## 8 Architecture-specific details

8.1 PIC32 port details
- 8.1.1 Context switch
- 8.1.2 Interrupts
- 8.1.3 Building

8.2 PIC24/dsPIC port details
- 8.2.1 Context switch
- 8.2.2 Interrupts
- 8.2.3 Atomic access to the structure bit field
- 8.2.4 Building

8.3 Cortex-M0/M0+/M3/M4/M4F port details
- 8.3.1 Context switch
- 8.3.2 Interrupts
- 8.3.3 Building

## 9 Why reimplement TNKernel

9.1 Essential problems of TNKernel

9.2 Examples of poor implementation
- 9.2.1 One entry point, one exit point
- 9.2.2 Don’t repeat yourself
- 9.2.3 Macros that return from function
- 9.2.4 Code for doubly-linked lists

9.3 Bugs of TNKernel 2.7
20.4 TN_DQueueTaskWait Struct Reference ........................................... 64
  20.4.1 Detailed Description ................................................................. 64
20.5 TN_EGrpLink Struct Reference .......................................................... 64
  20.5.1 Detailed Description ................................................................. 64
20.6 TN_EGrpTaskWait Struct Reference .................................................... 65
  20.6.1 Detailed Description ................................................................. 65
20.7 TN_EventGrp Struct Reference ............................................................ 65
  20.7.1 Detailed Description ................................................................. 65
    20.7.2 Field Documentation ............................................................... 66
      20.7.2.1 id_event ................................................................. 66
      20.7.2.2 attr ................................................................. 66
20.8 TN_FMem Struct Reference .............................................................. 66
  20.8.1 Detailed Description ................................................................. 66
    20.8.2 Field Documentation ............................................................... 67
      20.8.2.1 id_fmp ................................................................. 67
      20.8.2.2 block_size ............................................................. 67
      20.8.2.3 start_addr ............................................................. 68
      20.8.2.4 free_list ............................................................. 68
20.9 TN_FMemTaskWait Struct Reference ................................................ 68
  20.9.1 Detailed Description ................................................................. 68
20.10 TN_ListItem Struct Reference ......................................................... 68
  20.10.1 Detailed Description ............................................................... 68
20.11 TN_Mutex Struct Reference ............................................................ 69
  20.11.1 Detailed Description ............................................................... 69
    20.11.2 Field Documentation ........................................................... 69
      20.11.2.1 id_mutex .......................................................... 70
20.12 TN_Sem Struct Reference .............................................................. 70
  20.12.1 Detailed Description ............................................................... 70
    20.12.2 Field Documentation ........................................................... 70
      20.12.2.1 id_sem ............................................................. 70

Generated by Doxygen
21 File Documentation

21.1 arch/cortex_m/tn_arch_cortex_m.h File Reference ........................................ 79
21.1.1 Detailed Description .................................................. 79

21.2 arch/example/tn_arch_example.h File Reference ........................................ 79
21.2.1 Detailed Description .................................................. 79
21.2.2 Macro Definition Documentation ...................................... 80
21.2.2.1 _TN_FFS ....................................................... 80
21.2.2.2 _TN_FATAL_ERROR ......................................... 81
21.2.2.3 TN_ARCH_STK_ATTR_BEFORE .................................. 81
21.2.2.4 TN_ARCH_STK_ATTR_AFTER .................................. 81
21.2.2.5 TN_PRIORITIES_MAX_CNT ................................... 82
21.2.2.6 TN_INTSAVE_DATA ........................................ 82
21.2.2.7 TN_INTSAVE_DATA_INT ....................................... 82
21.2.2.8 TN_INT_DIS_SAVE ........................................ 83
21.2.2.9 TN_INT_RESTORE ........................................ 83
21.2.2.10 TN_INT_IDIS_SAVE ......................................... 83
21.2.2.11 TN_INT_IRESTORE .......................................... 84
21.2.2.12 _TN_SIZE_BYTES_TO_UWORDS ................................ 84
21.2.2.13 _TN_INLINE ................................................. 84
21.2.2.14 _TN_VOLATILE_WORKAROUND ................................ 84
21.2.3 Typedef Documentation ........................................... 85
21.2.3.1 TN_UWord .................................................... 85
21.2.3.2 TN_UIntPtr .................................................. 85

21.3 arch/pic24_dspic/tn_arch_pic24.h File Reference ........................................ 85
21.3.1 Detailed Description ................................................ 85
21.3.2 Macro Definition Documentation ...................................... 85
21.3.2.1 tn_p24_soft_isr ........................................... 86

21.4 arch/pic24_dspic/tn_arch_pic24_bfa.h File Reference ..................................... 86
21.4.1 Detailed Description ................................................ 86
21.4.2 Macro Definition Documentation ...................................... 87
21.7.2.2  tn_arch_int_en() .................................................. 96
21.7.2.3  tn_arch_sr_save_int_dis() ...................................... 96
21.7.2.4  tn_arch_sr_restore() ............................................. 97
21.7.2.5  tn_arch_sched_dis_save() ....................................... 98
21.7.2.6  tn_arch_sched_restore() ......................................... 98
21.7.2.7  _tn_arch_stack_init() ............................................ 98
21.7.2.8  _tn_arch_inside_isr() ........................................... 99
21.7.2.9  _tn_arch_is_int_disabled() ..................................... 99
21.7.2.10 _tn_arch_context_switch_pend() ............................... 99
21.7.2.11 _tn_arch_context_switch_now_nosave() ....................... 100
21.7.2.12 _tn_arch_sys_start() ........................................... 101

21.8  core/tn_cfg_dispatch.h File Reference .............................. 101
21.8.1  Detailed Description ................................................ 101
21.8.2  Macro Definition Documentation ................................. 101
21.8.2.1  TN_API_MAKE_ALIG_ARG_TYPE ................................. 101
21.8.2.2  TN_API_MAKE_ALIG_ARG_SIZE ................................ 102

21.9  core/tn_common.h File Reference .................................. 102
21.9.1  Detailed Description ................................................ 102
21.9.2  Macro Definition Documentation ................................. 103
21.9.2.1  TN_MAKE_ALIG_SIZE ........................................... 103
21.9.2.2  TN_MAKE_ALIG .................................................. 103
21.9.3  Typedef Documentation ............................................ 103
21.9.3.1  TN_TickCnt ...................................................... 103
21.9.4  Enumeration Type Documentation ................................. 104
21.9.4.1  TN_ObjId ........................................................ 104
21.9.4.2  TN_RCode ....................................................... 105

21.10 core/tn_common_macros.h File Reference ................. 106
21.10.1  Detailed Description ............................................... 106
21.10.2  Macro Definition Documentation ......................... 106
21.10.2.1  _TN_STRINGIFY_LITERAL .................................. 106
21.11 core/tn_dqueue.h File Reference

21.11.1 Detailed Description

21.11.2 Function Documentation

21.11.2.1 tn_queue_create()

21.11.2.2 tn_queue_delete()

21.11.2.3 tn_queue_send()

21.11.2.4 tn_queue_send_polling()

21.11.2.5 tn_queue_isend_polling()

21.11.2.6 tn_queue_receive()

21.11.2.7 tn_queue_receive_polling()

21.11.2.8 tn_queue_ireceive_polling()

21.11.2.9 tn_queue_free_items_cnt_get()

21.11.2.10 tn_queue_used_items_cnt_get()

21.11.2.11 tn_queue_eventgrp_connect()

21.11.2.12 tn_queue_eventgrp_disconnect()

21.12 core/tn_eventgrp.h File Reference

21.12.1 Detailed Description

21.12.2 Connecting an event group to other system objects

21.12.3 Enumeration Type Documentation

21.12.3.1 TN_EGrpWaitMode

21.12.3.2 TN_EGrpOp

21.12.3.3 TN_EGrpAttr

21.12.4 Function Documentation

21.12.4.1 tn_eventgrp_create_wattr()

21.12.4.2 tn_eventgrp_create()

21.12.4.3 tn_eventgrp_delete()

21.12.4.4 tn_eventgrp_wait()

21.12.4.5 tn_eventgrp_wait_polling()

21.12.4.6 tn_eventgrp_iwait_polling()
21.16.2 Macro Definition Documentation ............................................. 135
  21.16.2.1 MAKE_ALIG ................................................................. 135
  21.16.2.2 TN_EVENT_ATTR_SINGLE .............................................. 135
  21.16.2.3 TN_EVENT_ATTR_MULTI ............................................... 136
  21.16.2.4 TN_EVENT_ATTR_CLR .................................................. 136
  21.16.2.5 tn_event_create ...................................................... 136
  21.16.2.6 tn_event_delete ...................................................... 137
  21.16.2.7 tn_event_wait .......................................................... 137
  21.16.2.8 tn_event_wait_polling .............................................. 137
  21.16.2.9 tn_event_iwait ....................................................... 137
  21.16.2.10 tn_event_set .......................................................... 138
  21.16.2.11 tn_event_iset ....................................................... 138
  21.16.2.12 tn_event_clear ...................................................... 138
  21.16.2.13 tn_event_iclear ...................................................... 139

21.17 core/tn_sem.h File Reference .................................................. 139
  21.17.1 Detailed Description .................................................... 139
  21.17.2 Function Documentation ................................................ 140
    21.17.2.1 tn_sem_create() ................................................... 140
    21.17.2.2 tn_sem_delete() ................................................... 141
    21.17.2.3 tn_sem_signal() ................................................... 141
    21.17.2.4 tn_sem_isignal() .................................................. 142
    21.17.2.5 tn_sem_wait() ..................................................... 142
    21.17.2.6 tn_sem_wait_polling() ........................................... 142
    21.17.2.7 tn_sem_iwait_polling() .......................................... 143

21.18 core/tn_sys.h File Reference .................................................. 143
  21.18.1 Detailed Description .................................................... 143
  21.18.2 Macro Definition Documentation ....................................... 144
    21.18.2.1 TN_STACK_ARR_DEF ................................................ 145
    21.18.2.2 _TN_BUILD_CFG_ARCH_STRUCT_FILL ................................ 145
    21.18.2.3 _TN_BUILD_CFG_STRUCT_FILL ..................................... 145
21.18.3 Typedef Documentation ........................................................................... 146
  21.18.3.1 TN_CBUserTaskCreate ................................................................. 146
  21.18.3.2 TN_CBIdle .................................................................................. 147
  21.18.3.3 TN_CBStackOverflow ................................................................. 147
  21.18.3.4 TN_CBDeadlock ........................................................................ 147
21.18.4 Enumeration Type Documentation ..................................................... 148
  21.18.4.1 TN_StateFlag ............................................................................ 148
  21.18.4.2 TN_Context ............................................................................... 148
21.18.5 Function Documentation ..................................................................... 149
  21.18.5.1 tn_sys_start() ......................................................................... 149
  21.18.5.2 tn_tick_int_processing() ............................................................. 150
  21.18.5.3 tn_sys_tslice_set() .................................................................. 150
  21.18.5.4 tn_sys_time_get() .................................................................... 150
  21.18.5.5 tn_callback_deadlock_set() ....................................................... 151
  21.18.5.6 tn_callback_stack_overflow_set() ......................................... 151
  21.18.5.7 tn_sys_state_flags_get() ............................................................ 151
  21.18.5.8 tn_sys_context_get() ................................................................. 151
  21.18.5.9 tn_is_task_context() ................................................................ 152
  21.18.5.10 tn_is_isr_context() ................................................................. 152
  21.18.5.11 tn_cur_task_get() .................................................................. 152
  21.18.5.12 tn_cur_task_body_get() ......................................................... 153
  21.18.5.13 tn_sched_dis_save() ............................................................... 153
  21.18.5.14 tn_sched_restore() ................................................................. 153
  21.18.5.15 tn_callback_dyn_tick_set() .................................................... 154
21.19 core/tn_tasks.h File Reference ............................................................... 154
  21.19.1 Detailed Description ...................................................................... 154
  21.19.2 Task ............................................................................................. 154
  21.19.3 Task states .................................................................................... 154
  21.19.4 Creating/starting tasks ................................................................. 155
  21.19.5 Stopping/deleting tasks .................................................................. 155
21.19.6 Scheduling rules .................................................. 155
21.19.7 Idle task ......................................................... 155
21.19.8 Enumeration Type Documentation .............................. 157
   21.19.8.1 TN_TaskState ........................................... 157
   21.19.8.2 TN_WaitReason ......................................... 157
   21.19.8.3 TN_TaskCreateOpt ...................................... 158
   21.19.8.4 TN_TaskExitOpt ....................................... 159
21.19.9 Function Documentation ....................................... 159
   21.19.9.1 tn_task_create() ...................................... 159
   21.19.9.2 tn_task_suspend() .................................... 161
   21.19.9.3 tn_task_resume() ..................................... 161
   21.19.9.4 tn_task_sleep() ....................................... 162
   21.19.9.5 tn_task_wakeup() ...................................... 163
   21.19.9.6 tn_task_iwakeup() .................................... 163
   21.19.9.7 tn_task_activate() .................................... 163
   21.19.9.8 tn_task_iactivate() ................................... 164
   21.19.9.9 tn_task_release_wait() ................................ 164
   21.19.9.10 tn_task_irelease_wait() ............................. 165
   21.19.9.11 tn_task_exit() ....................................... 165
   21.19.9.12 tn_task_terminate() ................................ 166
   21.19.9.13 tn_task_delete() .................................... 166
   21.19.9.14 tn_task_state_get() ................................ 167
   21.19.9.15 tn_task_profiler_timing_get() ...................... 167
   21.19.9.16 tn_task_change_priority() ......................... 168
21.20 core/tn_timer.h File Reference .................................. 168
   21.20.1 Detailed Description ...................................... 168
   21.20.2 Implementation of static timers ......................... 169
   21.20.3 Typedef Documentation ................................... 170
      21.20.3.1 TN_TimerFunc ...................................... 170
      21.20.3.2 TN_CBTickSchedule ................................ 171
Chapter 1

TNeo overview

TNeo is a compact and fast real-time kernel for embedded 32/16 bits microprocessors. It performs a preemptive priority-based scheduling.

TNeo was born as a thorough review and re-implementation of TNKernel 2.7. The new kernel has well-formed code, inherited bugs are fixed as well as new features being added, it is well documented and tested carefully with unit-tests.

Currently it is available for the following architectures:

- Microchip: PIC32/PIC24/dsPIC
- ARM Cortex-M cores: Cortex-M0/M0+/M1/M3/M4/M4F

API is changed somewhat, so it's not 100% compatible with TNKernel, hence the new name: TNeo.

TNeo is hosted at bitbucket: [http://bitbucket.org/dfrank/tneokernel](http://bitbucket.org/dfrank/tneokernel)

Related pages:

- Foreword
- Features
- Quick guide
- Time ticks
- Interrupts
- Building TNeo
- Architecture-specific details
  - PIC32 port details
  - PIC24/dsPIC port details
  - Cortex-M0/M0+/M3/M4/M4F port details
- Why reimplement TNKernel
- Differences from TNKernel API
- Unit tests
TNeo overview

- Plans
- Contribution
- Changelog
- Thanks
- License
- Legend

API reference:

- System services
- Tasks
- Mutexes
- Semaphores
- Fixed-size memory blocks
- Event groups
- Data queues
- Timers
Chapter 2

Foreword

Foreword.

This project was initially a fork of PIC32 TNKernel port by Anders Montonen. I don't like several design decisions of original TNKernel, as well as many of the implementation details, but Anders wants to keep his port as close to original TNKernel as possible. So I decided to fork it and have fun implementing what I want.

The more I get into how TNKernel works, the less I like its code. It appears as a very hastily-written project: there is a lot of code duplication and a lot of inconsistency, all of this leads to bugs. More, TNKernel is not documented well enough and there are no unit tests for it, so I decided to reimplement it almost completely. Refer to the page Why reimplement TNKernel for details.

I decided not to care too much about compatibility with original TNKernel API because I really don't like several API decisions, so, I actually had to choose new name for this project, in order to avoid confusion, hence "TNeo". Refer to the Differences from TNKernel API page for details.

Together with almost totally re-writing TNKernel, I've implemented detailed unit tests for it, to make sure I didn't break anything, and of course I've found several bugs in original TNKernel 2.7: refer to the section Bugs of TNKernel 2.7. Unit tests are, or course, a "must-have" for the project like this; it's so strange bug original TNKernel seems untested.

Note that PIC32-dependent routines (such as context switch and so on) are originally implemented by Anders Montonen; I examined them in detail and changed several things which I believe should be implemented differently. Anders, great thanks for sharing your job.

Another existing PIC32 port, the one by Alex Borisov, also affected my project a bit. In fact, I used to use Alex's port for a long time, but it has several concepts that I don't like, so I had to move eventually. Nevertheless, Alex's port has several nice ideas and solutions, so I didn't hesitate to take what I like from his port. Alex, thank you too.

And, of course, great thanks to the author of original TNKernel, Yuri Tiomkin. Although the implementation of TNKernel is far from perfect in my opinion, the ideas behind the implementation are generally really nice (that's why I decided to reimplement it instead of starting from scratch), and it was great entry point to the real-time kernels for me.

I would also like to thank my chiefs in the ORION company, Alexey Morozov and Alexey Gromov, for being flexible about my time.

For the full thanks list, refer to the page Thanks.
Chapter 3

Features

TNeo has a complete set of common RTOS features plus some extras.

Many features are optional, so that if you don't need them you can configure the kernel as you wish and probably save memory or improve speed.

3.1 Feature list

- **Tasks**, or threads: the most common feature for which the kernel is written in the first place;
- **Mutexes**: objects for shared resources protection.
  - **Recursive mutexes**: optionally, mutexes allow nested locking. Refer to the `TN_MUTEX_REC` option for details;
  - **Mutex deadlock detection**: if deadlock occurs, the kernel can notify you about this problem by calling arbitrary function. Refer to the `TN_MUTEX_DEADLOCK_DETECT` option for details.
- **Semaphores**: objects for tasks synchronization;
- **Fixed-size memory blocks**: simple and deterministic memory allocator;
- **Event groups**: objects containing various event bits that tasks may set, clear and wait for;
  - **Event group connection**: extremely useful feature when you need to wait, say, for messages from multiple queues, or for other set of different events.
- **Data queues**: FIFO buffer of messages that tasks may send and receive;
- **Timers**: a tool to ask the kernel to call arbitrary function at a particular time in the future. The callback approach provides ultimate flexibility.
- **Separate interrupt stack**: interrupts use separate stack, this approach saves a lot of RAM. Refer to the page `Interrupts` for details.
- **Software stack overflow check**: extremely useful feature for architectures without hardware stack pointer limit. Refer to the `TN_STACK_OVERFLOW_CHECK` option for details.
- **Dynamic tick**: if there's nothing to do, don't even bother to manage system timer tick each fixed period of time. Refer to the page `Time ticks` for details.
- **Profiler**: allows you to know how much time each of your tasks was actually running, get maximum consecutive running time of it, and other relevant information. Refer to the option `TN_PROFILER` and `struct TN_TaskTiming` for details.
Chapter 4

Quick guide

This page contains quick guide on system startup and important implementation details.

4.1 Using TNeo in your application

The easiest way is to download version archive from downloads page: it contains bin folder with library files for various platforms. These library files were built with default configuration file (src/tn_cfg_default.h, see the section Configuration file).

If you use MPLABX, it is probably better to add library project to your main project instead; library projects reside in the <tneo_path>/lib_project directory.

In either case, all you need is the following:

- Add library file for appropriate platform to your project (or probably library project in case of MPLABX);
- Add C include path: <tneo_path>/src;
- Copy default configuration file as current configuration file: cp <tneo_path>/src/tn_cfg←default.h <tneo_path>/src/tn_cfg.h (for more information about configuration file and better ways to manage it, refer to the section Configuration file)
- Add the file <tneo_path>/src/tn_app_check.c to your application project (see TN_CHECK_B←UILD_CFG for details on it).  

That's all; you can use it in your project now. See below how to do this.

Attention

If you need to change the configuration, you can't just edit tn_cfg.h and keep using pre-built library file: you need to rebuild the library after editing tn_cfg.h. Refer to the page Building TNeo for details.

4.2 Time ticks

The kernel needs to calculate timeouts. There are two schemes available: static tick and dynamic tick. For a quick guide, it's quite enough to just read about static tick, so, for the details on it, refer to the section Static tick and then return back here.
4.3 Starting the kernel

Quick guide on startup process

- You allocate arrays for idle task stack and interrupt stack, there is a convenience macro `TN_STACK_ARR_RR_DEF()` for that. It is good idea to consult the `TN_MIN_STACK_SIZE` to determine stack sizes (see example below).

- You provide callback function like `void init_task_create(void) { ... }`, in which at least one (and typically just one) your own task should be created and activated. This task should perform application initialization and create all the rest of tasks. See details in `TN_CBUserTaskCreate()`.

- You provide idle callback function to be called periodically from idle task. It’s quite fine to leave it empty.

- In the `main()` you should:
  - disable system interrupts by calling `tn_arch_int_dis()`;
  - perform some essential CPU configuration, such as oscillator settings and similar things.
  - setup system timer interrupt (from which `tn_tick_int_processing()` gets called)
  - call `tn_sys_start()` providing all necessary information: pointers to stacks, their sizes and your callback functions.

- Kernel acts as follows:
  - performs all necessary housekeeping;
  - creates idle task;
  - calls your `TN_CBUserTaskCreate()` callback, in which your initial task is created with `TN_TAS_K_CREATE_OPT_START` option;
  - performs first context switch (to your task with highest priority).

- At this point, system operates normally: your initial task gets executed and you can call whatever system services you need. Typically, your initial task acts then as follows:
  - Perform initialization of various on-board peripherals (displays, flash memory chips, or whatever);
  - Initialize software modules used by application;
  - Create all the rest of your tasks (since everything is initialized already so that they can proceed with their job);
  - Eventually, perform its primary job (the job for which task was created at all).

Basic example for PIC32

This example project can be found in the TNeo repository, in the `examples/basic/arch/pic32` directory.

Attention

Before trying to build examples, please read Building TNeo page carefully: you need to copy configuration file in the tneo directory to build it. Each example has `tn_cfg_appl.h` file, and you should either create a symbolic link to this file from `tneo/src/tn_cfg.h` or just copy this file as `tneo/src/tn_cfg.h`.

```c
/**
 * TNeo PIC32 basic example
 */

/*
 * INCLUDED FILES
 */
#include <xc.h>
```

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4.3 Starting the kernel

```c
#include <plib.h>
#include <stdint.h>
#include "tn.h"

/* PIC32 HARDWARE CONFIGURATION */

#pragma config FNOSC = PRIPLL // Oscillator Selection
#pragma config FPLLIDIV = DIV_4 // PLL Input Divider (PIC32 Starter Kit: use divide by 2 only)
#pragma config FPLLMUL = MUL_20 // PLL Multiplier
#pragma config FPLLODIV = DIV_1 // PLL Output Divider
#pragma config FPBDIV = DIV_2 // Peripheral Clock divisor
#pragma config FWDTEN = OFF // Watchdog Timer
#pragma config MOTES = PS1 // Watchdog Timer Postscale
#pragma config FCKSM = CSDCMD // Clock Switching & Fail Safe Clock Monitor
#pragma config OSCIOFNC = OFF // CLKO Enable
#pragma config FOSCEN = OFF // Primary Oscillator
#pragma config FRESO = OFF // Internal/External Switch-over
#pragma config FSOSCEN = OFF // Secondary Oscillator Enable
#pragma config CP = OFF // Code Protect
#pragma config BWP = OFF // Boot Flash Write Protect
#pragma config PWP = OFF // Program Flash Write Protect
#pragma config ICESEL = ICS_PGx2 // ICE/ICD Comm Channel Select
#pragma config DEBUG = OFF // Debugger Disabled for Starter Kit

MACROS

/* instruction that causes debugger to halt */
#define PIC32_SOFTWARE_BREAK() __asm__ volatile ("sdbbp 0")

/* system frequency */
#define SYS_FREQ 80000000UL

/* peripheral bus frequency */
#define PB_FREQ 40000000UL

/* kernel ticks (system timer) frequency */
#define SYS_TMR_FREQ 1000

/* system timer prescaler */
#define SYS_TMR_PRESCALER T5_PS_1_8
#define SYS_TMR_PRESCALER_VALUE 8

/* system timer period (auto-calculated) */
#define SYS_TMR_PERIOD (PB_FREQ / SYS_TMR_PRESCALER_VALUE / SYS_TMR_FREQ)

/* idle task stack size, in words */
#define IDLE_TASK_STACK_SIZE (TN_MIN_STACK_SIZE + 32)

/* interrupt stack size, in words */
#define INTERRUPT_STACK_SIZE (TN_MIN_STACK_SIZE + 64)

/* stack sizes of user tasks */
#define TASK_A_STK_SIZE (TN_MIN_STACK_SIZE + 96)
#define TASK_B_STK_SIZE (TN_MIN_STACK_SIZE + 96)
#define TASK_C_STK_SIZE (TN_MIN_STACK_SIZE + 96)

/* user task priorities */
#define TASK_A_PRIORITY 7
#define TASK_B_PRIORITY 6
#define TASK_C_PRIORITY 5

DATA

/* Allocate arrays for stacks: stack for idle task */
// and for interrupts are the requirement of the kernel;
// others are application-dependent.
//
// We use convenience macro TN_STACK_ARR_DEF() for that.

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```
TN_STACK_ARR_DEF(idle_task_stack, IDLE_TASK_STACK_SIZE);
TN_STACK_ARR_DEF(interrupt_stack, INTERRUPT_STACK_SIZE);
TN_STACK_ARR_DEF(task_a_stack, TASK_A_STK_SIZE);
TN_STACK_ARR_DEF(task_b_stack, TASK_B_STK_SIZE);
TN_STACK_ARR_DEF(task_c_stack, TASK_C_STK_SIZE);

//-- task structures
struct TN_Task task_a = {};
struct TN_Task task_b = {};
struct TN_Task task_c = {};

/*******************************************************************************
* ISRs
******************************************************************************/
/**
* system timer ISR
*/
tn_p32_soft_isr(_TIMER_5_VECTOR)
{
    INTClearFlag(INT_T5);
    tn_tick_int_processing();
}

/*******************************************************************************
* FUNCTIONS
******************************************************************************/
void appl_init(void);
void task_a_body(void *par)
{
    //-- this is a first created application task, so it needs to perform
    // all the application initialization.
    appl_init();
    //-- and then, let's get to the primary job of the task
    // (job for which task was created at all)
    for(;;)
    {
        mPORTEToggleBits(BIT_0);
        tn_task_sleep(500);
    }
}
void task_b_body(void *par)
{
    for(;;)
    {
        mPORTEToggleBits(BIT_1);
        tn_task_sleep(1000);
    }
}
void task_c_body(void *par)
{
    for(;;)
    {
        mPORTEToggleBits(BIT_2);
        tn_task_sleep(1500);
    }
}

/**
* Hardware init: called from main() with interrupts disabled
*/
void hw_init(void)
{
    SYSTEMConfig(SYS_FREQ, SYS_CFG_WAIT_STATES | SYS_CFG_PCACHE);
    //turn off ADC function for all pins
    AD1PCFG = 0xffffffff;
    //-- enable timer5 interrupt
    OpenTimer5(0
        | T5_ON
        | T5_IDLE_STOP
        | SYS_TMR_PRESCALER
        | T5_SOURCE_INT);
### 4.3 Starting the kernel

```c
#include <stdio.h>

int32_t main(void)
{
    void appl_init(void)
    {
        // Configure LED port pins
        mPORTESetPinsDigitalOut(BIT_0 | BIT_1 | BIT_2);
        mPORTEClearBits(BIT_0 | BIT_1 | BIT_2);
        // Initialize various on-board peripherals, such as
        // flash memory, displays, etc.
        // (In this sample project there's nothing to init)
        // Initialize various program modules
        // (In this sample project there's nothing to init)
        tn_task_create(
            &task_b,
            task_b_body,
            TASK_B_PRIORITY,
            task_b_stack,
            TASK_B_STK_SIZE,
            NULL,
            TN_TASK_CREATE_OPT_START
        );
        tn_task_create(
            &task_c,
            task_c_body,
            TASK_C_PRIORITY,
            task_c_stack,
            TASK_C_STK_SIZE,
            NULL,
            TN_TASK_CREATE_OPT_START
        );
        // Idle callback that is called periodically from idle task
        void idle_task_callback(void)
        {
        }
        // Create first application task(s)
        void init_task_create(void)
        {
            // Task A performs complete application initialization,
            // It's the first created application task
            tn_task_create(
                &task_a,
                task_a_body,
                TASK_A_PRIORITY,
                task_a_stack,
                TASK_A_STK_SIZE,
                NULL,
                TN_TASK_CREATE_OPT_START
            );
            // Unconditionally disable interrupts
            tn_arch_int_dis();
        }
    }
}
```
4.4 Round-robin scheduling

TNKernel has the ability to make round robin scheduling for tasks with identical priority. By default, round robin scheduling is turned off for all priorities. To enable round robin scheduling for tasks on certain priority level and to set time slices for these priority, user must call the `tn_sys_tslice_set()` function. The time slice value is the same for all tasks with identical priority but may be different for each priority level. If the round robin scheduling is enabled, every system time tick interrupt increments the currently running task time slice counter. When the time slice interval is completed, the task is placed at the tail of the ready to run queue of its priority level (this queue contains tasks in the `RUNNABLE` state) and the time slice counter is cleared. Then the task may be preempted by tasks of higher or equal priority.

In most cases, there is no reason to enable round robin scheduling. For applications running multiple copies of the same code, however, (GUI windows, etc), round robin scheduling is an acceptable solution.

Attention

Round-robin is not supported in Dynamic tick mode.
Chapter 5

Time ticks

The kernel needs to calculate timeouts.

There are two schemes available: static tick and dynamic tick.

5.1 Static tick

Static tick is the easiest way to implement timeouts: there should be just some kind of hardware timer that generates interrupts periodically. Throughout this text, this timer is referred to as system timer. The period of this timer is determined by user (typically 1 ms, but user is free to set different value). In the ISR for this timer, it is only necessary to call the `tn_tick_int_processing()` function:

```c
//-- example for PIC32, hardware timer 5 interrupt:
tn_p32_soft_isr(_TIMER_5_VECTOR)
{
    INTClearFlag(INT_T5);
    tn_tick_int_processing();
}
```

But for some applications that spend a lot of time doing nothing this could be far from perfect: instead of being constantly in the power-saving mode while there's nothing to do, the CPU needs to wake up regularly. So, dynamic tick scheme was implemented:

5.2 Dynamic tick

The general idea is that there should be no useless calls to `tn_tick_int_processing()`. If the kernel needs to wake up after 100 system ticks, then, `tn_tick_int_processing()` should be called exactly after 100 periods of system tick (but external asynchronous events still can happen and re-schedule that, of course).

To this end, the kernel should be able to communicate with the application:

- To schedule next call to `tn_tick_int_processing()` after N ticks;
- To ask what time is now (i.e. get current system ticks count)
To use dynamic tick, turn the option `TN_DYNAMIC_TICK` to 1.

Then, a couple of callback prototypes becomes available:

- `TN_CBTickSchedule`;
- `TN_CBTickCntGet`.

And you must provide these callbacks to `tn_callback_dyn_tick_set()` **before** starting the system (i.e. before calling `tn_sys_start()`)

**Attention**

In dynamic tick mode, `round-robin` is not yet supported.
Chapter 6

Interrupts

6.1 Interrupt stack

TNeo provides a separate stack for interrupt handlers. This approach could save a lot of RAM: interrupt can happen at any moment of time, and if there’s no separate interrupt stack, then each task should have enough stack space for the worse case of interrupt nesting.

Assume application’s ISRs take max 64 words (64 * 4 = 256 bytes on PIC32) and application has 4 tasks (plus one idle task). Then, each of 5 tasks must have 64 words for interrupts: 64 * 5 * 4 = 1280 bytes of RAM just for 64 words for ISR.

With separate stack for interrupts, these 64 words should be allocated just once. Interrupt stack array should be given to `tn_sys_start()`. For additional information, refer to the section Starting the kernel.

The way a separate interrupt stack is implemented is architecture-specific, as well as the way to define an ISR: some platforms require kernel-provided macro for that, some don’t. Refer to the section for particular architecture:

- PIC32 interrupts,
- PIC24/dsPIC interrupts.
- Cortex-M interrupts.

6.2 Interrupt types

On some platforms (namely, on PIC24/dsPIC), there are two types of interrupts: system interrupts and user interrupts. Other platforms have system interrupts only. Kernel services are allowed to call only from system interrupts, and interrupt-related kernel services (tn_arch_sr_save_int_dis(), tn_arch_sr_restore(), _tn-_arch_inside_isr(), etc) affect only system interrupts. Say, if _tn_arch_inside_isr() is called from user interrupt, it returns 0.

Particular platform might have additional constraints for each of these interrupt types, refer to the details of each supported platform for details.
Chapter 7

Building TNeo

Some notes on building the project.

Note: you don't have to build TNeo to use it. If you want to just use pre-built library (with default configuration), refer to the section Using TNeo in your application.

7.1 Configuration file

TNeo is intended to be built as a library, separately from main project (although nothing prevents you from bundling things together, if you want to).

There are various options available which affects API and behavior of the kernel. But these options are specific for particular project, and aren't related to the kernel itself, so we need to keep them separately.

To this end, file `tn.h` (the main kernel header file) includes `tn_cfg.h`, which isn't included in the repository (even more, it is added to `.hgignore` list actually). Instead, default configuration file `tn_cfg_default.h` is provided, and when you just cloned the repository, you might want to copy it as `tn_cfg.h`. Or even better, if your filesystem supports symbolic links, copy it somewhere to your main project's directory (so that you can add it to your VCS there), and create symlink to it named `tn_cfg.h` in the TNeo source directory, like this:

```
$ cd /path/to/tneo/src
$ cp ./tn_cfg_default.h /path/to/main/project/lib_cfg/tn_cfg.h
$ ln -s /path/to/main/project/lib_cfg/tn_cfg.h ./tn_cfg.h
```

Default configuration file contains detailed comments, so you can read them and configure behavior as you like.

7.2 Makefile or library projects

If you need to build TNeo with some non-default configuration, the easiest way is to use ready-made Makefile or library project.
7.2.1 Makefile

It is tested only in Unix-like environment, so that you can’t use makefile to build the kernel with Keil Realview or IAR. For Keil Realview or IAR, use library project (see the section below).

There are two makefiles available: `Makefile-all-arch` and `Makefile`.

The first one is used to build all possible targets at once, so it is more for the kernel developer than for kernel user. The second one is used to build the kernel for some particular architecture, and it takes two params: `TN_ARCH` and `TN_COMPILER`.

Valid values for `TN_ARCH` are:

- cortex_m0 - for Cortex-M0 architecture,
- cortex_m0plus - for Cortex-M0+ architecture,
- cortex_m1 - for Cortex-M1 architecture,
- cortex_m3 - for Cortex-M3 architecture,
- cortex_m4 - for Cortex-M4 architecture,
- cortex_m4f - for Cortex-M4F architecture,
- pic32mx - for PIC32MX architecture,
- pic24_dspic_noeds - for PIC24/dsPIC architecture without EDS (Extended Data Space),
- pic24_dspic_eds - for PIC24/dsPIC architecture with EDS.

Valid values for `TN_COMPILER` depend on architecture. For Cortex-M series, they are:

- arm-none-eabi-gcc (you need GNU ARM Embedded toolchain)
- clang (you need LLVM clang)

For PIC32, just one value is valid:

- xc32 (you need Microchip XC32 compiler)

For PIC24/dsPIC, just one value is valid:

- xc16 (you need Microchip XC16 compiler)

Example invocation (from the TNeo’s root directory):

$ make TN_ARCH=cortex_m3 TN_COMPILER=arm-none-eabi-gcc

As a result, there will be archive library file `bin/cortex_m3/arm-none-eabi-gcc/tneo_cortex_m3-_arm-none-eabi-gcc.a`
7.3 Building manually

7.2.2 Library project

In the root of TNeo repository, there is a directory `lib_project` which contains ready-made projects for various platforms. You may use it for building library, and then use resulting library file in your project.

For MPLABX projects, there are `library projects`, so that you even don’t need to build a library: just add this `library project` to your main project, and MPLABX will do all the work for you. You can change `tn_cfg.h` file “on-the-fly” then. Other IDEs don’t offer such a luxuries, so you need to build library file as a separate step.

7.3 Building manually

If you want to create library project yourself (say, in some different IDE, or anything), or if you want to build TNeo as a direct part of your project, there are some generic requirements (there might be additional architecture-dependent requirements, see links below):

- **Core sources**: add all `.c` files from `src/core` directory to the project.

- **C99**: TNeo uses some features of C99, such as `static inline` functions and variable declarations not at the start of a compound statement. So, C99 is a requirement.

- **C Include directories** (relative to the root of the repository):
  - `src`
  - `src/core`
  - `src/core/internal`
  - `src/arch`

- **Assembler preprocessor Include directories** (relative to the root of the repository):
  - `src`
  - `src/core`

- **.S files preprocessed by C preprocessor**: This is probably more arch-dependent requirement than a generic one, but actually `.S` files for all supported architectures need to be preprocessed, so it is specified here. On most platforms, it works "out-of-the-box", on some others, you need to perform additional steps for it: in these cases, necessary steps explained in the "building" section for the appropriate architecture, see links below.

- **Isolate each function in a section** Not a requirement, but recommendation: for embedded designs, it is usually a good idea to isolate each function in a section, so that in your application you can set linker option like "remove unused sections", and save notable amount of flash memory.

For arch-dependent information on building TNeo, please refer to the appropriate section:

- Building for PIC24/dsPIC
- Building for PIC32
- Building for Cortex-M0/M1/M3/M4/M4F

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Chapter 8

Architecture-specific details

Architecture-specific details

8.1 PIC32 port details

8.1.1 Context switch

The context switch is implemented using the core software 0 interrupt (CS0), which is configured by the kernel to the lowest priority (1). This interrupt is handled completely by the kernel, application should never touch it.

The interrupt priority level 1 should not be configured to use shadow register sets.

Multi-vectored interrupt mode should be enabled.

Attention

if tneo is built as a separate library (which is typically the case), then the file src/arch/pic32/tn_arch_pic32_int_vec1.S must be included in the main project itself, in order to dispatch vector1 (core software interrupt 0) correctly. Do note that if we include this file in the TNeo library project, it doesn't work for vector, unfortunately.

If you forgot to include this file, you got an error on the link step, like this:

undefined reference to `_you_should_add_file__tn_arch_pic32_int_vec1_S__to_the_project`

Which is much more informative than if you just get to _DefaultInterrupt when it's time to switch context.

8.1.2 Interrupts

For generic information about interrupts in TNeo, refer to the page Interrupts.

PIC32 port has system interrupts only, there are no user interrupts.

PIC32 port supports nested interrupts. The kernel provides C-language macros for calling C-language interrupt service routines, which can use either MIPS32 or MIPS16e mode. Both software and shadow register interrupt context saving is supported. Usage is as follows:
In spite of the fact that the kernel provides separate stack for interrupt, this isn't a mandatory on PIC32: you're able to define your ISR in a standard way, making it use stack of interrupted task and work a bit faster. Like this:

```c
void __ISR(_TIMER_1_VECTOR) timer_1_isr(void)
{
    /* here is your ISR code, including clearing of interrupt flag, and so on */
}
```

There is always a tradeoff. There are **no additional constraints** on ISR defined without kernel-provided macro: in either ISR, you can call the same set of kernel services.

When you make a decision on whether particular ISR should use separate stack, consider the following:

- When ISR is defined in a standard way, and no function is called from that ISR, only necessary registers are saved on stack. If you have such an ISR (that doesn't call any function), and this ISR should work very fast, consider using standard way instead of kernel-provided macro.

- When ISR is defined in a standard way, but it calls any function and doesn't use shadow register set, compiler saves (almost) full context **on the task's stack**, because it doesn't know which registers are used inside the function. In this case, it usually makes more sense to use kernel-provided macro (see below).

- Kernel-provided interrupt macros switch stack pointer between interrupt stack and task stack automatically, it takes additional time: e.g. on PIC32 it's about 20 cycles.

- Kernel-provided interrupt macro that doesn't use shadow register set always saves (almost) full context **on the interrupt stack**, independently of whether any function is called from an ISR.

- Kernel-provided interrupt macro that uses shadow register set saves a little amount of registers **on the interrupt stack**.

### 8.1.3 Building

For generic information on building TNeo, refer to the page [Building TNeo](#).

MPLABX project for PIC32 port resides in the `lib_project/pic32/tneo_pic32.X` directory. This is a library project in terms of MPLABX, so if you use MPLABX you can easily add it to your application project by right-clicking Libraries -> Add Library Project .... Alternatively, of course you can just build it and use resulting `tneo_pic32.X.a` file in whatever way you like.

If you want to build TNeo manually, refer to the section [Building manually](#) for generic notes about it, and there is a couple of arch-dependent sources you need to add to the project:

- `src/arch/pic32/tn_arch_pic32.c`
- `src/arch/pic32/tn_arch_pic32mx_xc32.S`

**Attention**

There is one more file: `tn_arch_pic32_int_vec1.S`, which should be included in your application project to make things work. It is needed to dispatch vector1 (Core Software Interrupt 0) correctly.
8.2 PIC24/dsPIC port details

8.2.1 Context switch

The context switch is implemented using the external interrupt 0 (INT0). It is handled completely by the kernel, application should never touch it.

8.2.2 Interrupts

For generic information about interrupts in TNeo, refer to the page Interrupts.

PIC24/dsPIC TNeo port supports nested interrupts. It allows to specify the range of system interrupt priorities. Refer to the subsection Interrupt types for details on what is system interrupt.

System interrupts use separate interrupt stack instead of the task’s stack. This approach saves a lot of RAM.

The range is specified by just a single number: TN_P24_SYS_IPL, which represents maximum system interrupt priority. Here is a list of available priorities and their characteristics:

- priorities [1 .. TN_P24_SYS_IPL]:
  - Kernel services are allowed to call;
  - The macro tn_p24_soft_isr() must be used.
  - Separate interrupt stack is used by ISR;
  - Interrupts of these priorities get disabled for short periods of time when modifying critical kernel data (for about 100 cycles or the like).

- priorities [(TN_P24_SYS_IPL + 1) .. 6]:
  - Kernel services are not allowed to call;
  - The macro tn_p24_soft_isr() must not be used.
  - Task’s stack is used by ISR;
  - Interrupts of these priorities are not disabled when modifying critical kernel data, but they are disabled for 4..8 cycles by disi instruction when entering/exiting system ISR: we need to safely modify SP and SPLIM.

- priority 7:
  - Kernel services are not allowed to call;
  - The macro tn_p24_soft_isr() must not be used.
  - Task’s stack is used by ISR;
  - Interrupts of these priorities are never disabled by the kernel (note that disi instruction leaves interrupts of priority 7 enabled).

The kernel provides C-language macro for calling C-language system interrupt service routines.

Usage is as follows:

```c
/*
 * Timer 1 interrupt handler using software interrupt context saving,
 * PSV is handled automatically:
 */
tn_p24_soft_isr(_T1Interrupt, auto_psv)
{
    //-- clear interrupt flag
    IFS0bits.T1IF = 0;

    //-- do something useful
}
```

Attention

do not use this macro for non-system interrupt (that is, for interrupt of priority higher than TN_P24_SYS_IPL). Use standard way to define it. If TN_CHECK_PARAM is on, kernel checks it: if you violate this rule, debugger will be halted by the kernel when entering ISR. In release build, CPU is just reset.
8.2.3 Atomic access to the structure bit field

The problem with PIC24/dsPIC is that when we write something like:

IPC0bits.INT0IP = 0x05;

We actually have read-modify-write sequence which can be interrupted, so that resulting data could be corrupted. PIC24/dsPIC port provides several macros that offer atomic access to the structure bit field.

The kernel would not probably provide that kind of functionality, but TNeo itself needs it, so, it is made public so that application can use it too.

Refer to the page Atomic bit-field access macros for details.

8.2.4 Building

For generic information on building TNeo, refer to the page Building TNeo.

MPLABX project for PIC24/dsPIC port resides in the lib_project/pic24_dspic/tneo_pic24_dspic.X directory. This is a library project in terms of MPLABX, so if you use MPLABX you can easily add it to your main project by right-clicking Libraries -> Add Library Project ....

Alternatively, of course you can just build it and use resulting .a file in whatever way you like.

Attention

there are two configurations of this project: eds and no_eds, for devices with and without extended data space, respectively. When you add library project to your application project, you should select correct configuration for your device; otherwise, you get "undefined reference" errors at linker step.

If you want to build TNeo manually, refer to the section Building manually for generic notes about it, and additionally you should add arch-dependent sources: all .c and .S files from src/arch/pic24_dspic

8.3 Cortex-M0/M0+/M3/M4/M4F port details

8.3.1 Context switch

The context switch is implemented in a standard for Cortex-M CPUs way: the PendSV exception. SVC exception is used for _tn_arch_context_switch_now_nosave(). These two exceptions are configured by the kernel to the lowest priority.

8.3.2 Interrupts

For generic information about interrupts in TNeo, refer to the page Interrupts.

Cortex-M port has system interrupts only, there are no user interrupts.

Interrupts use separate interrupt stack, i.e. MSP (Main Stack Pointer). Tasks use PSP (Process Stack Pointer).

There are no constraints on ISRs: no special macros for ISR definition, or whatever. This is because Cortex-M processors are designed with OS applications in mind, so a number of featureas are available to make OS implementation easier and make OS operations more efficient.
8.3 Cortex-M0/M0+/M3/M4/M4F port details

8.3.3 Building

For generic information on building TNeo, refer to the page Building TNeo.

There are many environments for building for Cortex-M CPUs (Keil, Eclipse, CooCox), all available projects reside in `lib_project/cortex_m` directory. They usually are pretty enough if you want to just build the kernel with non-default configuration.

If, however, you want to build it not using provided project, refer to the section Building manually for generic notes about it, and additionally you should add arch-dependent sources: all `.c` and `.S` files from `src/arch/cortex-*_m`.

There are some additional tips depending on the build environment:

**Keil 5, ARMCC compiler**

To satisfy building requirements, a couple of actions needed:

- C99 is off by default. In project options, C/C++ tab, check "C99 Mode" checkbox.
- Assembler files (.S) aren't preprocessed by default, so, in project options, Asm tab, "Misc Controls" field, type the following: `--cpreproc`

**Keil 5, GCC compiler**

Unfortunately, when GCC toolchain is used from Keil uVision IDE, for `.S` files it calls `arm-none-eabi-as`, which does not call C preprocessor.

Instead, `arm-none-eabi-gcc` should be used, but unfortunately I was unable to make Keil uVision issue `arm-none-eabi-gcc` for `.S` files, the only way to use GCC toolchain in Keil uVision that I'm aware of is to preprocess the file manually, like that:

```bash
cpp -P -undef tn_arch_cortex_m.S
   -D __GNUC__ -D __ARM_ARCH -D __ARM_ARCH_7M__
   -I ../.. -I ../../core
   > tn_arch_cortex_m3_gcc.s
```

(this example is for Cortex-M3, you may check the file `tn_arch_detect.h` to see what should you define instead of `__ARM_ARCH_7M__` for other cores)

And then, add the output file `tn_arch_cortex_m3_gcc.s` to the project instead of `tn_arch_cortex_*_m.S`
Chapter 9

Why reimplement TNKernel

Explanation of essential TNKernel problems as well as several examples of poor implementation.

9.1 Essential problems of TNKernel

- The most essential problem is that TNKernel is a very hastily-written project. Several concepts are just poorly thought out, others are poorly implemented: there is a lot of code duplication and inconsistency;
- It is untested: there are no unit tests for the kernel, this is not acceptable for the project like real-time kernel;

As a result of the two above, the kernel is buggy. And even more, the kernel is really hard to maintain because of inconsistency, so when we add new features or change something, we are likely to add new bugs as well.

- It is unsupported. I've written to the Yuri Tiomkin about troubles with MAKE_ALIGi() macro as well as about bugs in the kernel, my messages were just ignored;
- People are unable to contribute to the kernel. There is even no some kind of main repository: there's just an archive with source code published on the website. When someone wants to contribute, he or she has no way to do this but to write to Yuri, but, as I've already mentioned, messages like this are ignored. So, eventually people end up maintaining their own modification of TNKernel. Rest assured this will never happen with TNeo: even if some day I completely stop maintaining the kernel, I'll transfer ownership of the repository to someone who is interested in maintaining it.
- Documentation is far from perfect and it lives separately of the project itself: latest kernel version at the moment is 2.7 (published at 2013), but latest documentation is for 2.3 (published at 2006).

9.2 Examples of poor implementation

9.2.1 One entry point, one exit point

The most common example that happens across all TNKernel sources is code like the following:
Why reimplement TNKernel

```c
int my_function(void)
{
    tn_disable_interrupt();
    //-- do something
    if (error()){
        //-- do something
        tn_enable_interrupt();
        return ERROR;
    }
    //-- do something
    tn_enable_interrupt();
    return SUCCESS;
}
```

If you have multiple return statements or, even more, if you have to perform some action before return (tn-enable_interrupt() in the example above), it's great job for goto:

```c
int my_function(void)
{
    int rc = SUCCESS;
    tn_disable_interrupt();
    //-- do something
    if (error()){
        //-- do something
        rc = ERROR;
        goto out;
    }
    //-- do something
    out:
    tn_enable_interrupt();
    return rc;
}
```

I understand there are a lot of people that don't agree with me on this (mostly because they religiously believe that goto is unconditionally evil), but anyway I decided to explain it. And, let's go further:

While multiple goto-s to single label are better than multiple return statements, it becomes less useful as we get to something more complicated. Imagine we need to perform some checks before disabling interrupts, and perform some other checks after disabling them. Then, we have to create two labels, like that:

```c
int my_function(void)
{
    int rc = SUCCESS;
    if (error1()){
        rc = ERROR1;
        goto out;
    }
    tn_disable_interrupt();
    if (error2()){
        rc = ERROR2;
        goto out_ei;
    }
    if (error3()){
        rc = ERROR3;
        goto out_ei;
    }
    //-- perform job
    out_ei:
    tn_enable_interrupt();
    out:
    return rc;
}
```
9.2 Examples of poor implementation

For each error handling, we should specify the label explicitly, and it’s easy to mix labels up, especially if we add some new case to check in the future. So, I believe this approach is a superior:

```c
int my_function(void)
{
    int rc = SUCCESS;
    if (error1()){
        rc = ERROR1;
    } else {
        tn_disable_interrupt();
        if (error2()){
            rc = ERROR2;
        } else if (error3()){
            rc = ERROR3;
        } else {
            //-- perform job
        }
        tn_enable_interrupt();
    }
    return rc;
}
```

Then, for each new error handling, we should just add new `else if` block, and there’s no need to care where to go if error happened. Let the compiler do the branching job for you. More, this code looks more compact.

Needless to say, I already found such bug in original TNKernel 2.7 code. The function `tn_sys_tslice_ticks()` looks as follows:

```c
int tn_sys_tslice_ticks(int priority, int value)
{
    TN_INTSAVE_DATA
    TN_CHECK_NON_INT_CONTEXT
    tn_disable_interrupt();
    if(priority <= 0 || priority >= TN_NUM_PRIORITY-1 ||
       value < 0 || value > MAX_TIME_SLICE)
        return TERR_WRONG_PARAM;
    tn_tslice_ticks[priority] = value;
    tn_enable_interrupt();
    return TERR_NO_ERR;
}
```

If you look closely, you can see that if wrong params were given, `TERR_WRONG_PARAM` is returned, and `interrupts remain disabled`. If we follow the `one entry point, one exit point` rule, this bug is much less likely to happen.

9.2.2 Don’t repeat yourself

Original TNKernel 2.7 code has a lot of code duplication. So many similar things are done in several places just by copy-pasting the code.

- If we have similar functions (like, `tn_queue_send()`, `tn_queue_send_polling()` and `tn_queue_isend_polling()`), the implementation is just copy-pasted, there’s no effort to generalize things.
- Mutexes have complicated algorithms for task priorities. It is implemented in inconsistent, messy manner, which leads to bugs (refer to Bugs of TNKernel 2.7)
• Transitions between task states are done, again, in inconsistent copy-pasting manner. When we need to move
  task from, say, **RUNNABLE** state to the **WAIT** state, it’s not enough to just clear one flag and set another one:
  we also need to remove it from whatever run queue the task is contained, probably find next task to run, then
  set reason of waiting, probably add to wait queue, set up timeout if specified, etc. In original TNKernel 2.7,
  there’s no general mechanism to do this.
  Meanwhile, the correct way is to create three functions for each state:
  – to set the state;
  – to clear the state;
  – to test if the state active.

  And then, when we need to move task from one state to another, we typically should just call two functions:
  one for clearing current state, and one for setting a new one. It **is** consistent, and of course this approach is
  used in TNeo.

  As a result of the violation of the rule **Don’t repeat yourself**, when we need to change something, we need to change
  it in several places. Needless to say, it is very error-prone practice, and of course there are bugs in original TNKernel
  because of that (refer to **Bugs of TNKernel 2.7**).

### 9.2.3 Macros that return from function

TNKernel uses architecture-depended macros like `TN_CHECK_NON_INT_CONTEXT`. This macro checks the cur-
rent context (task or ISR), and if it is ISR, it returns `TERR_WRONG_PARAM`.

It isn’t obvious to the reader of the code, but things like returning from function **must** be as obvious as possible.

It is better to invent some function that tests current context, and return the value explicitly:

```c
enum TN_RCode my_function(void)
enum TN_RCode rc = TN_RC_OK;
// ...
if (!tn_is_task_context())
  rc = TN_RC_WCONTEXT;
goto out;
// ...
out:
return rc
```

### 9.2.4 Code for doubly-linked lists

TNKernel uses doubly-linked lists heavily, which is very good. I must admit that I really like the way data is organized
in TNKernel. But, unfortunately, code that manages data is far from perfect, as I already mentioned.

So, let’s get to the lists. I won’t paste all the macros here, just make some overview. If we have a list, it’s very
common task to iterate through it. Typical snippet in TNKernel looks like this:

```c
CDLL_QUEUE * curr_que;
TN_MUTEX * tmp_mutex;
curr_que = tn_curr_run_task->mutex_queue.next;
while(curr_que != &(tn_curr_run_task->mutex_queue))
|
  tmp_mutex = get_mutex_by_mutex_queue(curr_que);
  /* now, tmp_mutex points to the next object, so,
     we can do something useful with it */
  curr_que = curr_que->next;
```
This code is neither easy to read nor elegant. It’s much better to use special macro for that (actually, similar macros are used across the whole Linux kernel code):

```
TN_MUTEX * tmp_mutex;

tn_list_for_each_entry(tmp_mutex, &(tn_curr_run_task->mutex_queue), mutex_queue){
    /* now, tmp_mutex points to the next object, so,
    * we can do something useful with it */
}
```

Much shorter and intuitive, isn’t it? We even don’t have to keep special curr_que.

### 9.3 Bugs of TNKernel 2.7

TNKernel 2.7 has several bugs, which are caught by detailed unit tests and fixed.

- We have two tasks: low-priority one `task_low` and high-priority one `task_high`. They use mutex M1 with priority inheritance.
  - `task_low` locks M1
  - `task_high` tries to lock mutex M1 and gets blocked, priority of `task_low` elevates to the priority of `task_high`
  - `task_high` stops waiting for mutex by timeout, priority of `task_low` remains elevated. The same happens if `task_high` is terminated by `tn_task_terminate()`.

- We have three tasks: two low-priority tasks `task_low1` and `task_low2`, and high-priority one `task_high`. They use mutex M1 with priority inheritance.
  - `task_low1` locks M1
  - `task_low2` tries to lock M1 and gets blocked
  - `task_high` tries to lock M1 and gets blocked, priority of `task_low1` is elevated
  - `task_low1` unlocks M1
    - priority of `task_low1` returns to base value
    - `task_low2` tries to lock M1 because it’s the next task in the mutex queue
    - now, priority of `task_low2` should be elevated, but it doesn’t happen. Priority inversion is in effect.

- `tn_mutex_delete()` : if mutex is not locked, TERR_ILUSE is returned. Of course, task should be able to delete non-locked mutex;

- If task that waits for mutex is in `WAIT+SUSPEND` state, and mutex is deleted, TERR_NO_ERR is returned after returning from `SUSPEND` state, instead of TERR_DLT. The same for queue deletion, semaphore deletion, event deletion.

- `tn_sys_tslice_ticks()` : if wrong params are given, TERR_WRONG_PARAM is returned and interrupts remain disabled.

- `tn_queue_receive()` and `tn_fmem_get()` : if timeout is in effect, then TN_RC_TIMEOUT is returned, but user-provided pointer is altered anyway (some garbage data is written there)

- Probably not a "bug", but an issue in the data queue: actual capacity of the buffer is less by 1 than user has specified and allocated

- **Event**: if `TN_EVENT_ATTR_CLR` flag is set, and the task that is waiting for event is suspended, this flag `TN_EVENT_ATTR_CLR` is ignored (pattern is not reset). I can’t say this bug is "fixed" because TNeo has event groups instead of events, and there is no `TN_EVENT_ATTR_CLR` flag.

Bugs with mutexes are the direct result of the inconsistency and copy-pasting the code, as well as lack of unit tests.
Chapter 10

Differences from TNKernel API

If you have experience of using TNKernel, you really want to read this.

10.1 Incompatible API changes

10.1.1 System startup

Original TNKernel code designed to be built together with main project only, there’s no way to build as a separate library: at least, arrays for idle and timer task stacks are allocated statically, so size of them is defined at tnkernel compile time.

It’s much better if we could pass these things to tnkernel at runtime, so, `tn_sys_start()` now takes pointers to stack arrays and their sizes. Refer to Starting the kernel section for the details.

10.1.2 Task creation API

In original TNKernel, one should give bottom address of the task stack to `tn_task_create()`, like this:

```c
#define MY_STACK_SIZE 0x100
static unsigned int my_stack[ MY_STACK_SIZE ];

tn_task_create(/* ... several arguments omitted ... */
  &(my_stack[ MY_STACK_SIZE - 1]),
  /* ... several arguments omitted ... */);
```

Alex Borisov implemented it more conveniently in his port: one should give just array address, like this:

```c
tn_task_create(/* ... several arguments omitted ... */
  my_stack,
  /* ... several arguments omitted ... */);
```

TNeo uses the second way (i.e. the way used in the port by Alex Borisov), and it does so independently of the architecture being used.
10.1.3 Task wakeup count, activate count, suspend count

In original TNKernel, requesting non-sleeping task to wake up is quite legal and causes next call to `tn_task←sleep()` to not sleep. The same is with suspending/resuming tasks.

So, if you call `tn_task_wakeup()` on non-sleeping task first time, `TERR_NO_ERR` is returned. If you call it second time, before target task called `tn_task_sleep()`, `TERR_OVERFLOW` is returned.

All of this seems to me as a complete dirty hack, it probably might be used as a workaround to avoid race condition problems, or as a hacky replacement for semaphore.

It just encourages programmer to go with hacky approach, instead of creating straightforward semaphore and provide proper synchronization.

In TNeo these "features" are removed, and if you try to wake up non-sleeping task, or try to resume non-suspended task, `TN_RC_WSTATE` is returned.

By the way, `suspend_count` is present in TCB structure, but is never used, so, it is just removed. And comments for `wakeup_count`, `activate_count`, `suspend_count` suggested that these fields are used for statistics, which is clearly not true.

10.1.4 Fixed memory pool: non-aligned address or block size

In original TNKernel it's illegal to pass `block_size` that is less than `sizeof(int)`. But, it is legal to pass some value that isn't multiple of `sizeof(int)`: in this case, `block_size` is silently rounded up, and therefore `block_cnt` is silently decremented to fit as many blocks of newly calculated `block_size` as possible. If resulting `block_cnt` is at least 2, it is assumed that everything is fine and we can go on.

Why I don't like it: firstly, silent behavior like this is generally bad practice that leads to hard-to-catch bugs. Secondly, it is inconsistency again: why is it legal for `block_size` not to be multiple of `sizeof(int)`, but it is illegal for it to be less than `sizeof(int)`? After all, the latter is the particular case of the former.

So, TNeo returns `TN_RC_WPARAM` in these cases. User must provide `start_addr` and `block_size` that are properly aligned.

TNeo also provides convenience macro `TN_FMEM_BUF_DEF()` for buffer definition, so, as a generic rule, it is good practice to define buffers for memory pool like this:

```c
//-- number of blocks in the pool
#define MY_MEMORY_BUF_SIZE 8

//-- type for memory block
struct MyMemoryItem {
    // ... arbitrary fields ...
};

//-- define buffer for memory pool
TN_FMEM_BUF_DEF(my_fmem_buf, struct MyMemoryItem, MY_MEMORY_BUF_SIZE);

//-- define memory pool structure
struct TN_FMem my_fmem;

And then, construct your `my_fmem` as follows:

```c
enum TN_RCode rc;
rc = tn_fmem_create( &my_fmem,
    my_fmem_buf,
    TN_MAKE_ALIG_SIZE(sizeof(struct MyMemoryItem)),
    MY_MEMORY_BUF_SIZE );
if (rc != TN_RC_OK){
    //-- handle error
    }
```
10.1 Incompatible API changes

10.1.5 Task service return values cleaned

In original TKNKernel, `TERR_WCONTEXT` is returned in the following cases:

- call to `tn_task_terminate()` for already terminated task;
- call to `tn_task_delete()` for non-terminated task;
- call to `tn_task_change_priority()` for terminated task;
- call to `tn_task_wakeup()` / `tn_task_iwakeup()` for terminated task;
- call to `tn_task_release_wait()` / `tn_task_irelease_wait()` for terminated task.

The actual error is, of course, wrong state, not wrong context; so, TNeo returns `TN_RC_WSTATE` in these cases.

10.1.6 Force task releasing from wait

In original TKNKernel, a call to `tn_task_release_wait()` / `tn_task_irelease_wait()` causes waiting task to wake up, regardless of wait reason, and `TERR_NO_ERR` is returned as a wait result. Actually I believe it is bad idea to ever use `tn_task_release_wait()`, but if we have this service, error code surely should be distinguishable from normal wait completion, so, new code is added: `TN_RC_FORCED`, and it is returned when task wakes up because of `tn_task_release_wait()` call.

10.1.7 Return code of `tn_task_sleep()`

In original TKNKernel, `tn_task_sleep()` always returns `TERR_NO_ERR`, independently of what actually happened. In TNeo, there are three possible return codes:

- `TN_RC_TIMEOUT` if timeout is actually in effect;
- `TN_RC_OK` if task was woken up by some other task with `tn_task_wakeup()`;
- `TN_RC_FORCED` if task was woken up forcibly by some other task with `tn_task_release_wait()`;

10.1.8 Events API is changed almost completely

Note: for old TKNKernel projects, there is a compatibility mode, see `TN_OLD_EVENT_API`.

In original TKNKernel, I always found events API somewhat confusing. Why is this object named "event", but there are many flags inside, so that they can actually represent many events?

Meanwhile, attributes like `TN_EVENT_ATTR_SINGLE`, `TN_EVENT_ATTR_CLR` imply that "event" object is really just a single event, since it makes no sense to clear just all event bits when some particular event happened.

After all, when we call `tn_event_clear(&my_event_obj, flags)`, we might expect that flags argument actually specifies flags to clear. But in fact, we must invert it, to make it work: `∼flags`. This is really confusing.

In TNeo, there is no such event object. Instead, there is object `events group`. Attributes like `...SINGLE, ...MULTI, ...CLR` are removed, since they make no sense for events group. Instead, you may set the flag `TN_EVENTGRP_WMODE_AUTOCLR` when task is going to wait for some event bit(s), and then these event bit(s) will be atomically cleared automatically when task successfully finishes waiting for these bits.

TNeo also offers a very useful feature: connecting an event group to other kernel objects. Refer to the section `Connecting an event group to other system objects`.

For detailed API reference, refer to the `tn_eventgrp.h`.
10.1.9 Zero timeout given to system functions

In original TNKernel, system functions refused to perform job and returned TERR_WRONG_PARAM if timeout is 0, but it is actually neither convenient nor intuitive: it is much better if the function behaves just like ...polling() version of the function. All TNeo system functions allows timeout to be zero: in this case, function doesn't wait.

10.2 New features

Well, I'm tired of maintaining this additional list of features, so I just say that there is a lot of new features: timers, event group connection, stack overflow check, recursive mutexes, mutex deadlock detection, profiler, dynamic tick, etc.

Refer to the generic feature list.

10.3 Compatible API changes

10.3.1 Macro MAKE_ALIG()

There is a terrible mess with MAKE_ALIG() macro: TNKernel docs specify that the argument of it should be the size to align, but almost all ports, including original one, defined it so that it takes type, not size.

But the port by AlexB implemented it differently (i.e. accordingly to the docs) : it takes size as an argument.

When I was moving from the port by AlexB to another one, do you have any idea how much time it took me to figure out why do I have rare weird bug? ;)

By the way, additional strange thing: why doesn't this macro have any prefix like TN_? 

TNeo provides macro TN_MAKE_ALIG_SIZE() whose argument is size, so, its usage is as follows: TN_MAKE_ALIG_SIZE(sizeof(struct MyStruct)). This macro is preferred.

But for compatibility with messy MAKE_ALIG() from original TNKernel, there is an option TN_API_MAKE_ALIG_ARG with two possible values:

- **TN_API_MAKE_ALIG_ARG__SIZE** - default value, use macro like this: MAKE_ALIG(sizeof(struct my_struct)), like in the port by Alex.

- **TN_API_MAKE_ALIG_ARG__TYPE** - use macro like this: MAKE_ALIG(struct my_struct), like in any other port.

By the way, I wrote to the author of TNKernel (Yuri Tiomkin) about this mess, but he didn't answer anything. It's a pity of course, but we have what we have.

10.3.2 Convenience macros for stack arrays definition

You can still use "manual" definition of stack arrays, like that:

```
TN_ARCH_STK_ATTR_BEFORE
TN_UWord my_task_stack[ MY_TASK_STACK_SIZE ]
TN_ARCH_STK_ATTR_AFTER;
```

Although it is recommended to use convenience macro for that: TN_STACK_ARR_DEF(). See tn_task_create() for the usage example.
10.3.3 Convenience macros for fixed memory block pool buffers definition

Similarly to the previous section, you can still use "manual" definition of the buffer for fixed memory block pool, it is recommended to use convenience macro for that: `TN_FMEM_BUF_DEF()`. See `tn_fmem_create()` for usage example.

10.3.4 Things renamed

There is a lot of inconsistency with naming stuff in original TNKernel:

- Why do we have `tn_queue_send_polling()` / `tn_queue_isend_polling()` (notice the i letter before the verb, not before polling), but `tn_fmem_get_polling()` / `tn_fmem_get_ipolling()` (notice the i letter before polling)?
- All the system service names follow the naming scheme `tn_<noun>_<verb>[_<adjustment>]()` (notice the i letter before polling), but the `tn_start_system()` is special, for some strange reason. To make it consistent, it should be named `tn_system_start()` or `tn_sys_start()`;
- A lot of macros don't have TN_prefix;
- etc

So, a lot of things (functions, macros, etc) has renamed. Old names are also available through `tn_oldsymbols.h`, which is included automatically if `TN_OLD_TNKERNEL_NAMES` option is non-zero.

10.3.5 We should wait for semaphore, not acquire it

One of the renamings deserves special mentioning: `tn_sem_acquire()` and friends are renamed to `tn_sem_wait()` and friends. That's because names acquire/release are actually misleading for the semaphore: semaphore is a signaling mechanism, and not the locking mechanism.

Actually, there's a lot of confusion about usage of mutexes/semaphores, so it's quite recommended to read small article by Michael Barr: `Mutexes and Semaphores Demystified`.

Old names (`tn_sem_acquire()` and friends) are still available through `tn_oldsymbols.h`.

10.4 Changes that do not affect API directly

10.4.1 No timer task

Yes, timer task's job is important: it manages `tn_wait_timeout_list`, i.e. it wakes up tasks whose timeout is expired. But it's actually better to do it right in `tn_tick_int_processing()` that is called from timer ISR, because presence of the special task provides significant overhead. Look at what happens when timer interrupt is fired (assume we don't use shadow register set for that, which is almost always the case):

(measurements were made at PIC32 port)

- Current context (23 words) is saved to the interrupt stack;
- ISR called: particularly, `tn_tick_int_processing()` is called;
• \texttt{tn\_tick\_int\_processing()} disables interrupts, manages round-robin (if needed), then it wakes up \texttt{tn\_timer\_task}, sets \texttt{tn\_next\_task\_to\_run}, and enables interrupts back;

• \texttt{tn\_tick\_int\_processing()} finishes, so ISR macro checks that \texttt{tn\_next\_task\_to\_run} is different from \texttt{tn\_curr\_run\_task}, and sets CS0 interrupt bit, so that context should be switched as soon as possible;

• Context (23 words) gets restored to whatever task we interrupted;

• CS0 ISR is immediately called, so full context (32 words) gets saved on task's stack, and context of \texttt{tn\_timer\_task} is restored;

• \texttt{tn\_timer\_task} disables interrupts, performs its not so big job (manages \texttt{tn\_wait\_timeout\_list}), puts itself to wait, enables interrupts and pends context switching again;

• CS0 ISR is immediately called, so full context of \texttt{tn\_timer\_task} gets saved in its stack, and then, after all, context of my own interrupted task gets restored and my task continues to run.

I've measured with MPLABX's stopwatch how much time it takes: with just three tasks (idle task, timer task, my own task with priority 6), i.e. without any sleeping tasks, all this routine takes 682 cycles. So I tried to get rid of \texttt{tn\_timer\_task} and perform its job right in the \texttt{tn\_tick\_int\_processing()}.

Previously, application callback was called from timer task; since it is removed now, startup routine has changed, refer to \textit{Starting the kernel} for details.

Now, the following steps are performed when timer interrupt is fired:

• Current context (23 words) is saved to the interrupt stack;

• ISR called: particularly, \texttt{tn\_tick\_int\_processing()} is called;

• \texttt{tn\_tick\_int\_processing()} disables interrupts, manages round-robin (if needed), manages \texttt{tn\_wait\_timeout\_list}, and enables interrupts back;

• \texttt{tn\_tick\_int\_processing()} finishes, ISR macro checks that \texttt{tn\_next\_task\_to\_run} is the same as \texttt{tn\_curr\_run\_task}

• Context (23 words) gets restored to whatever task we interrupted;

That's all. It takes 251 cycles: 2.7 times less.

So, we need to make sure that interrupt stack size is enough for this (not big) job. As a result, RAM is saved (since you don't need to allocate stack for timer task) and things work much faster. Win-win.
Chapter 11

Unit tests

Brief information on the implementation of unit tests

11.1 Tested CPUs

Currently, unit tests project is tested in the hardware on the following CPUs:

- PIC32MX440F512H
- PIC24FJ256GB106

11.2 How tests are implemented

Briefly: there is a high-priority task like "test director", which creates worker tasks as well as various kernel objects (queues, mutexes, etc), and then orders to workers, like:

- Task A, you lock the mutex M1
- Task B, you lock the mutex M1
- Task C, you lock the mutex M1
- Task A, you delete the mutex M1

After each step it waits for workers to complete their job, and then checks if things are as expected: task states, task priorities, last return values of services, various properties of objects, etc.

Detailed log is written to the UART. Typically, for each step, the following is written:

- verbatim comment is written,
- director writes what does it do,
- each worker writes what does it do,
- director checks things and writes detailed report.
Of course there is a mechanism for writing such scenarios. Here is a part of code that specifies the sequence with locking and deleting mutex explained above:

```c
TNT_TEST_COMMENT("A locks M1");
TNT_ITEM_SEND_CMD_MUTEX(TNT_TASK__A, MUTEX_LOCK, TNT_MUTEX__1);
TNT_ITEM_WAIT_AND_CHECK_DIFF:
    TNT_CHECK_MUTEX(TNT_MUTEX__1, HOLDER, TNT_TASK__A);
    TNT_CHECK_MUTEX(TNT_MUTEX__1, LOCK_CNT, 1);
    TNT_CHECK_TASK(TNT_TASK__A, LAST_RETVAL, TN_RC_OK);
    TNT_CHECK_TASK(TNT_TASK__A, PRIORITY, priority_task_a);
    TNT_CHECK_MUTEX(TNT_MUTEX__1, EXISTS, 0);

TNT_TEST_COMMENT("B tries to lock M1 -> B blocks, A has priority of B");
TNT_ITEM_SEND_CMD_MUTEX(TNT_TASK__B, MUTEX_LOCK, TNT_MUTEX__1);
TNT_ITEM_WAIT_AND_CHECK_DIFF:
    TNT_CHECK_TASK(TNT_TASK__B, LAST_RETVAL, TN_RC_DELETED);
    TNT_CHECK_TASK(TNT_TASK__B, WAIT_REASON, TSK_WAIT_REASON_MUTEX_I);
    TNT_CHECK_TASK(TNT_TASK__A, PRIORITY, priority_task_b);
    TNT_CHECK_MUTEX(TNT_MUTEX__1, EXISTS, 0);

TNT_TEST_COMMENT("C tries to lock M1 -> C blocks, A has priority of C");
TNT_ITEM_SEND_CMD_MUTEX(TNT_TASK__C, MUTEX_LOCK, TNT_MUTEX__1);
TNT_ITEM_WAIT_AND_CHECK_DIFF:
    TNT_CHECK_TASK(TNT_TASK__C, LAST_RETVAL, TN_RC_DELETED);
    TNT_CHECK_TASK(TNT_TASK__C, WAIT_REASON, TSK_WAIT_REASON_MUTEX_I);
    TNT_CHECK_TASK(TNT_TASK__A, PRIORITY, priority_task_c);
    TNT_CHECK_MUTEX(TNT_MUTEX__1, EXISTS, 0);

TNT_TEST_COMMENT("A deleted M1 -> B and C become runnable and have retval TN_RC_DELETED, A has its base priority");
TNT_ITEM_SEND_CMD_MUTEX(TNT_TASK__A, MUTEX_DELETE, TNT_MUTEX__1);
TNT_ITEM_WAIT_AND_CHECK_DIFF:
    TNT_CHECK_TASK(TNT_TASK__B, LAST_RETVAL, TN_RC_DELETED);
    TNT_CHECK_TASK(TNT_TASK__C, LAST_RETVAL, TN_RC_DELETED);
    TNT_CHECK_MUTEX(TNT_MUTEX__1, EXISTS, 0);
    TNT_CHECK_MUTEX(TNT_MUTEX__1, LOCK_CNT, 0);
```

And here is the appropriate part of log that is echoed to the UART:

```text
//-- A locks M1 (line 404 in ../source/appl/appl_tntest/appl_tntest_mutex.c)
[I]: tnt_item_proceed():2101: ----- Command to task A: lock mutex M1 (0xa0004c40)
[I]: tnt_item_proceed():2160: Wait 80 ticks
[I]: [Task A]: locking mutex (0xa0004c40)..
[I]: [Task A]: mutex (0xa0004c40) locked
[I]: [Task A]: waiting for command..
[I]: tnt_item_proceed():2178: Checking:
[I]:  * Task A: priority=6 (as expected), wait_reason=DQUE_WRECEIVE (as expected), last_retval=TN_RC_OK (as expected)
[I]:  * Task B: priority=5 (as expected), wait_reason=DQUE_WRECEIVE (as expected), last_retval=NOT_YET_RECEIVED (as expected)
[I]:  * Task C: priority=4 (as expected), wait_reason=DQUE_WRECEIVE (as expected), last_retval=NOT_YET_RECEIVED (as expected)
[I]:  * Mutex M1: holder=A (as expected), lock_cnt=1 (as expected), exists=yes (as expected)

//-- B tries to lock M1 -> B blocks, A has priority of B (line 413 in ../source/appl/appl_tntest/appl_tntest_mutex.c)
[I]: tnt_item_proceed():2101: ----- Command to task B: lock mutex M1 (0xa0004c40)
[I]: tnt_item_proceed():2160: Wait 80 ticks
[I]: [Task B]: locking mutex (0xa0004c40)..
[I]: tnt_item_proceed():2178: Checking:
[I]:  * Task A: priority=5 (as expected), wait_reason=DQUE_WRECEIVE (as expected), last_retval=TN_RC_OK (as expected)
[I]:  * Task B: priority=5 (as expected), wait_reason=MUTEX_I (as expected), last_retval=NOT_YET_RECEIVED (as expected)
[I]:  * Task C: priority=4 (as expected), wait_reason=DQUE_WRECEIVE (as expected), last_retval=NOT_YET_RECEIVED (as expected)
[I]:  * Mutex M1: holder=A (as expected), lock_cnt=1 (as expected), exists=yes (as expected)

//-- C tries to lock M1 -> B blocks, A has priority of C (line 422 in ../source/appl/appl_tntest/appl_tntest_mutex.c)
```
11.3 Get unit-tests

Currently, there is a separate repository with unit tests for TNeo.

Please note that code of unit tests project is not as polished as the code of the kernel itself. My open-source time is limited, and I prefer to invest it in the kernel as much as possible.

Nevertheless, unit tests do their job efficiently, which is needed.

There is an "environment" repository, which contains tests and all the necessary library subrepos: http://hg.dfrank.ru/tntest/_env

You can clone it as follows:

hg clone http://hg.dfrank.ru/tntest/_env tntest

The single repository with the tests resides here: http://hg.dfrank.ru/tntest/project_common

If something goes wrong, there would be no "as expected", but error and explanation what we expected and what we have. Tests halted.

I do my best to model nearly all possible situations within the each single subsystem (such as mutexes, queues, etc), including various situations with suspended tasks, deleted tasks, deleted objects, and the like. It helps a lot to keep the kernel really stable.
Chapter 12

Plans

No specific plans at the moment.
Chapter 13

Contribution

Some guidelines on contribution to TNeo.

13.1 Contribution

So you want to contribute to the kernel. That's really cool! Then, please consider the following:

- Please contact me first (mail@dmitryfrank.com is probably the best), so that we can discuss changes you're going to implement and ways to do that. It is really important to understand each other well, before actual work is done;
- If you don't have an account on bitbucket.org yet, create it;
- Fork TNeo repository on bitbucket;
- Perform needed changes in your own fork;
- Create a pull request to main repository;
- Your changes get merged into main TNeo repository. You're done, thanks! Now, you're free to delete your fork or keep it, as you wish.

13.2 Coding standard

I don't have much to say on this topic. The most important and universal thing is: please see as other code is written and write in a similar manner.

As an addition, I just want to emphasize several aspects that are often a subject to forget:

- Set your editor so that it doesn't use tabs, use exactly 3 spaces for indentation. By the way, you're encouraged to read my article Indent with tabs, align with spaces, which explains how to use tabs properly. I really like the idea, but at the moment editors are unfortunately too dumb to follow these guidelines, and people (including me) generally aren't ready to maintain these conventions manually, so, at least for now, the easiest and practical solution is to just use spaces only.
- When you add or change something observable, explain it in Changelog.
- Don't forget to write comments so that doxygen can parse them. You don't have to learn doxygen manual for that, just look as others comments are written.
- When you add new kernel option (to the file tn_cfg_default.h), modify tn_cfg_dispatch.h as well: add a check that option macro is defined.

And thank you for contribution!
Chapter 14

Changelog

TNeo changelog

14.1 v1.08

Release date: 2017-02-25

• **Timers API changed**: now, timer callback `TN_TimerFunc` is called with global interrupts enabled.
• Fix for pic24/dspic: previously, initial value of PSVPAG for new tasks was always 0, but it is not necessarily the case. This might cause troubles with constants in program space. Now, when initializing stack for new task, current value of PSVPAG is used.
• Fixed round robin:
  – Even though the tasks were flipped in the runnable tasks queue, the actual context switch wasn't performed;
  – Tasks were switched with a requested period + 1 tick.
• Added an option `TN_FORCED_INLINE`
• Added an option `TN_MAX_INLINE`

14.2 v1.07

Release date: 2015-03-17

• Fix: project was unable to build with `TN_CHECK_PARAM` set to 0
• Fix: Cortex-M0/M0+ port didn't work if there is some on-context-switch handler (`TN_PROFILER` or `TN_S← TACK_OVERFLOW_CHECK`)
• Added support of C++ compiler (experimental)
• Added an option `TN_INIT_INTERRUPT_STACK_SPACE`
• Added services to get count of free and used memory blocks (`tn_fmem_free_blocks_cnt_get()` / `tn_fmem_used_blocks_cnt_get()`) and items in the queue (`tn_queue_free_items_cnt_get()` / `tn_queue_used_items_cnt_get()`).

• Removed some checks from `tn_tick_int_processing()`, since they aren't too useful there, but they add overhead (See bitbucket issue #2)

• Added functions for disabling/enabling scheduler: `tn_sched_dis_save()` / `tn_sched_restore()`.

• Id fields of objects (`enum TN_ObjId`) are moved to the beginning of object structures, to make memory corruptions detected earlier.

• Idle task is now created with name "Idle" specified.

14.3 v1.06

Release date: 2015-01-02.

• Cortex-M0/M0+/M1/M3/M4/M4F architectures are now supported.
  – The following compilers are tested:
    • ARMCC (Keil RealView)
    • GCC
  – Should work but not tested carefully:
    • clang
    • IAR

• Software task stack overflow check (optionally), see `TN_STACK_OVERFLOW_CHECK` for details.

• Dynamic tick, or tickless (optionally): refer to the page Time ticks for details.

• Profiler (optionally): allows to see how much time task was running, how much time it was waiting and for what it was waiting, and so on. Refer to the documentation of `struct TN_TaskTiming` for details.

• Old TNKernel events compatibility mode, see `TN_OLD_EVENT_API` for details.

• Event groups: added `TN_EVENTGRP_WMODE.AUTOCLR` flag which allows to clear event bits atomically when task successfully finishes waiting for these event bits.

• PIC24/dsPIC: little optimization: ffs (find-first-set bit) is implemented in an efficient PIC24/dsPIC-specific way, so finding next task to run now works a bit faster.

• Added run-time check which ensures that build-time options for the kernel match ones for the application. For details, refer to the option `TN_CHECK_BUILD_CFG`. Note: in your existing project that uses TNeo as a separate library, you need either:
  – Include the file `<tno_path>/src/tn_app_check.c` to the application project (recommended);
  – In your `tn_cfg.h` file, set `TN_CHECK_BUILD_CFG` to 0 and rebuild the kernel with the new configuration (not recommended).

But if you build TNeo together with the application, this option is useless, so then just set `TN_CHECK_BUILD_CFG` to 0.

• MPLABX projects for PIC32 and PIC24/dsPIC moved to `lib_project` directory. If you use these library projects from the repository directly in your application, you need to modify path to the library project in your application project.

• The project's name is shortened to TNeo.
14.4 v1.04


- Added PIC24/dsPIC support, refer to the page PIC24/dsPIC port details;
- PIC32: Core Software Interrupt is now handled by the kernel completely, application shouldn’t set it up anymore. Refer to the page PIC32 port details.
- Refactor: the following symbols: NULL, BOOL, TRUE, FALSE now have the TN_prefix: TN_NULL, TN_BOOL, TN_TRUE, TN_FALSE. This is because non-prefixed symbols may be defined by some other program module, which leads to conflicts. The easiest and robust way is to add unique prefix.
- Refactor: PIC32 MPLABX project renamed from tneo.X to tneo_pic32.X.
- Refactor: PIC32 ISR macros renamed: tn_soft_isr() -> tn_p32_soft_isr(), tn_srs_isr() -> tn_p32_srs_isr(). It is much easier to maintain documentation for different macros if they have different names; more, the signature of these macros is architecture-dependent. Old names are also available for backward compatibility.

14.5 v1.03


- Added a capability to connect an event group to other system objects, particularly to the queue. This offers a way to wait for messages from multiple queues with just a single system call. Refer to the section Connecting an event group to other system objects for details. Example project that demonstrates that technique is also available: examples/queue_eventgrp_conn.
- PIC32 Interrupts: this isn’t a mandatory anymore to use kernel-provided macros tn_p32_soft_isr() or tn_p32_srs_isr(): interrupts can be defined with standard way too: this particular ISR will use task's stack instead of interrupt stack, therefore it takes much more RAM and works a bit faster. There are no additional constraints on ISR defined without kernel-provided macro: in either ISR, you can call the same set of kernel services. Refer to the page Interrupts for details.
- Priority 0 is now allowed to use by application (in the original TNKernel, it was reserved for the timer task, but TNeo does not have timer task)
- Application is now available to specify how many priority levels does it need for, it helps to save a bit of RAM. For details, refer to TN_PRIORITIES_CNT.
- Added example project examples/queue that demonstrates the pattern on how to use queue together with fixed memory pool effectively.

14.6 v1.02


- Added timers: kernel objects that are used to ask the kernel to call some user-provided function at a particular time in the future;
- Removed tn_sys_time_set() function, because now TNeo uses internal system tick count for timers, and modifying system tick counter by user is a really bad idea.
14.7  v1.01

Release date: 2014-10-09.

- **FIX:** `tn_queue_receive()` and `tn_fmem_get()` : if non-zero timeout is in effect, then `TN_RECV_TIMEOUT` is returned, but user-provided pointer is altered anyway (some garbage data is written there). This bug was inherited from TNKernel.

- Added `tn_task_state_get()`

- `tn_sem_acquire()` and friends are renamed to `tn_sem_wait()` and friends. More on this read [here](#). Old name is still available through `tn_oldsymbols.h`.

14.8  v1.0

Release date: 2014-10-01.

- Initial stable version of TNeo. Lots of work done: thorough review and re-implementation of TNKernel 2.7, implemented detailed unit tests, and so on.
Chapter 15

Thanks

There are people that I would like to thank:

- **Yuri Tiomkin** - for original TNKernel. Although the implementation of TNKernel is far from perfect in my opinion, the ideas behind the implementation are generally really nice (that’s why I decided to reimplement it instead of starting from scratch), and it was great entry point to the real-time kernels for me;

- **Anders Montonen** - for original implementation of TNKernel-PIC32 port;

- **Alex Borisov** - for TNKernel port which I used to use for a long time;

- **StarLine company** - for being a sponsor of kernel port for Cortex-M architecture as well as a couple of other features: profiler, dynamic tick.

- **Alexey Morozov** and **Alexey Gromov**, my chiefs in the ORION company, for being flexible about my time;

- **Robert White** - for nice ideas and participation;

- **Christoph Bayer** - for contribution in TNeo.

Thank you guys. TNeo would never be what it is without you.
Chapter 16

License

TNeo: real-time kernel initially based on TNKernel

- TNeo: copyright 2014 Dmitry Frank.

TNeo was born as a thorough review and re-implementation of TNKernel. The new kernel has well-formed code, inherited bugs are fixed as well as new features being added, and it is tested carefully with unit-tests.

API is changed somewhat, so it's not 100% compatible with TNKernel, hence the new name: TNeo.

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Chapter 17

Legend

In the functions API documentation, the following designations are used:

• Function can be called from task
• Function can be called from ISR
• Function can switch context to different task
• Function can sleep
Chapter 18

Data Structure Index

18.1 Data Structures

Here are the data structures with brief descriptions:

_**TN_BuildCfg**
Structure with build-time configurations values; it is needed for run-time check which ensures that build-time options for the kernel match ones for the application ........................................ 61

_**TN_TaskProfiler**
Internal kernel structure for profiling data of task ..................................................... 62

**TN_DQueue**
Structure representing data queue object .................................................................. 63

**TN_DQueueTaskWait**
DQueue-specific fields related to waiting task, to be included in struct **TN_Task** ........ 64

**TN_EGrpLink**
A link to event group: used when event group can be connected to some kernel object, such as queue .......................................................... 64

**TN_EGrpTaskWait**
EventGrp-specific fields related to waiting task, to be included in struct **TN_Task** .... 65

**TN_EventGrp**
Event group ............................................................................................................ 65

**TN_FMem**
Fixed memory blocks pool ...................................................................................... 66

**TN_FMemTaskWait**
FMem-specific fields related to waiting task, to be included in struct **TN_Task** ...... 68

**TN_ListItem**
Circular doubly linked list item, for internal kernel usage ........................................ 68

**TN_Mutex**
Mutex ..................................................................................................................... 69

**TN_Sem**
Semaphore .............................................................................................................. 70

**TN_Task**
Task ...................................................................................................................... 71

**TN_TaskTiming**
Timing structure that is managed by profiler and can be read by **tn_task_profiler_**
**timing_get()** function ....................................................................................... 74

**TN_Timer**
Timer .................................................................................................................... 76
Chapter 19

File Index

19.1 File List

Here is a list of all documented files with brief descriptions:

**tn.h**
The main kernel header file that should be included by user application; it merely includes subsystem-specific kernel headers .................................................. 175

**tn_app_check.c**
If TN_CHECK_BUILD_CFG option is non-zero, this file needs to be included in the application project ............................................................... 175

**tn_cfg_default.h**
TNeo default configuration file, to be copied as tn_cfg.h ........................................ 176

**arch/tn_arch.h**
Architecture-dependent routines declaration .......................................................... 95

**arch/cortex_m/tn_arch_cortex_m.h**
Cortex-M0/M0+/M3/M4/M4F architecture-dependent routines ....................................... 79

**arch/example/tn_arch_example.h**
Example of architecture-dependent routines .................................................................. 79

**arch/pic24_dspic/tn_arch_pic24.h**
PIC24/dsPIC architecture-dependent routines ......................................................... 85

**arch/pic24_dspic/tn_arch_pic24_bfa.h**
Atomic bit-field access macros for PIC24/dsPIC .......................................................... 86

**arch/pic32/tn_arch_pic32.h**
PIC32 architecture-dependent routines ........................................................................ 90

**arch/pic32/tn_arch_pic32_bfa.h**
Atomic bit-field access macros for PIC24/dsPIC .......................................................... 92

**core/tn_cfg_dispatch.h**
Dispatch configuration: set predefined options, include user-provided cfg file as well as default cfg file ........................................................................ 101

**core/tn_common.h**
Definitions used through the whole kernel ...................................................................... 102

**core/tn_common_macros.h**
Macros that may be useful for any part of the kernel .................................................... 106

**core/tn_dqueue.h**
A data queue is a FIFO that stores pointer (of type void *) in each cell, called (in uITRON style) a data element ................................................................. 107

**core/tn_eventgrp.h**
Event group ..................................................................................................................... 113

**core/tn_fmem.h**
Fixed memory blocks pool .............................................................................................. 120
<table>
<thead>
<tr>
<th>File</th>
<th>Description</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>core/tn_list.h</td>
<td>Circular doubly linked list, for internal kernel usage</td>
<td>127</td>
</tr>
<tr>
<td>core/tn_mutex.h</td>
<td>A mutex is an object used to protect shared resources</td>
<td>127</td>
</tr>
<tr>
<td>core/tn_oldsymbols.h</td>
<td>Compatibility layer for old projects that use old TNKernel names; usage of them in new projects is discouraged</td>
<td>131</td>
</tr>
<tr>
<td>core/tn_sem.h</td>
<td>A semaphore: an object to provide signaling mechanism</td>
<td>139</td>
</tr>
<tr>
<td>core/tn_sys.h</td>
<td>Kernel system routines: system start, tick processing, time slice managing</td>
<td>143</td>
</tr>
<tr>
<td>core/tn_tasks.h</td>
<td></td>
<td>154</td>
</tr>
<tr>
<td>core/tn_timer.h</td>
<td>Timer is a kernel object that is used to ask the kernel to call some user-provided function at a particular time in the future, based on the system timer tick</td>
<td>168</td>
</tr>
</tbody>
</table>
Chapter 20

Data Structure Documentation

20.1 _TN_BuildCfg Struct Reference

20.1.1 Detailed Description

Structure with build-time configurations values; it is needed for run-time check which ensures that build-time options for the kernel match ones for the application.

See _TN_CHECK_BUILD_CFG for details.

Definition at line 169 of file tn_sys.h.

Data Fields

- unsigned priorities_cnt: 7
  Value of _TN_PRIORITIES_CNT
- unsigned check_param: 1
  Value of _TN_CHECK_PARAM
- unsigned debug: 1
  Value of _TN_DEBUG
- unsigned use_mutexes: 1
  Value of _TN_USE_MUTEXES
- unsigned mutex_rec: 1
  Value of _TN_MUTEX_REC
- unsigned mutex_deadlock_detect: 1
  Value of _TN_MUTEX_DEADLOCK_DETECT
- unsigned tick_lists_cnt_minus_one: 8
  Value of _TN_TICK_LISTS_CNT minus one.
- unsigned api_make_alig_arg: 2
  Value of _TN_API_MAKE_ALIG_ARG
- unsigned profiler: 1
  Value of _TN_PROFILER
- unsigned profiler_wait_time: 1
  Value of _TN_PROFILER_WAIT_TIME
- unsigned stack_overflow_check: 1
Value of `TN_STACK_OVERFLOW_CHECK`:

- `unsigned dynamic_tick`: 1

Value of `TN_DYNAMIC_TICK`:

- `unsigned old_events_api`: 1

Value of `TN_OLD_EVENT_API`

union {
  TN_UWord dummy
  On some architectures, we don’t have any arch-dependent build-time options, but we need this “dummy” value to avoid errors of crappy compilers that don’t allow empty structure initializers (like ARMCC)
  struct {
    unsigned p24_sys_ipl: 3
    Value of `TN_P24_SYS_IPL`
  } p24
  PIC24/dsPIC-dependent values.
} arch

Architecture-dependent values.

The documentation for this struct was generated from the following file:

- `core/tn_sys.h`

## 20.2 _TN_TaskProfiler Struct Reference

### 20.2.1 Detailed Description

Internal kernel structure for profiling data of task.

Available if only `TN_PROFILER` option is non-zero.

Definition at line 302 of file `tn_tasks.h`.

#### Data Fields

- `TN_TickCnt last_tick_cnt`
  
  Tick count of when the task got running or non-running last time.

- `enum TN_WaitReason last_wait_reason`
  
  Available if only `TN_PROFILER_WAIT_TIME` option is non-zero.

- `struct TN_TaskTiming timing`
  
  Main timing structure managed by profiler.

### 20.2.2 Field Documentation
20.2.2.1 last_wait_reason

enum TN_WaitReason _TN_TaskProfiler::last_wait_reason

Available if only TN_PROFILER_WAIT_TIME option is non-zero.

Value of task->task_wait_reason when task got non-running last time.

Definition at line 311 of file tn_tasks.h.

20.2.2.2 timing

struct TN_TaskTiming _TN_TaskProfiler::timing

Main timing structure managed by profiler.

Contents of this structure can be read by tn_task_profiler_timing_get() function.

Definition at line 323 of file tn_tasks.h.

The documentation for this struct was generated from the following file:

- core/tn_tasks.h

20.3 TN_DQueue Struct Reference

20.3.1 Detailed Description

Structure representing data queue object.

Definition at line 105 of file tn_dqueue.h.

Data Fields

- enum TN_ObjId id_dque
  id for object validity verification.
- struct TN_ListItem wait_send_list
  list of tasks waiting to send data
- struct TN_ListItem wait_receive_list
  list of tasks waiting to receive data
- void **data_fifo
  array of void * to store data queue items. Can be TN_NULL.
- int items_cnt
  capacity (total items count). Can be 0.
- int filled_items_cnt
  count of non-free items in data_fifo
- int head_idx
  index of the item which will be written next time
- int tail_idx
  index of the item which will be read next time
- struct TN_EGrpLink eventgrp_link
  connected event group
20.3.2  Field Documentation

20.3.2.1  id_dque

enum TN_ObjId TN_DQueue::id_dque

id for object validity verification.

This field is in the beginning of the structure to make it easier to detect memory corruption.

Definition at line 110 of file tn_dqueue.h.

The documentation for this struct was generated from the following file:

• core/tn_dqueue.h

20.4  TN_DQueueTaskWait Struct Reference

20.4.1  Detailed Description

DQueue-specific fields related to waiting task, to be included in struct TN_Task.

Definition at line 142 of file tn_dqueue.h.

Data Fields

• void * data_elem

  if task tries to send the data to the data queue, and there’s no space in the queue, value to put to queue is stored in this field

The documentation for this struct was generated from the following file:

• core/tn_dqueue.h

20.5  TN_EGrpLink Struct Reference

20.5.1  Detailed Description

A link to event group: used when event group can be connected to some kernel object, such as queue.

Definition at line 254 of file tn_eventgrp.h.
20.6 TN_EGrpTaskWait Struct Reference

Data Fields

- struct TN_EventGrp * eventgrp
  event group whose event(s) should be managed by other kernel object
- TN_UWord pattern
  event pattern to manage

The documentation for this struct was generated from the following file:

- core/tn_eventgrp.h

20.6 TN_EGrpTaskWait Struct Reference

20.6.1 Detailed Description

EventGrp-specific fields related to waiting task, to be included in struct TN_Task.

Definition at line 238 of file tn_eventgrp.h.

Data Fields

- TN_UWord wait_pattern
  event wait pattern
- enum TN_EGrpWaitMode wait_mode
  event wait mode: AND or OR
- TN_UWord actual_pattern
  pattern that caused task to finish waiting

The documentation for this struct was generated from the following file:

- core/tn_eventgrp.h

20.7 TN_EventGrp Struct Reference

20.7.1 Detailed Description

Event group.

Definition at line 212 of file tn_eventgrp.h.

Generated by Doxygen
Data Fields

- enum **TN_ObjId** id_event
  
  id for object validity verification.

- struct **TN_ListItem** wait_queue
  
  task wait queue

- **TN_UWord** pattern
  
  current flags pattern

- enum **TN_EGrpAttr** attr

  Attributes that are given to that events group, available if only **TN_OLD_EVENT_API** option is non-zero.

20.7.2 Field Documentation

20.7.2.1 id_event

enum **TN_ObjId** TN_EventGrp::id_event

id for object validity verification.

This field is in the beginning of the structure to make it easier to detect memory corruption.

Definition at line 217 of file tn_eventgrp.h.

20.7.2.2 attr

enum **TN_EGrpAttr** TN_EventGrp::attr

Attributes that are given to that events group, available if only **TN_OLD_EVENT_API** option is non-zero.

Definition at line 229 of file tn_eventgrp.h.

The documentation for this struct was generated from the following file:

- core/tn_eventgrp.h

20.8 TN_FMem Struct Reference

20.8.1 Detailed Description

Fixed memory blocks pool.

Definition at line 80 of file tn_fmem.h.
Data Fields

- enum TN_ObjId id_fmp
  
  id for object validity verification.

- struct TN_ListItem wait_queue
  
  list of tasks waiting for free memory block

- unsigned int block_size
  
  block size (in bytes); note that it should be a multiple of sizeof(TN_UWord)), use a macro TN_MAKE_ALIGN_SIZE() for that.

- int blocks_cnt
  
  capacity (total blocks count)

- int free_blocks_cnt
  
  free blocks count

- void * start_addr
  
  memory pool start address; note that it should be a multiple of sizeof(TN_UWord).

- void * free_list
  
  Pointer to the first free memory block.

20.8.2 Field Documentation

20.8.2.1 id_fmp

enum TN_ObjId TN_FMem::id_fmp

id for object validity verification.

This field is in the beginning of the structure to make it easier to detect memory corruption.

Definition at line 85 of file tn_fmem.h.

20.8.2.2 block_size

unsigned int TN_FMem::block_size

block size (in bytes); note that it should be a multiple of sizeof(TN_UWord)), use a macro TN_MAKE_ALIGN_SIZE() for that.

See also

  TN_MAKE_ALIGN_SIZE()
20.8.2.3 start_addr

```c
void* TN_FMem::start_addr
```

Memory pool start address; note that it should be a multiple of \texttt{sizeof(TN_UWord)}.
Definition at line 105 of file tn_fmem.h.

20.8.2.4 free_list

```c
void* TN_FMem::free_list
```

Pointer to the first free memory block.
Each free block contains the pointer to the next free memory block as the first word, or \texttt{NULL} if this is the last block.
Definition at line 110 of file tn_fmem.h.

The documentation for this struct was generated from the following file:

- core/tn_fmem.h

20.9 TN_FMemTaskWait Struct Reference

20.9.1 Detailed Description

FMem-specific fields related to waiting task, to be included in struct \texttt{TN_Task}.
Definition at line 118 of file tn_fmem.h.

Data Fields

- \texttt{void* data_elem}

  \texttt{if task tries to receive data from memory pool, and there's no more free blocks in the pool, location to store pointer is saved in this field}

The documentation for this struct was generated from the following file:

- core/tn_fmem.h

20.10 TN_ListItem Struct Reference

20.10.1 Detailed Description

Circular doubly linked list item, for internal kernel usage.
Definition at line 63 of file tn_list.h.
20.11 TN_Mutex Struct Reference

20.11.1 Detailed Description

Mutex.

Definition at line 122 of file tn_mutex.h.

Data Fields

- enum TN_ObjId id_mutex
  id for object validity verification.
- struct TN_ListItem wait_queue
  List of tasks that wait a mutex.
- struct TN_ListItem mutex_queue
  To include in task's locked mutexes list (if any)
- struct TN_ListItem deadlock_list
  List of other mutexes involved in deadlock (normally, this list is empty)
- enum TN_MutexProtocol protocol
  Mutex protocol: priority ceiling or priority inheritance.
- struct TN_Task * holder
  Current mutex owner (task that locked mutex)
- int ceil_priority
  Used if only protocol is TN_MUTEX_PROT_CEILING: maximum priority of task that may lock the mutex.
- int cnt
  Lock count (for recursive locking)

20.11.2 Field Documentation

The documentation for this struct was generated from the following file:

- core/tn_list.h
20.11.2.1 id_mutex

enum TN_ObjId TN_Mutex::id_mutex

id for object validity verification.

This field is in the beginning of the structure to make it easier to detect memory corruption.

Definition at line 127 of file tn_mutex.h.

The documentation for this struct was generated from the following file:

- core/tn_mutex.h

20.12 TN_Sem Struct Reference

20.12.1 Detailed Description

Semaphore.

Definition at line 88 of file tn_sem.h.

Data Fields

- enum TN_ObjId id_sem
  
  id for object validity verification.
- struct TN_ListItem wait_queue
  
  List of tasks that wait for the semaphore.
- int count
  
  Current semaphore counter value.
- int max_count
  
  Max value of count

20.12.2 Field Documentation

20.12.2.1 id_sem

enum TN_ObjId TN_Sem::id_sem

id for object validity verification.

This field is in the beginning of the structure to make it easier to detect memory corruption.

Definition at line 93 of file tn_sem.h.

The documentation for this struct was generated from the following file:

- core/tn_sem.h
20.13 TN_Task Struct Reference

20.13.1 Detailed Description

Task.

Definition at line 330 of file tn_tasks.h.

Data Fields

- **TN_UWord * stack_cur_pt**
  - pointer to task’s current top of the stack; Note that this field **must** be a first field in the struct, this fact is exploited by platform-specific routines.
- **enum TN_ObjId id_task**
  - id for object validity verification.
- **struct TN_ListItem task_queue**
  - queue is used to include task in ready/wait lists
- **struct TN_Timer timer**
  - timer object to implement task waiting for timeout
- **struct TN_ListItem * pwait_queue**
  - pointer to object’s (semaphore, mutex, event, etc) wait list in which task is included for waiting
- **struct TN_ListItem create_queue**
  - queue is used to include task in creation list (currently, this list is used for statistics only)
- **struct TN_ListItem mutex_queue**
  - list of all mutexes that are locked by task
- **struct TN_ListItem deadlock_list**
  - list of other tasks involved in deadlock.
- **TN_UWord * stack_low_addr**
  - lowest address of stack.
- **TN_UWord * stack_high_addr**
  - Highest address of stack.
- **TN_TaskBody * task_func_addr**
  - pointer to task’s body function given to **tn_task_create()**
- **void * task_func_param**
  - pointer to task’s parameter given to **tn_task_create()**
- **int base_priority**
  - base priority of the task (actual current priority may be higher than base priority because of mutex)
- **int priority**
  - current task priority
- **enum TN_TaskState task_state**
  - task state
- **enum TN_WaitReason task_wait_reason**
  - reason for waiting (relevant if only task_state is WAIT or WAIT+SUSPEND)
- **enum TN_RCode task_wait_rc**
  - waiting result code (reason why waiting finished)
- **int tslice_count**
  - time slice counter
• union {
  struct TN_EGrpTaskWait eventgrp
  fields specific to tn_eventgrp.h
  struct TN_DQueueTaskWait dqueue
  fields specific to tn_dqueue.h
  struct TN_FMemTaskWait fmem
  fields specific to tn_fmem.h
} subsys_wait

  subsystem-specific fields that are used while task waits for something.
• const char * name
  Task name for debug purposes, user may want to set it by hand.
• struct _TN_TaskProfiler profiler
  Profiler data, available if only TN_PROFILER is non-zero.
• unsigned priority_already_updated: 1
  Internal flag used to optimize mutex priority algorithms.
• unsigned waited: 1
  Flag indicates that task waited for something This flag is set automatically in _tn_task_set_waiting() Must be cleared manually before calling any service that could sleep, if the caller is interested in the relevant value of this flag.

20.13.2 Field Documentation

20.13.2.1 stack_cur_pt

TN_UWord* TN_Task::stack_cur_pt

pointer to task's current top of the stack; Note that this field must be a first field in the struct, this fact is exploited by platform-specific routines.

Definition at line 334 of file tn_tasks.h.

20.13.2.2 id_task

enum TN_ObjId TN_Task::id_task

id for object validity verification.

This field is in the beginning of the structure to make it easier to detect memory corruption. For struct TN_Lock Task, we can't make it the very first field, since stack pointer should be there.

Definition at line 341 of file tn_tasks.h.
20.13.2.3  deadlock_list

struct TN_ListItem TN_Task::deadlock_list

list of other tasks involved in deadlock.

This list is non-empty only in emergency cases, and it is here to help you fix your bug that led to deadlock.

See also

TN_MUTEX_DEADLOCK_DETECT

Definition at line 368 of file tn_tasks.h.

20.13.2.4  stack_low_addr

TN_UWord* TN_Task::stack_low_addr

– lowest address of stack.

It is independent of architecture: it's always the lowest address (which may be actually origin or end of stack, depending on the architecture)

Definition at line 375 of file tn_tasks.h.

20.13.2.5  stack_high_addr

TN_UWord* TN_Task::stack_high_addr

– Highest address of stack.

It is independent of architecture: it's always the highest address (which may be actually origin or end of stack, depending on the architecture)

Definition at line 379 of file tn_tasks.h.

20.13.2.6  subsys_wait

union { ... } TN_Task::subsys_wait

subsystem-specific fields that are used while task waits for something.

Do note that these fields are grouped by union, so, they must not interfere with each other. It's quite ok here because task can't wait for different things.
20.13.2.7 priority_already_updated

`unsigned TN_Task::priority_already_updated`

Internal flag used to optimize mutex priority algorithms.

For the comments on it, see file `tn_mutex.c`, function `_mutex_do_unlock()`.

Definition at line 441 of file `tn_tasks.h`.

20.13.2.8 waited

`unsigned TN_Task::waited`

Flag indicates that task waited for something. This flag is set automatically in `_tn_task_set_waiting()` Must be cleared manually before calling any service that could sleep, if the caller is interested in the relevant value of this flag.

Definition at line 447 of file `tn_tasks.h`.

The documentation for this struct was generated from the following file:

- `core/tn_tasks.h`

20.14 TN_TaskTiming Struct Reference

20.14.1 Detailed Description

Timing structure that is managed by profiler and can be read by `tn_task_profiler_timing_get()` function.

This structure is contained in each `struct TN_Task` structure.

Available if only `TN_PROFILER` option is non-zero, also depends on `TN_PROFILER_WAIT_TIME`.

Definition at line 254 of file `tn_tasks.h`.

Data Fields

- `unsigned long long total_run_time`
  Total time when task was running.
- `unsigned long long got_running_cnt`
  How many times task got running.
- `unsigned long max_consecutive_run_time`
  Maximum consecutive time task was running.
- `unsigned long long total_wait_time [TN_WAIT_REASONS_CNT]`
  Available if only `TN_PROFILER_WAIT_TIME` option is non-zero.
- `unsigned long max_consecutive_wait_time [TN_WAIT_REASONS_CNT]`
  Available if only `TN_PROFILER_WAIT_TIME` option is non-zero.
20.14.2 Field Documentation

20.14.2.1 total_run_time

unsigned long long TN_TaskTiming::total_run_time

Total time when task was running.

**Attention**

This is NOT the time that task was in \texttt{RUNNABLE} state: if task A is preempted by high-priority task B, task A is not running, but is still in the \texttt{RUNNABLE} state. This counter represents the time task was actually \texttt{running}.

Definition at line 263 of file tn_tasks.h.

20.14.2.2 got_running_cnt

unsigned long long TN_TaskTiming::got_running_cnt

How many times task got running.

It is useful to find an average value of consecutive running time: \( \frac{\text{total\_run\_time}}{\text{got\_running\_cnt}} \)

Definition at line 267 of file tn_tasks.h.

20.14.2.3 total_wait_time

unsigned long long TN_TaskTiming::total_wait_time[TN_WAIT_REASONS_CNT]

Available if only \texttt{TN_PROFILER\_WAIT\_TIME} option is non-zero.

Total time when task was not running; time is broken down by reasons of waiting.

For example, to get the time task was waiting for mutexes with priority inheritance protocol, use: \( \text{total\_wait\_time}[\text{TN\_WAIT\_REASON\_MUTEX\_I}] \)

To get the time task was runnable but preempted by another task, use: \( \text{total\_wait\_time}[\text{TN\_WAIT\_REASON\_NONE}] \)

Definition at line 285 of file tn_tasks.h.
20.14.2.4 max_consecutive_wait_time

unsigned long TN_TaskTiming::max_consecutive_wait_time[TN_WAIT_REASONS_CNT]

Available if only TN_PROFILER_WAIT_TIME option is non-zero.

Maximum consecutive time task was not running; time is broken down by reasons of waiting.

See also

total_wait_time

Definition at line 293 of file tn_tasks.h.

The documentation for this struct was generated from the following file:

- core/tn_tasks.h

20.15 TN_Timer Struct Reference

20.15.1 Detailed Description

Timer.

Definition at line 203 of file tn_timer.h.

Data Fields

- enum TN_ObjId id_timer
  id for object validity verification.
- struct TN_ListItem timer_queue
  A list item to be included in the system timer queue.
- TN_TimerFunc *func
  Function to be called by timer.
- void *p_user_data
  User data pointer that is given to user-provided func.
- TN_TickCnt start_tick_cnt
  Available if only TN_DYNAMIC_TICK is set.
- TN_TickCnt timeout
  Available if only TN_DYNAMIC_TICK is set.
- TN_TickCnt timeout_cur
  Available if only TN_DYNAMIC_TICK is not set.

20.15.2 Field Documentation
20.15.2.1 id_timer

enum TN_ObjId TN_Timer::id_timer
id for object validity verification.

This field is in the beginning of the structure to make it easier to detect memory corruption.

Definition at line 208 of file tn_timer.h.

20.15.2.2 start_tick_cnt

TN_TickCnt TN_Timer::start_tick_cnt

Available if only TN_DYNAMIC_TICK is set.

Tick count value when timer was started

Definition at line 224 of file tn_timer.h.

20.15.2.3 timeout

TN_TickCnt TN_Timer::timeout

Available if only TN_DYNAMIC_TICK is set.

Timeout value (it is set just once, and stays unchanged until timer is expired, cancelled or restarted)

Definition at line 230 of file tn_timer.h.

20.15.2.4 timeout_cur

TN_TickCnt TN_Timer::timeout_cur

Available if only TN_DYNAMIC_TICK is not set.

Current (left) timeout value

Definition at line 238 of file tn_timer.h.

The documentation for this struct was generated from the following file:

- core/tn_timer.h

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Chapter 21

File Documentation

21.1 arch/cortex_m/tn_arch_cortex_m.h File Reference

21.1.1 Detailed Description

Cortex-M0/M0+/M3/M4/M4F architecture-dependent routines.

21.2 arch/example/tn_arch_example.h File Reference

21.2.1 Detailed Description

Example of architecture-dependent routines.

Macros

• #define _TN_FFS(x) (32 - __builtin_clz((x) & (0 - (x)))))
  FFS - find first set bit.
• #define _TN_FATAL_ERROR(error_msg, ...) {__asm__ volatile(" sdbbp 0"); __asm__ volatile("nop");}
  Used by the kernel as a signal that something really bad happened.
• #define TN_ARCH_STK_ATTR_BEFORE
  Compiler-specific attribute that should be placed before declaration of array used for stack.
• #define TN_ARCH_STK_ATTR_AFTER __attribute__((aligned(0x8)))
  Compiler-specific attribute that should be placed after declaration of array used for stack.
• #define TN_MIN_STACK_SIZE 36
  Minimum task’s stack size, in words, not in bytes; includes a space for context plus for parameters passed to task’s body function.
• #define TN_INT_WIDTH 32
  Width of int type.
• #define TN_PRIORITIES_MAX_CNT TN_INT_WIDTH
  Maximum number of priorities available, this value usually matches TN_INT_WIDTH.
• #define TN_WAIT_INFINITE (TN_TickCnt)0xFFFFFFFF
  Value for infinite waiting, usually matches ULONG_MAX, because TN_TickCnt is declared as unsigned long.
• #define TN_FILL_STACK_VAL 0xFEEDFACE  
  Value for initializing the unused space of task's stack.

• #define TN_INTSAVE_DATA int tn_save_status_reg = 0;  
  Declares variable that is used by macros TN_INT_DIS_SAVE() and TN_INT_RESTORE() for storing status register value.

• #define TN_INTSAVE_DATA_INT TN_INTSAVE_DATA  
  The same as TN_INTSAVE_DATA but for using in ISR together with TN_INT_DIS_SAVE(), TN_INT_IDIS_SAVE(), TN_INT_IRESTORE().

• #define TN_INT_DIS_SAVE() tn_save_status_reg = tn_arch_sr_save_int_dis()  
  Disable interrupts and return previous value of status register, atomically.

• #define TN_INT_RESTORE() tn_arch_sr_restore(tn_save_status_reg)  
  Restore previously saved status register.

• #define TN_INT_IDIS_SAVE() TN_INT_DIS_SAVE()  
  The same as TN_INT_DIS_SAVE() but for using in ISR.

• #define TN_INT_HRESTORE() TN_INT_RESTORE()  
  The same as TN_INT_RESTORE() but for using in ISR.

• #define TN_IS_INT_DISABLED() ((__builtin_mfc0(12, 0) & 1) == 0)  
  Returns nonzero if interrupts are disabled, zero otherwise.

• #define _TN_CONTEXT_SWITCH_IPEND_IF_NEEDED() _tn_context_switch_pend_if_needed()  
  Pend context switch from interrupt.

• #define _TN_SIZE_BYTES_TO_UWORDS(size_in_bytes) ((size_in_bytes) >> 2)  
  Converts size in bytes to size in TN_UWord.

• #define _TN_INLINE inline  
  If compiler does not conform to c99 standard, there's no inline keyword.

• #define _TN_STATIC_INLINE static _TN_INLINE  
  For some compilers, order of these qualifiers matters (at least when _TN_INLINE expands to some compiler-specific forced inline)

• #define _TN_VOLATILE_WORKAROUND /* nothing */  
  Sometimes compilers are buggy in high-optimization modes, and these bugs are often could be worked around by adding the volatile keyword.

typedef unsigned int TN_UWord  
Unsigned integer type whose size is equal to the size of CPU register.

typedef unsigned int TN_UIntPtr  
Unsigned integer type that is able to store pointers.

21.2.2 Macro Definition Documentation

21.2.2.1 _TN_FFS

#define _TN_FFS(  
  x ) (32 - __builtin_clz((x) & (0 - (x))))

FFS - find first set bit.

Used in _find_next_task_to_run() function. Say, for 0xa8 it should return 3.

May be not defined: in this case, naive algorithm will be used.

Definition at line 53 of file tn_arch_example.h.
21.2.2.2  _TN_FATAL_ERROR

#define _TN_FATAL_ERROR(
    error_msg,
    ... ) {__asm__ volatile(" sdbbp 0"); __asm__ volatile ("nop");}

Used by the kernel as a signal that something really bad happened.

Indicates TNeo bugs as well as illegal kernel usage, e.g. sleeping in the idle task callback or build-time configuration mismatch (see TN_CHECK_BUILD_CFG for details on the last one)

Typically, set to assembler instruction that causes debugger to halt.

Definition at line 63 of file tn_arch_example.h.

21.2.2.3  TN_ARCH_STK_ATTR_BEFORE

#define TN_ARCH_STK_ATTR_BEFORE

Compiler-specific attribute that should be placed before declaration of array used for stack.

It is needed because there are often additional restrictions applied to alignment of stack, so, to meet them, stack arrays need to be declared with these macros.

See also

    TN_ARCH_STK_ATTR_AFTER

Definition at line 77 of file tn_arch_example.h.

21.2.2.4  TN_ARCH_STK_ATTR_AFTER

#define TN_ARCH_STK_ATTR_AFTER __attribute__((aligned(0x8)))

Compiler-specific attribute that should be placed after declaration of array used for stack.

It is needed because there are often additional restrictions applied to alignment of stack, so, to meet them, stack arrays need to be declared with these macros.

See also

    TN_ARCH_STK_ATTR_BEFORE

Definition at line 88 of file tn_arch_example.h.
21.2.2.5 TN_PRIORITIES_MAX_CNT

#define TN_PRIORITIES_MAX_CNT TN_INT_WIDTH

Maximum number of priorities available, this value usually matches TN_INT_WIDTH.

See also

TN_PRIORITIES_CNT

Definition at line 120 of file tn_arch_example.h.

21.2.2.6 TN_INTSAVE_DATA

#define TN_INTSAVE_DATA int tn_save_status_reg = 0;

Declares variable that is used by macros TN_INT_DIS_SAVE() and TN_INT_RESTORE() for storing status register value.

See also

TN_INT_DIS_SAVE()
TN_INT_RESTORE()

Definition at line 143 of file tn_arch_example.h.

21.2.2.7 TN_INTSAVE_DATA_INT

#define TN_INTSAVE_DATA_INT TN_INTSAVE_DATA

The same as TN_INTSAVE_DATA but for using in ISR together with TN_INT_IDIS_SAVE(), TN_INT_IRESTORE().

See also

TN_INT_IDIS_SAVE()
TN_INT_IRESTORE()

Definition at line 152 of file tn_arch_example.h.
21.2.2.8  TN_INT_DIS_SAVE

#define TN_INT_DIS_SAVE() tn_save_status_reg = tn_arch_sr_save_int_dis()

Disable interrupts and return previous value of status register, atomically.

Similar to \texttt{tn\_arch\_sr\_save\_int\_dis()}, but implemented as a macro, so it is potentially faster.

Uses \texttt{TN_INTSAVE\_DATA} as a temporary storage.

See also

\begin{verbatim}
  TN_INTSAVE_DATA
  tn_arch_sr_save_int_dis()
\end{verbatim}

Definition at line 164 of file \texttt{tn\_arch\_example.h}.

21.2.2.9  TN_INT_RESTORE

#define TN_INT_RESTORE() tn_arch_sr_restore(tn_save_status_reg)

Restore previously saved status register.

Similar to \texttt{tn\_arch\_sr\_restore()}, but implemented as a macro, so it is potentially faster.

Uses \texttt{TN_INTSAVE\_DATA} as a temporary storage.

See also

\begin{verbatim}
  TN_INTSAVE_DATA
  tn_arch_sr_save_int_dis()
\end{verbatim}

Definition at line 176 of file \texttt{tn\_arch\_example.h}.

21.2.2.10  TN_INT_IDIS_SAVE

#define TN_INT_IDIS_SAVE() TN_INT_DIS_SAVE()

The same as \texttt{TN_INT_DIS_SAVE()} but for using in ISR.

Uses \texttt{TN_INTSAVE\_DATA\_INT} as a temporary storage.

See also

\begin{verbatim}
  TN_INTSAVE\_DATA\_INT
\end{verbatim}

Definition at line 185 of file \texttt{tn\_arch\_example.h}.
21.2.2.11 TN_INT_IRESTORE

#define TN_INT_IRESTORE() TN_INT_RESTORE()

The same as TN_INT_RESTORE() but for using in ISR.

Uses TN_INTSAVE_DATA_INT as a temporary storage.

See also

TN_INTSAVE_DATA_INT

Definition at line 194 of file tn_arch_example.h.

21.2.2.12 _TN_SIZE_BYTES_TO_UWORDS

#define _TN_SIZE_BYTES_TO_UWORDS( size_in_bytes ) ((size_in_bytes) >> 2)

Converts size in bytes to size in TN_UWord.

For 32-bit platforms, we should shift it by 2 bit to the right; for 16-bit platforms, we should shift it by 1 bit to the right.

Definition at line 213 of file tn_arch_example.h.

21.2.2.13 _TN_INLINE

#define _TN_INLINE inline

If compiler does not conform to c99 standard, there's no inline keyword.

So, there's a special macro for that.

Definition at line 223 of file tn_arch_example.h.

21.2.2.14 _TN_VOLATILE_WORKAROUND

#define _TN_VOLATILE_WORKAROUND /* nothing */

Sometimes compilers are buggy in high-optimization modes, and these bugs are often could be worked around by adding the volatile keyword.

It is compiler-dependent, so, there's a special macro for that.

Definition at line 238 of file tn_arch_example.h.
21.2.3 Typedef Documentation

21.2.3.1 TN_UWord

typedef unsigned int TN_UWord

Unsigned integer type whose size is equal to the size of CPU register.

Typically it's plain unsigned int.

Definition at line 105 of file tn_arch_example.h.

21.2.3.2 TN_UIntPtr

typedef unsigned int TN_UIntPtr

Unsigned integer type that is able to store pointers.

We need it because some platforms don't define uintptr_t. Typically it's unsigned int.

Definition at line 112 of file tn_arch_example.h.

21.3 arch/pic24_dspic/tn_arch_pic24.h File Reference

21.3.1 Detailed Description

PIC24/dsPIC architecture-dependent routines.

Macros

- #define tn_p24_soft_isr(_func, _psv) _tn_soft_isr_internal(_func, _psv, )
  ISR wrapper macro for software context saving.

21.3.2 Macro Definition Documentation
21.3.2.1  tn_p24_soft_isr

#define tn_p24_soft_isr(
     _func,
     _psv ) _tn_soft_isr_internal(_func, _psv, )

ISR wrapper macro for software context saving.

Usage looks like the following:

    tn_p24_soft_isr(_T1Interrupt, auto_psv)
    {
      //-- clear interrupt flag
      IFS0bits.T1IF = 0;
      //-- do something useful
    }

Which should be used for system interrupts, instead of standard way:

    void __attribute__((__interrupt__, auto_psv)) _T1Interrupt(void)

Where _T1Interrupt is the usual PIC24/dsPIC ISR name, and auto_psv (or no_auto_psv) is the usual attribute argument for interrupt.

Definition at line 484 of file tn_arch_pic24.h.

21.4  arch/pic24_dspic/tn_arch_pic24_bfa.h File Reference

21.4.1  Detailed Description

Atomic bit-field access macros for PIC24/dsPIC.

Initially, the code was taken from the article by Alex Borisov (russian), and modified a bit.

The kernel would not probably provide that kind of functionality, but the kernel itself needs it, so, it is made public so that application can use it too.

Macros

• #define TN_BFA_SET 0x1111
  Command for TN_BFA () macro: Set bits in the bit field by mask; . . . macro param should be set to the bit mask to set.

• #define TN_BFA_CLR 0x2222
  Command for TN_BFA () macro: Clear bits in the bit field by mask; . . . macro param should be set to the bit mask to clear.

• #define TN_BFA_INV 0x3333
  Command for TN_BFA () macro: Invert bits in the bit field by mask; . . . macro param should be set to the bit mask to invert.

• #define TN_BFA_WR 0xAAAA
  Command for TN_BFA () macro: Write bit field; . . . macro param should be set to the value to write.

• #define TN_BFA_RD 0xBBBB
  Command for TN_BFA () macro: Read bit field; . . . macro param ignored.

• #define TN_BFA(comm, reg_name, field_name, ...)
  Macro for atomic access to the structure bit field.

• #define TN_BFAR(comm, reg_name, lower, upper, ...)
  Macro for atomic access to the structure bit field specified as a range.
21.4.2 Macro Definition Documentation

21.4.2.1 TN_BFA_SET

#define TN_BFA_SET 0x1111

Command for TN_BFA() macro: Set bits in the bit field by mask; ... macro param should be set to the bit mask to set.

Definition at line 76 of file tn_arch_pic24_bfa.h.

21.4.2.2 TN_BFA_CLR

#define TN_BFA_CLR 0x2222

Command for TN_BFA() macro: Clear bits in the bit field by mask; ... macro param should be set to the bit mask to clear.

Definition at line 80 of file tn_arch_pic24_bfa.h.

21.4.2.3 TN_BFA_INV

#define TN_BFA_INV 0x3333

Command for TN_BFA() macro: Invert bits in the bit field by mask; ... macro param should be set to the bit mask to invert.

Definition at line 84 of file tn_arch_pic24_bfa.h.

21.4.2.4 TN_BFA_WR

#define TN_BFA_WR 0xAAAA

Command for TN_BFA() macro: Write bit field; ... macro param should be set to the value to write.

Definition at line 88 of file tn_arch_pic24_bfa.h.
21.4.2.5 TN_BFA_RD

#define TN_BFA_RD 0xBBBB

Command for `TN_BFA()` macro: Read bit field; ... macro param ignored.

Definition at line 92 of file tn_arch_pic24_bfa.h.

21.4.2.6 TN_BFA

#define TN_BFA(
    comm,
    reg_name,
    field_name,
    ...
)

Macro for atomic access to the structure bit field.

The BFA acronym means Bit Field Access.

Parameters

<table>
<thead>
<tr>
<th>comm</th>
<th>command to execute:</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>• TN_BFA_WR - write bit field</td>
</tr>
<tr>
<td></td>
<td>• TN_BFA_RD - read bit field</td>
</tr>
<tr>
<td></td>
<td>• TN_BFA_SET - set bits by mask</td>
</tr>
<tr>
<td></td>
<td>• TN_BFA_CLR - clear bits by mask</td>
</tr>
<tr>
<td></td>
<td>• TN_BFA_INV - invert bits by mask</td>
</tr>
</tbody>
</table>

| reg_name | register name (PORTA, CMCON,...). |
| field_name | structure field name |
|... | used if only `comm` ≠ `TN_BFA_RD`. Meaning depends on the `comm`, see comments for specific command: `TN_BFA_WR`, etc. |

Usage examples:

```c
int a = 0x02;

//-- Set third bit of the INT0IP field in the IPC0 register:
// IPC0bits.INT0IP |= (1 << 2);
TN_BFA(TN_BFA_SET, IPC0, INT0IP, (1 << 2));

//-- Clear second bit of the INT0IP field in the IPC0 register:
// IPC0bits.INT0IP &= ~(1 << 1);
TN_BFA(TN_BFA_CLR, IPC0, INT0IP, (1 << 1));

//-- Invert two less-significant bits of the INT0IP field
//-- in the IPC0 register:
// IPC0bits.INT0IP ^= 0x03;
TN_BFA(TN_BFA_INV, IPC0, INT0IP, 0x03);

//-- Write value 0x05 to the INT0IP field of the IPC0 register:
// IPC0bits.INT0IP = 0x05;
TN_BFA(TN_BFA_WR, IPC0, INT0IP, 0x05);
```

Generated by Doxygen
//-- Write value of the variable a to the INT0IP field of the IPC0
// register:
// IPC0bits.INT0IP = a;
// TN_BFA(TN_BFA_WR, IPC0, INT0IP, a);

//-- Read the value that is stored in the INT0IP field of the IPC0
// register, to the int variable a:
// int a = IPC0bits.INT0IP;
a = TN_BFA(TN_BFA_RD, IPC0, INT0IP);

Definition at line 154 of file tn_arch_pic24_bfa.h.

21.4.2.7 TN_BFAR

#define TN_BFAR(
    comm,
    reg_name,
    lower,
    upper,
    ...
)

Macro for atomic access to the structure bit field specified as a range.

Parameters

<table>
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<td></td>
<td>• TN_BFA_INV - invert bits by mask</td>
</tr>
</tbody>
</table>

| reg_name | variable name (PORTA, CMCON, ...). Variable should be in the near memory (first 8 KB) |

| lower    | number of lowest affected bit of the field |
| upper    | number of highest affected bit of the field |
| ...      | used if only comm != TN_BFA_RD. Meaning depends on the comm, see comments for specific command: TN_BFA_WR, etc. |

Usage examples:

int a = 0x02;

//-- Write constant 0xaa to the least significant byte of the TRISB
// register:
TN_BFAR(TN_BFA_WR, TRISB, 0, 7, 0xaa);

//-- Invert least significant nibble of the most significant byte
// in the register TRISB:
TN_BFAR(TN_BFA_INV, TRISB, 8, 15, 0x0f);

//-- Get 5 least significant bits from the register TRISB and store
// result to the variable a
a = TN_BFAR(TN_BFA_RD, TRISB, 0, 4);

Definition at line 270 of file tn_arch_pic24_bfa.h.
21.5 arch/pic32/tn_arch_pic32.h File Reference

21.5.1 Detailed Description

PIC32 architecture-dependent routines.

Macros

- `#define tn_p32_soft_isr(vec)`
  Interrupt handler wrapper macro for software context saving.
- `#define tn_p32_srs_isr(vec)`
  Interrupt handler wrapper macro for shadow register context saving.
- `#define tn_soft_isr tn_p32_soft_isr`
  For compatibility with old projects, old name of `tn_p32_soft_isr()` macro is kept; please don’t use it in new code.
- `#define tn_srs_isr tn_p32_srs_isr`
  For compatibility with old projects, old name of `tn_p32_srs_isr()` macro is kept; please don’t use it in new code.

Variables

- `volatile int tn_p32_int_nest_count` 
  current interrupt nesting count.
- `void * tn_p32_user_sp` 
  saved task stack pointer.
- `void * tn_p32_int_sp` 
  saved ISR stack pointer.

21.5.2 Macro Definition Documentation

21.5.2.1 tn_p32_soft_isr

`#define tn_p32_soft_isr(vec)`

Interrupt handler wrapper macro for software context saving.

Usage looks like the following:

```
tn_p32_soft_isr(_TIMER_1_VECTOR)
{
  INTClearFlag(INT_T1);
  //-- do something useful
}
```

Note that you should not use `__ISR(_TIMER_1_VECTOR)` macro for that.
Parameters

| vec | interrupt vector number, such as _TIMER_1_VECTOR, etc. |

Definition at line 344 of file tn_arch_pic32.h.

21.5.2.2 tn_p32_srs_isr

#define tn_p32_srs_isr(vec)

Interrupt handler wrapper macro for shadow register context saving.

Usage looks like the following:

```c
tn_p32_srs_isr(_INT_UART_1_VECTOR)
{
    INTClearFlag(INT_U1);
    //-- do something useful
}
```

Note that you should not use __ISR(_INT_UART_1_VECTOR) macro for that.

Parameters

| vec | interrupt vector number, such as _TIMER_1_VECTOR, etc. |

Definition at line 493 of file tn_arch_pic32.h.

21.5.3 Variable Documentation

21.5.3.1 tn_p32_int_nest_count

volatile int tn_p32_int_nest_count

current interrupt nesting count.

Used by macros tn_p32_soft_isr() and tn_p32_srs_isr().

21.5.3.2 tn_p32_user_sp

void* tn_p32_user_sp

saved task stack pointer.

Needed when switching stack pointer from task stack to interrupt stack.
21.5.3.3 tn_p32_int_sp

void* tn_p32_int_sp

saved ISR stack pointer.

Needed when switching stack pointer from interrupt stack to task stack.

21.6 arch/pic32/tn_arch_pic32_bfa.h File Reference

21.6.1 Detailed Description

Atomic bit-field access macros for PIC24/dsPIC.

Initially, the code was taken from the article by Alex Borisov (russian), and modified a bit.

The kernel would not probably provide that kind of functionality, but the kernel itself needs it, so, it is made public so that application can use it too.

Macros

- #define TN_BFA_SET 0x1111
  Command for TN_BFA() macro: Set bits in the bit field by mask; ... macro param should be set to the bit mask to set.

- #define TN_BFA_CLR 0x2222
  Command for TN_BFA() macro: Clear bits in the bit field by mask; ... macro param should be set to the bit mask to clear.

- #define TN_BFA_INV 0x3333
  Command for TN_BFA() macro: Invert bits in the bit field by mask; ... macro param should be set to the bit mask to invert.

- #define TN_BFA_WR 0xAAAA
  Command for TN_BFA() macro: Write bit field; ... macro param should be set to the value to write.

- #define TN_BFA_RD 0xBBBB
  Command for TN_BFA() macro: Read bit field; ... macro param ignored.

- #define TN_BFA(comm, reg_name, field_name, ...)
  Macro for atomic access to the structure bit field.

- #define TN_BFAR(comm, reg_name, lower, upper, ...)
  Macro for atomic access to the structure bit field specified as a range.

21.6.2 Macro Definition Documentation
21.6.2.1 TN_BFA_SET

#define TN_BFA_SET 0x1111
Command for TN_BFA() macro: Set bits in the bit field by mask; ... macro param should be set to the bit mask to set.
Definition at line 76 of file tn_arch_pic32_bfa.h.

21.6.2.2 TN_BFA_CLR

#define TN_BFA_CLR 0x2222
Command for TN_BFA() macro: Clear bits in the bit field by mask; ... macro param should be set to the bit mask to clear.
Definition at line 80 of file tn_arch_pic32_bfa.h.

21.6.2.3 TN_BFA_INV

#define TN_BFA_INV 0x3333
Command for TN_BFA() macro: Invert bits in the bit field by mask; ... macro param should be set to the bit mask to invert.
Definition at line 84 of file tn_arch_pic32_bfa.h.

21.6.2.4 TN_BFA_WR

#define TN_BFA_WR 0xAAAA
Command for TN_BFA() macro: Write bit field; ... macro param should be set to the value to write.
Definition at line 88 of file tn_arch_pic32_bfa.h.

21.6.2.5 TN_BFA_RD

#define TN_BFA_RD 0xBBBB
Command for TN_BFA() macro: Read bit field; ... macro param ignored.
Definition at line 92 of file tn_arch_pic32_bfa.h.

21.6.2.6 TN_BFA

#define TN_BFA(
    comm,
    reg_name,
    field_name,
    ...
)
Macro for atomic access to the structure bit field.
The BFA acronym means Bit Field Access.
Parameters

<table>
<thead>
<tr>
<th>comm</th>
<th>command to execute:</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>• TN_BFA_WR - write bit field</td>
</tr>
<tr>
<td></td>
<td>• TN_BFA_RD - read bit field</td>
</tr>
<tr>
<td></td>
<td>• TN_BFA_SET - set bits by mask</td>
</tr>
<tr>
<td></td>
<td>• TN_BFA_CLR - clear bits by mask</td>
</tr>
<tr>
<td></td>
<td>• TN_BFA_INV - invert bits by mask</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>reg_name</th>
<th>register name (PORTA, CMCON, ...).</th>
</tr>
</thead>
<tbody>
<tr>
<td>field_name</td>
<td>structure field name</td>
</tr>
</tbody>
</table>

... used if only comm != TN_BFA_RD. Meaning depends on the comm, see comments for specific command: TN_BFA_WR, etc.

Usage examples:

```c
int a = 0x02;

//-- Set third bit of the INTOIP field in the IPC0 register:
// IPC0bits.INT0IP |= (1 << 2);
TN_BFA(TN_BFA_SET, IPC0, INT0IP, (1 << 2));

//-- Clear second bit of the INTOIP field in the IPC0 register:
// IPC0bits.INT0IP &= ~(1 << 1);
TN_BFA(TN_BFA_CLR, IPC0, INT0IP, (1 << 1));

//-- Invert two less-significant bits of the INTOIP field
// in the IPC0 register:
// IPC0bits.INT0IP ^= 0x03;
TN_BFA(TN_BFA_INV, IPC0, INT0IP, 0x03);

//-- Write value 0x05 to the INTOIP field of the IPC0 register:
// IPC0bits.INT0IP = 0x05;
TN_BFA(TN_BFA_WR, IPC0, INT0IP, 0x05);

//-- Write value of the variable a to the INTOIP field of the IPC0
// register:
// IPC0bits.INT0IP = a;
TN_BFA(TN_BFA_WR, IPC0, INT0IP, a);

//-- Read the value that is stored in the INTOIP field of the IPC0
// register, to the int variable a:
// int a = IPC0bits.INT0IP;
a = TN_BFA(TN_BFA_RD, IPC0, INT0IP);
```

Definition at line 154 of file tn_arch_pic32_bfa.h.

21.6.2.7 TN_BFAR

```c
#define TN_BFAR(
  comm,
  reg_name,
  lower,
  upper,
  ...
)
```

Macro for atomic access to the structure bit field specified as a range.
Parameters

<table>
<thead>
<tr>
<th>comm</th>
<th>command to execute:</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>• TN_BFA_WR - write bit field</td>
</tr>
<tr>
<td></td>
<td>• TN_BFA_RD - read bit field</td>
</tr>
<tr>
<td></td>
<td>• TN_BFA_SET - set bits by mask</td>
</tr>
<tr>
<td></td>
<td>• TN_BFA_CLR - clear bits by mask</td>
</tr>
<tr>
<td></td>
<td>• TN_BFA_INV - invert bits by mask</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>reg_name</th>
<th>variable name (PORTA, CMCON, ...). Variable should be in the near memory (first 8 KB)</th>
</tr>
</thead>
<tbody>
<tr>
<td>lower</td>
<td>number of lowest affected bit of the field</td>
</tr>
<tr>
<td>upper</td>
<td>number of highest affected bit of the field</td>
</tr>
<tr>
<td>...</td>
<td>used if only comm != TN_BFA_RD. Meaning depends on the comm, see comments for specific command: TN_BFA_WR, etc.</td>
</tr>
</tbody>
</table>

Usage examples:

```c
int a = 0x02;
//-- Write constant 0xaa to the least significant byte of the TRISB register:
TN_BFAR(TN_BFA_WR, TRISB, 0, 7, 0xaa);
//-- Invert least significant nibble of the most significant byte in the register TRISB:
TN_BFAR(TN_BFA_INV, TRISB, 8, 15, 0x0f);
//-- Get 5 least significant bits from the register TRISB and store result to the variable a
a = TN_BFAR(TN_BFA_RD, TRISB, 0, 4);
```

Definition at line 268 of file tn_arch_pic32_bfa.h.

21.7 arch/tn_arch.h File Reference

21.7.1 Detailed Description

Architecture-dependent routines declaration.

Functions

- void tn_arch_int_dis (void)
  Unconditionally disable system interrupts.
- void tn_arch_int_en (void)
  Unconditionally enable interrupts.
- TN_UWord tn_arch_sr_save_int_dis (void)
  Disable system interrupts and return previous value of status register, atomically.
- void tn_arch_sr_restore (TN_UWord sr)
  Restore previously saved status register.
- TN_UWord tn_arch_sched_dis_save (void)
Disable kernel scheduler and return previous state.

- void tn_arch_sched_restore (TN_UWord sched_state)
  Restore state of the kernel scheduler.
- TN_UWord * _tn_arch_stack_init (TN_TaskBody *task_func, TN_UWord *stack_low_addr, TN_UWord *stack_high_addr, void *param)
  Should put initial CPU context to the provided stack pointer for new task and return current stack pointer.
- int _tn_arch_inside_isr (void)
  Should return 1 if system ISR is currently running, 0 otherwise.
- int _tn_arch_is_int_disabled (void)
  Should return 1 if system interrupts are currently disabled, 0 otherwise.
- void _tn_arch_context_switch_pend (void)
  Called whenever we need to switch context from one task to another.
- void _tn_arch_context_switch_now_nosave (void)
  Called whenever we need to switch context to new task, but don’t save current context.
- void _tn_arch_sys_start (TN_UWord *int_stack, TN_UWord int_stack_size)
  Performs first context switch to the first task (_tn_next_task_to_run is already set to needed task).

21.7.2 Function Documentation

21.7.2.1 tn_arch_int_dis()

void tn_arch_int_dis (  
    void )

Unconditionally disable system interrupts.
Refer to the section Interrupt types for details on what is system interrupt.

21.7.2.2 tn_arch_int_en()

void tn_arch_int_en (  
    void )

Unconditionally enable interrupts.
Refer to the section Interrupt types for details on what is system interrupt.

21.7.2.3 tn_arch_sr_save_int_dis()

TN_UWord tn_arch_sr_save_int_dis (  
    void )

Disable system interrupts and return previous value of status register, atomically.
Refer to the section Interrupt types for details on what is system interrupt.

See also

    tn_arch_sr_restore()
21.7.2.4   tn_arch_sr_restore()

void tn_arch_sr_restore (  
    TN_UWord sr  )

Restore previously saved status register.
Parameters

| sr | status register value previously from `tn_arch_sr_save_int_dis()` |

See also

`tn_arch_sr_save_int_dis()`

---

### 21.7.2.5 tn_arch_sched_dis_save()

```c
TN_UWord tn_arch_sched_dis_save ( void )
```

Disable kernel scheduler and return previous state.

Returns

Scheduler state to be restored later by `tn_arch_sched_restore()`.

---

### 21.7.2.6 tn_arch_sched_restore()

```c
void tn_arch_sched_restore ( 
    TN_UWord sched_state )
```

Restore state of the kernel scheduler.

See `tn_arch_sched_dis_save()`.

Parameters

| sched_state | Value returned from `tn_arch_sched_dis_save()` |

---

### 21.7.2.7 _tn_arch_stack_init()

```c
TN_UWord* _tn_arch_stack_init ( 
    TN_TaskBody * task_func, 
    TN_UWord * stack_low_addr, 
    TN_UWord * stack_high_addr, 
    void * param )
```

Should put initial CPU context to the provided stack pointer for new task and return current stack pointer.

When resulting context gets restored by `_tn_arch_context_switch_now_nosave()` or `_tn_arch_context_switch_pend()`, the following conditions should be met:
Interrupts are enabled;

Return address is set to \texttt{tn\_task\_exit()}, so that when task body function returns, \texttt{tn\_task\_exit()} gets automatically called;

Argument 0 contains \texttt{param} pointer

<table>
<thead>
<tr>
<th>Parameters</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>task_func</td>
<td>Pointer to task body function.</td>
</tr>
<tr>
<td>stack_low_addr</td>
<td>Lowest address of the stack, independently of the architecture stack implementation</td>
</tr>
<tr>
<td>stack_high_addr</td>
<td>Highest address of the stack, independently of the architecture stack implementation</td>
</tr>
<tr>
<td>param</td>
<td>User-provided parameter for task body function.</td>
</tr>
</tbody>
</table>

Returns

\texttt{current stack pointer (top of the stack)}

21.7.2.8 \_tn\_arch\_inside\_isr()

\begin{verbatim}
int \_tn\_arch\_inside\_isr ( 
    void )
\end{verbatim}

Should return 1 if \texttt{system ISR} is currently running, 0 otherwise.

Refer to the section \texttt{Interrupt types} for details on what is \texttt{system ISR}.

21.7.2.9 \_tn\_arch\_is\_int\_disabled()

\begin{verbatim}
int \_tn\_arch\_is\_int\_disabled ( 
    void )
\end{verbatim}

Should return 1 if \texttt{system interrupts} are currently disabled, 0 otherwise.

Refer to the section \texttt{Interrupt types} for details on what is \texttt{system interrupt}.

21.7.2.10 \_tn\_arch\_context\_switch\_pend()

\begin{verbatim}
void \_tn\_arch\_context\_switch\_pend ( 
    void )
\end{verbatim}

Called whenever we need to switch context from one task to another.

This function typically does NOT switch context; it merely pends it, that is, it sets appropriate interrupt flag. If current level is an application level, interrupt is fired immediately, and context gets switched. Otherwise (if some ISR is currently running), context switch keeps pending until all ISR return.

\textbf{Preconditions:}
• interrupts are enabled;
• _tn_curr_run_task points to currently running (preempted) task;
• _tn_next_task_to_run points to new task to run.

Actions to perform in actual context switching routine:

• save context of the preempted task to its stack;
• if preprocessor macro _TN_ON_CONTEXT_SWITCH_HANDLER is non-zero, call _tn_sys_on_<br>"context_switch(_tn_curr_run_task, _tn_next_task_to_run);.
• set _tn_curr_run_task to _tn_next_task_to_run;
• restore context of the newly activated task from its stack.

See also

_tn_curr_run_task<br>_tn_next_task_to_run

21.7.2.11 _tn_arch_context_switch_now_nosave()

void _tn_arch_context_switch_now_nosave {
    void )

Called whenever we need to switch context to new task, but don't save current context.

This happens:

• At system start, inside _tn_sys_start() (well, it is actually called indirectly but from _tn_arch_sys_<br>_start());
• At task exit, inside _tn_task_exit().

This function doesn't need to pend context switch, it switches context immediately.

Preconditions:

• interrupts are disabled;
• _tn_next_task_to_run is already set to needed task.

Actions to perform:

• if preprocessor macro _TN_ON_CONTEXT_SWITCH_HANDLER is non-zero, call _tn_sys_on_<br>"context_switch(_tn_curr_run_task, _tn_next_task_to_run);.
• set _tn_curr_run_task to _tn_next_task_to_run;
• restore context of the newly activated task from its stack.

See also

_tn_curr_run_task<br>_tn_next_task_to_run
21.7.2.12 _tn_arch_sys_start()

```c
void _tn_arch_sys_start (  
    TN_UWord * int_stack,  
    TN_UWord int_stack_size )
```

Performs first context switch to the first task ( _tn_next_task_to_run is already set to needed task).

Typically, this function just calls _tn_arch_context_switch_now_nosave(), but it also can perform any architecture-dependent actions first, if needed.

21.8 core/tn_cfg_dispatch.h File Reference

21.8.1 Detailed Description

Dispatch configuration: set predefined options, include user-provided cfg file as well as default cfg file.

**Macros**

- `#define TN_API_MAKE_ALIG_ARG__TYPE 1`
  
  In this case, you should use macro like this: `TN_MAKE_ALIG(struct my_struct)`.

- `#define TN_API_MAKE_ALIG_ARG__SIZE 2`
  
  In this case, you should use macro like this: `TN_MAKE_ALIG(sizeof(struct my_struct))`.

- `#define _TN_ON_CONTEXT_SWITCH_HANDLER 1`
  
  Internal kernel definition: set to non-zero if _tn_sys_on_context_switch() should be called on context switch.

- `#define _TN_STACK_OVERFLOW_SIZE_ADD (TN_STACK_OVERFLOW_CHECK ? 1 : 0)`
  
  If `TN_STACK_OVERFLOW_CHECK` is set, we have 1-word overhead for each task stack.

21.8.2 Macro Definition Documentation

21.8.2.1 TN_API_MAKE_ALIG_ARG__TYPE

`#define TN_API_MAKE_ALIG_ARG__TYPE 1`

In this case, you should use macro like this: `TN_MAKE_ALIG(struct my_struct)`.

This way is used in the majority of TNKernel ports. (actually, in all ports except the one by AlexB)

Definition at line 56 of file tn_cfg_dispatch.h.
21.8.2.2 TN_API_MAKE_ALIG_ARG__SIZE

#define TN_API_MAKE_ALIG_ARG__SIZE 2

In this case, you should use macro like this: TN_MAKE_ALIG(sizeof(struct my_struct)).
This way is stated in TNKernel docs and used in the port for dsPIC/PIC24/PIC32 by AlexB.
Definition at line 63 of file tn_cfg_dispatch.h.

21.9 core/tn_common.h File Reference

21.9.1 Detailed Description

Definitions used through the whole kernel.

Macros

- #define TN_NULL ((void *)0)
  NULL pointer definition.
- #define TN_BOOL int
  boolean type definition
- #define TN_TRUE (1 == 1)
  true value definition for type TN_BOOL
- #define TN_FALSE (1 == 0)
  false value definition for type TN_BOOL
- #define TN_MAKE_ALIG_SIZE(a) (((a) + (sizeof(TN_UWord) - 1)) & (~((sizeof(TN_UWord) - 1)))
  Macro for making a number a multiple of sizeof(TN_UWord), should be used with fixed memory block pool.
- #define TN_MAKE_ALIG(a) TN_MAKE_ALIG_SIZE(a)
  The same as TN_MAKE_ALIG_SIZE but its behavior depends on the option TN_API_MAKE_ALIG_ARG
- #define _TN_UNUSED(x) (void)(x)
  Suppresses "unused" compiler warning for some particular symbol.

Typedefs

- typedef void() TN_TaskBody(void *param)
  Prototype for task body function.
- typedef unsigned long TN_TickCnt
  Type for system tick count, it is used by the kernel to represent absolute tick count value as well as relative timeouts.

Enumerations

- enum TN_ObjId {
  TN_ID_NONE = (unsigned int)0x0, TN_ID_TASK = (unsigned int)0x47ABC69, TN_ID_SEMAPHORE = (unsigned int)0x6FA173EB, TN_ID_EVENTGRP = (unsigned int)0x30C8A63C8, TN_ID_DATAQUEUE = (unsigned int)0x0C8A6C89, TN_ID_FSMEMORYPOOL = (unsigned int)0x26B7C68B, TN_ID_MUTEX = (unsigned int)0x427c072, TN_ID_TIMER = (unsigned int)0x1A937FBC, TN_ID_EXCHANGE = (unsigned int)0x32b7c072, TN_ID_EXCHANGE_LINK = (unsigned int)0x24d36f35 }
  Magic number for object validity verification.
- enum TN_RCode {
  Result code returned by kernel services.
21.9.2 Macro Definition Documentation

21.9.2.1 TN_MAKE_ALIG_SIZE

#define TN_MAKE_ALIG_SIZE(a) (((a) + (sizeof(TN_UWord) - 1)) & ~(sizeof(TN_UWord) - 1))

Macro for making a number a multiple of sizeof(TN_UWord), should be used with fixed memory block pool.

See tn_fmem_create() for usage example.

Definition at line 231 of file tn_common.h.

21.9.2.2 TN_MAKE_ALIG

#define TN_MAKE_ALIG(a) TN_MAKE_ALIG_SIZE(a)

The same as TN_MAKE_ALIG_SIZE but its behavior depends on the option TN_API_MAKE_ALIG_ARG

Attention

it is recommended to use TN_MAKE_ALIG_SIZE macro instead of this one, in order to avoid confusion caused by various TNKernel ports: refer to the section Macro MAKE_ALIG() for details.

Definition at line 255 of file tn_common.h.

21.9.3 Typedef Documentation

21.9.3.1 TN_TickCnt

typedef unsigned long TN_TickCnt

Type for system tick count, it is used by the kernel to represent absolute tick count value as well as relative timeouts.

When it is used as a timeout value, it represents the maximum number of system ticks to wait.

Assume user called some system function, and it can't perform its job immediately (say, it needs to lock mutex but it is already locked, etc).

So, function can wait or return an error. There are possible timeout values and appropriate behavior of the function:
• timeout is set to 0: function doesn't wait at all, no context switch is performed, **TN_RC_TIMEOUT** is returned immediately.

• timeout is set to **TN_WAIT_INFINITE**: function waits until it eventually **can** perform its job. Timeout is not taken in account, so **TN_RC_TIMEOUT** is never returned.

• timeout is set to other value: function waits at most specified number of system ticks. Strictly speaking, it waits from \((\text{timeout} - 1)\) to \text{timeout} ticks. So, if you specify that timeout is 1, be aware that it might actually don't wait at all: if **system timer** interrupt happens just while function is putting task to wait (with interrupts disabled), then ISR will be executed right after function puts task to wait. Then **\text{tn\_tick\_int}\textunderscore\textunderscore\textunderscore\textunderscore\textunderscore\textunderscore\textunderscore\textunderscore\_processing()** will immediately remove the task from wait queue and make it runnable again.

So, to guarantee that task waits at least 1 system tick, you should specify timeout value of 2.

**Note** also that there are other possible ways to make task runnable:

• if task waits because of call to **\text{tn\_task\_sleep()}**, it may be woken up by some other task, by means of **\text{tn\_task\_wakeup()}**. In this case, **\text{tn\_task\_sleep()}** returns **TN_RC_OK**.

• independently of the wait reason, task may be released from wait forcibly, by means of **\text{tn\_task\_release\_wait()}**. It this case, **TN_RC_FORCED** is returned by the waiting function. (the usage of the **\text{tn\_task\_release\_wait()}** function is discouraged though)

Definition at line 188 of file **tn_common.h**.

### 21.9.4 Enumeration Type Documentation

#### 21.9.4.1 TN_ObjId

eum **TN_ObjId**

Magic number for object validity verification.

**Enumerator**

<table>
<thead>
<tr>
<th>TN_ID_NONE</th>
<th>id for invalid object</th>
</tr>
</thead>
<tbody>
<tr>
<td>TN_ID_TASK</td>
<td>id for tasks</td>
</tr>
<tr>
<td>TN_ID_SEMAPHORE</td>
<td>id for semaphores</td>
</tr>
<tr>
<td>TN_ID_EVENTGRP</td>
<td>id for event groups</td>
</tr>
<tr>
<td>TN_ID_DATAQUEUE</td>
<td>id for data queues</td>
</tr>
<tr>
<td>TN_ID_FSMEMORYPOOL</td>
<td>id for fixed memory pools</td>
</tr>
<tr>
<td>TN_ID_MUTEX</td>
<td>id for mutexes</td>
</tr>
<tr>
<td>TN_ID_TIMER</td>
<td>id for timers</td>
</tr>
<tr>
<td>TN_ID_EXCHANGE</td>
<td>id for exchange objects</td>
</tr>
<tr>
<td>TN_ID_EXCHANGE_LINK</td>
<td>id for exchange link</td>
</tr>
</tbody>
</table>

Definition at line 65 of file **tn_common.h**.
### 21.9.4.2 TN_RCode

#### enum TN_RCode

Result code returned by kernel services.

<table>
<thead>
<tr>
<th>Enumerator</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>TN_RC_OK</td>
<td>Successful operation.</td>
</tr>
<tr>
<td>TN_RC_TIMEOUT</td>
<td>Timeout (consult <strong>TN_TickCnt</strong> for details).</td>
</tr>
<tr>
<td></td>
<td>See also <strong>TN_TickCnt</strong></td>
</tr>
<tr>
<td>TN_RC_OVERFLOW</td>
<td>This code is returned in the following cases:</td>
</tr>
<tr>
<td></td>
<td>• Trying to increment semaphore count more than its max count;</td>
</tr>
<tr>
<td></td>
<td>• Trying to return extra memory block to fixed memory pool.</td>
</tr>
<tr>
<td></td>
<td>See also <strong>tn_sem.h</strong></td>
</tr>
<tr>
<td></td>
<td><strong>tn_fmem.h</strong></td>
</tr>
<tr>
<td>TN_RC_WCONTEXT</td>
<td>Wrong context error: returned if function is called from non-acceptable context. Required context suggested for every function by badges:</td>
</tr>
<tr>
<td></td>
<td>- function can be called from task;</td>
</tr>
<tr>
<td></td>
<td>- function can be called from ISR.</td>
</tr>
<tr>
<td></td>
<td>See also <strong>tn_sys_context_get()</strong></td>
</tr>
<tr>
<td></td>
<td><strong>enum</strong> <strong>TN_Context</strong></td>
</tr>
<tr>
<td>TN_RC_WSTATE</td>
<td>Wrong task state error: requested operation requires different task state.</td>
</tr>
<tr>
<td>TN_RC_WPARAM</td>
<td>This code is returned by most of the kernel functions when wrong params were given to function. This error code can be returned if only build-time option <strong>TN_CHECK_PARAM</strong> is non-zero</td>
</tr>
<tr>
<td></td>
<td>See also <strong>TN_CHECK_PARAM</strong></td>
</tr>
<tr>
<td>TN_RC_ILLEGAL_USE</td>
<td>Illegal usage. Returned in the following cases:</td>
</tr>
<tr>
<td></td>
<td>• task tries to unlock or delete the mutex that is locked by different task,</td>
</tr>
<tr>
<td></td>
<td>• task tries to lock mutex with priority ceiling whose priority is lower than task's priority</td>
</tr>
<tr>
<td></td>
<td>See also <strong>tn_mutex.h</strong></td>
</tr>
</tbody>
</table>
### Enumerator

<table>
<thead>
<tr>
<th>Enumerator</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>TN_RC_INVALID_OBJ</td>
<td>Returned when user tries to perform some operation on invalid object (mutex, semaphore, etc). Object validity is checked by comparing special <code>id_...</code> field value with the value from <code>enum TN_ObjId</code></td>
</tr>
<tr>
<td>See also</td>
<td><code>TN_CHECK_PARAM</code></td>
</tr>
<tr>
<td>TN_RC_DELETED</td>
<td>Object for whose event task was waiting is deleted.</td>
</tr>
<tr>
<td>TN_RC_FORCED</td>
<td>Task was released from waiting forcibly because some other task called <code>tn_task_release_wait()</code></td>
</tr>
<tr>
<td>TN_RC_INTERNAL</td>
<td>Internal kernel error, should never be returned by kernel services. If it is returned, it's a bug in the kernel.</td>
</tr>
</tbody>
</table>

Definition at line 81 of file `tn_common.h`.

---

#### 21.10 core/tn_common_macros.h File Reference

**21.10.1 Detailed Description**

Macros that may be useful for any part of the kernel.

Note: only preprocessor macros allowed here, so that the file can be included in any source file (C, assembler, or whatever)

**Macros**

- `#define _TN_STRINGIFY_LITERAL(x) #x`
  
  Macro that expands to string representation of its argument: for example,

- `#define _TN_STRINGIFY_MACRO(x) _TN_STRINGIFY_LITERAL(x)`
  
  Macro that expands to string representation of its argument, which is allowed to be a macro: for example,

**21.10.2 Macro Definition Documentation**

**21.10.2.1 _TN_STRINGIFY_LITERAL**

`#define _TN_STRINGIFY_LITERAL(x) #x`

Macro that expands to string representation of its argument: for example,

`_TN_STRINGIFY_LITERAL(5)`

expands to:

`"5"`

See also `_TN_STRINGIFY_MACRO()`

Definition at line 70 of file `tn_common_macros.h`. 

---

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21.10.2.2  _TN_STRINGIFY_MACRO

#define _TN_STRINGIFY_MACRO( x ) _TN_STRINGIFY_LITERAL( x )

Macro that expands to string representation of its argument, which is allowed to be a macro: for example,

#define MY_VALUE 10
_TN_STRINGIFY_MACRO( MY_VALUE )

expands to:

"10"

Definition at line 88 of file tn_common_macros.h.

21.11  core/tn_dqueue.h File Reference

21.11.1  Detailed Description

A data queue is a FIFO that stores pointer (of type void *) in each cell, called (in uTRON style) a data element.

A data queue also has an associated wait queue each for sending (wait_send queue) and for receiving (wait_receiv

queue). A task that sends a data element tries to put the data element into the FIFO. If there is no

space left in the FIFO, the task is switched to the waiting state and placed in the data queue's wait_send queue

until space appears (another task gets a data element from the data queue).

A task that receives a data element tries to get a data element from the FIFO. If the FIFO is empty (there is no data

in the data queue), the task is switched to the waiting state and placed in the data queue's wait_receive queue

until data element arrive (another task puts some data element into the data queue). To use a data queue just for

the synchronous message passing, set size of the FIFO to 0. The data element to be sent and received can be

interpreted as a pointer or an integer and may have value 0 (TN_NULL).

For the useful pattern on how to use queue together with fixed memory pool, refer to the example:

examples/queue. Be sure to examine the readme there.

TNeo offers a way to wait for a message from multiple queues in just a single call, refer to the section Connecting

an event group to other system objects for details. Related queue services:

- tn_queue_eventgrp_connect()
- tn_queue_eventgrp_disconnect()

There is an example project available that demonstrates event group connection technique: examples/queue_eventgrp_conn. Be sure to examine the readme there.

Data Structures

- struct TN_DQueue
  Structure representing data queue object.
- struct TN_DQueueTaskWait
  DQueue-specific fields related to waiting task, to be included in struct TN_Task.
Functions

- enum TN_RCode tn_queue_create (struct TN_DQueue *dque, void **data_fifo, int items_cnt)
  Construct data queue.

- enum TN_RCode tn_queue_delete (struct TN_DQueue *dque)
  Destruct data queue.

- enum TN_RCode tn_queue_send (struct TN_DQueue *dque, void *p_data, TN_TickCnt timeout)
  Send the data element specified by the p_data to the data queue specified by the dque.

- enum TN_RCode tn_queue_send_polling (struct TN_DQueue *dque, void *p_data)
  The same as tn_queue_send() with zero timeout.

- enum TN_RCode tn_queue_isend_polling (struct TN_DQueue *dque, void *p_data)
  The same as tn_queue_send() with zero timeout, but for using in the ISR.

- enum TN_RCode tn_queue_receive (struct TN_DQueue *dque, void **pp_data, TN_TickCnt timeout)
  Receive the data element from the data queue specified by the dque and place it into the address specified by the pp_data.

- enum TN_RCode tn_queue_receive_polling (struct TN_DQueue *dque, void **pp_data)
  The same as tn_queue_receive() with zero timeout.

- enum TN_RCode tn_queue_ireceive_polling (struct TN_DQueue *dque, void **pp_data)
  The same as tn_queue_receive() with zero timeout, but for using in the ISR.

- int tn_queue_free_items_cnt_get (struct TN_DQueue *dque)
  Returns number of free items in the queue.

- int tn_queue_used_items_cnt_get (struct TN_DQueue *dque)
  Returns number of used (non-free) items in the queue.

- enum TN_RCode tn_queue_eventgrp_connect (struct TN_DQueue *dque, struct TN_EventGrp *eventgrp, TN_UWord pattern)
  Connect an event group to the queue.

- enum TN_RCode tn_queue_eventgrp_disconnect (struct TN_DQueue *dque)
  Disconnect a connected event group from the queue.

21.11.2 Function Documentation

21.11.2.1 tn_queue_create()

enum TN_RCode tn_queue_create ( 
  struct TN_DQueue * dque, 
  void ** data_fifo, 
  int items_cnt )

Construct data queue.

id_dque member should not contain TN_ID_DATAQUEUE, otherwise, TN_RC_WPARAM is returned.

(refer to Legend for details)

Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>dque</td>
<td>pointer to already allocated struct TN_DQueue.</td>
</tr>
<tr>
<td>data_fifo</td>
<td>pointer to already allocated array of void * to store data queue items. Can be TN_NULL.</td>
</tr>
<tr>
<td>items_cnt</td>
<td>capacity of queue (count of elements in the data_fifo array) Can be 0.</td>
</tr>
</tbody>
</table>
21.11.2.2 tn_queue_delete()

```c
enum TN_RCode tn_queue_delete ( 
    struct TN_DQueue * dque )
```

Destruct data queue.

All tasks that wait for writing to or reading from the queue become runnable with TN_RC_DELETED code returned.

Parameters

- `dque` pointer to data queue to be deleted

Returns

- `TN_RC_OK` if queue was successfully deleted;
- `TN_RC_WCONTEXT` if called from wrong context;
- If `TN_CHECK_PARAM` is non-zero, additional return codes are available: `TN_RC_WPARAM` and `TN_RC_INVALID_OBJ`.

21.11.2.3 tn_queue_send()

```c
enum TN_RCode tn_queue_send ( 
    struct TN_DQueue * dque, 
    void * p_data, 
    TN_TickCnt timeout )
```

Send the data element specified by the `p_data` to the data queue specified by the `dque`.

If there are tasks in the data queue's `wait_receive` list already, the function releases the task from the head of the `wait_receive` list, makes this task runnable and transfers the parameter `p_data` to task's function, that caused it to wait.

If there are no tasks in the data queue's `wait_receive` list, parameter `p_data` is placed to the tail of data FIFO. If the data FIFO is full, behavior depends on the `timeout` value: refer to `TN_TickCnt`.

(Refer to Legend for details)
Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>dque</td>
<td>pointer to data queue to send data to</td>
</tr>
<tr>
<td>p_data</td>
<td>value to send</td>
</tr>
<tr>
<td>timeout</td>
<td>refer to TN_TickCnt</td>
</tr>
</tbody>
</table>

Returns

- **TN_RC_OK** if data was successfully sent;
- **TN_RC_WCONTEXT** if called from wrong context;
- Other possible return codes depend on `timeout` value, refer to TN_TickCnt
- If `TN_CHECK_PARAM` is non-zero, additional return codes are available: `TN_RC_WPARAM` and `TN_RC_INVALID_OBJ`.

See also

TN_TickCnt

### 21.11.2.4 tn_queue_send_polling()

```c
enum TN_RCode tn_queue_send_polling (  
    struct TN_DQueue * dque,  
    void * p_data  
)
```

The same as `tn_queue_send()` with zero timeout.

(REFER TO LEGEND FOR DETAILS)

### 21.11.2.5 tn_queue_isend_polling()

```c
enum TN_RCode tn_queue_isend_polling (  
    struct TN_DQueue * dque,  
    void * p_data  
)
```

The same as `tn_queue_send()` with zero timeout, but for using in the ISR.

(REFER TO LEGEND FOR DETAILS)

### 21.11.2.6 tn_queue_receive()

```c
enum TN_RCode tn_queue_receive (  
    struct TN_DQueue * dque,  
    void ** pp_data,  
    TN_TickCnt timeout  
)
```

Receive the data element from the data queue specified by the `dque` and place it into the address specified by the `pp_data`.

If the FIFO already has data, function removes an entry from the end of the data queue FIFO and returns it into the `pp_data` function parameter.

If there are task(s) in the data queue's `wait_send` list, first one gets removed from the head of `wait_send` list, becomes runnable and puts the data entry, stored in this task, to the tail of data FIFO. If there are no entries in the data FIFO and there are no tasks in the `wait_send` list, behavior depends on the `timeout` value. refer to TN_TickCnt.

(REFER TO LEGEND FOR DETAILS)
Parameters

<table>
<thead>
<tr>
<th>dque</th>
<th>pointer to data queue to receive data from</th>
</tr>
</thead>
<tbody>
<tr>
<td>pp_data</td>
<td>pointer to location to store the value</td>
</tr>
<tr>
<td>timeout</td>
<td>refer to TN_TickCnt</td>
</tr>
</tbody>
</table>

Returns

- TN_RC_OK if data was successfully received;
- TN_RC_WCONTEXT if called from wrong context;
- Other possible return codes depend on timeout value, refer to TN_TickCnt
- If TN_CHECK_PARAM is non-zero, additional return codes are available: TN_RC_WPARAM and TN_RC_INVALID_OBJ.

See also

TN_TickCnt

21.11.2.7 tn_queue_receive_polling()

enum TN_RCode tn_queue_receive_polling (  
    struct TN_DQueue * dque,  
    void ** pp_data )

The same as tn_queue_receive() with zero timeout.

(refer to Legend for details)

21.11.2.8 tn_queue_ireceive_polling()

enum TN_RCode tn_queue_ireceive_polling (  
    struct TN_DQueue * dque,  
    void ** pp_data )

The same as tn_queue_receive() with zero timeout, but for using in the ISR.

(refer to Legend for details)

21.11.2.9 tn_queue_free_items_cnt_get()

int tn_queue_free_items_cnt_get (  
    struct TN_DQueue * dque )

Returns number of free items in the queue.

(refer to Legend for details)
Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>dque</code></td>
<td>Pointer to queue.</td>
</tr>
</tbody>
</table>

Returns

Number of free items in the queue, or -1 if wrong params were given (the check is performed if only `TN_CHECK_PARAM` is non-zero)

### 21.11.2.10 tn_queue_used_items_cnt_get()

```c
int tn_queue_used_items_cnt_get ( struct TN_DQueue * dque )
```

Returns number of used (non-free) items in the queue.

Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>dque</code></td>
<td>Pointer to queue.</td>
</tr>
</tbody>
</table>

Returns

Number of used (non-free) items in the queue, or -1 if wrong params were given (the check is performed if only `TN_CHECK_PARAM` is non-zero)

### 21.11.2.11 tn_queue_eventgrp_connect()

```c
enum TN_RCode tn_queue_eventgrp_connect ( struct TN_DQueue * dque, struct TN_EventGrp * eventgrp, TN_UWord pattern )
```

Connect an event group to the queue.

Refer to the section Connecting an event group to other system objects for details.

Only one event group can be connected to the queue at a time. If you connect event group while another event group is already connected, the old link is discarded.

Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>dque</code></td>
<td>queue to which event group should be connected</td>
</tr>
<tr>
<td><code>eventgrp</code></td>
<td>event group to connect</td>
</tr>
<tr>
<td><code>pattern</code></td>
<td>flags pattern that should be managed by the queue automatically</td>
</tr>
</tbody>
</table>
21.11.2.12 tn_queue_eventgrp_disconnect()

```c
enum TN_RCode tn_queue_eventgrp_disconnect (
    struct TN_DQueue *dq)
```

Disconnect a connected event group from the queue.

Refer to the section Connecting an event group to other system objects for details.

If there is no event group connected, nothing is changed.

Parameters

- **dq**: queue from which event group should be disconnected

---

21.12 core/tn_eventgrp.h File Reference

21.12.1 Detailed Description

Event group.

An event group has an internal variable (of type `TN_UWord`), which is interpreted as a bit pattern where each bit represents an event. An event group also has a wait queue for the tasks waiting on these events. A task may set specified bits when an event occurs and may clear specified bits when necessary.

The tasks waiting for an event(s) are placed in the event group’s wait queue. An event group is a very suitable synchronization object for cases where (for some reasons) one task has to wait for many tasks, or vice versa, many tasks have to wait for one task.

21.12.2 Connecting an event group to other system objects

Sometimes task needs to wait for different system events, the most common examples are:

- wait for a message from the queue(s) plus wait for some application-dependent event (such as a flag to finish the task, or whatever);
- wait for messages from multiple queues.

If the kernel doesn’t offer a mechanism for that, programmer usually have to use polling services on these queues and sleep for a few system ticks. Obviously, this approach has serious drawbacks: we have a lot of useless context switches, and response for the message gets much slower. Actually, we lost the main goal of the preemptive kernel when we use polling services like that.

TNeko offers a solution: an event group can be connected to other kernel objects, and these objects will maintain certain flags inside that event group automatically.

So, in case of multiple queues, we can act as follows (assume we have two queues: Q1 and Q2) :

---

Generated by Doxygen
• create event group EG;
• connect EG with flag 1 to Q1;
• connect EG with flag 2 to Q2;
• when task needs to receive a message from either Q1 or Q2, it just waits for the any of flags 1 or 2 in the EG, this is done in the single call to \texttt{tn\_eventgrp\_wait()}.
• when that event happened, task checks which flag is set, and receive message from the appropriate queue.

Please note that task waiting for the event should \textbf{not} clear the flag manually: this flag is maintained completely by the queue. If the queue is non-empty, the flag is set. If the queue becomes empty, the flag is cleared.

For the information on system services related to queue, refer to the queue reference.

There is an example project available that demonstrates event group connection technique: \texttt{examples/queue-eventgrp_conn}. Be sure to examine the readme there.

Data Structures

• \textbf{struct TN\_EventGrp}
  
  Event group.

• \textbf{struct TN\_EGrpTaskWait}
  
  EventGrp-specific fields related to waiting task, to be included in struct \texttt{TN\_Task}.

• \textbf{struct TN\_EGrpLink}
  
  A link to event group: used when event group can be connected to some kernel object, such as queue.

Enumerations

• \textbf{enum TN\_EGrpWaitMode \{ TN\_EVENTGRP\_WMODE\_OR = (1 \ll 0), TN\_EVENTGRP\_WMODE\_AND = (1 \ll 1), TN\_EVENTGRP\_WMODE\_AUTOCLR = (1 \ll 2) \}}
  
  Events waiting mode that should be given to \texttt{tn\_eventgrp\_wait()} and friends.

• \textbf{enum TN\_EGrpOp \{ TN\_EVENTGRP\_OP\_SET, TN\_EVENTGRP\_OP\_CLEAR, TN\_EVENTGRP\_OP\_TOGGLE \}}
  
  Modify operation: set, clear or toggle.

• \textbf{enum TN\_EGrpAttr \{ TN\_EVENTGRP\_ATTR\_SINGLE = (1 \ll 0), TN\_EVENTGRP\_ATTR\_MULTI = (1 \ll 1), TN\_EVENTGRP\_ATTR\_CLR = (1 \ll 2), TN\_EVENTGRP\_ATTR\_NONE = (0) \}}
  
  Attributes that could be given to the event group object.

Functions

• \textbf{enum TN\_RCode tn\_eventgrp\_create\_wattr (struct TN\_EventGrp *eventgrp, enum TN\_EGrpAttr attr, TN\_UWord initial\_pattern)}
  
  The same as \texttt{tn\_eventgrp\_create()}, but takes additional argument: \texttt{attr}.

• \textbf{\_\_TN\_STATIC\_INLINE enum TN\_RCode tn\_eventgrp\_create (struct TN\_EventGrp *eventgrp, TN\_UWord initial\_pattern)}
  
  Construct event group.

• \textbf{enum TN\_RCode tn\_eventgrp\_delete (struct TN\_EventGrp *eventgrp)}
  
  Destruct event group.

• \textbf{enum TN\_RCode tn\_eventgrp\_wait (struct TN\_EventGrp *eventgrp, TN\_UWord wait\_pattern, enum TN\_EGrpWaitMode wait\_mode, TN\_UWord *p\_flags\_pattern, TN\_TickCnt timeout)}
Wait for specified event(s) in the event group.

- enum TN_RCode tn_eventgrp_wait_polling (struct TN_EventGrp *eventgrp, TN_UWord wait_pattern, enum TN_EGrpWaitMode wait_mode, TN_UWord *p_flags_pattern)
  
  * The same as tn_eventgrp_wait() with zero timeout.

- enum TN_RCode tn_eventgrp_iwait_polling (struct TN_EventGrp *eventgrp, TN_UWord wait_pattern, enum TN_EGrpWaitMode wait_mode, TN_UWord *p_flags_pattern)
  
  * The same as tn_eventgrp_wait() with zero timeout, but for using in the ISR.

- enum TN_RCode tn_eventgrp_modify (struct TN_EventGrp *eventgrp, enum TN_EGrpOp operation, TN_UWord pattern)
  
  * Modify current events bit pattern in the event group.

- enum TN_RCode tn_eventgrp_imodify (struct TN_EventGrp *eventgrp, enum TN_EGrpOp operation, TN_UWord pattern)
  
  * The same as tn_eventgrp_modify(), but for using in the ISR.

---

21.12.3 Enumeration Type Documentation

### 21.12.3.1 TN_EGrpWaitMode

enum TN_EGrpWaitMode

Events waiting mode that should be given to tn_eventgrp_wait() and friends.

**Enumerator**

<table>
<thead>
<tr>
<th>TN_EVENTGRP_WMODE_OR</th>
<th>Task waits for any of the event bits from the wait_pattern to be set in the event group. This flag is mutually exclusive with TN_EVENTGRP_WMODE_AND.</th>
</tr>
</thead>
<tbody>
<tr>
<td>TN_EVENTGRP_WMODE_AND</td>
<td>Task waits for all of the event bits from the wait_pattern to be set in the event group. This flag is mutually exclusive with TN_EVENTGRP_WMODE_OR.</td>
</tr>
<tr>
<td>TN_EVENTGRP_WMODE_AUTOCLR</td>
<td>When a task successfully ends waiting for event bit(s), these bits get cleared atomically and automatically. Other bits stay unchanged.</td>
</tr>
</tbody>
</table>

Definition at line 124 of file tn_eventgrp.h.

### 21.12.3.2 TN_EGrpOp

enum TN_EGrpOp

Modify operation: set, clear or toggle.

To be used in tn_eventgrp_modify() / tn_eventgrp_imodify() functions.
### Enumerator

<table>
<thead>
<tr>
<th>Enumerator</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>TN_EVENTGRP_OP_SET</td>
<td>Set flags that are set in given pattern argument. Note that this operation can lead to the context switch, since other high-priority task(s) might wait for the event.</td>
</tr>
<tr>
<td>TN_EVENTGRP_OP_CLEAR</td>
<td>Clear flags that are set in the given pattern argument. This operation can not lead to the context switch, since tasks can't wait for events to be cleared.</td>
</tr>
<tr>
<td>TN_EVENTGRP_OP_TOGGLE</td>
<td>Toggle flags that are set in the given pattern argument. Note that this operation can lead to the context switch, since other high-priority task(s) might wait for the event that was just set (if any).</td>
</tr>
</tbody>
</table>

Definition at line 146 of file tn_eventgrp.h.

#### 21.12.3.3 TN_EGrpAttr

`enum TN_EGrpAttr`

Attributes that could be given to the event group object.

Makes sense if only `TN_OLD_EVENT_API` option is non-zero; otherwise, there's just one dummy attribute available: `TN_EVENTGRP_ATTR_NONE`.

<table>
<thead>
<tr>
<th>Enumerator</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>TN_EVENTGRP_ATTR_SINGLE</td>
<td>Attention\n\ndeprecated. Available if only <code>TN_OLD_EVENT_API</code> option is non-zero. Indicates that only one task could wait for events in this event group. This flag is mutually exclusive with <code>TN_EVENTGRP_ATTR_MULTI</code> flag.</td>
</tr>
<tr>
<td>TN_EVENTGRP_ATTR_MULTI</td>
<td>Attention\n\ndeprecated. Available if only <code>TN_OLD_EVENT_API</code> option is non-zero. Indicates that multiple tasks could wait for events in this event group. This flag is mutually exclusive with <code>TN_EVENTGRP_ATTR_SINGLE</code> flag.</td>
</tr>
<tr>
<td>TN_EVENTGRP_ATTR_CLR</td>
<td>Attention\n\nstrongly deprecated. Available if only <code>TN_OLD_EVENT_API</code> option is non-zero. Use <code>TN_EVENTGRP_WMODE_AUTOCLR</code> instead. Can be specified only in conjunction with <code>TN_EVENTGRP_ATTR_SINGLE</code> flag. Indicates that ALL flags in this event group should be cleared when task successfully waits for any event in it. This actually makes little sense to clear ALL events, but this is what compatibility mode is for (see <code>TN_OLD_EVENT_API</code>).</td>
</tr>
<tr>
<td>TN_EVENTGRP_ATTR_NONE</td>
<td>Dummy attribute that does not change anything. It is needed only for the assistance of the events compatibility mode (see <code>TN_OLD_EVENT_API</code>).</td>
</tr>
</tbody>
</table>
Definition at line 171 of file tn_eventgrp.h.

21.12.4 Function Documentation

21.12.4.1 tn_eventgrp_create_wattr()

enum TN_RCode tn_eventgrp_create_wattr (  
    struct TN_EventGrp * eventgrp,  
    enum TN_EGrpAttr attr,  
    TN_UWord initial_pattern )

The same as tn_eventgrp_create(), but takes additional argument: attr.

It makes sense if only TN_OLD_EVENT_API option is non-zero.

Parameters

<table>
<thead>
<tr>
<th>eventgrp</th>
<th>Pointer to already allocated struct TN_EventGrp</th>
</tr>
</thead>
<tbody>
<tr>
<td>attr</td>
<td>Attributes for that particular event group object, see struct TN_EGrpAttr</td>
</tr>
<tr>
<td>initial_pattern</td>
<td>Initial events pattern.</td>
</tr>
</tbody>
</table>

21.12.4.2 tn_eventgrp_create()

TN_STATIC_INLINE enum TN_RCode tn_eventgrp_create (  
    struct TN_EventGrp * eventgrp,  
    TN_UWord initial_pattern )

Construct event group.

id_event field should not contain TN_ID_EVENTGRP, otherwise, TN_RC_WPARAM is returned.

(Refer to Legend for details)

Parameters

<table>
<thead>
<tr>
<th>eventgrp</th>
<th>Pointer to already allocated struct TN_EventGrp</th>
</tr>
</thead>
<tbody>
<tr>
<td>initial_pattern</td>
<td>Initial events pattern.</td>
</tr>
</tbody>
</table>

Returns

- TN_RC_OK if event group was successfully created;
- If TN_CHECK_PARAM is non-zero, additional return code is available: TN_RC_WPARAM.

Definition at line 314 of file tn_eventgrp.h.
21.12.4.3 tn_eventgrp_delete()

```c
enum TN_RCode tn_eventgrp_delete (  
    struct TN_EventGrp * eventgrp  )
```

Destruct event group.

All tasks that wait for the event(s) become runnable with **TN_RC_DELETED** code returned.

### Parameters

- `eventgrp` Pointer to event group to be deleted.

### Returns

- **TN_RC_OK** if event group was successfully deleted;
- **TN_RC_WCONTEXT** if called from wrong context;
- If **TN_CHECK_PARAM** is non-zero, additional return codes are available: **TN_RC_WPARAM** and **TN_RC_INVALID_OBJ**.

21.12.4.4 tn_eventgrp_wait()

```c
enum TN_RCode tn_eventgrp_wait (  
    struct TN_EventGrp * eventgrp,  
    TN_UWord wait_pattern,  
    enum TN_EGrpWaitMode wait_mode,  
    TN_UWord * p_flags_pattern,  
    TN_TickCnt timeout  )
```

Wait for specified event(s) in the event group.

If the specified event is already active, function returns **TN_RC_OK** immediately. Otherwise, behavior depends on `timeout` value: refer to **TN_TickCnt**.

### Parameters

- `eventgrp` Pointer to event group to wait events from
- `wait_pattern` Events bit pattern for which task should wait
- `wait_mode` Specifies whether task should wait for all the event bits from `wait_pattern` to be set, or for just any of them (see enum **TN_EGrpWaitMode**)
- `p_flags_pattern` Pointer to the `TN_UWord` variable in which actual event pattern that caused task to stop waiting will be stored. May be **TN_NULL**.
- `timeout` refer to **TN_TickCnt**
Returns

- **TN_RC_OK** if specified event is active (so the task can check variable pointed to by `p_flags←pattern` if it wasn't `TN_NULL`).
- **TN_RC_WCONTEXT** if called from wrong context;
- Other possible return codes depend on `timeout` value, refer to `TN_TickCnt`.
- If `TN_CHECK_PARAM` is non-zero, additional return codes are available: `TN_RC_WPARAM` and `TN←RC_INVALID_OBJ`.

### 21.12.4.5 tn_eventgrp_wait_polling()

```c
enum TN_RCode tn_eventgrp_wait_polling {
    struct TN_EventGrp * eventgrp,
    TN_UWord wait_pattern,
    enum TN_EGrpWaitMode wait_mode,
    TN_UWord * p_flags_pattern
}
```

The same as `tn_eventgrp_wait()` with zero timeout. 
(refer to Legend for details)

### 21.12.4.6 tn_eventgrp_iwait_polling()

```c
enum TN_RCode tn_eventgrp_iwait_polling {
    struct TN_EventGrp * eventgrp,
    TN_UWord wait_pattern,
    enum TN_EGrpWaitMode wait_mode,
    TN_UWord * p_flags_pattern
}
```

The same as `tn_eventgrp_wait()` with zero timeout, but for using in the ISR. 
(refer to Legend for details)

### 21.12.4.7 tn_eventgrp_modify()

```c
enum TN_RCode tn_eventgrp_modify {
    struct TN_EventGrp * eventgrp,
    enum TN_EGrpOp operation,
    TN_UWord pattern
}
```

Modify current events bit pattern in the event group.

Behavior depends on the given `operation`: refer to `enum TN_EGrpOp`.
(refer to Legend for details)
Parameters

<table>
<thead>
<tr>
<th></th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>eventgrp</td>
<td>Pointer to event group to modify events in</td>
</tr>
<tr>
<td>operation</td>
<td>Actual operation to perform: set, clear or toggle. Refer to enum TN_EGrpOp</td>
</tr>
<tr>
<td>pattern</td>
<td>Events pattern to be applied (depending on operation value)</td>
</tr>
</tbody>
</table>

Returns

- TN_RC_OK on success;
- TN_RC_WCONTEXT if called from wrong context;
- If TN_CHECK_PARAM is non-zero, additional return codes are available: TN_RC_WPARAM and TN_RC_INVALID_OBJ.

21.12.4.8  tn_eventgrp_imodify()

eenum TN_RCode tn_eventgrp_imodify {
  struct TN_EventGrp * eventgrp,
  enum TN_EGrpOp operation,
  TN_UWord pattern
}

The same as tn_eventgrp_modify(), but for using in the ISR.

21.13  core/tn_fmem.h File Reference

21.13.1  Detailed Description

Fixed memory blocks pool.

A fixed-sized memory blocks pool is used for managing fixed-sized memory blocks dynamically. A pool has a memory area where fixed-sized memory blocks are allocated and the wait queue for acquiring a memory block. If there are no free memory blocks, a task trying to acquire a memory block will be placed into the wait queue until a free memory block arrives (another task returns it to the memory pool).

The operations of getting the block from memory pool and releasing it back take O(1) time independently of number or size of the blocks.

For the useful pattern on how to use fixed memory pool together with queue, refer to the example:

```
examples/queue
```

Be sure to examine the readme there.

Data Structures

- struct TN_FMem
  
  Fixed memory blocks pool.
- struct TN_FMemTaskWait
  
  FMem-specific fields related to waiting task, to be included in struct TN_Task.
Macros

- `#define TN_FMEM_BUF_DEF(name, item_type, size)`
  
  Convenience macro for the definition of buffer for memory pool.

Functions

- `enum TN_RCode tn_fmem_create (struct TN_FMem *fmem, void *start_addr, unsigned int block_size, int blocks_cnt)`
  Construct fixed memory blocks pool.

- `enum TN_RCode tn_fmem_delete (struct TN_FMem *fmem)`
  Destroy fixed memory blocks pool.

- `enum TN_RCode tn_fmem_get (struct TN_FMem *fmem, void **p_data, TN_TickCnt timeout)`
  Get memory block from the pool.

- `enum TN_RCode tn_fmem_get_polling (struct TN_FMem *fmem, void **p_data)`
  The same as `tn_fmem_get()` with zero timeout.

- `enum TN_RCode tn_fmem_iget_polling (struct TN_FMem *fmem, void **p_data)`
  The same as `tn_fmem_get()` with zero timeout, but for using in the ISR.

- `enum TN_RCode tn_fmem_release (struct TN_FMem *fmem, void *p_data)`
  Release memory block back to the pool.

- `enum TN_RCode tn_fmem_irelease (struct TN_FMem *fmem, void *p_data)`
  The same as `tn_fmem_get()`, but for using in the ISR.

- `int tn_fmem_free_blocks_cnt_get (struct TN_FMem *fmem)`
  Returns number of free blocks in the memory pool.

- `int tn_fmem_used_blocks_cnt_get (struct TN_FMem *fmem)`
  Returns number of used (non-free) blocks in the memory pool.

21.13.2 Macro Definition Documentation

21.13.2.1 TN_FMEM_BUF_DEF

```c
#define TN_FMEM_BUF_DEF{name, item_type, size}  
  
  Value:

  TN_UWord name{  
    (size)  
    * (TN_MAKE_ALIG_SIZE(sizeof(item_type)) / sizeof(TN_UWord))  
  }
```

Convenience macro for the definition of buffer for memory pool.

See `tn_fmem_create()` for usage example.

Generated by Doxygen
Parameters

<table>
<thead>
<tr>
<th>name</th>
<th>C variable name of the buffer array (this name should be given to the <code>tn_fmem_create()</code> function as the <code>start_addr</code> argument)</th>
</tr>
</thead>
<tbody>
<tr>
<td>item_type</td>
<td>Type of item in the memory pool, like <code>struct MyMemoryItem</code>.</td>
</tr>
<tr>
<td>size</td>
<td>Number of items in the memory pool.</td>
</tr>
</tbody>
</table>

Definition at line 146 of file `tn_fmem.h`.

21.13.3 Function Documentation

21.13.3.1 `tn_fmem_create()`

```c
enum TN_RCode tn_fmem_create {
    struct TN_FMem * fmem,
    void * start_addr,
    unsigned int block_size,
    int blocks_cnt }
```

Construct fixed memory blocks pool.

`id_fmp` field should not contain `TN_ID_FSMEMORYPOOL`, otherwise, `TN_RC_WPARAM` is returned.

Note that `start_addr` and `block_size` should be a multiple of `sizeof(TN_UWord)`.

For the definition of buffer, convenience macro `TN_FMEM_BUF_DEF()` was invented.

Typical definition looks as follows:

```c
//-- number of blocks in the pool
#define MY_MEMORY_BUF_SIZE 8

//-- type for memory block
struct MyMemoryItem {
    // ... arbitrary fields ...
};

//-- define buffer for memory pool
TN_FMEM_BUF_DEF(my_fmem_buf, struct MyMemoryItem, MY_MEMORY_BUF_SIZE);

//-- define memory pool structure
struct TN_FMem my_fmem;
```

And then, construct your `my_fmem` as follows:

```c
enum TN_RCode rc;
rc = tn_fmem_create( &my_fmem,
    my_fmem_buf,
    TN_MAKE_ALIG_SIZE(sizeof(struct MyMemoryItem)),
    MY_MEMORY_BUF_SIZE );
if (rc != TN_RC_OK) {
    //-- handle error
}
```

If given `start_addr` and/or `block_size` aren't aligned properly, `TN_RC_WPARAM` is returned.

<i>(refer to Legend for details)</i>
21.13 core/tn_fmem.h File Reference

### Parameters

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>fmem</code></td>
<td>pointer to already allocated struct TN_FMem.</td>
</tr>
<tr>
<td><code>start_addr</code></td>
<td>pointer to start of the array; should be aligned properly, see example above</td>
</tr>
<tr>
<td><code>block_size</code></td>
<td>size of memory block; should be a multiple of <code>sizeof(TN_UWord)</code> , see example above</td>
</tr>
<tr>
<td><code>blocks_cnt</code></td>
<td>capacity (total number of blocks in the memory pool)</td>
</tr>
</tbody>
</table>

### Returns

- **TN_RC_OK** if memory pool was successfully created;
- If `TN_CHECK_PARAM` is non-zero, additional return code is available: `TN_RC_WPARAM`.

### See also

- `TN_MAKE_ALIG_SIZE`

---

#### 21.13.3.2 tn_fmem_delete()

```c
enum TN_RCode tn_fmem_delete ( 
    struct TN_FMem * fmem 
)
```

Destruct fixed memory blocks pool.

All tasks that wait for free memory block become runnable with `TN_RC_DELETED` code returned.

(see also [Legend](#) for details)

### Parameters

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>fmem</code></td>
<td>pointer to memory pool to be deleted</td>
</tr>
</tbody>
</table>

### Returns

- **TN_RC_OK** if memory pool is successfully deleted;
- **TN_RC_WCONTEXT** if called from wrong context;
- If `TN_CHECK_PARAM` is non-zero, additional return codes are available: `TN_RC_WPARAM` and `TN_RC_INVALID_OBJ`.

---

#### 21.13.3.3 tn_fmem_get()

```c
enum TN_RCode tn_fmem_get ( 
    struct TN_FMem * fmem, 
)```

Generated by Doxygen
Get memory block from the pool.

Start address of the memory block is returned through the `p_data` argument. The content of memory block is undefined. If there is no free block in the pool, behavior depends on `timeout` value: refer to `TN_TickCnt`.

### Parameters

| `fmem` | Pointer to memory pool |
| `p_data` | Address of the `(void *)` to which received block address will be saved |
| `timeout` | Refer to `TN_TickCnt` |

### Returns

- `TN_RC_OK` if block was successfully returned through `p_data`;
- `TN_RC_WCONTEXT` if called from wrong context;
- Other possible return codes depend on `timeout` value, refer to `TN_TickCnt`;
- If `TN_CHECK_PARAM` is non-zero, additional return codes are available: `TN_RC_WPARAM` and `TN_RC_INVALID_OBJ`.

#### 21.13.3.4 `tn_fmem_get_polling()`

```c
enum TN_RCode tn_fmem_get_polling (  
    struct TN_FMem * fmem,  
    void ** p_data  
)
```

The same as `tn_fmem_get()` with zero timeout.

#### 21.13.3.5 `tn_fmem_iget_polling()`

```c
enum TN_RCode tn_fmem_iget_polling (  
    struct TN_FMem * fmem,  
    void ** p_data  
)
```

The same as `tn_fmem_get()` with zero timeout, but for using in the ISR.
21.13.3.6  tn_fmem_release()

```c
enum TN_RCode tn_fmem_release (
    struct TN_FMem * fmem,
    void * p_data )
```

Release memory block back to the pool.

The kernel does not check the validity of the membership of given block in the memory pool. If all the memory blocks in the pool are free already, TN_RC_OVERFLOW is returned.

(Refer to Legend for details)
Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>fmem</td>
<td>Pointer to memory pool.</td>
</tr>
<tr>
<td>p_data</td>
<td>Address of the memory block to release.</td>
</tr>
</tbody>
</table>

Returns

- **TN_RC_OK** on success
- **TN_RC_WCONTEXT** if called from wrong context;
- If **TN_CHECK_PARAM** is non-zero, additional return codes are available: **TN_RC_WPARAM** and **TN_RC_INVALID_OBJ**.

21.13.3.7  tn_fmem_irelease()

```c
enum TN_RCode tn_fmem_irelease (  
        struct TN_FMem * fmem,  
        void * p_data )
```

The same as `tn_fmem_get()`, but for using in the ISR.

(Refer to Legend for details)

21.13.3.8  tn_fmem_free_blocks_cnt_get()

```c
int tn_fmem_free_blocks_cnt_get (  
        struct TN_FMem * fmem )
```

Returns number of free blocks in the memory pool.

(Refer to Legend for details)

Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>fmem</td>
<td>Pointer to memory pool.</td>
</tr>
</tbody>
</table>

Returns

Number of free blocks in the memory pool, or -1 if wrong params were given (the check is performed if only **TN_CHECK_PARAM** is non-zero)

21.13.3.9  tn_fmem_used_blocks_cnt_get()

```c
int tn_fmem_used_blocks_cnt_get (  
        struct TN_FMem * fmem )
```
21.14 core/tn_list.h File Reference

21.14.1 Detailed Description

Circular doubly linked list, for internal kernel usage.

Data Structures

- struct TN_ListItem

  Circular doubly linked list item, for internal kernel usage.

21.15 core/tn_mutex.h File Reference

21.15.1 Detailed Description

A mutex is an object used to protect shared resources.

There is a lot of confusion about the differences between semaphores and mutexes, so, it's highly recommended that you read a small article by Michael Barr: Mutexes and Semaphores Demystified.

Very short:

While a mutex is seemingly similar to a semaphore with a maximum count of 1 (the so-called binary semaphore), their usage is very different: the purpose of mutex is to protect a shared resource. A locked mutex is “owned” by the task that locked it, and only that same task may unlock it. This ownership allows you to implement algorithms to prevent priority inversion. So, a mutex is a locking mechanism.

A semaphore, on the other hand, is a signaling mechanism. It's quite legal and encouraged for a semaphore to be acquired in task A, and then signaled from task B or even from an ISR. It may be used in situations like “producer and consumer”, etc.

In addition to the article mentioned above, you may want to look at the related question on stackoverflow.com.

Mutex features in TNeo:
• Recursive locking is supported (if option `TN_MUTEX_REC` is non-zero);
• Deadlock detection (if option `TN_MUTEX_DEADLOCK_DETECT` is non-zero);
• Two protocols available to avoid unbounded priority inversion: priority inheritance and priority ceiling.

A discussion about the strengths and weaknesses of each protocol as well as the priority inversions problem is beyond the scope of this document.

The priority inheritance protocol solves the priority inversion problem, but doesn't prevent deadlocks. However, the kernel can notify you if a deadlock has occurred (see `TN_MUTEX_DEADLOCK_DETECT`).

The priority ceiling protocol prevents deadlocks and chained blocking but it is slower than the priority inheritance protocol.

See also

`TN_USE_MUTEXES`

Data Structures

• `struct TN_Mutex`

  Mutex.

Enumerations

• `enum TN_MutexProtocol { TN_MUTEX_PROT_CEILING = 1, TN_MUTEX_PROT_INHERIT = 2 }`

  Mutex protocol for avoid priority inversion.

Functions

• `enum TN_RCode tn_mutex_create (struct TN_Mutex *mutex, enum TN_MutexProtocol protocol, int ceil←priority)`

  Construct the mutex.

• `enum TN_RCode tn_mutex_delete (struct TN_Mutex *mutex)`

  Destruct mutex.

• `enum TN_RCode tn_mutex_lock (struct TN_Mutex *mutex, TN_TickCnt timeout)`

  Lock mutex.

• `enum TN_RCode tn_mutex_lock_polling (struct TN_Mutex *mutex)`

  The same as `tn_mutex_lock()` with zero timeout.

• `enum TN_RCode tn_mutex_unlock (struct TN_Mutex *mutex)`

  Unlock mutex.

21.15.2  Enumeration Type Documentation

21.15.2.1  TN_MutexProtocol

`enum TN_MutexProtocol`

Mutex protocol for avoid priority inversion.
21.15 core/tn_mutex.h File Reference

Enumerator

| TN_MUTEX_PROT_CEILING | Mutex uses priority ceiling protocol. |
| TN_MUTEX_PROT_INHERIT  | Mutex uses priority inheritance protocol. |

Definition at line 109 of file tn_mutex.h.

21.15.3 Function Documentation

21.15.3.1 tn_mutex_create()

```c
enum TN_RCode tn_mutex_create ( 
    struct TN_Mutex *mutex, 
    enum TN_MutexProtocol protocol, 
    int ceil_priority 
)
```

Construct the mutex.

The field id_mutex should not contain TN_ID_MUTEX, otherwise, TN_RC_WPARAM is returned.

(see to Legend for details)

Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>mutex</td>
<td>Pointer to already allocated struct TN_Mutex</td>
</tr>
<tr>
<td>protocol</td>
<td>Mutex protocol: priority ceiling or priority inheritance. See enum TN_MutexProtocol.</td>
</tr>
<tr>
<td>ceil_priority</td>
<td>Used if only protocol is TN_MUTEX_PROT_CEILING: maximum priority of the task that may lock the mutex.</td>
</tr>
</tbody>
</table>

Returns

- TN_RC_OK if mutex was successfully created;
- If TN_CHECK_PARAM is non-zero, additional return code is available: TN_RC_WPARAM.

21.15.3.2 tn_mutex_delete()

```c
enum TN_RCode tn_mutex_delete ( 
    struct TN_Mutex *mutex
)
```

Destruct mutex.

All tasks that wait for lock the mutex become runnable with TN_RC_DELETED code returned.

(see to Legend for details)
Parameters

- **mutex**: mutex to destruct

Returns

- **TN_RC_OK** if mutex was successfully destroyed;
- **TN_RC_WCONTEXT** if called from wrong context;
- If **TN_CHECK_PARAM** is non-zero, additional return codes are available: **TN_RC_WPARAM** and **TN_RC_INVALID_OBJ**.

#### 21.15.3.3 tn_mutex_lock()

```c
enum TN_RCode tn_mutex_lock (  
    struct TN_Mutex * mutex,  
    TN_TickCnt timeout )
```

Lock mutex.

- If the mutex is not locked, function immediately locks the mutex and returns **TN_RC_OK**.
- If the mutex is already locked by the same task, lock count is merely incremented and **TN_RC_OK** is returned immediately.
- If the mutex is locked by different task, behavior depends on `timeout` value: refer to `TN_TickCnt`.

(Refer to Legend for details)

Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>mutex</strong></td>
<td>mutex to lock</td>
</tr>
<tr>
<td><strong>timeout</strong></td>
<td>refer to <code>TN_TickCnt</code></td>
</tr>
</tbody>
</table>

Returns

- **TN_RC_OK** if mutex is successfully locked or if lock count was merely incremented (this is possible if recursive locking is enabled, see **TN_MUTEX_REC**)  
- **TN_RC_WCONTEXT** if called from wrong context;  
- **TN_RC_ILLEGAL_USE**  
  - if mutex protocol is **TN_MUTEX_PROT_CEILING** and calling task's priority is higher than ceil(_priority given to `tn_mutex_create()`)  
  - if recursive locking is disabled (see **TN_MUTEX_REC**) and the mutex is already locked by calling task  
- Other possible return codes depend on `timeout` value, refer to `TN_TickCnt`  
- If **TN_CHECK_PARAM** is non-zero, additional return codes are available: **TN_RC_WPARAM** and **TN_RC_INVALID_OBJ**.
See also

TN.MutexProtocol

21.15.3.4 tn_mutex_lock_polling()

enum TN.RCode tn_mutex_lock_polling (  
    struct TN.Mutex * mutex 
)

The same as tn_mutex_lock() with zero timeout.

(refer to Legend for details)

21.15.3.5 tn_mutex_unlock()

enum TN.RCode tn_mutex_unlock (  
    struct TN.Mutex * mutex 
)

Unlock mutex.

- If mutex is not locked or locked by different task, TN_RC_ILLEGAL_USE is returned.
- If mutex is already locked by calling task, lock count is decremented. Now, if lock count is zero, mutex gets unlocked (and if there are task(s) waiting for mutex, the first one from the wait queue locks the mutex). Otherwise, mutex remains locked with lock count decremented and function returns TN_RC_OK.

(refer to Legend for details)

Returns

- TN_RC_OK if mutex is unlocked of if lock count was merely decremented (this is possible if recursive locking is enabled, see TN_MUTEX_REC)
- TN_RC_WCONTEXT if called from wrong context;
- TN_RC_ILLEGAL_USE if mutex is either not locked or locked by different task
- If TN_CHECK_PARAM is non-zero, additional return codes are available: TN_RC_WPARAM and TN_RC_INVALID_OBJ.

21.16 core/tn_oldsymbols.h File Reference

21.16.1 Detailed Description

Compatibility layer for old projects that use old TNKernel names; usage of them in new projects is discouraged.

If you’re porting your existing application written for TNKernel, it might be useful though.

Included automatically if the option TN_OLD_TNKERNEL_NAMES is set.

Generated by Doxygen
Macros

- `#define _CDLL_QUEUE TN_ListItem`
  Old TNKernel struct name of `TN_ListItem`
- `#define _TN_MUTEX TN_Mutex`
  Old TNKernel struct name of `TN_Mutex`
- `#define _TN_DQUE TN_DQueue`
  Old TNKernel struct name of `TN_DQueue`
- `#define _TN_TCB TN_Task`
  Old TNKernel struct name of `TN_Task`
- `#define _TN_FMP TN_FMem`
  Old TNKernel struct name of `TN_FMem`
- `#define _TN_SEM TN_Sem`
  Old TNKernel struct name of `TN_Sem`
- `#define _TN_EVENT TN_EventGrp`
  Old TNKernel struct name of `TN_EventGrp`, available if only `TN_OLD_EVENT_API` is non-zero
- `#define MAKE_ALIG TN_MAKE_ALIG`
  Old TNKernel name of `TN_MAKE_ALIG` macro
- `#define TSK_STATE_RUNNABLE TN_TASK_STATE_RUNNABLE`
  Old TNKernel name of `TN_TASK_STATE_RUNNABLE`
- `#define TSK_STATE_WAIT TN_TASK_STATE_WAIT`
  Old TNKernel name of `TN_TASK_STATE_WAIT`
- `#define TSK_STATE_SUSPEND TN_TASK_STATE_SUSPEND`
  Old TNKernel name of `TN_TASK_STATE_SUSPEND`
- `#define TSK_STATE_WAITSUSP TN_TASK_STATE_WAITSUSP`
  Old TNKernel name of `TN_TASK_STATE_WAITSUSP`
- `#define TSK_STATE_DORMANT TN_TASK_STATE_DORMANT`
  Old TNKernel name of `TN_TASK_STATE_DORMANT`
- `#define TSK_STATE_START_ON_CREATION TN_TASK_CREATE_OPT_START`
  Old TNKernel name of `TN_TASK_CREATE_OPT_START`
- `#define TSK_STATE_EXIT_AND_DELETE TASK TN_TASK_EXIT_OPT_DELETE`
  Old TNKernel name of `TN_TASK_EXIT_OPT_DELETE`
- `#define TSK_WAIT_REASON_NONE TN_WAIT_REASON_NONE`
  Old TNKernel name of `TN_WAIT_REASON_NONE`
- `#define TSK_WAIT_REASON_SLEEP TN_WAIT_REASON_SLEEP`
  Old TNKernel name of `TN_WAIT_REASON_SLEEP`
- `#define TSK_WAIT_REASON_SEM TN_WAIT_REASON_SEM`
  Old TNKernel name of `TN_WAIT_REASON_SEM`
- `#define TSK_WAIT_REASON_EVENT TN_WAIT_REASON_EVENT`
  Old TNKernel name of `TN_WAIT_REASON_EVENT`
old TNKernel name of `TN_WAIT_REASON_MUTEX_I
- #define TSK_WAIT_REASON_WFIXMEM TN_WAIT_REASON_WFIXMEM
  old TNKernel name of `TN_WAIT_REASON_WFIXMEM
- #define TERR_NO.Err TN_RC_OK
  old TNKernel name of `TN_RC_OK
- #define TERR_OVERFLOW TN_RC_OVERFLOW
  old TNKernel name of `TN_RC_OVERFLOW
- #define TERR_WCONTEXT TN_RC_WCONTEXT
  old TNKernel name of `TN_RC_WCONTEXT
- #define TERR_WSTATE TN_RC_WSTATE
  old TNKernel name of `TN_RC_WSTATE
- #define TERR_TIMEOUT TN_RC_TIMEOUT
  old TNKernel name of `TN_RC_TIMEOUT
- #define TERR_WRONG_PARAM TN_RC_WPARAM
  old TNKernel name of `TN_RC_WPARAM
- #define TERR_ILUSE TN_RC_ILLEGAL_USE
  old TNKernel name of `TN_RC_ILLEGAL_USE
- #define TERR_NOEXS TN_RC_INVALID_OBJ
  old TNKernel name of `TN_RC_INVALID_OBJ
- #define TERR_DLT TN_RC_DELETED
  old TNKernel name of `TN_RC_DELETED
- #define TERR_FORCED TN_RC_FORCED
  old TNKernel name of `TN_RC_FORCED
- #define TERR_INTERNAL TN_RC_INTERNAL
  old TNKernel name of `TN_RC_INTERNAL
- #define TN_MUTEX_ATTR_CEILING TN_MUTEX_PROT_CEILING
  old TNKernel name of `TN_MUTEX_PROT_CEILING
- #define TN_MUTEX_ATTR_INHERIT TN_MUTEX_PROT_INHERIT
  old TNKernel name of `TN_MUTEX_PROT_INHERIT
- #define tn_sem_polling tn_sem_acquire_polling
  old name of `tn_sem_acquire_polling
- #define tn_sem_ipolling tn_sem_iacquire_polling
  old name of `tn_sem_iacquire_polling
- #define tn_sem_acquire tn_sem_wait
  old name of `tn_sem_wait
- #define tn_sem_acquire_polling tn_sem_wait_polling
  old name of `tn_sem_wait_polling
- #define tn_sem_iacquire_polling tn_sem_iwait_polling
  old name of `tn_sem_iwait_polling
- #define tn_fmem_get_ipolling tn_fmem_iget_polling
  old name of `tn_fmem_iget_polling
- #define tn_queue_ireceive tn_queue_ireceive_polling
  old name of `tn_queue_ireceive_polling
- #define tn_start_system tn_sys_start
  old TNKernel name of `tn_sys_start
- #define tn_sys_tslice_ticks tn_sys_tslice_set
  old TNKernel name of `tn_sys_tslice_set
- #define align_attr_start TN_ARCH_STK_ATTR_BEFORE
  old TNKernel name of `TN_ARCH_STK_ATTR_BEFORE
- #define align_attr_end TN_ARCH_STK_ATTR_AFTER
  old TNKernel name of `TN_ARCH_STK_ATTR_AFTER
• #define tn_cpu_int_disable tn_arch_int_dis
  old TNKernel name of tn_arch_int_dis

• #define tn_cpu_int_enable tn_arch_int_en
  old TNKernel name of tn_arch_int_en

• #define tn_cpu_save_sr tn_arch_sr_save_int_dis
  old TNKernel name of tn_arch_sr_save_int_dis

• #define tn_cpu_restore_sr tn_arch_sr_restore
  old TNKernel name of tn_arch_sr_restore

• #define tn_disable_interrupt TN_INT_DIS_SAVE
  old TNKernel name of TN_INT_DIS_SAVE

• #define tn_enable_interrupt TN_INT_RESTORE
  old TNKernel name of TN_INT_RESTORE

• #define tn_idisable_interrupt TN_INT_IDIS_SAVE
  old TNKernel name of TN_INT_IDIS_SAVE

• #define tn_ienable_interrupt TN_INT_IRESTORE
  old TNKernel name of TN_INT_IRESTORE

• #define tn_chk_irq_disabled TN_IS_INT_DISABLED
  old TNKernel name of TN_IS_INT_DISABLED

• #define TN_NUM_PRIORITY TN_PRIORITIES_CNT
  old TNKernel name of TN_PRIORITIES_CNT

• #define _TN_BITS_IN_INT TN_INT_WIDTH
  old TNKernel name of TN_INT_WIDTH

• #define TN_ALIG sizeof(TN_UWord)
  old TNKernel name for sizeof(TN_UWord)

• #define NO_TIME_SLICE TN_NO_TIME_SLICE
  old TNKernel name for TN_NO_TIME_SLICE

• #define MAX_TIME_SLICE TN_MAX_TIME_SLICE
  old TNKernel name for TN_MAX_TIME_SLICE

• #define TN_TASK_STACK_DEF TN_STACK_ARR_DEF
  old name for TN_STACK_ARR_DEF

• #define TN_Timeout TN_TickCnt
  old name for TN_TickCnt

• #define TN_EVENT_ATTR_SINGLE TN_EVENTGRP_ATTR_SINGLE
• #define TN_EVENT_ATTR_MULTI TN_EVENTGRP_ATTR_MULTI
• #define TN_EVENT_ATTR_CLR TN_EVENTGRP_ATTR_CLR
• #define tn_event_create(ev, attr, pattern) tn_eventgrp_create_wattr((ev), (enum TN_EGrpAttr)(attr), (pattern))
• #define tn_event_delete tn_eventgrp_delete
• #define tn_event_wait tn_eventgrp_wait
• #define tn_event_wait_polling tn_eventgrp_wait_polling
• #define tn_event_iwait tn_eventgrp_iwait_polling
• #define tn_event_set(ev, pattern) tn_eventgrp_modify ((ev), TN_EVENTGRP_OP_SET, (pattern))
• #define tn_event_iset(ev, pattern) tn_eventgrp_imodify((ev), TN_EVENTGRP_OP_SET, (pattern))
• #define tn_event_clear(ev, pattern) tn_eventgrp_modify ((ev), TN_EVENTGRP_OP_CLEAR, (~pattern))
• #define tn_event_iclear(ev, pattern) tn_eventgrp_imodify((ev), TN_EVENTGRP_OP_CLEAR, (~pattern))
Typedefs

- typedef struct TN_ListItem CDLL_QUEUE
  old TNKernel name of TN_ListItem
- typedef struct TN_Mutex TN_MUTEX
  old TNKernel name of TN_Mutex
- typedef struct TN_DQueue TN_DQUE
  old TNKernel name of TN_DQueue
- typedef struct TN_Task TN_TCB
  old TNKernel name of TN_Task
- typedef struct TN_FMem TN_FMP
  old TNKernel name of TN_FMem
- typedef struct TN_Sem TN_SEM
  old TNKernel name of TN_Sem

21.16.2 Macro Definition Documentation

21.16.2.1 MAKE_ALIG

#define MAKE_ALIG TN_MAKE_ALIG

old TNKernel name of TN_MAKE_ALIG macro

Attention

it is recommended to use TN_MAKE_ALIG_SIZE macro instead of this one, in order to avoid confusion caused by various TNKernel ports: refer to the section Macro MAKE_ALIG() for details.

Definition at line 144 of file tn_oldsymbols.h.

21.16.2.2 TN_EVENT_ATTR_SINGLE

#define TN_EVENT_ATTR_SINGLE TN_EVENTGRP_ATTR_SINGLE

Attention

Deprecated. Available if only TN_OLD_EVENT_API option is non-zero.

Old name for TN_EVENTGRP_ATTR_SINGLE,

Definition at line 356 of file tn_oldsymbols.h.

Generated by Doxygen
21.16.2.3 TN_EVENT_ATTR_MULTI

#define TN_EVENT_ATTR_MULTI TN_EVENTGRP_ATTR_MULTI

Attention

Deprecated. Available if only TN_OLD_EVENT_API option is non-zero.

Old name for TN_EVENTGRP_ATTR_MULTI,

Definition at line 362 of file tn_oldsymbols.h.

21.16.2.4 TN_EVENT_ATTR_CLR

#define TN_EVENT_ATTR_CLR TN_EVENTGRP_ATTR_CLR

Attention

Deprecated. Available if only TN_OLD_EVENT_API option is non-zero.

Old name for TN_EVENTGRP_ATTR_CLR,

Definition at line 368 of file tn_oldsymbols.h.

21.16.2.5 tn_event_create

#define tn_event_create(
                    ev,
                    attr,
                    pattern ) tn_eventgrp_create_wattr((ev), (enum TN_EGrpAttr)(attr), (pattern))

Attention

Deprecated. Available if only TN_OLD_EVENT_API option is non-zero.

Old name for tn_eventgrp_create_wattr(),

Definition at line 374 of file tn_oldsymbols.h.
21.16.2.6  tn_event_delete

#define tn_event_delete tn_eventgrp_delete

Attention

Deprecated. Available if only TN_OLD_EVENT_API option is non-zero.

Old name for tn_eventgrp_delete(),
Definition at line 381 of file tn_oldsymbols.h.

21.16.2.7  tn_event_wait

#define tn_event_wait tn_eventgrp_wait

Attention

Deprecated. Available if only TN_OLD_EVENT_API option is non-zero.

Old name for tn_eventgrp_wait(),
Definition at line 387 of file tn_oldsymbols.h.

21.16.2.8  tn_event_wait_polling

#define tn_event_wait_polling tn_eventgrp_wait_polling

Attention

Deprecated. Available if only TN_OLD_EVENT_API option is non-zero.

Old name for tn_eventgrp_wait_polling(),
Definition at line 393 of file tn_oldsymbols.h.

21.16.2.9  tn_event_iwait

#define tn_event_iwait tn_eventgrp_iwait_polling

Attention

Deprecated. Available if only TN_OLD_EVENT_API option is non-zero.

Old name for tn_eventgrp_iwait_polling(),
Definition at line 399 of file tn_oldsymbols.h.
21.16.2.10 tn_event_set

#define tn_event_set(
    ev,
    pattern ) tn_eventgrp_modify ((ev), TN_EVENTGRP_OP_SET, (pattern))

Attention

Deprecated. Available if only TN_OLD_EVENT_API option is non-zero.

Old TNKernel-compatible way of calling tn_eventgrp_modify (event, TN_EVENTGRP_OP_SET, pattern)

Definition at line 406 of file tn_oldsymbols.h.

21.16.2.11 tn_event_iset

#define tn_event_iset(
    ev,
    pattern ) tn_eventgrp_imodify((ev), TN_EVENTGRP_OP_SET, (pattern))

Attention

Deprecated. Available if only TN_OLD_EVENT_API option is non-zero.

Old TNKernel-compatible way of calling tn_eventgrp_imodify (event, TN_EVENTGRP_OP_SET, pattern)

Definition at line 413 of file tn_oldsymbols.h.

21.16.2.12 tn_event_clear

#define tn_event_clear(
    ev,
    pattern ) tn_eventgrp_modify ((ev), TN_EVENTGRP_OP_CLEAR, (~pattern))

Attention

Deprecated. Available if only TN_OLD_EVENT_API option is non-zero.

Old TNKernel-compatible way of calling tn_eventgrp_modify (event, TN_EVENTGRP_OP_CLEAR, (~pattern))

Attention

Unlike tn_eventgrp_modify(), the pattern should be inverted!

Definition at line 422 of file tn_oldsymbols.h.
21.16.2.13  tn_event_iclear

#define tn_event_iclear(
    ev,
    pattern ) tn_eventgrp_imodify((ev), TN_EVENTGRP_OP_CLEAR, (~{pattern}))

Attention

Deprecated. Available if only TN_OLD_EVENT_API option is non-zero.

Old TNKernel-compatible way of calling tn_eventgrp_imodify (event, TN_EVENTGRP_OP_CLEAR,
(∼pattern))

Attention

Unlike tn_eventgrp_modify(), the pattern should be inverted!

Definition at line 431 of file tn_oldsymbols.h.

21.17  core/tn_sem.h File Reference

21.17.1  Detailed Description

A semaphore: an object to provide signaling mechanism.

There is a lot of confusion about differences between semaphores and mutexes, so, it's quite recommended to read small article by Michael Barr: Mutexes and Semaphores Demystified.

Very short:

While mutex is seemingly similar to a semaphore with maximum count of 1 (the so-called binary semaphore), their usage is very different: the purpose of mutex is to protect shared resource. A locked mutex is "owned" by the task that locked it, and only the same task may unlock it. This ownership allows to implement algorithms to prevent priority inversion. So, mutex is a locking mechanism.

Semaphore, on the other hand, is signaling mechanism. It's quite legal and encouraged for semaphore to be waited for in the task A, and then signaled from task B or even from ISR. It may be used in situations like "producer and consumer", etc.

In addition to the article mentioned above, you may want to look at the related question on stackoverflow.com.

Data Structures

  • struct TN_Sem

     Semaphore.
Functions

- enum TN_RCode tn_sem_create (struct TN_Sem *sem, int start_count, int max_count)
  *Construct the semaphore.*
- enum TN_RCode tn_sem_delete (struct TN_Sem *sem)
  *Destruct the semaphore.*
- enum TN_RCode tn_sem_signal (struct TN_Sem *sem)
  *Signal the semaphore.*
- enum TN_RCode tn_sem_isignal (struct TN_Sem *sem)
  *The same as tn_sem_signal() but for using in the ISR.*
- enum TN_RCode tn_semWait (struct TN_Sem *sem, TN_TickCnt timeout)
  *Wait for the semaphore.*
- enum TN_RCode tn_sem_wait_polling (struct TN_Sem *sem)
  *The same as tn_sem.wait() with zero timeout.*
- enum TN_RCode tn_sem_iwait_polling (struct TN_Sem *sem)
  *The same as tn_sem_wait() with zero timeout, but for using in the ISR.*

21.17.2 Function Documentation

21.17.2.1 tn_sem_create()

```c
enum TN_RCode tn_sem_create {
    struct TN_Sem *sem,
    int start_count,
    int max_count };
```

Construct the semaphore.

*id_sem* field should not contain TN_ID_SEMAPHORE, otherwise, TN_RC_WPARAM is returned.

**ti** (refer to Legend for details)

Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><em>sem</em></td>
<td>Pointer to already allocated struct TN_Sem</td>
</tr>
<tr>
<td><em>start_count</em></td>
<td>Initial counter value, typically it is equal to</td>
</tr>
<tr>
<td><em>max_count</em></td>
<td>Maximum counter value.</td>
</tr>
</tbody>
</table>

Returns

- **TN_RC_OK** if semaphore was successfully created;
- If TN_CHECK_PARAM is non-zero, additional return code is available: TN_RC_WPARAM.
21.17.2.2  tn_sem_delete()

enum TN_RCode tn_sem_delete (  
    struct TN_Sem * sem  )

Destruct the semaphore.

All tasks that wait for the semaphore become runnable with TN_RC_DELETED code returned.

Parameters

sem  semaphore to destruct

Returns

- TN_RC_OK if semaphore was successfully deleted;
- TN_RC_WCONTEXT if called from wrong context;
- If TN_CHECK_PARAM is non-zero, additional return codes are available: TN_RC_WPARAM and TN_RC_INVALID_OBJ.

21.17.2.3  tn_sem_signal()

enum TN_RCode tn_sem_signal (  
    struct TN_Sem * sem  )

Signal the semaphore.

If current semaphore counter (count) is less than max_count, counter is incremented by one, and first task (if any) that waits for the semaphore becomes runnable with TN_RC_OK returned from tn_sem_wait ( ).

if semaphore counter is already has its max value, no action performed and TN_RC_OVERFLOW is returned

Parameters

sem  semaphore to signal

Returns

- TN_RC_OK if successful
- TN_RC_WCONTEXT if called from wrong context;
- TN_RC_OVERFLOW if count is already at maximum value (max_count)
- If TN_CHECK_PARAM is non-zero, additional return codes are available: TN_RC_WPARAM and TN_RC_INVALID_OBJ.
21.17.2.4  tn_sem_isignal()

enum TN_RCode tn_sem_isignal {
    struct TN_Sem * sem
}

The same as `tn_sem_signal()` but for using in the ISR.

(refer to Legend for details)

21.17.2.5  tn_sem_wait()

enum TN_RCode tn_sem_wait {
    struct TN_Sem * sem,
    TN_TickCnt timeout
}

Wait for the semaphore.

If the current semaphore counter (count) is non-zero, it is decremented and `TN_RC_OK` is returned. Otherwise, behavior depends on `timeout` value: task might switch to `WAIT` state until someone signaled the semaphore or until the `timeout` expired. refer to `TN_TickCnt`.

(refer to Legend for details)

Parameters

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><code>sem</code></td>
<td>semaphore to wait for</td>
</tr>
<tr>
<td><code>timeout</code></td>
<td>refer to <code>TN_TickCnt</code></td>
</tr>
</tbody>
</table>

Returns

- `TN_RC_OK` if waiting was successful
- Other possible return codes depend on `timeout` value, refer to `TN_TickCnt`
- If `TN_CHECK_PARAM` is non-zero, additional return codes are available: `TN_RC_WPARAM` and `TN←RC_INVALID_OBJ`.

21.17.2.6  tn_sem_wait_polling()

enum TN_RCode tn_sem_wait_polling {
    struct TN_Sem * sem
}

The same as `tn_sem_wait()` with zero `timeout`.

(refer to Legend for details)
21.17.2.7 tn_sem_iwait_polling()

```c
enum TN_RCode tn_sem_iwait_polling ( 
    struct TN_Sem * sem )
```

The same as `tn_sem_wait()` with zero timeout, but for using in the ISR.

(refer to Legend for details)

21.18 core/tn_sys.h File Reference

21.18.1 Detailed Description

Kernel system routines: system start, tick processing, time slice managing.

Data Structures

- `struct _TN_BuildCfg`
  
  Structure with build-time configurations values; it is needed for run-time check which ensures that build-time options for the kernel match ones for the application.

Macros

- `#define TN_STACK_ARR_DEF(name, size)`
  
  Convenience macro for the definition of stack array.

- `#define _TN_BUILD_CFG_ARCH_STRUCT_FILL(_p_struct)`
  
  For internal kernel usage: helper macro that fills architecture-dependent values.

- `#define _TN_BUILD_CFG_STRUCT_FILL(_p_struct)`
  
  For internal kernel usage: fill the structure `_TN_BuildCfg` with current build-time configuration values.

- `#define _TN_MAX_INLINED_FUNC /* nothing */`
  
  For internal kernel usage: helper macro that allows functions to be inlined or not depending on configuration (see `TN_MAX_INLINE`).

- `#define TN_NO_TIME_SLICE 0`
  
  Value to pass to `tn_sys_tslice_set()` to turn round-robin off.

- `#define TN_MAX_TIME_SLICE 0xFFFE`
  
  Max value of time slice.

Typedefs

- `typedef void() TN_CBUserTaskCreate(void)`
  
  User-provided callback function that is called directly from `tn_sys_start()` as a part of system startup routine; it should merely create at least one (and typically just one) user’s task, which should perform all the rest application initialization.

- `typedef void() TN_CBIdle(void)`
  
  User-provided callback function which is called repeatedly from the idle task loop.

- `typedef void() TN_CBStackOverflow(struct TN_Task *task)`
  
  User-provided callback function that is called when the kernel detects stack overflow (see `TN_STACK_OVERFLOW`)

- `typedef void() TN_CBDeadlock(TN_BOOL active, struct TN_Mutex *mutex, struct TN_Task *task)`
  
  User-provided callback function that is called whenever deadlock becomes active or inactive.
Enumerations

- enum TN_StateFlag { TN_STATE_FLAG__SYS_RUNNING = (1 << 0), TN_STATE_FLAG__DEADLOCK = (1 << 1) }
  System state flags.
- enum TN_Context { TN_CONTEXT_NONE, TN_CONTEXT_TASK, TN_CONTEXT_ISR }
  System context.

Functions

- void tn_sys_start (TN_UWord *idle_task_stack, unsigned int idle_task_stack_size, TN_UWord *int_stack, unsigned int int_stack_size, TN_CBUserTaskCreate *cb_user_task_create, TN_CBIdle *cb_idle)
  Initial TNeo system start function, never returns.
- void tn_tick_int_processing (void)
  Process system tick; should be called periodically, typically from some kind of timer ISR.
- enum TN_RCode tn_sys_tslice_set (int priority, int ticks)
  Set time slice ticks value for specified priority (see Round-robin scheduling).
- TN_TickCnt tn_sys_time_get (void)
  Get current system ticks count.
- void tn_callback_deadlock_set (TN_CBDeadlock *cb)
  Set callback function that should be called whenever deadlock occurs or becomes inactive (say, if one of tasks involved in the deadlock was released from wait because of timeout)
- void tn_callback_stack_overflow_set (TN_CBStackOverflow *cb)
  Set callback function that is called when the kernel detects stack overflow (see TN_STACK_OVERFLOW_CHECK).
- enum TN_StateFlag tn_sys_state_flags_get (void)
  Returns current system state flags.
- enum TN_Context tn_sys_context_get (void)
  Returns system context: task or ISR.
- _TN_STATIC_INLINE TN_BOOL tn_is_task_context (void)
  Returns whether current system context is TN_CONTEXT_TASK
- _TN_STATIC_INLINE TN_BOOL tn_is_isr_context (void)
  Returns whether current system context is TN_CONTEXT_ISR
- struct TN_Task * tn_cur_task_get (void)
  Returns pointer to the currently running task.
- TN_TaskBody * tn_cur_task_body_get (void)
  Returns pointer to the body function of the currently running task.
- _TN_STATIC_INLINE TN_UWord tn_sched_dis_save (void)
  Disable kernel scheduler and return previous scheduler state.
- _TN_STATIC_INLINE void tn_sched_restore (TN_UWord sched_state)
  Restore state of the kernel scheduler.
- void tn_callback_dyn_tick_set (TN_CBTickSchedule *cb_tick_schedule, TN_CBTickCntGet *cb_tick_cnt_get)
  Available if only TN_DYNAMIC_TICK is set.

21.18.2 Macro Definition Documentation
21.18.2.1  TN_STACK_ARR_DEF

#define TN_STACK_ARR_DEF(
    name,
    size
)

Value:

TN_ARCH_STK_ATTR_BEFORE
    TN_UWord name[ (size) ]
TN_ARCH_STK_ATTR_AFTER

Convenience macro for the definition of stack array.

See `tn_task_create()` for the usage example.

Parameters

<table>
<thead>
<tr>
<th>name</th>
<th>C variable name of the array</th>
</tr>
</thead>
<tbody>
<tr>
<td>size</td>
<td>size of the stack array in words (TN_UWord), not in bytes.</td>
</tr>
</tbody>
</table>

Definition at line 87 of file `tn_sys.h`.

21.18.2.2  _TN_BUILD_CFG_ARCH_STRUCT_FILL

#define _TN_BUILD_CFG_ARCH_STRUCT_FILL(
    _p_struct
)

For internal kernel usage: helper macro that fills architecture-dependent values.

This macro is used by `_TN_BUILD_CFG_STRUCT_FILL()` only.

Definition at line 107 of file `tn_sys.h`.

21.18.2.3  _TN_BUILD_CFG_STRUCT_FILL

#define _TN_BUILD_CFG_STRUCT_FILL(
    _p_struct
)

Value:

Generated by Doxygen
memset(_p_struct, 0x00, sizeof(*(_p_struct)));

(_p_struct)->priorities_cnt = TN_PRIORITIES_CNT;
(_p_struct)->check_param = TN_CHECK_PARAM;
(_p_struct)->debug = TN_DEBUG;
(_p_struct)->use_mutexes = TN_USE_MUTEXES;
(_p_struct)->mutex_rec = TN_MUTEX_REC;
(_p_struct)->mutex_deadlock_detect = TN_MUTEX_DEADLOCK_DETECT;
(_p_struct)->tick_lists_cnt_minus_one = (TN_TICKLISTS_CNT - 1);
(_p_struct)->api_make_align_arg = TN_API_MAKE_ALIGN_ARG;
(_p_struct)->profiler = TN_PROFILER;
(_p_struct)->profiler_wait_time = TN_PROFILER_WAIT_TIME;
(_p_struct)->stack_overflow_check = TN_STACK_OVERFLOW_CHECK;
(_p_struct)->dynamic_tick = TN_DYNAMIC_TICK;
(_p_struct)->old_events_api = TN_OLD_EVENT_API;

_TN_BUILD_CFG_ARCH_STRUCT_FILL(_p_struct);

For internal kernel usage: fill the structure _TN_BuildCfg with current build-time configuration values.

Parameters
_p_struct Pointer to struct _TN_BuildCfg

Definition at line 119 of file tn_sys.h.

21.18.3 Typedef Documentation

21.18.3.1 TN_CBUserTaskCreate
typedef void() TN_CBUserTaskCreate(void)

User-provided callback function that is called directly from tn_sys_start() as a part of system startup routine; it should merely create at least one (and typically just one) user’s task, which should perform all the rest application initialization.

When TN_CBUserTaskCreate() returned, the kernel performs first context switch to the task with highest priority. If there are several tasks with highest priority, context is switched to the first created one.

Refer to the section Starting the kernel for details about system startup process on the whole.

Note: Although you're able to create more than one task here, it's usually not so good idea, because many things typically should be done at startup before tasks can go on with their job: we need to initialize various on-board peripherals (displays, flash memory chips, or whatever) as well as initialize software modules used by application.

So, if many tasks are created here, you have to provide some synchronization object so that tasks will wait until all the initialization is done.

It's usually easier to maintain if we create just one task here, which firstly performs all the necessary initialization, then creates the rest of your tasks, and eventually gets to its primary job (the job for which task was created at all).

For the usage example, refer to the page Starting the kernel.

Attention

- The only system service is allowed to call in this function is tn_task_create().

See also
tn_sys_start()

Definition at line 294 of file tn_sys.h.
21.18.3.2 TN_CBIdle

typedef void() TN_CBIdle(void)

User-provided callback function which is called repeatedly from the idle task loop.

Make sure that idle task has enough stack space to call this function.

Typically, this callback can be used for things like:

- MCU sleep/idle mode. When system has nothing to do, it often makes sense to bring processor to some power-saving mode. Of course, the application is responsible for setting some condition to wake up: typically, it's an interrupt.

- Calculation of system load. The easiest implementation is to just increment some variable in the idle task. The faster value grows, the less busy system is.

Attention

- From within this callback, it is illegal to invoke tn_task_sleep() or any other service which could put task to waiting state, because idle task (from which this function is called) should always be runnable, by design. If TN_DEBUG option is set, then this is checked, so if idle task becomes non-runnable, _TN_FATAL_ERROR() macro will be called.

See also

   tn_sys_start()

Definition at line 321 of file tn_sys.h.

21.18.3.3 TN_CBStackOverflow

typedef void() TN_CBStackOverflow(struct TN_Task *task)

User-provided callback function that is called when the kernel detects stack overflow (see TN_STACK_OVERFLOW_CHECK).

Parameters

| task | Task whose stack is overflowed |

Definition at line 330 of file tn_sys.h.

21.18.3.4 TN_CBDeadlock

typedef void() TN_CBDeadlock(TN_BOOL active, struct TN_Mutex *mutex, struct TN_Task *task)
User-provided callback function that is called whenever deadlock becomes active or inactive.

Note: this feature works if only `TN_MUTEX_DEADLOCK_DETECT` is non-zero.

### Parameters

<table>
<thead>
<tr>
<th>active</th>
<th>Boolean value indicating whether deadlock becomes active or inactive. Note: deadlock might become inactive if, for example, one of tasks involved in deadlock exits from waiting by timeout.</th>
</tr>
</thead>
<tbody>
<tr>
<td>mutex</td>
<td>mutex that is involved in deadlock. You may find out other mutexes involved by means of <code>mutex-&gt;deadlock_list</code>.</td>
</tr>
<tr>
<td>task</td>
<td>task that is involved in deadlock. You may find out other tasks involved by means of <code>task-&gt;deadlock_list</code>.</td>
</tr>
</tbody>
</table>

Definition at line 350 of file `tn_sys.h`.

### 21.18.4 Enumeration Type Documentation

#### 21.18.4.1 TN_StateFlag

```c
enum TN_StateFlag
```

System state flags.

**Enumerator**

<table>
<thead>
<tr>
<th><code>TN_STATE_FLAG_SYS_RUNNING</code></th>
<th>system is running</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>TN_STATE_FLAG_DEADLOCK</code></td>
<td>deadlock is active Note: this feature works if only <code>TN_MUTEX_DEADLOCK_DETECT</code> is non-zero.</td>
</tr>
</tbody>
</table>

See also  

`TN_MUTEX_DEADLOCK_DETECT`

Definition at line 232 of file `tn_sys.h`.

#### 21.18.4.2 TN_Context

```c
enum TN_Context
```

System context.

See also  

`tn_sys_context_get()`
Enumerator

<table>
<thead>
<tr>
<th>Enumerators</th>
<th>Description</th>
</tr>
</thead>
</table>
| TN_CONTEXT_NONE             | None: this code is possible if only system is not running (flag
| (TN_STATE_FLAG__SYS_RUNNING is not set in the _tn_sys_state))         |
| TN_CONTEXT_TASK             | Task context.                                                               |
| TN_CONTEXT_ISR              | ISR context.                                                                |

Definition at line 248 of file tn_sys.h.

21.18.5 Function Documentation

21.18.5.1 tn_sys_start()

```c
void tn_sys_start ( 
    TN_UWord *idle_task_stack,
    unsigned int idle_task_stack_size,
    TN_UWord *int_stack,
    unsigned int int_stack_size,
    TN_CBUserTaskCreate *cb_user_task_create,
    TN_CBIdle *cb_idle )
```

Initial TNeo system start function, never returns.

Typically called from main().

Refer to the Starting the kernel section for the usage example and additional comments.

(refer to Legend for details)

Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
</table>
| idle_task_stack       | Pointer to array for idle task stack. User must either use the macro
|                       | TN_STACK_ARR_DEF() for the definition of stack array, or allocate it manually as an
|                       | array of TN_UWord with TN_ARCH_STK_ATTR_BEFORE and
|                       | TN_ARCH_STK_ATTR_AFTER macros.                                             |
| idle_task_stack_size  | Size of idle task stack, in words (TN_UWord)                               |
| int_stack             | Pointer to array for interrupt stack. User must either use the macro
|                       | TN_STACK_ARR_DEF() for the definition of stack array, or allocate it manually as an
|                       | array of TN_UWord with TN_ARCH_STK_ATTR_BEFORE and
|                       | TN_ARCH_STK_ATTR_AFTER macros.                                             |
| int_stack_size        | Size of interrupt stack, in words (TN_UWord)                               |
| cb_user_task_create   | Callback function that should create initial user's task, see TN_CBUserTaskCreate
|                       | for details.                                                                |
| cb_idle               | Callback function repeatedly called from idle task, see TN_CBIdle for details. |
21.18.5.2  tn_tick_int_processing()

void tn_tick_int_processing (  
   void )

Process system tick; should be called periodically, typically from some kind of timer ISR.

The period of this timer is determined by user (typically 1 ms, but user is free to set different value)

Among other things, expired timers are fired from this function.

For further information, refer to Quick guide.

(Refer to Legend for details)

21.18.5.3  tn_sys_tslice_set()

enum TN_RCode tn_sys_tslice_set (  
   int priority,  
   int ticks )

Set time slice ticks value for specified priority (see Round-robin scheduling).

(Refer to Legend for details)

Parameters

<table>
<thead>
<tr>
<th>priority</th>
<th>Priority of tasks for which time slice value should be set</th>
</tr>
</thead>
<tbody>
<tr>
<td>ticks</td>
<td>Time slice value, in ticks. Set to TN_NO_TIME_SLICE for no round-robin scheduling for given priority (it's default value). Value can't be higher than TN_MAX_TIME_SLICE.</td>
</tr>
</tbody>
</table>

Returns

- TN_RC_OK on success;
- TN_RC_WCONTEXT if called from wrong context;
- TN_RC_WPARAM if given priority or ticks are invalid.

21.18.5.4  tn_sys_time_get()

TN_TickCnt tn_sys_time_get (  
   void )

Get current system ticks count.

(Refer to Legend for details)

Returns

Current system ticks count.
21.18.5.5  tn_callback.deadlock.set()

```c
void tn_callback.deadlock.set ( 
    TN_CBDeadlock * cb )
```

Set callback function that should be called whenever deadlock occurs or becomes inactive (say, if one of tasks involved in the deadlock was released from wait because of timeout)

*(refer to Legend for details)*

**Note:** this function should be called from `main()`, before `tn_sys_start()`.

**Parameters**

- **cb**  Pointer to user-provided callback function.

**See also**

- `TN_MUTEX_DEADLOCK_DETECT`
- `TN_CBDeadlock` for callback function prototype

21.18.5.6  tn_callback.stack.overflow.set()

```c
void tn_callback.stack.overflow.set ( 
    TN_CBStackOverflow * cb )
```

Set callback function that is called when the kernel detects stack overflow (see `TN_STACK_OVERFLOW_CHECK`). For function prototype, refer to `TN_CBStackOverflow`.

21.18.5.7  tn.sys.state.flags.get()

```c
enum TN_StateFlag tn.sys.state.flags.get ( 
    void )
```

Returns current system state flags.

*(refer to Legend for details)*

21.18.5.8  tn.sys.context.get()

```c
enum TN_Context tn.sys.context.get ( 
    void )
```

Returns system context: task or ISR.

*(refer to Legend for details)*

**See also**

- `enum TN_Context`
21.18.5.9   tn_is_task_context()

_TN_STATIC_INLINE TN_BOOL tn_is_task_context ( void )

Returns whether current system context is TN_CONTEXT_TASK

Returns

TN_TRUE if current system context is TN_CONTEXT_TASK, TN_FALSE otherwise.

See also

tn_sys_context_get ()
enum TN_Context

Definition at line 533 of file tn_sys.h.

21.18.5.10   tn_is_isr_context()

_TN_STATIC_INLINE TN_BOOL tn_is_isr_context ( void )

Returns whether current system context is TN_CONTEXT_ISR

Returns

TN_TRUE if current system context is TN_CONTEXT_ISR, TN_FALSE otherwise.

See also

tn_sys_context_get ()
enum TN_Context

Definition at line 552 of file tn_sys.h.

21.18.5.11   tn_cur_task_get()

struct TN_Task* tn_cur_task_get ( void )

Returns pointer to the currently running task.

(refer to Legend for details)
21.18.5.12  tn_cur_task_body_get()

```
TN_TaskBody* tn_cur_task_body_get ( void )
```

Returns pointer to the body function of the currently running task.

(Refer to Legend for details)

21.18.5.13  tn_sched_dis_save()

```
_TN_STATIC_INLINE TN_UWord tn_sched_dis_save ( void )
```

Disable kernel scheduler and return previous scheduler state.

Actual behavior depends on the platform:

- On Microchip platforms, only scheduler's interrupt gets disabled. All other interrupts are not affected, independently of their priorities.
- On Cortex-M3/M4 platforms, we can only disable interrupts based on priority. So, this function disables all interrupts with lowest priority (since scheduler works at lowest interrupt priority).
- On Cortex-M0/M0+, we have to disable all interrupts.

(Refer to Legend for details)

Returns

State to be restored later by `tn_sched_restore()`.

Definition at line 595 of file `tn_sys.h`.

21.18.5.14  tn_sched_restore()

```
_TN_STATIC_INLINE void tn_sched_restore ( TN_UWord sched_state )
```

Restore state of the kernel scheduler.

See `tn_sched_dis_save()`.

(Refer to Legend for details)

Parameters

| sched_state | Value returned from `tn_sched_dis_save()` |

Generated by Doxygen
Definition at line 611 of file tn_sys.h.

21.18.5.15  tn_callback_dyn_tick_set()

```c
void tn_callback_dyn_tick_set ( 
    TN_CBTickSchedule * cb_tick_schedule, 
    TN_CBTickCntGet * cb_tick_cnt_get )
```

*Available if only* **TN_DYNAMIC_TICK** *is set.*

Set callbacks related to dynamic tick.

**Attention**

This function should be called before **tn_sys_start()**, otherwise, you'll run into run-time error **_TN_FATAL_ERROR()**.

(Refer to **Legend** for details)

**Parameters**

<table>
<thead>
<tr>
<th><strong>cb_tick_schedule</strong></th>
<th>Pointer to callback function to schedule next time to call <strong>tn_tick_int_processing()</strong>, see <strong>TN_CBTickSchedule</strong> for the prototype.</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>cb_tick_cnt_get</strong></td>
<td>Pointer to callback function to get current system tick counter value, see <strong>TN_CBTickCntGet</strong> for the prototype.</td>
</tr>
</tbody>
</table>

21.19  core/tn_tasks.h File Reference

21.19.1  Detailed Description

21.19.2  Task

In TNeo, a task is a branch of code that runs concurrently with other tasks from the programmer's point of view. Indeed, tasks are actually executed using processor time sharing. Each task can be considered to be an independent program, which executes in its own context (processor registers, stack pointer, etc.).

Actually, the term **thread** is more accurate than task, but the term **task** historically was used in TNKernel, so TNeo keeps this convention.

When kernel decides that it’s time to run another task, it performs **context switch**: current context (at least, values of all registers) gets saved to the preempted task’s stack, pointer to currently running task is altered as well as stack pointer, and context gets restored from the stack of newly running task.

21.19.3  Task states

For list of task states and their description, refer to **enum TN_TaskState**.
21.19.4 Creating/starting tasks

Create task and start task are two separate actions; although you can perform both of them in one step by passing `TN_TASK_CREATE_OPT_START` flag to the `tn_task_create()` function.

21.19.5 Stopping/deleting tasks

Stop task and delete task are two separate actions. If task was just stopped but not deleted, it can be just restarted again by calling `tn_task_activate()`. If task was deleted, it can’t be just activated: it should be re-created by `tn_task_create()` first.

Task stops execution when:

- it calls `tn_task_exit();`
- it returns from its task body function (it is the equivalent to `tn_task_exit(0)`)
- some other task calls `tn_task_terminate()` passing appropriate pointer to `struct TN_Task`.

21.19.6 Scheduling rules

TNeo always runs the most privileged task in state `RUNNABLE`. In no circumstances can task run while there is at least one task is in the `RUNNABLE` state with higher priority. Task will run until:

- It becomes non-runnable (say, it may wait for something, etc)
- Some other task with higher priority becomes runnable.

Tasks with the same priority may be scheduled in round robin fashion by getting a predetermined time slice for each task with this priority. Time slice is set separately for each priority. By default, round robin is turned off for all priorities.

21.19.7 Idle task

TNeo has one system task: an idle task, which has lowest priority. It is always in the state `RUNNABLE`, and it runs only when there are no other runnable tasks.

User can provide a callback function to be called from idle task, see `TN_CBIdle`. It is useful to bring the processor to some kind of real idle state, so that device draws less current.

Data Structures

- `struct TN_TaskTiming`
  Timing structure that is managed by profiler and can be read by `tn_task_profiler_timing_get()` function.
- `struct _TN_TaskProfiler`
  Internal kernel structure for profiling data of task.
- `struct TN_Task`
  Task.
Enumerations

- enum TN_TaskState {
  TN_TASK_STATE_NONE = 0, TN_TASK_STATE_RUNNABLE = (1 << 0), TN_TASK_STATE_WAIT = (1 << 1), TN_TASK_STATE_SUSPEND = (1 << 2),
  TN_TASK_STATE_WAITSUSP = (TN_TASK_STATE_WAIT | TN_TASK_STATE_SUSPEND), TN_TASK_STATE_DORMANT = (1 << 3) }

  Task state.

- enum TN_WaitReason {
  TN_WAIT_REASON_NONE, TN_WAIT_REASON_SLEEP, TN_WAIT_REASON_SEM, TN_WAIT_REASON_ON_EVENT,
  TN_WAIT_REASON_DQUE_WSEND, TN_WAIT_REASON_DQUE_WRECEIVE, TN_WAIT_REASON_MUTEX_C, TN_WAIT_REASON_MUTEX_I,
  TN_WAIT_REASON_WFIXMEM, TN_WAIT_REASONS_CNT }

  Task wait reason.

- enum TN_TaskCreateOpt { TN_TASK_CREATE_OPT_START = (1 << 0), TN_TASK_CREATE_OPT_I DLE = (1 << 1) }

  Options for tn_task_create()}

- enum TN_TaskExitOpt { TN_TASK_EXIT_OPT_DELETE = (1 << 0) }

  Options for tn_task_exit()}

Functions

- enum TN_RCode tn_task_create (struct TN_Task *task, TN_TaskBody *task_func, int priority, TN_UWord *task_stack_low_addr, int task_stack_size, void *param, enum TN_TaskCreateOpt opts)

  Construct task and probably start it (depends on options, see below).

- enum TN_RCode tn_task_create_wname (struct TN_Task *task, TN_TaskBody *task_func, int priority, TN_UWord *task_stack_low_addr, int task_stack_size, void *param, enum TN_TaskCreateOpt opts, const char *name)

  The same as tn_task_create() but with additional argument name, which could be very useful for debug.

- enum TN_RCode tn_task_suspend (struct TN_Task *task)

  If the task is RUNNABLE, it is moved to the SUSPEND state.

- enum TN_RCode tn_task_resume (struct TN_Task *task)

  Release task from SUSPEND state.

- enum TN_RCode tn_task_sleep (TN_TickCnt timeout)

  Put current task to sleep for at most timeout ticks.

- enum TN_RCode tn_task_wakeup (struct TN_Task *task)

  Wake up task from sleep.

- enum TN_RCode tn_task_iwakeup (struct TN_Task *task)

  The same as tn_task_wakeup() but for using in the ISR.

- enum TN_RCode tn_task_activate (struct TN_Task *task)

  Activate task that is in DORMANT state, that is, it was either just created by tn_task_create() without TN_TaskCreateOpt_START option, or terminated.

- enum TN_RCode tn_task_iactivate (struct TN_Task *task)

  The same as tn_task_activate() but for using in the ISR.

- enum TN_RCode tn_task_release_wait (struct TN_Task *task)

  Release task from WAIT state, independently of the reason of waiting.

- enum TN_RCode tn_task_irelease_wait (struct TN_Task *task)

  The same as tn_task_release_wait() but for using in the ISR.

- void tn_task_exit (enum TN_TaskExitOpt opts)

  This function terminates the currently running task.

- enum TN_RCode tn_task_terminate (struct TN_Task *task)
This function is similar to \texttt{tn\_task\_exit()} but it terminates any task other than currently running one.

- \textbf{enum TN\_RCode tn\_task\_delete} (struct TN\_Task *task)
  
  This function deletes the task specified by the task.

- \textbf{enum TN\_RCode tn\_task\_state\_get} (struct TN\_Task *task, enum TN\_TaskState *p\_state)
  
  Get current state of the task; note that returned state is a bitmask, that is, states could be combined with each other.

- \textbf{enum TN\_RCode tn\_task\_profiler\_timing\_get} (const struct TN\_Task *task, struct TN\_TaskTiming *tgt)
  
  Read profiler timing data of the task.

- \textbf{enum TN\_RCode tn\_task\_change\_priority} (struct TN\_Task *task, int new\_priority)
  
  Set new priority for task.

21.19.8 Enumeration Type Documentation

21.19.8.1 TN\_TaskState

\textbf{enum TN\_TaskState}

Task state.

<table>
<thead>
<tr>
<th>Enumerator</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>\texttt{TN_TASK_STATE_NONE}</td>
<td>This state should never be publicly available. It may be stored in task_state only temporarily, while some system service is in progress.</td>
</tr>
<tr>
<td>\texttt{TN_TASK_STATE_RUNNABLE}</td>
<td>Task is ready to run (it doesn’t mean that it is running at the moment)</td>
</tr>
<tr>
<td>\texttt{TN_TASK_STATE_WAIT}</td>
<td>Task is waiting. The reason of waiting can be obtained from task_wait_reason field of the struct TN_Task.</td>
</tr>
<tr>
<td>\texttt{TN_TASK_STATE_SUSPEND}</td>
<td>Task is suspended (by some other task)</td>
</tr>
<tr>
<td>\texttt{TN_TASK_STATE_WAITSUSP}</td>
<td>Task was previously waiting, and after this it was suspended.</td>
</tr>
<tr>
<td>\texttt{TN_TASK_STATE_DORMANT}</td>
<td>Task isn’t yet activated or it was terminated by tn_task_terminate().</td>
</tr>
</tbody>
</table>

Definition at line 141 of file tn\_tasks.h.

21.19.8.2 TN\_WaitReason

\textbf{enum TN\_WaitReason}

Task wait reason.

<table>
<thead>
<tr>
<th>Enumerator</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>\texttt{TN_WAIT_REASON_NONE}</td>
<td>Task isn’t waiting for anything.</td>
</tr>
</tbody>
</table>
### Enumerator

<table>
<thead>
<tr>
<th>Enumerated Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>TN_WAIT_REASON_SLEEP</td>
<td>Task has called <code>tn_task_sleep()</code></td>
</tr>
<tr>
<td>TN_WAIT_REASON_SEM</td>
<td>Task waits to acquire a semaphore.</td>
</tr>
<tr>
<td></td>
<td>See also <code>tn_sem.h</code></td>
</tr>
<tr>
<td>TN_WAIT_REASON_EVENT</td>
<td>Task waits for some event in the event group to be set.</td>
</tr>
<tr>
<td></td>
<td>See also <code>tn_eventgrp.h</code></td>
</tr>
<tr>
<td>TN_WAIT_REASON_DQUE_WSEND</td>
<td>Task wants to put some data to the data queue, and there's no space in the queue.</td>
</tr>
<tr>
<td></td>
<td>See also <code>tn_dqueue.h</code></td>
</tr>
<tr>
<td>TN_WAIT_REASON_DQUE_WRECEIVE</td>
<td>Task wants to receive some data to the data queue, and there's no data in the queue.</td>
</tr>
<tr>
<td></td>
<td>See also <code>tn_dqueue.h</code></td>
</tr>
<tr>
<td>TN_WAIT_REASON_MUTEX_C</td>
<td>Task wants to lock a mutex with priority ceiling.</td>
</tr>
<tr>
<td></td>
<td>See also <code>tn_mutex.h</code></td>
</tr>
<tr>
<td>TN_WAIT_REASON_MUTEX_I</td>
<td>Task wants to lock a mutex with priority inheritance.</td>
</tr>
<tr>
<td></td>
<td>See also <code>tn_mutex.h</code></td>
</tr>
<tr>
<td>TN_WAIT_REASON_WFIXMEM</td>
<td>Task wants to get memory block from memory pool, and there's no free memory blocks.</td>
</tr>
<tr>
<td></td>
<td>See also <code>tn_fmem.h</code></td>
</tr>
<tr>
<td>TN_WAIT_REASONS_CNT</td>
<td>Wait reasons count.</td>
</tr>
</tbody>
</table>

Definition at line 173 of file `tn_tasks.h`.

---

#### 21.19.8.3 TN_TaskCreateOpt

```c
enum TN_TaskCreateOpt
```

Options for `tn_task_create()`
### Enumerator

<table>
<thead>
<tr>
<th>Enumerator</th>
</tr>
</thead>
</table>
| TN_TASK_CREATE_OPT_START | whether task should be activated right after it is created. If this flag is not set, user must activate task manually by calling `tn_task_activate()`.
| TN_TASK_CREATE_OPT_IDLE | for internal kernel usage only; this option must be provided when creating idle task.

Definition at line 221 of file tn_tasks.h.

### 21.19.8.4  TN_TaskExitOpt

eenum TN_TaskExitOpt

Options for `tn_task_exit()`

<table>
<thead>
<tr>
<th>Enumerator</th>
</tr>
</thead>
</table>
| TN_TASK_EXIT_OPT_DELETE | whether task should be deleted right after it is exited. If this flag is not set, user must either delete it manually by calling `tn_task_delete()` or re-activate it by calling `tn_task_activate()`.

Definition at line 236 of file tn_tasks.h.

### 21.19.9  Function Documentation

#### 21.19.9.1  tn_task_create()

eenum TN_RCode tn_task_create(
    struct TN_Task * task,
    TN_TaskBody * task_func,
    int priority,
    TN_UWord * task_stack_low_addr,
    int task_stack_size,
    void * param,
    enum TN_TaskCreateOpt opts )

Construct task and probably start it (depends on options, see below).

id_task member should not contain TN_ID_TASK, otherwise, TN_RC_WPARAM is returned.

Usage example:
#define MY_TASK_STACK_SIZE (TN_MIN_STACK_SIZE + 200)
#define MY_TASK_PRIORITY 5

struct TN_Task my_task;

//-- define stack array, we use convenience macro TN_STACK_ARR_DEF()
//-- for that
TN_STACK_ARR_DEF(my_task_stack, MY_TASK_STACK_SIZE);

void my_task_body(void *param)
{
    //-- an endless loop
    for (;;){
        tn_task_sleep(1);
        //-- probably do something useful
    }
}

And then, somewhere from other task or from the callback TN_CBUserTaskCreate given to tn_sys←
start():

enum TN_RCode rc = tn_task_create(
    &my_task,
    my_task_body,
    MY_TASK_PRIORITY,
    my_task_stack,
    MY_TASK_STACK_SIZE,
    TN_NULL,    //-- parameter isn't used
    TN_TASK_CREATE_OPT_START    //-- start task on creation
);

if (rc != TN_RC_OK){
    //-- handle error
}

(refer to Legend for details)

Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>task</td>
<td>Ready-allocated struct TN_Task structure. id_task member should not contain TN_ID_TASK, otherwise TN_RC_WPARAM is returned.</td>
</tr>
<tr>
<td>task_func</td>
<td>Pointer to task body function.</td>
</tr>
<tr>
<td>priority</td>
<td>Priority for new task. <strong>NOTE</strong>: the lower value, the higher priority. Must be &gt; 0 and &lt; (TN_PRIORITIES_CNT - 1).</td>
</tr>
<tr>
<td>task_stack_low_addr</td>
<td>Pointer to the stack for task. User must either use the macro TN_STACK_ARR_DEF() for the definition of stack array, or allocate it manually as an array of TN_UWord with TN_ARCH_STK_ATTR_BEFORE and TN_ARCH_STK_ATTR_AFTER macros.</td>
</tr>
<tr>
<td>task_stack_size</td>
<td>Size of task stack array, in words (TN_UWord), not in bytes.</td>
</tr>
<tr>
<td>param</td>
<td>Parameter that is passed to task_func.</td>
</tr>
<tr>
<td>opts</td>
<td>Options for task creation, refer to enum TN_TaskCreateOpt</td>
</tr>
</tbody>
</table>

Returns

- **TN_RC_OK** on success;
- **TN_RC_WCONTEXT** if called from wrong context;
- **TN_RC_WPARAM** if wrong params were given;
21.19.9.2 tn_task_suspend()

enum TN_RCode tn_task_suspend (  
    struct TN_Task * task )

If the task is RUNNABLE, it is moved to the SUSPEND state.

If the task is in the WAIT state, it is moved to the WAIT+SUSPEND state. (waiting + suspended)

(Refer to Legend for details)

Parameters

| task | Task to suspend |

Returns

- TN_RC_OK on success;
- TN_RC_WCONTEXT if called from wrong context;
- TN_RC_WSTATE if task is already suspended or dormant;
- If TN_CHECK_PARAM is non-zero, additional return codes are available: TN_RC_WPARAM and TN←RC_INVALID_OBJ.

See also

enum TN_TaskState

21.19.9.3 tn_task_resume()

enum TN_RCode tn_task_resume (  
    struct TN_Task * task )

Release task from SUSPEND state.

If the given task is in the SUSPEND state, it is moved to RUNNABLE state; afterwards it has the lowest precedence among runnable tasks with the same priority. If the task is in WAIT+SUSPEND state, it is moved to WAIT state.

(Refer to Legend for details)
Parameters

| task | Task to release from suspended state |

Returns

- `TN_RC_OK` on success;
- `TN_RC_WCONTEXT` if called from wrong context;
- `TN_RC_WSTATE` if task is not suspended;
- If `TN_CHECK_PARAM` is non-zero, additional return codes are available: `TN_RC_WPARAM` and `TN_RC_INVALID_OBJ`.

See also

`enum TN_TaskState`

---

21.19.9.4 `tn_task_sleep()`

```c
enum TN_RCode tn_task_sleep (  
    TN_TickCnt timeout )
```

Put current task to sleep for at most timeout ticks.

When the timeout expires and the task was not suspended during the sleep, it is switched to runnable state. If the timeout value is `TN_WAIT_INFINITE` and the task was not suspended during the sleep, the task will sleep until another function call (like `tn_task_wakeup()` or similar) will make it runnable.

[Refer to Legend for details]

Parameters

| timeout | Refer to `TN_TickCnt` |

Returns

- `TN_RC_TIMEOUT` if task has slept specified timeout;
- `TN_RC_OK` if task was woken up from other task by `tn_task_wakeup()`;
- `TN_RC_FORCED` if task was released from wait forcibly by `tn_task_release_wait()`;
- `TN_RC_WCONTEXT` if called from wrong context

See also

`TN_TickCnt`
21.19.9.5 tn_task_wakeup()

enum TN_RCode tn_task_wakeup (  
    struct TN_Task * task )

Wake up task from sleep.

Task is woken up if only it sleeps because of call to tn_task_sleep(). If task sleeps for some another reason, task won’t be woken up, and tn_task_wakeup() returns TN_RC_WSTATE.

After this call, tn_task_sleep() returns TN_RC_OK.

(Refer to Legend for details)

Parameters

    task  sleeping task to wake up

Returns

- TN_RC_OK if successful
- TN_RC_WSTATE if task is not sleeping, or it is sleeping for some reason other than tn_task_sleep() call.
- TN_RC_WCONTEXT if called from wrong context;
- If TN_CHECK_PARAM is non-zero, additional return codes are available: TN_RC_WPARAM and TN_RC_INVALID_OBJ.

21.19.9.6 tn_task_iwakeup()

enum TN_RCode tn_task_iwakeup (  
    struct TN_Task * task )

The same as tn_task_wakeup() but for using in the ISR.

(Refer to Legend for details)

21.19.9.7 tn_task_activate()

enum TN_RCode tn_task_activate (  
    struct TN_Task * task )

Activate task that is in DORMANT state, that is, it was either just created by tn_task_create() without TN_TASK_CREATE_OPT_START option, or terminated.

Task is moved from DORMANT state to the Runnable state.

(Refer to Legend for details)
Parameters

\begin{verbatim}
| task | dormant task to activate |
\end{verbatim}

Returns

- `TN_RC_OK` if successful
- `TN_RC_WSTATE` if task is not dormant
- `TN_RC_WCONTEXT` if called from wrong context;
- If `TN_CHECK_PARAM` is non-zero, additional return codes are available: `TN_RC_WPARAM` and `TN_RC_INVALID_OBJ`.

See also

TN_TaskState

21.19.8 tn_task_iactivate()

```c
enum TN_RCode tn_task_iactivate (  
    struct TN_Task * task )
```

The same as `tn_task_activate()` but for using in the ISR.

(Refer to Legend for details)

21.19.9 tn_task_release_wait()

```c
enum TN_RCode tn_task_release_wait (  
    struct TN_Task * task )
```

Release task from `WAIT` state, independently of the reason of waiting.

If task is in `WAIT` state, it is moved to `RUNNABLE` state. If task is in `WAIT+SUSPEND` state, it is moved to `SUSPEND` state.

`TN_RC_FORCED` is returned to the waiting task.

(Refer to Legend for details)

Attention

Usage of this function is discouraged, since the need for it indicates bad software design.

Parameters

\begin{verbatim}
| task | task waiting for anything |
\end{verbatim}
21.19 core/tn_tasks.h File Reference

Returns

- **TN_RC_OK** if successful
- **TN_RC_WSTATE** if task is not waiting for anything
- **TN_RC_WCONTEXT** if called from wrong context;
- If **TN_CHECK_PARAM** is non-zero, additional return codes are available: **TN_RC_WPARAM** and **TN_RC_INVALID_OBJ**.

See also

TN_TaskState

21.19.9.10 tn_task_release_wait()

enum TN_RCode tn_task_release_wait (  
   struct TN_Task * task )

The same as **tn_task_release_wait()** but for using in the ISR.

(refer to Legend for details)

21.19.9.11 tn_task_exit()

void tn_task_exit (  
   enum TN_TaskExitOpt opts )

This function terminates the currently running task.

The task is moved to the DORMANT state.

After exiting, the task may be either deleted by the **tn_task_delete()** function call or reactivated by the **tn_task_activate()** function call. In this case task starts execution from beginning (as after creation/activation). The task will have the lowest precedence among all tasks with the same priority in the Runnable state.

If this function is invoked with **TN_TASK_EXIT_OPT_DELETE** option set, the task will be deleted after termination and cannot be reactivated (needs recreation).

Please note that returning from task body function has the same effect as calling **tn_task_exit(0)**.

(refer to Legend for details)

Returns

Returns if only called from wrong context. Normally, it never returns (since calling task becomes terminated)

See also

TN_TASK_EXIT_OPT_DELETE  
  tn_task_delete()  
  tn_task_activate()  
  tn_task_iactivate()
21.19.9.12 tn_task_terminate()

```c
enum TN_RCode tn_task_terminate ( 
    struct TN_Task * task )
```

This function is similar to `tn_task_exit()` but it terminates any task other than currently running one.

After task is terminated, the task may be either deleted by the `tn_task_delete()` function call or reactivated by the `tn_task_activate()`/`tn_task_iactivate()` function call. In this case task starts execution from beginning (as after creation/activation). The task will have the lowest precedence among all tasks with the same priority in the `RUNNABLE` state.

**Parameters**

- **task** task to terminate

**Returns**

- **TN_RC_OK** if successful
- **TN_RC_WSTATE** if task is already dormant
- **TN_RC_WCONTEXT** if called from wrong context;
- If `TN_CHECK_PARAM` is non-zero, additional return codes are available: `TN_RC_WPARAM` and `TN_RC_INVALID_OBJ`.

21.19.9.13 tn_task_delete()

```c
enum TN_RCode tn_task_delete ( 
    struct TN_Task * task )
```

This function deletes the task specified by the task.

The task must be in the `DORMANT` state, otherwise `TN_RC_WCONTEXT` will be returned.

This function resets the `id_task` field in the task structure to 0 and removes the task from the system tasks list. The task can not be reactivated after this function call (the task must be recreated).

**Parameters**

- **task** dormant task to delete

**Returns**

- **TN_RC_OK** if successful
- **TN_RC_WSTATE** if task is not dormant
• **TN_RC_WCONTEXT** if called from wrong context;
• If **TN_CHECK_PARAM** is non-zero, additional return codes are available: **TN_RC_WPARAM** and **TN_RC_INVALID_OBJ**.

### 21.19.9.14 tn_task_state_get()

```c
enum TN_RCode tn_task_state_get (  
    struct TN_Task * task,  
    enum TN_TaskState * p_state )
```

Get current state of the task; note that returned state is a bitmask, that is, states could be combined with each other. Currently, only **WAIT** and **SUSPEND** states are allowed to be set together. Nevertheless, it would be probably good idea to test individual bits in the returned value instead of plain comparing values.

Note that if something goes wrong, variable pointed to by **p_state** isn't touched.

(Refer to Legend for details)

**Parameters**

<table>
<thead>
<tr>
<th>task</th>
<th>task to get state of</th>
</tr>
</thead>
<tbody>
<tr>
<td>p_state</td>
<td>pointer to the location where to store state of the task</td>
</tr>
</tbody>
</table>

**Returns**

state of the task

### 21.19.9.15 tn_task_profiler_timing_get()  

```c
enum TN_RCode tn_task_profiler_timing_get (  
    const struct TN_Task * task,  
    struct TN_TaskTiming * tgt )
```

Read profiler timing data of the task.

See **struct TN_TaskTiming** for details on timing data.

(Refer to Legend for details)

**Parameters**

<table>
<thead>
<tr>
<th>task</th>
<th>Task to get timing data of</th>
</tr>
</thead>
<tbody>
<tr>
<td>tgt</td>
<td>Target structure to fill with data, should be allocated by caller</td>
</tr>
</tbody>
</table>
21.19.9.16  tn_task_change_priority()

```
enum TN_RCode tn_task_change_priority (  
    struct TN_Task * task,  
    int new_priority )
```

Set new priority for task.

If priority is 0, then task's base_priority is set.

(refer to Legend for details)

Attention

this function is obsolete and will probably be removed

21.20  core/tn_timer.h File Reference

21.20.1  Detailed Description

Timer is a kernel object that is used to ask the kernel to call some user-provided function at a particular time in the future, based on the system timer tick.

If you need to repeatedly wake up particular task, you can create semaphore which you should wait for in the task, and signal in the timer callback (remember that you should use tn_sem_isignal() in this callback, since it is called from an ISR).

If you need to perform rather fast action (such as toggle some pin, or the like), consider doing that right in the timer callback, in order to avoid context switch overhead.

The timer callback approach provides ultimate flexibility.

In the spirit of TNeo, timers are as lightweight as possible. That's why there is only one type of timer: the single-shot timer. If you need your timer to fire repeatedly, you can easily restart it from the timer function by the `tn_timer←_start()`, so it's not a problem.

When timer fires, the user-provided function is called. Be aware of the following:

- Function is called from an ISR context (namely, from system timer ISR, by the `tn_tick_int←processing()`);
- Function is called with global interrupts enabled.

Consequently:

- It's legal to call interrupt services from this function;
- You should make sure that your interrupt stack is enough for this function;
- The function should be as fast as possible;

See `TN_TimerFunc` for the prototype of the function that could be scheduled.

TNeo offers two implementations of timers: static and dynamic. Refer to the page Time ticks for details.
21.20.2 Implementation of static timers

Although you don't have to understand the implementation of timers to use them, it is probably worth knowing, partic-
ularly because the kernel have an option `TN_TICK_LISTS_CNT` to customize the balance between performance
of `tn_tick_int_processing()` and memory occupied by timers.

The easiest implementation of timers could be something like this: we have just a single list with all active timers,
and at every system tick we should walk through all the timers in this list, and do the following with each timer:

- Decrement timeout by 1
- If new timeout is 0, then remove that timer from the list (i.e. make timer inactive), and fire the appropriate
timer function.

This approach has drawbacks:

- We can't manage timers from the function called by timer. If we do so (say, if we start new timer), then the
timer list gets modified. But we are currently iterating through this list, so, it's quite easy to mix things up.
- It is inefficient on rather large amount of timers and/or with large timeouts: we should iterate through all of
them each system tick.

The latter is probably not so critical in the embedded world since large amount of timers is unlikely there; whereas
the former is actually notable.

So, different approach was applied. The main idea is taken from the mainline Linux kernel source, but the implemen-
tation was simplified much because (1) embedded systems have much less resources, and (2) the kernel doesn't
need to scale as well as Linux does. You can read about Linux timers implementation in the book "Linux Device
Drivers", 3rd edition:

- Time, Delays, and Deferred Work
  - Kernel Timers
    - The Implementation of Kernel Timers

This book is freely available at [http://lwn.net/Kernel/LDD3/](http://lwn.net/Kernel/LDD3/).

So, TNeo's implementation:

We have configurable value N that is a power of two, typical values are 4, 8 or 16.

If the timer expires in the next 1 to \((N - 1)\) system ticks, it is added to one of the \(N\) lists (the so-called "tick" lists)
devoted to short-range timers using the least significant bits of the timeout value. If it expires farther in the future,
it is added to the "generic" list.

Each \(N\)-th system tick, all the timers from "generic" list are walked through, and the following is performed with each
timer:

- timeout value decremented by \(N\)
- if resulting timeout is less than \(N\), timer is moved to the appropriate "tick" list.

At every system tick, all the timers from current "tick" list are fired unconditionally. This is an efficient and nice
solution.

The attentive reader may want to ask why do we use \((N - 1)\) "tick" lists if we actually have \(N\) lists. That's because,
again, we want to be able to modify timers from the timer function. If we use \(N\) lists, and user wants to add new timer
with timeout equal to \(N\), then new timer will be added to the same list which is iterated through at the moment,
and things will be mixed up.

If we use \((N - 1)\) lists, we are guaranteed that new timers can't be added to the current "tick" list while we are
iterating through it. (although timer can be deleted from that list, but it's ok)

The \(N\) in the TNeo is configured by the compile-time option `TN_TICK_LISTS_CNT`. 

Generated by Doxygen
Data Structures

- struct **TN_Timer**  
  Timer.

Typedefs

- typedef void() **TN_TimerFunc**(struct **TN_Timer** ∗timer, void ∗p_user_data)  
  Prototype of the function that should be called by timer.

- typedef void() **TN_CBTickSchedule**(TN_TickCnt timeout)  
  Available if only **TN_DYNAMIC_TICK** is set.

- typedef TN_TickCnt() **TN_CBTickCntGet**(void)  
  Available if only **TN_DYNAMIC_TICK** is set.

Functions

- enum **TN_RCode** tn_timer_create (struct **TN_Timer** ∗timer, **TN_TimerFunc** ∗func, void ∗p_user_data)  
  Construct the timer.

- enum **TN_RCode** tn_timer_delete (struct **TN_Timer** ∗timer)  
  Destruct the timer.

- enum **TN_RCode** tn_timer_start (struct **TN_Timer** ∗timer, TN_TickCnt timeout)  
  Start or restart the timer: that is, schedule the timer’s function (given to **tn_timer_create()**) to be called later by the kernel.

- enum **TN_RCode** tn_timer_cancel (struct **TN_Timer** ∗timer)  
  If timer is active, cancel it.

- enum **TN_RCode** tn_timer_set_func (struct **TN_Timer** ∗timer, **TN_TimerFunc** ∗func, void ∗p_user_data)  
  Set user-provided function and pointer to user data for the timer.

- enum **TN_RCode** tn_timer_is_active (struct **TN_Timer** ∗timer, TN_BOOL ∗p_is_active)  
  Returns whether given timer is active or inactive.

- enum **TN_RCode** tn_timer_time_left (struct **TN_Timer** ∗timer, TN_TickCnt ∗p_time_left)  
  Returns how many system timer ticks (at most) is left for the timer to expire.

21.20.3 Typedef Documentation

21.20.3.1 TN_TimerFunc

typedef void() **TN_TimerFunc**(struct **TN_Timer** ∗timer, void ∗p_user_data)  
Prototype of the function that should be called by timer.

When timer fires, the user-provided function is called. Be aware of the following:

- Function is called from ISR context (namely, from **system timer** ISR, by the **tn_tick_interrupt()**);
- Function is called with global interrupts enabled.

Consequently:

- It's legal to call interrupt services from this function;
- The function should be as fast as possible.
Parameters

<table>
<thead>
<tr>
<th>timer</th>
<th>Timer that caused function to be called</th>
</tr>
</thead>
<tbody>
<tr>
<td>p_user_data</td>
<td>The user-provided pointer given to tn_timer_create().</td>
</tr>
</tbody>
</table>

Definition at line 198 of file tn_timer.h.

21.20.3.2 TN_CBTickSchedule

typedef void() TN_CBTickSchedule(TN_TickCnt timeout)

Available if only TN_DYNAMIC_TICK is set.

Prototype of callback function that should schedule next time to call tn_tick_int_processing().

See tn_callback_dyn_tick_set()

Parameters

<table>
<thead>
<tr>
<th>timeout</th>
<th>Timeout after which tn_tick_int_processing() should be called next time. Note the following:</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>• It might be TN_WAIT_INFINITE, which means that there are no active timeouts, and so, there's no need for tick interrupt at all.</td>
</tr>
<tr>
<td></td>
<td>• It might be 0; in this case, it's already time to call tn_tick_int_processing(). You might want to set interrupt request bit then, in order to get to it as soon as possible.</td>
</tr>
<tr>
<td></td>
<td>• In other cases, the function should schedule next call to tn_tick_int_processing() in the timeout tick periods.</td>
</tr>
</tbody>
</table>

Definition at line 268 of file tn_timer.h.

21.20.3.3 TN_CBTickCntGet

typedef TN_TickCnt() TN_CBTickCntGet(void)

Available if only TN_DYNAMIC_TICK is set.

Prototype of callback function that should return current system tick counter value.

See tn_callback_dyn_tick_set()

Returns
current system tick counter value.

Definition at line 280 of file tn_timer.h.
21.20.4 Function Documentation

21.20.4.1 tn_timer_create()

```c
enum TN_RCode tn_timer_create (
    struct TN_Timer * timer,
    TN_TimerFunc * func,
    void * p_user_data )
```

Construct the timer.

The `id_timer` field should not contain `TN_ID_TIMER`, otherwise, `TN_RC_WPARAM` is returned.

### Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>timer</code></td>
<td>Pointer to already allocated <code>struct TN_Timer</code></td>
</tr>
<tr>
<td><code>func</code></td>
<td>Function to be called by timer, can't be <code>TN_NULL</code>. See <code>TN_TimerFunc()</code></td>
</tr>
<tr>
<td><code>p_user_data</code></td>
<td>User data pointer that is given to user-provided <code>func</code>.</td>
</tr>
</tbody>
</table>

### Returns

- `TN_RC_OK` if timer was successfully created;
- `TN_RC_WPARAM` if wrong params were given.

21.20.4.2 tn_timer_delete()

```c
enum TN_RCode tn_timer_delete ( 
    struct TN_Timer * timer )
```

Destruct the timer.

If the timer is active, it is cancelled first.

### Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>timer</code></td>
<td>timer to destruct</td>
</tr>
</tbody>
</table>

### Returns

- `TN_RC_OK` if timer was successfully deleted;
**21.20.4.3 tn_timer_start()**

```c
enum TN_RCode tn_timer_start (  
    struct TN_Timer * timer,  
    TN_TickCnt timeout )
```

Start or restart the timer: that is, schedule the timer’s function (given to `tn_timer_create()`) to be called later by the kernel.

See `TN_TimerFunc()`.

It is legal to restart already active timer. In this case, the timer will be cancelled first.

(refer to Legend for details)

**Parameters**

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>timer</td>
<td>Timer to start</td>
</tr>
<tr>
<td>timeout</td>
<td>Number of system ticks after which timer should fire (i.e. function should be called). <strong>Note</strong> that timeout can’t be <code>TN_WAIT_INFINITE</code> or 0.</td>
</tr>
</tbody>
</table>

**Returns**

- **TN_RC_OK** if timer was successfully started;
- **TN_RC_WCONTEXT** if called from wrong context;
- **TN_RC_WPARAM** if wrong params were given: say, timeout is either `TN_WAIT_INFINITE` or 0.
- If **TN_CHECK_PARAM** is non-zero, additional return code is available: **TN_RC_INVALID_OBJ**.

**21.20.4.4 tn_timer_cancel()**

```c
enum TN_RCode tn_timer_cancel (  
    struct TN_Timer * timer )
```

If timer is active, cancel it.

If timer is already inactive, nothing is changed.

(refer to Legend for details)
Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>timer</td>
<td>Timer to cancel</td>
</tr>
</tbody>
</table>

Returns

- **TN_RC_OK** if timer was successfully cancelled;
- **TN_RC_WCONTEXT** if called from wrong context;
- If **TN_CHECK_PARAM** is non-zero, additional return codes are available: **TN_RC_WPARAM** and **TN_RC_INVALID_OBJ**.

21.20.4.5  tn_timer_set_func()

```c
enum TN_RCode tn_timer_set_func ( 
    struct TN_Timer * timer, 
    TN_TimerFunc * func, 
    void * p_user_data );
```

Set user-provided function and pointer to user data for the timer.

Can be called if timer is either active or inactive.

Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>timer</td>
<td>Pointer to timer</td>
</tr>
<tr>
<td>func</td>
<td>Function to be called by timer, can't be TN_NULL. See TN_TimerFunc().</td>
</tr>
<tr>
<td>p_user_data</td>
<td>User data pointer that is given to user-provided func.</td>
</tr>
</tbody>
</table>

Returns

- **TN_RC_OK** if operation was successfull;
- **TN_RC_WPARAM** if wrong params were given.

21.20.4.6  tn_timer_is_active()

```c
enum TN_RCode tn_timer_is_active ( 
    struct TN_Timer * timer, 
    TN_BOOL * p_is_active );
```

Returns whether given timer is active or inactive.

(Refer to Legend for details)
Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>timer</td>
<td>Pointer to timer</td>
</tr>
<tr>
<td>p_is_active</td>
<td>Pointer to <code>TN_BOOL</code> variable in which resulting value should be stored</td>
</tr>
</tbody>
</table>

Returns

- `TN_RC_OK` if operation was successful;
- `TN_RC_WPARAM` if wrong params were given.

21.20.4.7  `tn_timer_time_left()`

```c
enum TN_RCode tn_timer_time_left (  
    struct TN_Timer * timer,  
    TN_TickCnt * p_time_left )
```

Returns how many system timer ticks (at most) is left for the timer to expire.

If timer is inactive, 0 is returned.

![Legend](refer to Legend for details)

Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>timer</td>
<td>Pointer to timer</td>
</tr>
<tr>
<td>p_time_left</td>
<td>Pointer to <code>TN_TickCnt</code> variable in which resulting value should be stored</td>
</tr>
</tbody>
</table>

Returns

- `TN_RC_OK` if operation was successful;
- `TN_RC_WPARAM` if wrong params were given.

21.21  `tn.h` File Reference

21.21.1  Detailed Description

The main kernel header file that should be included by user application; it merely includes subsystem-specific kernel headers.

21.22  `tn_app_check.c` File Reference

21.22.1  Detailed Description

If `TN_CHECK_BUILD_CFG` option is non-zero, this file needs to be included in the application project.

For details, see the aforementioned option `TN_CHECK_BUILD_CFG`.

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Functions

- **void you_should_add_file___tn_app_check_c___to_the_project (void)**
  
  Dummy function that helps user to understand that he/she forgot to add file tn_app_check.c to the project.

- **const struct _TN_BuildCfg *tn_app_build_cfg_get (void)**
  
  Return build configuration used for application.

21.22.2 Function Documentation

21.22.2.1 you_should_add_file___tn_app_check_c___to_the_project()

```c
void you_should_add_file___tn_app_check_c___to_the_project (  
    void  )
```

Dummy function that helps user to understand that he/she forgot to add file tn_app_check.c to the project.

It is called from tn_sys.c.

Definition at line 91 of file tn_app_check.c.

21.23 tn_cfg_default.h File Reference

21.23.1 Detailed Description

TNeo default configuration file, to be copied as tn_cfg.h.

This project is intended to be built as a library, separately from main project (although nothing prevents you from bundling things together, if you want to).

There are various options available which affects API and behavior of the kernel. But these options are specific for particular project, and aren’t related to the kernel itself, so we need to keep them separately.

To this end, file tn.h (the main kernel header file) includes tn_cfg.h, which isn’t included in the repository (even more, it is added to .hgignore list actually). Instead, default configuration file tn_cfg_default.h is provided, and when you just cloned the repository, you might want to copy it as tn_cfg.h. Or even better, if your filesystem supports symbolic links, copy it somewhere to your main project’s directory (so that you can add it to your VCS there), and create symlink to it named tn_cfg.h in the TNeo source directory, like this:

```
$ cd /path/to/tneo/src
$ cp ./tn_cfg_default.h /path/to/main/project/lib_cfg/tn_cfg.h
$ ln -s /path/to/main/project/lib_cfg/tn_cfg.h ./tn_cfg.h
```

Default configuration file contains detailed comments, so you can read them and configure behavior as you like.
Macro Definition Documentation

Macros

- **#define TN_CHECK_BUILD_CFG 1**
  
  This option enables run-time check which ensures that build-time options for the kernel match ones for the application.

- **#define TN_PRIORITIES_CNT TN_PRIORITIES_MAX_CNT**
  
  Number of priorities that can be used by application, plus one for idle task (which has the lowest priority).

- **#define TN_CHECK_PARAM 1**
  
  Enables additional param checking for most of the system functions.

- **#define TN_DEBUG 0**
  
  Allows additional internal self-checking, useful to catch internal TNeo bugs as well as illegal kernel usage (e.g.

- **#define TN_OLD_TNKERNEL_NAMES 1**
  
  Whether old TNKernel names (definitions, functions, etc) should be available.

- **#define TN_USE_MUTEXES 1**
  
  Whether mutexes API should be available.

- **#define TN_MUTEX_REC 1**
  
  Whether mutexes should allow recursive locking/unlocking.

- **#define TN_MUTEX_DEADLOCK_DETECT 1**
  
  Whether RTOS should detect deadlocks and notify user about them via callback.

- **#define TN_TICK_lists_CNT 8**
  
  Takes effect if only **TN_DYNAMIC_TICK** is not set.

- **#define TN_API_MAKE_ALIG_ARG TN_API_MAKE_ALIG_ARG__SIZE**
  
  API option for **MAKE_ALIG()** macro.

- **#define TN_PROFILER 0**
  
  Whether profiler functionality should be enabled.

- **#define TN_PROFILER_WAIT_TIME 0**
  
  Whether profiler should store wait time for each wait reason.

- **#define TN_INIT_INTERRUPT_STACK_SPACE 1**
  
  Whether interrupt stack space should be initialized with **TN_FILL_STACK_VAL** on system start.

- **#define TN_STACK_OVERFLOW_CHECK 1**
  
  Whether software stack overflow check is enabled.

- **#define TN_DYNAMIC_TICK 0**
  
  Whether the kernel should use Dynamic tick scheme instead of Static tick.

- **#define TN_OLD_EVENT_API 0**
  
  Whether the old TNKernel events API compatibility mode is active.

- **#define TN_FORCED_INLINE 1**
  
  Whether the kernel should use compiler-specific forced inline qualifiers (if possible) instead of "usual" inline, which is just a hint for the compiler.

- **#define TN_MAX_INLINE 0**
  
  Whether a maximum of reasonable functions should be inlined.

- **#define TP24_SYS_IPL 4**
  
  Maximum system interrupt priority.
21.23.2.1 TN_CHECK_BUILD_CFG

#define TN_CHECK_BUILD_CFG 1

This option enables run-time check which ensures that build-time options for the kernel match ones for the application.

Without this check, it is possible that you change your `tn_cfg.h` file, and just rebuild your application without rebuilding the kernel. Then, application would assume that kernel behaves accordingly to `tn_cfg.h` which was included in the application, but this is actually not true: you need to rebuild the kernel for changes to take effect.

With this option turned on, if build-time configurations don't match, you will get run-time error `_TN_FATAL_ERROR()` inside `tn_sys_start()`, which is much more informative than weird bugs caused by configuration mismatch.

**Note:** turning this option on makes sense if only you use TNeo as a separate library. If you build TNeo together with the application, both the kernel and the application always use the same `tn_cfg.h` file, therefore this option is useless.

**Attention**

If this option is on, your application must include the file `tn_app_check.c`.

Definition at line 107 of file `tn_cfg_default.h`.

21.23.2.2 TN_PRIORITIES_CNT

#define TN_PRIORITIES_CNT TN_PRIORITIES_MAX_CNT

Number of priorities that can be used by application, plus one for idle task (which has the lowest priority).

This value can't be higher than architecture-dependent value `TN_PRIORITIES_MAX_CNT`, which typically equals to width of `int` type. So, for 32-bit systems, max number of priorities is 32.

But usually, application needs much less: I can imagine at most 4-5 different priorities, plus one for the idle task.

Do note also that each possible priority level takes RAM: two pointers for linked list and one `short` for time slice value, so on 32-bit system it takes 10 bytes. So, with default value of 32 priorities available, it takes 320 bytes. If you set it, say, to 5, you save 270 bytes, which might be notable.

Default: `TN_PRIORITIES_MAX_CNT`.

Definition at line 130 of file `tn_cfg_default.h`. 

---

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21.23.2.3 TN_CHECK_PARAM

#define TN_CHECK_PARAM 1

Enables additional param checking for most of the system functions.

It's surely useful for debug, but probably better to remove in release. If it is set, most of the system functions are able to return two additional codes:

- TN_RC_WPARAM if wrong params were given;
- TN_RC_INVALID_OBJ if given pointer doesn't point to a valid object. Object validity is checked by means of the special ID field of type enum TN_ObjId.

See also

enum TN_ObjId

Definition at line 147 of file tn_cfg_default.h.

21.23.2.4 TN_DEBUG

#define TN_DEBUG 0

Allows additional internal self-checking, useful to catch internal TNeo bugs as well as illegal kernel usage (e.g. sleeping in the idle task callback). Produces a couple of extra instructions which usually just causes debugger to stop if something goes wrong.

Definition at line 157 of file tn_cfg_default.h.

21.23.2.5 TN_OLD_TNKERNEL_NAMES

#define TN_OLD_TNKERNEL_NAMES 1

Whether old TNKernel names (definitions, functions, etc) should be available.

If you're porting your existing application written for TNKernel, it is definitely worth enabling. If you start new project with TNeo from scratch, it's better to avoid old names.

Definition at line 167 of file tn_cfg_default.h.
21.23.2.6 TN_MUTEX_DEADLOCK_DETECT

#define TN_MUTEX_DEADLOCK_DETECT 1

Whether RTOS should detect deadlocks and notify user about them via callback.

See also

see tn_callback_deadlock_set()
see TN_CBDeadlock

Definition at line 192 of file tn_cfg_default.h.

21.23.2.7 TN_TICK_LISTS_CNT

#define TN_TICK_LISTS_CNT 8

Takes effect if only TN_DYNAMIC_TICK is not set.

Number of "tick" lists of timers, must be a power of two; minimum value: 2; typical values: 4, 8 or 16.

Refer to the Implementation of static timers for details.

Shortly: this value represents number of elements in the array of struct TN_ListItem, on 32-bit system each element takes 8 bytes.

The larger value, the more memory is needed, and the faster system timer ISR works. If your application has a lot of timers and/or sleeping tasks, consider incrementing this value; otherwise, default value should work for you.

Definition at line 213 of file tn_cfg_default.h.

21.23.2.8 TN_API_MAKE_ALIG_ARG

#define TN_API_MAKE_ALIG_ARG TN_API_MAKE_ALIG_ARG__SIZE

API option for MAKE_ALIG() macro.

There is a terrible mess with MAKE_ALIG() macro: original TNKernel docs specify that the argument of it should be the size to align, but almost all ports, including "original" one, defined it so that it takes type, not size.

But the port by AlexB implemented it differently (i.e. accordingly to the docs)

When I was moving from the port by AlexB to another one, do you have any idea how much time it took me to figure out why do I have rare weird bug? :)

So, available options:

- **TN_API_MAKE_ALIG_ARG__TYPE**: In this case, you should use macro like this: `TN_MAKE_ALIG(G(struct my_struct))` This way is used in the majority of TNKernel ports. (actually, in all ports except the one by AlexB)

- **TN_API_MAKE_ALIG_ARG__SIZE**: In this case, you should use macro like this: `TN_MAKE_ALIG(G(sizeof(struct my_struct)))` This way is stated in TNKernel docs and used in the port for dsPIC/C/PIC24/PIC32 by AlexB.

Definition at line 245 of file tn_cfg_default.h.
21.23.9 TN_PROFILER

#define TN_PROFILER 0

Whether profiler functionality should be enabled.

Enabling this option adds overhead to context switching and increases the size of TN_Task structure by about 20 bytes.

See also

TN_PROFILER_WAIT_TIME
tn_task_profiler_timing_get()
struct TN_TaskTiming

Definition at line 259 of file tn_cfg_default.h.

21.23.10 TN_PROFILER_WAIT_TIME

#define TN_PROFILER_WAIT_TIME 0

Whether profiler should store wait time for each wait reason.

Enabling this option bumps the size of TN_Task structure by more than 100 bytes, see struct TN_Task Timing.

Relevant if only TN_PROFILER is non-zero.

Definition at line 270 of file tn_cfg_default.h.

21.23.11 TN_INIT_INTERRUPT_STACK_SPACE

#define TN_INIT_INTERRUPT_STACK_SPACE 1

Whether interrupt stack space should be initialized with TN_FILL_STACK_VAL on system start.

It is useful to disable this option if you don’t want to allocate separate array for interrupt stack, but use initialization stack for it.

Definition at line 280 of file tn_cfg_default.h.
21.23.2.12  TN_STACK_OVERFLOW_CHECK

#define TN_STACK_OVERFLOW_CHECK 1

Whether software stack overflow check is enabled.

Enabling this option adds small overhead to context switching and system tick processing (\texttt{tn\_tick\_int\_\rightarrow processing()}) , it also reduces the payload of task stacks by just one word (\texttt{TN\_UWord}) for each stack.

When stack overflow happens, the kernel calls user-provided callback (see \texttt{tn\_callback\_stack\_\rightarrow overflow\_set()}); if this callback is undefined, the kernel calls \texttt{TN\_FATAL\_ERROR()}.

This option is on by default for all architectures except PIC24/dsPIC, since this architecture has hardware stack pointer limit, unlike the others.

Attention

It is not an absolute guarantee that the kernel will detect any stack overflow. The kernel tries to detect stack overflow by checking the latest address of stack, which should have special value \texttt{TN\_FILL\_STACK\_VAL}. So stack overflow is detected if only the overflow caused this value to corrupt, which isn't always the case. More, the check is performed only at context switch and timer tick processing, which may be too late.

Nevertheless, from my personal experience, it helps to catch stack overflow bugs a lot.

Definition at line 324 of file \texttt{tn\_cfg\_default.h}.

21.23.2.13  TN_OLD_EVENT_API

#define TN_OLD_EVENT_API 0

Whether the old TNKernel events API compatibility mode is active.

Warning

Use it if only you're porting your existing TNKernel project on TNeo. Otherwise, usage of this option is strongly discouraged.

Actually, events are the most incompatible thing between TNeo and TNKernel (for some details, refer to the section \texttt{Events API is changed almost completely})

This option is quite useful when you're porting your existing TNKernel app to TNeo. When it is non-zero, old events symbols are available and behave just like they do in TNKernel.

The full list of what becomes available:

- Event group attributes:
  - \texttt{TN\_EVENT\_ATTR\_SINGLE}
  - \texttt{TN\_EVENT\_ATTR\_MULTI}
  - \texttt{TN\_EVENT\_ATTR\_CLR}
- Functions:
- `tn_event_create()`
- `tn_event_delete()`
- `tn_event_wait()`
- `tn_event_wait_polling()`
- `tn_event_iwait()`
- `tn_event_set()`
- `tn_event_iset()`
- `tn_event_clear()`
- `tn_event_iclear()`

Definition at line 370 of file `tn_cfg_default.h`.

### 21.23.2.14 TN_MAX_INLINE

```c
#define TN_MAX_INLINE 0
```

Whether a maximum of reasonable functions should be inlined.

Depending of the configuration this may increase the size of the kernel, but it will also improve the performance.

Definition at line 389 of file `tn_cfg_default.h`.

### 21.23.2.15 TN_P24_SYS_IPL

```c
#define TN_P24_SYS_IPL 4
```

Maximum system interrupt priority.

For details on system interrupts on PIC24/dsPIC, refer to the section [PIC24/dsPIC interrupts](#).

Should be \( \geq 1 \) and \( \leq 6 \). Default: 4.

Definition at line 408 of file `tn_cfg_default.h`. 

---

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Index

_TN_BUILD_CFG_ARCHSTRUCT_FILL
tn_sys.h, 145
_TN_BUILD_CFG_STRUCT_FILL
tn_sys.h, 145
_TN_BuildCfg, 61
_TN_FATAL_ERROR
tn_arch_example.h, 80
_TN_FFS
tn_arch_example.h, 80
_TN_INLINE
tn_arch_example.h, 84
_TN_SIZE_BYTES_TO_UWORDS
tn_arch_example.h, 84
_TN_STRINGIFY_LITERAL
tn_common_macros.h, 106
_TN_STRINGIFY_MACRO
tn_common_macros.h, 106
_TN_TaskProfiler, 62
   last_wait_reason, 62
timing, 63
_TN_VOLATILE_WORKAROUND
tn_arch_example.h, 84
   _tn_arch_context_switch_now_nosave
      tn_arch.h, 100
   _tn_arch_context_switch_pend
      tn_arch.h, 99
   _tn_arch_inside_isr
      tn_arch.h, 99
   _tn_arch_is_int_disabled
      tn_arch.h, 99
   _tn_arch_stack_init
      tn_arch.h, 98
   _tn_arch_sys_start
      tn_arch.h, 100

arch/cortex_m/tn_arch_cortex_m.h, 79
arch/example/tn_arch_example.h, 79
arch/pic24_dspic/tn_arch_pic24.h, 85
arch/pic24_dspic/tn_arch_pic24_bfa.h, 86
arch/pic32/tn_arch_pic32.h, 90
arch/pic32/tn_arch_pic32_bfa.h, 92
arch/tn_arch.h, 95
attr
   _TN_EventGrp, 66
   _TN_TIMER
      _TN_TaskProfiler, 62
block_size
   _TN_FMem, 67
core/tn_cfg_dispatch.h, 101
core/tn_common.h, 102
core/tn_common_macros.h, 106
core/tn_dqueue.h, 107
core/tn_eventgrp.h, 113
core/tn_fmem.h, 120
core/tn_list.h, 127
core/tn_mutex.h, 127
core/tn_oldsymbols.h, 131
core/tn_sem.h, 139
core/tn_sys.h, 143
core/tn_tasks.h, 154
core/tn_timer.h, 168
deadlock_list
   _TN_Task, 72
free_list
   _TN_FMem, 68
got_running_cnt
   _TN_TaskTiming, 75
id_dque
   _TN_DQueue, 64
id_event
   _TN_EventGrp, 66
id_fmp
   _TN_FMem, 67
id_mutex
   _TN_Mutex, 69
id_sem
   _TN_Sem, 70
id_task
   _TN_Task, 72
id_timer
   _TN_Timer, 76
last_wait_reason
   _TN_TaskProfiler, 62
MAKE_ALIG
   _TN_OLDSYMBOLS, 135
max_consecutive_wait_time
   _TN_TaskTiming, 75
priority_already_updated
   _TN_Task, 73
stack_cur_pt
   _TN_Task, 72
stack_high_addr
   _TN_Task, 73
stack_low_addr
   TN_Task, 73
start_addr
   TN_FMem, 67
start_tick_cnt
   TN_Timer, 77
subsys_wait
   TN_Task, 73

TN_API_MAKE_ALIG_ARG__SIZE
   tn_cfg_dispatch.h, 101
TN_API_MAKE_ALIG_ARG__TYPE
   tn_cfg_dispatch.h, 101
TN_API_MAKE_ALIG_ARG
   tn_cfg_default.h, 180
TN_ARCH_STK_ATTR_AFTER
   tn_arch_example.h, 81
TN_ARCH_STK_ATTR_BEFORE
   tn_arch_example.h, 81
TN_BFA_CLR
   tn_arch_pic24_bfa.h, 87
   tn_arch_pic32_bfa.h, 93
TN_BFA_INV
   tn_arch_pic24_bfa.h, 87
   tn_arch_pic32_bfa.h, 93
TN_BFA_RD
   tn_arch_pic24_bfa.h, 87
   tn_arch_pic32_bfa.h, 93
TN_BFA_SET
   tn_arch_pic24_bfa.h, 87
   tn_arch_pic32_bfa.h, 92
TN_BFA_WR
   tn_arch_pic24_bfa.h, 87
   tn_arch_pic32_bfa.h, 93
TN_BFAR
   tn_arch_pic24_bfa.h, 89
   tn_arch_pic32_bfa.h, 94
TN_BFA
   tn_arch_pic24_bfa.h, 88
   tn_arch_pic32_bfa.h, 93
TN_CBDeadlock
   tn_sys.h, 147
TN_CBIIdle
   tn_sys.h, 146
TN_CBSStackOverflow
   tn_sys.h, 147
TN_CBTickCntGet
   tn_timer.h, 171
TN_CBTickSchedule
   tn_timer.h, 171
TN_CBUserTaskCreate
   tn_sys.h, 146
TN_CHECK_BUILD_CFG
   tn_cfg_default.h, 177
TN_CHECK_PARAM
   tn_cfg_default.h, 178
TN_Context
   tn_sys.h, 148
TN_DEBUG
   tn_cfg_default.h, 179
TN_DQueue, 63
   id_dque, 64
TN_DQueueTaskWait, 64
TN_EGrpAttr
   tn_eventgrp.h, 116
TN_EGrpLink, 64
TN_EGrpOp
   tn_eventgrp.h, 115
TN_EGrpTaskWait, 65
TN_EGrpWaitMode
   tn_eventgrp.h, 115
TN_EVENT_ATTR_CLR
   tn_oldsymbols.h, 136
TN_EVENT_ATTR_MULTI
   tn_oldsymbols.h, 135
TN_EVENT_ATTR_SINGLE
   tn_oldsymbols.h, 135
TN_EventGrp, 65
   attr, 66
   id_event, 66
TN_FMEM_BUF_DEF
   tn_fmem.h, 121
TN_FMem, 66
   block_size, 67
   free_list, 68
   id_fmp, 67
   start_addr, 67
TN_FMemTaskWait, 68
TN_INIT_INTERRUPT_STACK_SPACE
   tn_cfg_default.h, 181
TN_INT_DIS_SAVE
   tn_arch_example.h, 82
TN_INT_IDIS_SAVE
   tn_arch_example.h, 83
TN_INT_IRESTORE
   tn_arch_example.h, 83
TN_INT_RESTORE
   tn_arch_example.h, 83
TN_INTSAVE_DATA_INT
   tn_arch_example.h, 82
TN_INTSAVE_DATA
   tn_arch_example.h, 82
TN_ListItem, 68
TN_MAKE_ALIG_SIZE
   tn_common.h, 103
TN_MAKE_ALIG
   tn_common.h, 103
TN_MAX_INLINE
   tn_cfg_default.h, 183
TN_MUTEX_DEADLOCK_DETECT
   tn_cfg_default.h, 179
TN_Mutex, 69
   id_mutex, 69
TN_MutexProtocol
   tn_mutex.h, 128
TN_OLD_EVENT_API
   tn_cfg_default.h, 182
 tn_eventgrp_wait_polling
    tn_eventgrp.h, 119

 tn_fmem.h
    TN_FMEM_BUF_DEF, 121
    tn_fmem_create, 122
    tn_fmem_delete, 123
    tn_fmem_free_blocks_cnt_get, 126
    tn_fmem_get, 123
    tn_fmem_get_polling, 124
    tn_fmem_iget_polling, 124
    tn_fmem_release, 124
    tn_fmem_used_blocks_cnt_get, 126

 tn_fmem_create
    tn_fmem.h, 122

 tn_fmem_delete
    tn_fmem.h, 123

 tn_fmem_free_blocks_cnt_get
    tn_fmem.h, 126

 tn_fmem_get
    tn_fmem.h, 123

 tn_fmem_get_polling
    tn_fmem.h, 124

 tn_fmem_iget_polling
    tn_fmem.h, 124

 tn_fmem_irelease
    tn_fmem.h, 126

 tn_fmem_release
    tn_fmem.h, 124

 tn_fmem_used_blocks_cnt_get
    tn_fmem.h, 126

 tn_is_isr_context
    tn_sys.h, 152

 tn_is_task_context
    tn_sys.h, 151

 tn_mutex.h
    TN_MutexProtocol, 128
    tn_mutex_create, 129
    tn_mutex_delete, 129
    tn_mutex_lock, 130
    tn_mutex_lock_polling, 131
    tn_mutex_unlock, 131

 tn_mutex_create
    tn_mutex.h, 129

 tn_mutex_delete
    tn_mutex.h, 129

 tn_mutex_lock
    tn_mutex.h, 130

 tn_mutex_lock_polling
    tn_mutex.h, 131

 tn_mutex_unlock
    tn_mutex.h, 131

 tn_oldsymbols.h
    MAKE_ALIG, 135
    TN_EVENT_ATTR_CLR, 136
    TN_EVENT_ATTR_MULTI, 135
    TN_EVENT_ATTR_SINGLE, 135
    tn_event_clear, 138
    tn_event_create, 136
    tn_event_delete, 136
    tn_event_iget, 138
    tn_event_set, 138
    tn_event_iwait, 137
    tn_event_wait, 137
    tn_event_wait_polling, 137

 tn_p24_soft_isr
    tn_arch_pic24.h, 85

 tn_p32_int_nest_count
    tn_arch_pic32.h, 91

 tn_p32_int_sp
    tn_arch_pic32.h, 91

 tn_p32_soft_isr
    tn_arch_pic32.h, 90

 tn_p32_srs_isr
    tn_arch_pic32.h, 91

 tn_p32_user_sp
    tn_arch_pic32.h, 91

 tn_queue_create
    tn_dqueue.h, 108

 tn_queue_delete
    tn_dqueue.h, 109

 tn_queue_eventgrp_connect
    tn_dqueue.h, 112

 tn_queue_eventgrp_disconnect
    tn_dqueue.h, 113

 tn_queue_free_items_cnt_get
    tn_dqueue.h, 111

 tn_queue_ireceive_polling
    tn_dqueue.h, 111

 tn_queue_isend_polling
    tn_dqueue.h, 110

 tn_queue_receive
    tn_dqueue.h, 110

 tn_queue_receive_polling
    tn_dqueue.h, 111

 tn_queue_send
    tn_dqueue.h, 109

 tn_queue_send_polling
    tn_dqueue.h, 110

 tn_queue_used_items_cnt_get
    tn_dqueue.h, 112

 tn_sched_dis_save
    tn_sys.h, 153

 tn_sched_restore
    tn_sys.h, 153

 tn_sem.h
    tn_sem_create, 140
    tn_sem_delete, 140
    tn_sem_isignal, 141
    tn_sem_iwait_polling, 142
    tn_sem_signal, 141
    tn_sem_wait, 142
    tn_sem_wait_polling, 142

 tn_sem_create
    tn_sem.h, 140
<table>
<thead>
<tr>
<th>Function</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>tn_sem_delete</td>
<td>tn_sem.h, 140</td>
</tr>
<tr>
<td>tn_sem_isignal</td>
<td>tn_sem.h, 141</td>
</tr>
<tr>
<td>tn_sem_iwait_polling</td>
<td>tn_sem.h, 142</td>
</tr>
<tr>
<td>tn_sem_signal</td>
<td>tn_sem.h, 141</td>
</tr>
<tr>
<td>tn_sem_wait</td>
<td>tn_sem.h, 142</td>
</tr>
<tr>
<td>tn_sem_wait_polling</td>
<td>tn_sem.h, 142</td>
</tr>
<tr>
<td>tn_sys.h</td>
<td>TN_CBDeadlock, 147</td>
</tr>
<tr>
<td></td>
<td>TN_CBldle, 146</td>
</tr>
<tr>
<td></td>
<td>TN_CBStackOverflow, 147</td>
</tr>
<tr>
<td></td>
<td>TN_CBUserTaskCreate, 146</td>
</tr>
<tr>
<td></td>
<td>TN_Context, 148</td>
</tr>
<tr>
<td></td>
<td>TN_STACK_ARR_DEF, 144</td>
</tr>
<tr>
<td></td>
<td>TN_StateFlag, 148</td>
</tr>
<tr>
<td>tn_callback_deadlock_set</td>
<td>tn_callback_deadlock_set, 150</td>
</tr>
<tr>
<td>tn_callback_dyn_tick_set</td>
<td>tn_callback_dyn_tick_set, 154</td>
</tr>
<tr>
<td>tn_callback_stack_overflow_set</td>
<td>tn_callback_stack_overflow_set, 151</td>
</tr>
<tr>
<td>tn_cur_task_body_get</td>
<td>tn_cur_task_body_get, 152</td>
</tr>
<tr>
<td>tn_cur_task_get</td>
<td>tn_cur_task_get, 152</td>
</tr>
<tr>
<td>tn_is_isr_context</td>
<td>tn_is_isr_context, 152</td>
</tr>
<tr>
<td>tn_is_task_context</td>
<td>tn_is_task_context, 151</td>
</tr>
<tr>
<td>tn_sched_dis_save</td>
<td>tn_sched_dis_save, 153</td>
</tr>
<tr>
<td>tn_sched_restore</td>
<td>tn_sched_restore, 153</td>
</tr>
<tr>
<td>tn_sys_context_get</td>
<td>tn_sys_context_get, 151</td>
</tr>
<tr>
<td>tn_sys_start</td>
<td>tn_sys_start, 149</td>
</tr>
<tr>
<td>tn_sys_state_flags_get</td>
<td>tn_sys_state_flags_get, 151</td>
</tr>
<tr>
<td>tn_sys_time_get</td>
<td>tn_sys_time_get, 150</td>
</tr>
<tr>
<td>tn_tick_int_processing</td>
<td>tn_tick_int_processing, 149</td>
</tr>
<tr>
<td>tn_sys_context_get</td>
<td>tn_sys.h, 151</td>
</tr>
<tr>
<td>tn_sys_start</td>
<td>tn_sys.h, 149</td>
</tr>
<tr>
<td>tn_sys_state_flags_get</td>
<td>tn_sys_state_flags_get, 151</td>
</tr>
<tr>
<td>tn_sys_time_get</td>
<td>tn_sys_time_get, 150</td>
</tr>
<tr>
<td>tn_tick_int_processing</td>
<td>tn_tick_int_processing, 149</td>
</tr>
<tr>
<td>tn_task_activate</td>
<td>tn_tasks.h, 164</td>
</tr>
<tr>
<td>tn_task_iactivate</td>
<td>tn_tasks.h, 164</td>
</tr>
<tr>
<td>tn_task_irelease_wait</td>
<td>tn_tasks.h, 165</td>
</tr>
<tr>
<td>tn_task_iwakeup</td>
<td>tn_tasks.h, 163</td>
</tr>
<tr>
<td>tn_task_profiler_timing_get</td>
<td>tn_tasks.h, 167</td>
</tr>
<tr>
<td>tn_task_release_wait</td>
<td>tn_tasks.h, 164</td>
</tr>
<tr>
<td>tn_task_resume</td>
<td>tn_tasks.h, 161</td>
</tr>
<tr>
<td>tn_task_sleep</td>
<td>tn_tasks.h, 162</td>
</tr>
<tr>
<td>tn_task_state_get</td>
<td>tn_tasks.h, 167</td>
</tr>
<tr>
<td>tn_task_suspenid</td>
<td>tn_tasks.h, 167</td>
</tr>
<tr>
<td>tn_task_terminate</td>
<td>tn_tasks.h, 165</td>
</tr>
<tr>
<td>tn_task_wakeup</td>
<td>tn_tasks.h, 162</td>
</tr>
<tr>
<td>tn_tick_int_processing</td>
<td>tn_tick_int_processing, 149</td>
</tr>
<tr>
<td>tn_task_activate</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_iactivate</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_profiler_timing_get</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_resume</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_iwakeup</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_profiler_timing_get</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_release_wait</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_resume</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_terminate</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_wakeup</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_activate</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_iactivate</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_irelease_wait</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_iwakeup</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_profiler_timing_get</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_release_wait</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_resume</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_terminate</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_wakeup</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_activate</td>
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<td>tn_task_irelease_wait</td>
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</tr>
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<td>tn_task_iwakeup</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_profiler_timing_get</td>
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</tr>
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<td>tn_task_release_wait</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
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<td>tn_task_resume</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
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<td>tn_task_terminate</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_wakeup</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_activate</td>
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</tr>
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<td>tn_task_irelease_wait</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_iwakeup</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_profiler_timing_get</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
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<td>tn_task_release_wait</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_resume</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_terminate</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_wakeup</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_activate</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
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<tr>
<td>tn_task_iwakeup</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
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<td>tn_task_profiler_timing_get</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
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<td>tn_task_release_wait</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_resume</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_terminate</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_wakeup</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_activate</td>
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<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_irelease_wait</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_iwakeup</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_profiler_timing_get</td>
<td>TN_TaskCreateOpt, 158</td>
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<td>tn_task_release_wait</td>
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<td>tn_task_activate</td>
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<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_irelease_wait</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_iwakeup</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_profiler_timing_get</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_release_wait</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_resume</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_terminate</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_wakeup</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_activate</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_iactivate</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_irelease_wait</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_iwakeup</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_profiler_timing_get</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_release_wait</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_resume</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_terminate</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_wakeup</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_activate</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_iactivate</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_irelease_wait</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_iwakeup</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_profiler_timing_get</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_release_wait</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_resume</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_terminate</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
<tr>
<td>tn_task_wakeup</td>
<td>TN_TaskCreateOpt, 158</td>
</tr>
</tbody>
</table>

Generated by Doxygen
tn_timer.h, 172

*tn_timer_delete*

- tn_timer.h, 172

*tn_timer_is_active*

- tn_timer.h, 174

*tn_timer_set_func*

- tn_timer.h, 174

*tn_timer_start*

- tn_timer.h, 173

*tn_timer_time_left*

- tn_timer.h, 175

*total_run_time*

- TN_TaskTiming, 75

*total_wait_time*

- TN_TaskTiming, 75

*waited*

- TN_Task, 74

*you_should_add_file___tn_app_check_c___to_the_.c_

- project

- tn_app_check.c, 176