following:

- a. the trace event type identifier,
- b. a timestamp,
- c. the process identifier of the traced process (if the event is process-dependent),
- d. the thread identifier (of the thread related to the event), if the event is process-dependent and the O.S. supports threads,
- e. the program address at which the event was generated,

- f. any extra data that the system or the instrumented application wants to associate with the event, along with the data size2.

### ***b) Trace Stream***

When the system or an application trace an event, all the information related to it has to be stored somewhere before it can be retrieved, in order to be analyzed. This place is a trace stream. Formally speaking, a trace stream is defined as a non-persistent, internal (opaque) data object containing a sequence of trace events plus some internal information to interpret those trace events. The standard does not define a stream as a persistent object and thus it is assumed to be volatile, that is, to reside in main memory.

The standard establishes that, before any event can be stored for a process, a trace stream has to be explicitly created to trace that particular process (the process pid is one of the arguments of the stream creation function). In the most general case, the relationship between streams and processes is many to many. On the one hand, many processes can be traced in a single stream; in particular, this happens if the target process forks after a stream has been created for the (parent) process. On the other hand, the standard permits that many streams are created to trace the same process; if so, each event generated by the process (or by the operating system) is registered in all these streams.

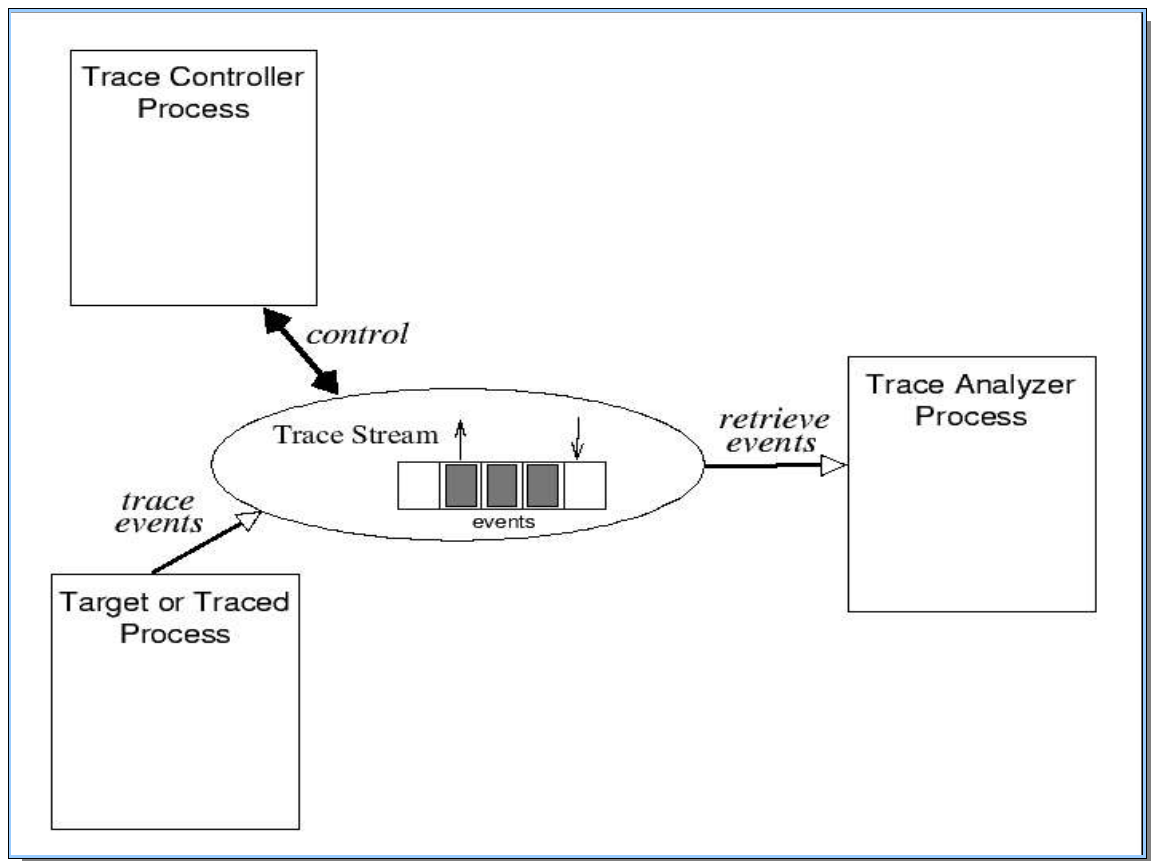
Streams also support filtering. The application can define and apply a filter to a trace stream. Basically, the filter establishes which event types the stream is accepting (and hence storing) and which are not. Therefore, trace events corresponding to types which are filtered out from a certain stream will not be stored in the stream. Each stream in the system (even if associated with the same process) can potentially be applied a different filter. This filter can be applied, removed or changed at any time.

The standard defines two classes of trace streams: active and pre-recorded, which are described below.

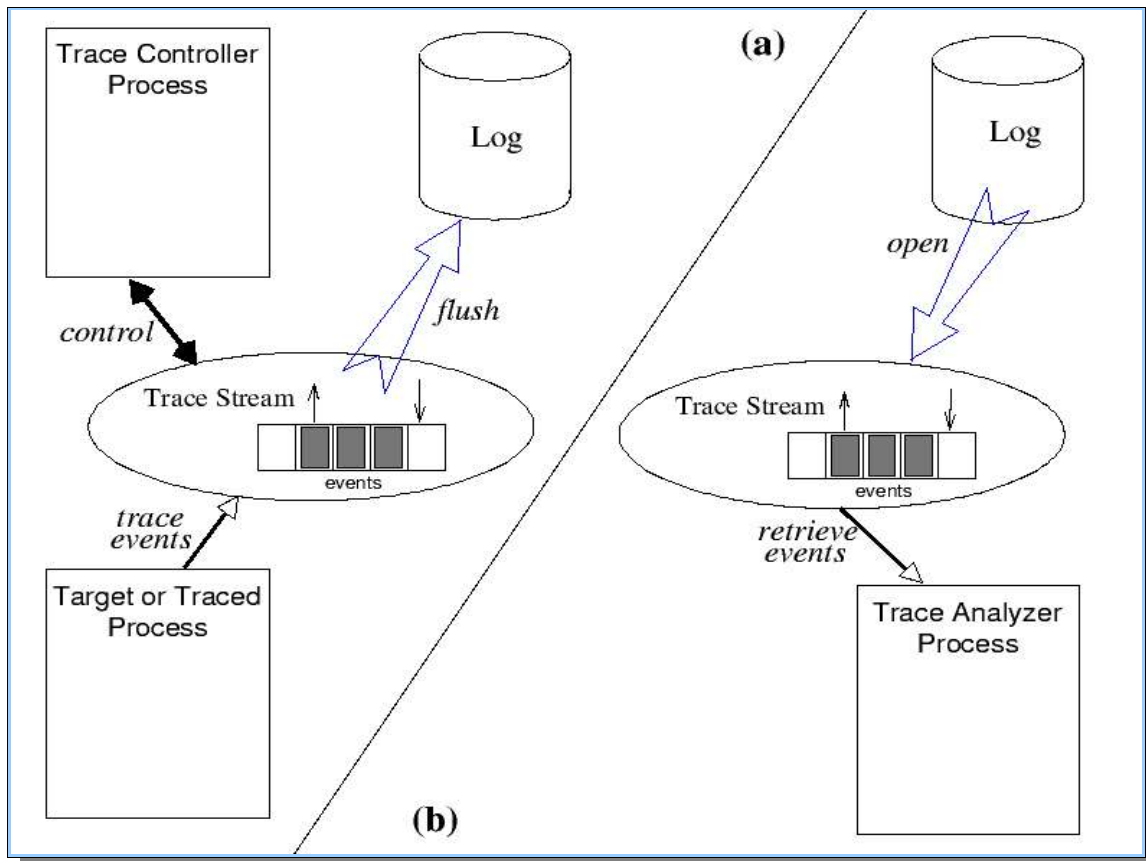
- a. Active trace stream. This is a stream that has been created for tracing events and has not yet been shut down. This means that it is now accepting events to store. An active trace stream can be of two different types, depending on whether it has been created with or without a log. In a trace stream with log, the stream is created along with a log.



A log is a persistent object (that is, a file) in which the events stored in the stream are saved each time the stream is flushed by the trace system. The trace controller process can create such a stream by calling the function `posix_trace_create_withlog()`. Thus, events traced from the target process are stored in the stream until it is flushed, either automatically by the trace system or when the trace controller process invokes the `posix_trace_flush()` function. In either case, the flushing then frees the resources previously occupied by the events just written to the log, making these resources available for new events to be stored. This is shown in Figure 2-(a). In streams with a log, events are never directly retrieved from the stream but from the log (see Pre-recorded trace stream below), once the stream has been shut down. That is, the log is not available for retrieving the events until the tracing of events is over. In a trace stream without log (created by calling `posix_trace_create()`), trace events are never written to any persistent media, but instead they remain in the stream (in memory) until they are explicitly retrieved. Thus, the stream is accessed concurrently for storing (target process) and retrieving (trace analyser process) events. These accesses can be done only while the stream is active (that is, before it is shut down) since, after that, all the stream resources are freed. Therefore, an active trace stream without a log is used for on-line analysis of events, as shown in Figure 1.



The standard establishes that the trace analyzer process retrieves the events one by one, with the trace system always reporting the oldest stored event first. When this oldest event has been reported, the resources that it was using in the stream have to be freed and then become available for new events to be traced.



If the rate at which events are being traced is higher than the rate at which the trace analyser process is retrieving them from the stream, then the stream may become full. If an active stream without log becomes full, it may either stop accepting events or loop; this depends on the so called stream full policy, which is one of its attributes. In the former case, the stream will start accepting events again when a certain amount of events in the stream have been retrieved, hence freeing resources for the new ones to be stored. In the latter (loop) case, when the stream is full, the oldest recorded events in the stream are lost as new events are stored (that is, the oldest events are overwritten).

- b. Pre-recorded trace stream. A stream of this class is used for retrieving trace events which were previously stored in a log. In particular, the log file is opened into a (pre-recorded) stream from which events are then retrieved. Thus, off-line analysis of events is performed in two steps: first, events are traced into an active stream with log; second, after this stream is shut down, the log can be opened into a pre-recorded stream from which the events are retrieved. This process is shown in Figure 2.

### ***c) Processes Involved in the Tracing Activity***

The standard defines that up to three different roles can be played in each tracing activity: trace controller process, traced (or target) process and trace analyzer process. In the most general case, each of these roles is executed by a separate process. However, nothing in the standard prevents from having two (or even the three) of these roles executed by the same process. In a small, multi-threaded application, we can have, for example, the three roles played by different threads inside the same process. These roles are now explained in detail.

### ***d) Trace Controller Process***

The trace controller process is the process that sets the tracing system up in order to trace a (target) process, which can be the same process or a different one. In particular, this process is in charge of, at least, the following actions:

- a. Creating a trace stream with its particular attributes (e.g, if the stream is with or without a log, the stream full policy, etc.). This is further detailed below.
- b. Starting and stopping tracing when necessary. This is done by calling `posix_trace_start()` and `posix_trace_stop()`, respectively. Each active stream can be in two different states: running or suspended. These two states determine whether or not the stream is accepting events to be stored. The trace controller process can start and stop the stream as many times as it wants. If the stream full policy is to trace until full (`POSIX_TRACE_UNTIL_FULL`), the trace system will automatically stop the stream when full and start it again when some (or all) of its stored events have been retrieved.
- c. Filtering the types of events to be traced. Each stream is initially created with an empty filter (that is, without filtering any event type). If this is not the required behaviour, the trace controller process can build a set of event types (`trace_event_set_t`), include the appropriate event types in it, and apply it as a filter to the stream (by invoking `posix_trace_set_filter()`). After that, the stream will reject any event whose type is in the filter set.

- d. Shutting the stream down, when the tracing is over (`posix_trace_shutdown()`). The standard requires that shutting a stream down must free all the stream resources. That is, the stream is destroyed and no more operations can be done on it.

Among all these basic actions, the creation of the stream is the most complex one. This action is done in two steps:

1. Create a stream attribute object (`trace_attr_t`) and set each of its attributes appropriately. Since this type is also opaque to the user (that is, internal to the trace system), the standard provides a function to initialize an attribute object and then pairs of functions to get and set each of the individual attributes included in the object. Some of these attributes are: the stream name, the stream minimum size, the event data maximum size, the stream full policy, etc. This setting up is performed before invoking the call to create the stream.
2. Create the stream (`trace_id_t`). There are two different functions to create an active stream, depending on whether it has to be with or without a log. Respectively, these functions are `posix_trace_create_withlog()` and `posix_trace_create()`. In either case, the arguments of the creation function are the stream attribute object, previously initialised and set (see above), and the target process pid (process identifier). The main implication of this is that the target process has to exist before the trace controller process can create a stream to trace it. Besides, it has to have enough privileges over the target to do it. The exact definition of this latter requirement depends on the implementation of the trace system. The stream identifier returned in this function can only be used by the process that has created the stream. Only this process can thus directly access the stream in any way. This establishes some limitations that will be commented below.

Optionally, the trace controller process can also perform other actions on the stream, once the stream has been created:

Clearing the stream (`posix_trace_clear()`). This clears all the events that are now in the stream, but leaves its behaviour (attributes) intact. Clearing the stream makes it exactly in the same state that it was just after being created.

Flushing the stream (`posix_trace_flush()`). If the stream is created with a log, this action produces an automatic flushing of all the events which are now in the stream to the log. Otherwise, an error is returned.

Querying the stream attributes (`posix_trace_get_attr()`) and the stream current status (`posix_trace_get_status()`). The stream status includes whether the stream is currently running or suspended, whether or not an overrun has occurred, etc.

Retrieving the list of event types defined for the stream. The list is retrieved in order, since the function `posix_trace_eventtypelist_getnext_id()` returns the first event type when it is invoked for the first time, and the next event type in subsequent calls. At any time, the retrieval of event types can be initialised by calling `posix_trace_eventtypelist_rewind()`. Actually, the standard establishes that the event types are not actually associated with a particular stream, but to a particular target process. In other words, the list of event types is the same for all the streams which are tracing the same target.

Mapping event names to event types (`posix_trace_trid_eventid_open()`). This is normally performed by the target process in order to create its own user event types. However, the trace controller process can use the mapping function in the opposite way: given a well-known user trace event name, the mapping function will return the event type identifier; then, the trace controller process can use that identifier to set up a stream filter, for example.

### ***e) The Traced or Target Process***

The traced or target process is the process that is being traced, that is, is the process for which a trace stream has been created and set up. According to the standard, only two functions can actually be called from a target process:

- a. A function to register a new user event type for this process (`posix_trace_eventid_open()`). The input argument of this function is the (new) event type name. If this name has already been registered for that target, then the previously mapped event type identifier is returned. If not, then a new identifier is internally associated with this name and returned. If an implementation defined maximum amount of user event types had already been registered for that target process, then a predefined event type called `POSIX_TRACE_UNNAMED_USEREVENT` is returned. If successful, this registration is valid for all the streams that have been created, or will be created, to trace the target process (even if no stream has still been created for that target). From the user viewpoint, therefore, the identification of user event types is done in a per-name basis (instead of using integer values, for example). This allows for a name space wide enough to avoid collisions when independent pieces of instrumented code are linked together into a single application. This includes, for example, the case of linking an instrumented third-party library to our code, even when we do not have the library's source code.
- b. A function to trace an event (`posix_trace_event()`). This function has three input arguments: the event type, which must have been previously registered (see above), a pointer to any extra data that has to be stored along with the event, and the size of this data<sup>3</sup>. The event is stored in all the streams created for that particular target which are currently running and which do not have the event's type being filtered out.

It is important to point out that neither of these functions accepts a stream identifier as a parameter. That is, according to the standard philosophy, the target is programmed to invoke these functions without being aware (and independently) of actually being traced or not. The result is that calling the `posix_trace_event()` function has no effect if no stream has been created for the target. In other words, an instrumented running program does not actually become a target process until at least one stream has been created for it. The case of the `posix_trace_eventid_open()` function is different since, as explained above, the trace system will register any new event type for the program even when no stream has been created for tracing the process.

This philosophy completely decouples the target from the trace controller process, with many interesting advantages. For example, imagine an application that runs for long periods of time without stop (a real-time application or a database, for instance). It may be interesting to know, every once in a while, how this application is performing. Therefore, this (instrumented) application can be the target of an inspector (trace controller) program that, periodically, creates one or more streams to trace it, gets the resulting events, and then destroys the stream(s). Depending on the application characteristics, this occasional tracing may be good enough to check how the application is behaving, and does not overload the system with a continuous tracing.

### ***f) Trace Analyser Process***

This process is in charge of retrieving the stored events in order to analyse them. The standard defines three alternative retrieval functions to be used by the trace analyser process:

- a. `posix_trace_getnext_event()`. This function retrieves one event from the stream whose identifier is provided as a parameter. If no event is immediately available, the function blocks the invoking process (or thread) until an event is available.
- b. `posix_trace_timedgetnext_event()`. This function works in a similar fashion than the previous one, but, when no event is immediately available, it blocks the process until either an event is available or an absolute timeout is reached (whatever of both happens first). If the timeout is produced first, the invoking process gets the corresponding error code.
- c. `posix_trace_trygetnext_event()`. This function never blocks the invoking process: it either return a retrieved event or an error code, if no event is available at the moment.

If successful, any of these functions retrieve the oldest event stored in the stream which has not still been reported. The age of each event is calculated according to the automatic timestamp performed by the trace system when the event is recorded.

As explained above, the events can be only be retrieved from two different places: (1) from an active stream without log; (2) from the log of a (previously destroyed) stream with log, once this log has been opened into a (pre-recorded) trace stream. This defines the two kinds of analysis that the standard supports:

- a. On-line analysis. In this kind of analysis, the trace analyzer process retrieves the events from an active trace stream (without log). As stated above, the retrieval function (any of them) needs to provide the stream's identifier; however, according to the standard, this identifier can only be used within the process that created the stream. This forces that, in an on-line analysis, the trace analyzer process and the trace controller process have to be the same one.
- b. Off-line analysis. As explained in Trace Controller Process subsection, this analysis is done in two steps: in the first step, events are recorded into an active trace stream with log that, automatically or under request of the trace controller process, flushes these events to the log (file). Once this step is over, the trace analyser process opens the log into a private, pre-recorded stream (`posix_trace_open()`), from which it can start retrieving the events. Only the first of the three retrieval functions mentioned above can actually be used in a pre-recorded stream. Obviously, in this case, this function will never make the trace analyser process to block, since all the events are already stored in the stream. From a pre-recorded stream, events are always reported in order (according to the recording timestamp) but they are not erased from the stream after being retrieved. If necessary, the trace analyser process can start retrieving the events again from the oldest one by rewinding the stream (`posix_trace_rewind()`), without having to re-open the log.

In addition, the trace analyser process can also retrieve other information of the stream (either active or pre-recorded), including the list of registered event types and its names, the stream attribute object (and then each of its individual attributes), the stream current status (for an active stream), etc. All this information is intended to make the trace analyser process able to correctly interpret the trace events which it is retrieving.

## 8.4) Additional information

Since this part of the POSIX standard was published recently, there is still a lack of documentation in the printed form (as far as the authors know there is not a book that covers this issues of the POSIX standard), also the implementation done in OCERA was one of the first implementations of the standard. For more information the reader is referred to the online rationale and man pages available at the OpenGroup site: <http://www.opengroup.org/onlinepubs/007904975/>.

## 8.5) Example

The following example creates three new user event types and a trace stream, and then starts five RTLinux threads. Among them, three periodically execute and just consume CPU, another one periodically wakes up and trace these events, and the last one waits until a new event is available and then retrieves it and writes its contents to the console.

```
#include <rtl.h>
#include <time.h>
#include <pthread.h>
#include <rtl_sched.h>
#include <trace.h>
#include <rtl_ktrace.h>

static trace_id_t    trid;
static trace_event_id_t ev_char, ev_int, ev_string;
static pthread_t    thr1, thr2, thr3, thr4, thr5;

static pthread_mutex_t mutex = PTHREAD_MUTEX_INITIALIZER;

/*****
void *writer(void *dummy) {
    int  i, j, k;
    char s[164] ="hello world!hello world!hello world!hello world!hello world!hello world!hello
world!hello world!hello world!hello world!hello world!hello world!hello world!\0";
    char c;
    void *data;

    // Create a new event type:
    posix_trace_eventid_open ("user event string", &ev_string);
    c = 'A';
    k = 0;

    pthread_wait_np();

    for (i=0; i<10; i++) {
        for (j=0; j<700000; j++);

        pthread_mutex_lock(&mutex);

        data = (void *) &c;
        posix_trace_event(ev_char, data, sizeof(char));
        data = (void *) &k;
        posix_trace_event(ev_int, data, sizeof(int));

        for (j=0; j<70000; j++);

        posix_trace_event(ev_string, s, sizeof(s));

        // Values for next loop:
        c += 1;
        k += 1;
    }
}
```



```

    pthread_mutex_unlock(&mutex);
    pthread_wait_np();
}
return (void *) 0;
}

/*****/
void *just_execute(void *loops) {
    int i, j, nloops = (int) loops;

    for (i=0; i<100; i++) {
        for (j=0; j<nloops/4; j++);
        pthread_mutex_lock(&mutex);
        for (j=0; j<nloops/2; j++);
        pthread_mutex_unlock(&mutex);
        for (j=0; j<nloops/4; j++);

        pthread_wait_np();
    }

    return (void *) 0;
}

/*****/
void *reader(void *loops) {
    int      error;
    trace_attr_t  trace_attr;
    char      str[TRACE_NAME_MAX];
    struct posix_trace_event_info event;
    char      data[64];
    size_t     datalen;
    int        unavailable;
    int        *ent;
    char        *car;
    trace_event_id_t evid;

    error = posix_trace_get_attr(trid, &trace_attr);
    rtl_printf("get attr (%d)\n", error);

    error = posix_trace_attr_getgenversion(&trace_attr, str);
    rtl_printf("get genversion (%d): %s\n", error, str);

    posix_trace_eventtypelist_rewind(trid);
    posix_trace_eventtypelist_getnext_id (trid, &evid, &unavailable);
    while (! unavailable) {
        posix_trace_eventid_get_name (trid, evid, str);
        rtl_printf("Event %d name %s\n", evid, str);
        posix_trace_eventtypelist_getnext_id (trid, &evid, &unavailable);
    }

    error = 0; unavailable = 0;

    while (! error && ! unavailable) {

        event.posix_event_id = 1024;
        error = posix_trace_getnext_event(trid,

```

```

        &event,
        &data,
        sizeof(data),
        &datalen,
        &unavailable);

if(error) {
    rtl_printf("No more events (%d). Exiting\n", error);

} else if (unavailable) {
    rtl_printf( "   Event unavailable\n");

} else {
    posix_trace_eventid_get_name (trid, event.posix_event_id, str);

    // Now switch depending on the event type (name):
    if (!strcmp(str,"user event char")) {
        car = (char *) data;
        rtl_printf( "   Time =%ld.%ld. Event %d (%s) with data=%c (size = %d)\n",
            event.posix_timestamp.tv_sec, event.posix_timestamp.tv_nsec,
            event.posix_event_id, str, *car, datalen);
    }
    else if (!strcmp(str,"user event int")) {
        ent = (int *) data;
        rtl_printf( "   Time =%ld.%ld. Event %d (%s) with data=%d (size = %d)\n",
            event.posix_timestamp.tv_sec, event.posix_timestamp.tv_nsec,
            event.posix_event_id, str, *ent, datalen);
    }
    else if (!strcmp(str,"user event string")) {
        rtl_printf( "   Time =%ld.%ld. Event %d (%s) with data=%s (size = %d)\n",
            event.posix_timestamp.tv_sec, event.posix_timestamp.tv_nsec,
            event.posix_event_id, str, (char *) data, datalen);
    }
    else {
        rtl_printf( "   Time =%ld.%ld. Event %d (%s) with data unknown\n",
            event.posix_timestamp.tv_sec, event.posix_timestamp.tv_nsec,
            event.posix_event_id, str);
    }
}
}
rtl_printf("Error = %d   Unavailble = %d \n", error, unavailable);

return (void *) 0;
}

/*****
int init_module(void) {

    trace_attr_t attr;
    pthread_attr_t thattr;
    trace_event_set_t set;
    int      error;

    // Start the automatic tracing of kernel events:
    rtl_ktrace_start();

    // Create and set the trace attribute:

```

```

error = posix_trace_attr_init(&attr);

error = posix_trace_attr_setstreamfullpolicy (&attr, POSIX_TRACE_UNTIL_FULL);
error = posix_trace_attr_setname(&attr, TRACE_STREAM1_NAME);
error = posix_trace_attr_setmaxdatasize(&attr, 64);
error = posix_trace_attr_setstreamsize(&attr, 4096);

// Create the stream:
error = posix_trace_create(0, &attr, &trid);
if (error) return -1;

// Create new event types associated with this stream:
error = posix_trace_trid_eventid_open (trid,"user event char", &ev_char);
error = posix_trace_trid_eventid_open (trid,"user event int", &ev_int);

// Set the stream filter to only record user events:
posix_trace_eventset_fill(&set, POSIX_TRACE_SYSTEM_EVENTS);

error = posix_trace_set_filter(trid, (const trace_event_set_t *) &set,
                               POSIX_TRACE_SET_EVENTSET);

// Start tracing:
error = posix_trace_start(trid);
if (error) return -1;

// Create the 'writer' task (the one which traces user events):
pthread_attr_init (&thattr);
pthread_create (&thr1, &thattr, writer, 0);
pthread_make_periodic_np(thr1, 0, (hrtime_t) 400000000);

// Create other tasks which just consume cpu
// This one awakes each 20 msec:
pthread_create (&thr2, &thattr, just_execute, (void *) 100000);
pthread_make_periodic_np(thr2, 0, (hrtime_t) 20000000);

// This one awakes each 25 msec:
pthread_create (&thr3, &thattr, just_execute, (void *) 300000);
pthread_make_periodic_np(thr3, 0, (hrtime_t) 25000000);

// This one awakes each 50 msec:
pthread_create (&thr4, &thattr, just_execute, (void *) 200000);
pthread_make_periodic_np(thr4, 0, (hrtime_t) 50000000);

// Create the 'reader' task (awakes only once):
pthread_create (&thr5, &thattr, reader, (void *) 200000);

return 0;
}

/*****/
void cleanup_module(void) {

    rtl_printf("rtl_tasks: CLEANUP!!!\n");

```

```
// Stop and shutdown the stream:
posix_trace_shutdown(trid);

// Delete the tasks:
pthread_delete_np(thr1);
pthread_delete_np(thr2);
pthread_delete_np(thr3);
pthread_delete_np(thr4);
pthread_delete_np(thr5);

// Stop the tracing of kernel events:
rtl_ktrace_stop();
}
```

# PART III

## *RTLinux/Linux interface*

Driver

# **PART IV**

## *Driver framework*

# V) Driver Framework

---

By Pierre Morel – MNIS

---

## ***1) Introduction***

---

Writing drivers for OCERA is special because you do not have a single driver framework but in fact two drivers framework: one for RTLinux-GPL and one for Linux.

In this chapter we will focus on RTLinux-GPL drivers. The framework for writing Linux drivers is easy to find on INTERNET.

For example at <http://www.xml.com/ldd/chapter/book/>

even if it is modified by the RTLinux patch, most of the framework is still identical. We will provide a little chapter on the changed induced by the RTLinux patch later in the document.

### **1.1) Dual System aspect**

The only new thing to take into account when writing a Linux drivers with RTLinux being running under is RTLinux of course. Two drivers cannot work together one in Linux and one in RTLinux, you will have to choose where you handle the hardware.

A second thing you must take care of is that RTLinux installation, as explained in a previous chapter is done by patching the Linux sources. That means that the standard Linux Driver Framework is slightly modified and if you write a new driver you cannot use the standard framework because for example you are not allowed to clear interrupts within a Linux driver running above RTLinux.

## **1.2) Hard real-time aspect**

A second aspect is that the Linux drivers do not run with interrupts disabled, the interrupts are caught by RTLinux and dispatch later, simulating the interrupt disabling for the Linux driver. This increase the interrupt latency for the Linux driver. Especially if RTLinux is heavily used.

## **1.3) Soft real-time aspect**

Another aspect of OCERA is the soft real-time at the Linux Level, provided by the Low Latency patch, the pre-emption patch and the QOS component.

To take good care of the interrupt latency, you will have to write short interrupt routines, making the minimum while interruption are disallowed and passing the hardware management to a tasklet as soon as possible.

Take care of buggy drivers, like most of the serial drivers that call the line discipline at the interrupt level, increasing strongly the interrupt and system latency.

---

# ***2) Linux Driver framework***

---

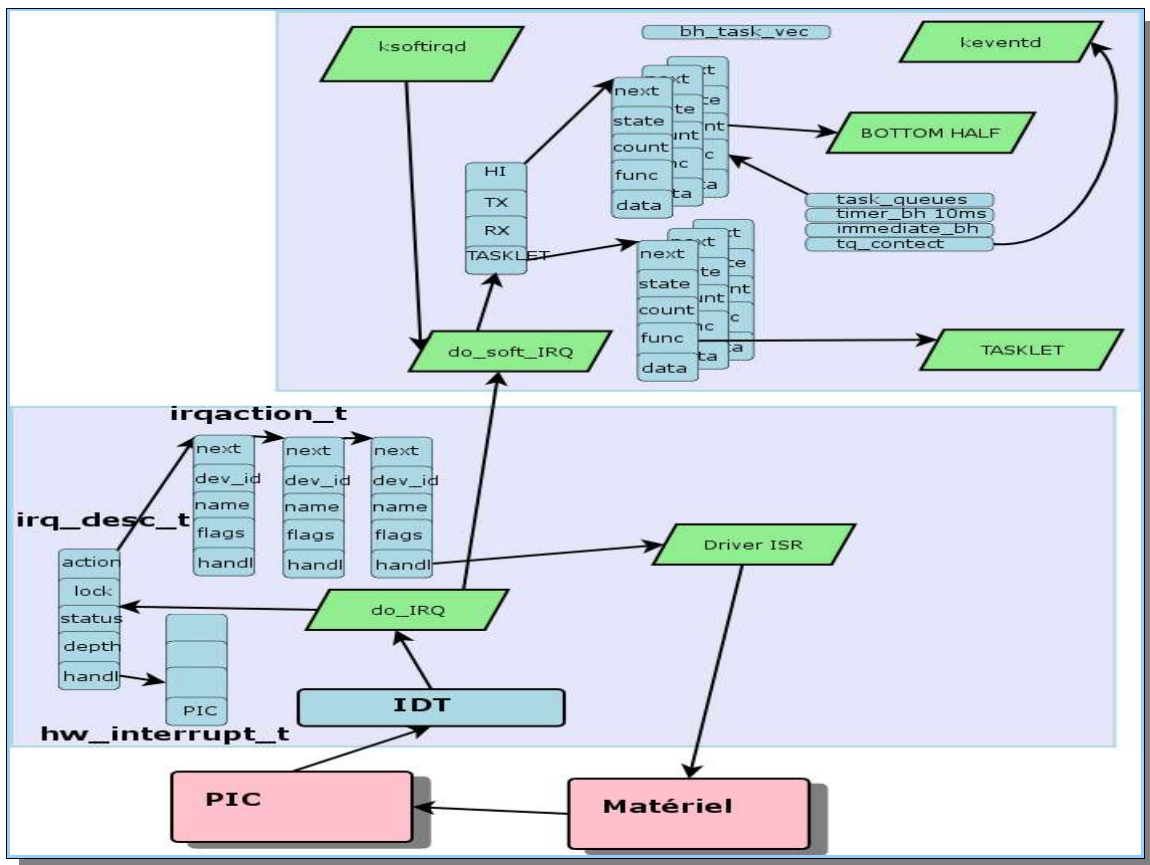
The Linux driver framework is somewhat complex in that you have a lot of possibilities to handle hardware and a lot of different driver's types, for networks, serial lines, blocks, sound and so on.

There is a lot of documentation on the Linux Driver's Framework.



We do not discuss on User level drivers that can be used since the 2.6 Linux kernel series and available with a patch for the 2.4 series, that is a special case. We speak only on standard drivers.

Take look at the following drawing:



You see pink blocks representing the hardware, green blocks representing software executable code and blue blocks representing software data.

## 2.1) A hardware interrupt occurs

When the hardware fires, it starts an interrupt, all interrupts under Linux are handled by the `do_irq` function.

This function uses the `hw_interrupt_t` structure describing the Programmable Interrupt Controller to retrieve the appropriate function to handle the firing PIC.

Then, according to the interrupt line it follows the `irqaction_t` list to call the associated interrupt handler.

The handler is in charge to handle the interruption.

When it finish to handle the hardware interruption, `do_irq` calls the `do_soft_irq` function that will examine if any soft IRQ is to be handled.

## **2.2) A software interrupt occurs**

Soft interrupt are triggered, as their name let suppose, by software.

They can be set by hardware interrupt handlers to delay operations after releasing the interrupt line. Serial lines driver do this to call the line discipline out of the interrupt handler. So do the network drivers to call protocols specific modules.

The `do_soft_irq` function look at four queues, a high priority bottom half, BH, queue, a transmit BH queue and a receive BH queue used to handle network protocols and a low priority BH queue. The BH on the low priority queue are called tasklets.

It is important to remember that `soft_irqs` are to be handle like normal hardware IRQ, in that they do not have a task context which means that they are not allowed to sleep or block.

A special BH, executes in the context of `keventd`. `Keventd` just provides a context to the BH.

As `do_soft_irq` executes without disabling interruptions, it can be that a soft IRQ is posted during the loop dispatching the processor to the tasklets. In that case it is not taken in account. To be sure that the tasklet will be called a daemon, the `ksoftirqd` daemon is executed in the kernel space just to call `do_soft_irq`.

## **2.3) Conclusion**

The Linux driver's framework is not changed by the use of RTLinux.

The rest of the chapter will focus on the RTLinux driver's framework.

---

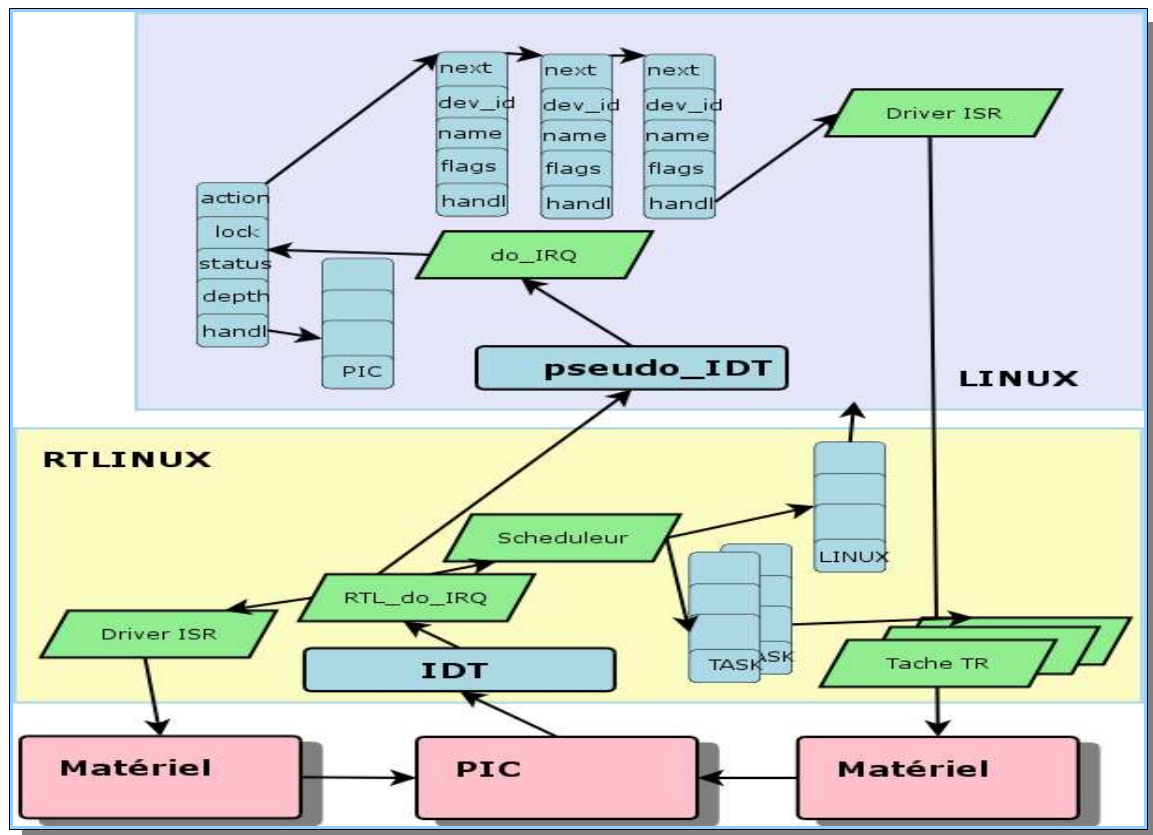
### 3) *The big Picture*

---

We have inside OCERA two operating systems: a Hard real time operating system, we call RTLinux and a time sharing operating system: Linux.

All these systems running on the same hardware.

First take a look at the following drawing:



We have in the blue square the low part of the Linux Interrupt Handling drawing we saw on the last page.

In the yellow square, we have the RTLinux Interrupt Handling scheme:

### 3.1) A hardware Interrupt occurs

When the hardware fires, it starts an interrupt, all interrupts under RTLinux are handled by the `rtl_intercept` routine.

The `rtl_intercept` routine acknowledge the PIC and dispatch the interrupt to the associated RTLinux handler, retrieving it through an offset in the `rtl_global_handlers` table.

If the interrupt is associated with a Linux handler, the routine calls the Linux handler with this interrupt being disabled in software.

So, remember the `do_IRQ` routine in Linux, the routine is replaced by another similar routine to dispatch the interrupt to the `irqaction_t` associated list. Then the system act as a normal Linux system.

### 3.2) Lets all work together

Now that we have seen what happen when an interrupt fire, let see how all the different scheduled routines may work together and what are the priorities between them all, between the both systems and the two drivers architectures.

The following table sort the system and drivers according to their priorities:

<b><i>Scheduling level</i></b>	<b><i>Address space</i></b>	<b><i>have protection against</i></b>	<b><i>can activate</i></b>
Normal process	Linux User's space		Process
RT Process		Normal process, kernel thread	
Kernel thread	Linux Kernel	Processes, BH Linux IRQ	Process, Soft IRQ
Soft IRQ Tasklet			Process, Soft IRQ
Soft IRQ / BH			Process, Soft IRQ
Linux IRQ handler			Process, Soft IRQ
RTOS thread		IRQ	RT thread, Linux IRQ, Soft IRQ
RTOS IRQ handler			

In this table, we see that nothing in Linux has protection against RTOS thread or IRQ and that the RTOS can only activate Linux IRQ or Linux soft IRQ.

Another point to study now is how do all these scheduling levels synchronize and what are the mechanism and functions to protect against and activate other levels.

---

## ***4) Synchronization mechanism***

---

To synchronize the different levels we have at hand the standard synchronization mechanisms of Linux and RTLinux, semaphores, mutex and spinlock.

We also have the protection mechanisms against interrupts cli, sti and derivative spinlock\_irq\_save() spinlock\_irq\_restore().

These functions under Linux when used with RTLinux are changed to be virtual functions setting and clearing bits in RTLinux virtual interrupt handling.

This protect the RTOS against setting or clearing interrupts from Linux handlers or from the Linux kernel.

Of course, RTLinux needs to protect some data from being accessed from both thread and interrupt handler unsynchronized and to achieve it RTLinux propose the real functions: rtl\_spinlock\_irq\_save(), rtl\_spinunlock\_irqrestore().

### **4.1) Atomic operations**

A set of functions insure atomic operations. A driver may have to use these atomic operations to be sure that race conditions between two CPU in a multi-CPU environment will not occur.

These atomic operations are hardware design dependant and act on the way the DATA bus between the processor and the memory is locked during a READ-MODIFY-WRITE operation.

It is the lowest possible synchronization mechanism and it can be used for other synchronization mechanism since it is by construction an un-interruptible way to test and set a shared resource.

Linux atomic operation are:

```
atomic_read(v),
atomic_set(v,i),
atomic_add(i,v),
atomic_sub(i,v),
atomic_sub_and_test(i,v),
atomic_inc(v),
atomic_dec(v),
atomic_inc_and_test(v),
atomic_dec_and_test(v),
atomic_inc_add_negative(i,v)
```

A set of atomic operations works on bit masks:

```
test_bit(nr,addr),
set_bit(nr,addr),
clear_bit(nr,addr),
change_bit(nr,addr),
test_and_set_bit(nr,addr),
test_and_clear_bit(nr,addr),
test_and_change_bit(nr,addr),
atomic_clear_mask(mask,addr),
atomic_set_mask(mask,addr)
```

## 4.2) Memory barriers at CPU level

The memory barriers, at CPU level, are different from the memory barrier at the scheduling level, they synchronize the instructions in the processor pipeline to insure that no instruction placed after the barrier begin to execute before all instructions placed before the barrier finished.

Of course memory barriers are processor dependant.

All atomic instructions act as memory barriers by design<sup>1</sup>, and Linux provides macro to implement the barriers:

```
mb(),
rmb(),
wmb(),
smp_mb(),
smp_rmb(),
smp_wmb()
```

---

<sup>1</sup> Because if they do not act as memory barrier, no SMP synchronization would be possible, all processors needed to make these instructions act as memory barriers. Other instructions like instructions affecting control registers and iret must also act as memory barriers

## 4.3) Interrupt disabling

### *a) Mono-processors*

Linux provides `local_irq_disable()` and `local_irq_enable()` functions to disable and restore the possibility of interruptions. They act on the processor where the instruction is executed and in OCERA act only on the virtual interrupts.

RTLinux provides `rtl_local_irq_disable()` and `rtl_irq_enable()` functions to effectively act on the interrupt authorization.

### *b) Multi-processor*

Some time the system needs to disable all interrupts on all processors to be sure that the access to a device is unique. To do this Linux proposes the `cli()` macro which tries to acquire the `global_irq_lock` spinlock (see next chapter).

To avoid deadlock conditions, this macro must be called out of any interrupt protected region and waits until all interrupts and bottom halves on all processor finished before to go on.

RTLinux does not provide global IRQ handling.

## 4.4) Disabling Soft IRQ

Soft IRQ may be disabled by invoking the `local_bh_disable()` and respectively enabled by the `local_bh_enable()` macros.

## 4.5) Spinlocks

Spinlocks are used to synchronize two or more CPU with a busy wait.

Of course setting `spin_lock` freeze the operating system until the spinlock is unlocked.

It has no meaning to use spinlock in a uni-processor environment other the fact that doing so will prepare the function using for multi-processing.

Note that with RTLinux spinlocks locked by Linux may be unlock by RTLinux.

Spinlocks lock/unlock are generally combined with IRQ disable/enable because a lot of regions need to be protected against interrupt and external access.

RTLinux provides the following primitives to handle spinlocks:

```
rtl_spin_lock_init(),
rtl_spinlock(),
rtl_spin_unlock(),
rtl_spinlock_irqsave(),
```

```
rtl_spinunlock_irqrestore();
```

## 4.6) semaphores

Semaphores are one level higher, it works together with the scheduler to synchronize the threads.

A thread may acquire and release a semaphore a driver in interrupt handling may only release a semaphore as it has no context.

RTLinux provides the following primitives to handle semaphores:

```
int sem_init(sem_t *sem, int pshared, unsigned int value);
int sem_destroy(sem_t *sem);
int sem_getvalue(sem_t *sem, int *sval);
int sem_wait(sem_t *sem);
int sem_trywait(sem_t *sem);
int sem_post(sem_t *sem);
int sem_timedwait(sem_t *sem, const struct timespec *abs_timeout);
```

## 4.7) Signaling to Linux with Soft IRQ

RTLinux provides a way to signal events to Linux by sending a soft\_irq to Linux:

```
rtl_get_soft_irq( void (*handler)(int,void*,struct pt_regs*), const char *name)
rtl_free_soft_irq( int )
rtl_global_pend_irq(int)
```

These soft IRQ primitives being called from RTLinux environment allows a RTLinux thread or a RTLinux handler to signal an event to Linux.

One in Linux environment, the handler can make use of Linux primitives like wakeup() to wake up a sleeping task or up() to release a Linux semaphore.

## 4.8) Signaling to Linux with Virtual Hard IRQ

RTLinux provides a way to simulate a Hard IRQ to Linux.

If one uses the pthread\_kill(thread,signal) function on the Linux thread, it is re-arrange to simulate a hardware interruption, making the interrupt referred by signal pending.



---

## 5) *Driver to system interface*

---

In the last chapter we have seen all the system routines and macro we can use to synchronize the different part of the RTLinux and Linux System.

We learned to enable and disable interruptions, to protect memory spaces and to signal events

### 5.1) registering an irq handler

RTLinux provides two primitives to register and unregister an IRQ handler:

```
rtl_request_global_irq(irq,isr)
rtl_free_global_irq( irq )
```

RTLinux proposes a way to set IRQ targetted interrupt enabling/disabling:

```
rtl_hard_disable_irq(unsigned int ix)
rtl_hard_enable_irq(unsigned int ix)
```

### 5.2) registering a driver

Registering a driver is not mandatory but may be used if one want to take advantage of the POSIX IO interface. See the chapter on POSIX IO.

The functions to register and unregister a device are:

```
int rtl_register_rtldev(unsigned int major, const char * name, struct rtl_file_operations *fops)
int rtl_unregister_rtldev(unsigned int major, const char * name)
```

The `rtl_file_operations` structure is composed of the following entries:

```
struct rtl_file_operations {
    loff_t (*llseek) (struct rtl_file *, loff_t, int);
    ssize_t (*read) (struct rtl_file *, char *, size_t, loff_t *);
    ssize_t (*write) (struct rtl_file *, const char *, size_t, loff_t *);
```

```
int (*ioctl) (struct rtl_file *, unsigned int, unsigned long);
int (*mmap) (struct rtl_file *, void *start, size_t length, int prot , int flags, off_t offset,
caddr_t *result);
int (*open) (struct rtl_file *);
int (*release) (struct rtl_file *);
};
```

---

## 6) *Examples*

---

Let see how the OCERA stream driver uses the Driver's framework.

This driver is well suited for an example because it is quite short and because it makes use of both Linux and RTLinux synchronization mechanisms.

### 6.1) **Compilation and modules declarations**

The file makefile.omk is used to compile the module:

```
ifeq ($(CONFIG_OC_STREAMS),y)

SYSTEM      = RTLINUX_V3
VERSION     = 0.1.0

rtlinux_INCLUDES += -D$(SYSTEM) -DVERSION=\"$(VERSION)\"

rtlinux_MODULES = ocs

rtlinux_HEADERS = ocs.h
ocs_SOURCES = ocs_main.c ocs_proc.c

endif #CONFIG_OC_STREAMS
```

The module is initialized by the `init_module` and `cleanup_module` routines. These routines do the following job:

### ***a) Initialization***

```
int init_module(void)
{
    register short    i=0;
    register ocs_t *ost_p;
    char name[5];
    struct proc_dir_entry * pdep;

    printk( KERN_INFO "Ocera Streams (\"VERSION\") ");
    if( ocs_state != OCERA_STREAMS_STATE_VOID ) {
        return(-1);
    }
    ocs_state = OCERA_STREAMS_STATE_INIT ;
}
```

### ***b) Define /proc entries***

Proc entries are defined to show internal variables to Linux user's environment. The user may also set the debug level.

```
proc_ocera=proc_mkdir("ocera",0);
proc_ocs=proc_mkdir("ocs",proc_ocera);
proc_ocs_slot=proc_mkdir("streams_slot",proc_ocs);
create_proc_read_entry("state", 0, proc_ocs, ocs_read_proc_state, NULL);
create_proc_read_entry("freemsg", 0, proc_ocs, ocs_read_proc_msgbuf, NULL);
pdep = create_proc_entry("debug", S_IRUGO | S_IWUSR, proc_ocs);
if (pdep) {
    pdep->write_proc = ocs_deblevel_write;
    pdep->read_proc = ocs_deblevel_read;
}
```

### ***c) Use of Linux functions in init and cleanup***

In the init and cleanup routines, you have a context, it is the context of the insmod programm inserting the module into the kernel.

You must do there all allocations where the function call may sleep.

If you allocate memory to be used by RTLinux you must lock the memory in the Kernel space.

```
printk( "(C)2004 Pierre Morel - MNIS\n");
/* initialise the streams tables */
ocs_table_lock=SPIN_LOCK_UNLOCKED;
for(i=0;i<MAX_OCERA_STREAMS;i++) {
    ost_p = &ocs_table[i];
    memset(ost_p,0,sizeof(ocs_t));
    ost_p->s_state = OCERA_STREAMS_STATE_FREE;
    strncpy(ost_p->s_name,default_name,strlen(default_name));
    ost_p->s_queue_up.q_stream=ost_p;
    ost_p->s_queue_down.q_stream=ost_p;
    ost_p->s_queue_wait.q_stream=ost_p;
    ost_p->s_queue_up.q_lock=SPIN_LOCK_UNLOCKED;
}
```

```

        ost_p->s_queue_down.q_lock=SPIN_LOCK_UNLOCKED;
        ost_p->s_queue_wait.q_lock=SPIN_LOCK_UNLOCKED;

        sprintf(name,"%02x",i);
        create_proc_read_entry(name, 0, proc_ocs_slot, ocs_read_proc_slot,
&ocs_table[i]);
    }

```

## 6.2) Registering the Soft IRQ

In the ocs driver, the soft IRQ is registered by the ocs\_register function:

This function make use of several routines we presented like:

```

rtl_spin_lock_irqsave()
rtl_spin_unlock_irqrestore()
rtl_get_softirq()

```

In this function, it is supposed that the type argument gives the environment from where it is called because

- if it is called from Linux, it will initialize the synchronization mechanism with Linux waitqueues using init\_waitqueue\_head() and
- if it is called by RTLinux thread it will initialize the synchronization mechanism with RTLinux semaphores using sem\_init().

```

ocs_t * ocs_register(char * name , int type )
{
    register ocs_t *ost_p;
    register      int      i;
    unsigned long      flags;

    rtl_spin_lock_irqsave(&ocs_table_lock,flags);
    if ( ocs_state != OCERA_STREAMS_STATE_RUNNING ) {
        rtl_spin_unlock_irqrestore(&ocs_table_lock,flags);
        return((ocs_t *)0);
    }

    for( i=0; i< MAX_OCERA_STREAMS ; i++) {
        ost_p = &ocs_table[i];
        if( ost_p->s_state == OCERA_STREAMS_STATE_FREE ) {
            ost_p->s_state=OCERA_STREAMS_STATE_BUSY;
            strncpy(ost_p->s_name,name,strlen(name));
            ost_p->s_type=type;
            ocs_free--;
            if ((type & ST_LINUX_TYPE) ) {
                if ((ost_p->s_queue_up.q_soft = rtl_get_soft_irq (ocs_isr, name)) == 0 ){
                    ost_p->s_state=OCERA_STREAMS_STATE_FREE;
                    ocs_free++;
                    rtl_spin_unlock_irqrestore(&ocs_table_lock,flags);
                    return((ocs_t *) 0);
                }
            }
        }
    }
}

```

### ***a) synchronization***

```
        ost_p->s_queue_down.q_soft = ost_p->s_queue_up.q_soft;
        ost_p->s_queue_wait.q_soft = ost_p->s_queue_up.q_soft;
        init_waitqueue_head(&ost_p->s_queue_up.q_sem_s);
        init_waitqueue_head(&ost_p->s_queue_down.q_sem_s);
        init_waitqueue_head(&ost_p->s_queue_wait.q_sem_s);
    } else {
        ost_p->s_queue_up.q_soft = 0 ;
        sem_init (&ost_p->s_queue_down.q_sem_r, 1, 0);
        sem_init (&ost_p->s_queue_up.q_sem_r, 1, 0);
        sem_init (&ost_p->s_queue_wait.q_sem_r, 1, 0);
    }
    rtl_spin_unlock_irqrestore(&ocs_table_lock,flags);
    return(ost_p);
}

rtl_spin_unlock_irqrestore(&ocs_table_lock,flags);
return((ocs_t *) 0);
}
```

## **6.3) Synchronization**

The synchronization with Linux or RTLinux is done by the functions `ocs_sleep` and `ocs_wakeup`, using semaphore synchronization for RTLinux and task synchronization for Linux.

```
int    ocs_sleep(ocera_msgbuf_q *q, int mode) {
    int ret=0;
    if ( mode & OCS_RTL) {
        ret = sem_wait(&q->q_sem_r);
    }
    else if ( q->q_soft ) {
        interruptible_sleep_on(&q->q_sem_s);
        ret=signal_pending(current);
    } else {
        ret=-1;
    }
    return ret ;
}

void    ocs_wakeup(ocera_msgbuf_q  *q) {
    if ( q->q_soft ){
        rtl_global_pend_irq(q->q_soft);
    } else {
        sem_post(&q->q_sem_r);
    }
}
```

The IRQ handler doing the final wakeup:

```
void ocs_isr(int irq, void *dev_id, struct pt_regs *p){
    ocs_t *s;
    int i;

    for( i=0; i< MAX_OCERA_STREAMS ; i++ ) {
        s = &ocs_table[i];
        if ( s->s_queue_up.q_soft == irq ) {
            if ( s->s_state == OCERA_STREAMS_STATE_BUSY){
                wake_up_interruptible(&s->s_queue_up.q_sem_s);
                wake_up_interruptible(&s->s_queue_down.q_sem_s);
                wake_up_interruptible(&s->s_queue_wait.q_sem_s);
                current->need_resched = 1;
                return;
            }
        }
    }
}
```

## 6.4) Linux communication with /proc

The communication between the Linux kernel and RTLinux is direct: they use the same address space.

It is different with Linux User's programs, like the one being used to retrieve informations through the procfs entries.

A function allow us do do this easily:

```
static int proc_calc_metrics(char *page, char **start, off_t off, int count, int *eof, int len)
{
    if (len <= off+count) *eof = 1;
    *start = page + off;
    len -= off;
    if (len>count) len = count;
    if (len<0) len = 0;
    return len;
}
```

Now the function to report the state of the driver is just:

```
int ocs_read_proc_state(char *page, char **start, off_t off, int count, int *eof, void *data)
{
    int len;

    len=sprintf(page,"%02lx %0d\n",ocs_state,ocs_free);
    return proc_calc_metrics(page, start, off, count, eof, len);
}
```

# **PART V**

## *OCERA Components*

# VI) Quality Of Services

---

By  
Luca Marzario - SSSA

in attachment there are two file that are a skeleton for program that want to use reservation and feedback scheduling  
Before run that program, naturally, user have to insert the relative module (cbs\_sched.o and qmgr\_sched.o) into the kernel with insmod command. No other steps are needed (you are right: the patch is already integrated).

```
/*
 * Copyright (C) 2003 Luca Marzario
 * This is Free Software; see GPL.txt for details
 */

#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>

#include <sched.h>
#define __QMGR__
#include "qmgr.h"
#define CBS_PERIOD 10000 /* period of reservation */
#define QMGR_MAX_BUDGET 5000 /* max budget that can be assigned to CBS server */
#define QMGR_PERIOD 80000 /* period of feedback function */
#define QMGR_MIN_EXEC 5000 /* minimum exstimated execution time */
#define QMGR_MAX_EXEC 60000 /* maximum exstimated execution time */
#define QMGR_LOW_ERR 0 /* desired lower bound of scheduling error */
#define QMGR_HIGH_ERR 5000 /* desired upper bound of scheduling error */
#define QMGR_MIN_ERR 0 /* absolute minimum scheduling error */
#define QMGR_MAX_ERR 10000 /* absolute maximum scheduling error */

#define qmgr_end_cycle()

int main(int argc, char *argv[])
{
    struct sched_param sp;
    struct qmgr_param cs;
    int res, cond = 0;

    sp.sched_size = sizeof(struct qmgr_param);
```



```

sp.sched_p = &cs;
cs.cbs_period = CBS_PERIOD;
cs.qmgr_max_b = QMGR_MAX_BUDGET;
cs.qmgr_period = QMGR_PERIOD;
cs.qmgr_signature = QMGR_SIGNATURE;

/* parameters for feedback function */
cs.h = QMGR_MIN_EXEC;
cs.H = QMGR_MAX_EXEC;
cs.ei = QMGR_LOW_ERR;
cs.Ei = QMGR_HIGH_ERR;
cs.e = QMGR_MIN_ERR;
cs.E = QMGR_MAX_ERR;

/* if you don't need particular scheduling error target,
   you can use default values: substitute assignment of
   parameters for feedback function with the following call:

   qmgr_init_default(&cs);
*/

res = sched_setscheduler(getpid(), SCHED_CBS, &sp);
if (res < 0) {
    perror("Error in setscheduler!");
    exit(-1);
}

do {

    /* my code */

    qmgr_end_cycle();

} while ( cond ); /* exit condition */

return 0;
}

```

## Programs 2

```

#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>

#include <sched.h>
#include "cbs.h"

extern char **environ;

#define MAX_BUDEGET_US    10000 /* max budget per period in us */
#define RESERV_PERIOD_US 100000 /* period of reservation in us*/

```

```

int main(int argc, char *argv[])
{
    struct sched_param sp;    /* used to pass parameters to qres module through setsched */
    struct cbs_param cs;      /* " " " */
    int res;

    sp.sched_size = sizeof(struct cbs_param);
    sp.sched_p = &cs;
    cs.signature = CBS_SIGNATURE;
    cs.type = CBS_TYPE_DEFAULT;
    cs.max_budget = MAX_BUDEGET_US;
    cs.period = RESERV_PERIOD_US;

    res = sched_setscheduler(getpid(), SCHED_CBS, &sp);
    if (res < 0) {
        perror("Error in setscheduler!");
        exit(-1);
    }

    /* my code */

    return 0;
}

```

# VII) Network API

---

By  
Pierre Morel – MNIS

---

## ***1) Driver's presentation***

---

### **1.1) Overview**

The access to the network goes through Linux kernel thread and use the Linux TCP/IP stack. The implementation is called Onetd for Ocera NETwork Daemon.

The RTLinux thread calls Onetd Network API to interact with the driver, this interface is very near from the standard BSD socket API.

Beside the API, a user can interact with the driver from the Linux environment by

- getting and setting variables in the /proc special filesystem,
- sending signals to the Onetd daemons
- or looking at the processes running by using the ps command.

See the User's Guide for more informations on the way to use configure Onetd.

### **1.2) RTLinux/Linux communication**

The communication between the Real-time world in RTLinux and the Time Sharing world under Linux is done by a module called ocs which means OCera Streams.

It has little to do with the System V streams and it does not implement all the Svr4 streams features.

I prefer to define it as a stackable zero copy message passing system working either with RTLinux or Linux threads synchronization.

In this definition the words thread synchronization means that you cannot use it inside any interrupt part of a driver, neither Linux nor RTLinux, because it uses wait/post RTLinux semaphores and sleep/wakeup Linux synchronization. So you need a task or thread context.

The change between real-time world and time-sharing world is done by issuing from RTLinux a soft interrupt to Linux.

### 1.3) Protocols

At the moment we write these lines, only a UDP access to the IF\_INET stack is allowed. TCP and raw socket access will be soon available.

### 1.4) Memory allocation

You are, as user, responsible of the memory allocation for all the data you want to transmit or receive over the network. You will need to provide Onetd with a buffer to receive the data.

### 1.5) Configuration issues

You can configure the following values in the Onetd and Ocs header files:

#### ***a) In ocs.h***

<b><i>name</i></b>	<b><i>Default value</i></b>	<b><i>Commentary</i></b>
MAX_OCERA_STREAMS	64	You need two streams for each open connection
ODEBUG	1	A value of 1 means ocs and onetd are compiled with DEBUG

<i><b>name</b></i>	<i><b>Default value</b></i>	<i><b>Commentary</b></i>
ocs_deblevel	0	Value can be from 0 to 5. 5 means all debug info. 4 means streams debug 3 means function call 2 means low debug 1 means error only 0 means no debug shown
MAX_MSGBUF	128	The number of message buffers in the system. Each one correspond to a packet. At most.

***b) In onetd.h***

<i><b>name</b></i>	<i><b>Default value</b></i>	<i><b>Commentary</b></i>
MAX_OCERA_SOCKET	32	You need one socket for each connection.

---

## ***2) Network API***

---

Writing a program with the Onetd Network API is straight forward from any standard BSD like socket API.

You find the following calls:

```
extern int ocn_socket(int, int , int);
extern int ocn_bind(int , struct sockaddr_in *, int);
extern int ocn_getsockname(int , struct sockaddr_in *, int);
```

```
extern int ocn_sendto(int, void *, size_t, int, struct sockaddr_in *, int);
extern int ocn_recvfrom(int, void *, size_t, int, struct sockaddr_in *, int *);
extern int ocn_close(int);
extern int ocn_delete(int);
extern int ocn_setsockopt(int,int,int,char *,int);
extern int ocn_getsockopt(int,int,int,char *,int *);
extern int ocn_ioctl(int, unsigned int , void * );
```

## 2.1) ocn\_socket

### NAME

ocn\_socket – create an endpoint for communication

### SYNOPSIS

```
#include <onetd.h>
```

```
extern int ocn_socket(int domain, int type , int protocol);
```

### DESCRIPTION

Socket creates an endpoint for communication and returns a descriptor.

The domain parameter specifies a communication domain; this selects the protocol family which will be used for communication. These families are defined in <sys/socket.h>.

The only protocol accepted for now is PF\_INET

The type specify the communication semantics.

The only type accepted for now is SOCK\_DGRAM

The protocol field is used to specify a protocol associated with the type.

For now this field is not used.

### RETURN VALUE

-1 is returned if an error occurs; otherwise the return value is a descriptor referencing the socket.

## 2.2) ocn\_sendto

### NAME

ocn\_sendto - send a message from a socket

### SYNOPSIS

```
extern int ocn_sendto(int s, void *buf, size_t len, int flags, struct sockaddr_in *to,
int tolen);
```

### DESCRIPTION

The call `sendto` is used to transmit the message in the buffer *buf* with length *len* to another socket specified by the socket address *to*.

The local point reference *s* must have been initialized by a `ocn_socket` call.

The flags can be:

`MSG_WAITALL` or `MSG_DONTWAIT`

### RETURN VALUE

In case of success, a positive value: the transmitted length.

In case of error, a negative value indicating the cause of the error:

`EAGAIN`: means no resources, try again.

`EBADF`: means the driver was in an invalid state.



## 2.3) ocn\_getsockname

NAME

ocn\_getsockname – get socket name

SYNOPSIS

```
#include <onetd.h>
```

```
extern int ocn_getsockname(int , struct sockaddr_in *, int);
```

DESCRIPTION

ocn\_getsockname returns the current address and port of the socket, it is useful when first binding to an unknown address by specifying a wild card to the ocn\_bind call.

RETURN VALUE

0 means success, -1 means an error occurred.

## 2.4) ocn\_recvfrom

### NAME

ocn\_recvfrom – receive a message from a socket

### SYNOPSIS

```
#include <onetd.h>
```

```
extern int ocn_recvfrom(int s, void * buffer, size_t len, int flags, struct  
sockaddr_in * from, int *fromlen);
```

### DESCRIPTION

fills the buffer *buf* with at most *len* data received on the socket descriptor described by *s* . The address of the remote endpoint is given in *from* if the protocol provides it.

The flags can be:

MSG\_WAITALL or MSG\_DONTWAIT

### RETURN VALUE

In case of success, a positive value: the received length.

In case of error, a negative value indicating the cause of the error:

EAGAIN: means no resources, try again.

EBADF: means the driver was in an invalid state.

## 2.5) ocn\_close

### NAME

ocn\_close – free a socket

### SYNOPSIS

```
#include <onetd.h>  
extern int ocn_close(int);
```

### DESCRIPTION

Free the socket structures.

### RETURN VALUE

In case of success returns 0.

In case of error, a negative value indicating the cause of the error:

EBADF: means the driver was in an invalid state.

## 2.6) ocn\_setsockopt

### NAME

ocn\_setsockopt – set the socket options

### SYNOPSIS

```
#include <onetd.h>
```

```
extern int ocn_setsockopt(int,int,int,char *,int);
```

### DESCRIPTION

The options are directly passed to the Linux socket.

See socket(7) for the description of the different options.

### RETURN VALUE

In case of success returns 0.

In case of error, a negative value indicating the cause of the error:

EBADF: means the driver was in an invalid state.

## 2.7) ocn\_getsockopt

### NAME

ocn\_getsockopt – get the socket options

### SYNOPSIS

```
#include <onetd.h>
```

```
extern int ocn_getsockopt(int,int,int,char *,int *);
```

### DESCRIPTION

The options are directly passed to the Linux socket.

See socket(7) for the description of the different options.

### RETURN VALUE

In case of success returns 0.

In case of error, a negative value indicating the cause of the error:

EBADF: means the driver was in an invalid state.

## 2.8) ocn\_ioctl

### NAME

ocn\_ioctl – send socket specific IO control. See set/getsockopt

### SYNOPSIS

```
#include <onetd.h>
```

```
extern int ocn_ioctl(int, unsigned int , void*);
```

### DESCRIPTION

Send/get options through ioctl.

See socket(7) for more informations.

### RETURN VALUE

In case of success returns 0.

In case of error, a negative value indicating the cause of the error:

EBADF: means the driver was in an invalid state.

---

## 3) *Programming examples*

---

The two programs hereunder are called ping and pong.

As their name suggest , ping send data over the network and pong replies to him, ping then replies to pong and so on.

The applications are real time applications and are compiled as modules.

### 3.1) Ping

```
/*
 * Ping: reply to UDP packet and increment a counter
 */
#include <linux/config.h>
#include <linux/errno.h>
#include <linux/ioport.h>
#include <linux/kernel.h>
#include <linux/module.h>
#include <linux/version.h>
#include <linux/socket.h>
#include <linux/in.h>

#include <pthread.h>
#include <time.h>
#include <unistd.h>

#include <asm/system.h>
#include <asm/io.h>

#include <rtl.h>
#include <rtl_fifo.h>

#define RTL_SPIN_LOCK SPIN_LOCK_UNLOCKED
#include <rtl_sync.h>
#include "../onetd.h"

MODULE_AUTHOR("Pierre Morel <pmorel@mnis.fr>");
MODULE_DESCRIPTION("Ocera Network ping module example");
MODULE_LICENSE("GPL");

/*
 * Initialize the module, get queues and wait for data
 */

int period = OCS_PERIOD*100 ;

pthread_t    ping_thread;

#define RECEIVE_BUFFER_SIZE    1024
char my_receive_buffer [RECEIVE_BUFFER_SIZE];

#define MSG_LEN    128
char my_message [MSG_LEN];
```

```

/*
#define      REM_ADDR    INADDR_LOOPBACK
*/
/* 192.168.254.5
#define      REM_ADDR    0xc0a8fe05
#define      REM_ADDR    INADDR_LOOPBACK
*/
#define      LOC_ADDR    INADDR_ANY
#define MY_PORT          0

#define REM_PORT  (unsigned short) 10061
#define      REM_ADDR    INADDR_LOOPBACK

int sock=-1;
static struct sockaddr_in my_socket;
static struct sockaddr_in rem_socket;
static struct sockaddr_in rem_socket2;
char  *my_name = "ping";

/*
 * PING THREAD
 */

void *ping_rt_thread(void *t){
    int err;
    int count=0;
    int count2=0;
    int len;

    ODEBUGP(ODEB_CALL,( KERN_INFO "PING: ping_rt_thread\n"));
    sprintf(my_message,"RT MESSAGE %d",count);
    ODEBUGP(ODEB_CALL,( KERN_INFO "PING: pthread_make_periodic_np\n"));
    pthread_make_periodic_np( pthread_self(), gethrtime(), period );
    rem_socket.sin_family = AF_INET;
    rem_socket.sin_addr.s_addr = htonl(REM_ADDR);
    rem_socket.sin_port = htons(REM_PORT);

    my_socket.sin_family = AF_INET;
    my_socket.sin_addr.s_addr = LOC_ADDR;
    my_socket.sin_port = htons(MY_PORT);

    /*
    ocs_deblevel=ODEB_CALL;
    */

    ODEBUGP(ODEB_CALL,( KERN_INFO "PING: Binding\n"));

    sock = ocn_socket(AF_INET,SOCK_DGRAM,0);
    ODEBUGP(ODEB_CALL,( KERN_INFO "PING: Bound to %d\n",sock));
    ODEBUGP(ODEB_CALL,( KERN_INFO "PING: Closing %d\n",sock));
    ocn_close(sock);
    ODEBUGP(ODEB_CALL,( KERN_INFO "PING: Binding 2\n"));
    sock = ocn_socket(AF_INET,SOCK_DGRAM,0);
    ODEBUGP(ODEB_CALL,( KERN_INFO "PING: Bound to %d\n",sock));
    if ( sock >= 0 ) {
        err = ocn_bind(sock,&my_socket,sizeof(struct sockaddr_in));
    }
}

```



```

        if ( err ){
            ODEBUGP(ODEB_CALL,( KERN_INFO "PING: bind error: %d\n",err));
            return(0);
        }
        else {
            ODEBUGP(ODEB_CALL,( KERN_INFO "PING: bind ok on: %
d\n",sock));
        }
    } else {
        ODEBUGP(ODEB_CALL,( KERN_INFO "PING: socket error: %d\n",sock));
        return(0);
    }
    ODEBUGP(ODEB_CALL,( KERN_INFO "PING: Bound to: %08x port %
d\n",my_socket.sin_addr.s_addr, my_socket.sin_port));
    len = sizeof(struct sockaddr_in);
    if ( ocn_getname(sock, (struct sockaddr *)&my_socket , &len) ) {
        ODEBUGP(ODEB_CALL,( KERN_INFO "PING: ocn_getname error\n"));
        ocn_delete(sock);
        return(0);
    }
    ODEBUGP(ODEB_CALL,( KERN_INFO "PING: Bound to: %08x port %
d\n",my_socket.sin_addr.s_addr, my_socket.sin_port));

    err=0;
    count2=0;
    while(err >= 0 && count2 < 100000 ){
        sprintf(my_message,"I shot the sheriff %04d",count2);
        my_message[24]=0;
        rtl_printf("PING: %s\n",my_message);
        err=ocn_sendto
(sock,&my_message,MSG_LEN,MSG_WAITALL,&rem_socket,sizeof(struct sockaddr_in));
        if ( err >= 0 ) {
            count2++;
            len=sizeof(struct sockaddr_in);
            err = ocn_recvfrom
(sock,my_receive_buffer,RECEIVE_BUFFER_SIZE,MSG_WAITALL,&rem_socket2,&len) ;
            my_receive_buffer[36]=0;
            rtl_printf("PING: %s\n",my_receive_buffer);
        }
    }
    ODEBUGP(ODEB_CALL,( KERN_INFO "PING: CALL CLOSE\n"));
    ocn_close(sock);
    ODEBUGP(ODEB_CALL,( KERN_INFO "PING: END\n"));
    return(0);
}

int init_module( void ) {
    int thread_status;
    pthread_attr_t attr;
    struct sched_param sched_param;

    pthread_attr_init(&attr);
    sched_param.sched_priority = 4;
    pthread_attr_setschedparam(&attr,&sched_param);
    thread_status=pthread_create(&ping_thread, &attr,ping_rt_thread,(void *)1);

```

```

        if ( thread_status < 0 ){
            printk( KERN_INFO "ocera streams ping: pthread_create error.\n");
            return(-1);
        }

        printk( KERN_INFO "ocera ping (version "VERSION ") sucessfully loaded.\n"
KERN_INFO "ocera ping: Copyright (C) 2003 Pierre Morel.\n" );
        return(0);
    }

void cleanup_module( void )
{
    printk( KERN_INFO "ocera streams ping cleanup sock %d.\n",sock );
    ocn_delete(sock);
    pthread_delete_np (ping_thread);
    printk( KERN_INFO "ocera streams ping unloaded.\n" );
    return;
}

```

## 3.2) pong

```

/*
 * Pong: reply to UDP packet and increment a counter
 */
#include <linux/config.h>
#include <linux/errno.h>
#include <linux/ioport.h>
#include <linux/kernel.h>
#include <linux/module.h>
#include <linux/version.h>
#include <linux/socket.h>
#include <linux/in.h>

#include <pthread.h>
#include <time.h>
#include <unistd.h>

#include <asm/system.h>
#include <asm/io.h>

#include <rtl.h>
#include <rtl_fifo.h>

#define RTL_SPIN_LOCK SPIN_LOCK_UNLOCKED
#include <rtl_sync.h>
#include "../onetd.h"

MODULE_AUTHOR("Pierre Morel <pmorel@mnis.fr>");
MODULE_DESCRIPTION("Ocera Network pong module example");
MODULE_LICENSE("GPL");

```

```

/*
 * Initialize the module, get queues and wait for data
 */

int period = OCS_PERIOD*100 ;

pthread_t    pong_thread;

ocera_msgbuf_t    *tmp;

#define RECEIVE_BUFFER_SIZE    1024
char my_receive_buffer [RECEIVE_BUFFER_SIZE];

#define MSG_LEN 128
char my_message [MSG_LEN];

/* 192.168.254.5
#define    REM_ADDR    0xc0a8fe05
#define    REM_ADDR    htonl(INADDR_LOOPBACK)
*/
#define    LOC_ADDR    INADDR_ANY
#define MY_PORT    (unsigned short) 10061

static int sock=-1;
static struct sockaddr_in my_socket;
static struct sockaddr_in rem_socket;
char    *my_name = "pong";

/*
 * PONG THREAD
 */

void *pong_rt_thread(void *t){
    int flags;
    int err;
    int count2 = 0;
    int    len;

    ODEBUGP(ODEB_CALL,( KERN_INFO "PONG: pthread_make_periodic_np\n"));
    pthread_make_periodic_np( pthread_self(), gethrtime(), period );
    my_socket.sin_family = AF_INET;
    my_socket.sin_addr.s_addr = LOC_ADDR;
    my_socket.sin_port = htons(MY_PORT);

    ocs_deblevel=0;

    ODEBUGP(ODEB_CALL,( KERN_INFO "PONG: Binding\n"));

    sock=ocn_socket(AF_INET,SOCK_DGRAM,0);
    if ( (err=ocn_bind(sock,&my_socket,sizeof(struct sockaddr_in))){
        ODEBUGP(ODEB_CALL,( KERN_INFO "PONG: Binding error %d\n",err));
        ocn_delete(sock);
        return(0);
    }

```

```

    }
    flags = MSG_WAITALL;
    memset(my_receive_buffer,'A',20);
    my_receive_buffer[20]=0;
    while ( err >= 0 ) {
        len=sizeof(struct sockaddr_in);
        err = ocn_recvfrom
(sock,my_receive_buffer,RECEIVE_BUFFER_SIZE,flags,&rem_socket,&len) ;
        if ( err >= 0 ) {
            my_receive_buffer[25]=0;
            rtl_printf("PONG: %s\n",my_receive_buffer);
            memset(my_receive_buffer,'A',20);
            sprintf(my_message,"But I didn't shoot the deputy %04d",count2);
            my_message[36]=0;
            err=ocn_sendto
(sock,&my_message,MSG_LEN,MSG_WAITALL,&rem_socket,sizeof(struct sockaddr_in));
            count2++;
        }
    }
    ODEBUGP(ODEB_CALL,( KERN_INFO "PONG: CALL CLOSE\n"));
    ocn_close(sock);

    ODEBUGP(ODEB_CALL,( KERN_INFO "PONG: END\n"));
    return(0);
}

int init_module( void )
{
    int thread_status;
    pthread_attr_t attr;
    struct sched_param sched_param;

    pthread_attr_init(&attr);
    sched_param.sched_priority = 4;
    pthread_attr_setschedparam(&attr,&sched_param);
    thread_status=pthread_create(&pong_thread, &attr,pong_rt_thread,(void *)1);

    if ( thread_status < 0 ){
        printk( KERN_INFO "ocera streams pong: pthread_create error.\n");
        return(-1);
    }

    printk( KERN_INFO "ocera pong (version "VERSION ") sucessfully loaded.\n"
        KERN_INFO "ocera pong: Copyright (C) 2003 Pierre Morel.\n" );
    return(0);
}

void cleanup_module( void )
{
    if(sock >= 0 ) {
        ocn_delete(sock);
    }
    pthread_delete_np (pong_thread);
    printk( KERN_INFO "ocera streams pong unloaded.\n" );
    return;
}

```

### 3.3) Makefile

```
# Standalone Makefile for oceranet
#
# Copyright (C) 2004 Pierre Morel

# in accordance with your system
#
.SUFFIXES: .o .ps .c .h

SYSTEM                = RTLINUX_V3
RTLINUX_DIR           = /usr/share/ocera_1.0.0/kernel/rtlinux
INCLUDEDIR            = $(RTLINUX_DIR)/include/

DISTFILES             = pong.c ping.c

OBJS                  = pong.o ping.o

VERSION               = 0.0.1

include $(RTLINUX_DIR)/rtl.mk

CFLAGS                += -D$(SYSTEM) -DVERSION=\"$(VERSION)\"

.c.o:                 Makefile $(DISTFILES)
                      $(CC) $(CFLAGS) -c $<

.c.ps: $(DISTFILES)
          a2ps -o $*.ps $*.c

.h.ps:
          a2ps -o $*.ps $<

all:                  $(OBJS)

clean:
          rm *.o

load:
          modprobe onetd
          insmod ./pong.o
          insmod ./ping.o

unload:
          rmmod pong
          rmmod ping
          rmmod onetd
          rmmod ocs
```

# VIII) OCERA Real-Time Ethernet

---

By

Jan Krakora	CTU
Pavel Pisa	CTU
Frantisek Vacek	CTU
Zdenek Sebek	CTU
Petr Smolik	CTU
Zdenek Hanzalek	CTU

The Ocera Real-Time Ethernet (ORTE) is open source implementation of RTPS communication protocol. RTPS is new application layer protocol targeted to real-time communication area, which is build on the top of standard UDP stack. Since there are many TCP/IP stack implementations under many operating systems and RTPS protocol does not have any other special HW/SW requirements, it should be easily ported to many HW/SW target platforms. Because it uses only UDP protocol, it retains control of timing and reliability.

## 1.1) ORTE API

### *a) Data types*

#### Table of Contents

- [enum SubscriptionMode](#) -- mode of subscription
- [enum SubscriptionType](#) -- type of subcsription
- [enum ORTERecvStatus](#) -- status of a subscription
- [enum ORTESendStatus](#) -- status of a publication
- [struct ORTEIFProp](#) -- interface flags
- [struct ORTEMulticastProp](#) -- properties for ORTE multicast (not supported yet)
- [struct ORTECDRStream](#) -- used for serialization
- [struct ORTETypeRegister](#) -- registered data type
- [struct ORTEDomainBaseProp](#) -- base properties of a domain
- [struct ORTEDomainWireProp](#) -- wire properties of a message
- [struct ORTEPublProp](#) -- properties of a publication

[struct ORTESubsProp](#) -- properties of a subscription  
[struct ORTEAppInfo](#) --  
[struct ORTEPubInfo](#) -- information about publication  
[struct ORTESubInfo](#) -- information about subscription  
[struct ORTEPublStatus](#) -- status of a publication  
[struct ORTESubsStatus](#) -- status of a subscription  
[struct ORTERecvInfo](#) -- description of received data  
[struct ORTESendInfo](#) -- description of sending data  
[struct ORTEDomainAppEvents](#) -- Domain event handlers of an application  
[struct ORTETasksProp](#) -- ORTE task properties, not supported  
[struct ORTEDomainProp](#) -- domain properties

## 1.2) enum SubscriptionMode

### ***a) Name***

enum SubscriptionMode -- mode of subscription

### ***b) Synopsis***

```
enum SubscriptionMode {  
    PULLED,  
    IMMEDIATE  
};
```

### ***c) Constants***

PULLED

polled

IMMEDIATE

using callback function

### ***d) Description***

Specifies whether user application will poll for data or whether a callback function will be called by ORTE middleware when new data will be available.

## 1.3) enum SubscriptionType

### ***a) Name***

enum SubscriptionType -- type of subscription

### ***b) Synopsis***

```
enum SubscriptionType {  
    BEST_EFFORTS,  
    STRICT_RELIABLE  
};
```

### ***c) Constants***

BEST\_EFFORTS

best effort subscription

STRICT\_RELIABLE

strict reliable subscription.

### ***d) Description***

Specifies which mode will be used for this subscription.

## **1.4) enum ORTERecvStatus**

### ***a) Name***

enum ORTERecvStatus -- status of a subscription

### ***b) Synopsis***

```
enum ORTERecvStatus {  
    NEW_DATA,  
    DEADLINE  
};
```

### ***c) Constants***

NEW\_DATA

new data has arrived

DEADLINE

deadline has occurred

### ***d) Description***

Specifies which event has occurred in the subscription object.



## 1.5) enum ORTESendStatus

### **a) Name**

enum ORTESendStatus -- status of a publication

### **b) Synopsis**

```
enum ORTESendStatus {  
    NEED_DATA,  
    CQL  
};
```

### **c) Constants**

NEED\_DATA

need new data (set when callback function specified for publication is being called)

CQL

transmit queue has been filled up to critical level.

### **d) Description**

Specifies which event has occurred in the publication object. Critical level of transmit queue is specified as one of publication properties (ORTEPubProp.criticalQueueLevel).

---

## 2) struct ORTEIFProp

---

### 2.1) Name

struct ORTEIFProp -- interface flags

## 2.2) Synopsis

```
struct ORTEIFProp {  
    int32_t ifFlags;  
    IPAddress ipAddress;  
};
```

## 2.3) Members

ifFlags

flags

ipAddress

IP address

## 2.4) Description

Flags for network interface.

---

# 3) *struct ORTEMulticastProp*

---

## 3.1) Name

struct ORTEMulticastProp -- properties for ORTE multicast (not supported yet)

## 3.2) Synopsis

```
struct ORTEMulticastProp {  
    Boolean enabled;  
    unsigned char  ttl;  
    Boolean loopBackEnabled;  
    IPAddress ipAddress;  
};
```

## 3.3) Members

enabled

ORTE\_TRUE if multicast enabled otherwise ORTE\_FALSE

ttl

time-to-live (TTL) for sent datagrams

loopBackEnabled

ORTE\_TRUE if data should be received by sender itself otherwise  
ORTE\_FALSE

ipAddress

desired multicast IP address

## 3.4) Description

Properties for ORTE multicast subsystem which is not fully supported yet.  
Multicast IP address is assigned by the ORTE middleware itself.

---

## 4) *struct ORTECDRStream*

---

### 4.1) Name

struct ORTECDRStream -- used for serialization

### 4.2) Synopsis

```
struct ORTECDRStream {  
    char * buffer;  
    char * bufferPtr;  
    Boolean needByteSwap;  
    int length;  
};
```

### 4.3) Members

buffer

buffer for data

bufferPtr

current position within buffer

needByteSwap

ORTE\_TRUE if it is necessary to swap byte ordering otherwise  
ORTE\_FALSE

length

buffer length

## 4.4) Description

Struct `ORTECDRStream` is used by serialization and deserialization functions.

---

# 5) *struct ORTETypeRegister*

---

## 5.1) Name

struct `ORTETypeRegister` -- registered data type

## 5.2) Synopsis

```
struct ORTETypeRegister {  
    const char      * typeName;  
    ORTETypeSerialize serialize;  
    ORTETypeDeserialize deserialize;  
    unsigned int     getMaxSize;  
};
```

## 5.3) Members

`typeName`

name of data type

`serialize`

pointer to serialization function

`deserialize`

pointer to deserialization function

getMaxSize

max data type length in bytes

## 5.4) Description

Contains description of registered data type. See `ORTETypeRegisterAdd` function for details.

---

# 6) *struct ORTEDomainBaseProp*

---

## 6.1) Name

`struct ORTEDomainBaseProp` -- base properties of a domain

## 6.2) Synopsis

```
struct ORTEDomainBaseProp {
    NtpTime expirationTime;
    NtpTime refreshPeriod;
    NtpTime purgeTime;
    NtpTime repeatAnnounceTime;
    NtpTime repeatActiveQueryTime;
    NtpTime delayResponseTimeACKMin;
    NtpTime delayResponseTimeACKMax;
    unsigned int      HBMaxRetries;
    unsigned int      ACKMaxRetries;
    NtpTime maxBlockTime;
};
```

## 6.3) Members

expirationTime

specifies how long is this application taken as alive in other applications/managers (default 180s)

refreshPeriod

how often an application refresh itself to its manager or manager to other managers (default 60s)

purgeTime

how often the local database should be cleaned from invalid (expired) objects (default 60s)

repeatAnnounceTime

This is the period with which the CSTWriter will announce its existence and/or the availability of new CSChanges to the CSTReader. This period determines how quickly the protocol recovers when an announcement of data is lost.

repeatActiveQueryTime

???

delayResponseTimeACKMin

minimum time the CSTWriter waits before responding to an incoming message.

delayResponseTimeACKMax

maximum time the CSTWriter waits before responding to an incoming message.

HBMaxRetries

how many times a HB message is retransmitted if no response has been received until timeout

ACKMaxRetries

how many times an ACK message is retransmitted if no response has been received until timeout

maxBlockTime

timeout for send functions if sending queue is full (default 30s)

## 6.4) struct ORTEDomainWireProp

### a) Name

struct ORTEDomainWireProp -- wire properties of a message

### b) Synopsis

```
struct ORTEDomainWireProp {  
    unsigned int    metaBytesPerPacket;  
    unsigned int    metaBytesPerFastPacket;  
    unsigned int    metabitsPerACKBitmap;  
    unsigned int    userMaxSerDeserSize;  
};
```

### c) Members

metaBytesPerPacket

maximum number of bytes in single frame (default 1500B)

metaBytesPerFastPacket

maximum number of bytes in single frame if transmitting queue has reached `criticalQueueLevel` level (see `ORTEPublProp` struct)

metabitsPerACKBitmap

not supported yet

userMaxSerDeserSize

maximum number of user data in frame (default 1500B)

### d) struct ORTEPublProp

#### Name

struct ORTEPublProp -- properties of a publication



## Synopsis

```
struct ORTEPublProp {  
    PathName topic;  
    TypeName typeName;  
    TypeChecksum typeChecksum;  
    Boolean expectsAck;  
    NtpTime persistence;  
    u_int32_t reliabilityOffered;  
    u_int32_t sendQueueSize;  
    int32_t strength;  
    u_int32_t criticalQueueLevel;  
    NtpTime HBNormalRate;  
    NtpTime HBCQLRate;  
    unsigned int          HBMaxRetries;  
    NtpTime maxBlockTime;  
};
```

## Members

topic

the name of the information in the Network that is published or subscribed to

typeName

the name of the type of this data

typeChecksum

a checksum that identifies the CDR-representation of the data

expectsAck

indicates whether publication expects to receive ACKs to its messages

persistence

indicates how long the issue is valid

reliabilityOffered

reliability policy as offered by the publication

sendQueueSize

size of transmitting queue

strength

precedence of the issue sent by the publication

criticalQueueLevel

threshold for transmitting queue content length indicating the queue can become full immediately

HBNormalRate

how often send HBs to subscription objects

HBCQLRate

how often send HBs to subscription objects if transmitting queue has reached `criticalQueueLevel`

HBMaxRetries

how many times retransmit HBs if no replay from target object has not been received

maxBlockTime

unsupported

## 6.5) struct ORTESubsProp

### ***a) Name***

struct ORTESubsProp -- properties of a subscription

### ***b) Synopsis***

```
struct ORTESubsProp {
    PathName topic;
    TypeName typeName;
    TypeChecksum typeChecksum;
    NtpTime minimumSeparation;
    u_int32_t recvQueueSize;
    u_int32_t reliabilityRequested;
    //additional parametersNtpTime      deadline;
    u_int32_t mode;
};
```

### ***c) Members***

topic

the name of the information in the Network that is published or subscribed to

typeName

the name of the type of this data

typeChecksum

a checksum that identifies the CDR-representation of the data

minimumSeparation

minimum time between two consecutive issues received by the subscription

recvQueueSize

size of receiving queue

reliabilityRequested

reliability policy requested by the subscription

deadline

deadline for subscription, a callback function (see `ORTESubscriptionCreate`) will be called if no data were received within this period of time

mode

mode of subscription (strict reliable/best effort), see `SubscriptionType` enum for values

#### ***d) struct ORTEAppInfo***

##### **Name**

struct ORTEAppInfo --

##### **Synopsis**

```
struct ORTEAppInfo {
    HostId hostId;
    AppId appId;
    IPAddress * unicastIPAddressList;
    unsigned char unicastIPAddressCount;
    IPAddress * metatrafficMulticastIPAddressList;
    unsigned char metatrafficMulticastIPAddressCount;
```

```
Port metatrafficUnicastPort;  
Port userdataUnicastPort;  
VendorId vendorId;  
ProtocolVersion protocolVersion;  
};
```

## Members

hostId

hostId of application

appId

appId of application

unicastIPAddressList

unicast IP addresses of the host on which the application runs (there can be multiple addresses on a multi-NIC host)

unicastIPAddressCount

number of IPAddresses in `unicastIPAddressList`

metatrafficMulticastIPAddressList

for the purposes of meta-traffic, an application can also accept Messages on this set of multicast addresses

metatrafficMulticastIPAddressCount

number of IPAddresses in `metatrafficMulticastIPAddressList`

metatrafficUnicastPort

UDP port used for metatraffic communication

userdataUnicastPort

UDP port used for metatraffic communication

vendorId

identifies the vendor of the middleware implementing the RTPS protocol and allows this vendor to add specific extensions to the protocol

protocolVersion

describes the protocol version

---

## **7) *struct ORTEPubInfo***

---

### **7.1) Name**

struct ORTEPubInfo -- information about publication

### **7.2) Synopsis**

```
struct ORTEPubInfo {  
    const char      * topic;  
    const char      * type;  
    Objectid objectId;  
};
```

### **7.3) Members**

topic

the name of the information in the Network that is published or subscribed to

type

the name of the type of this data

objectId

object providing this publication

## 7.4) struct ORTESubInfo

### **a) Name**

struct ORTESubInfo -- information about subscription

### **b) Synopsis**

```
struct ORTESubInfo {  
    const char      * topic;  
    const char      * type;  
    ObjectID objectId;  
};
```

### **c) Members**

topic

the name of the information in the Network that is published or subscribed to

type

the name of the type of this data

objectId

object with this subscription

## 7.5) struct ORTEPublStatus

### **a) Name**

struct ORTEPublStatus -- status of a publication

### **b) Synopsis**

```
struct ORTEPublStatus {  
    unsigned int      strict;  
    unsigned int      bestEffort;  
    unsigned int      issues;  
};
```

### **c) Members**

strict

count of unreliable subscription (strict) connected on responsible subscription

bestEffort

count of reliable subscription (best effort) connected on responsible subscription

issues

number of messages in transmitting queue

#### ***d) struct ORTESubsStatus***

##### **Name**

struct ORTESubsStatus -- status of a subscription

##### **Synopsis**

```
struct ORTESubsStatus {  
    unsigned int    strict;  
    unsigned int    bestEffort;  
    unsigned int    issues;  
};
```

##### **Members**

strict

count of unreliable publications (strict) connected to responsible subscription

bestEffort

count of reliable publications (best effort) connected to responsible subscription

issues

number of messages in receiving queue

#### **struct ORTERecvInfo**

##### **Name**

struct ORTERecvInfo -- description of received data

## **Synopsis**

```
struct ORTERecvInfo {  
    ORTERecvStatus status;  
    const char      * topic;  
    const char      * type;  
    GUID_RTPS senderGUID;  
    NtpTime localTimeReceived;  
    NtpTime remoteTimePublished;  
    SequenceNumber sn;  
};
```

## **Members**

status

status of this event

topic

the name of the information

type

the name of the type of this data

senderGUID

GUID of object who sent this information

localTimeReceived

local timestamp when data were received

remoteTimePublished

remote timestamp when data were published

sn

sequential number of data

## ***struct ORTESendInfo***

### ***Name***

struct ORTESendInfo -- description of sending data

### ***Synopsis***

```
struct ORTESendInfo {
```



```

    ORTESendStatus status;
    const char      * topic;
    const char      * type;
    GUID_RTPS senderGUID;
    SequenceNumber sn;
};

```

#### **Members**

status

status of this event

topic

the name of the information

type

the name of the type of this information

senderGUID

GUID of object who sent this information

sn

sequential number of information

**struct ORTEDomainAppEvents**

#### **Name**

struct ORTEDomainAppEvents -- Domain event handlers of an application

#### **Synopsis**

```

struct ORTEDomainAppEvents {
    ORTEOnMgrNew onMgrNew;
    void * onMgrNewParam;
    ORTEOnMgrDelete onMgrDelete;
    void * onMgrDeleteParam;
    ORTEOnAppRemoteNew onAppRemoteNew;
    void * onAppRemoteNewParam;
    ORTEOnAppDelete onAppDelete;
    void * onAppDeleteParam;
    ORTEOnPubRemote onPubRemoteNew;
    void * onPubRemoteNewParam;
    ORTEOnPubRemote onPubRemoteChanged;
    void * onPubRemoteChangedParam;
    ORTEOnPubDelete onPubDelete;
    void * onPubDeleteParam;
    ORTEOnSubRemote onSubRemoteNew;
};

```

```
void * onSubRemoteNewParam;  
ORTEOnSubRemote onSubRemoteChanged;  
void * onSubRemoteChangedParam;  
ORTEOnSubDelete onSubDelete;  
void * onSubDeleteParam;  
};
```

## Members

onMgrNew

new manager has been created

onMgrNewParam

user parameters for onMgrNew handler

onMgrDelete

manager has been deleted

onMgrDeleteParam

user parameters for onMgrDelete handler

onAppRemoteNew

new remote application has been registered

onAppRemoteNewParam

user parameters for onAppRemoteNew handler

onAppDelete

an application has been removed

onAppDeleteParam

user parameters for onAppDelete handler

onPubRemoteNew

new remote publication has been registered

onPubRemoteNewParam

user parameters for onPubRemoteNew handler

`onPubRemoteChanged`

a remote publication's parameters has been changed

`onPubRemoteChangedParam`

user parameters for `onPubRemoteChanged` handler

`onPubDelete`

a publication has been deleted

`onPubDeleteParam`

user parameters for `onPubDelete` handler

`onSubRemoteNew`

a new remote subscription has been registered

`onSubRemoteNewParam`

user parameters for `onSubRemoteNew` handler

`onSubRemoteChanged`

a remote subscription's parameters has been changed

`onSubRemoteChangedParam`

user parameters for `onSubRemoteChanged` handler

`onSubDelete`

a publication has been deleted

`onSubDeleteParam`

user parameters for `onSubDelete` handler

### **Description**

Prototypes of events handler functions can be found in file `typedefs_api.h`.

---

## 8) *struct ORTETasksProp*

---

### 8.1) Name

struct ORTETasksProp -- ORTE task properties, not supported

### 8.2) Synopsis

```
struct ORTETasksProp {  
    Boolean realTimeEnabled;  
    int smtStackSize;  
    int smtPriority;  
    int rmtStackSize;  
    int rmtPriority;  
};
```

### 8.3) Members

realTimeEnabled

not supported

smtStackSize

not supported

smtPriority

not supported

rmtStackSize

not supported

rmtPriority

not supported

---

## 9) *struct ORTEDomainProp*

---

### 9.1) Name

struct ORTEDomainProp -- domain properties

### 9.2) Synopsis

```
struct ORTEDomainProp {
    ORTETasksProp tasksProp;
    ORTEIFProp * IFProp;
    //interface propertiesunsigned char          IFCount;
    //count of interfacesORTEDomainBaseProp      baseProp;
    ORTEDomainWireProp wireProp;
    ORTEMulticastProp multicast;
    //multicast propertiesORTEPublProp           publPropDefault;
    //default properties for a Publ/SubORTESubsProp
    subsPropDefault;
    char * mgrs;
    //managerschar * keys;
    //keysIPaddress appLocalManager;
    //applicationschar * version;
    //string product versionint
    int sendBuffSize;
    int recvBuffSize;
};
```

### 9.3) Members

tasksProp

task properties

IFProp

properties of network interfaces

IFCount

number of network interfaces

baseProp

base properties (see `ORTEDomainBaseProp` for details)

wireProp

wire properties (see `ORTEDomainWireProp` for details)

multicast

multicast properties (see `ORTEMulticastProp` for details)

publPropDefault

default properties of publications (see `ORTEPublProp` for details)

subsPropDefault

default properties of subscriptions (see `ORTESubsProp` for details)

mgrs

list of known managers

keys

access keys for managers

appLocalManager

IP address of local manager (default localhost)

version

string product version

recvBuffSize

receiving queue length

sendBuffSize

transmitting queue length

---

## ***a) Functions***

### **Table of Contents**

[IPAddressToString](#) -- converts IP address IPAddress to its string representation

[StringToIPAddress](#) -- converts IP address from string into IPAddress

[NtpTimeToStringMs](#) -- converts NtpTime to its text representation in milliseconds

[NtpTimeToStringUs](#) -- converts NtpTime to its text representation in microseconds

[ORTEDomainStart](#) -- start specific threads

[ORTEDomainPropDefaultGet](#) -- returns default properties of a domain

[ORTEDomainInitEvents](#) -- initializes list of events

[ORTEDomainAppCreate](#) -- creates an application object within given domain

[ORTEDomainAppDestroy](#) -- destroy Application object

[ORTEDomainAppSubscriptionPatternAdd](#) -- create pattern-based subscription

[ORTEDomainAppSubscriptionPatternRemove](#) -- remove subscription pattern

[ORTEDomainAppSubscriptionPatternDestroy](#) -- destroys all subscription patterns

[ORTEDomainMgrCreate](#) -- create manager object in given domain

[ORTEDomainMgrDestroy](#) -- destroy manager object

[ORTEPublicationCreate](#) -- creates new publication

[ORTEPublicationDestroy](#) -- removes a publication

[ORTEPublicationPropertiesGet](#) -- read properties of a publication

[ORTEPublicationPropertiesSet](#) -- set properties of a publication

[ORTEPublicationGetStatus](#) -- removes a publication

[ORTEPublicationSend](#) -- force publication object to issue new data

[ORTESubscriptionCreate](#) -- adds a new subscription

[ORTESubscriptionDestroy](#) -- removes a subscription

[ORTESubscriptionPropertiesGet](#) -- get properties of a subscription

[ORTESubscriptionPropertiesSet](#) -- set properties of a subscription

[ORTESubscriptionWaitForPublications](#) -- waits for given number of publications

[ORTESubscriptionGetStatus](#) -- get status of a subscription

[ORTESubscriptionPull](#) -- read data from receiving buffer

[ORTETypeRegisterAdd](#) -- register new data type

[ORTETypeRegisterDestroyAll](#) -- destroy all registered data types

[ORTEVerbositySetOptions](#) -- set verbosity options

[ORTEVerbositySetLogFile](#) -- set log file

[ORTEInit](#) -- initialization of ORTE layer (musi se zavolat)

[ORTEAppSendThread](#) -- resume sending thread in context of calling function.

[ORTESleepMs](#) -- suspends calling thread for given time

## 9.4) IPAddressToString

### **a) Name**

IPAddressToString -- converts IP address IPAddress to its string representation

### **b) Synopsis**

```
char* IPAddressToString (IPAddress ipAddress, char * buff);
```

### **c) Arguments**

ipAddress

source IP address

buff

output buffer

### **d) StringToIPAddress**

#### **Name**

StringToIPAddress -- converts IP address from string into IPAddress

#### **Synopsis**

```
IPAddress StringToIPAddress (const char * string);
```

#### **Arguments**

string

source string

## **NtpTimeToStringMs**

### **Name**

NtpTimeToStringMs -- converts NtpTime to its text representation in milliseconds

### **Synopsis**

```
char * NtpTimeToStringMs (NtpTime time, char * buff);
```



### ***Arguments***

time

time given in NtpTime structure

buff

output buffer

## **NtpTimeToStringUs**

### ***Name***

NtpTimeToStringUs -- converts NtpTime to its text representation in microseconds

### ***Synopsis***

```
char * NtpTimeToStringUs (NtpTime time, char * buff);
```

### ***Arguments***

time

time given in NtpTime structure

buff

output buffer

## **ORTEDomainStart**

### ***Name***

ORTEDomainStart -- start specific threads

### ***Synopsis***

```
void ORTEDomainStart (ORTEDomain * d, Boolean  
recvMetatrafficThread, Boolean recvUserDataThread, Boolean  
sendThread) ;
```

### ***Arguments***

d

domain object handle

recvMetatrafficThread

specifies whether `recvMetatrafficThread` should be started (`ORTE_TRUE`) or remain suspended (`ORTE_FALSE`).

`recvUserDataThread`

specifies whether `recvUserDataThread` should be started (`ORTE_TRUE`) or remain suspended (`ORTE_FALSE`).

`sendThread`

specifies whether `sendThread` should be started (`ORTE_TRUE`) or remain suspended (`ORTE_FALSE`).

### ***Description***

Functions `ORTEDomainAppCreate` and `ORTEDomainMgrCreate` provide facility to create an object with its threads suspended. Use function `ORTEDomainStart` to resume those suspended threads.

## **ORTEDomainPropDefaultGet**

### ***Name***

`ORTEDomainPropDefaultGet` -- returns default properties of a domain

### ***Synopsis***

```
Boolean ORTEDomainPropDefaultGet (ORTEDomainProp * prop);
```

### ***Arguments***

`prop`

pointer to struct `ORTEDomainProp`

### ***Description***

Structure `ORTEDomainProp` referenced by `prop` will be filled by its default values. Returns `ORTE_TRUE` if successful or `ORTE_FALSE` in case of any error.

## **ORTEDomainInitEvents**

### ***Name***

`ORTEDomainInitEvents` -- initializes list of events

### ***Synopsis***

```
Boolean ORTEDomainInitEvents (ORTEDomainAppEvents * events);
```

## ***Arguments***

`events`

pointer to struct `ORTEDomainAppEvents`

## ***Description***

Initializes structure pointed by `events`. Every member is set to NULL. Returns `ORTE_TRUE` if successful or `ORTE_FALSE` in case of any error.

# **ORTEDomainAppCreate**

## ***Name***

`ORTEDomainAppCreate` -- creates an application object within given domain

## ***Synopsis***

```
ORTEDomain * ORTEDomainAppCreate (int domain,  
ORTEDomainProp * prop, ORTEDomainAppEvents * events,  
Boolean suspended);
```

## ***Arguments***

`domain`

given domain

`prop`

properties of application

`events`

events associated with application or NULL

`suspended`

specifies whether threads of this application should be started as well (`ORTE_FALSE`) or stay suspended (`ORTE_TRUE`). See `ORTEDomainStart` for details how to resume suspended threads

## ***Description***

Creates new Application object and sets its properties and events. Return handle to created object or NULL in case of any error.

## ORTEDomainAppDestroy

### **Name**

ORTEDomainAppDestroy -- destroy Application object

### **Synopsis**

```
Boolean ORTEDomainAppDestroy (ORTEDomain * d);
```

### **Arguments**

d

domain

### **Description**

Destroys all application objects in specified domain. Returns ORTE\_TRUE or ORTE\_FALSE in case of any error.

## ORTEDomainAppSubscriptionPatternAdd

### **Name**

ORTEDomainAppSubscriptionPatternAdd -- create pattern-based subscription

### **Synopsis**

```
Boolean ORTEDomainAppSubscriptionPatternAdd (ORTEDomain *  
d, const char * topic, const char * type,  
ORTESubscriptionPatternCallBack subscriptionCallBack, void  
* param);
```

### **Arguments**

d

domain object

topic

pattern for topic

type

pattern for type

subscriptionCallBack

pointer to callback function which will be called whenever any data are received through this subscription

param

user params for callback function

### **Description**

This function is intended to be used in application interested in more published data from possibly more remote applications, which should be received through single subscription. These different publications are specified by pattern given to `topic` and `type` parameters.

For example suppose there are publications of topics like `temperatureEngine1`, `temperatureEngine2`, `temperatureEngine1Backup` and `temperatureEngine2Backup` somewhere on our network. We can subscribe to each of Engine1 temperatures by creating single subscription with pattern for topic set to `"temperatureEngine1*"`. Or, if we are interested only in values from backup measurements, we can use pattern `"*Backup"`.

Syntax for patterns is the same as syntax for `fnmatch` function, which is employed for pattern recognition.

Returns `ORTE_TRUE` if successful or `ORTE_FALSE` in case of any error.

## **ORTEDomainAppSubscriptionPatternRemove**

### **Name**

`ORTEDomainAppSubscriptionPatternRemove` -- remove subscription pattern

### **Synopsis**

```
Boolean ORTEDomainAppSubscriptionPatternRemove (ORTEDomain
* d, const char * topic, const char * type);
```

### **Arguments**

`d`

domain handle

`topic`

pattern to be removed

`type`

pattern to be removed

### ***Description***

Removes subscriptions created by ORTEDomainAppSubscriptionPatternAdd. Patterns for type and topic must be exactly the same strings as when ORTEDomainAppSubscriptionPatternAdd function was called.

Returns ORTE\_TRUE if successful or ORTE\_FALSE if none matching record was found

## **ORTEDomainAppSubscriptionPatternDestroy**

### ***Name***

ORTEDomainAppSubscriptionPatternDestroy -- destroys all subscription patterns

### ***Synopsis***

```
Boolean ORTEDomainAppSubscriptionPatternDestroy (ORTEDomain
* d);
```

### ***Arguments***

d

domain handle

### ***Description***

Destroys all subscription patterns which were specified previously by ORTEDomainAppSubscriptionPatternAdd function.

Returns ORTE\_TRUE if successful or ORTE\_FALSE in case of any error.

## **ORTEDomainMgrCreate**

### ***Name***

ORTEDomainMgrCreate -- create manager object in given domain

### ***Synopsis***

```
ORTEDomain * ORTEDomainMgrCreate (int domain,
ORTEDomainProp * prop, ORTEDomainAppEvents * events,
Boolean suspended);
```

### ***Arguments***

domain

-- undescribed --

prop

desired manager's properties

events

manager's event handlers or NULL

suspended

specifies whether threads of this manager should be started as well (ORTE\_FALSE) or stay suspended (ORTE\_TRUE). See `ORTEDomainStart` for details how to resume suspended threads

### **Description**

Creates new manager object and sets its properties and events. Return handle to created object or NULL in case of any error.

## **ORTEDomainMgrDestroy**

### **Name**

ORTEDomainMgrDestroy -- destroy manager object

### **Synopsis**

```
Boolean ORTEDomainMgrDestroy (ORTEDomain * d);
```

### **Arguments**

d

manager object to be destroyed

### **Description**

Returns ORTE\_TRUE if successful or ORTE\_FALSE in case of any error.

## **ORTEPublicationCreate**

### **Name**

ORTEPublicationCreate -- creates new publication

### **Synopsis**

```
ORTEPublication * ORTEPublicationCreate (ORTEDomain * d,  
const char * topic, const char * typeName, void * instance,  
NtpTime * persistence, int strength, ORTESendCallBack  
sendCallBack, void * sendCallBackParam, NtpTime *  
sendCallBackDelay);
```

### ***Arguments***

`d`

pointer to application object

`topic`

name of topic

`typeName`

data type description

`instance`

output buffer where application stores data for publication

`persistence`

persistence of publication

`strength`

strength of publication

`sendCallback`

pointer to callback function

`sendCallbackParam`

user parameters for callback function

`sendCallbackDelay`

periode for timer which issues callback function

### ***Description***

Creates new publication object with specified parameters. The `sendCallback` function is called periodically with `sendCallbackDelay` periode. In strict reliable mode the `sendCallback` function will be called only if there is enough room in transmitting queue in order to prevent any data loss. The `sendCallback` function should prepare data to be published by this publication and place them into `instance` buffer.

Returns handle to publication object.



## ***ORTEPublicationDestroy***

### ***Name***

ORTEPublicationDestroy -- removes a publication

### ***Synopsis***

```
int ORTEPublicationDestroy (ORTEPublication * cstWriter);
```

### ***Arguments***

cstWriter

handle to publication to be removed

### ***Description***

Returns ORTE\_OK if successful or ORTE\_BAD\_HANDLE if cstWriter is not valid cstWriter handle.

## ***ORTEPublicationPropertiesGet***

### ***Name***

ORTEPublicationPropertiesGet -- read properties of a publication

### ***Synopsis***

```
ORTEPublicationPropertiesGet (ORTEPublication * cstWriter,  
ORTEPublProp * pp);
```

### ***Arguments***

cstWriter

pointer to cstWriter object which provides this publication

pp

pointer to ORTEPublProp structure where values of publication's properties will be stored

### ***Description***

Returns ORTE\_OK if successful or ORTE\_BAD\_HANDLE if cstWriter is not valid cstWriter handle.

## ***ORTEPublicationPropertiesSet***

### ***Name***

ORTEPublicationPropertiesSet -- set properties of a publication

### **Synopsis**

```
int ORTEPublicationPropertiesSet (ORTEPublication *  
cstWriter, ORTEPublProp * pp);
```

### **Arguments**

cstWriter

pointer to cstWriter object which provides this publication

pp

pointer to ORTEPublProp structure containing values of publication's properties

### **Description**

Returns ORTE\_OK if successful or ORTE\_BAD\_HANDLE if cstWriter is not valid publication handle.

## **ORTEPublicationGetStatus**

### **Name**

ORTEPublicationGetStatus -- removes a publication

### **Synopsis**

```
int ORTEPublicationGetStatus (ORTEPublication * cstWriter,  
ORTEPublStatus * status);
```

### **Arguments**

cstWriter

pointer to cstWriter object which provides this publication

status

pointer to ORTEPublStatus structure

### **Description**

Returns ORTE\_OK if successful or ORTE\_BAD\_HANDLE if happ is not valid publication handle.

## **ORTEPublicationSend**

### **Name**

ORTEPublicationSend -- force publication object to issue new data

### **Synopsis**

```
int ORTEPublicationSend (ORTEPublication * cstWriter);
```

### **Arguments**

cstWriter

publication object

### **Description**

Returns ORTE\_OK if successful.

## **ORTESubscriptionCreate**

### **Name**

ORTESubscriptionCreate -- adds a new subscription

### **Synopsis**

```
ORTESubscription * ORTESubscriptionCreate (ORTEDomain * d,  
SubscriptionMode mode, SubscriptionType sType, const char *  
topic, const char * typeName, void * instance, NtpTime *  
deadline, NtpTime * minimumSeparation, ORTERecvCallBack  
recvCallBack, void * recvCallBackParam);
```

### **Arguments**

d

pointer to ORTEDomain object where this subscription will be created

mode

see enum SubscriptionMode

sType

see enum SubscriptionType

topic

name of topic

typeName

name of data type

instance

pointer to output buffer

deadline

deadline

minimumSeparation

minimum time interval between two publications sent by Publisher as requested by Subscriber (strict - minumSep musi byt 0)

recvCallBack

callback function called when new Subscription has been received or if any change of subscription's status occurs

recvCallBackParam

user parameters for `recvCallBack`

**Description**

Returns handle to Subscription object.

***ORTESubscriptionDestroy***

**Name**

`ORTESubscriptionDestroy` -- removes a subscription

**Synopsis**

```
int ORTESubscriptionDestroy (ORTESubscription * cstReader);
```

**Arguments**

`cstReader`

handle to subscription to be removed

**Description**

Returns `ORTE_OK` if successful or `ORTE_BAD_HANDLE` if `cstReader` is not valid subscription handle.

***ORTESubscriptionPropertiesGet***

**Name**

`ORTESubscriptionPropertiesGet` -- get properties of a subscription

**Synopsis**

```
int ORTESubscriptionPropertiesGet (ORTESubscription *  
cstReader, ORTESubsProp * sp);
```

**Arguments**

`cstReader`

handle to publication

sp

pointer to ORTESubsProp structure where properties of subscription will be stored

### ***ORTESubscriptionPropertiesSet***

#### ***Name***

ORTESubscriptionPropertiesSet -- set properties of a subscription

#### ***Synopsis***

```
int ORTESubscriptionPropertiesSet (ORTESubscription *  
cstReader, ORTESubsProp * sp);
```

#### ***Arguments***

cstReader

handle to publication

sp

pointer to ORTESubsProp structure containing desired properties of the subscription

#### ***Description***

Returns ORTE\_OK if successful or ORTE\_BAD\_HANDLE if cstReader is not valid subscription handle.

### ***ORTESubscriptionWaitForPublications***

#### ***Name***

ORTESubscriptionWaitForPublications -- waits for given number of publications

#### ***Synopsis***

```
int ORTESubscriptionWaitForPublications (ORTESubscription *  
cstReader, NtpTime wait, unsigned int retries, unsigned int  
noPublications);
```

#### ***Arguments***

cstReader

handle to subscription

wait

time how long to wait

retries

number of retries if specified number of publications was not reached

noPublications

desired number of publications

**Description**

Returns ORTE\_OK if successful or ORTE\_BAD\_HANDLE if `cstReader` is not valid subscription handle or ORTE\_TIMEOUT if number of retries has been exhausted..

**ORTESubscriptionGetStatus**

**Name**

ORTESubscriptionGetStatus -- get status of a subscription

**Synopsis**

```
int ORTESubscriptionGetStatus (ORTESubscription *  
cstReader, ORTESubsStatus * status);
```

**Arguments**

`cstReader`

handle to subscription

`status`

pointer to ORTESubsStatus structure

**Description**

Returns ORTE\_OK if successful or ORTE\_BAD\_HANDLE if `cstReader` is not valid subscription handle.

**ORTESubscriptionPull**

**Name**

ORTESubscriptionPull -- read data from receiving buffer

**Synopsis**

```
int ORTESubscriptionPull (ORTESubscription * cstReader);
```

**Arguments**

`cstReader`

handle to subscription

**Description**

Returns ORTE\_OK if successful or ORTE\_BAD\_HANDLE if `cstReader` is not valid subscription handle.

**ORTETypeRegisterAdd**

**Name**

ORTETypeRegisterAdd -- register new data type

**Synopsis**

```
int ORTETypeRegisterAdd (ORTEDomain * d, const char *
typeName, ORTETypeSerialize ts, ORTETypeDeserialize ds,
unsigned int gms);
```

**Arguments**

`d`

domain object handle

`typeName`

name of data type

`ts`

pointer to serialization function. If NULL data will be copied without any processing.

`ds`

deserialization function. If NULL data will be copied without any processing.

`gms`

maximum length of data (in bytes)

**Description**

Each data type has to be registered. Main purpose of this process is to define serialization and deserialization functions for given data type. The same data type can be registered several times, previous registrations of the same type will be overwritten.

Examples of serialization and deserialization functions can be found if `contrib/shape/ortedemo_types.c` file.

Returns ORTE\_OK if new data type has been successfully registered.

## ***ORTETypeRegisterDestroyAll***

### **Name**

ORTETypeRegisterDestroyAll -- destroy all registered data types

### **Synopsis**

```
int ORTETypeRegisterDestroyAll (ORTEDomain * d);
```

### **Arguments**

d

domain object handle

### **Description**

Destroys all data types which were previously registered by function ORTETypeRegisterAdd.

Return ORTE\_OK if all data types has been succesfully destroyed.

## ***ORTEVerbositySetOptions***

### **Name**

ORTEVerbositySetOptions -- set verbosity options

### **Synopsis**

```
void ORTEVerbositySetOptions (const char * options);
```

### **Arguments**

options

verbosity options

### **Description**

There are 10 levels of verbosity ranging from 1 (lowest) to 10 (highest). It is possible to specify certain level of verbosity for each module of ORTE library. List of all supported modules can be found in linorte/usedSections.txt file. Every module has been aassigned with a number as can be seen in usedSections.txt file.

### **For instance**

options = "ALL,7" Verbosity will be set to level 7 for all modules.

options = "51,7:32,5" Modules 51 (RTPSCSTWrite.c) will use verbosity level 7 and module 32 (ORTEPublicationTimer.c) will use verbosity level 5.



Maximum number of modules and verbosity levels can be changed in order to save some memory space if small memory footprint is necessary. These values are defined as macros MAX\_DEBUG\_SECTIONS and MAX\_DEBUG\_LEVEL in file `include/defines.h`.

Return ORTE\_OK if desired verbosity levels were successfully set.

#### *ORTEVerbositySetLogFile*

##### **Name**

ORTEVerbositySetLogFile -- set log file

##### **Synopsis**

```
void ORTEVerbositySetLogFile (const char * logfile);
```

##### **Arguments**

logfile

log file name

##### **Description**

Sets output file where debug messages will be written to. By default these messages are written to stdout.

#### *ORTEInit*

##### **Name**

ORTEInit -- initialization of ORTE layer (musi se zavolat)

##### **Synopsis**

```
void ORTEInit ( void);
```

##### **Arguments**

void

no arguments

#### *ORTEAppSendThread*

##### **Name**

ORTEAppSendThread -- resume sending thread in context of calling function.

##### **Synopsis**

```
void ORTEAppSendThread (ORTEDomain * d);
```

##### **Arguments**

d

domain object handle

### Description

Sending thread will be resumed. This function never returns.

*ORTESleepMs*

### Name

ORTESleepMs -- suspends calling thread for given time

### Synopsis

```
void ORTESleepMs (unsigned int ms);
```

### Arguments

ms

milliseconds to sleep

---

### Macros

#### Table of Contents

[SeqNumberCmp](#) -- comparison of two sequence numbers

[SeqNumberInc](#) -- incrementation of a sequence number

[SeqNumberAdd](#) -- addition of two sequential numbers

[SeqNumberDec](#) -- decrementation of a sequence number

[SeqNumberSub](#) -- substraction of two sequential numbers

[NtpTimeCmp](#) -- comparison of two NtpTimes

[NtpTimeAdd](#) -- addition of two NtpTimes

[NtpTimeSub](#) -- substraction of two NtpTimes

[NtpTimeAssembFromMs](#) -- converts seconds and milliseconds to NtpTime

[NtpTimeDisAssembToMs](#) -- converts NtpTime to seconds and milliseconds

[NtpTimeAssembFromUs](#) -- converts seconds and useconds to NtpTime

[NtpTimeDisAssembToUs](#) -- converts NtpTime to seconds and useconds

[Domain2Port](#) -- converts Domain value to IP Port value

[Domain2PortMulticastUserdata](#) -- converts Domain value to userdata IP Port value

[Domain2PortMulticastMetatraffic](#) -- converts Domain value to metatraffic IP Port value

*SeqNumberCmp*

### Name

SeqNumberCmp -- comparison of two sequence numbers

### Synopsis

```
SeqNumberCmp ( sn1, sn2);
```

**Arguments**

sn1

source sequential number 1

sn2

source sequential number 2

**Return**

1 if sn1 > sn2 -1 if sn1 < sn2 0 if sn1 = sn2

***SeqNumberInc*****Name**

SeqNumberInc -- incrementation of a sequence number

**Synopsis**

```
SeqNumberInc ( res, sn);
```

**Arguments**

res

result

sn

sequential number to be incremented

**Description**

$res = sn + 1$

***SeqNumberAdd*****Name**

SeqNumberAdd -- addition of two sequential numbers

**Synopsis**

```
SeqNumberAdd ( res, sn1, sn2);
```

**Arguments**

res

result

sn1

source sequential number 1

sn2

source sequential number 2

### **Description**

$\text{res} = \text{sn1} + \text{sn2}$

*SeqNumberDec*

### **Name**

SeqNumberDec -- decrementation of a sequence number

### **Synopsis**

```
SeqNumberDec ( res, sn);
```

### **Arguments**

res

result

sn

sequential number to be decremented

### **Description**

$\text{res} = \text{sn} - 1$

*SeqNumberSub*

### **Name**

SeqNumberSub -- subtraction of two sequential numbers

### **Synopsis**

```
SeqNumberSub ( res, sn1, sn2);
```

### **Arguments**

res

result

sn1

source sequential number 1

sn2

source sequential number 2

### **Description**

res = sn1 - sn2

*NtpTimeCmp*

### **Name**

NtpTimeCmp -- comparison of two NtpTimes

### **Synopsis**

```
NtpTimeCmp ( time1, time2);
```

### **Arguments**

time1

source time 1

time2

source time 2

### **Return value**

1 if time 1 > time 2 -1 if time 1 < time 2 0 if time 1 = time 2

*NtpTimeAdd*

### **Name**

NtpTimeAdd -- addition of two NtpTimes

### **Synopsis**

```
NtpTimeAdd ( res, time1, time2);
```

### **Arguments**

res

result

time1

source time 1

time2

source time 2

**Description**

$\text{res} = \text{time1} + \text{time2}$

*NtpTimeSub*

**Name**

NtpTimeSub -- subtraction of two NtpTimes

**Synopsis**

```
NtpTimeSub ( res, time1, time2);
```

**Arguments**

res

result

time1

source time 1

time2

source time 2

**Description**

$\text{res} = \text{time1} - \text{time2}$

*NtpTimeAssembFromMs*

**Name**

NtpTimeAssembFromMs -- converts seconds and milliseconds to NtpTime

**Synopsis**

```
NtpTimeAssembFromMs ( time, s, msec);
```

**Arguments**

time

time given in NtpTime structure

s

seconds portion of given time

msec

milliseconds portion of given time

#### ***NtpTimeDisAssembToMs***

##### **Name**

NtpTimeDisAssembToMs -- converts NtpTime to seconds and milliseconds

##### **Synopsis**

```
NtpTimeDisAssembToMs ( s, msec, time);
```

##### **Arguments**

s

seconds portion of given time

msec

milliseconds portion of given time

time

time given in NtpTime structure

#### ***NtpTimeAssembFromUs***

##### **Name**

NtpTimeAssembFromUs -- converts seconds and useconds to NtpTime

##### **Synopsis**

```
NtpTimeAssembFromUs ( time, s, usec);
```

##### **Arguments**

time

time given in NtpTime structure

s

seconds portion of given time

usec

microseconds portion of given time

### ***NtpTimeDisAssembToUs***

#### **Name**

NtpTimeDisAssembToUs -- converts NtpTime to seconds and useconds

#### **Synopsis**

```
NtpTimeDisAssembToUs ( s, usec, time);
```

#### **Arguments**

s

seconds portion of given time

usec

microseconds portion of given time

time

time given in NtpTime structure

### ***Domain2Port***

#### **Name**

Domain2Port -- converts Domain value to IP Port value

#### **Synopsis**

```
Domain2Port ( d, p);
```

#### **Arguments**

d

domain

p

port

### ***Domain2PortMulticastUserdata***

#### **Name**

Domain2PortMulticastUserdata -- converts Domain value to userdata IP Port value

#### **Synopsis**

```
Domain2PortMulticastUserdata ( d, p);
```



## Arguments

d

domain

p

port

*Domain2PortMulticastMetatraffic*

## Name

Domain2PortMulticastMetatraffic -- converts Domain value to metatraffic IP Port value

## Synopsis

```
Domain2PortMulticastMetatraffic ( d, p );
```

## Arguments

d

domain

p

port

---

## ORTE Implementation Issues

ORTE is network middleware for distributed, real-time application development that uses the real-time, publish-subscribe model. The middleware is available for a variety of platforms including RTAI, RTLinux, Windows, and a several versions of Unix. The compilation system is mainly based on autoconf.

ORTE is middleware composed of a database, and tasks. On the top of ORTE architecture is application interface (API). By using API users should write self application. The tasks perform all of the message addressing serialization/deserialization, and transporting. The ORTE components are shown in [Figure 1-5](#)

## Figure 1-5. ORTE Architecture

The RTPS protocol defines two kinds of Applications:

- **Manager:** The manager is a special Application that helps applications automatically discover each other on the Network.

- **ManagedApplication:** A ManagedApplication is an Application that is managed by one or more Managers. Every ManagedApplication is managed by at least one Manager.

The manager is mostly designed like separate application. In RTPS architecture is able to create application which contains manager and managedapplication, but for easy managing is better split both. The ORTE contains a separate instance of manager located in directory orte/manager.

The manager is composed from five kinds of objects:

- **WriterApplicationSelf:** through which the Manager provides information about its own parameters to Managers on other nodes.
- **ReaderManagers:** CSTReader through which the Manager obtains information on the state of all other Managers on the Network.
- **ReaderApplications:** CSTReader which is used for the registration of local and remote managedApplications.
- **WriterManagers:** CSTWriter through which the Manager will send the state of all Managers in the Network to all its managees.
- **WriterApplications:** CSTWriter through which the Manager will send information about its managees to other Managers in the Network.

A Manager that discovers a new ManagedApplication through its readerApplications must decide whether it must manage this ManagedApplication or not. For this purpose, the attribute managerKeyList of the Application is used. If one of the ManagedApplication's keys (in the attribute managerKeyList) is equal to one of the Manager's keys, the Manager accepts the Application as a managee. If none of the keys are equal, the managed application is ignored. At the end of this process all Managers have discovered their managees and the ManagedApplications know all Managers in the Network.

The managedApplication is composed from seven kinds of objects:

- **WriterApplicationSelf:** a CSTWriter through which the ManagedApplication registers itself with the local Manager.
- **ReaderApplications:** a CSTReader through which the ManagedApplication receives information about another ManagedApplications in the network.
- **ReaderManagers:** a CSTReader through which the ManagedApplication receives information about Managers.
- **WriterPublications:** CSTWriter through which the Manager will send the state of all Managers in the Network to all its managees.
- **ReaderPublications:** a Reader through which the Publication receives information about Subscriptions.
- **WriterSubscriptions:** a Writer that provides information about Subscription to Publications.

- **ReaderSubscriptions:** a Reader that receives issues from one or more instances of Publication, using the publish-subscribe service.

The ManagedApplication has a special CSTWriter writerApplicationSelf. The Composite State (CS) of the ManagedApplication's writerApplicationSelf object contains only one NetworkObject - the application itself. The writerApplicationSelf of the ManagedApplication must be configured to announce its presence repeatedly and does not request nor expect acknowledgments.

The ManagedApplications now use the CST Protocol between the writerApplications of the Managers and the readerApplications of the ManagedApplications in order to discover other ManagedApplications in the Network. Every ManagedApplication has two special CSTWriters, writerPublications and writerSubscriptions, and two special CSTReaders, readerPublications and readerSubscriptions.

Once ManagedApplications have discovered each other, they use the standard CST protocol through these special CSTReaders and CSTWriter to transfer the attributes of all Publications and Subscriptions in the Network.

The ORTE stores all data in local database per application. There isn't central store where are data saved. If an application comes into communication, than will be created local mirror of all applications parameters. Parts of internal structures are shown in [Figure 1-6](#).

#### **Figure 1-6. ORTE Internal Attributes**

Following example shows communication between two nodes (N1, N2). There are applications running on each node - MA1.2 on node N1 and MA2.1, MA2.2 on node N2. Each node has it own manager (M1, M2). The example shows, what's happen when a new application comes into communication (MA1.1).

1. MA1.1 introduces itself to local manager M1
2. M1 sends back list of remote managers Mx and other local applications MA1.x
3. MA1.1 is introduced to all Mx by M1
4. All remote MAs are reported now to M1.1
5. MA1.1 is queried for self services (publishers and subscribers) from others MAx.
6. MA1.1 asks for services to others MAx.
7. All MAs know information about others.

The corresponding publishers and subscribers with matching Topic and Type are connected and starts their data communication.

#### **Figure 1-7. RTPS Communication among Network Objects**

---

#### **ORTE Examples**

This chapter expect that you are familiar with RTPS communication architecture described in [the Section called ORTE Description](#).

Publications can offer multiple reliability policies ranging from best-efforts to strict (blocking) reliability. Subscription can request multiple policies of desired reliability and specify the relative precedence of each policy. Publications will automatically select among the highest precedence requested policy that is offered by the publication.

- **BestEffort:** This reliability policy is suitable for data that are sending with a period. There are no message resending when a message is lost. On other hand, this policy offer maximal predictable behaviour. For instance, consider a publication which send data from a sensor (pressure, temperature, ...).

#### **Figure 1-8. Periodic Snapshots of a BestEffort Publisher**

- **StrictReliable:** The ORTE supports the reliable delivery of issues. This kind of communication is used where a publication want to be sure that all data will be delivered to subscriptions. For instance, consider a publication which send commands.

Command data flow requires that each instruction in the sequence is delivered reliably once and only once. Commands are often not time critical.

---

### **BestEffort Communication**

Before creating a Publication or Subscription is necessary to create a domain by using function `ORTEDomainAppCreate`. The code should looks like:

```
int main(int argc, char *argv[])
{
    ORTEDomain *d = NULL;
    ORTEBoolean suspended= ORTE_FALSE;

    ORTEInit();

    d = ORTEDomainAppCreate(ORTE_DEFAULT_DOMAIN, NULL, NULL, suspended);
    if (!d)
    {
        printf("ORTEDomainAppCreate failed\n");
        return -1;
    }
}
```

The `ORTEDomainAppCreate` allocates and initializes resources that are needed for communication. The parameter `suspended` says if `ORTEDomain` takes suspend communicating threads. In positive case you have to start threads manually by using `ORTEDomainStart`.

Next step in creation of a application is registration serialization and deserialization routines for the specific type. You can't specify this functions, but the incoming data will be only copied to output buffer.

```
ORTETypeRegisterAdd(d, "HelloMsg", NULL, NULL, 64);
```

To create a publication in specific domain use the function `ORTEPublicationCreate`.

```
char instance2send[64];
NtpTime persistence, delay;

NTPTIME_BUILD(persistence, 3); /* this issue is valid for 3 seconds */
NTPTIME_DELAY(delay, 1);      /* a callback function will be called
every 1 second */
p = ORTEPublicationCreate( d,
                          "Example HelloMsg",
                          "HelloMsg",
                          &instance2Send,
                          &persistence,
                          1,
                          sendCallBack,
                          NULL,
                          &delay);
```

The callback function will be then called when a new issue from publisher has to be sent. It's the case when you specify callback routine in `ORTEPublicationCreate`. When there isn't a routine you have to send data manually by call function `ORTEPublicationSend`. This option is useful for sending periodic data.

```
void sendCallBack(const ORTESendInfo *info, void *vinstance, void
*sendCallBackParam)
{
    char *instance = (char *) vinstance;
    switch (info->status)
    {
        case NEED_DATA:
            printf("Sending publication, count %d\n", counter);
            sprintf(instance, "Hello world (%d)", counter++);
            break;

        case CQL: //criticalQueueLevel has been reached
            break;
    }
}
```

Subscribing application needs to create a subscription with publication's Topic and TypeName. A callback function will be then called when a new issue from publisher will be received.

```
ORTESubscription *s;
NtpTime deadline, minimumSeparation;
```

```

NTPTIME_BUILD(deadline, 20);
NTPTIME_BUILD(minimumSeparation, 0);
p = ORTESubscriptionCreate( d,
                           IMMEDIATE,
                           BEST_EFFORTS,
                           "Example HelloMsg",
                           "HelloMsg",
                           &instance2Recv,
                           &deadline,
                           &minimumSeparation,
                           recvCallBack,
                           NULL);

```

The callback function is shown in the following example:

```

void recvCallBack(const ORTERecvInfo *info, void *vinstance, void
*recvCallBackParam)
{
    char *instance = (char *) vinstance;
    switch (info->status)
    {
        case NEW_DATA:
            printf("%s\n", instance);
            break;

        case DEADLINE: //deadline occurred
            break;
    }
}

```

Similarly examples are located in ORTE subdirectory `orte/examples/hello`. There are demonstrating programs how to create an application which will publish some data and another application, which will subscribe to this publication.

---

### Reliable communication

The reliable communication is used especially in situations where we need guarantee data delivery. The ORTE supports the inorder delivery of issues with built-in retry mechanism

The creation of reliable communication starts like besteffort communication. Difference is in creation a subscription. Third parameter is just only changed to `STRICT_RELIABLE`.

```

ORTESubscription *s;
NtpTime deadline, minimumSeparation;

```

```

NTPTIME_BUILD(deadline, 20);
NTPTIME_BUILD(minimumSeparation, 0);
p = ORTESubscriptionCreate( d,
                           IMMEDIATE,
                           STRICT_RELIABLE,
                           "Example HelloMsg",
                           "HelloMsg",
                           &instance2Recv,
                           &deadline,
                           &minimumSeparation,
                           recvCallBack,
                           NULL);

```

Note:

Strict reliable subscription must set minimumSeparation to zero! The middleware can't guarantee that the data will be delivered on first attempt (retry mechanism).

Sending of a data is blocking operation. It's strongly recommended to setup sending queue to higher value. Default value is 1.

```

ORTEPublProp *pp;

```

```

ORTEPublicationPropertiesGet(publisher,pp);
pp->sendQueueSize=10;
pp->criticalQueueLevel=8;
ORTEPublicationPropertiesSet(publisher,pp);

```

An example of reliable communication is in ORTE subdirectory `orte/examples/reliable`. There are located a `strictreliable` subscription and publication.

### Serialization/Deserialization

Actually the ORTE doesn't support any automatic creation of serialization/deserialization routines. This routines have to be designed manually by the user. In next is shown, how should looks both for the structure `BoxType`.

```

typedef struct BoxType {
    int32_t  color;
    int32_t  shape;
} BoxType;

void
BoxTypeSerialize(ORTECDRStream *cdr_stream, void *instance) {
    BoxType  *boxType=(BoxType*)instance;

    *(int32_t*)cdr_stream->bufferPtr=boxType->color;
    cdr_stream->bufferPtr+=sizeof(int32_t);
    *(int32_t*)cdr_stream->bufferPtr=boxType->shape;
    cdr_stream->bufferPtr+=sizeof(int32_t);
}

```

```

}

void
BoxTypeDeserialize(ORTECDRStream *cdr_stream, void *instance) {
    BoxType *boxType=(BoxType*)instance;

    boxType->color=*(int32_t*)cdr_stream->bufferPtr;
    cdr_stream->bufferPtr+=sizeof(int32_t);
    boxType->shape=*(int32_t*)cdr_stream->bufferPtr;
    cdr_stream->bufferPtr+=sizeof(int32_t);
}

```

When we have written a serialization/deserialization routine we need to register this routines to middleware by function `ORTETypeRegisterAdd`

```

ORTETypeRegisterAdd(
    domain,
    "BoxType",
    BoxTypeSerialize,
    BoxTypeDeserialize,
    sizeof(BoxType));

```

The registration must be called before creation a publication or subscription. Normally is `ORTETypeRegisterAdd` called immediately after creation of a domain (`ORTEDomainCreate`).

All of codes are part of the Shapedemo located in subdirectory `orte/contrib/shape`.

## ORTE Tests

There were not any serious tests performed yet. Current version has been intensively tested against reference implementation of the protocol. Results of these test indicate that ORTE is fully interoperable with implementation provided by another vendor.

## ORTE Usage Information

### Installation and Setup

In this chapter is described basic steps how to makes installation and setup process of the ORTE. The process includes next steps:

1. Downloading the ORTE distribution
2. Compilation
3. Installing the ORTE library and utilities
4. Testing the installation



Note:

On windows systems we are recommend to use Mingw or Cygwin systems. The ORTE support also MSVC compilation, but this kind of installation is not described here.

---

### Downloading

The ORTE component can be obtained from OCERA SourceForge web page (<http://www.sf.net/projects/ocera/>). Here is the component located also in self distribution branch as well as in OCERA distribution. Before developing any application check if there is a new file release.

The CVS version of ORTE repository can be checked out be anonymous (pserver) CVS with the following commands.

```
cvs -d:pserver:anonymous@cvs.ocera.sourceforge.net:/cvsroot/ocera login
cvs -z3 -d:pserver:anonymous@cvs.ocera.sourceforge.net:/cvsroot/ocera
co ocera/components/comm/eth/orte/
```

Attention, there is developing version and can't be stable!

---

### Compilation

Before the compilation process is necessary to prepare the source. Create a new directory for ORTE distribution. We will assume name of this directory `/orte` for Linux case. Copy or move downloaded ORTE sources to `/orte` (assume the name of sources `orte-0.2.3.tar.gz`). Untar and unzip this files by using next commands:

```
gunzip orte-0.2.3.tar.gz
tar xvf orte-0.2.3.tar
```

Now is the source prepared for compilation. Infrastructure of the ORTE is designed to support GNU make (needs version 3.81) as well as autoconf compilation. In next we will continue with description of autoconf compilation, which is more general. The compilation can follows with commands:

```
mkdir build
cd build
../configure
make
```

This is the case of outside autoconf compilation. In directory `build` are all changes made over ORTE project. The source can be easy move to original state be removing of directory `build`.

---

## Installing

The result of compilation process are binary programs and ORTE library. For the next developing is necessary to install this result. It can be easy done be typing:

```
make install
```

All developing support is transferred into directories with direct access of design tools.

<i><b>name</b></i>	<i><b>target path</b></i>
ortemanager, orteping, ortespy	/usr/local/bin
library	/usr/local/lib
include	/usr/local/include

The installation prefix /usr/local/ can be changed during configuration. Use command **../configure --help** for check more autoconf options.

---

## Testing the Installation

To check of correct installation of ORTE open three shells.

### 1. In first shell type

```
ortemanager
```

### 2. In second shell type

```
orteping -s
```

This command will invoked creation of a subscription. You should see:

```
deadline occurred  
deadline occurred  
...
```

### 3. In third shell type

```
orteping -p
```

This command will invoked creation of a publication. You should see:

```
sent issue 1  
sent issue 2  
sent issue 3  
sent issue 4  
...
```

If the ORTE installation is properly, you will see incoming messages in second shell (**orteping -s**).

```
received fresh issue 1
received fresh issue 2
received fresh issue 3
received fresh issue 4
...
```

It's sign, that communication is working correctly.

---

### **The ORTE Manager**

A manager is special application that helps applications automatically discover each other on the Network. Each time an object is created or destroyed, the manager propagate new information to the objects that are internally registered.

Every application participate in communication is managed by least one manager. The manager should be designed like separated application as well as part of designed application.

### **Figure 1-9. Position of Managers in RTPS communication**

The ORTE provides one instance of a manager. Name of this utility is `ortemanager` and is located in directory `orte/ortemanager`. Normally is necessary to start `ortemanager` manually or use a script on UNIX systems. For Mandrake and Red-hat distribution is this script created in subdirectory `rc`. Windows users can install `ortemanager` like service by using option `/install_service`.

Note:

Don't forget to run a manager (`ortemanager`) on each RTPS participate node. During live of applications is necessary to be running this manager.

---

### **Example of Usage `ortemanager`**

#### **Table of Contents**

[`ortemanager`](#) -- the utility for discovery others applications and managers on the network

Each manager has to know where are other managers in the network. Their IP addresses are therefore specified as `IPAddressX` parameters of `ortemanager`. All managers participate in one kind of communication use the same domain number. The domain number is transferred to port number by equation defined in RTPS specification (normally domain 0 is transferred to 7400 port).

Let's want to distribute the RTPS communication of nodes with IP addresses 192.168.0.2 and 192.168.0.3. Private IP address is 192.168.0.1. The `ortemanager` can be execute with parameters:

```
ortemanager -p 192.168.0.2:192.168.0.3
```

To communicate in different domain use (parameter -d):

```
ortemanager -d 1 -p 192.168.0.2:192.168.0.3
```

Very nice feature of ortemanager is use event system to inform of creation/destruction objects (parameter -e).

```
ortemanager -e -p 192.168.0.2:192.168.0.3
```

Now, you can see messages:

```
[smolik@localhost smolik]$ortemanager -e -p 192.168.0.2:192.168.0.3
manager 0xc0a80001-0x123402 was accepted
application 0xc0a80002-0x800301 was accepted
application 0xc0a80002-0x800501 was accepted
application 0xc0a80002-0x800501 was deleted
manager 0xc0a80001-0x123402 was deleted
```

#### ***ortemanager***

##### **Name**

ortemanager -- the utility for discovery others applications and managers on the network

##### **Synopsis**

```
ortemanager [-d domain] [-p ip addresses] [-k ip addresses] [-R refresh] [-P purge] [-D ] [-E expiration] [-e ] [-v verbosity] [-l filename] [-V] [-h]
```

##### **Description**

Main purpose of the utility **ortemanager** is debug and test ORTE communication.

##### **OPTIONS**

-d --domain

The number of working ORTE domain. Default is 0.

-p --peers

The IP addresses parsipiates in RTPS communication. See [the Section called \*The ORTE Manager in Chapter 1\*](#) for example of usage.

-R --refresh

The refresh time in manager. Default 60 seconds.

`-P --purge`

The searching time in local database for finding expired application. Default 60 seconds.

`-E --expiration`

Expiration time in other applications.

`-m --minimumSeparation`

The minimum time between two issues.

`-v --verbosity`

Set verbosity level.

`-l --logfile`

All debug messages can be redirect into specific file.

`-V --version`

Print the version of **ortemanager**.

`-h --help`

Print usage screen.

---

## Simple Utilities

### Table of Contents

[orteping](#) -- the utility for debugging and testing of ORTE communication

[ortespy](#) -- the utility for monitoring of ORTE issues

The simple utilities can be found in the `orte/examples` subdirectory of the ORTE source subtree. These utilities are useful for testing and monitoring RTPS communication.

The utilities provided directly by ORTE are:

`orteping`

the utility for easy creating of publications and subscriptions.

## ortespy

monitors issues produced by other application in specific domain.

### *orteping*

#### **Name**

orteping -- the utility for debugging and testing of ORTE communication

#### **Synopsis**

**orteping** [-d *domain*] [-p ] [-S *strength*] [-D *delay*] [-s ] [-R *refresh*]  
[-P *purge*] [-E *expiration*] [-m *minimumSeparation*] [-v *verbosity*]  
[-q ] [-l *filename*] [-V] [-h]

#### **Description**

Main purpose of the utility **orteping** is debug and test ORTE communication.

#### **OPTIONS**

-d --domain

The number of working ORTE domain. Default is 0.

-p --publisher

Create a publisher with Topic - Ping and Type - PingData. The publisher will publish a issue with period by parameter delay.

-s --strength

Setups relative weight against other publishers. Default is 1.

-D --delay

The time between two issues. Default 1 second.

-s --subscriber

Create a subscriber with Topic - Ping and Type - PingData.

-R --refresh

The refresh time in manager. Default 60 seconds.

-P --purge

The searching time in local database for finding expired application. Default 60 seconds.

`-E --expiration`

Expiration time in other applications.

`-m --minimumSeparation`

The minimum time between two issues.

`-v --verbosity`

Set verbosity level.

`-q --quite`

Nothing messages will be printed on screen. It can be useful for testing maximal throughput.

`-l --logfile`

All debug messages can be redirect into specific file.

`-V --version`

Print the version of **orteping**.

`-h --help`

Print usage screen.

## **ortespy**

### **Name**

ortespy -- the utility for monitoring of ORTE issues

### **Synopsis**

**orteping** `[-d domain]` `[-v verbosity]` `[-R refresh]` `[-P purge]` `[-e expiration]` `[-l filename]` `[-V]` `[-h]`

### **Description**

Main purpose of the utility **ortespy** is monitoring data traffic between publications and subscriptions.

## OPTIONS

`-d --domain`

The number of working ORTE domain. Default is 0.

`-v --verbosity`

Set verbosity level.

`-R --refresh`

The refresh time in manager. Default 60 seconds.

`-P --purge`

Create publisher

`-e --expiration`

Expiration time in other applications.

`-l --logfile`

All debug messages can be redirect into specific file.

`-V --version`

Print the version of **orteping**.

`-h --help`

Print usage screen.



# IX) Fault-Tolerance components

---

by A. Lanusse and P. Vanuxeem

---

## *1) Degraded Mode Management*

---

### 1.1) Description

The Degraded Mode Management Framework has been designed to offer transparent management of dynamic reconfiguration of applications on detection of faulty situations.

Continuity of service is maintained in case of partial failure through graceful degradation management. The Degraded Mode Management Framework offers an integrated set of tools and components.

**Design/build tool.** The Ftbuilder permits the specification of application real-time constraints, different possible application modes along with related transition conditions.

From this specification, code generation is achieved in order to instantiate internal control data-bases of run-time components (ftappmon and ftcontroller) and to provide application model files.

**ftappmon** . The ftappmon component is devoted to global application handling. It is in charge of overall application setup and of reconfiguration decisions. It contains information on different possible application modes and on transition conditions. When an error is detected and notified by the ftcontroller, the ftappmon analyzes the event and issues reconfiguration orders (stop, awake, switch ft-task behavior) towards the ftcontroller.

**ftcontroller** . The ftcontroller is in charge of the direct control of application threads. It provides error detection (kill or timing error) and notification (towards ftappmon) and executes reconfiguration orders at task level.

**API**. A specific but reduced API has been defined for manipulating so called ft-tasks. Three main functions: ft\_task\_init(), ft\_task\_create, ft\_task\_end(). These ft-tasks are actually encapsulation of periodic RTLinux tasks. Other functions are used to init internal data-bases. Besides these specific functions , application developers can use any RTLinux programming feature.

The framework currently available relies on a simplified model of applications. According to this model only simple applications with periodic tasks are handled at the moment. Though these are indeed quite restrictive hypotheses, they represent a large range of effective current real-time embedded applications. Please refer to users's guide for the description of the main characteristics of applications handled and restrictions to applicability.

## 1.2) Usage

Degraded Mode Management configuration process takes three steps:

1. **OS Type Selection** : Soft and Hard real-time must be chosen and some sub-options must be checked (see below).
2. **Components Selection** : FT components + Hard Realtime + Degraded Mode Management.
3. **Core kernel Scheduling features selection** : Priority or EDF scheduling.  
Only EDF scheduling will offer support for deadline miss detection.

### 1. OS-Type Selection

FT Degraded Mode Management support requires the selection of Hard and Soft real-time in the OS type section. This enables hard-realtime standard RTLinux configuration options.

General dependencies of FT components are illustrated in the following figure.

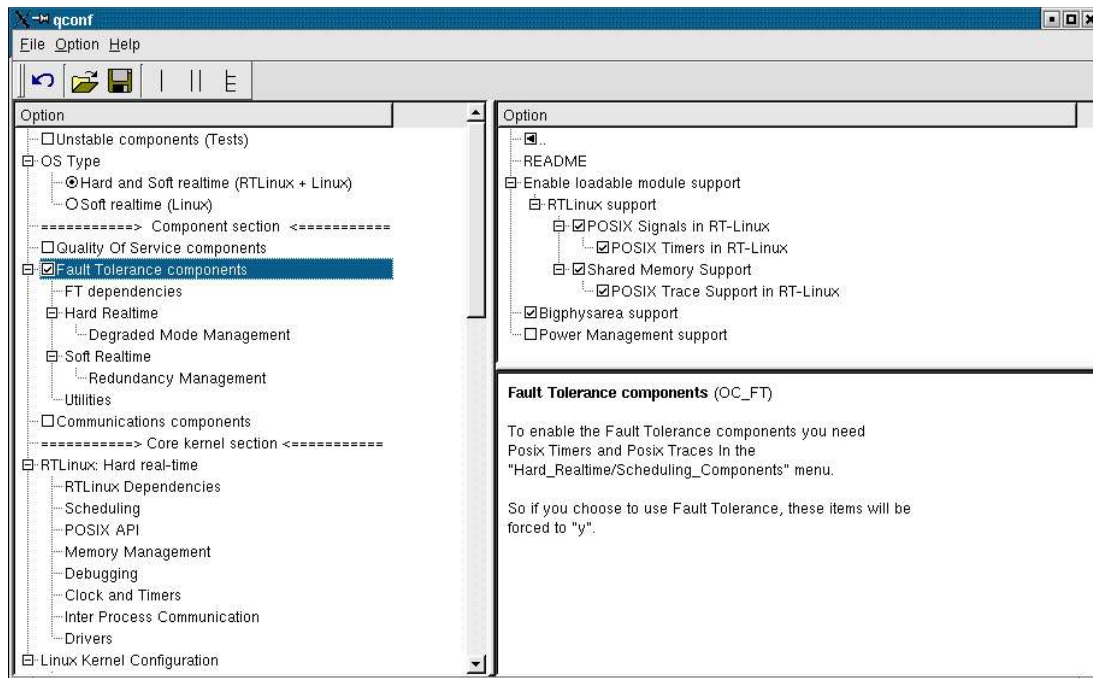


Figure 1.1 : FT Degraded Mode Management Configuration step1

Required options are : loadable module support, RT-Linux support including POSIX Signals and POSIX Timers, Shared Memory support, POSIX Trace Support in RTLinux., BigPhysarea support.

Note that POSIX Trace Support is mandatory for FT Degraded Mode Management components.

Power Management support should not be selected.

Normally all these options are posted correctly in the standard OCERA distribution, so just check.

## 2. FT Degraded Mode management components selection

FT components for degraded Mode Management have to be selected. If you select the Framework, these are set automatically, just verify. Two components are necessary, the **FT Controller** and the **FT Application Monitor**, they must be selected together. At compilation time they will be merged into one single module named **ftappmonctrl**.

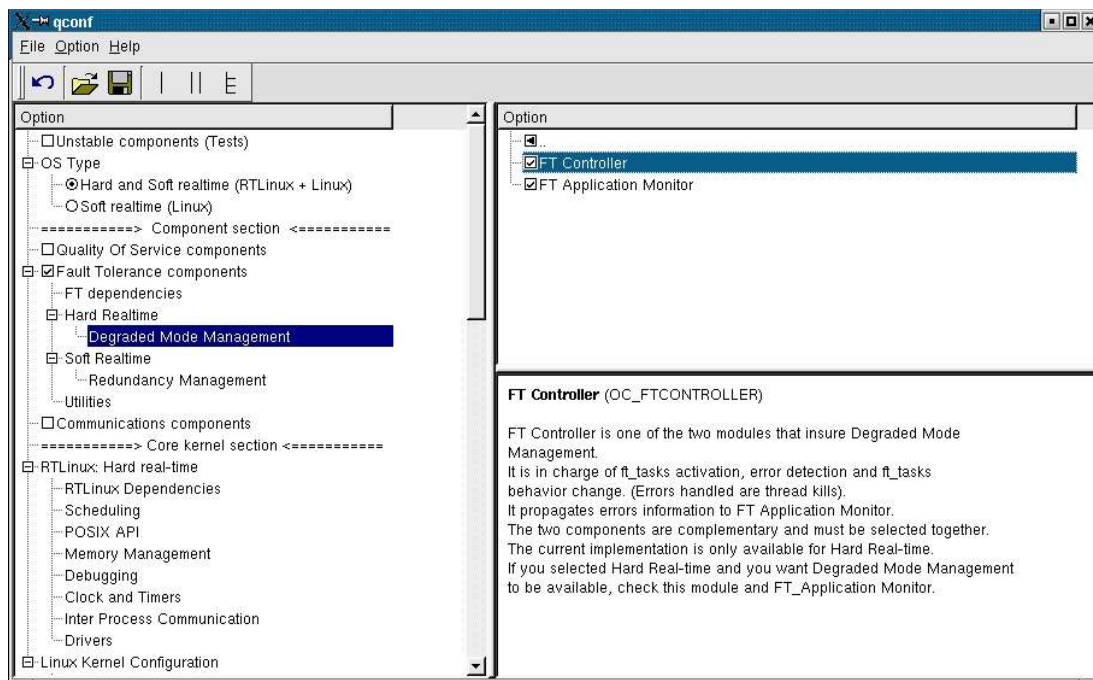
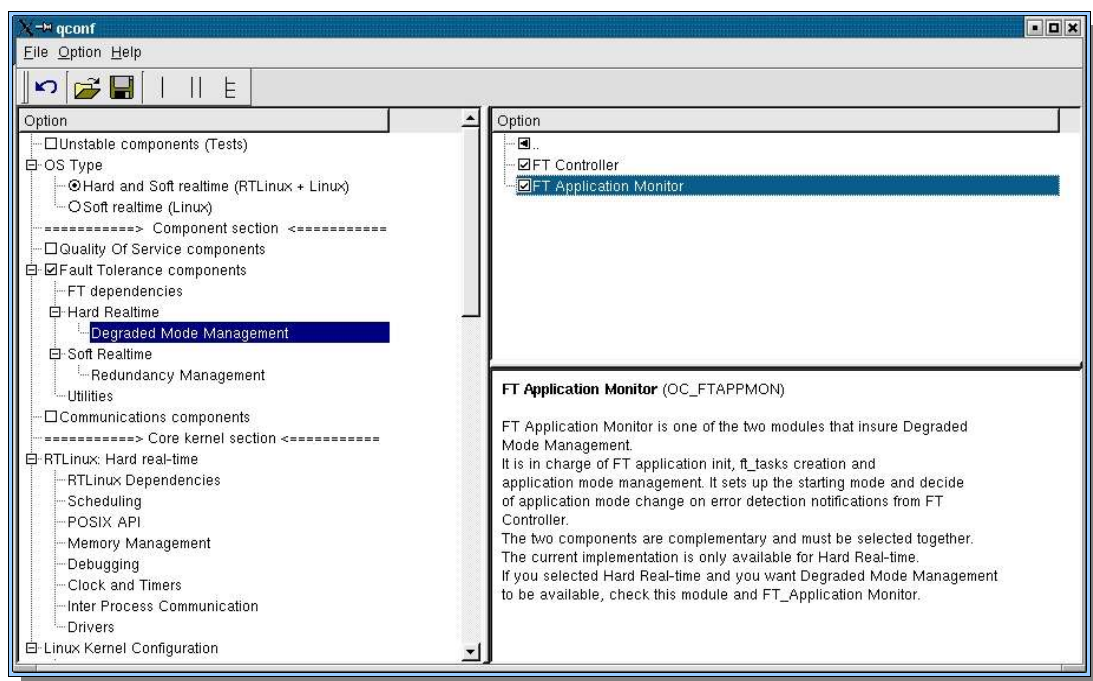


Figure 1.2 : FT Degraded Mode Management Configuration step2

The FTController is selected.



The FT Application Monitor is selected.

### 3. Core kernel Scheduling features selection

The last configuration step concerns the choice of scheduling policy. The functioning of the **Degraded Mode Management** can follow several types of scheduling, the facilities offered will depend on the choice done at configuration.

The error detection mechanism can handle two types of errors:

- Pthread\_kill detection works with priority based or EDF scheduling policies;
- Timing errors (deadline miss) detection can only be detected if EDF scheduling is selected and related option Deadline Miss Detection.

Remark: Once a scheduling policy has been chosen during the configuration all the ft\_tasks will be scheduled according to this policy.

#### Priority based scheduling

Standard priority based scheduling can be configured by selecting the **Application defined scheduler** option in the the Scheduling section of the RTLinux Hard real-time part as indicated bellow. In this case the only type of errors to be detected are Pthread-kill events.

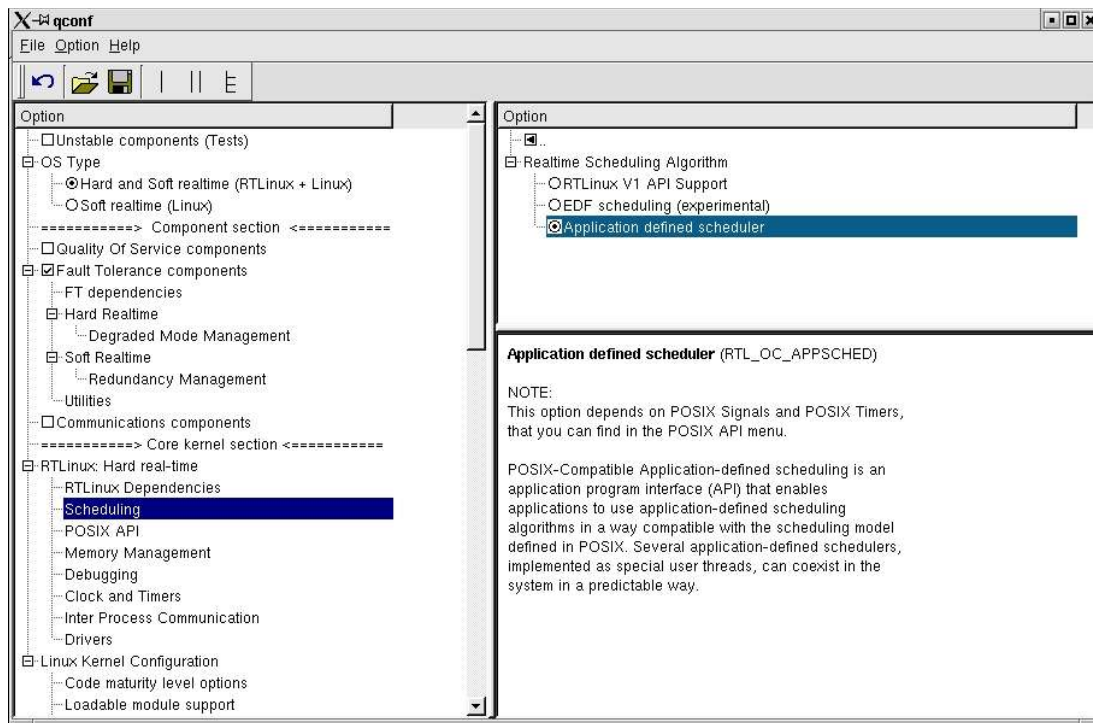


Figure 1.3 : FT Degraded Mode Management Configuration step3 – Priority scheduler

The **Application defined scheduler** component provides support for several types of scheduling policies defined above the RTLinux kernel itself. By default, the scheduling policy is based on priorities, which is the configuration that we must use in this case. For further details see section Scheduling.

#### EDF scheduling

This version of scheduling is implemented directly at RTLinux kernel level and not above as it is the case with the **Application Defined scheduler**.

So if you want to detect both timing errors and pthread\_kill events, you should select EDF + Deadline-miss detection, as shown hereunder.

Remark: If you select only EDF, scheduling policy applied will be EDF but only pthread\_kill events will be detected, there will be no emission of Deadline-miss event.

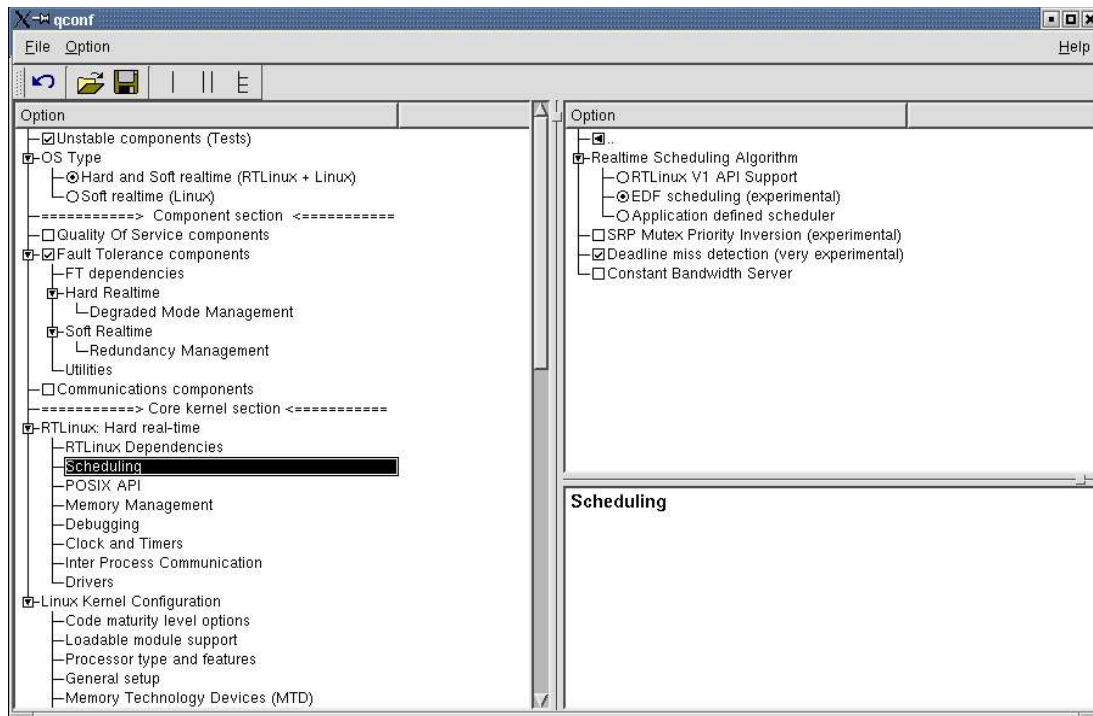


Figure 1.4 : FT Degraded Mode Management Configuration step3 - EDF + DLM scheduler

The configuration EDF scheduling with Deadline-miss detection (DLM) is still an experimental functionality. For the moment, support for EDF+DLM+SRP is not offered.

### 1.3) Programming Interface (API)

The **ftappmon** component offers to the application developer an application programming interface, named **FT-API**, that is restricted to very few functions **ft\_task\_init()**, **ft\_task\_create()**, **ft\_task\_end()**.

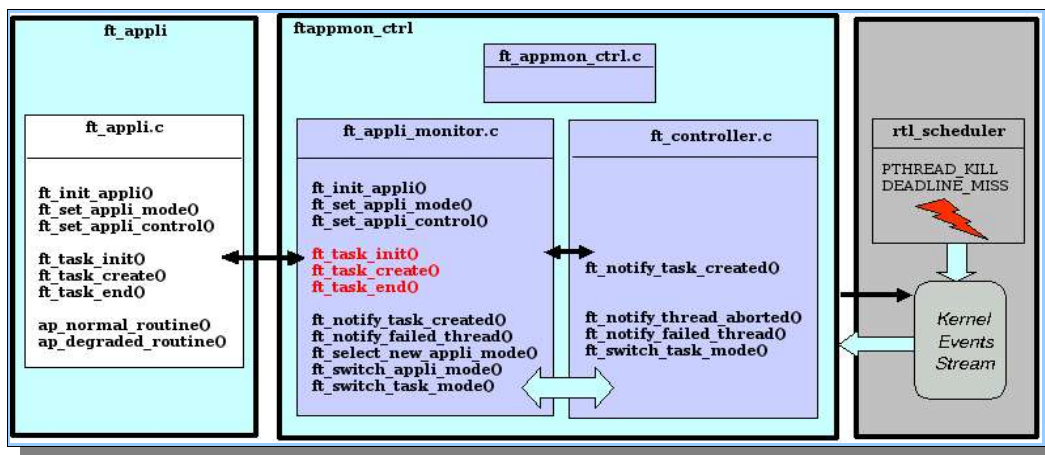
It offers also some additional FT-API functions used to instantiate the FT application model: **ft\_init\_appli()**, **ft\_set\_appli\_mode()**, **ft\_set\_appli\_control()**. Actually calls to these functions are automatically generated by the FT-Builder tool into a specific file devoted to init application configuration data structures. So

these last functions may be considered as transparent to the application developer.

The **ftappmon** component has also an internal API for interactions with the **ftcontroller** component for the notification of failed thread.

The **ftcontroller** has an API for the **ftappmon** component for the notification of the ft-task created and for the switch of ft-task behavior. The **ftcontroller** has an API that could be used by the scheduler mainly to notify events to the **ftcontroller**.

These different interfaces are illustrated in the following figure.



The detailed definition of prototypes necessary at the application level is provided in files:

```
$ {OCERA_DIR}/components/ft/ftappmon/include/
    ft_api_appmon_appli.h
    ft_api_common.h
```

```
// FT init appli
int ft_init_appli
(
    int ft_appli_tasks_max_nb,    // Number max of appli tasks
    int ft_appli_modes_max_nb,    // Number max of appli modes
    FT_Appli_Mode ft_cur_appli_mode // Current appli mode
);

// FT set_appli_control
extern int ft_set_appli_control
(
    char *ft_appli_mode_name,
    FT_Event_Task_Appli_Mode_Elt *ft_evt_task_app_modes_tab
);
```

```
// FT set appli mode
extern int ft_set_appli_mode
(
    char *ft_appli_mode_name,
    FT_Task_Behavior_Elt *ft_task_behaviors_tab
);
```

```
// FT task init
extern int ft_task_init
(
    char *ft_task_name,
    void (*ft_normal_routine)(void*),
    void (*ft_degraded_routine)(void*),
    int ft_normal_param,
    int ft_degraded_param,
    FT_sched_param ft_normal_sched_param,
    FT_sched_param ft_degraded_sched_param
#ifdef FT_PREALLOCATED_THREAD_STACK
    /* fxr: stack address and size */
    ,
    void *ft_normal_stackaddr,
    int ft_normal_stacksize,
    void *ft_degraded_stackaddr,
    int ft_degraded_stacksize
#endif
);

// FT task create
extern int ft_task_create
(
    int ft_task_id,
    FT_task_behavior ft_task_behavior
);

// FT task end
extern int ft_task_end
(
    int ft_task_id
);
```



```

/*****
/*
/* FT API Controller : Other Functions
/*
/*
/*****
extern int ft_appli_monitor_stop(void);
extern int ft_controller_stop(void);

```

## Important types and structures

### FT\_task\_behavior

```

// FT-Task behavior
typedef enum {
    FT_TASK_BEHAVIOR_NOT_DEFINED, // FT-task behavior is not defined
    FT_TASK_NOT_STARTED,         // FT_task has a not started behavior :
                                // normal and degraded thread are suspended
    FT_TASK_NORMAL,              // FT_task has a normal behavior :
                                // normal thread is started, degraded thread is suspended
    FT_TASK_DEGRADED,            // FT_task has a degraded behavior :
                                // normal thread is killed, degraded thread is waked up
    FT_TASK_TERMINATED           // FT_task has a terminated behavior :
                                // normal and degraded threads are killed
} FT_task_behavior;

```

### FT\_sched\_param

```

// FT_sched_param
typedef struct {
    int prio; // priority
    hrtime_t start_time; // start time (relative)
    hrtime_t period; // period (relative)
                    // period <= 0 : aperiodic task
                    // period > 0 : periodic task
    hrtime_t deadline; // deadline (relative)
    hrtime_t duration; // estimated duration
    char algo[10]; // scheduling algorithm : either PRIO, EDF, EDF+SRP
    int hard_soft_deadline; // Hard (=0) or soft (=1) deadline
    int count_soft_deadline; // Count value for soft deadline
} FT_sched_param;

```

## 1.4) Example

The following example named `ftnormal+kill` is a simple example that illustrates the functioning of dynamic reconfiguration on detection of `Pthread_kill` event.

The application consists of two tasks. The example can be found in :

```

${OCERA_DIR}/
components/ft/ftcontroller/examples/ftnormal+kill

```

It is supposed that design has already been done using **Ftbuilder** and that generated model files have been copied respectively **include** and **src** subdirectories. We remind you

that using degraded mode management facility implies the adoption of a specific design process and is restricted to a particular task model described in the user's guide. So it is greatly recommended to read the user's guide FT section first.

Otherwise, the coding style is quite similar to standard RTLinux programming. All ft\_tasks are periodic tasks. You have to provide two routines for each one. A routine for normal\_behavior and a routine for degraded\_behavior. The description of the global application model is generated by the ft builder and results into two files that must be included in your application.

### Include application header

```
*/
/*****
/*
/* Include
/*
/*****

// FT application include
#include "ft_normal_kill.h"
```

### Init module

```
/*****
/*
/*          FT Application : init module
/*
/*****

int init_module(void) {

    // Indice
    int ap_i=0;
    // String
    char ap_i_str[4];
    // Return code
    int ap_cr=0;

    // Scheduling parameters of normal and degraded threads
    FT_sched_param ap_normal_sched_param, ap_degraded_sched_param;
    // Behavior of appli task
    FT_task_behavior ap_task_behavior;

    rtl_printf("\n*****\n");
    rtl_printf(" FT_Normal+Kill \n");
    rtl_printf("*****\n");
```

### Include model issued by Ftbuilder

```
/*-----*/
/*
/* FT Application : Appli Modele Source Generated Code
/*
/*-----*/

// FT application modele source code (generated code by FT-Builder)
```

```
#include "ft_appli_model.c"
```

## Init and creation of ft\_tasks

```
/*-----*/  
/*                                          */  
/* FT Application : Init and create FT-tasks          */  
/*                                          */  
/*-----*/
```

## Initialization of scheduling parameters

```
// Set scheduling parameters of the normal thread  
ap_normal_sched_param.prio=APPLI_PRIORITY;  
ap_normal_sched_param.period=APPLI_PERIODE;  
ap_normal_sched_param.start_time=APPLI_START_TIME;  
ap_normal_sched_param.deadline=APPLI_DEADLINE;  
ap_normal_sched_param.duration=APPLI_DURATION;  
  
// Set scheduling parameters of the degraded thread  
ap_degraded_sched_param.prio=APPLI_PRIORITY;  
ap_degraded_sched_param.period=APPLI_PERIODE;  
ap_degraded_sched_param.start_time=APPLI_START_TIME;  
ap_degraded_sched_param.deadline=APPLI_DEADLINE;  
ap_degraded_sched_param.duration=APPLI_DURATION;
```

## Loop of init for all ft\_tasks

```
// Loop of init of FT-tasks  
for (ap_i=1; ap_i < APPLI_TASKS_MAX_NB+1; ap_i++) {  
    /*rtl_printf("\nApplication : ap_i=%d", ap_i);*/  
  
    strcpy(&ap_task_name_tab[ap_i][0], "FT_TASK_");  
    sprintf(ap_i_str, "%d", ap_i);  
    strcat(&ap_task_name_tab[ap_i][0], ap_i_str);  
  
    // Init a FT-task  
    // A task has 2 threads with normal and degraded behavior  
    /*rtl_printf("\nApplication : Function init_module : ft_task_init\n");*/  
    if ((ap_cr=ft_task_init(&ap_task_name_tab[ap_i][0],  
  
        (void *)ap_normal_behavior_routine,  
  
        (void *)ap_degraded_behavior_routine,  
        ap_i,  
        ap_i,  
        ap_normal_sched_param,  
        ap_degraded_sched_param  
#ifdef FT_PREALLOCATED_THREAD_STACK  
        /* fxr: stack address and size */  
  
        ,  
        NULL,  
        0,  
        NULL,  
        0  
#endif  
    )) < 0) {
```

```

    rtl_printf("\nApplication : ERROR");
    rtl_printf("\nApplication : Function init_module");
    rtl_printf("\nApplication : Not valid ft_task_init return value");
    rtl_printf("\nApplication : ap_i=%d ap_cr=%d\n", ap_i, ap_cr);
    // Be careful : Necessary output of init_module with error !!!
    // because it is not possible to start the application
    // if one of the tasks initialisation has failed
    return -1;
}
else {
    ap_task_id_tab[ap_i]=ap_cr;
}
}
}

```

If init is OK, then the tasks are added to ap\_task\_id\_tab and the actual creation of ft\_tasks can be started.

Loop of creation of ft\_tasks.

Two tasks are created with default behavior FT\_TASK\_NORMAL.

Each ft\_task creation results in the creation of two threads corresponding to the normal and degraded behavior of the ft\_task. The ft\_task is created with a default behavior which is generally FT\_TASK\_NORMAL. The thread corresponding to normal behavior is then made periodic and started while the other one is suspended.

```

// Loop of creation of FT-tasks (inverse order : why not)
for (ap_i=APPLI_TASKS_MAX_NB; ap_i > 0; ap_i--) {
    /*rtl_printf("\nApplication : ap_task_id_tab[%d]=%d\n", ap_i, ap_task_id_tab[ap_i]);*/

    // Create a FT-task
    // Create and start the normal thread (awake each FT_APPLI_PERIODE)
    // Create, start and make wait the degraded thread
    if (ap_i == 1) {
        ap_task_behavior=FT_TASK_NORMAL;
        rtl_printf("\nApplication : ap_i=%d ap_task_behavior=%s\n",
                    ap_i, ft_task_behavior_str[ap_task_behavior]);
    }
    else if (ap_i == 2) {
        ap_task_behavior=FT_TASK_NORMAL;
        rtl_printf("\nApplication : ap_i=%d ap_task_behavior=%s\n",
                    ap_i, ft_task_behavior_str[ap_task_behavior]);
    }
    else {
        rtl_printf("\nApplication : ERROR");
        rtl_printf("\nApplication : Function init_module");
        rtl_printf("\nApplication : Not valid appli tasks number");
        rtl_printf("\nApplication : ap_i=%d\n", ap_i);
        return -1;
    }
    /*rtl_printf("\nApplication : ", ft_task_behavior_str[ap_task_behavior]);*/
    if ((ap_cr=ft_task_create(ap_task_id_tab[ap_i],
                             ap_task_behavior)) < 0) {
        rtl_printf("\nApplication : ERROR");
    }
}

```

```

    rtl_printf("\nApplication : Function init_module");
    rtl_printf("\nApplication : Not valid ft_task_create return value");
    rtl_printf("\nApplication : ap_task_id_tab[%d]=%d ap_cr=%d\n",
               ap_i, ap_task_id_tab[ap_i], ap_cr);
    // Be careful : Necessary output of init_module with error !!!
    // because it is not possible to start the application
    // if one of the tasks creation has failed
    return -1;
}
}
/*rtl_printf("\nApplication : End of application !!!");*/
return 0;
}

```

## Cleanup module

```

/*****
/*
/*          FT Application : cleanup module          */
/*
/*          */
*****/
void cleanup_module(void) {
    // Indice
    int ap_i=0;
    // Return code
    int ap_cr=0;
    rtl_printf("\nApplication : CLEANUP application threads !!!\n");
    // Delete all the application FT-tasks
    for (ap_i=1; ap_i < APPLI_TASKS_MAX_NB+1; ap_i++) {
        if ((ap_cr=ft_task_end(ap_task_id_tab[ap_i])) < 0) {
            rtl_printf("\nApplication : ERROR");
            rtl_printf("\nApplication : Function cleanup_module");
            rtl_printf("\nApplication : Not valid ft_task_end return value");
            rtl_printf("\nApplication : ap_task_id_tab[%d]=%d ap_cr=%d", ap_i, ap_task_id_tab[ap_i],
ap_cr);
            // Be careful : NOT necessary output of cleanup_module with error !!!
            // because it is recommended to stop all the tasks of the application
            // even if one of the tasks end has failed
        }
    }

    // Stop the FT controller
    /*ft_controller_stop();*/
    // Stop the FT appli monitor
    /*ft_appli_monitor_stop();*/
}
MODULE_LICENSE("GPL");

```

## Normal behavior routine definition

In this example, the routine runs 20 cycles then kills itself so that it simulates an error . The event will then be detected by the controller and the replacement behavior will be activated.

```

/*****
/*
/* FT Application task : normal behavior routine          */
/*
/*          */

```

```

/*****/

void *ap_normal_behavior_routine(void *arg) {

    int ap_no_cycle=0;
    int ap_j=0;
    int ap_nloops=0;
    int ap_task_id=0;
    /*int ap_cr=0;*/

    ap_task_id = (int) arg;

    rtl_printf("\nApplication : ft-task %d, thread %x started, normal behavior", ap_task_id,
pthread_self());
    rtl_printf("\nApplication : ft-task %d, thread %x switching to wait, normal behavior\n",
ap_task_id, pthread_self());

    // Infinite loop for appli
    while(1) {
        // Wait make periodic or next period of the normal behavior thread !!!
        pthread_wait_np();
        if (ap_no_cycle == 0)
            rtl_printf("\nApplication : ft-task %d, thread %x switching to running, normal behavior\n",
ap_task_id, pthread_self());
        ap_no_cycle++;
        /*rtl_printf("\n\nApplication : ap_task_id=%d ap_task_behavior=NORMAL ap_thread_kid=%x
ap_no_cycle=%d\n", ap_task_id, pthread_self(), ap_no_cycle);*/

        // Start simulation of cancelling the normal behavior thread
        if ((ap_no_cycle == 20) && (ap_task_id == 2)) {
            rtl_printf("\nApplication : ft-task %d, thread %x cancelling, normal behavior, no_cycle %d\n",
ap_task_id, pthread_self(), ap_no_cycle);
            pthread_cancel(pthread_self());
            break;
        }
        // End simulation of cancelling the normal behavior thread

        // For test
        if (ap_no_cycle == 10) {
            rtl_printf("\nApplication : ft-task %d, thread %x, no_cycle %d,
normal behavior\n",
ap_task_id, pthread_self(), ap_no_cycle);
        }
        // Timing loop
        ap_nloops=10000;
        for (ap_j=0; ap_j<ap_nloops; ap_j++);

    } // end of 'while'

    return (void *)0;
}

```

Degraded behavior routine

The degraded behavior routine has the same structure as the normal one.

```
/*
*****
/*
/* FT Application task : degraded behavior routine
/*
/*
*****
*/

void *ap_degraded_behavior_routine(void *arg) {

    int ap_no_cycle=0;
    int ap_j=0;
    int ap_nloops=0;
    int ap_task_id=0;
    /*int ap_cr=0;*/

    ap_task_id = (int) arg;

    /**
    rtl_printf("\nApplication : ft-task %d, thread %x started, degraded behavior",
              ap_task_id, pthread_self());
    rtl_printf("\nApplication : ft-task %d, thread %x switching to wait, degraded behavior\n",
              ap_task_id, pthread_self());
    ***/

    // Infinite loop for appli
    while(1) {

        // Wait make periodic or next period of the degraded behavior thread !!!
        pthread_wait_np();

        if (ap_no_cycle == 0)
            rtl_printf("\nApplication : ft-task %d, thread %x switching to running, degraded behavior\n",
            ap_task_id, pthread_self());

        ap_no_cycle++;

        // For test
        if (ap_no_cycle == 10) {
            rtl_printf("\nApplication : ft-task %d, thread %x, no_cycle %d, degraded behavior\n",
                ap_task_id, pthread_self(), ap_no_cycle);
        }

        // Timing loop
        ap_nloops=10000;
        for (ap_j=0; ap_j<ap_nloops; ap_j++);

    } // end of 'while'

    return (void *)0;
}
```

### ***a) Application compiling***

In order to compile an ft application, it is necessary to have OCERA architecture installed and compiled (see general OCERA installation) with the following components selected :

- posixtrace
- ft\_components : ftappmon and ft\_controller

The application code given as an example is located in the following directory :  
**\$OCERA\_DIR/components/ft/ftcontroller/examples/ftnormal+kill**

The compilation of the example follows a classic module compilation procedure.

- Change to example directory

```
$ cd $OCERA_DIR/components/ft/ftcontroller/examples/ftnormal+kill
```

- Clean the  
\$OCERA\_DIR/components/ft/ftcontroller/examples/ftnormal+kill  
directory:

```
$ make clean
```

Old ftnormal+kill.o file is cleaned up if it exists.

- Compile the ftnormal+kill module:

```
$ make all
```

The ftnormal+kill.o module is now available under the following  
directory :

**\$OCERA\_DIR/components/ft/ftcontroller/examples/ftnormal+kill/src**

### ***b) Running an application***

The procedure to launch the example is the following :

- Go to the ft/ftcontroller/examples/<example\_name> directory level :

```
$ cd $OCERA_DIR/comp/ft/ftcontroller/examples/ftnormal+kill
```

- Be a root user

```
$ su
Password:
#
```

At this stage, it is necessary to be a root user. Further, the user has to be a normal user.

- Install and execute all the module:

```
# make example
```

- Get the modules execution traces:

```
# tail -f /var/log/messages
```

Be careful to see only the last execution traces (not the previous ones).



## ***c) Additional information and recommendations***

### **prerequisites**

FT facilities for degraded mode management of real\_time embedded applications are available for Hard RTLinux environments only.

All application tasks are RTLinux tasks created within one single application module that can be dynamically loaded into the system. A user application must thus consist in one single RTLinux module. As usual this module must contain declarations, one init\_module function and one cleanup\_module function.

The prerequisites are thus a running OCERA RTLinux kernel with PosixTrace and FT\_components installed (see FT configuration section in chapter three). More precisely, the prerequisites are :

### ***Configuration requirements***

-> OS Type

+ Hard and Soft realtime (RTLinux + Linux)

-> Fault Tolerance components

+ FT dependencies + Bigphysarea support

+ Hard Realtime + Degraded Management

+ FT Controller

+ FT Application Monitoring

+ Utilities + Fault Tolerant Building Tool

-> Scheduling

+ Application defined scheduler

+ or EDF

+ or EDF + Deadline miss detection (very experimental)

Scheduling of tasks versus event detection is chosen at the configuration level :

- either priority (PRIO) by Application defined scheduler or EDF for **only** Pthread\_kill events detection,

- or EDF and Deadline\_miss detection for Pthread\_kill **and** Deadline\_miss events detection.

It is important to consider that the scheduling choice versus event detection has to be consistent with application modes transitions in the application model specification in FT\_builder. Remember that the scheduling configuration choice automatically configures the FT components at compilation level for Pthread\_kill and/or deadline-miss events detection on threads by ftcontroller.

-> Posix API

+ Posix Trace support

In the example presented in the previous section, only `pthread_kills` errors were targetted. If you want to detect also deadline-miss errors you should first make sure that the EDF+DLM configuration options have been selected in the configuration steps.

## **Specify FT parameters of application with FTbuilder**

Do not forget that application design must be done using Ftbuilder. This acquisition tool is necessary to specify application modes, `ft_tasks` parameters and application modes transition conditions. It then generates application model files that have to be included in your application.

### ***FT\_tasks real-time parameters***

The `ft_tasks` real-time parameters (period, `start_time`, `estimated_duration`, deadline, priority) are entered via the `FT_builder` (see FT task specification in user's guide :chapter eight). Static scheduling plan on `ft-tasks` has to be faisable.

Restrictions and recommendations for these real-time parameters are :

- $1 \text{ ms} \leq \text{period} \leq 100 \text{ s}$
- $0 \leq \text{start\_time} < \text{period}$
- $0 < \text{estimated\_duration} < \text{period}$
- $1 \text{ ms} \leq \text{deadline} \leq \text{period}$
- $0 \leq \text{priority} \leq 10$

Note that the FT components `ftappmon` and `ftcontroller` have a priority value superior to the `ft_tasks` priority values.

### ***Include files***

The application header must include the following `ft` specific files:

- header of the `ft_components` API : `ft_api_appmon_appli.h`
- header file for the application model (generated by the `FT_builder`) : `ft_appli_model.h`

The application source file must include the following `ftbuilder` generated specific file:

- `ft_appli_model.c`

This file contains the FT application model source code that instanciates internal data structures of FT components and is used to monitor application and implement dynamic reconfiguration.

---

## 2) *Redundancy Management*

---

### 2.1) Description

The Redundancy Management facilities offered by OCERA consist of two complementary components: **ftredundancymgr** and **ftreplicamgr**. Used together, they provide a framework for implementing redundancy management support for user's application. They respectively control redundancy at the application level and at the task level on each node.

This first implementation is intended to provide a basic framework whose goal is to offer a global set of facilities that permit transparent implementation of redundancy for developers of real-time applications. It offers a passive replication model, the task model is a simplified one (periodic tasks), fault-detection is based on heartbeats and timeouts, consistency of replicas is ensured by periodic checkpointing.

The current implementation is located at Linux user-space level using ORTE component for communication between nodes. However implementation choices have been made in such a way as to facilitate the port to OCERA Hard Real-Time level when ORTE become available at this level. Indeed these facilities can be enriched in the future.

In order to support data consistency and to facilitate tasks recovering on node crash, a task model must verify synchronization properties. In the current implementation, we have introduced a specific task model described in the FT redundancy management section of the User's guide.

An application consists of a set of `ft_tasks` (fault\_tolerant redundant tasks). They are basically encapsulation of real-time periodic tasks. Creating a `ft_task` results in the creation of one master (active) thread and several passive replicas (suspended threads). A context object is defined for each `ft_task`, the application developer must define the set of variables which must be part of the context at design time. This context object is automatically updated and broadcasted at each end of cycle to all passive replicas.

Implementation principles are driven by the will to make redundancy management as transparent as possible to the application developer. So in order to develop an application, the user can almost forget about underlying ft redundancy management architecture.

To support the approach, two features are introduced and used within the user's process :

- creation of a control thread dedicated to redundancy control (ftr\_control\_thread)
- encapsulation of application tasks into ftr\_tasks\_threads

The ftr\_control\_thread is in charge of initialization and control of application. Created within the user application process it communicates with **ftredundancymgr** and **ftreplicamgr**.

The ftr\_tasks\_threads are generic encapsulation of redundant tasks. A ftr\_task\_thread is created for each user's application redundant task. It ensures periodic execution of user's task routine, management of context entity and of shared data entities and communication with **ftreplicamgr** for checkpointing.

Communication with **ftreplicamgr** and **ftredundancymgr** are achieved using ORTE publisher/subscriber mechanisms both within a node and between nodes, but this is transparent to the user since calls are made either from ftr\_control\_thread or from ftr\_tasks\_threads generic part using specific internal APIs that are described in the corresponding component sections below.

## 2.2) Usage

**he FT facilities available at soft real-time level are Redundancy Management.**

Redundancy Management configuration process takes three steps:

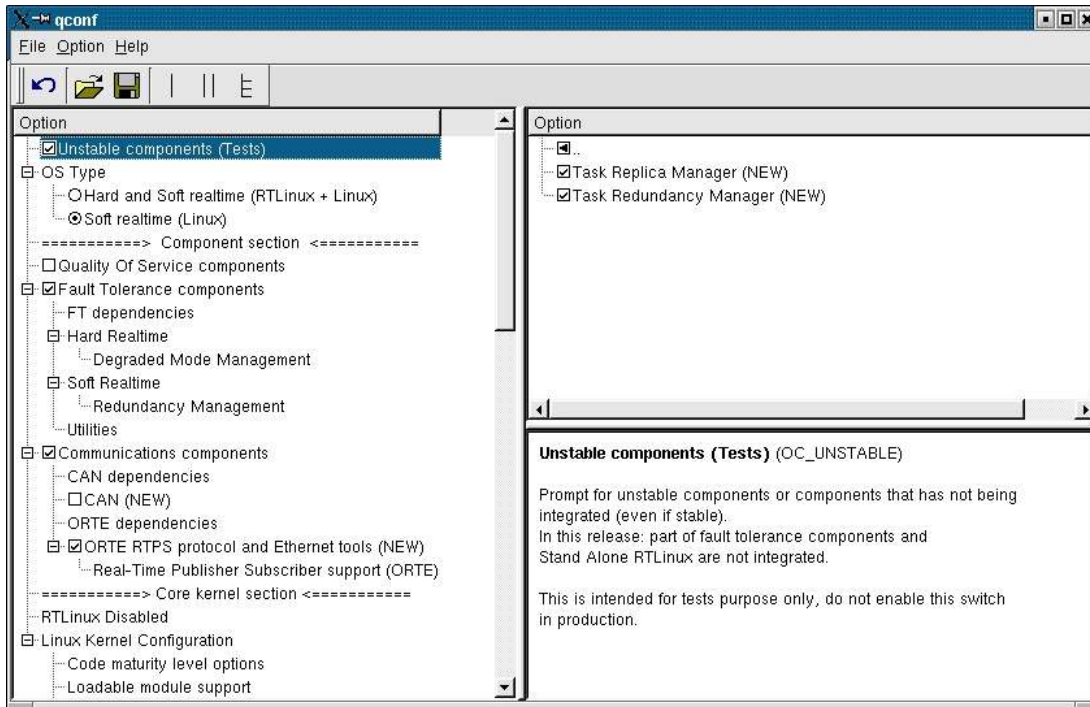
1. **OS Type Selection** : Soft real-time must be chosen.
2. **Components Selection** :
  - FT components/Soft Realtime/Redundancy Management.
  - Communication components/ORTE

### 1. OS Type Selection

Redundancy Management is provided only at soft real-time level . So the Soft real-time must be selected in the OS type section.

### 2.1 FT components selection

Select the Soft Realtime subsection in Fault Tolerance components, then the two components Task Replica Manager and Task Redundancy Manager are automatically selected.



*Figure 2.1 : FT Redundancy Management Configuration step1*

## **2.2 ORTE communication component selection**

The Redundancy Management facility relies on ORTE (Realtime Ethernet) components that implement RTPS (RealTime Publisher Subscriber Protocol) communication protocol.

So you must select the following features in the communication components section.

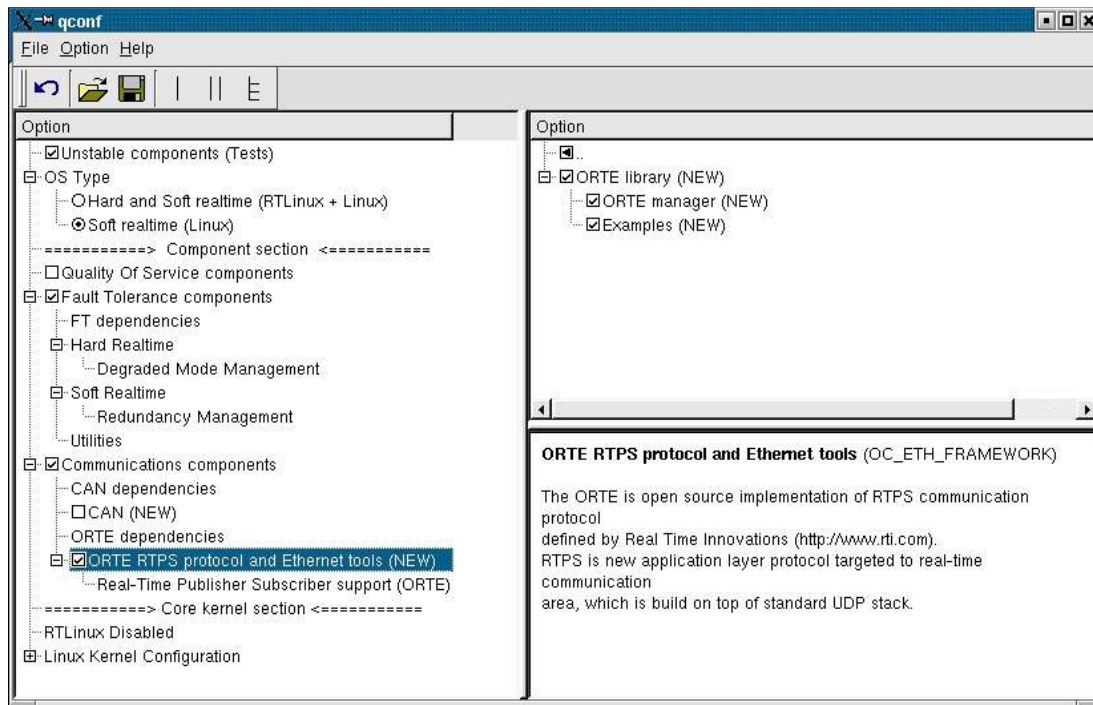


Figure 2.2 : FT Redundancy Management Configuration step2

## 2.3) Programming Interface (API)

The approach chosen results in a very limited user's API necessary mainly for initialization and termination of user application. Most of user's application code consists in routines that will be run within `ftr_tasks_threads`. The important issue is to specify the context data and shared resources for each task at design. Concurrency control over such shared data is then automatically insured by the execution model. Then threads routine can be written simply in a usual way.

So the external user API is actually restricted to the following few functions :

```
int ftr_application_register(char *, FTR_APPLI_DESC *,
                           ManagedApp *);
int ftr_appli_desc_init(FTR_APPLI_DESC *);
int ftr_appli_task_create(FTR_APPLI_TASK_DESC *);
int ftr_appli_task_end(int);
int ftr_application_terminate(char*);
```

### *FT redundancy management User API*

They are called within user's main application thread and handled by the `ftr_control_thread` (named hereafter **ftr\_controller**) running within the application process. Then the **ftr\_controller** uses internal API to communicate with **ftredundancymgr** and with **ftreplicamgr**.

The **ftredundancymgr** has a small external API that is used to start or end the redundancy management facility.

In addition, each component has also internal API(s) that permit interactions between them.

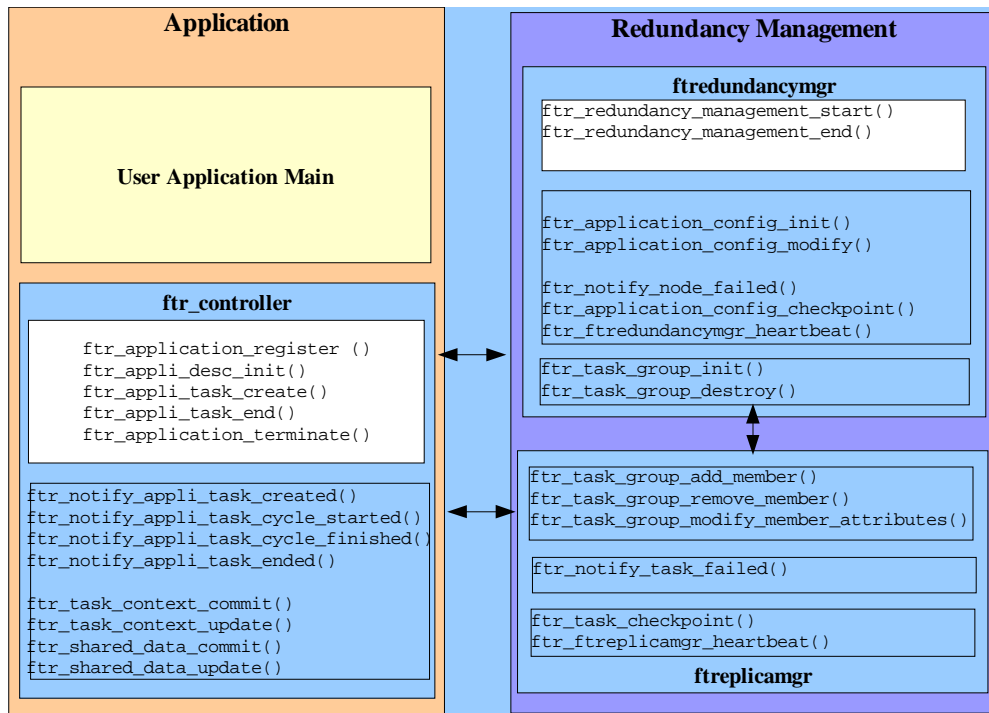


Figure 2.3 : FT Redundancy Management User's API

### a) Principles of application execution

In the following figure we illustrate on a very simple example how an application is started.

Once the design is done, the resulting architecture on a node is composed of the user's process and of the Redundancy Management Facility process (in the following view we do not show ORTE process).

Within the user's process the yellow (or white) parts concern code written by users and blue (or gray) part concern generic ftr code.

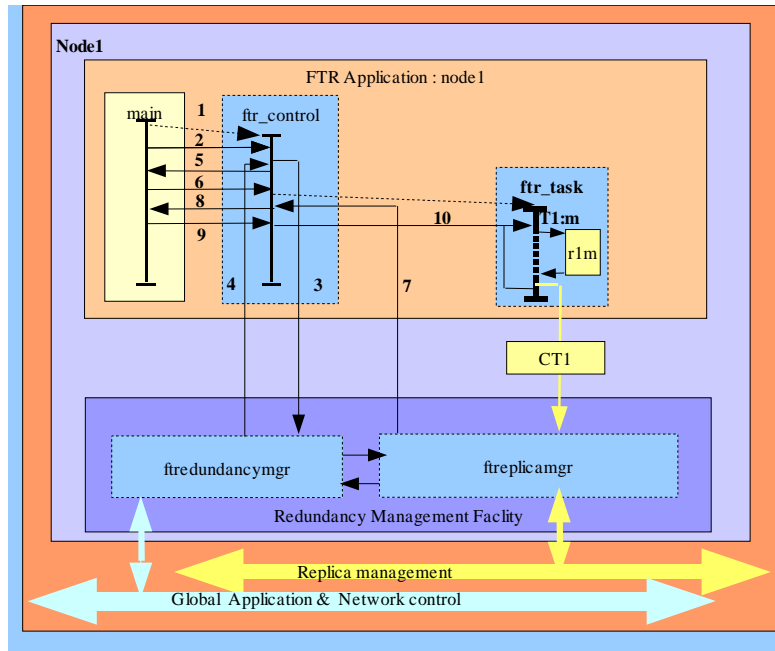


Figure 2.4 : FT Redundancy Management - application execution principles

First the application creates the ftr\_control\_thread (1), then it calls the **ftr\_application\_register** primitive to register the application (2), the ftr\_control\_thread then communicates with the **ftrundancymgr** to setup data (3) for the new application, and waits for acknowledgment (4) from it before returning OK (5) to the user main thread.

Then the **ftr\_appli\_desc\_init** primitive is called to setup application data structures and ftr\_tasks\_threads (6). At this stage ftr\_tasks\_threads are created but the corresponding users routines are not started. When all the infrastructure is ready, the **ftrrepamgr** notifies the ftr\_control\_thread (7) which returns OK (8) to user's main thread.

Finally the user can call the **ftr\_appli\_task\_create** primitive to start a ftr\_task.(9). The ftr\_controller\_thread then makes the ftr\_task\_thread start periodic call to the corresponding user's ftr\_task\_routine (10).

Two other primitives are available to end an ftr\_appli\_task ( **ftr\_appli\_task\_end**) and to terminate the overall application( **ftr\_application\_terminate** ).

The user has to define specific data structures, one to describe the overall application structure and one to describe each ftr\_task.

It is intended that the **Ftbuilder** tool (already available for the specification of degraded mode management) will assist the designer to determine these features and automatically generate the corresponding data structures. For the moment this facility is not implemented yet, and data is provided in a file read by the **ftr\_appli\_desc\_init** primitive.



## 2.4) Example

It is intended that the **Ftbuilder** tool (already available for the specification of degraded mode management) will assist the designer to determine these features and automatically generate the corresponding data structures. For the moment this facility is not implemented yet, and data is provided in a file read by the **ftr\_appli\_desc\_init** primitive.

### *a) Coding steps*

An application can be written rather simply following the different generic steps :

```
#include <stdio.h>
#include <string.h>
#include <stdlib.h>
#include <unistd.h>
#include <orte.h>
#include <netdb.h>
#include <pthread.h>
#include <simple_appli.h>
#include <ftredundancymgr.h>
#include <appli_controller.h>
ManagedApp *appli;
pthread_t ftr_control_thread;
int main(void)
{
    int res = 0;
    void *ret;
    FTR_APPLI_DESC application_desc;
    FTR_APPLI_TASK_DESC application_task_desc_1;
    FTR_APPLI_TASK_DESC application_task_desc_2;
```

#### **1. Declarations for ftr\_application**

```
/* Creation of ftr_control_thread */
pthread_create(&ftr_control_thread, NULL,(*ftr_main_control_routine),
              NULL);
if (res != 0) {
    perror("Redundancy Management thread creation failure ...
          exiting");
    exit(-1);
};
```

#### **2. Creation of ftr\_control\_thread of ftr\_application**

The **ftr\_control\_thread** of the application is created in the beginning of the main thread to install the ftr architecture within the application process. In the future, it will be replaced by a macro. The **ftr\_main\_control\_routine**, is a generic control loop that monitors events from and to the **ftr\_process**. It also accepts requests from the user main thread.

```
/* Init appli_desc structure */
res = ftr_appli_desc_init(&application_desc);
```

```

if (res == -1) {
    perror("Redundancy Management : application desc init failed ...
        exiting");
    exit(-1);
};

```

### **3. initialization of application data structures**

During this step, data structures describing application and tasks are initialized.

```

/* Register application */
res = ftr_application_register(APPLI_NAME, &application_desc,appli);
if (res == -1) {
    perror("Redundancy Management : application registration failed...
        exiting");
    exit(-1);
};

```

### **4. Registration of application**

Application registration is done towards ftr process which in turn propagate information over network (thanks to ORTE) to other ftr processes. (Application is also registered as ORTE Application). (Internal tables are initialized, groups of replicas are created and instances created on each node).

```

/* Tasks creation */
application_task_desc_1 = application_desc.appli_tasks_tab[1];
application_task_desc_1.appli_task_routine = ft1;
res = ftr_appli_task_create(&application_task_desc_1);
if (res == -1) {
    perror("Redundancy Management : task creation (1) failed...
        exiting");
    exit(-1);
};
...

```

### **5. ftr\_tasks creation for ftr\_application**

During this step each application task is created using the ftr\_task\_desc of each one. This steps defines mainly the routine to be run within the generic ftr\_task\_thread and the related real-time parameters (period, estimated\_duration, deadline). At the end of each period, the current context is sent to all its replicas on other nodes.

Once this is done for each task, the application runs in a nominal way.

To end a task the following call is necessary.

```

/* Requiring End of Task 1 */
res = ftr_appli_task_end(1);
...

```

### **6. ftr\_tasks ending for ftr\_application**

This ends the corresponding ftr\_task (and all its replicas). All ftr\_tasks have to be ended before application itself can be ended.

```

/* Requiring Application Termination */
ftr_application_terminate(APPLI_NAME);
/* Waiting for end of control_thread */

```

```

pthread_join(ftr_control_thread,&ret);
if (ret != PTHREAD_CANCELED) {
    i = (int) ret;
    printf("Main : end of ftr_control_thread ret = %d\n", i);
};

printf("\nAppli ending : ");
return 0;
}

```

## 7. Termination of ftr\_application

Once all the ftr\_tasks are ended, resources are freed and the ftr\_control\_thread is ended, then application terminates.

Obviously, the user must in addition provide the code of the routines that will be run within each ftr\_tasks\_thread. A pointer to this routine is a member of the ftr\_task\_desc structure.

In our simple example :

```

int ft1(int i)
{
    printf("Function ft1 running with arg %d\n",i);
    sleep(3);
    return 0;
}

```

The status of the current implementation is still in a testing phase. The example implemented tests application setup, execution and termination.

## b) How to run the examples

Up to now, the examples developed are common to the two components. The example directory is located within the **ftredundancymgr** component :

**ocera/components/ft/ftredundancymgr/examples/ftr\_appli**

It is the Makefile located within this directory that builds the test application. In order to run the example it is necessary to compile and start the **ftredundancy management** facility first.

Implementation :

The **ft/ftredundancymgr/examples/** directory has the following structure:

```

examples
! --- README
! --- INSTALL
! --- Makefile
! --- ftr_appli
!   !--- README
!   !--- INSTALL
!   !--- Makefile
!   !--- include
!   !   !---ftr_appli.h
!   !--- src
!   !   !---ftr_appli.c

```

The ***fttr\_appli*** is a simple application that has been developed to test the **ftredundancy management** facility.

The general OCERA Makefile file permits the compilation of the overall OCERA tree provided options are selected in the configuration step (see OCERA HOWTO for OCERA configuration steps). However examples can be compiled separately afterwards.

#### Compilation :

In order to compile the example please follow next steps :

```
- Go to the ft/ftredundancymngr/examples directory:  
$ cd ft/ftredundancymngr/examples  
  
- Clean the ft/ftredundancymngr/examples directory:  
$ make clean  
  
- Compile the examples:  
$ make
```

#### Installation/Execution :

Note that execution of examples requires a distributed architecture. So the ftcomponents and examples must be present on each machine that will be involved in the test. This requires additional operations and controls before the example can be run.

- Install OCERA (or at least ORTE and ftcomponents) on each machine.
- Insure that rights are set so as to allow for remote execution of the code corresponding to both components and application.
- Set up environment variables

(See section 2.7 for details)

The example runs on two nodes N1 and N2. The application has two tasks T1 and T2.

T1 master task is running on node N1 and T2 master task is running on Node2. Node1 is the master node on application start.

To run the application one must :

- start ftredundancy management

A shell script allows for this, it is located in **ft/ftredundancymngr/src** :

```
$ frm_start <Node1> <Node2>  
where <Nodei> is an hostname
```

It starts ORTEManager on each node, then starts ftredundancy components on each node. Actually the two components of a node are linked a single Linux executable named ft\_redman.

The master node is the current node (it must be the same as the first argument , here Node1).

- start application on master node

```
$ cd ftr_appli/src
```

```
$ ./ftr_appli
```

The application starts first on Node1 then on Node2. Replicas are created and ftr\_tasks started.

After a given number of cycles the application ends.

### ***c) Comments***

The current implementation is still a prototype one and the development status is very experimental. We have adopted an incremental development cycle and some functionalities have still very basic implementation. The main goal of this step was to provide a consistent overall framework for redundancy management. A lot of work has still to be done to make an efficient operational environment of it.

However, the example has permitted to test the ft redundancy management overall structure .

- Ft redundancy framework set-up and functioning
- Application registration
- Application execution
- Application termination.
- Node crash detection
- Application dynamic reconfiguration.

# X) CAN

---

By  
Frantisek Vacek - CTU  
Pavel Pisa - CTU

---

## 1) *Installation*

---

CAN component uses the OMK make system. There is **no** `./configure` script. The component can be built as a part of OCERA tree or as a standalone. If it is build as a standalone you should run script **can/switch2standalone**.

```
[fanda@lab3-2 can]$ ./switch2standalone
Default config for /utils/suiut
Default config for /utils/ulut
Default config for /utils/flib
Default config for /utils
Default config for /canvca/libvca
Default config for /canvca/cantest
Default config for /canvca
Default config for /candev/cpickle
Default config for /candev/nascanhw
Default config for /candev
Default config for /canmon/canmond
Default config for /canmon/canmonitor
Default config for /canmon
Default config for /lincan/src
Default config for /lincan/utils
Default config for /lincan
Default config for
```

To modify required configuration options, create "config.omk" file and add modified lines from "config.omk-default" file into it

To build project, call simple "make"

GNU make program version 3.81beta1 or newer is required to build project check by "make --version" command

Default configuration of any subcomponent can be changed by introducing a file `config.omk` in the subcomponent directory. Defines in this file simply beats defines in file `config.omk-default`, so you can put there only defines that are different than the default ones in the `config.omk-default`.

For example by default the building of Java application is disabled. That means that there is a line `CONFIG_OC_CANMONITOR=n` in the `config.omk-default`. If you have the Java SDK and the ant build system installed, add the line `CONFIG_OC_CANMONITOR=y` to the file `config.omk` to enable the Java applications to be build.

When you switch to standalone, you can build any particular component by running make in the component directory.

For more details see file `can/README.makerules`.

You can download make version 3.81beta1 source from <http://cmp.felk.cvut.cz/~pisa/can/make-3.81beta1.tar.gz> or the binary from <http://cmp.felk.cvut.cz/~pisa/can/make-3.81beta1-i586-0.gz>.

Programs in this package does not need special installation. They can run from any directory. Just type **make** in `can/canmon` directory and copy desired files wherever you want. The make process is an out source build. After make you can find your binaries in directory `can/_compiled/bin`. If you want to compile only one component, type **make** in the component's directory. That component and all components in subdirectories will be build.

Restrictions on versions of GNU C or glibc are not known in this stage of project but gcc ver  $\geq 3.0$  is recommended. Java SDK ver. 1.4 or above is also recommended (assert keyword support).

---

## 2) API / Compatibility

---

### 2.1) VCA base API

#### Name

struct canmsg\_t — structure representing CAN message

#### Synopsis

```
struct canmsg_t {  
    int flags;  
    int cob;  
    unsigned long    id;  
    canmsg_tstamp_t timestamp;  
    unsigned short   length;  
    unsigned char    * data;  
};
```

#### Members

flags

message flags MSG\_RTR .. message is Remote Transmission Request, MSG\_EXT .. message with extended ID, MSG\_OVR .. indication of queue overflow condition, MSG\_LOCAL .. message originates from this node.

cob

communication object number (not used)

id

ID of CAN message

timestamp

not used

length

length of used data

data



data bytes buffer

## Header

canmsg.h

---

## Name

struct canfilt\_t — structure for acceptance filter setup

## Synopsis

```
struct canfilt_t {  
    int flags;  
    int queid;  
    int cob;  
    unsigned long id;  
    unsigned long mask;  
};
```

## Members

flags

message flags MSG\_RTR .. message is Remote Transmission Request, MSG\_EXT .. message with extended ID, MSG\_OVR .. indication of queue overflow condition, MSG\_LOCAL .. message originates from this node. there are corresponding mask bits MSG\_RTR\_MASK, MSG\_EXT\_MASK, MSG\_LOCAL\_MASK. MSG\_PROCESSLOCAL enables local messages processing in the combination with global setting

queid

CAN queue identification in the case of the multiple queues per one user (open instance)

cob

communication object number (not used)

id

selected required value of cared ID id bits

mask

select bits significand for the comparison; 1 .. take care about corresponding ID bit, 0 .. don't care

## Header

canmsg.h

---

## Name

vca\_h5log — converts VCA handle to printable number

## Synopsis

```
long vca_h5log (vcah);  
vca_handle_t vcah;
```

## Arguments

*vcah*  
VCA handle

## Header

can\_vca.h

## Return Value

unique printable VCA handle number

---

## Name

**vca\_open\_handle** — opens new VCA handle from CAN driver

## Synopsis

```
int vca_open_handle (vcah_p,  
                    dev_name,  
                    options,  
                    flags);  
  
vca_handle_t * vcah_p;  
  
const char * dev_name  
;  
const char * options;  
int flags;
```

## Arguments

*vcah\_p*  
points to location filled by new VCA handle  
*dev\_name*  
name of requested CAN device, if NULL, default VCA\_DEV\_NAME is used  
*options*  
options argument, can be NULL  
*flags*  
flags modifying style of open (VCA\_O\_NOBLOCK)

## Header

can\_vca.h

## Return Value

VCA\_OK in case of success

---

## Name

`vca_close_handle` — closes previously acquired VCA handle

## Synopsis

```
int vca_close_handle (vcah);  
vca_handle_t vcah;
```

## Arguments

*vcah*  
VCA handle

## Header

`can_vca.h`

## Return Value

Same as `libc close` returns.

---

## Name

`vca_send_msg_seq` — sends sequentially block of CAN messages

## Synopsis

```
int vca_send_msg_seq (vcah,  
                      messages,  
                      count);  
  
vca_handle_t vcah;  
  
canmsg_t * messages;  
int count;
```

## Arguments

*vcah*  
VCA handle  
*messages*  
points to continuous array of CAN messages to send  
*count*  
count of messages in array

## Header

can\_vca.h

## Return Value

Number of successfully sent messages or error < 0

---

## Name

vca\_rec\_msg\_seq — receive sequential block of CAN messages

## Synopsis

```
int vca_rec_msg_seq (vcah,  
                    messages,  
                    count);  
  
vca_handle_t vcah;  
  
canmsg_t * messages;  
int count;
```

## Arguments

*vcah*  
VCA handle  
*messages*  
points to array for received CAN messages  
*count*  
number of message slots in array

## Header

can\_vca.h

## Return Value

number of received messages or error < 0

---

## Name

vca\_wait — blocking wait for the new message(s)

## Synopsis

```
int vca_wait (vcah,  
             wait_msec,  
             what);
```

```
vca_handle_t  vcah;  
int           wait_msec;  
int           what;
```

## Arguments

*vcah*  
VCA handle  
*wait\_msec*  
number of milliseconds to wait, 0 => forever  
*what*  
0,1 => wait for Rx message, 2 => wait for Tx - free 3 => wait for both

## Header

can\_vca.h

## Return Value

Positive value if wait condition is satisfied

---

## Name

vca\_gethex — gets one hexadecimal number from string

## Synopsis

```
int vca_gethex (str, u);  
const char * str;  
int * u;
```

## Arguments

*str*  
scanned string  
*u*  
pointer to store got value

## Return

the number of eaten chars

## Header

can\_vca.h

---

## Name

vca\_strmatch — get token from string

## Synopsis

```
int vca_strmatch (str,  
                  template);  
  
const char * str;  
const char * template;
```

## Arguments

*str*  
scanned string  
*template*  
token template template consists of characters and '~' matching one or more of spaces ie. '~hello' matches ' hello', ' hello', ' hello' etc.

## Return

the number of used chars from str if match or negative value (number of partially matched chars from str - 1) if template does not match

## Header

can\_vca.h

---

## Name

vca\_msg2str — converts canmsg\_t to the string

## Synopsis

```
int vca_msg2str (can_msg,  
                 buff,  
                 buff_len);  
  
const struct canmsg_t * can_msg;  
  
char * buff;  
int buff_len;
```

## Arguments

*can\_msg*  
pointer to the serialized CAN message  
*buff*  
buffer for the serialized string  
*buff\_len*  
max length of serialized string, including terminating zero

## Return

the number of written chars not including terminating zero

## Header

can\_vca.h

---

## Name

vca\_byte2str — converts byte to the string

## Synopsis

```
const char* vca_byte2str (b,  
                           base);  
  
unsigned char b;  
int          base;
```

## Arguments

*b*  
byte to convert  
*base*  
base, can be (2, 8, 16)

## Return

string representation of b in chosen base

## Header

can\_vca.h

---

## Name

vca\_str2msg — converts the string to the canmsg\_t object

## Synopsis

```
int vca_str2msg (can_msg,  
                 str);  
  
struct canmsg_t* can_msg;  
  
const char *    str;
```

## Arguments

*can\_msg*  
pointer to the serialized CAN message

*str*

string representing CAN message

## Return

number of read chars if succeed else zero or negative value.

## Header

can\_vca.h

---

## Name

`vca_cmp_terminated` — compares two strings terminated either by '\0' or by terminator.

## Synopsis

```
int vca_cmp_terminated (pa,  
                        pb,  
                        terminator);
```

```
const char * pa;  
const char * pb;  
char        terminator;
```

## Arguments

*pa*

first string

*pb*

second string

*terminator*

additional char (\0 stil terminates string too), that indicates end of string

## Description

Usefull when one works with the path names.

## Return

the same value like libc strcmp does.

## Header

can\_vca.h

---

## Name

`vca_log` — generic logging facility for VCA library



## Synopsis

```
void vca_log (domain,  
              level,  
              format,  
              ...);  
  
const char * domain;  
int          level;  
const char * format;  
...          ...;
```

## Arguments

*domain*

pointer to character string representing source of logged event, it is  
VCA\_LDMAIN for library itself

*level*

severity level

*format*

printf style format followed by arguments

...

variable arguments

## Description

This functions is used for logging of various events. If not overridden by application, logged messages goes to the stderr. Environment variable VCA\_LOG\_FILENAME can be used to redirect output to file. Environment variable VCA\_DEBUG\_FLG can be used to select different set of logged events through vca\_debug\_flg.

## Note

There is a global variable `vca_log_cutoff_level`. Only the messages with `level <= vca_log_cutoff_level` will be logged. see `can_vca.h`

---

## Name

`vca_log_redir` — redirects default log output function

## Synopsis

```
void vca_log_redir (log_fnc,  
                   add_flags);  
  
vca_log_fnc_t * log_fnc;  
int            add_flags;
```

## Arguments

*log\_fnc*

new log output function. Value NULL resets to default function

*add\_flags*

some more flags

## 2.2) SDO processing API

### Name

struct vcasdo\_fsm\_t — structure representing SDO FSM

### Synopsis

```
struct vcasdo_fsm_t {
    unsigned srvcli_cob_id;
    unsigned clisrv_cob_id;
    unsigned node;
    unsigned index, subindex;
    struct timeval last_activity;
    int bytes_to_load;
    unsigned char toggle_bit;
    char is_server;
    char is_uploader;
    int state;
    vcasdo_fsm_state_fnc_t * statefnc;
    int err_no;
    ul_dbuff_t data;
    canmsg_t out_msg;
};
```

### Members

srvcli\_cob\_id

SDO server-client COB\_ID (default is 0x580 + node), port on which master listen

clisrv\_cob\_id

SDO client-server COB\_ID (default is 0x600 + node), port on which slave listen

node

CANopen node number

subindex

subindex of communicated object

last\_activity

time of last FSM activity (internal use)

bytes\_to\_load

number of stil not uploaded SDO data bytes (internal use)

toggle\_bit

(internal use)  
is\_server  
    type of FSM client or server (Master or Slave) (internal use)  
is\_uploader  
    processing upload/download in state sdofsmRun, sdofsmDone  
state  
    state of SDO (sdofsmIdle = 0, sdofsmRun, sdofsmDone,  
    sdofsmError, sdofsmAbort)  
statefnc  
    pointer to the state function (internal use)  
err\_no  
    error number in state sdofsmError.  
data  
    uploaded/downloaded bytes (see ul\_dbuff.h)  
out\_msg  
    if vcasdo\_taste\_msg generates answer, it is stored in the out\_msg

## Header

vcasdo\_fsm.h

---

## Name

vcasdo\_fsm\_upload1 — starts SDO upload using parameters set by previous calling vcasdo\_init\_fsm

## Synopsis

```
int vcasdo_fsm_upload1 (fsm);  
vcasdo_fsm_t* fsm;
```

## Arguments

*fsm*  
    FSM to work with

## Return

the same as vcasdo\_fsm\_upload1

## See also

vcasdo\_fsm\_upload1.

## Header

vcasdo\_fsm.h

---

## Name

`vcasdo_fsm_download1` — starts SDO download using parameters set by previous calling `vcasdo_init_fsm`

## Synopsis

```
int vcasdo_fsm_download1 (fsm,  
                           data);  
  
vcasdo_fsm_t * fsm;  
  
ul_dbuff_t * data;
```

## Arguments

*fsm*  
FSM to work with  
*data*  
pointer to `&ul_dbuff_t` structure where downloaded data will be stored

## Return

the same as `vcasdo_fsm_download`

## See also

`vcasdo_fsm_download`.

## Header

`vcasdo_fsm.h`

---

## Name

`vcasdo_read_multiplexor` — reads index and subindex from multiplexor part of CANopen message

## Synopsis

```
void vcasdo_read_multiplexor (mult,  
                               index,  
                               subindex);  
  
const byte * mult;  
unsigned * index;  
unsigned * subindex;
```

## Arguments

*mult*  
pointer to the multiplexor part of CANopen message

*index*

pointer to place to store read index

*subindex*

pointer to place to store read subindex

## Header

vcasdo\_fsm.h

---

## Name

vcasdo\_error\_msg — translates err\_no to the string message

## Synopsis

```
const char* vcasdo_error_msg (err_no);  
int err_no;
```

## Arguments

*err\_no*

number of error, if FSM state == sdo\_fsmError

## Return

textual error description.

## Header

vcasdo\_fsm.h

---

## Name

vcasdo\_init\_fsm — init SDO FSM

## Synopsis

```
void vcasdo_init_fsm (fsm,  
                      srvcli_cob_id,  
                      clisrv_cob_id,  
                      node);
```

vcasdo\_fsm\_t \* fsm;

unsigned srvcli\_cob\_id;

unsigned clisrv\_cob\_id;

unsigned node;

## Arguments

*fsm*

fsm to init

*srvcli\_cob\_id*

port to use for server->client communication (default 0x850 used if  
srvcli\_cob\_id==0)

*clisrv\_cob\_id*

port to use for client->server communication (default 0x600 used if  
clisrv\_cob\_id==0)

*node*

number of node on CAN bus to communicate with

## Header

vcasdo\_fsm.h

---

## Name

vcasdo\_destroy\_fsm — frees all SDO FSM resources (destructor)

## Synopsis

```
void vcasdo_destroy_fsm (fsm);  
vcasdo_fsm_t * fsm;
```

## Arguments

*fsm*

fsm to destroy

## Header

vcasdo\_fsm.h

---

## Name

vcasdo\_fsm\_idle — sets SDO FSM to idle state

## Synopsis

```
void vcasdo_fsm_idle (fsm);  
vcasdo_fsm_t * fsm;
```

## Arguments

*fsm*

SDO FSM

## Header

vcasdo\_fsm.h

---

## Name

vcasdo\_fsm\_run — starts SDO communication protocol for this FSM

## Synopsis

```
void vcasdo_fsm_run (fsm);  
vcasdo_fsm_t * fsm;
```

## Arguments

*fsm*  
SDO FSM

## Header

vcasdo\_fsm.h

---

## Name

vcasdo\_fsm\_abort — aborts SDO communication for this FSM, fill abort out\_msg

## Synopsis

```
void vcasdo_fsm_abort (fsm,  
                      abort_code);  
vcasdo_fsm_t * fsm;  
uint32_t abort_code;
```

## Arguments

*fsm*  
SDO FSM  
*abort\_code*  
code to fill to out\_msg

## Header

vcasdo\_fsm.h

---

## Name

vcasdo\_fsm\_upload — starts upload SDO communication protocol for this FSM

## Synopsis

```
int vcasdo_fsm_upload (fsm,
                      node,
                      index,
                      subindex,
                      srvcli_cob_id,
                      clisrv_cob_id);

vcasdo_fsm_t * fsm;

int          node;
unsigned     index;
byte        subindex;
unsigned     srvcli_cob_id;
unsigned     clisrv_cob_id;
```

## Arguments

*fsm*  
SDO FSM

*node*  
CANopen device node to upload from

*index*  
uploaded object index

*subindex*  
uploaded object subindex

*srvcli\_cob\_id*  
port to use for server->client communication (default 0x850 used if  
srvcli\_cob\_id==0)

*clisrv\_cob\_id*  
port to use for client->server communication (default 0x600 used if  
clisrv\_cob\_id==0)

## Return

not 0 if fsm->out\_msg contains CAN message to sent

## Header

vcasdo\_fsm.h

---

## Name

vcasdo\_fsm\_download — starts download SDO communication protocol for this  
FSM

## Synopsis

```
int vcasdo_fsm_download (fsm,
```



```

                                dbuff,
                                node,
                                index,
                                subindex,
                                srvcli_cob_id,
                                clisrv_cob_id);
vcasdo_fsm_t * fsm;
ul_dbuff_t *   dbuff;
int            node;
unsigned       index;
byte           subindex;
unsigned       srvcli_cob_id;
unsigned       clisrv_cob_id;

```

## Arguments

*fsm*  
SDO FSM

*dbuff*  
pointer to a ul\_dbuff structure to store received/transmitted data

*node*  
CANopen device node to upload from

*index*  
uploaded object index

*subindex*  
uploaded object subindex

*srvcli\_cob\_id*  
port to use for server->client communication (default 0x850 used if  
srvcli\_cob\_id==0)

*clisrv\_cob\_id*  
port to use for client->server communication (default 0x600 used if  
clisrv\_cob\_id==0)

## Return

not 0 if fsm->out\_msg contains CAN message to sent

## Header

vcasdo\_fsm.h

---

## Name

vcasdo\_fsm\_taste\_msg — try to process msg in FSM

## Synopsis

```
int vcasdo_fsm_taste_msg (fsm,  
                           msg);  
vcasdo_fsm_t * fsm;  
const canmsg_t * msg;
```

## Arguments

*fsm*  
fsm to process msg  
*msg*  
tasted msg

## Return

0 if msg is not eatable for FSM, -1 if message has correct CobID but can't be processed in current FSM state, 1 if message is processed,

## Header

vcasdo\_fsm.h

---

## Name

vcasdo\_abort\_msg — translates SDO abort\_code to the string message

## Synopsis

```
const char* vcasdo_abort_msg (abort_code);  
uint32_t abort_code;
```

## Arguments

*abort\_code*  
abort code

## Header

vcasdo\_msg.h

## 2.3) PDO processing API

### Name

struct vcapdo\_mapping\_t — structure representing mapping of single object in PDO

### Synopsis

```
struct vcapdo_mapping_t {
    vcaod_object_t * object;
    unsigned char    start;
    unsigned char    len;
    sui_dinfo_t * dinfo;
};
```

### Members

object  
pointer to the mapped object

start  
bit offset of object value in PDO

len  
bit length of object value in PDO

dinfo  
pointer to object data source. Every PDO can be read/written through *dinfo* to the OD or to hardware. Actually there is no other way for PDO object to do that.

### Header

vca\_pdo.h

---

### Name

struct vcapdolst\_object\_t — structure representing single PDO object

### Synopsis

```
struct vcapdolst_object_t {
    gavl_node_t my_node;
    struct vcaPDOProcessor_t * pdo_processor;
    unsigned long cob_id;
    unsigned char transmission_type;
    unsigned flags;
    unsigned char sync_every;
    unsigned char sync_counter;
    uint16_t inhibit_time;
    uint16_t event_timer;
    unsigned char * pdo_buff;
    int mapped_cnt;
};
```

```

    vcapdo_mapping_t * mapped_objects;
    evc_rx_hub_t rx_hub;
};

```

## Members

**my\_node**  
 structure necessary for storing node in GAVL tree  
**pdo\_processor**  
 pointer to PDO processor servicing this PDO  
**cob\_id**  
 COB ID of PDO  
**transmission\_type**  
 type of PDO transmission according to DS301 table 55  
**flags**  
 PDO characteristics and parsed **transmission\_type**  
**sync\_every**  
 synchronous PDO will be processed every n-th SYNC message  
**sync\_counter**  
 auxiliary variable for **sync\_every**  
**inhibit\_time**  
 minimum gap between two PDO transmissions (multiples of 100 us)  
**event\_timer**  
 if nonzero, PDO is transmitted every *event\_timer* ms. Valid only in transmission modes 254, 255. (!vcapdoFlagSynchronous && !vcapdoFlagRTROnly)  
**pdo\_buff**  
 buffer for received/transmitted PDO  
**mapped\_cnt**  
 number of mapped objects in OD  
**mapped\_objects**  
 array to structures describing mapping details for all mapped objects  
**rx\_hub**  
 If PDO communication is event driven, appropriate events are connected to this hub

## See also

GAVL usage (`u1_gavlchk.c`)

## Header

`vca_pdo.h`

---

## Name

`struct vcapdolst_root_t` — structure representing root of OD

## Synopsis

```
struct vcapdolst_root_t {  
    gavl_node_t * my_root;  
};
```

## Members

my\_root  
object dictionary GAVL tree root

## See also

GAVL usage (ul\_gavlchk.c)

## Header

vca\_pdo.h

---

## Name

struct vcaPDOProcessor\_t — structure used for PDO communication

## Synopsis

```
struct vcaPDOProcessor_t {  
    vcapdolst_root_t pdolst_root;  
    // TODO send_to_can_fnc: remove this hack and add queue of outcoming  
    CAN messages// to make this library thread safe.// At present  
    send_to_can_fnc should be thread safe.vcapdo_send_to_can_fnc_t *;  
    vcaod_root_t * od_root;  
    //vcaDinfoManager_t * dinfo_mgr;  
    int node_id;  
};
```

## Members

pdolst\_root  
GAVL containing all defined &vcapdolst\_object\_t structures

send\_to\_can\_fnc  
PDOProcessor should use this function if it needs to send CAN message during processing

od\_root  
pointer to used OD (necessary for PDOs creation and initialization in vcaPDOProcessor\_createPDOList)

dinfo\_mgr  
pointer to used DinfoManager (providing HW dinfos during initialization)

node\_id  
Node number, optional parameter, if it is specified, default PDO COB-IDs can be assigned if they are not specified in EDS. If *node\_id* is 0, then it is ignored.

## Description

vcaPDOProcessor is responsible for all PDO related tasks in CANopen device

## Header

vca\_pdo.h

---

## Name

vcaPDOProcessor\_init — vcaPDOProcessor constructor

## Synopsis

```
void vcaPDOProcessor_init (proc);  
vcaPDOProcessor_t* proc;
```

## Arguments

*proc*  
pointer to PDO processor to work with

## Header

vca\_pdo.h

---

## Name

vcaPDOProcessor\_destroy — vcaPDOProcessor destructor

## Synopsis

```
void vcaPDOProcessor_destroy (proc);  
vcaPDOProcessor_t* proc;
```

## Arguments

*proc*  
pointer to PDO processor to work with

## Description

It releases all PDO objects

## Header

vca\_pdo.h

---

## Name

vcaPDOProcessor\_setOD — assign OD to PDOProcessor

## Synopsis

```
void vcaPDOProcessor_setOD (proc,  
                             od_root);  
vcaPDOProcessor_t * proc;  
vcaod_root_t * od_root;
```

## Arguments

*proc*  
pointer to PDO processor to work with  
*od\_root*  
assigned root of Object Dictionary

## Header

vca\_pdo.h

---

## Name

vcaPDOProcessor\_createPDOList — scans OD and creates all valid PDO structures.

## Synopsis

```
int vcaPDOProcessor_createPDOList (proc);  
vcaPDOProcessor_t * proc;
```

## Arguments

*proc*  
pointer to PDO processor to work with

## Description

It also deletes previously created PDO structures (if any).

## Return

0 or negative number in case of an error

## Header

vca\_pdo.h

---

## Name

`_vcaPDOProcessor_disconnectDinfoLinks` — disconnect all PDOs and their dinfo structures

## Synopsis

```
void _vcaPDOProcessor_disconnectDinfoLinks (proc);  
vcaPDOProcessor_t* proc;
```

## Arguments

*proc*  
pointer to PDO processor to work with

## Description

Actualy it only decrements RefCnt, so only dinfos with RefCnt==1 will be deleted

## Note

this function is internal and it is not a part of VCA PDO public interface.

## Header

`vca_pdo.h`

---

## Name

`vcaPDOProcessor_connectDinfoLinks` — scans defined PDOs and makes necessary data links from PDOs to OD and HW

## Synopsis

```
void vcaPDOProcessor_connectDinfoLinks (proc);  
vcaPDOProcessor_t* proc;
```

## Arguments

*proc*  
pointer to PDO processor to work with

## Description

Disconnect all connected dinfos. For each mapped object tries to find appropriate dinfo asking DinfoManager. If DinfoManager returns NULL, thats means, that no HW is connected to this object. In such case function creates `dbuf_dinfo` for data stored in OD and connect it to mapped PDO.



## Header

vca\_pdo.h

---

## Name

vcaPDOProcessor\_processMsg — tries to process *msg*

## Synopsis

```
int vcaPDOProcessor_processMsg (proc,  
                                msg);  
vcaPDOProcessor_t* proc;  
canmsg_t* msg;
```

## Arguments

*proc*  
pointer to PDO processor to work with  
*msg*  
CAN msg to proceed

## Return

zero if msg is processed

## Header

vca\_pdo.h

## 2.4) OD access API

## Name

struct vcaod\_root\_t — structure representing root of OD

## Synopsis

```
struct vcaod_root_t {  
    gsa_array_field_t my_root;  
};
```

## Members

*my\_root*  
object dictionary GAVL tree root

## Header

vca\_od.h

---

## Name

struct vcaod\_object\_t — structure representing single object in OD

## Synopsis

```
struct vcaod_object_t {
    #ifndef CONFIG_OD_GSAgavl_node_t my_node;
    #endif unsigned index;
    int subindex;
    unsigned char data_type;
    unsigned object_type;
    int access;
    unsigned flags;
    char * name;
    struct vcaod_object_t * subobjects;
    int subcnt;
    vcaod_dbuff_t value;
    sui_dinfo_t * dinfo;
};
```

## Members

my\_node

structure necessary for storing node in GAVL tree, is NULL for subindices

index

index of object

subindex

subindex of subobject or -1 if object is not subobject

data\_type

can be one of (BOOLEAN, INTEGER8, ...)

object\_type

type of object (DOMAIN=2, DEFTYPE=5, DEFSTRUCT=6, VAR=7, ARRAY=8, RECORD=9)

access

access attributes (RW, WO, RO, CONST)

flags

flags can be: VCAOD\_OBJECT\_FLAG\_MANDATORY object is mandatory/optional, VCAOD\_OBJECT\_FLAG\_PDO\_MAPPING object is supposed to be PDO mapped, VCAOD\_OBJECT\_FLAG\_WEAK\_DINFO *dinfo* is weak pointer

name

textual name of object

subobjects

pointer to array of subobjects (definition==DEFSTRUCT, RECORD) or NULL

subcnt

number of subobjects

value

object values (definition==ARRAY) or single value (other definitions). If definition==ARRAY all values have the same length and they are stored sequentially in value

dinfo

Reference to dinfo associated with current object. There are couple of reasons for such a association. 1. Object is PDO mapped but its value doesn't come from HW dinfo (it is not technological value) - in such a case dbuff dinfo is created and referenced from that OD object. 2. Object is PDO mapped and its value comes from HW dinfo (it is technological value) - in such a case only weak reference is in OD object. When HW module is unloaded or dinfo will be destroyed from any reason, also weak reference to it will be cleared to NULL. 3. Object is not PDO mapped but its value comes from HW dinfo - in such a case even SDO communication should read that dinfo to get the proper object value.

## Header

vca\_od.h

---

## Name

vcaod\_find\_object — finds object in OD. This function is not a part of the SDO API

## Synopsis

```
vcaod_object_t* vcaod_find_object (odroot,
                                   ix,
                                   subix,
                                   abort_code);
```

```
vcaod_root_t * odroot;
```

```
unsigned ix;
```

```
unsigned subix;
```

```
uint32_t * abort_code;
```

## Arguments

*odroot*

object dictionary

*ix*

object index

*subix*

object subindex, ignored if object does not have subobjects

*abort\_code*

Pointer to the abort code in case of an ERROR. It can be NULL, than it is ignored. Abort codes are defined in CANopen standart 301 and can be translated to text calling `vcasdo_abort_msg`.

## Return

found object or NULL

## Header

`vca_od.h`

---

## Name

`vcaod_get_value` — reads object value from Object Dictionary and copies them to caller buffer

## Synopsis

```
int vcaod_get_value (object,
                    array_index,
                    buff,
                    len,
                    abort_code);

const vcaod_object_t* object;

int array_index;
void * buff;
int len;
uint32_t * abort_code;
```

## Arguments

*object*

object from dictionary, see. `vcaod_find_object`

*array\_index*

if object is an array `array_index` specifies which index to get, otherwise it is ignored.

*buff*

buffer to write requested data

*len*

length of the buffer

*abort\_code*

Pointer to the abort code in case of an ERROR. It can be NULL, than it is ignored. Abort codes are defined in CANopen standart 301 and can be translated to text calling `vcasdo_abort_msg`.

## Return

number of read bytes negative value in case of an error

## Header

vca\_od.h

---

## Name

vcaod\_set\_value — copies object value from caller's buffer to Object Dictionary

## Synopsis

```
int vcaod_set_value (object,
                    array_index,
                    buff,
                    len,
                    abort_code);

vcaod_object_t* object;

int array_index;
const void * buff;
int len;
uint32_t * abort_code;
```

## Arguments

*object*

object from dictionary, see. vcaod\_find\_object

*array\_index*

if object is an array, array\_index, tells which item to get, in other case it is simply ignored.

*buff*

buffer containing written data

*len*

length of the data

*abort\_code*

area to fill the abort code in case of an ERROR. It can be NULL, than it is ignored. Abort codes are defined in CANopen standart 301 and can be translated to text calling vcasdo\_abort\_msg.

## Description

Function sets whole buffer to zeros before it starts to copy object data to it, even if buffer is larger than data.

## Return

number of stored data bytes negative value in case of an error

## Header

vca\_od.h

---

## Name

vcaod\_get\_object\_data\_size — get size of object in bytes

## Synopsis

```
int vcaod_get_object_data_size (object,  
                                abort_code);  
const vcaod_object_t * object;  
uint32_t * abort_code;
```

## Arguments

*object*

object from dictionary, see. vcaod\_find\_object

*abort\_code*

area to fill the abort code in case of an ERROR. It can be NULL, than it is ignored. Abort codes are defined in CANopen standart 301 and can be translated to text calling vcasdo\_abort\_msg.

## Return

number of stored data bytes negative value in case of an error

## Header

vca\_od.h

---

## Name

od\_item\_set\_value\_as\_str — set object value from its string representation.

## Synopsis

```
int od_item_set_value_as_str (item,  
                               valstr);  
vcaod_object_t * item;  
const char * valstr;
```

## Arguments

*item*  
object to set  
*valstr*  
string representation of object value

## Return

negative value in case of an error

## Header

vca\_od.h

---

## Name

vcaod\_od\_free — release all OD memory

## Synopsis

```
void vcaod_od_free (odroot);  
vcaod_root_t *odroot;
```

## Arguments

*odroot*  
pointer to the object dictionary root

## Header

vca\_od.h

---

## Name

vcaod\_dump\_od — debug function, dumps OD to log

## Synopsis

```
void vcaod_dump_od (odroot);  
vcaod_root_t *odroot;
```

## Arguments

*odroot*  
root, which contains OD

## Header

vca\_od.h

---

## Name

`vcaod_get_dinfo_ref` — returns reference to dinfo corresponding to *obj*

## Synopsis

```
sui_dinfo_t * vcaod_get_dinfo_ref (obj,  
                                   create_weak);  
vcaod_object_t * obj;  
int create_weak;
```

## Arguments

*obj*  
object from OD  
*create\_weak*  
if there is no HW dinfo for object, creates temporary dbuff dinfo

## Description

If *obj* already has its &dinfo assigned `vcaod_get_dinfo_ref` returns this pointer, if it is not function creates new &dinfo object.

## Return

pointer to associated dinfo with reference count increased or NULL if creation fails

## Header

`vca_od.h`

## 2.5) libulut API

### Name

`ul_dbuff_init` — init memory allocated for dynamic buffer

### Synopsis

```
int ul_dbuff_init (buf,  
                  flags);  
ul_dbuff_t * buf;  
int flags;
```



## Arguments

*buf*

buffer structure

*flags*

flags describing behaviour of the buffer only UL\_DBUFF\_IS\_STATIC flag is supported. in this case buffer use only static array sbuf

## Description

Returns capacity of initialised buffer

---

## Name

ul\_dbuff\_destroy — frees all resources allocated by buf

## Synopsis

```
void ul_dbuff_destroy (buf);  
ul_dbuff_t * buf;
```

## Arguments

*buf*

buffer structure

---

## Name

ul\_dbuff\_prep — sets a new len and capacity of the buffer

## Synopsis

```
int ul_dbuff_prep (buf,  
                  new_len);  
ul_dbuff_t * buf;  
int new_len;
```

## Arguments

*buf*

buffer structure

*new\_len*

new desired buffer length

## Description

Returns new buffer length

---

## Name

struct ul\_dbuff\_t — Generic Buffer for Dynamic Data

## Synopsis

```
struct ul_dbuff_t {  
    unsigned long len;  
    unsigned long capacity;  
    int flags;  
    unsigned char * data;  
    unsigned char * sbuff;  
};
```

## Members

**len**  
actual length of stored data

**capacity**  
capacity of allocated buffer

**flags**  
only one flag (UL\_DBUFF\_IS\_STATIC) used now

**data**  
pointer to dynamically allocated buffer

**sbuff**  
static buffer for small data sizes

---

## Name

ul\_dbuff\_set\_capacity — change capacity of buffer to at least *new\_capacity*

## Synopsis

```
int ul_dbuff_set_capacity (buf,  
                           new_capacity);  
ul_dbuff_t * buf;  
int new_capacity;
```

## Arguments

*buf*  
buffer structure

*new\_capacity*  
new capacity

## Description

Returns real capacity of reallocated buffer

---

## Name

`ul_dbuff_set_len` — sets a new len of the buffer, change the capacity if neccessary

## Synopsis

```
int ul_dbuff_set_len (buf,  
                     new_len);  
  
ul_dbuff_t * buf;  
  
int new_len;
```

## Arguments

*buf*  
buffer structure  
*new\_len*  
new desired buffer length

## Description

Returns new buffer length

---

## Name

`ul_dbuff_set` — copies bytes to buffer and change its capacity if neccessary like `memset`

## Synopsis

```
int ul_dbuff_set (buf,  
                  b,  
                  n);  
  
ul_dbuff_t * buf;  
  
byte b;  
int n;
```

## Arguments

*buf*  
buffer structure  
*b*  
appended bytes  
*n*  
number of apended bytes

## Returns

length of buffer

---

## Name

`ul_dbuff_cpy` — copies bytes to buffer and change its capacity if necessary

## Synopsis

```
int ul_dbuff_cpy (buf,  
                  b,  
                  n);  
  
ul_dbuff_t * buf,  
const void * b,  
int         n;
```

## Arguments

*buf*  
buffer structure  
*b*  
appended bytes  
*n*  
number of appended bytes

## Returns

length of buffer

---

## Name

`ul_dbuff_cat` — appends bytes at end of buffer and change its capacity if necessary

## Synopsis

```
int ul_dbuff_cat (buf,  
                  b,  
                  n);  
  
ul_dbuff_t * buf,  
const void * b,  
int         n;
```

## Arguments

*buf*  
buffer structure  
*b*

appended bytes  
*n*  
number of appended bytes

## Returns

length of buffer

---

## Name

`ul_dbuff_strcat` — appends `str` at the end of buffer and change its capacity if necessary

## Synopsis

```
int ul_dbuff_strcat (buf,  
                    str);  
  
ul_dbuff_t * buf,  
const char * str;
```

## Arguments

*buf*  
buffer structure  
*str*  
string to append

## Description

Returns number length of buffer (including terminating '\0')

---

## Name

`ul_dbuff_strcpy` — copy `str` to the buffer and change its capacity if necessary

## Synopsis

```
int ul_dbuff_strcpy (buf,  
                    str);  
  
ul_dbuff_t * buf,  
const char * str;
```

## Arguments

*buf*  
buffer structure  
*str*  
string to copy

## Description

Returns number length of buffer (including terminating '\0')

---

### Name

`ul_dbuff_append_byte` — appends byte at the end of buffer and change its capacity if necessary

### Synopsis

```
int ul_dbuff_append_byte (buf,
                          b);
ul_dbuff_t * buf;
unsigned char b;
```

### Arguments

*buf*  
buffer structure

*b*  
appended byte

## Description

Returns number length of buffer (including terminating '\0')

---

### Name

`ul_dbuff_ltrim` — remove all white space characters from the left

### Synopsis

```
int ul_dbuff_ltrim (buf);
ul_dbuff_t * buf;
```

### Arguments

*buf*  
buffer structure

### Return

new length of buffer

---

### Name

`ul_dbuff_rtrim` — remove all white space characters from the right

## Synopsis

```
int ul_dbuff_rtrim (buf);
ul_dbuff_t * buf;
```

## Arguments

*buf*  
buffer structure

## Description

if buffer is terminated by '\0', than is also terminated after rtrim

## Return

new length of buffer

---

## Name

ul\_dbuff\_trim — remove all white space characters from the right and from the left

## Synopsis

```
int ul_dbuff_trim (buf);
ul_dbuff_t * buf;
```

## Arguments

*buf*  
buffer structure

## Description

Returns number length of buffer (including terminating '\0')

---

## Name

ul\_dbuff\_cpos — searches string for char

## Synopsis

```
int ul_dbuff_cpos (buf,
                  what,
                  quote);
const ul_dbuff_t * buf;
unsigned char    what;
unsigned char    quote;
```

## Arguments

*buf*

searched dbuff

*what*

char to find

*quote*

skip str areas quoted in quote chars<br> If you want to ignore quotes assign '\0' to quote in function call

## Return

position of what char or negative value

---

## Name

ul\_str\_cpos — searches string for char

## Synopsis

```
int ul_str_cpos (str,
                what,
                quote);
const unsigned char * str;
unsigned char        what;
unsigned char        quote;
```

## Arguments

*str*

zero terminated string

*what*

char to find

*quote*

skip str areas quoted in quote chars If you want to ignore quotes assign '\0' to quote in function call

## Return

position of what char or negative value

---

## Name

ul\_str\_pos — searches string for substring

## Synopsis

```
int ul_str_pos (str,
               what,
```



```
                                quote);  
const unsigned char * str;  
const unsigned char * what;  
unsigned char        quote;
```

## Arguments

*str*  
zero terminated string

*what*  
string to find

*quote*  
skip *str* areas quoted in *quote* chars If you want to ignore quotes assign '\0'  
to *quote* in function call

## Return

position of *what* string or negative value

---

## Name

ul\_str\_ncpy — copies string to the buffer

## Synopsis

```
int ul_str_ncpy (to,  
                from,  
                buff_size);  
unsigned char * to;  
const unsigned char * from;  
int buff_size;
```

## Arguments

*to*  
buffer where to copy *str*

*from*  
zero terminated string

*buff\_size*  
size of the *to* buffer (including terminating zero)

## Description

Standard `strncpy` function have some disadvantages (ie. do not append term. zero if copied string doesn't fit in to buffer, fills whole rest of buffer with zeros)

Returns `strlen(to)` or negative value in case of error

---

## Name

`ul_dbuff_log_hex` — writes content of `dbuff` to log

## Synopsis

```
void ul_dbuff_log_hex (buf,
                      log_level)
                      ;
ul_dbuff_t * buf;
int         log_level
          ;
```

## Arguments

*buf*  
buffer structure  
*log\_level*  
logging level

---

## Name

`ul_dbuff_cut_pos` — cut first *n* bytes from *fromdb* and copies it to *todb*.

## Synopsis

```
void ul_dbuff_cut_pos (fromdb,
                      todb,
                      n);
ul_dbuff_t * fromdb;
ul_dbuff_t * todb;
int         n;
```

## Arguments

*fromdb*  
buffer to cut from  
*todb*  
buffer to copy to  
*n*  
position where to cut

## Description

If *n* is greater than `fromdb.len` whole *fromdb* is copied to *todb*. If *n* is negative position to cut is counted from the end of *fromdb*. If *n* is zero *fromdb* stays unchanged and *todb* is resized to len equal zero.

---

## Name

`ul_dbuff_cut_delimited` — cuts bytes before delimiter + delimiter char from *fromdb* and copies them to the *todb*

## Synopsis

```
void ul_dbuff_cut_delimited (fromdb,  
                             todb,  
                             delimiter,  
                             quote);
```

`ul_dbuff_t *` *fromdb*;

`ul_dbuff_t *` *todb*;

`char` *delimiter*;

`char` *quote*;

## Arguments

*fromdb*

buffer to cut from

*todb*

buffer to copy to

*delimiter*

delimiter char

*quote*

quoted delimiters are ignored, *quote* can be '\0', then it is ignored.

## Description

If *fromdb* doesn't contain delimiter *todb* is trimmed to zero length.

---

## Name

`ul_dbuff_cut_token` — cuts not whitespaces from *fromdb* to *todb*.

## Synopsis

```
void ul_dbuff_cut_token (fromdb,  
                         todb);
```

`ul_dbuff_t *` *fromdb*;

`ul_dbuff_t *` *todb*;

## Arguments

*fromdb*

buffer to cut from

*todb*

buffer to copy to

## Description

Leading whitespaces are ignored. Cut string is trimmed.

---

## Name

evc\_link\_init — Initialize Event Connector Link

## Synopsis

```
int evc_link_init (link);  
evc_link_t * link;
```

## Arguments

*link*

pointer to the link

## Description

Link reference count is set to 1 by this function

## Return Value

negative value informs about failure.

---

## Name

evc\_link\_new — Allocates New Event Connector Link

## Synopsis

```
evc_link_t * evc_link_new (void);  
void;
```

## Arguments

*void*

no arguments

## Description

Link reference count is set to 1 by this function



```
evc_rx_fnc_t * rx_fnc;  
void * context;
```

### Arguments

*link*  
pointer to the link  
*rx\_fnc*  
pointer to the function invoked by event reception  
*context*  
context for the *rx\_fnc* function invocation

### Description

Link reference count is set to 1 by this function

### Return Value

negative value informs about failure.

---

### Name

*evc\_link\_new\_standalone* — Allocates New Standalone Link

### Synopsis

```
evc_link_t * evc_link_new_standalone (rx_fnc,  
                                     context);  
  
evc_rx_fnc_t * rx_fnc;  
void * context;
```

### Arguments

*rx\_fnc*  
callback function invoked if event is delivered  
*context*  
context provided to the callback function

### Description

Link reference count is set to 1 by this function

### Return Value

pointer to the new link or NULL.

---

### Name

*evc\_link\_connect\_standalone* — Connects Standalone Link to Source Hubs

## Synopsis

```
int evc_link_connect_standalone (link,  
                                src,  
                                prop);  
  
evc_link_t*      link;  
evc_tx_hub_t*    src;  
evc_prop_fnc_t*  prop;
```

## Arguments

*link*  
pointer to the non-connected initialized link

*src*  
pointer to the source hub of type &evc\_tx\_hub\_t

*prop*  
propagation function corresponding to hub source and standalone rx\_fnc  
expected event arguments

## Description

If ready flag is not set, link state is set to ready and reference count is increased.

## Return Value

negative return value indicates failure.

---

## Name

**evc\_link\_delete** — Deletes Link from Hubs Lists

## Synopsis

```
int evc_link_delete (link);  
evc_link_t* link;
```

## Arguments

*link*  
pointer to the possibly connected initialized link

## Description

If ready flag is set, link ready flag is cleared and reference count is decreased.  
This could lead to link disappear, if nobody is holding reference.

## Return Value

positive return value indicates immediate delete, zero return value informs about  
delayed delete.

---

## Name

evc\_link\_dispose — Disposes Link

## Synopsis

```
void evc_link_dispose (link);  
evc_link_t *link;
```

## Arguments

*link*  
pointer to the possibly connected initialized link

## Description

Deletes link from hubs, marks it as dead, calls final death propagate for the link and if link is *malloced*, releases link occupied memory.

---

## Name

evc\_tx\_hub\_init — Initializes Event Transmition Hub

## Synopsis

```
int evc_tx_hub_init (hub);  
evc_tx_hub_t *hub;
```

## Arguments

*hub*  
pointer to the &evc\_tx\_hub\_t type hub

## Return Value

negative return value indicates failure.

---

## Name

evc\_tx\_hub\_done — Initializes Event Transmition Hub

## Synopsis

```
void evc_tx_hub_done (hub);  
evc_tx_hub_t *hub;
```



## Arguments

*hub*

pointer to the &evc\_tx\_hub\_t type hub

---

## Name

evc\_tx\_hub\_propagate — Propagate Event to Links Destinations

## Synopsis

```
void evc_tx_hub_propagate (hub,  
                           args);  
evc_tx_hub_t * hub;  
va_list      args;
```

## Arguments

*hub*

pointer to the &evc\_tx\_hub\_t type hub

*args*

pointer to the variable arguments list

## Description

The function propagates event to the connected links, it skips links marked as *dead*, *blocked* or *delete\_pend*. If the link is not marked as *recursive*, it ensures, that link is not called twice.

---

## Name

evc\_tx\_hub\_emit — Emits Event to Hub

## Synopsis

```
void evc_tx_hub_emit (hub,  
                     ...);  
evc_tx_hub_t * hub;  
...           ...;
```

## Arguments

*hub*

pointer to the &evc\_tx\_hub\_t type hub

...

variable arguments

## Description

The function hands over arguments to `evc_tx_hub_propagate` as `&va_list`.

---

## Name

`evc_rx_hub_init` — Initializes Event Reception Hub

## Synopsis

```
int evc_rx_hub_init (hub,  
                    rx_fnc,  
                    context);  
  
evc_rx_hub_t * hub;  
  
evc_rx_fnc_t * rx_fnc;  
void * context;
```

## Arguments

*hub*  
pointer to the `&evc_rx_hub_t` type hub  
*rx\_fnc*  
pointer to the function invoked by event reception  
*context*  
context for the `rx_fnc` function invocation

## Return Value

negative return value indicates failure.

---

## Name

`evc_rx_hub_done` — Finalize Event Reception Hub

## Synopsis

```
void evc_rx_hub_done (hub);  
evc_rx_hub_t * hub;
```

## Arguments

*hub*  
pointer to the `&evc_rx_hub_t` type hub

---

## Name

`struct evc_link` — Event Connector Link

## Synopsis

```
struct evc_link {
    struct dst;
    evc_prop_fnc_t * propagate;
    int refcnt;
    unsigned recursive:1;
    unsigned blocked:1;
    unsigned ready:1;
    unsigned dead:1;
    unsigned delete_pend:1;
    unsigned malloced:1;
    unsigned standalone:1;
    unsigned tx_full_hub:1;
    unsigned rx_full_hub:1;
    short taken;
};
```

## Members

**dst**  
determines destination of the event, it can be *standalone* *rx\_fnc* function with *context* or *&evc\_tx\_hub\_t* in the *multi* case

**propagate**  
pointer to the arguments propagation function,

**refcnt**  
link reference counter

**recursive**  
link can propagate could be invoked recursively, else recursive events are ignored by link

**blocked**  
event propagation is blocked for the link, can be used by application

**ready**  
link is ready and has purpose to live - it connects two active entities

**dead**  
link is dead and cannot propagate events

**delete\_pend**  
link is being deleted, but it is taken simultaneously, delete has to wait for finish of the propagate and to moving to the next link

**malloced**  
link has been malloced and should be automatically freed when reference counts drop to zero

**standalone**  
link is used for standalone function invocation

**tx\_full\_hub**  
*src* points to the full hub structure

**rx\_full\_hub**  
*dst* points to the full hub structure

**taken**  
link is in middle of the propagation process

## Description

The link delivers events from the source to the destination. The link specific function `propagate` is called for each link leading from the hub activated by `evc_tx_hub_emit` and `evc_tx_hub_propagate`. The `propagate` function is responsible for parameters transformation before invocation of standalone or destination hub `rx_fnc` function.

---

## Name

`struct evc_tx_hub` — Event Transmit Hub

## Synopsis

```
struct evc_tx_hub {  
    ul_list_head_t links;  
};
```

## Members

`links`  
list of links outgoing from the hub

---

## Name

`struct evc_rx_hub` — Event Receiving Hub

## Synopsis

```
struct evc_rx_hub {  
    ul_list_head_t links;  
    evc_rx_fnc_t * rx_fnc;  
    void * context;  
};
```

## Members

`links`  
list of links incoming to the hub  
`rx_fnc`  
function invoked when event arrives  
`context`  
context for `rx_fnc`

---

## Name

`evc_link_inc_refcnt` — Increment Link Reference Count

## Synopsis

```
void evc_link_inc_refcnt (link);  
evc_link_t * link;
```

## Arguments

*link*  
pointer to link

---

## Name

**evc\_link\_dec\_refcnt** — Decrement Link Reference Count

## Synopsis

```
void evc_link_dec_refcnt (link);  
evc_link_t * link;
```

## Arguments

*link*  
pointer to link

## Description

if the link reference count drops to 0, link is deleted from hubs by **evc\_link\_dispose** function and if *malloced* is sed, link memory is disposed by free. Special handlink can be achieved if propagate returns non-zero value if called with *ded* link.

---

## Name

**gavl\_first\_node** — Returns First Node of GAVL Tree

## Synopsis

```
gavl_node_t * gavl_first_node (root);  
const gavl_root_t * root;
```

## Arguments

*root*  
GAVL tree root

## Return Value

pointer to the first node of tree according to ordering

---

## Name

`gavl_last_node` — Returns Last Node of GAVL Tree

## Synopsis

```
gavl_node_t * gavl_last_node (root);  
const gavl_root_t* root;
```

## Arguments

*root*  
GAVL tree root

## Return Value

pointer to the last node of tree according to ordering

---

## Name

`gavl_is_empty` — Check for Empty GAVL Tree

## Synopsis

```
int gavl_is_empty (root);  
const gavl_root_t* root;
```

## Arguments

*root*  
GAVL tree root

## Return Value

returns non-zero value if there is no node in the tree

---

## Name

`gavl_search_node` — Search for Node or Place for Node by Key

## Synopsis

```
int gavl_search_node (root,
```

```

                                key,
                                mode,
                                nodep) ;

const gavl_root_t * root;

const void *      key;
int              mode;
gavl_node_t **   nodep;

```

## Arguments

*root*  
GAVL tree root

*key*  
key value searched for

*mode*  
mode of the search operation

*nodep*  
pointer to place for storing of pointer to found node or pointer to node which should be parent of inserted node

## Description

Core search routine for GAVL trees searches in tree starting at *root* for node of item with value of item field at offset *key\_off* equal to provided *\*key* value. Values are compared by function pointed by *\*cmp\_fnc* field in the tree *root*. Integer *mode* modifies search algorithm: GAVL\_FANY .. finds node of any item with field value *\*key*, GAVL\_FFIRST .. finds node of first item with *\*key*, GAVL\_FASTER .. node points after last item with *\*key* value, reworded - index points at first item with higher value of field or after last item

## Return Value

Return of nonzero value indicates match found. If the *mode* is ored with GAVL\_FCMP, result of last compare is returned.

---

## Name

`gavl_find` — Find Item for Provided Key

## Synopsis

```

void * gavl_find (root,
                  key);

const gavl_root_t * root;

const void *      key;

```

## Arguments

*root*  
GAVL tree root  
*key*  
key value searched for

## Return Value

pointer to item associated to key value.

---

## Name

`gavl_find_first` — Find the First Item with Provided Key Value

## Synopsis

```
void * gavl_find_first (root,  
                        key);  
const gavl_root_t * root;  
const void * key;
```

## Arguments

*root*  
GAVL tree root  
*key*  
key value searched for

## Description

same as above, but first matching item is found.

## Return Value

pointer to the first item associated to key value.

---

## Name

`gavl_find_after` — Find the First Item with Higher Key Value

## Synopsis

```
void * gavl_find_after (root,  
                        key);  
const gavl_root_t * root;  
const void * key;
```



## Arguments

*root*  
GAVL tree root  
*key*  
key value searched for

## Description

same as above, but points to item with first key value above searched *key*.

## Return Value

pointer to the first item associated to key value.

---

## Name

`gavl_insert_node_at` — Insert Existing Node to Already Computed Place into GAVL Tree

## Synopsis

```
int gavl_insert_node_at (root,  
                        node,  
                        where,  
                        leftright) ;  
  
gavl_root_t * root;  
gavl_node_t * node;  
  
gavl_node_t * where;  
  
int leftright;
```

## Arguments

*root*  
GAVL tree root  
*node*  
pointer to inserted node  
*where*  
pointer to found parent node  
*leftright*  
left (1) or right (0) branch

## Return Value

positive value informs about success

---

## Name

`gavl_insert_node` — Insert Existing Node into GAVL Tree

## Synopsis

```
int gavl_insert_node (root,
                     node,
                     mode);

gavl_root_t * root;
gavl_node_t * node;

int mode;
```

## Arguments

*root*  
GAVL tree root

*node*  
pointer to inserted node

*mode*  
if mode is GAVL\_FASTER, multiple items with same key can be used, else strict ordering is required

## Return Value

positive value informs about success

---

## Name

`gavl_insert` — Insert New Item into GAVL Tree

## Synopsis

```
int gavl_insert (root,
                item,
                mode);

gavl_root_t * root;

void * item;
int mode;
```

## Arguments

*root*  
GAVL tree root

*item*  
pointer to inserted item

*mode*

if mode is GAVL\_FASTER, multiple items with same key can be used, else strict ordering is required

### Return Value

positive value informs about success, negative value indicates malloc fail or attempt to insert item with already defined key.

---

### Name

`gavl_delete_node` — Deletes/Unlinks Node from GAVL Tree

### Synopsis

```
int gavl_delete_node (root,  
                      node);  
  
gavl_root_t* root;  
gavl_node_t* node;
```

### Arguments

*root*  
GAVL tree root  
*node*  
pointer to deleted node

### Return Value

positive value informs about success.

---

### Name

`gavl_delete` — Delete/Unlink Item from GAVL Tree

### Synopsis

```
int gavl_delete (root,  
                 item);  
  
gavl_root_t* root;  
void* item;
```

### Arguments

*root*  
GAVL tree root  
*item*  
pointer to deleted item

## Return Value

positive value informs about success, negative value indicates that item is not found in tree defined by root

---

## Name

`gavl_delete_and_next_node` — Delete/Unlink Item from GAVL Tree

## Synopsis

```
gavl_node_t * gavl_delete_and_next_node (root,
                                         node);

gavl_root_t * root;
gavl_node_t * node;
```

## Arguments

*root*  
GAVL tree root

*node*  
pointer to actual node which is unlinked from tree after function call, it can be unallocated or reused by application code after this call.

## Description

This function can be used after call `gavl_first_node` for destructive traversal through the tree, it cannot be combined with `gavl_next_node` or `gavl_prev_node` and root is emptied after the end of traversal. If the tree is used after unsuccessful/unfinished traversal, it must be balanced again. The height differences are inconsistent in other case. If traversal could be interrupted, the function `gavl_cut_first` could be better choice.

## Return Value

pointer to next node or NULL, when all nodes are deleted

---

## Name

`gavl_cut_first` — Cut First Item from Tree

## Synopsis

```
void * gavl_cut_first (root);
gavl_root_t * root;
```

## Arguments

*root*

GAVL tree root

## Description

This enables fast delete of the first item without tree balancing. The resulting tree is degraded but height differences are kept consistent. Use of this function can result in height of tree maximally one greater the tree managed by optimal AVL functions.

## Return Value

returns the first item or NULL if the tree is empty

---

## Name

struct gavl\_node — Structure Representing Node of Generic AVL Tree

## Synopsis

```
struct gavl_node {  
    struct gavl_node * left;  
    struct gavl_node * right;  
    struct gavl_node * parent;  
    int hdiff;  
};
```

## Members

*left*

pointer to left child or NULL

*right*

pointer to right child or NULL

*parent*

pointer to parent node, NULL for root

*hdiff*

difference of height between left and right child

## Description

This structure represents one node in the tree and links *left* and *right* to nodes with lower and higher value of order criterion. Each tree is built from one type of items defined by user. User can decide to include node structure inside item representation or GAVL can malloc node structures for each inserted item. The GAVL allocates memory space with capacity `sizeof(gavl_node_t)+sizeof(void*)` in the second case. The item pointer is stored following node structure `(void**)(node+1)`;

---

## Name

struct gavl\_root — Structure Representing Root of Generic AVL Tree

## Synopsis

```
struct gavl_root {
    gavl_node_t * root_node;
    int node_offs;
    int key_offs;
    gavl_cmp_fnc_t * cmp_fnc;
};
```

## Members

**root\_node**  
pointer to root node of GAVL tree

**node\_offs**  
offset between start of user defined item representation and included GAVL node structure. If negative value is stored there, user item does not contain node structure and GAVL manages standalone ones with item pointers.

**key\_offs**  
offset to compared (ordered) fields in the item representation

**cmp\_fnc**  
function defining order of items by comparing fields at offset *key\_offs*.

---

## Name

gavl\_node2item — Conversion from GAVL Tree Node to User Defined Item

## Synopsis

```
void * gavl_node2item (root,
                        node);

const gavl_root_t * root;
const gavl_node_t * node;
```

## Arguments

*root*  
GAVL tree root

*node*  
node belonging to *root* GAVL tree

## Return Value

pointer to item corresponding to node

---

## Name

`gavl_node2item_safe` — Conversion from GAVL Tree Node to User Defined Item

## Synopsis

```
void * gavl_node2item_safe (root,  
                             node);  
  
const gavl_root_t * root;  
const gavl_node_t * node;
```

## Arguments

*root*  
GAVL tree root  
*node*  
node belonging to *root* GAVL tree

## Return Value

pointer to item corresponding to node

---

## Name

`gavl_node2key` — Conversion from GAVL Tree Node to Ordering Key

## Synopsis

```
void * gavl_node2key (root,  
                       node);  
  
const gavl_root_t * root;  
const gavl_node_t * node;
```

## Arguments

*root*  
GAVL tree root  
*node*  
node belonging to *root* GAVL tree

## Return Value

pointer to key corresponding to node

---

## Name

`gavl_next_node` — Returns Next Node of GAVL Tree

## Synopsis

```
gavl_node_t * gavl_next_node (node);  
const gavl_node_t * node;
```

## Arguments

*node*  
node for which accessor is looked for

## Return Value

pointer to next node of tree according to ordering

---

## Name

`gavl_prev_node` — Returns Previous Node of GAVL Tree

## Synopsis

```
gavl_node_t * gavl_prev_node (node);  
const gavl_node_t * node;
```

## Arguments

*node*  
node for which predecessor is looked for

## Return Value

pointer to previous node of tree according to ordering

---

## Name

`gavl_balance_one` — Balance One Node to Enhance Balance Factor

## Synopsis

```
int gavl_balance_one (subtree);  
gavl_node_t ** subtree;
```

## Arguments

*subtree*  
pointer to pointer to node for which balance is enhanced



## Return Value

returns nonzero value if height of subtree is lowered by one

---

## Name

`gavl_insert_primitive_at` — Low Level Routine to Insert Node into Tree

## Synopsis

```
int gavl_insert_primitive_at (root_nodep,  
                             node,  
                             where,  
                             leftright);  
  
gavl_node_t ** root_nodep  
               ;  
gavl_node_t *  node;  
gavl_node_t *  where;  
int            leftright;
```

## Arguments

*root\_nodep*  
pointer to pointer to GAVL tree root node  
*node*  
pointer to inserted node  
*where*  
pointer to found parent node  
*leftright*  
left ( $\geq 1$ ) or right ( $\leq 0$ ) branch

## Description

This function can be used for implementing AVL trees with custom root definition. The value of the selected *left* or *right* pointer of provided *node* has to be NULL before insert operation, i.e. node has to be end node in the selected direction.

## Return Value

positive value informs about success

---

## Name

`gavl_delete_primitive` — Low Level Deletes/Unlinks Node from GAVL Tree

## Synopsis

```
int gavl_delete_primitive (root_nodep,
```

```

                                node);
gavl_node_t ** root_nodep
;
gavl_node_t * node;

```

### Arguments

*root\_nodep*  
 pointer to pointer to GAVL tree root node

*node*  
 pointer to deleted node

### Return Value

positive value informs about success.

### Name

`gavl_cut_first_primitive` — Low Level Routine to Cut First Node from Tree

### Synopsis

```

gavl_node_t * gavl_cut_first_primitive (root_nodep)
;
gavl_node_t ** root_nodep
;

```

### Arguments

*root\_nodep*  
 pointer to pointer to GAVL tree root node

### Description

This enables fast delete of the first node without tree balancing. The resulting tree is degraded but height differences are kept consistent. Use of this function can result in height of tree maximally one greater the tree managed by optimal AVL functions.

### Return Value

returns the first node or NULL if the tree is empty

### Name

`gsa_struct_init` — Initialize GSA Structure



```

gsa_array_t *    array;
void *           key;
int              key_offs;
gsa_cmp_fnc_t *  cmp_fnc;
int              mode;
unsigned *       indx;

```

## Arguments

*array*

pointer to the array structure declared through GSA\_ARRAY\_FOR

*key*

key value searched for

*key\_offs*

offset to the order controlling field obtained by UL\_OFFSETOF

*cmp\_fnc*

function defining order of items by comparing fields

*mode*

mode of the search operation

*indx*

pointer to place, where store value of found item array index or index where new item should be inserted

## Description

Core search routine for GSA arrays binary searches for item with field at offset *key\_off* equal to *key* value. Values are compared by function pointed by *\*cmp\_fnc* field in the array structure *array*. Integer *mode* modifies search algorithm: GSA\_FANY .. finds item with field value *\*key*, GSA\_FFIRST .. finds the first item with field value *\*key*, GSA\_FAFTER .. index points after last item with *\*key* value, reworted - index points at first item with higher value of field or after last item

## Return Value

Return of nonzero value indicates match found.

## Name

gsa\_find — Find Item for Provided Key

## Synopsis

```

void * gsa_find (array,
                  key);

gsa_array_t * array;
void *       key;

```

## Arguments

*array*

pointer to the array structure declared through GSA\_ARRAY\_FOR

*key*

key value searched for

## Return Value

pointer to item associated to key value or NULL.

---

## Name

gsa\_find\_first — Find the First Item for Provided Key

## Synopsis

```
void * gsa_find_first (array,  
                      key);
```

```
gsa_array_t * array;  
void *      key;
```

## Arguments

*array*

pointer to the array structure declared through GSA\_ARRAY\_FOR

*key*

key value searched for

## Description

same as above, but first matching item is found.

## Return Value

pointer to the first item associated to key value or NULL.

---

## Name

gsa\_find\_indx — Find the First Item with Key Value and Return Its Index

## Synopsis

```
void * gsa_find_indx (array,  
                     key,  
                     indx);
```

```
gsa_array_t * array;  
void *      key;  
int *      indx;
```

## Arguments

*array*  
pointer to the array structure declared through GSA\_ARRAY\_FOR  
*key*  
key value searched for  
*indx*  
pointer to place for index, at which new item should be inserted

## Description

same as above, but additionally stores item index value.

## Return Value

pointer to the first item associated to key value or NULL.

---

## Name

gsa\_insert\_at — Insert Existing Item to the Specified Array Index

## Synopsis

```
int gsa_insert_at (array,  
                  item,  
                  where);  
  
gsa_array_t * array;  
void *      item;  
unsigned    where;
```

## Arguments

*array*  
pointer to the array structure declared through GSA\_ARRAY\_FOR  
*item*  
pointer to inserted Item  
*where*  
at which index should be *item* inserted

## Return Value

positive or zero value informs about success

---

## Name

gsa\_insert — Insert Existing into Ordered Item Array

## Synopsis

```
int gsa_insert (array,
               item,
               mode);

gsa_array_t * array;
void *      item;
int         mode;
```

## Arguments

*array*

pointer to the array structure declared through GSA\_ARRAY\_FOR

*item*

pointer to inserted Item

*mode*

if mode is GSA\_FASTER, multiple items with same key can be stored into array, else strict ordering is required

## Return Value

positive or zero value informs about success

---

## Name

gsa\_delete\_at — Delete Item from the Specified Array Index

## Synopsis

```
int gsa_delete_at (array,
                  indx);

gsa_array_t * array;
unsigned     indx;
```

## Arguments

*array*

pointer to the array structure declared through GSA\_ARRAY\_FOR

*indx*

index of deleted item

## Return Value

positive or zero value informs about success

---

## Name

gsa\_delete — Delete Item from the Array

## Synopsis

```
int gsa_delete (array,  
               item);  
gsa_array_t * array;  
void *      item;
```

## Arguments

*array*

pointer to the array structure declared through GSA\_ARRAY\_FOR

*item*

pointer to deleted Item

## Return Value

positive or zero value informs about success

---

## Name

gsa\_resort\_buble — Sort Again Array If Sorting Criteria Are Changed

## Synopsis

```
int gsa_resort_buble (array,  
                    key_offs,  
                    cmp_fnc);  
gsa_array_t *      array;  
int              key_offs;  
gsa_cmp_fnc_t * cmp_fnc;
```

## Arguments

*array*

pointer to the array structure declared through GSA\_ARRAY\_FOR

*key\_offs*

offset to the order controlling field obtained by UL\_OFFSETOF

*cmp\_fnc*

function defining order of items by comparing fields

## Return Value

non-zero value informs, that resorting changed order

---

## Name

gsa\_setsort — Change Array Sorting Criterion



## Synopsis

```
int gsa_setsort (array,
                 key_offs,
                 cmp_fnc);
gsa_array_t *   array;
int             key_offs;
gsa_cmp_fnc_t * cmp_fnc;
```

## Arguments

*array*  
pointer to the array structure declared through GSA\_ARRAY\_FOR

*key\_offs*  
new value of offset to the order controlling field

*cmp\_fnc*  
new function defining order of items by comparing fields at offset  
*key\_offs*

## Return Value

non-zero value informs, that resorting changed order

---

## Name

struct gsa\_array\_field\_t — Structure Representing Anchor of custom GSA Array

## Synopsis

```
struct gsa_array_field_t {
    void ** items;
    unsigned count;
    unsigned alloc_count;
};
```

## Members

*items*  
pointer to array of pointers to individual items

*count*  
number of items in the sorted array

*alloc\_count*  
allocated pointer array capacity

---

## Name

struct ul\_htim\_node — Timer queue entry base structure

## Synopsis

```
struct ul_htim_node {  
    #elseul_hpt_node_t node;  
    #elseul_hpt_node_t node;  
    #endiful_htim_time_t expires;  
};
```

## Members

node  
regular GAVL node structure for insertion into

node  
regular GAVL node structure for insertion into

expires  
time to trigger timer in &ul\_htim\_time\_t type defined resolution

## Description

This is basic type useful to define more complete timer types

---

## Name

struct ul\_htim\_queue — Timer queue head/root base structure

## Synopsis

```
struct ul_htim_queue {  
    #elseul_hpt_root_field_t timers;  
    #elseul_hpt_root_field_t timers;  
    #endifint first_changed;  
};
```

## Members

timers  
root of FLES GAVL tree of timer entries

timers  
root of FLES GAVL tree of timer entries

first\_changed  
flag, which is set after each add, detach operation which concerning of  
firsts scheduled timer

## Description

This is basic type useful to define more complete timer queues types

---

## Name

struct ul\_htimer — Standard timer entry with callback function

## Synopsis

```
struct ul_htimer {  
    ul_htim_node_t htim;  
    ul_htimer_fnc_t * function;  
    unsigned long data;  
};
```

## Members

htim  
    basic timer queue entry

function  
    user provided function to call at trigger time

data  
    user selected data

## Description

This is standard timer type, which requires *data* casting in many cases. The type of *function* field has to be declared in “ul\_htimdefs.h” header file.

---

## Name

struct ul\_htimer\_queue — Standard timer queue

## Synopsis

```
struct ul_htimer_queue {  
    ul_htim_queue_t htim_queue;  
};
```

## Members

htim\_queue  
    the structure wraps &ul\_htim\_queue structure

## Description

This is standard timer type, which requires *data* casting in many cases

---

## Name

list\_add — add a new entry

## Synopsis

```
void list_add (new,  
              head);
```

```
struct list_head * new;  
struct list_head * head;
```

## Arguments

*new*  
new entry to be added  
*head*  
list head to add it after

## Description

Insert a new entry after the specified head. This is good for implementing stacks.

---

## Name

list\_add\_tail — add a new entry

## Synopsis

```
void list_add_tail (new,  
                   head);  
struct list_head * new;  
struct list_head * head;
```

## Arguments

*new*  
new entry to be added  
*head*  
list head to add it before

## Description

Insert a new entry before the specified head. This is useful for implementing queues.

---

## Name

list\_del — deletes entry from list.

## Synopsis

```
void list_del (entry);  
struct list_head * entry;
```

## Arguments

*entry*

the element to delete from the list.

## Note

`list_empty` on `entry` does not return true after this, the entry is in an undefined state.

---

## Name

`list_del_init` — deletes entry from list and reinitialize it.

## Synopsis

```
void list_del_init (entry);  
struct list_head *  
    entry;
```

## Arguments

*entry*

the element to delete from the list.

---

## Name

`list_move` — delete from one list and add as another's head

## Synopsis

```
void list_move (list,  
               head);  
struct list_head *  
    list;  
struct list_head *  
    head;
```

## Arguments

*list*

the entry to move

*head*

the head that will precede our entry

---

## Name

`list_move_tail` — delete from one list and add as another's tail

## Synopsis

```
void list_move_tail (list,  
                    head);  
struct list_head * list;  
struct list_head * head;
```

## Arguments

*list*  
the entry to move  
*head*  
the head that will follow our entry

---

## Name

list\_empty — tests whether a list is empty

## Synopsis

```
int list_empty (head);  
struct list_head * head;
```

## Arguments

*head*  
the list to test.

---

## Name

list\_splice — join two lists

## Synopsis

```
void list_splice (list,  
                head);  
struct list_head * list;  
struct list_head * head;
```

## Arguments

*list*  
the new list to add.  
*head*  
the place to add it in the first list.

---

## Name

`list_splice_init` — join two lists and reinitialise the emptied list.

## Synopsis

```
void list_splice_init (list,  
                      head);  
struct list_head * list;  
struct list_head * head;
```

## Arguments

*list*  
the new list to add.  
*head*  
the place to add it in the first list.

## Description

The list at *list* is reinitialised

---

## Name

`list_entry` — get the struct for this entry

## Synopsis

```
list_entry (ptr, type, member);  
ptr;  
type;  
member;
```

## Arguments

*ptr*  
the &struct list\_head pointer.  
*type*  
the type of the struct this is embedded in.  
*member*  
the name of the list\_struct within the struct.

---

## Name

`list_for_each` — iterate over a list

## Synopsis

```
list_for_each (pos, head);  
pos;  
head;
```

## Arguments

*pos*  
the &struct list\_head to use as a loop counter.

*head*  
the head for your list.

---

## Name

\_\_list\_for\_each — iterate over a list

## Synopsis

```
__list_for_each (pos, head);  
pos;  
head;
```

## Arguments

*pos*  
the &struct list\_head to use as a loop counter.

*head*  
the head for your list.

## Description

This variant differs from `list_for_each` in that it's the simplest possible list iteration code, no prefetching is done. Use this for code that knows the list to be very short (empty or 1 entry) most of the time.

---

## Name

list\_for\_each\_prev — iterate over a list backwards

## Synopsis

```
list_for_each_prev (pos, head);  
pos;  
head;
```

## Arguments

*pos*



the &struct list\_head to use as a loop counter.  
*head*  
the head for your list.

---

### **Name**

list\_for\_each\_safe — iterate over a list safe against removal of list entry

### **Synopsis**

```
list_for_each_safe (pos, n, head);  
pos;  
n;  
head;
```

### **Arguments**

*pos*  
the &struct list\_head to use as a loop counter.  
*n*  
another &struct list\_head to use as temporary storage  
*head*  
the head for your list.

---

### **Name**

list\_for\_each\_entry — iterate over list of given type

### **Synopsis**

```
list_for_each_entry (pos, head, member);  
pos;  
head;  
member;
```

### **Arguments**

*pos*  
the type \* to use as a loop counter.  
*head*  
the head for your list.  
*member*  
the name of the list\_struct within the struct.

---

### **Name**

list\_for\_each\_entry\_reverse — iterate backwards over list of given type.

## Synopsis

```
list_for_each_entry_reverse (pos,  
                             head,  
                             member);  
  
pos;  
head;  
member;
```

## Arguments

*pos*  
the type \* to use as a loop counter.

*head*  
the head for your list.

*member*  
the name of the list\_struct within the struct.

---

## Name

list\_for\_each\_entry\_safe — iterate over list of given type safe against removal of list entry

## Synopsis

```
list_for_each_entry_safe (pos, n, head, member);  
pos;  
n;  
head;  
member;
```

## Arguments

*pos*  
the type \* to use as a loop counter.

*n*  
another type \* to use as temporary storage

*head*  
the head for your list.

*member*  
the name of the list\_struct within the struct.

## 2.6) libsuiut API

## Name

sui\_dinfo\_inc\_refcnt — Increase reference count of DINFO

## Synopsis

```
void sui_dinfo_inc_refcnt (datai);  
sui_dinfo_t * datai;
```

## Arguments

*datai*  
Pointer to dinfo structure.

## File

sui\_dinfo.c

---

## Name

sui\_dinfo\_dec\_refcnt — Decrease reference count of DINFO

## Synopsis

```
void sui_dinfo_dec_refcnt (datai);  
sui_dinfo_t * datai;
```

## Arguments

*datai*  
Pointer to dinfo structure.

## Description

If the reference count reaches zero, DINFO starts to be destroyed. The event SUEV\_COMMAND with command SUCM\_DONE is sent to dinfo, next event SUEV\_FREE is emitted or direct free is called the SUEV\_FREE is disabled.

## File

sui\_dinfo.c

---

## Name

sui\_create\_dinfo — Creates new dynamic DINFO

## Synopsis

```
sui_dinfo_t * sui_create_dinfo (adata,  
                                afdig,  
                                amin,  
                                amax,  
                                ainfo,  
                                rd,
```

```

                                wr);
void *      adata;
int         afdig;
long        amin;
long        amax;
long        ainfo;
sui_datai_rdfnc_t * rd;
sui_datai_wrfnc_t * wr;

```

## Arguments

*adata*  
DINFO type specific pointer to the data

*afdig*  
Number of fractional digits if the fixed decimal point format is used

*amin*  
The minimal allowed value

*amax*  
The maximal allowed value

*ainfo*  
DINFO type specific pointer

*rd*  
Pointer to the read processing function

*wr*  
Pointer to the write processing function

## Return Value

Pointer to newly created DINFO.

## File

sui\_dinfo.c

---

## Name

sui\_create\_dinfo\_int — Creates DINFO for signed integer or fixed point data

## Synopsis

```

sui_dinfo_t * sui_create_dinfo_int (adata,
                                   aidxsize,
                                   asize);

void * adata;
long   aidxsize;
int    asize;

```

## Arguments

*adata*

Pointer to the signed char, short, int, long or fixed point data

*aidxsize*

Allowed range of indexes form 0 to *aidxsize*-1, if zero, then no check

*asize*

The size of the integer type representation returned by `sizeof`

## Return Value

Pointer to newly created DINFO.

## File

sui\_dinfo.c

---

## Name

sui\_create\_dinfo\_uint — Creates DINFO for unsigned integer or fixed point data

## Synopsis

```
sui_dinfo_t * sui_create_dinfo_uint ( adata,  
                                     aidxsize,  
                                     asize );
```

```
void * adata;  
long  aidxsize;  
int    asize;
```

## Arguments

*adata*

Pointer to the unsigned char, short, int, long or fixed point data

*aidxsize*

Allowed range of indexes form 0 to *aidxsize*-1, if zero, then no check

*asize*

The size of the integer type representation returned by `sizeof`

## Return Value

Pointer to newly created DINFO.

## File

sui\_dinfo.c

---

## Name

`sui_rd_long` — Reads long integer data from specified DINFO

## Synopsis

```
int sui_rd_long (datai,  
                 idx,  
                 buf);  
  
sui_dinfo_t * datai;  
long         idx;  
long *       buf;
```

## Arguments

*datai*  
Pointer to the DINFO

*idx*  
Index of read data inside DINFO.

*buf*  
Pointer to where the read value is stored

## Return Value

Operation result code, `SUDI_DATA_OK` in the case of success.

## File

`sui_dinfo.c`

---

## Name

`sui_wr_long` — Writes long integer data to specifies DINFO

## Synopsis

```
int sui_wr_long (datai,  
                 idx,  
                 buf);  
  
sui_dinfo_t * datai;  
long         idx;  
const long * buf;
```

## Arguments

*datai*  
Pointer to the DINFO

*idx*  
Index of read data inside DINFO.

*buf*

Pointer to the new data value

## Return Value

Operation result code, SUDI\_DATA\_OK in the case of success.

## File

sui\_dinfo.c

---

## Name

dinfo\_scale\_proxy — Creates value scale proxy DINFO

## Synopsis

```
sui_dinfo_t * dinfo_scale_proxy (dfrom,
                                ainfo,
                                amultiply,
                                adivide);

sui_dinfo_t * dfrom;
long         ainfo;
long         amultiply;
long         adivide;
```

## Arguments

*dfrom*  
Pointer to the underlying DINFO

*ainfo*  
The local DINFO specific parameter

*amultiply*  
Multiply factor

*adivide*  
Divide factor

## Description

Creates scaling proxy DINFO. Read value is multiplied by *amultiply* factor and then divided by *adivide* factor. The long integer overflow is not checked. If the full checking is required use `sui_lintrans_proxy` instead which works with wider numbers representations and checks for all overflow cases.

## Return Value

Pointer to newly created DINFO.

## File

sui\_dinfo.c

---

## Name

dinfo\_simple\_proxy — Creates simple proxy DINFO

## Synopsis

```
sui_dinfo_t * dinfo_simple_proxy (dfrom,  
                                   ainfo);  
  
sui_dinfo_t * dfrom;  
long         ainfo;
```

## Arguments

*dfrom*

Pointer to the underlying DINFO

*ainfo*

The local DINFO specific parameter which specifies index value for calling of underlying DINFO

## Return Value

Pointer to newly created DINFO.

## File

sui\_dinfo.c

---

## Name

sui\_dinfo\_dbuff\_create — Creates DINFO for ul\_dbuff structure

## Synopsis

```
sui_dinfo_t * sui_dinfo_dbuff_create (db,  
                                       aidxsize);  
  
ul_dbuff_t * db;  
long         aidxsize;
```

## Arguments

*db*

Pointer to the dbuff

*aidxsize*

Allowed range of indexes form 0 to *aidxsize*-1, if zero then no check

## Returns

Pointer to newly created DINFO.



## File

sui\_dinfo\_dbuff.c

---

## Name

sui\_dinfo\_dbuff\_rd\_dbuff — Reads ul\_dbuff data from specified DINFO

## Synopsis

```
int sui_dinfo_dbuff_rd_dbuff (di,  
                             idx,  
                             dbuf);  
  
sui_dinfo_t * di;  
long        idx;  
ul_dbuff_t * dbuf;
```

## Arguments

*di*  
Pointer to the DINFO

*idx*  
Index of read data inside DINFO.

*dbuf*  
Pointer to where the read value is stored

## Return Value

Operation result code, SUDI\_DATA\_OK in the case of success.

## File

sui\_dinfo\_dbuff.c

---

## Name

sui\_dinfo\_dbuff\_wr\_dbuff — Writes ul\_dbuff data to specifies DINFO

## Synopsis

```
int sui_dinfo_dbuff_wr_dbuff (di,  
                             idx,  
                             dbuf);  
  
sui_dinfo_t * di;  
long        idx;  
const ul_dbuff_t * dbuf;
```

## Arguments

*di*  
Pointer to the DIONFO

*idx*  
Index of read data inside DINFO.

*dbuf*  
Pointer to the dbuff

## Return Value

Operation result code, SUDI\_DATA\_OK in the case of success.

## File

sui\_dinfo\_dbuff.c

---

## Name

sui\_dinfo\_dbuff\_rd\_long — Reads long integer data from specified dbuff DINFO

## Synopsis

```
int sui_dinfo_dbuff_rd_long (di,  
                             idx,  
                             buf);  
  
sui_dinfo_t * di;  
long         idx;  
long *       buf;
```

## Arguments

*di*  
Pointer to the DIONFO

*idx*  
Index of read data inside DINFO.

*buf*  
Pointer to the dbuff

## Return Value

Operation result code, SUDI\_DATA\_OK in the case of success.

## File

sui\_dinfo\_dbuff.c

---

## Name

`sui_dinfo_dbuff_wr_long` — Writes long integer data to specified dbuff DINFO

## Synopsis

```
int sui_dinfo_dbuff_wr_long (di,  
                             idx,  
                             buf);  
  
sui_dinfo_t * di;  
long         idx;  
const long * buf;
```

## Arguments

*di*  
Pointer to the DINFO

*idx*  
Index of read data inside DINFO.

*buf*  
Pointer to the dbuff

## Return Value

Operation result code, `SUDI_DATA_OK` in the case of success.

## File

`sui_dinfo_dbuff.c`

---

## Name

`sui_dtree_lookup` — Find dinfo in the named dinfo database

## Synopsis

```
int sui_dtree_lookup (from_dir,  
                      path,  
                      found_dir,  
                      datai);  
  
sui_dtree_dir_t * from_dir;  
const char *      path;  
sui_dtree_dir_t ** found_dir;  
sui_dinfo_t **    datai;
```

## Arguments

*from\_dir*  
the directory to start from

*path*

*path* from directory to dinfo or directory  
*found\_dir*  
the optional pointer to space that would hold pointer to directory of found dinfo  
*datai*  
optional pointer to store the found dinfo

### Return Value

SUI\_DTREE\_FOUND, SUI\_DTREE\_DIR, SUI\_DTREE\_NOPATH,  
SUI\_DTREE\_ERROR

### File

sui\_dtree.c

---

### Name

sui\_dtree\_mem\_lookup — Find dinfo in the named dinfo database

### Synopsis

```
int sui_dtree_mem_lookup (from_dir,  
                           path,  
                           consumed,  
                           found_dir,  
                           datai);  
  
sui_dtree_dir_t * from_dir,  
const char * path;  
int * consumed;  
sui_dtree_dir_t ** found_dir,  
sui_dinfo_t ** datai;
```

### Arguments

*from\_dir*  
the directory to start from  
*path*  
path from directory to dinfo or directory  
*consumed*  
pointer to location for number of consumed characters from path  
*found\_dir*  
the optional pointer to space that would hold pointer to directory of found dinfo  
*datai*  
optional pointer to store the found dinfo

## Return Value

SUI\_DTREE\_FOUND, SUI\_DTREE\_DIR, SUI\_DTREE\_NOPATH,  
SUI\_DTREE\_ERROR

## File

sui\_dtreemem.c

---

## Name

struct sui\_dtree\_memdir\_t — Ancestor of sui\_dtree\_dir\_t which containing  
sui\_dtree\_memnode\_t GAVL list .

## Synopsis

```
struct sui_dtree_memdir_t {  
    sui_dtree_dir_t dir;  
    gavl_cust_root_field_t name_root;  
};
```

## Members

dir  
base struct (Container\_of technology). Containing dir needs it.  
name\_root  
GAVL with children of type &sui\_dtree\_memnode\_t

## Header

sui\_dtreemem.h

---

## Name

struct sui\_dtree\_memnode\_t — structure representing single node in memtree.

## Synopsis

```
struct sui_dtree_memnode_t {  
    char * name;  
    int node_type;  
    gavl_node_t name_node;  
    union ptr;  
    void * dll_handle;  
};
```

## Members

name  
structure necessary for storing node in GAVL tree, is NULL for subindicies  
node\_type

type of node contains (dir or dinfo)  
name\_node  
the structure can be stored in GAVL tree thanks to that field  
ptr  
pointer to dinfo or directory that this node contains.  
dll\_handle  
if memnode is one imported from DLL, DLLs handle is stored here. (else it is 0)

## Description

Node can contain dinfo or directory (&sui\_dtree\_dir\_t).

## Header

sui\_dtreemem.h.h

---

## Name

struct sui\_event — Common suitk event structure

## Synopsis

```
struct sui_event {  
    unsigned short what;  
};
```

## Members

what  
Code of event.(See 'event\_code' enum with 'SUEV\_' prefix)

## File

sui\_base.h

---

## Name

enum event\_code — Code of SUITK events ['SUEV\_' prefix]

## Synopsis

```
enum event_code {  
    SUEV_MDOWN,  
    SUEV_MUP,  
    SUEV_MMOVE,  
    SUEV_MAUTO,  
    SUEV_KDOWN,  
    SUEV_KUP,  
    SUEV_DRAW,  
    SUEV_REDRAW,
```

```
SUEV_COMMAND,  
SUEV_BROADCAST,  
SUEV_SIGNAL,  
SUEV_GLOBAL,  
SUEV_FREE,  
SUEV_NOTHING,  
SUEV_MOUSE,  
SUEV_KEYBOARD,  
SUEV_MESSAGE,  
SUEV_DEFMASK,  
SUEV_GRPMASK  
};
```

### **Constants**

```
SUEV_MDOWN  
    Mouse button is down.  
SUEV_MUP  
    Mouse button is up.  
SUEV_MMOVE  
    Mouse is in move.  
SUEV_MAUTO  
SUEV_KDOWN  
    Key is down.  
SUEV_KUP  
    Key is up.  
SUEV_DRAW  
    Draw widget.  
SUEV_REDRAW  
    Redraw widget.  
SUEV_COMMAND  
    Command event.  
SUEV_BROADCAST  
    Broadcast event.  
SUEV_SIGNAL  
    ?  
SUEV_GLOBAL  
    ?  
SUEV_FREE  
    ?  
SUEV_NOTHING  
    ?  
SUEV_MOUSE  
    ?  
SUEV_KEYBOARD  
    ?  
SUEV_MESSAGE  
    ?  
SUEV_DEFMASK  
    ?
```

SUEV\_GRPMASK  
?

## File

sui\_base.h

---

## Name

enum command\_event — Command codes for command event ['SUCM\_' prefix]

## Synopsis

```
enum command_event {  
    SUCM_VALID,  
    SUCM_QUIT,  
    SUCM_ERROR,  
    SUCM_MENU,  
    SUCM_CLOSE,  
    SUCM_ZOOM,  
    SUCM_RESIZE,  
    SUCM_NEXT,  
    SUCM_PREV,  
    SUCM_HELP,  
    SUCM_OK,  
    SUCM_CANCEL,  
    SUCM_YES,  
    SUCM_NO,  
    SUCM_DEFAULT,  
    SUCM_FOCUSASK,  
    SUCM_FOCUSSET,  
    SUCM_FOCUSREL,  
    SUCM_INIT,  
    SUCM_DONE,  
    SUCM_NEWDISPLAY,  
    SUCM_DISPNUMB,  
    SUCM_CHANGE_STBAR,  
    SUCM_NEXT_GROUP,  
    SUCM_PREV_GROUP,  
    SUCM_EVC_LINK_TO  
};
```

## Constants

SUCM\_VALID  
VALID command event.

SUCM\_QUIT  
QUIT command event.

SUCM\_ERROR  
ERROR command event.

SUCM\_MENU  
MENU command event. Open, select, close, ... menu.



SUCM\_CLOSE  
CLOSE command event.

SUCM\_ZOOM  
ZOOM command event.

SUCM\_RESIZE  
RESIZE command event.

SUCM\_NEXT  
NEXT command event. Mainly for change widget focus by pressing TAB key.

SUCM\_PREV  
PREV command event. Mainly for change widget focus by pressing SHIFT+TAB key.

SUCM\_HELP  
HELP command event.

SUCM\_OK  
OK button pressed.

SUCM\_CANCEL  
CANCEL button pressed.

SUCM\_YES  
YES button pressed.

SUCM\_NO  
NO button pressed.

SUCM\_DEFAULT  
DEFAULT button pressed.

SUCM\_FOCUSASK  
Which widget has focus ?

SUCM\_FOCUSSET  
Set focus to the widget.

SUCM\_FOCUSREL  
Release focus from the widget.

SUCM\_INIT  
Initialize widget.

SUCM\_DONE  
Done widget - decrement reference counter, deallocate widget data.

SUCM\_NEWDISPLAY  
Create new screen from pointer to screen.

SUCM\_DISPNUMB  
Create new screen from number to screen.

SUCM\_CHANGE\_STBAR  
Status bar is changed.

SUCM\_NEXT\_GROUP  
Change focus between groups (like as ALT+TAB in Windows).

SUCM\_PREV\_GROUP  
Change focus between groups.

SUCM\_EVC\_LINK\_TO  
Only Pavel Pisa knows :))

## File

sui\_base.h