

# Xenomai nanokernel API Reference Manual

## 2.3.3

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# Chapter 1

## Xenomai nanokernel API Module Index

### 1.1 Xenomai nanokernel API Modules

Here is a list of all modules:

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## Chapter 2

# Xenomai nanokernel API Hierarchical Index

### 2.1 Xenomai nanokernel API Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

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xnsched . . . . .	<a href="#">83</a>





## Chapter 3

# Xenomai nanokernel API Data Structure Index

### 3.1 Xenomai nanokernel API Data Structures

Here are the data structures with brief descriptions:

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<a href="#">xnsched</a> (Scheduling information structure ) . . . . .	83



## Chapter 4

# Xenomai nanokernel API File Index

### 4.1 Xenomai nanokernel API File List

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

include/nucleus/assert.h . . . . .	??
include/nucleus/bheap.h . . . . .	??
include/nucleus/compiler.h . . . . .	??
include/nucleus/core.h . . . . .	??
include/nucleus/heap.h . . . . .	??
include/nucleus/intr.h . . . . .	??
include/nucleus/jhash.h . . . . .	??
include/nucleus/ltt.h . . . . .	??
include/nucleus/module.h . . . . .	??
include/nucleus/pipe.h . . . . .	??
include/nucleus/pod.h (Real-time pod interface header) . . . . .	85
include/nucleus/ppd.h . . . . .	??
include/nucleus/queue.h . . . . .	??
include/nucleus/registry.h (This file is part of the Xenomai project) . . . . .	89
include/nucleus/shadow.h . . . . .	??
include/nucleus/stat.h . . . . .	??
include/nucleus/synch.h . . . . .	??
include/nucleus/system.h . . . . .	??
include/nucleus/thread.h . . . . .	??
include/nucleus/timer.h . . . . .	??
include/nucleus/trace.h . . . . .	??
include/nucleus/types.h . . . . .	??
include/nucleus/version.h . . . . .	??
include/nucleus/xenomai.h . . . . .	??
ksrc/arch/arm/hal.c (Adeos-based Real-Time Abstraction Layer for PowerPC) . . . . .	90
ksrc/arch/blackfin/hal.c (Adeos-based Real-Time Abstraction Layer for the Blackfin architecture) . . . . .	92
ksrc/arch/blackfin/nmi.c (NMI watchdog support) . . . . .	102
ksrc/arch/generic/hal.c (Generic Real-Time HAL) . . . . .	94
ksrc/arch/generic/nmi.c (Adeos-based Real-Time Abstraction Layer for x86) . . . . .	103
ksrc/arch/i386/hal.c (Adeos-based Real-Time Abstraction Layer for x86) . . . . .	96
ksrc/arch/i386/nmi.c (NMI watchdog for x86, from linux/arch/i386/kernel/nmi.c) . . . . .	104
ksrc/arch/i386/smi.c (SMI workaround for x86) . . . . .	105

<a href="#">ksrc/arch/ia64/hal.c</a> (Adeos-based Real-Time Abstraction Layer for ia64 ) . . . . .	98
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<a href="#">ksrc/nucleus/pod.c</a> (Real-time pod services ) . . . . .	110
<a href="#">ksrc/nucleus/registry.c</a> (This file is part of the Xenomai project ) . . . . .	113
<a href="#">ksrc/nucleus/shadow.c</a> (Real-time shadow services ) . . . . .	115
<a href="#">ksrc/nucleus/synch.c</a> (Thread synchronization services ) . . . . .	117
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## Chapter 5

# Xenomai nanokernel API Module Documentation

### 5.1 Thread state flags.

Collaboration diagram for Thread state flags.:



#### 5.1.1 Detailed Description

Bits reporting permanent or transient states of thread.

#### Defines

- #define `XNSUSP` 0x00000001  
*Suspended.*
- #define `XNPEND` 0x00000002  
*Sleep-wait for a resource.*
- #define `XNDELAY` 0x00000004  
*Delayed.*
- #define `XNREADY` 0x00000008  
*Linked to the ready queue.*
- #define `XNDORMANT` 0x00000010  
*Not started yet or killed.*
- #define `XNZOMBIE` 0x00000020  
*Zombie thread in deletion process.*

- #define [XNRESTART](#) 0x00000040  
*Restarting thread.*
- #define [XNSTARTED](#) 0x00000080  
*Thread has been started.*
- #define [XNMAPPED](#) 0x00000100  
*Mapped to regular Linux task (shadow only).*
- #define [XNRELAX](#) 0x00000200  
*Relaxed shadow thread (blocking bit).*
- #define [XNHELD](#) 0x00000400  
*Held thread from suspended partition.*
- #define [XNBOOST](#) 0x00000800  
*Undergoes regular PIP boost.*
- #define [XNDEBUG](#) 0x00001000  
*Hit debugger breakpoint (shadow only).*
- #define [XNLOCK](#) 0x00002000  
*Not preemptible.*
- #define [XNRRB](#) 0x00004000  
*Undergoes a round-robin scheduling.*
- #define [XNASDI](#) 0x00008000  
*ASR are disabled.*
- #define [XNSHIELD](#) 0x00010000  
*IRQ shield is enabled (shadow only).*
- #define [XNTRAPSW](#) 0x00020000  
*Trap execution mode switches.*
- #define [XNRPIOFF](#) 0x00040000  
*Stop priority coupling (shadow only).*
- #define [XNFPU](#) 0x00100000  
*Thread uses FPU.*
- #define [XNSHADOW](#) 0x00200000  
*Shadow thread.*
- #define [XNROOT](#) 0x00400000  
*Root thread (that is, Linux/IDLE).*
- #define [XNINVPS](#) 0x00800000  
*Using inverted priority scale.*

## 5.2 Thread information flags.

Collaboration diagram for Thread information flags.:



### 5.2.1 Detailed Description

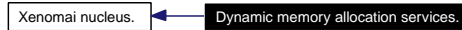
Bits reporting events notified to the thread.

#### Defines

- #define `XNTIMEO` 0x00000001  
*Woken up due to a timeout condition.*
- #define `XNRMID` 0x00000002  
*Pending on a removed resource.*
- #define `XNBREAK` 0x00000004  
*Forcibly awoken from a wait state.*
- #define `XNKICKED` 0x00000008  
*Kicked upon Linux signal (shadow only).*
- #define `XNWAKEN` 0x00000010  
*Thread waken up upon resource availability.*
- #define `XNROBBED` 0x00000020  
*Robbed from resource ownership.*
- #define `XNATOMIC` 0x00000040  
*In atomic switch from secondary to primary mode.*

## 5.3 Dynamic memory allocation services.

Collaboration diagram for Dynamic memory allocation services.:



### 5.3.1 Detailed Description

Dynamic memory allocation services.

The implementation of the memory allocator follows the algorithm described in a USENIX 1988 paper called "Design of a General Purpose Memory Allocator for the 4.3BSD Unix Kernel" by Marshall K. McKusick and Michael J. Karels. You can find it at various locations on the net, including <http://docs.FreeBSD.org/44doc/papers/kernmalloc.pdf>. A minor variation allows this implementation to have 'extendable' heaps when needed, with multiple memory extents providing autonomous page address spaces.

The data structures hierarchy is as follows:

```

HEAP {
    block_buckets[]
    extent_queue -----+
}
                        |
                        V
    EXTENT #1 {
        {static header}
        page_map[npages]
        page_array[npages][pagesize]
    } +-
        |
        |
        V
    EXTENT #n {
        {static header}
        page_map[npages]
        page_array[npages][pagesize]
    }
  
```

### Files

- file [heap.c](#)  
*Dynamic memory allocation services.*

### Functions

- int [xnheap\\_init](#) (xnheap\_t \*heap, void \*heapaddr, u\_long heapsize, u\_long pagesize)  
*Initialize a memory heap.*
- int [xnheap\\_destroy](#) (xnheap\_t \*heap, void(\*flushfn)(xnheap\_t \*heap, void \*extaddr, u\_long extsize, void \*cookie), void \*cookie)  
*Destroys a memory heap.*
- void \* [xnheap\\_alloc](#) (xnheap\_t \*heap, u\_long size)



*Allocate a memory block from a memory heap.*

- `int xnheap_test_and_free (xnheap_t *heap, void *block, int(*ckfn)(void *block))`

*Test and release a memory block to a memory heap.*

- `int xnheap_free (xnheap_t *heap, void *block)`

*Release a memory block to a memory heap.*

- `int xnheap_extend (xnheap_t *heap, void *extaddr, u_long extsize)`

*Extend a memory heap.*

- `void xnheap_schedule_free (xnheap_t *heap, void *block, xnholder_t *link)`

*Schedule a memory block for release.*

## 5.3.2 Function Documentation

### 5.3.2.1 `void * xnheap_alloc (xnheap_t * heap, u_long size)`

Allocate a memory block from a memory heap.

Allocates a contiguous region of memory from an active memory heap. Such allocation is guaranteed to be time-bounded.

#### Parameters:

*heap* The descriptor address of the heap to get memory from.

*size* The size in bytes of the requested block. Sizes lower or equal to the page size are rounded either to the minimum allocation size if lower than this value, or to the minimum alignment size if greater or equal to this value. In the current implementation, with `MINALLOC = 8` and `MINALIGN = 16`, a 7 bytes request will be rounded to 8 bytes, and a 17 bytes request will be rounded to 32.

#### Returns:

The address of the allocated region upon success, or `NULL` if no memory is available from the specified heap.

#### Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine
- Kernel-based task
- User-space task

Rescheduling: never.

### 5.3.2.2 void xnheap\_destroy (xnheap\_t \* heap, void(\*) (xnheap\_t \* heap, void \* extaddr, u\_long extsize, void \* cookie) flushfn, void \* cookie)

Destroys a memory heap.

Destroys a memory heap.

#### Parameters:

*heap* The descriptor address of the destroyed heap.

*flushfn* If non-NULL, the address of a flush routine which will be called for each extent attached to the heap. This routine can be used by the calling code to further release the heap memory.

*cookie* If *flushfn* is non-NULL, *cookie* is an opaque pointer which will be passed unmodified to *flushfn*.

#### Returns:

0 is returned on success, or -EBUSY if external mappings are still pending on the heap memory.

#### Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task

Rescheduling: never.

### 5.3.2.3 int xnheap\_extend (xnheap\_t \* heap, void \* extaddr, u\_long extsize)

Extend a memory heap.

Add a new extent to an existing memory heap.

#### Parameters:

*heap* The descriptor address of the heap to add an extent to.

*extaddr* The address of the extent memory.

*extsize* The size of the extent memory (in bytes). In the current implementation, this size must match the one of the initial extent passed to [xnheap\\_init\(\)](#).

#### Returns:

0 is returned upon success, or -EINVAL is returned if *extsize* differs from the initial extent's size.

#### Environments:

This service can be called from:

- Kernel module initialization/cleanup code

- Interrupt service routine
- Kernel-based task
- User-space task

Rescheduling: never.

#### 5.3.2.4 `int xnheap_free(xnheap_t * heap, void * block)`

Release a memory block to a memory heap.

Releases a memory region to the memory heap it was previously allocated from.

##### Parameters:

*heap* The descriptor address of the heap to release memory to.

*block* The address of the region to be returned to the heap.

##### Returns:

0 is returned upon success, or one of the following error codes:

- -EFAULT is returned whenever the memory address is outside the heap address space.
- -EINVAL is returned whenever the memory address does not represent a valid block.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine
- Kernel-based task
- User-space task

Rescheduling: never.

#### 5.3.2.5 `xnheap_init(xnheap_t * heap, void * heapaddr, u_long heapsize, u_long pagesize)`

Initialize a memory heap.

Initializes a memory heap suitable for time-bounded allocation requests of dynamic memory.

##### Parameters:

*heap* The address of a heap descriptor which will be used to store the allocation data. This descriptor must always be valid while the heap is active therefore it must be allocated in permanent memory.

*heapaddr* The address of the heap storage area. All allocations will be made from the given area in time-bounded mode. Since additional extents can be added to a heap, this parameter is also known as the "initial extent".

*heapsize* The size in bytes of the initial extent pointed at by *heapaddr*. *heapsize* must be a multiple of *pagesize* and lower than 16 Mbytes. *heapsize* must be large enough to contain an internal header. The following formula gives the size of this header:

$$\text{hdrsize} = (\text{sizeof}(\text{xnextent\_t}) + ((\text{heapsize} - \text{sizeof}(\text{xnextent\_t})) / (\text{pagesize} + 1) + 15) \& \sim 15.$$

*pagesize* The size in bytes of the fundamental memory page which will be used to subdivide the heap internally. Choosing the right page size is important regarding performance and memory fragmentation issues, so it might be a good idea to take a look at <http://docs.FreeBSD.org/44doc/papers/kernmalloc.pdf> to pick the best one for your needs. In the current implementation, *pagesize* must be a power of two in the range [ 8 .. 32768 ] inclusive.

#### Returns:

0 is returned upon success, or one of the following error codes:

- -EINVAL is returned whenever a parameter is invalid.

#### Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task

Rescheduling: never.

#### 5.3.2.6 int xnheap\_schedule\_free (xnheap\_t \* heap, void \* block, xnholder\_t \* link)

Schedule a memory block for release.

This routine records a block for later release by `xnheap_finalize_free()`. This service is useful to lazily free blocks of heap memory when immediate release is not an option, e.g. when active references are still pending on the object for a short time after the call. `xnheap_finalize_free()` is expected to be eventually called by the client code at some point in the future when actually freeing the idle objects is deemed safe.

#### Parameters:

*heap* The descriptor address of the heap to release memory to.

*block* The address of the region to be returned to the heap.

*link* The address of a link member, likely but not necessarily within the released object, which will be used by the heap manager to hold the block in the queue of idle objects.

#### Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine

- Kernel-based task
- User-space task

Rescheduling: never.

#### 5.3.2.7 `int xnheap_test_and_free (xnheap_t * heap, void * block, int(*) (void * block) ckfn)`

Test and release a memory block to a memory heap.

Releases a memory region to the memory heap it was previously allocated from. Before the actual release is performed, an optional user-defined can be invoked to check for additional criteria with respect to the request consistency.

##### Parameters:

*heap* The descriptor address of the heap to release memory to.

*block* The address of the region to be returned to the heap.

*ckfn* The address of a user-supplied verification routine which is to be called after the memory address specified by *block* has been checked for validity. The routine is expected to proceed to further consistency checks, and either return zero upon success, or non-zero upon error. In the latter case, the release process is aborted, and *ckfn*'s return value is passed back to the caller of this service as its error return code. *ckfn* must not trigger the rescheduling procedure either directly or indirectly.

##### Returns:

0 is returned upon success, or -EINVAL is returned whenever the block is not a valid region of the specified heap. Additional return codes can also be defined locally by the *ckfn* routine.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine
- Kernel-based task
- User-space task

Rescheduling: never.

## 5.4 Interrupt management.

Collaboration diagram for Interrupt management.:



### 5.4.1 Detailed Description

Interrupt management.

#### Files

- file [intr.c](#)  
*Interrupt management.*

#### Functions

- int [xnintr\\_init](#) (xnintr\_t \*intr, const char \*name, unsigned irq, xnintr\_t isr, xniack\_t iack, xnflags\_t flags)  
*Initialize an interrupt object.*
- int [xnintr\\_destroy](#) (xnintr\_t \*intr)  
*Destroy an interrupt object.*
- int [xnintr\\_attach](#) (xnintr\_t \*intr, void \*cookie)  
*Attach an interrupt object.*
- int [xnintr\\_detach](#) (xnintr\_t \*intr)  
*Detach an interrupt object.*
- int [xnintr\\_enable](#) (xnintr\_t \*intr)  
*Enable an interrupt object.*
- int [xnintr\\_disable](#) (xnintr\_t \*intr)  
*Disable an interrupt object.*
- xnarch\_cpumask\_t [xnintr\\_affinity](#) (xnintr\_t \*intr, xnarch\_cpumask\_t cpumask)  
*Set interrupt's processor affinity.*

### 5.4.2 Function Documentation

#### 5.4.2.1 xnarch\_cpumask\_t xnintr\_affinity (xnintr\_t \* intr, xnarch\_cpumask\_t cpumask)

Set interrupt's processor affinity.

Causes the IRQ associated with the interrupt object *intr* to be received only on processors which bits are set in *cpumask*.

**Parameters:**

*intr* The descriptor address of the interrupt object which affinity is to be changed.

*cpumask* The new processor affinity of the interrupt object.

**Returns:**

the previous cpumask on success, or an empty mask on failure.

**Note:**

Depending on architectures, setting more than one bit in *cpumask* could be meaningless.

**5.4.2.2 int xnintr\_attach (xnintr\_t \* intr, void \* cookie)**

Attach an interrupt object.

Attach an interrupt object previously initialized by [xnintr\\_init\(\)](#). After this operation is completed, all IRQs received from the corresponding interrupt channel are directed to the object's ISR.

**Parameters:**

*intr* The descriptor address of the interrupt object to attach.

*cookie* A user-defined opaque value which is stored into the interrupt object descriptor for further retrieval by the ISR/ISR handlers.

**Returns:**

0 is returned on success. Otherwise, -EINVAL is returned if a low-level error occurred while attaching the interrupt. -EBUSY is specifically returned if the interrupt object was already attached.

**Note:**

The caller **must not** hold nklock when invoking this service, this would cause deadlocks.

**Environments:**

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task

Rescheduling: never.

**Note:**

Attaching an interrupt resets the tracked number of receipts to zero.

**5.4.2.3 int xnintr\_destroy (xnintr\_t \* intr)**

Destroy an interrupt object.

Destroys an interrupt object previously initialized by [xnintr\\_init\(\)](#). The interrupt object is automatically detached by a call to [xnintr\\_detach\(\)](#). No more IRQs will be dispatched by this object after this service has returned.

**Parameters:**

*intr* The descriptor address of the interrupt object to destroy.

**Returns:**

0 is returned on success. Otherwise, -EBUSY is returned if an error occurred while detaching the interrupt (see [xnintr\\_detach\(\)](#)).

**Environments:**

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task

Rescheduling: never.

**5.4.2.4 int xnintr\_detach (xnintr\_t \* intr)**

Detach an interrupt object.

Detach an interrupt object previously attached by [xnintr\\_attach\(\)](#). After this operation is completed, no more IRQs are directed to the object's ISR, but the interrupt object itself remains valid. A detached interrupt object can be attached again by a subsequent call to [xnintr\\_attach\(\)](#).

**Parameters:**

*intr* The descriptor address of the interrupt object to detach.

**Returns:**

0 is returned on success. Otherwise, -EINVAL is returned if a low-level error occurred while detaching the interrupt. Detaching a non-attached interrupt object leads to a null-effect and returns 0.

**Note:**

The caller **must not** hold nklock when invoking this service, this would cause deadlocks.

**Environments:**

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task

Rescheduling: never.



#### 5.4.2.5 `int xnintr_disable (xnintr_t * intr)`

Disable an interrupt object.

Disables the hardware interrupt line associated with an interrupt object. This operation invalidates further interrupt requests from the given source until the IRQ line is re-enabled anew.

**Parameters:**

*intr* The descriptor address of the interrupt object to disable.

**Returns:**

0 is returned on success. Otherwise, -EINVAL is returned if a low-level error occurred while disabling the interrupt.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task

Rescheduling: never.

#### 5.4.2.6 `int xnintr_enable (xnintr_t * intr)`

Enable an interrupt object.

Enables the hardware interrupt line associated with an interrupt object. Over real-time control layers which mask and acknowledge IRQs, this operation is necessary to revalidate the interrupt channel so that more interrupts can be notified.

**Parameters:**

*intr* The descriptor address of the interrupt object to enable.

**Returns:**

0 is returned on success. Otherwise, -EINVAL is returned if a low-level error occurred while enabling the interrupt.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task

Rescheduling: never.

#### 5.4.2.7 `int xnintr_init (xnintr_t * intr, const char * name, unsigned irq, xnintr_t isr, xnintr_t iack, xnflags_t flags)`

Initialize an interrupt object.

Associates an interrupt object with an IRQ line.

When an interrupt occurs on the given *irq* line, the ISR is fired in order to deal with the hardware event. The interrupt service code may call any non-suspensive service from the nucleus.

Upon receipt of an IRQ, the ISR is immediately called on behalf of the interrupted stack context, the rescheduling procedure is locked, and the interrupt source is masked at hardware level. The status value returned by the ISR is then checked for the following values:

- `XN_ISR_HANDLED` indicates that the interrupt request has been fulfilled by the ISR.
- `XN_ISR_NONE` indicates the opposite to `XN_ISR_HANDLED`. The ISR must always return this value when it determines that the interrupt request has not been issued by the dedicated hardware device.

In addition, one of the following bits may be set by the ISR :

NOTE: use these bits with care and only when you do understand their effect on the system. The ISR is not encouraged to use these bits in case it shares the IRQ line with other ISRs in the real-time domain.

- `XN_ISR_PROPAGATE` tells the nucleus to require the real-time control layer to forward the IRQ. For instance, this would cause the Adeos control layer to propagate the interrupt down the interrupt pipeline to other Adeos domains, such as Linux. This is the regular way to share interrupts between the nucleus and the host system.
- `XN_ISR_NOENABLE` causes the nucleus to ask the real-time control layer *\_not\_* to re-enable the IRQ line (read the following section). `xnarch_end_irq()` must be called to re-enable the IRQ line later.

The nucleus re-enables the IRQ line by default. Over some real-time control layers which mask and acknowledge IRQs, this operation is necessary to revalidate the interrupt channel so that more interrupts can be notified.

A count of interrupt receipts is tracked into the interrupt descriptor, and reset to zero each time the interrupt object is attached. Since this count could wrap around, it should be used as an indication of interrupt activity only.

#### Parameters:

- intr* The address of a interrupt object descriptor the nucleus will use to store the object-specific data. This descriptor must always be valid while the object is active therefore it must be allocated in permanent memory.
- name* An ASCII string standing for the symbolic name of the interrupt object or NULL ("*<unknown>*" will be applied then).
- irq* The hardware interrupt channel associated with the interrupt object. This value is architecture-dependent. An interrupt object must then be attached to the hardware interrupt vector using the `xnintr_attach()` service for the associated IRQs to be directed to this object.

*isr* The address of a valid low-level interrupt service routine if this parameter is non-zero. This handler will be called each time the corresponding IRQ is delivered on behalf of an interrupt context. When called, the ISR is passed the descriptor address of the interrupt object.

*iack* The address of an optional interrupt acknowledge routine, aimed at replacing the default one. Only very specific situations actually require to override the default setting for this parameter, like having to acknowledge non-standard PIC hardware. *iack* should return a non-zero value to indicate that the interrupt has been properly acknowledged. If *iack* is NULL, the default routine will be used instead.

*flags* A set of creation flags affecting the operation. The valid flags are:

- XN\_ISR\_SHARED enables IRQ-sharing with other interrupt objects.
- XN\_ISR\_EDGE is an additional flag need to be set together with XN\_ISR\_SHARED to enable IRQ-sharing of edge-triggered interrupts.

**Returns:**

No error condition being defined, 0 is always returned.

Environments:

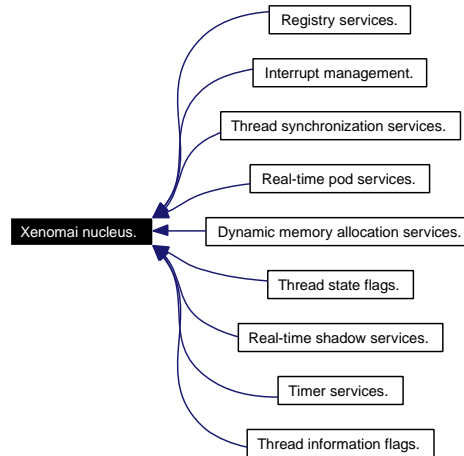
This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task

Rescheduling: never.

## 5.5 Xenomai nucleus.

Collaboration diagram for Xenomai nucleus.:



### 5.5.1 Detailed Description

An abstract RTOS core.

#### Modules

- [Thread state flags.](#)  
*Bits reporting permanent or transient states of thread.*
- [Thread information flags.](#)  
*Bits reporting events notified to the thread.*
- [Dynamic memory allocation services.](#)
- [Interrupt management.](#)
- [Real-time pod services.](#)
- [Registry services.](#)
- [Real-time shadow services.](#)
- [Thread synchronization services.](#)
- [Timer services.](#)

## 5.6 Real-time pod services.

Collaboration diagram for Real-time pod services.:



### 5.6.1 Detailed Description

Real-time pod services.

#### Files

- file [pod.h](#)  
*Real-time pod interface header.*
- file [pod.c](#)  
*Real-time pod services.*

#### Data Structures

- struct [xnsched](#)  
*Scheduling information structure.*
- struct [xnpod](#)  
*Real-time pod descriptor.*

#### Typedefs

- typedef [xnsched](#) [xnsched\\_t](#)  
*Scheduling information structure.*

#### Functions

- void [xnpod\\_schedule\\_runnable](#) (xnthread\_t \*thread, int flags)  
*Hidden rescheduling procedure.*
- int [xnpod\\_init](#) (xnpod\_t \*pod, int loprio, int hiprio, xnflags\_t flags)  
*Initialize a new pod.*
- int [xnpod\\_start\\_timer](#) (u\_long nstick, xn timer\_t tickhandler)  
*Start the system timer.*
- void [xnpod\\_stop\\_timer](#) (void)

*Stop the system timer.*

- int [xnpod\\_reset\\_timer](#) (void)  
*Reset the system timer.*
- void [xnpod\\_shutdown](#) (int xtype)  
*Shutdown the current pod.*
- int [xnpod\\_init\\_thread](#) (xnthread\_t \*thread, const char \*name, int prio, xnflags\_t flags, unsigned stacksize)  
*Initialize a new thread.*
- int [xnpod\\_start\\_thread](#) (xnthread\_t \*thread, xnflags\_t mode, int imask, xnarch\_cpumask\_t affinity, void(\*entry)(void \*cookie), void \*cookie)  
*Initial start of a newly created thread.*
- void [xnpod\\_restart\\_thread](#) (xnthread\_t \*thread)  
*Restart a thread.*
- void [xnpod\\_delete\\_thread](#) (xnthread\_t \*thread)  
*Delete a thread.*
- void [xnpod\\_abort\\_thread](#) (xnthread\_t \*thread)  
*Abort a thread.*
- xnflags\_t [xnpod\\_set\\_thread\\_mode](#) (xnthread\_t \*thread, xnflags\_t clrmask, xnflags\_t setmask)  
*Change a thread's control mode.*
- void [xnpod\\_resume\\_thread](#) (xnthread\_t \*thread, xnflags\_t mask)  
*Resume a thread.*
- int [xnpod\\_unblock\\_thread](#) (xnthread\_t \*thread)  
*Unblock a thread.*
- void [xnpod\\_renice\\_thread](#) (xnthread\_t \*thread, int prio)  
*Change the base priority of a thread.*
- int [xnpod\\_migrate\\_thread](#) (int cpu)  
*Migrate the current thread.*
- void [xnpod\\_rotate\\_readyq](#) (int prio)  
*Rotate a priority level in the ready queue.*
- void [xnpod\\_schedule](#) (void)  
*Rescheduling procedure entry point.*
- void [xnpod\\_dispatch\\_signals](#) (void)  
*Deliver pending asynchronous signals to the running thread.*

- void [xnpod\\_activate\\_rr](#) (xnticks\_t quantum)  
*Globally activate the round-robin scheduling.*
- void [xnpod\\_deactivate\\_rr](#) (void)  
*Globally deactivate the round-robin scheduling.*
- void [xnpod\\_set\\_time](#) (xnticks\_t newtime)  
*Set the nucleus idea of time.*
- int [xnpod\\_set\\_thread\\_periodic](#) (xnthread\_t \*thread, xnticks\_t idate, xnticks\_t period)  
*Make a thread periodic.*
- int [xnpod\\_wait\\_thread\\_period](#) (unsigned long \*overruns\_r)  
*Wait for the next periodic release point.*
- xnticks\_t [xnpod\\_get\\_time](#) (void)  
*Get the nucleus idea of time.*
- int [xnpod\\_add\\_hook](#) (int type, void(\*routine)(xnthread\_t \*))  
*Install a nucleus hook.*
- int [xnpod\\_remove\\_hook](#) (int type, void(\*routine)(xnthread\_t \*))  
*Remove a nucleus hook.*
- void [xnpod\\_suspend\\_thread](#) (xnthread\_t \*thread, xnflags\_t mask, xnticks\_t timeout, xnsynch\_t \*wchan)  
*Suspend a thread.*
- void [xnpod\\_welcome\\_thread](#) (xnthread\_t \*thread, int imask)  
*Thread prologue.*
- static void [xnpod\\_preempt\\_current\\_thread](#) (xnsched\_t \*sched)  
*Preempts the current thread.*
- int [xnpod\\_trap\\_fault](#) (void \*fltinfo)  
*Default fault handler.*
- int [xnpod\\_announce\\_tick](#) (xnintr\_t \*intr)  
*Announce a new clock tick.*

## 5.6.2 Function Documentation

### 5.6.2.1 void xnpod\_abort\_thread (xnthread\_t \* thread)

Abort a thread.

Unconditionally terminates a thread and releases all the nucleus resources it currently holds, regardless of whether the target thread is currently active in kernel or user-space. [xnpod\\_abort\\_thread\(\)](#) should be reserved for use by skin cleanup routines; [xnpod\\_delete\\_thread\(\)](#) should be preferred as the common method for removing threads from a running system.

**Parameters:**

*thread* The descriptor address of the terminated thread.

This service forces a call to [xnpod\\_delete\\_thread\(\)](#) for the target thread.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task

Rescheduling: possible if the current thread self-deletes.

### 5.6.2.2 void xnpod\_activate\_rr (xnticks\_t *quantum*)

Globally activate the round-robin scheduling.

This service activates the round-robin scheduling for all threads which have the XNRRB flag set in their status mask (see [xnpod\\_set\\_thread\\_mode\(\)](#)). Each of them will run for the given time quantum, then preempted and moved to the end of its priority group in the ready queue. This process is repeated until the round-robin scheduling is disabled for those threads.

**Parameters:**

*quantum* The time credit which will be given to each rr-enabled thread (in ticks).

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine
- Kernel-based task
- User-space task

Rescheduling: never.

### 5.6.2.3 int xnpod\_add\_hook (int *type*, void(\*)(xnthread\_t \*) *routine*)

Install a nucleus hook.

The nucleus allows to register user-defined routines which get called whenever a specific scheduling event occurs. Multiple hooks can be chained for a single event type, and get called on a FIFO basis.

The scheduling is locked while a hook is executing.

**Parameters:**

*type* Defines the kind of hook to install:



- **XNHOOK\_THREAD\_START**: The user-defined routine will be called on behalf of the starter thread whenever a new thread starts. The descriptor address of the started thread is passed to the routine.
- **XNHOOK\_THREAD\_DELETE**: The user-defined routine will be called on behalf of the deleter thread whenever a thread is deleted. The descriptor address of the deleted thread is passed to the routine.
- **XNHOOK\_THREAD\_SWITCH**: The user-defined routine will be called on behalf of the resuming thread whenever a context switch takes place. The descriptor address of the thread which has been switched out is passed to the routine.

**Parameters:**

*routine* The address of the user-supplied routine to call.

**Returns:**

0 is returned on success. Otherwise, one of the following error codes indicates the cause of the failure:

- **-EINVAL** is returned if type is incorrect.
- **-ENOMEM** is returned if not enough memory is available from the system heap to add the new hook.

**Environments:**

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task

Rescheduling: never.

**5.6.2.4 int xnpod\_announce\_tick (xnintr\_t \* intr)**

Announce a new clock tick.

This is the default service routine for clock ticks which performs the necessary housekeeping chores for time-related services managed by the nucleus. In a way or another, this routine must be called to announce each incoming clock tick to the nucleus.

**Parameters:**

*intr* The descriptor address of the interrupt object associated to the timer interrupt.

Side-effect: Since this routine manages the round-robin scheduling, the running thread (which has been preempted by the timer interrupt) can be switched out as a result of its time credit being exhausted. The nucleus always calls the rescheduling procedure after the outer interrupt has been processed.

**Returns:**

XN\_ISR\_HANDLED|XN\_ISR\_NOENABLE is always returned.

Environments:

This service can be called from:

- Interrupt service routine, must be called with interrupts off.

Rescheduling: possible.

**5.6.2.5 void xnpod\_deactivate\_rr (void)**

Globally deactivate the round-robin scheduling.

This service deactivates the round-robin scheduling for all threads which have the XNRRB flag set in their status mask (see [xnpod\\_set\\_thread\\_mode\(\)](#)).

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine
- Kernel-based task
- User-space task

Rescheduling: never.

**5.6.2.6 void xnpod\_delete\_thread (xnthread\_t \* thread)**

Delete a thread.

Terminates a thread and releases all the nucleus resources it currently holds. A thread exists in the system since [xnpod\\_init\\_thread\(\)](#) has been called to create it, so this service must be called in order to destroy it afterwards.

**Parameters:**

*thread* The descriptor address of the terminated thread.

The target thread's resources may not be immediately removed if this is an active shadow thread running in user-space. In such a case, the mated Linux task is sent a termination signal instead, and the actual deletion is deferred until the task exit event is called.

The DELETE hooks are called on behalf of the calling context (if any). The information stored in the thread control block remains valid until all hooks have been called.

Self-terminating a thread is allowed. In such a case, this service does not return to the caller.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code

- Kernel-based task
- User-space task

Rescheduling: possible if the current thread self-deletes.

#### 5.6.2.7 void xnpod\_dispatch\_signals (void)

Deliver pending asynchronous signals to the running thread.

**For internal use only.**

This internal routine checks for the presence of asynchronous signals directed to the running thread, and attempts to start the asynchronous service routine (ASR) if any. Called with nklock locked, interrupts off.

#### 5.6.2.8 xnticks\_t xnpod\_get\_time (void)

Get the nucleus idea of time.

This service gets the nucleus (external) clock time.

**Returns:**

The current nucleus time (in ticks) if the underlying time source runs in periodic mode, or the system time (converted to nanoseconds) as maintained by the CPU if aperiodic mode is in effect, or no timer is running.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine
- Kernel-based task
- User-space task

Rescheduling: never.

#### 5.6.2.9 int xnpod\_init (xnpod\_t \* pod, int loprio, int hiprio, xnflags\_t flags)

Initialize a new pod.

Initializes a new pod which can subsequently be used to start real-time activities. Once a pod is active, real-time APIs can be stacked over. There can only be a single pod active in the host environment. Such environment can be confined to a process (e.g. simulator or UVM), or expand machine-wide (e.g. Adeos).

**Parameters:**

*pod* The address of a pod descriptor the nucleus will use to store the pod-specific data. This descriptor must always be valid while the pod is active therefore it must be allocated in permanent memory.

**loprio** The value of the lowest priority level which is valid for threads created on behalf of this pod.

**hiprio** The value of the highest priority level which is valid for threads created on behalf of this pod.

**flags** A set of creation flags affecting the operation. The only defined flag is XNREUSE, which tells the nucleus that a pre-existing pod exhibiting the same properties as the one which is being registered may be reused. In such a case, the call returns successfully, keeping the active pod unmodified.

loprio may be numerically greater than hiprio if the client real-time interface exhibits a reverse priority scheme. For instance, some APIs may define a range like loprio=255, hiprio=0 specifying that thread priorities increase as the priority level decreases numerically.

#### Returns:

0 is returned on success. Otherwise:

- -EBUSY is returned if a pod already exists. As a special exception, if the Xenomai pod is currently loaded with no active attachment onto it, it is forcibly unloaded and replaced by the new pod.
- -ENOMEM is returned if the memory manager fails to initialize.

Environments:

This service can be called from:

- Kernel module initialization code

#### Note:

No initialization code called by this routine may refer to the global "nkpod" pointer.

#### 5.6.2.10 `int xnpod_init_thread (xnthread_t * thread, const char * name, int prio, xnflags_t flags, unsigned stacksize)`

Initialize a new thread.

Initializes a new thread attached to the active pod. The thread is left in an innocuous state until it is actually started by [xnpod\\_start\\_thread\(\)](#).

#### Parameters:

**thread** The address of a thread descriptor the nucleus will use to store the thread-specific data. This descriptor must always be valid while the thread is active therefore it must be allocated in permanent memory.

#### Warning:

Some architectures may require the descriptor to be properly aligned in memory; this is an additional reason for descriptors not to be laid in the program stack where alignment constraints might not always be satisfied.

**Parameters:**

*name* An ASCII string standing for the symbolic name of the thread. This name is copied to a safe place into the thread descriptor. This name might be used in various situations by the nucleus for issuing human-readable diagnostic messages, so it is usually a good idea to provide a sensible value here. The simulator even uses this name intensively to identify threads in the debugging GUI it provides. However, passing NULL here is always legal and means "anonymous".

*prio* The base priority of the new thread. This value must range from [loprio .. hiprio] (inclusive) as specified when calling the `xnpod_init()` service.

*flags* A set of creation flags affecting the operation. The following flags can be part of this bitmask, each of them affecting the nucleus behaviour regarding the created thread:

- XNSUSP creates the thread in a suspended state. In such a case, the thread will have to be explicitly resumed using the `xnpod_resume_thread()` service for its execution to actually begin, additionally to issuing `xnpod_start_thread()` for it. This flag can also be specified when invoking `xnpod_start_thread()` as a starting mode.
- XNFPU (enable FPU) tells the nucleus that the new thread will use the floating-point unit. In such a case, the nucleus will handle the FPU context save/restore ops upon thread switches at the expense of a few additional cycles per context switch. By default, a thread is not expected to use the FPU. This flag is simply ignored when the nucleus runs on behalf of a userspace-based real-time control layer since the FPU management is always active if present.
- XNINVPS tells the nucleus that the new thread will use an inverted priority scale with respect to the one enforced by the current pod. This means that the calling skin will still have to normalize the priority levels passed to the nucleus routines so that they conform to the pod's priority scale, but the nucleus will automatically rescale those values when displaying the priority information (e.g. `/proc/xenomai/sched` output). This bit must not be confused with the XNRPRIO bit, which is internally set by the nucleus during pod initialization when the low priority level is found to be numerically higher than the high priority bound. Having the XNINVPS bit set for a thread running on a pod with XNRPRIO unset means that the skin emulates a decreasing priority scale using the pod's increasing priority scale. This is typically the case for skins running over the core pod (see `include/nucleus/core.h`).

**Parameters:**

*stacksize* The size of the stack (in bytes) for the new thread. If zero is passed, the nucleus will use a reasonable pre-defined size depending on the underlying real-time control layer.

After creation, the new thread can be set a magic cookie by skins using `xnthread_set_magic()` to unambiguously identify threads created in their realm. This value will be copied as-is to the *magic* field of the thread struct. 0 is a conventional value for "no magic".

**Returns:**

0 is returned on success. Otherwise, one of the following error codes indicates the cause of the failure:

- -EINVAL is returned if *flags* has invalid bits set.
- -ENOMEM is returned if not enough memory is available from the system heap to create the new thread's stack.

Side-effect: This routine does not call the rescheduling procedure.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task

Rescheduling: never.

#### 5.6.2.11 `int xnpod_migrate_thread (int cpu)`

Migrate the current thread.

This call makes the current thread migrate to another CPU if its affinity allows it.

**Parameters:**

*cpu* The destination CPU.

**Return values:**

- 0 if the thread could migrate ;
- EPERM* if the calling context is asynchronous, or the current thread affinity forbids this migration ;
- EBUSY* if the scheduler is locked.

#### 5.6.2.12 `void xnpod_preempt_current_thread (xnsched_t * sched)` [inline, static]

Preempts the current thread.

**For internal use only.**

Preempts the running thread (because a higher priority thread has just been readied). The thread is re-inserted to the front of its priority group in the ready thread queue. Must be called with `nklock` locked, interrupts off.

#### 5.6.2.13 `int xnpod_remove_hook (int type, void(*) (xnthread_t *) routine)`

Remove a nucleus hook.

This service removes a nucleus hook previously registered using `xnpod_add_hook()`.

**Parameters:**

- type* Defines the kind of hook to remove among `XNHOOK_THREAD_START`, `XNHOOK_THREAD_DELETE` and `XNHOOK_THREAD_SWITCH`.
- routine* The address of the user-supplied routine to remove.

**Returns:**

- 0 is returned on success. Otherwise, `-EINVAL` is returned if *type* is incorrect or if the routine has never been registered before.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task

Rescheduling: never.

#### 5.6.2.14 void xnpod\_renice\_thread (xnthread\_t \* thread, int prio)

Change the base priority of a thread.

Changes the base priority of a thread. If the reniced thread is currently blocked, waiting in priority-pending mode (XNSYNCH\_PRIO) for a synchronization object to be signaled, the nucleus will attempt to reorder the object's wait queue so that it reflects the new sleeper's priority, unless the XNSYNCH\_DREORD flag has been set for the pended object.

##### Parameters:

*thread* The descriptor address of the affected thread.

*prio* The new thread priority.

It is absolutely required to use this service to change a thread priority, in order to have all the needed housekeeping chores correctly performed. i.e. Do *not* change the thread.cprio field by hand, unless the thread is known to be in an innocuous state (e.g. dormant).

Side-effects:

- This service does not call the rescheduling procedure but may affect the ready queue.
- Assigning the same priority to a running or ready thread moves it to the end of the ready queue, thus causing a manual round-robin.
- If the reniced thread is a user-space shadow, propagate the request to the mated Linux task.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine
- Kernel-based task
- User-space task

Rescheduling: never.

### 5.6.2.15 `int xnpod_reset_timer (void)`

Reset the system timer.

Reset the system timer to its default setup. The default setup data are obtained, by order of priority, from:

- the "tick\_arg" module parameter when passed to the nucleus. Zero means aperiodic timing, any other value is used as the constant period to use for undergoing the periodic timing mode.
- or, the value of the `CONFIG_XENO_OPT_TIMING_PERIOD` configuration parameter if `CONFIG_XENO_OPT_TIMING_PERIODIC` is also set. If the latter is unset, the aperiodic mode will be used.

#### Returns:

0 is returned on success. Otherwise:

- `-EBUSY` is returned if the timer has already been set with incompatible requirements (different mode, different period if periodic, or non-default tick handler). `xnpod_stop_timer()` must be issued before `xnpod_reset_timer()` is called again.
- `-ENODEV` is returned if the underlying architecture does not support the requested periodic timing.
- `-ENOSYS` is returned if no active pod exists.

Side-effect: A host timing service is started in order to relay the canonical periodical tick to the underlying architecture, regardless of the frequency used for Xenomai's system tick. This routine does not call the rescheduling procedure.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- User-space task in secondary mode

Rescheduling: never.

### 5.6.2.16 `void xnpod_restart_thread (xnthread_t * thread)`

Restart a thread.

Restarts a previously started thread. The thread is first terminated then respawned using the same information that prevailed when it was first started, including the mode bits and interrupt mask initially passed to the `xnpod_start_thread()` service. As a consequence of this call, the thread entry point is rerun.

#### Parameters:

*thread* The descriptor address of the affected thread which must have been previously started by the `xnpod_start_thread()` service.



Self-restarting a thread is allowed. However, restarting the root thread is not.

Environments:

This service can be called from:

- Kernel-based task
- User-space task

Rescheduling: possible.

#### 5.6.2.17 void xnpod\_resume\_thread (xnthread\_t \* thread, xnflags\_t mask)

Resume a thread.

Resumes the execution of a thread previously suspended by one or more calls to `xnpod_suspend_thread()`. This call removes a suspensive condition affecting the target thread. When all suspensive conditions are gone, the thread is left in a READY state at which point it becomes eligible anew for scheduling.

##### Parameters:

*thread* The descriptor address of the resumed thread.

*mask* The suspension mask specifying the suspensive condition to remove from the thread's wait mask. Possible values usable by the caller are:

- XNSUSP. This flag removes the explicit suspension condition. This condition might be additive to the XNPEND condition.
- XNDELAY. This flag removes the counted delay wait condition.
- XNPEND. This flag removes the resource wait condition. If a watchdog is armed, it is automatically disarmed by this call. Unlike the two previous conditions, only the current thread can set this condition for itself, i.e. no thread can force another one to pend on a resource.

When the thread is eventually resumed by one or more calls to `xnpod_resume_thread()`, the caller of `xnpod_suspend_thread()` in the awakened thread that suspended itself should check for the following bits in its own information mask to determine what caused its wake up:

- XNRMID means that the caller must assume that the pended synchronization object has been destroyed (see `xnsynch_flush()`).
- XNTIMEO means that the delay elapsed, or the watchdog went off before the corresponding synchronization object was signaled.
- XNBREAK means that the wait has been forcibly broken by a call to `xnpod_unblock_thread()`.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine
- Kernel-based task
- User-space task

Rescheduling: never.

#### 5.6.2.18 void `xnpod_rotate_readyq` (int *prio*)

Rotate a priority level in the ready queue.

The thread at the head of the ready queue of the given priority level is moved to the end of this queue. Therefore, the execution of threads having the same priority is switched. Round-robin scheduling policies may be implemented by periodically issuing this call in a given period of time. It should be noted that the nucleus already provides a built-in round-robin mode though (see [xnpod\\_activate\\_rr\(\)](#)).

##### Parameters:

*prio* The priority level to rotate. if `XNPOD_RUNPRIO` is given, the running thread priority is used to rotate the queue.

The priority level which is considered is always the base priority of a thread, not the possibly PIP-boosted current priority value. Specifying a priority level with no thread on it is harmless, and will simply lead to a null-effect.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine
- Kernel-based task
- User-space task

Rescheduling: never.

#### 5.6.2.19 void `xnpod_schedule` (void)

Rescheduling procedure entry point.

This is the central rescheduling routine which should be called to validate and apply changes which have previously been made to the nucleus scheduling state, such as suspending, resuming or changing the priority of threads. This call first determines if a thread switch should take place, and performs it as needed. [xnpod\\_schedule\(\)](#) actually switches threads if:

- the running thread has been blocked or deleted.
- or, the running thread has a lower priority than the first ready to run thread.
- or, the running thread does not lead no more the ready threads (round-robin).

The nucleus implements a lazy rescheduling scheme so that most of the services affecting the threads state **MUST** be followed by a call to the rescheduling procedure for the new scheduling state to be applied. In other words, multiple changes on the scheduler state can be done in a row, waking threads up, blocking others, without being immediately translated into the corresponding context switches, like it would be necessary would it appear that a higher priority thread than the current one became runnable for instance. When all changes have been applied, the rescheduling procedure is then called to consider those changes, and possibly replace the current thread by another one.

As a notable exception to the previous principle however, every action which ends up suspending or deleting the current thread begets an immediate call to the rescheduling procedure on behalf of the service causing the state transition. For instance, self-suspension, self-destruction, or sleeping on a synchronization object automatically leads to a call to the rescheduling procedure, therefore the caller does not need to explicitly issue `xnpod_schedule()` after such operations.

The rescheduling procedure always leads to a null-effect if it is called on behalf of an ISR or callout. Any outstanding scheduler lock held by the outgoing thread will be restored when the thread is scheduled back in.

Calling this procedure with no applicable context switch pending is harmless and simply leads to a null-effect.

Side-effects:

- If an asynchronous service routine exists, the pending asynchronous signals are delivered to a resuming thread or on behalf of the caller before it returns from the procedure if no context switch has taken place. This behaviour can be disabled by setting the XNASDI flag in the thread's status mask by calling `xnpod_set_thread_mode()`.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine, although this leads to a no-op.
- Kernel-based task
- User-space task

**Note:**

The switch hooks are called on behalf of the resuming thread.

#### 5.6.2.20 void xnpod\_schedule\_runnable (xnthread\_t \* thread, int flags)

Hidden rescheduling procedure.

**For internal use only.**

This internal routine should **NEVER** be used directly by the client interfaces. It reinserts the given thread into the ready queue then switches to the highest priority runnable thread. It must be called with `nklock` locked, interrupts off.

**Parameters:**

*thread* The descriptor address of the thread to reinsert into the ready queue.

*flags* A bitmask composed as follows:

- XNPOD\_SCHEDLIFO causes the target thread to be inserted at front of its priority group in the ready queue. Otherwise, the FIFO ordering is applied.
- XNPOD\_NOSWITCH reorders the ready queue without switching contexts. This feature is used to preserve the atomicity of some operations.

#### 5.6.2.21 `xnflags_t xnpod_set_thread_mode (xnthread_t * thread, xnflags_t clrmask, xnflags_t setmask)`

Change a thread's control mode.

Change the control mode of a given thread. The control mode affects the behaviour of the nucleus regarding the specified thread.

##### Parameters:

*thread* The descriptor address of the affected thread.

*clrmask* Clears the corresponding bits from the control field before setmask is applied. The scheduler lock held by the current thread can be forcibly released by passing the XNLOCK bit in this mask. In this case, the lock nesting count is also reset to zero.

*setmask* The new thread mode. The following flags can be part of this bitmask, each of them affecting the nucleus behaviour regarding the thread:

- XNLOCK causes the thread to lock the scheduler. The target thread will have to call the `xnpod_unlock_sched()` service to unlock the scheduler or clear the XNLOCK bit forcibly using this service. A non-preemptible thread may still block, in which case, the lock is reasserted when the thread is scheduled back in.
- XNRRB causes the thread to be marked as undergoing the round-robin scheduling policy. The contents of the `thread.rrperiod` field determines the time quantum (in ticks) allowed for its next slice. If the thread is already undergoing the round-robin scheduling policy at the time this service is called, the time quantum remains unchanged.
- XNASDI disables the asynchronous signal handling for this thread. See [xnpod\\_schedule\(\)](#) for more on this.
- XNSHIELD enables the interrupt shield for the current user-space task. When engaged, the interrupt shield protects the shadow task running in secondary mode from any preemption by the regular Linux interrupt handlers, without delaying in any way Xenomai's interrupt handling. The shield is operated on a per-task basis at each context switch, depending on the setting of this flag. This feature is only available if the `CONFIG_XENO_OPT_ISHIELD` option has been enabled at configuration time; otherwise, this flag is simply ignored.
- XNRPIOFF disables thread priority coupling between Xenomai and Linux schedulers. This bit prevents the root Linux thread from inheriting the priority of the running shadow Xenomai thread. Use `CONFIG_XENO_OPT_RPIOFF` to globally disable priority coupling.

Environments:

This service can be called from:

- Kernel-based task
- User-space task in primary mode.

Rescheduling: never, therefore, the caller should reschedule if XNLOCK has been passed into *clrmask*.

#### 5.6.2.22 `int xnpod_set_thread_periodic(xnthread_t * thread, xnticks_t idate, xnticks_t period)`

Make a thread periodic.

Make a thread periodic by programming its first release point and its period in the processor time line. Subsequent calls to `xnpod_wait_thread_period()` will delay the thread until the next periodic release point in the processor timeline is reached.

##### Parameters:

- thread* The descriptor address of the affected thread. This thread is immediately delayed until the first periodic release point is reached.
- idate* The initial (absolute) date of the first release point, expressed in clock ticks (see note). The affected thread will be delayed until this point is reached. If *idate* is equal to XN\_INFINITE, the current system date is used, and no initial delay takes place.
- period* The period of the thread, expressed in clock ticks (see note). As a side-effect, passing XN\_INFINITE attempts to stop the thread's periodic timer; in the latter case, the routine always exits successfully, regardless of the previous state of this timer.

##### Returns:

- 0 is returned upon success. Otherwise:
- ETIMEDOUT is returned if *idate* is different from XN\_INFINITE and represents a date in the past.
- EWOULDBLOCK is returned if the system timer has not been started using `xnpod_start_timer()`.
- EINVAL is returned if *period* is different from XN\_INFINITE but shorter than the scheduling latency value for the target system, as available from `/proc/xenomai/latency`.

##### Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task

Rescheduling: possible if the operation affects the current thread and *idate* has not elapsed yet.

##### Note:

This service is sensitive to the current operation mode of the system timer, as defined by the `xnpod_start_timer()` service. In periodic mode, clock ticks are interpreted as periodic jiffies. In oneshot mode, clock ticks are interpreted as nanoseconds.

### 5.6.2.23 void xnpod\_set\_time (xnticks\_t *newtime*)

Set the nucleus idea of time.

The nucleus tracks the current time as a monotonously increasing count of ticks announced by the timer source since the epoch. The epoch is initially the same as the underlying architecture system time. This service changes the epoch. Running timers use a different time base thus are not affected by this operation.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine
- Kernel-based task
- User-space task

Rescheduling: never.

### 5.6.2.24 void xnpod\_shutdown (int *xtype*)

Shutdown the current pod.

Forcibly shutdowns the active pod. All existing nucleus threads (but the root one) are terminated, and the system heap is freed.

**Parameters:**

*xtype* An exit code passed to the host environment who started the nucleus. Zero is always interpreted as a successful return.

The nucleus never calls this routine directly. Skins should provide their own shutdown handlers which end up calling [xnpod\\_shutdown\(\)](#) after their own housekeeping chores have been carried out.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code

Rescheduling: never.

### 5.6.2.25 int xnpod\_start\_thread (xnthread\_t \* *thread*, xnflags\_t *mode*, int *imask*, xnarch\_cpumask\_t *affinity*, void(\*) (void \**cookie*) *entry*, void \* *cookie*)

Initial start of a newly created thread.

Starts a (newly) created thread, scheduling it for the first time. This call releases the target thread from the XNDORMANT state. This service also sets the initial mode and interrupt mask for the new thread.

**Parameters:**

*thread* The descriptor address of the affected thread which must have been previously initialized by the [xnpod\\_init\\_thread\(\)](#) service.

*mode* The initial thread mode. The following flags can be part of this bitmask, each of them affecting the nucleus behaviour regarding the started thread:

- XNLOCK causes the thread to lock the scheduler when it starts. The target thread will have to call the [xnpod\\_unlock\\_sched\(\)](#) service to unlock the scheduler. A non-preemptible thread may still block, in which case, the lock is reasserted when the thread is scheduled back in.
- XNRRB causes the thread to be marked as undergoing the round-robin scheduling policy at startup. The contents of the `thread.rrperiod` field determines the time quantum (in ticks) allowed for its next slice.
- XNASDI disables the asynchronous signal handling for this thread. See [xnpod\\_schedule\(\)](#) for more on this.
- XNSUSP makes the thread start in a suspended state. In such a case, the thread will have to be explicitly resumed using the [xnpod\\_resume\\_thread\(\)](#) service for its execution to actually begin.

**Parameters:**

*imask* The interrupt mask that should be asserted when the thread starts. The processor interrupt state will be set to the given value when the thread starts running. The interpretation of this value might be different across real-time layers, but a non-zero value should always mark an interrupt masking in effect (e.g. `cli()`). Conversely, a zero value should always mark a fully preemptible state regarding interrupts (i.e. `sti()`).

*affinity* The processor affinity of this thread. Passing `XNPOD_ALL_CPUS` or an empty affinity set means "any cpu".

*entry* The address of the thread's body routine. In other words, it is the thread entry point.

*cookie* A user-defined opaque cookie the nucleus will pass to the emerging thread as the sole argument of its entry point.

The START hooks are called on behalf of the calling context (if any).

**Return values:**

- 0 if *thread* could be started ;
- -EBUSY if *thread* was already started ;
- -EINVAL if the value of *affinity* is invalid.

**Environments:**

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task

Rescheduling: possible.

### 5.6.2.26 `int xnpod_start_timer (u_long nstick, xn_isr_t tickhandler)`

Start the system timer.

The nucleus needs a time source to provide the time-related services to the upper interfaces. `xnpod_start_timer()` tunes the timer hardware so that a user-defined routine is called according to a given frequency. On architectures that provide a oneshot-programmable time source, the system timer can operate either in aperiodic or periodic mode. Using the aperiodic mode still allows to run periodic timings over it: the underlying hardware will simply be reprogrammed after each tick by the timer manager using the appropriate interval value (see `xntimer_start()`).

The time interval that elapses between two consecutive invocations of the handler is called a tick.

#### Parameters:

*nstick* The timer period in nanoseconds. `XNPOD_DEFAULT_TICK` can be used to set this value according to the arch-dependent settings. If this parameter is equal to `XN_APERIODIC_TICK`, the underlying hardware timer is set to operate in oneshot-programming mode. In this mode, timing accuracy is higher - since it is not rounded to a constant time slice. The aperiodic mode gives better results in configuration involving threads requesting timing services over different time scales that cannot be easily expressed as multiples of a single base tick, or would lead to a waste of high frequency periodical ticks.

*tickhandler* The address of the tick handler which will process each incoming tick. `XNPOD_DEFAULT_TICKHANDLER` can be passed to use the system-defined entry point (i.e. `xnpod_announce_tick()`). In any case, a user-supplied handler should end up calling `xnpod_announce_tick()` to inform the nucleus of the incoming tick.

#### Returns:

0 is returned on success. Otherwise:

- `-EBUSY` is returned if the timer has already been set with incompatible requirements (different mode, different period if periodic, or different handler). `xnpod_stop_timer()` must be issued before `xnpod_start_timer()` is called again.
- `-EINVAL` is returned if an invalid null tick handler has been passed, or if the timer precision cannot represent the duration of a single host tick.
- `-ENODEV` is returned if the underlying architecture does not support the requested periodic timing.
- `-ENOSYS` is returned if no active pod exists.

Side-effect: A host timing service is started in order to relay the canonical periodical tick to the underlying architecture, regardless of the frequency used for Xenomai's system tick. This routine does not call the rescheduling procedure.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- User-space task in secondary mode

Rescheduling: never.



**5.6.2.27 void xnpod\_stop\_timer (void)**

Stop the system timer.

Stops the system timer previously started by a call to [xnpod\\_start\\_timer\(\)](#).

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- User-space task in secondary mode

Rescheduling: never.

**5.6.2.28 void xnpod\_suspend\_thread (xnthread\_t \* thread, xnflags\_t mask, xnticks\_t timeout, xnsynch\_t \* wchan)**

Suspend a thread.

Suspends the execution of a thread according to a given suspensive condition. This thread will not be eligible for scheduling until it all the pending suspensive conditions set by this service are removed by one or more calls to [xnpod\\_resume\\_thread\(\)](#).

**Parameters:**

*thread* The descriptor address of the suspended thread.

*mask* The suspension mask specifying the suspensive condition to add to the thread's wait mask. Possible values usable by the caller are:

- XNSUSP. This flag forcibly suspends a thread, regardless of any resource to wait for. A reverse call to [xnpod\\_resume\\_thread\(\)](#) specifying the XNSUSP bit must be issued to remove this condition, which is cumulative with other suspension bits. *wchan* should be NULL when using this suspending mode.
- XNDELAY. This flag denotes a counted delay wait (in ticks) which duration is defined by the value of the timeout parameter.
- XNPEND. This flag denotes a wait for a synchronization object to be signaled. The *wchan* argument must point to this object. A timeout value can be passed to bound the wait. This suspending mode should not be used directly by the client interface, but rather through the [xnsynch\\_sleep\\_on\(\)](#) call.

**Parameters:**

*timeout* The timeout which may be used to limit the time the thread pends for a resource. This value is a wait time given in ticks (see note). Passing XN\_INFINITE specifies an unbounded wait. All other values are used to initialize a watchdog timer. If the current operation mode is oneshot and *timeout* elapses before [xnpod\\_suspend\\_thread\(\)](#) has completed, then the target thread will not be suspended, and this routine leads to a null effect.

*wchan* The address of a pended resource. This parameter is used internally by the synchronization object implementation code to specify on which object the suspended thread pends. NULL is a legitimate value when this parameter does not apply to the current suspending mode (e.g. XNSUSP).

**Note:**

If the target thread is a shadow which has received a Linux-originated signal, then this service immediately exits without suspending the thread, but raises the XNBREAK condition in its information mask.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine
- Kernel-based task
- User-space task

Rescheduling: possible if the current thread suspends itself.

**Note:**

This service is sensitive to the current operation mode of the system timer, as defined by the [xnpod\\_start\\_timer\(\)](#) service. In periodic mode, clock ticks are interpreted as periodic jiffies. In oneshot mode, clock ticks are interpreted as nanoseconds.

**5.6.2.29 void xnpod\_trap\_fault (void \* fltinfo)**

Default fault handler.

This is the default handler which is called whenever an uncontrolled exception or fault is caught. If the fault is caught on behalf of a real-time thread, the fault handler stored into the service table (svctable.faulthandler) is invoked and the fault is not propagated to the host system. Otherwise, the fault is unhandled by the nucleus and simply propagated.

**Parameters:**

*fltinfo* An opaque pointer to the arch-specific buffer describing the fault. The actual layout is defined by the `xnarch_fltinfo_t` type in each arch-dependent layer file.

**5.6.2.30 int xnpod\_unblock\_thread (xnthread\_t \* thread)**

Unblock a thread.

Breaks the thread out of any wait it is currently in. This call removes the XNDELAY and XNPEND suspensive conditions previously put by `xnpod_suspend_thread()` on the target thread. If all suspensive conditions are gone, the thread is left in a READY state at which point it becomes eligible anew for scheduling.

**Parameters:**

*thread* The descriptor address of the unblocked thread.

This call neither releases the thread from the XNSUSP, XNRELAX nor the XNDORMANT suspensive conditions.

When the thread resumes execution, the XNBREAK bit is set in the unblocked thread's information mask. Unblocking a non-blocked thread is perfectly harmless.

**Returns:**

non-zero is returned if the thread was actually unblocked from a pending wait state, 0 otherwise.

**Environments:**

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine
- Kernel-based task
- User-space task

Rescheduling: never.

**5.6.2.31 int xnpod\_wait\_thread\_period (unsigned long \* overruns\_r)**

Wait for the next periodic release point.

Make the current thread wait for the next periodic release point in the processor time line.

**Parameters:**

*overruns\_r* If non-NULL, *overruns\_r* must be a pointer to a memory location which will be written with the count of pending overruns. This value is copied only when [xnpod\\_wait\\_thread\\_period\(\)](#) returns -ETIMEDOUT or success; the memory location remains unmodified otherwise. If NULL, this count will never be copied back.

**Returns:**

0 is returned upon success; if *overruns\_r* is valid, zero is copied to the pointed memory location. Otherwise:

- -EWOULDBLOCK is returned if [xnpod\\_set\\_thread\\_periodic\(\)](#) has not previously been called for the calling thread.
- -EINTR is returned if [xnpod\\_unblock\\_thread\(\)](#) has been called for the waiting thread before the next periodic release point has been reached. In this case, the overrun counter is reset too.
- -ETIMEDOUT is returned if the timer has overrun, which indicates that one or more previous release points have been missed by the calling thread. If *overruns\_r* is valid, the count of pending overruns is copied to the pointed memory location.

**Environments:**

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task

Rescheduling: always, unless the current release point has already been reached. In the latter case, the current thread immediately returns from this service without being delayed.

**5.6.2.32 void xnpod\_welcome\_thread (xnthread\_t \* *thread*, int *imask*)**

Thread prologue.

**For internal use only.**

This internal routine is called on behalf of a (re)starting thread's prologue before the user entry point is invoked. This call is reserved for internal housekeeping chores and cannot be inlined.

Entered with nklock locked, irqs off.

## 5.7 Registry services.

Collaboration diagram for Registry services.:



### 5.7.1 Detailed Description

The registry provides a mean to index real-time object descriptors created by Xenomai skins on unique alphanumeric keys. When labeled this way, a real-time object is globally exported; it can be searched for, and its descriptor returned to the caller for further use; the latter operation is called a "binding". When no object has been registered under the given name yet, the registry can be asked to set up a rendez-vous, blocking the caller until the object is eventually registered.

#### Files

- file [registry.c](#)

*This file is part of the Xenomai project.*

#### Functions

- int [xnregistry\\_enter](#) (const char \*key, void \*objaddr, xnhandle\_t \*phandle, xnnode\_t \*pnode)  
*Register a real-time object.*
- int [xnregistry\\_bind](#) (const char \*key, xnticks\_t timeout, xnhandle\_t \*phandle)  
*Bind to a real-time object.*
- int [xnregistry\\_remove](#) (xnhandle\_t handle)  
*Forcibly unregister a real-time object.*
- int [xnregistry\\_remove\\_safe](#) (xnhandle\_t handle, xnticks\_t timeout)  
*Unregister an idle real-time object.*
- void \* [xnregistry\\_get](#) (xnhandle\_t handle)  
*Find and lock a real-time object into the registry.*
- u\_long [xnregistry\\_put](#) (xnhandle\_t handle)  
*Unlock a real-time object from the registry.*
- void \* [xnregistry\\_fetch](#) (xnhandle\_t handle)  
*Find a real-time object into the registry.*

## 5.7.2 Function Documentation

### 5.7.2.1 `int xnregistry_bind (const char * key, xnticks_t timeout, xnhandle_t * phandle)`

Bind to a real-time object.

This service retrieves the registry handle of a given object identified by its key. Unless otherwise specified, this service will block the caller if the object is not registered yet, waiting for such registration to occur.

#### Parameters:

*key* A valid NULL-terminated string which identifies the object to bind to.

*timeout* The number of clock ticks to wait for the registration to occur (see note). Passing `XN_INFINITE` causes the caller to block indefinitely until the object is registered. Passing `XN_NONBLOCK` causes the service to return immediately without waiting if the object is not registered on entry.

*phandle* A pointer to a memory location which will be written upon success with the generic handle defined by the registry for the retrieved object. Contents of this memory is undefined upon failure.

#### Returns:

0 is returned upon success. Otherwise:

- `-EINVAL` is returned if *key* is NULL.
- `-EINTR` is returned if `xnpod_unblock_thread()` has been called for the waiting thread before the retrieval has completed.
- `-EWOULDBLOCK` is returned if *timeout* is equal to `XN_NONBLOCK` and the searched object is not registered on entry. As a special exception, this error is also returned if this service should block, but was called from a context which cannot sleep (e.g. interrupt, non-realtime or scheduler locked).
- `-ETIMEDOUT` is returned if the object cannot be retrieved within the specified amount of time.

#### Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine only if *timeout* is equal to `XN_NONBLOCK`.
- Kernel-based thread.

Rescheduling: always unless the request is immediately satisfied or *timeout* specifies a non-blocking operation.

#### Note:

This service is sensitive to the current operation mode of the system timer, as defined by the `xnpod_start_timer()` service. In periodic mode, clock ticks are interpreted as periodic jiffies. In oneshot mode, clock ticks are interpreted as nanoseconds.

### 5.7.2.2 `int xnregistry_enter (const char * key, void * objaddr, xnhandle_t * phandle, xnpnode_t * pnode)`

Register a real-time object.

This service allocates a new registry slot for an associated object, and indexes it by an alphanumeric key for later retrieval.

#### Parameters:

*key* A valid NULL-terminated string by which the object will be indexed and later retrieved in the registry. Since it is assumed that such key is stored into the registered object, it will \*not\* be copied but only kept by reference in the registry.

*objaddr* An opaque pointer to the object to index by *key*.

*phandle* A pointer to a generic handle defined by the registry which will uniquely identify the indexed object, until the latter is unregistered using the [xnregistry\\_remove\(\)](#) service.

*pnode* A pointer to an optional /proc node class descriptor. This structure provides the information needed to export all objects from the given class through the /proc filesystem, under the /proc/xenomai/registry entry. Passing NULL indicates that no /proc support is available for the newly registered object.

#### Returns:

0 is returned upon success. Otherwise:

- -EINVAL is returned if *key* or *objaddr* are NULL, or if *key* contains an invalid '/' character.
- -ENOMEM is returned if the system fails to get enough dynamic memory from the global real-time heap in order to register the object.
- -EEXIST is returned if the *key* is already in use.

#### Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based thread

Rescheduling: possible.

### 5.7.2.3 `u_long xnregistry_fetch (xnhandle_t handle)`

Find a real-time object into the registry.

This service retrieves an object from its handle into the registry and returns the memory address of its descriptor.

#### Parameters:

*handle* The generic handle of the object to fetch. If XNOBJECT\_SELF is passed, the object is the calling Xenomai thread.

**Returns:**

The memory address of the object's descriptor is returned on success. Otherwise, NULL is returned if *handle* does not reference a registered object, or if *handle* is equal to XNOBJECT\_SELF but the current context is not a real-time thread.

**Environments:**

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine only if *handle* is different from XNOBJECT\_SELF.
- Kernel-based thread

Rescheduling: never.

**5.7.2.4 void \* xnregistry\_get (xnhandle\_t handle)**

Find and lock a real-time object into the registry.

This service retrieves an object from its handle into the registry and prevents its removal atomically. A locking count is tracked, so that [xnregistry\\_get\(\)](#) and [xnregistry\\_put\(\)](#) must be used in pair.

**Parameters:**

*handle* The generic handle of the object to find and lock. If XNOBJECT\_SELF is passed, the object is the calling Xenomai thread.

**Returns:**

The memory address of the object's descriptor is returned on success. Otherwise, NULL is returned if *handle* does not reference a registered object, or if *handle* is equal to XNOBJECT\_SELF but the current context is not a real-time thread.

**Environments:**

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine only if *handle* is different from XNOBJECT\_SELF.
- Kernel-based thread.

Rescheduling: never.

**5.7.2.5 u\_long xnregistry\_put (xnhandle\_t handle)**

Unlock a real-time object from the registry.

This service decrements the lock count of a registered object previously locked by a call to [xnregistry\\_get\(\)](#). The object is actually unlocked from the registry when the locking count falls down to zero, thus waking up any thread currently blocked on [xnregistry\\_remove\(\)](#) for unregistering it.



**Parameters:**

*handle* The generic handle of the object to unlock. If XNOBJECT\_SELF is passed, the object is the calling Xenomai thread.

**Returns:**

The decremented lock count is returned upon success. Zero is also returned if *handle* does not reference a registered object, or if *handle* is equal to XNOBJECT\_SELF but the current context is not a real-time thread.

**Environments:**

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine only if *handle* is different from XNOBJECT\_SELF.
- Kernel-based thread

Rescheduling: possible if the lock count falls down to zero and some thread is currently waiting for the object to be unlocked.

**5.7.2.6 int xnregistry\_remove (xnhandle\_t handle)**

Forcibly unregister a real-time object.

This service forcibly removes an object from the registry. The removal is performed regardless of the current object's locking status.

**Parameters:**

*handle* The generic handle of the object to remove.

**Returns:**

0 is returned upon success. Otherwise:

- -ESRCH is returned if *handle* does not reference a registered object.

**Environments:**

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based thread

Rescheduling: never.

**5.7.2.7 int xnregistry\_remove\_safe (xnhandle\_t handle, xnticks\_t timeout)**

Unregister an idle real-time object.

This service removes an object from the registry. The caller might sleep as a result of waiting for the target object to be unlocked prior to the removal (see [xnregistry\\_put\(\)](#)).

**Parameters:**

*handle* The generic handle of the object to remove.

*timeout* If the object is locked on entry, *param* gives the number of clock ticks to wait for the unlocking to occur (see note). Passing XN\_INFINITE causes the caller to block indefinitely until the object is unlocked. Passing XN\_NONBLOCK causes the service to return immediately without waiting if the object is locked on entry.

**Returns:**

0 is returned upon success. Otherwise:

- -ESRCH is returned if *handle* does not reference a registered object.
- -EWOULDBLOCK is returned if *timeout* is equal to XN\_NONBLOCK and the object is locked on entry.
- -EBUSY is returned if *handle* refers to a locked object and the caller could not sleep until it is unlocked.
- -ETIMEDOUT is returned if the object cannot be removed within the specified amount of time.
- -EINTR is returned if [xnpod\\_unblock\\_thread\(\)](#) has been called for the calling thread waiting for the object to be unlocked.

**Environments:**

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine only if *timeout* is equal to XN\_NONBLOCK.
- Kernel-based thread.

Rescheduling: possible if the object to remove is currently locked and the calling context can sleep.

**Note:**

This service is sensitive to the current operation mode of the system timer, as defined by the [xnpod\\_start\\_timer\(\)](#) service. In periodic mode, clock ticks are interpreted as periodic jiffies. In oneshot mode, clock ticks are interpreted as nanoseconds.

## 5.8 Real-time shadow services.

Collaboration diagram for Real-time shadow services.:



### 5.8.1 Detailed Description

Real-time shadow services.

#### Files

- file [shadow.c](#)  
*Real-time shadow services.*

#### Functions

- int [xnshadow\\_harden](#) (void)  
*Migrate a Linux task to the Xenomai domain.*
- void [xnshadow\\_relax](#) (int notify)  
*Switch a shadow thread back to the Linux domain.*
- int [xnshadow\\_map](#) (xnthread\_t \*thread, xncompletion\_t \_\_user \*u\_completion)  
*Create a shadow thread context.*
- xnshadow\_ppd\_t \* [xnshadow\\_ppd\\_get](#) (unsigned muxid)  
*Return the per-process data attached to the calling process.*

### 5.8.2 Function Documentation

#### 5.8.2.1 int xnshadow\_harden (void)

Migrate a Linux task to the Xenomai domain.

##### For internal use only.

This service causes the transition of "current" from the Linux domain to Xenomai. This is obtained by asking the gatekeeper to resume the shadow mated with "current" then triggering the rescheduling procedure in the Xenomai domain. The shadow will resume in the Xenomai domain as returning from `schedule()`.

Environments:

This service can be called from:

- User-space thread operating in secondary (i.e. relaxed) mode.

Rescheduling: always.

### 5.8.2.2 `int xnshadow_map (xnthread_t * thread, xncompletion_t __user * u_completion)`

Create a shadow thread context.

#### For internal use only.

This call maps a nucleus thread to the "current" Linux task. The priority of the Linux task is set to the priority of the shadow thread bounded to the [0..MAX\_RT\_PRIO-1] range, and its scheduling policy is set to either SCHED\_FIFO for non-zero priority levels, or SCHED\_NORMAL otherwise.

#### Parameters:

*thread* The descriptor address of the new shadow thread to be mapped to "current". This descriptor must have been previously initialized by a call to [xnpod\\_init\\_thread\(\)](#).

#### Warning:

The thread must have been set the same magic number (i.e. `xnthread_set_magic()`) than the one used to register the skin it belongs to. Failing to do so might lead to unexpected results.

#### Parameters:

*u\_completion* is the address of an optional completion descriptor aimed at synchronizing our parent thread with us. If non-NULL, the information [xnshadow\\_map\(\)](#) will store into the completion block will be later used to wake up the parent thread when the current shadow has been initialized. In the latter case, the new shadow thread is left in a dormant state (XNDORMANT) after its creation, leading to the suspension of "current" in the Linux domain, only processing signals. Otherwise, the shadow thread is immediately started and "current" immediately resumes in the Xenomai domain from this service.

#### Returns:

0 is returned on success. Otherwise:

- -ERESTARTSYS is returned if the current Linux task has received a signal, thus preventing the final migration to the Xenomai domain (i.e. in order to process the signal in the Linux domain). This error should not be considered as fatal.
- -EPERM is returned if the shadow thread has been killed before the current task had a chance to return to the caller. In such a case, the real-time mapping operation has failed globally, and no Xenomai resource remains attached to it.

#### Environments:

This service can be called from:

- Regular user-space process.

Rescheduling: always.

### 5.8.2.3 `xnshadow_ppd_t* xnshadow_ppd_get (unsigned muxid)`

Return the per-process data attached to the calling process.

This service returns the per-process data attached to the calling process for the skin whose *muxid* is *muxid*. It must be called with `nklock` locked, `irqs` off.

See [xnshadow\\_register\\_interface\(\)](#) documentation for information on the way to attach a per-process data to a process.

#### Parameters:

*muxid* the skin *muxid*.

**Returns:**

the per-process data if the current context is a user-space process;  
NULL otherwise.

**5.8.2.4 void xnshadow\_relax (int *notify*)**

Switch a shadow thread back to the Linux domain.

**For internal use only.**

This service yields the control of the running shadow back to Linux. This is obtained by suspending the shadow and scheduling a wake up call for the mated user task inside the Linux domain. The Linux task will resume on return from `xnpod_suspend_thread()` on behalf of the root thread.

**Parameters:**

*notify* A boolean flag indicating whether threads monitored from secondary mode switches should be sent a SIGXCPU signal. For instance, some internal operations like task exit should not trigger such signal.

**Environments:**

This service can be called from:

- User-space thread operating in primary (i.e. harden) mode.

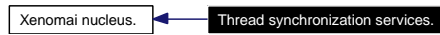
Rescheduling: always.

**Note:**

"current" is valid here since the shadow runs with the properties of the Linux task.

## 5.9 Thread synchronization services.

Collaboration diagram for Thread synchronization services.:



### 5.9.1 Detailed Description

Thread synchronization services.

#### Files

- file [synch.c](#)  
*Thread synchronization services.*

#### Functions

- void [xnsynch\\_init](#) (xnsynch\_t \*synch, xnflags\_t flags)  
*Initialize a synchronization object.*
- void [xnsynch\\_sleep\\_on](#) (xnsynch\_t \*synch, xnticks\_t timeout)  
*Sleep on a synchronization object.*
- static void [xnsynch\\_clear\\_boost](#) (xnsynch\_t \*synch, xnthread\_t \*lastowner)  
*Clear the priority boost.*
- void [xnsynch\\_renice\\_sleeper](#) (xnthread\_t \*thread)  
*Change a sleeper's priority.*
- xnthread\_t \* [xnsynch\\_wakeup\\_one\\_sleeper](#) (xnsynch\_t \*synch)  
*Give the resource ownership to the next waiting thread.*
- xnpholder\_t \* [xnsynch\\_wakeup\\_this\\_sleeper](#) (xnsynch\_t \*synch, xnpholder\_t \*holder)  
*Give the resource ownership to a given waiting thread.*
- int [xnsynch\\_flush](#) (xnsynch\_t \*synch, xnflags\_t reason)  
*Unblock all waiters pending on a resource.*
- void [xnsynch\\_forget\\_sleeper](#) (xnthread\_t \*thread)  
*Abort a wait for a resource.*
- void [xnsynch\\_release\\_all\\_ownerships](#) (xnthread\_t \*thread)  
*Release all ownerships.*

## 5.9.2 Function Documentation

### 5.9.2.1 void xnsynch\_clear\_boost (xnsynch\_t \* *synch*, xnthread\_t \* *owner*) [static]

Clear the priority boost.

**For internal use only.**

This service is called internally whenever a synchronization object is not claimed anymore by sleepers to reset the object owner's priority to its initial level.

**Parameters:**

*synch* The descriptor address of the synchronization object.

*owner* The descriptor address of the thread which currently owns the synchronization object.

**Note:**

This routine must be entered nklock locked, interrupts off.

### 5.9.2.2 void xnsynch\_flush (xnsynch\_t \* *synch*, xnflags\_t *reason*)

Unblock all waiters pending on a resource.

This service atomically releases all threads which currently sleep on a given resource.

This service should be called by upper interfaces under circumstances requiring that the pending queue of a given resource is cleared, such as before the resource is deleted.

**Parameters:**

*synch* The descriptor address of the synchronization object to be flushed.

*reason* Some flags to set in the information mask of every unblocked thread. Zero is an acceptable value. The following bits are pre-defined by the nucleus:

- XNRMID should be set to indicate that the synchronization object is about to be destroyed (see [xnpod\\_resume\\_thread\(\)](#)).
- XNBREAK should be set to indicate that the wait has been forcibly interrupted (see [xnpod\\_unblock\\_thread\(\)](#)).

**Returns:**

XNSYNCH\_RESCHED is returned if at least one thread is unblocked, which means the caller should invoke [xnpod\\_schedule\(\)](#) for applying the new scheduling state. Otherwise, XNSYNCH\_DONE is returned.

**Side-effects:**

- The effective priority of the previous resource owner might be lowered to its base priority value as a consequence of the priority inheritance boost being cleared.
- The synchronization object is no more owned by any thread.

**Environments:**

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine
- Kernel-based task
- User-space task

Rescheduling: never.

### 5.9.2.3 void xnsynch\_forget\_sleeper (xnthread\_t \* thread)

Abort a wait for a resource.

**For internal use only.**

Performs all the necessary housekeeping chores to stop a thread from waiting on a given synchronization object.

**Parameters:**

*thread* The descriptor address of the affected thread.

When the trace support is enabled (i.e. MVM), the idle state is posted to the synchronization object's state diagram (if any) whenever no thread remains blocked on it. The real-time interfaces must ensure that such condition (i.e. EMPTY/IDLE) is mapped to state #0.

**Note:**

This routine must be entered nklock locked, interrupts off.

### 5.9.2.4 void xnsynch\_init (xnsynch\_t \* synch, xnflags\_t flags)

Initialize a synchronization object.

Initializes a new specialized object which can subsequently be used to synchronize real-time activities. The Xenomai nucleus provides a basic synchronization object which can be used to build higher resource objects. Nucleus threads can wait for and signal such objects in order to synchronize their activities.

This object has built-in support for priority inheritance.

**Parameters:**

*synch* The address of a synchronization object descriptor the nucleus will use to store the object-specific data. This descriptor must always be valid while the object is active therefore it must be allocated in permanent memory.

*flags* A set of creation flags affecting the operation. The valid flags are:

- XNSYNCH\_PRIO causes the threads waiting for the resource to pend in priority order. Otherwise, FIFO ordering is used (XNSYNCH\_FIFO).
- XNSYNCH\_PIP causes the priority inheritance mechanism to be automatically activated when a priority inversion is detected among threads using this object. Otherwise, no priority inheritance takes place upon priority inversion (XNSYNCH\_NOPIP).



- XNSYNCH\_DREORD (Disable REORDering) tells the nucleus that the wait queue should not be reordered whenever the priority of a blocked thread it holds is changed. If this flag is not specified, changing the priority of a blocked thread using [xnpod\\_renice\\_thread\(\)](#) will cause this object's wait queue to be reordered according to the new priority level, provided the synchronization object makes the waiters wait by priority order on the awaited resource (XNSYNCH\_PRIO).

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task

Rescheduling: never.

#### 5.9.2.5 void xnsynch\_release\_all\_ownerships (xnthread\_t \* thread)

Release all ownerships.

**For internal use only.**

This call is used internally to release all the ownerships obtained by a thread on synchronization objects. This routine must be entered interrupts off.

**Parameters:**

*thread* The descriptor address of the affected thread.

**Note:**

This routine must be entered nklock locked, interrupts off.

#### 5.9.2.6 void xnsynch\_renice\_sleeper (xnthread\_t \* thread)

Change a sleeper's priority.

**For internal use only.**

This service is used by the PIP code to update the pending priority of a sleeping thread.

**Parameters:**

*thread* The descriptor address of the affected thread.

**Note:**

This routine must be entered nklock locked, interrupts off.

#### 5.9.2.7 void xnsynch\_sleep\_on (xnsynch\_t \* synch, xnticks\_t timeout)

Sleep on a synchronization object.

Makes the calling thread sleep on the specified synchronization object, waiting for it to be signaled.

This service should be called by upper interfaces wanting the current thread to pend on the given resource.

**Parameters:**

- synch* The descriptor address of the synchronization object to sleep on.
- timeout* The timeout which may be used to limit the time the thread pends on the resource. This value is a count of ticks (see note). Passing XN\_INFINITE specifies an unbounded wait. All other values are used to initialize a nucleus watchdog timer.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task

Rescheduling: always.

**Note:**

This service is sensitive to the current operation mode of the system timer, as defined by the [xnpod\\_start\\_timer\(\)](#) service. In periodic mode, clock ticks are interpreted as periodic jiffies. In oneshot mode, clock ticks are interpreted as nanoseconds.

**5.9.2.8 xntread\_t \* xnsynch\_wakeup\_one\_sleeper (xnsynch\_t \* synch)**

Give the resource ownership to the next waiting thread.

This service gives the ownership of a synchronization object to the thread which is currently leading the object's pending list. The sleeping thread is unblocked, but no action is taken regarding the previous owner of the resource.

This service should be called by upper interfaces wanting to signal the given resource so that a single waiter is resumed.

**Parameters:**

- synch* The descriptor address of the synchronization object whose ownership is changed.

**Returns:**

The descriptor address of the unblocked thread.

Side-effects:

- The effective priority of the previous resource owner might be lowered to its base priority value as a consequence of the priority inheritance boost being cleared.
- The synchronization object ownership is transferred to the unblocked thread.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code

- Interrupt service routine
- Kernel-based task
- User-space task

Rescheduling: never.

#### 5.9.2.9 void xnsynch\_wakeup\_this\_sleeper (xnsynch\_t \* *synch*, xnpholder\_t \* *holder*)

Give the resource ownership to a given waiting thread.

This service gives the ownership of a given synchronization object to a specific thread which is currently pending on it. The sleeping thread is unblocked from its pending state. No action is taken regarding the previous resource owner.

This service should be called by upper interfaces wanting to signal the given resource so that a specific waiter is resumed.

##### Parameters:

*synch* The descriptor address of the synchronization object whose ownership is changed.

*holder* The link holder address of the thread to unblock (&thread->plink) which MUST be currently linked to the synchronization object's pending queue (i.e. synch->pendq).

##### Returns:

The link address of the unblocked thread in the synchronization object's pending queue.

Side-effects:

- The effective priority of the previous resource owner might be lowered to its base priority value as a consequence of the priority inheritance boost being cleared.
- The synchronization object ownership is transferred to the unblocked thread.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine
- Kernel-based task
- User-space task

Rescheduling: never.

## 5.10 Timer services.

Collaboration diagram for Timer services.:



### 5.10.1 Detailed Description

The Xenomai timer facility behaves slightly differently depending on the underlying system timer mode, i.e. periodic or aperiodic.

In periodic mode, the hardware timer ticks periodically without any external programming (aside of the initial one which sets its period).

If the underlying timer source is aperiodic, we need to reprogram the next shot after each tick at hardware level, and we do not need any periodic source.

Depending on the above mode, the timer object stores time values either as count of periodic ticks, or as count of CPU ticks.

### Files

- file [timer.c](#)

### Functions

- static void [xntimer\\_do\\_tick\\_aperiodic](#) (void)  
*Process a timer tick in aperiodic mode.*
- void [xntimer\\_init](#) (xntimer\_t \*timer, void(\*handler)(xntimer\_t \*timer))  
*Initialize a timer object.*
- void [xntimer\\_destroy](#) (xntimer\_t \*timer)  
*Release a timer object.*
- xnticks\_t [xntimer\\_get\\_date](#) (xntimer\_t \*timer)  
*Return the absolute expiration date.*
- xnticks\_t [xntimer\\_get\\_timeout](#) (xntimer\_t \*timer)  
*Return the relative expiration date.*
- xnticks\_t [xntimer\\_get\\_interval](#) (xntimer\_t \*timer)  
*Return the timer interval value.*
- void [xntimer\\_freeze](#) (void)  
*Freeze all timers.*

## 5.10.2 Function Documentation

### 5.10.2.1 void xntimer\_destroy (xntimer\_t \* timer)

Release a timer object.

Destroys a timer. After it has been destroyed, all resources associated with the timer have been released. The timer is automatically deactivated before deletion if active on entry.

**Parameters:**

*timer* The address of a valid timer descriptor.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine
- Kernel-based task
- User-space task

Rescheduling: never.

### 5.10.2.2 void xntimer\_do\_tick\_aperiodic (void) [static]

Process a timer tick in aperiodic mode.

**For internal use only.**

This routine informs all active timers that the clock has been updated by processing the outstanding timer list. Elapsed timer actions will be fired.

Environments:

This service can be called from:

- Interrupt service routine, nklock locked, interrupts off

Rescheduling: never.

**Note:**

Only active timers are inserted into the timer wheel.

### 5.10.2.3 void xntimer\_freeze (void)

Freeze all timers.

**For internal use only.**

This routine deactivates all active timers atomically.

Environments:

This service can be called from:

- Interrupt service routine, nklock unlocked

Rescheduling: never.

**Note:**

Always make sure the `nklock` is free when stopping the underlying timing source by calling `xnarch_stop_timer()`, otherwise, deadlock situations would arise on some architectures.

**5.10.2.4 `xnticks_t xntimer_get_date (xntimer_t * timer)`**

Return the absolute expiration date.

Return the next expiration date of a timer in absolute clock ticks (see note).

**Parameters:**

*timer* The address of a valid timer descriptor.

**Returns:**

The expiration date converted to the current time unit. The special value `XN_INFINITE` is returned if *timer* is currently inactive.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine
- Kernel-based task
- User-space task

Rescheduling: never.

**Note:**

This service is sensitive to the current operation mode of the system timer, as defined by the [`xnpod\_start\_timer\(\)`](#) service. In periodic mode, clock ticks are expressed as periodic jiffies. In oneshot mode, clock ticks are expressed as nanoseconds.

**5.10.2.5 `xnticks_t xntimer_get_interval (xntimer_t * timer)`**

Return the timer interval value.

Return the timer interval value in clock ticks (see note).

**Parameters:**

*timer* The address of a valid timer descriptor.

**Returns:**

The expiration date converted to the current time unit. The special value `XN_INFINITE` is returned if *timer* is currently inactive or aperiodic.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine
- Kernel-based task
- User-space task

Rescheduling: never.

**Note:**

This service is sensitive to the current operation mode of the system timer, as defined by the [xnpod\\_start\\_timer\(\)](#) service. In periodic mode, clock ticks are expressed as periodic jiffies. In oneshot mode, clock ticks are expressed as nanoseconds.

#### 5.10.2.6 `xnticks_t xntimer_get_timeout(xntimer_t * timer)`

Return the relative expiration date.

Return the next expiration date of a timer in relative clock ticks (see note).

**Parameters:**

*timer* The address of a valid timer descriptor.

**Returns:**

The expiration date converted to the current time unit. The special value `XN_INFINITE` is returned if *timer* is currently inactive. In oneshot mode, it might happen that the timer has already expired when this service is run (even if the associated handler has not been fired yet); in such a case, 1 is returned.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine
- Kernel-based task
- User-space task

Rescheduling: never.

**Note:**

This service is sensitive to the current operation mode of the system timer, as defined by the [xnpod\\_start\\_timer\(\)](#) service. In periodic mode, clock ticks are expressed as periodic jiffies. In oneshot mode, clock ticks are expressed as nanoseconds.

#### 5.10.2.7 void xntimer\_init (xntimer\_t \* *timer*, void(\*) (xntimer\_t \**timer*) *handler*)

Initialize a timer object.

Creates a timer. When created, a timer is left disarmed; it must be started using xntimer\_start() in order to be activated.

**Parameters:**

*timer* The address of a timer descriptor the nucleus will use to store the object-specific data. This descriptor must always be valid while the object is active therefore it must be allocated in permanent memory.

*handler* The routine to call upon expiration of the timer.

There is no limitation on the number of timers which can be created/active concurrently.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine
- Kernel-based task
- User-space task

Rescheduling: never.



## 5.11 HAL.

### 5.11.1 Detailed Description

Generic Adeos-based hardware abstraction layer.

#### Files

- file [hal.c](#)  
*Adeos-based Real-Time Abstraction Layer for PowerPC.*
- file [hal.c](#)  
*Adeos-based Real-Time Abstraction Layer for the Blackfin architecture.*
- file [nmi.c](#)  
*NMI watchdog support.*
- file [hal.c](#)  
*Generic Real-Time HAL.*
- file [nmi.c](#)  
*Adeos-based Real-Time Abstraction Layer for x86.*
- file [hal.c](#)  
*Adeos-based Real-Time Abstraction Layer for x86.*
- file [nmi.c](#)  
*NMI watchdog for x86, from linux/arch/i386/kernel/nmi.c.*
- file [smi.c](#)  
*SMI workaround for x86.*
- file [hal.c](#)  
*Adeos-based Real-Time Abstraction Layer for ia64.*
- file [hal.c](#)  
*Adeos-based Real-Time Abstraction Layer for PowerPC.*

#### Functions

- int [rthal\\_timer\\_request](#) (void(\*handler)(void), unsigned long nstick)  
*Grab the hardware timer.*
- void [rthal\\_timer\\_release](#) (void)  
*Release the hardware timer.*
- int [rthal\\_irq\\_host\\_release](#) (unsigned irq, void \*dev\_id)

*Uninstall a shared Linux interrupt handler.*

- int [rthal\\_irq\\_enable](#) (unsigned irq)  
*Enable an interrupt source.*
- int [rthal\\_irq\\_disable](#) (unsigned irq)  
*Disable an interrupt source.*
- int [rthal\\_irq\\_request](#) (unsigned irq, rthal\_irq\_handler\_t handler, rthal\_irq\_ackfn\_t ackfn, void \*cookie)  
*Install a real-time interrupt handler.*
- int [rthal\\_irq\\_release](#) (unsigned irq)  
*Uninstall a real-time interrupt handler.*
- int [rthal\\_irq\\_host\\_pend](#) (unsigned irq)  
*Propagate an IRQ event to Linux.*
- int [rthal\\_irq\\_affinity](#) (unsigned irq, cpumask\_t cpumask, cpumask\_t \*oldmask)  
*Set/Get processor affinity for external interrupt.*
- rthal\_trap\_handler\_t [rthal\\_trap\\_catch](#) (rthal\_trap\_handler\_t handler)  
*Installs a fault handler.*
- int [rthal\\_apc\\_alloc](#) (const char \*name, void(\*handler)(void \*cookie), void \*cookie)  
*Allocate an APC slot.*
- int [rthal\\_apc\\_free](#) (int apc)  
*Releases an APC slot.*
- int [rthal\\_apc\\_schedule](#) (int apc)  
*Schedule an APC invocation.*

## 5.11.2 Function Documentation

### 5.11.2.1 int [rthal\\_apc\\_alloc](#) (const char \* *name*, void(\*) (void \**cookie*) *handler*, void \* *cookie*)

Allocate an APC slot.

APC is the acronym for Asynchronous Procedure Call, a mean by which activities from the Xenomai domain can schedule deferred invocations of handlers to be run into the Linux domain, as soon as possible when the Linux kernel gets back in control. Up to BITS\_PER\_LONG APC slots can be active at any point in time. APC support is built upon Adeos's virtual interrupt support.

The HAL guarantees that any Linux kernel service which would be callable from a regular Linux interrupt handler is also available to APC handlers, including over PREEMPT\_RT kernels exhibiting a threaded IRQ model.

#### Parameters:

*name* is a symbolic name identifying the APC which will get reported through the /proc/xenomai/apc interface. Passing NULL to create an anonymous APC is allowed.

*handler* The address of the fault handler to call upon exception condition. The handle will be passed the *cookie* value unmodified.

*cookie* A user-defined opaque cookie the HAL will pass to the APC handler as its sole argument.

**Returns:**

an valid APC id. is returned upon success, or a negative error code otherwise:

- -EINVAL is returned if *handler* is invalid.
- -EBUSY is returned if no more APC slots are available.

Environments:

This service can be called from:

- Linux domain context.

### 5.11.2.2 int rthal\_apc\_free (int *apc*)

Releases an APC slot.

This service deallocates an APC slot obtained by [rthal\\_apc\\_alloc\(\)](#).

**Parameters:**

*apc* The APC id. to release, as returned by a successful call to the [rthal\\_apc\\_alloc\(\)](#) service.

**Returns:**

0 is returned upon success. Otherwise:

- -EINVAL is returned if *apc* is invalid.

Environments:

This service can be called from:

- Any domain context.

### 5.11.2.3 int rthal\_apc\_schedule (int *apc*)

Schedule an APC invocation.

This service marks the APC as pending for the Linux domain, so that its handler will be called as soon as possible, when the Linux domain gets back in control.

When posted from the Linux domain, the APC handler is fired as soon as the interrupt mask is explicitly cleared by some kernel code. When posted from the Xenomai domain, the APC handler is fired as soon as the Linux domain is resumed, i.e. after Xenomai has completed all its pending duties.

**Parameters:**

*apc* The APC id. to schedule.

**Returns:**

0 is returned upon success. Otherwise:

- -EINVAL is returned if *apc* is invalid.

**Environments:**

This service can be called from:

- Any domain context, albeit the usual calling place is from the Xenomai domain.

**5.11.2.4 int rthal\_irq\_affinity (unsigned irq, cpumask\_t cpumask, cpumask\_t \* oldmask)**

Set/Get processor affinity for external interrupt.

On SMP systems, this service ensures that the given interrupt is preferably dispatched to the specified set of processors. The previous affinity mask is returned by this service.

**Parameters:**

*irq* The interrupt source whose processor affinity is affected by the operation. Only external interrupts can have their affinity changed/queried, thus virtual interrupt numbers allocated by `rthal_alloc_virq()` are invalid values for this parameter.

*cpumask* A list of CPU identifiers passed as a bitmask representing the new affinity for this interrupt. A zero value cause this service to return the current affinity mask without changing it.

*oldmask* If non-NULL, a pointer to a memory area which will bve overwritten by the previous affinity mask used for this interrupt source, or a zeroed mask if an error occurred. This service always returns a zeroed mask on uniprocessor systems.

**Returns:**

0 is returned upon success. Otherwise:

- -EINVAL is returned if *irq* is invalid.

**Environments:**

This service can be called from:

- Linux domain context.

**5.11.2.5 int rthal\_irq\_disable (unsigned irq)**

Disable an interrupt source.

Disables an interrupt source at PIC level. After this call has returned, no more IRQs from the given source will be allowed, until the latter is enabled again using [rthal\\_irq\\_enable\(\)](#).

**Parameters:**

*irq* The interrupt source to disable. This value is architecture-dependent.

**Returns:**

0 is returned upon success. Otherwise:

- -EINVAL is returned if *irq* is invalid.
- Other error codes might be returned in case some internal error happens at the Adeos level. Such error might be caused by conflicting Adeos requests made by third-party code.

Environments:

This service can be called from:

- Any domain context.

**5.11.2.6 int rthal\_irq\_enable (unsigned irq)**

Enable an interrupt source.

Enables an interrupt source at PIC level. Since Adeos masks and acknowledges the associated interrupt source upon IRQ receipt, this action is usually needed whenever the HAL handler does not propagate the IRQ event to the Linux domain, thus preventing the regular Linux interrupt handling code from re-enabling said source. After this call has returned, IRQs from the given source will be enabled again.

**Parameters:**

*irq* The interrupt source to enable. This value is architecture-dependent.

**Returns:**

0 is returned upon success. Otherwise:

- -EINVAL is returned if *irq* is invalid.
- Other error codes might be returned in case some internal error happens at the Adeos level. Such error might be caused by conflicting Adeos requests made by third-party code.

Environments:

This service can be called from:

- Any domain context.

**5.11.2.7 int rthal\_irq\_host\_pend (unsigned irq)**

Propagate an IRQ event to Linux.

Causes the given IRQ to be propagated down to the Adeos pipeline to the Linux kernel. This operation is typically used after the given IRQ has been processed into the Xenomai domain by a real-time interrupt handler (see [rthal\\_irq\\_request\(\)](#)), in case such interrupt must also be handled by the Linux kernel.

**Parameters:**

*irq* The interrupt source to detach the shared handler from. This value is architecture-dependent.

**Returns:**

0 is returned upon success. Otherwise:

- -EINVAL is returned if *irq* is invalid.

**Environments:**

This service can be called from:

- Xenomai domain context.

**5.11.2.8 int rthal\_irq\_host\_release (unsigned irq, void \* dev\_id)**

Uninstall a shared Linux interrupt handler.

Uninstalls a shared interrupt handler from the Linux domain for the given interrupt source. The handler is removed from the existing list of Linux handlers for this interrupt source.

**Parameters:**

*irq* The interrupt source to detach the shared handler from. This value is architecture-dependent.

*dev\_id* is a valid device id, identical in essence to the one requested by the `free_irq()` service provided by the Linux kernel. This value will be used to locate the handler to remove from the chain of existing Linux handlers for the given interrupt source. This parameter must match the device id. passed to `rthal_irq_host_request()` for the same handler instance.

**Returns:**

0 is returned upon success. Otherwise:

- -EINVAL is returned if *irq* is invalid.

**Environments:**

This service can be called from:

- Linux domain context.

**5.11.2.9 int rthal\_irq\_release (unsigned irq)**

Uninstall a real-time interrupt handler.

Uninstalls an interrupt handler previously attached using the [rthal\\_irq\\_request\(\)](#) service.

**Parameters:**

*irq* The hardware interrupt channel to uninstall a handler from. This value is architecture-dependent.

**Returns:**

0 is returned upon success. Otherwise:

- -EINVAL is returned if *irq* is invalid.
- Other error codes might be returned in case some internal error happens at the Adeos level. Such error might be caused by conflicting Adeos requests made by third-party code.

**Environments:**

This service can be called from:

- Any domain context.

#### 5.11.2.10 `int rthal_irq_request(unsigned irq, rthal_irq_handler_t handler, rthal_irq_ackfn_t ackfn, void * cookie)`

Install a real-time interrupt handler.

Installs an interrupt handler for the specified IRQ line by requesting the appropriate Adeos virtualization service. The handler is invoked by Adeos on behalf of the Xenomai domain context. Once installed, the HAL interrupt handler will be called prior to the regular Linux handler for the same interrupt source.

**Parameters:**

*irq* The hardware interrupt channel to install a handler on. This value is architecture-dependent.

*handler* The address of a valid interrupt service routine. This handler will be called each time the corresponding IRQ is delivered, and will be passed the *cookie* value unmodified.

*ackfn* The address of an optional interrupt acknowledge routine, aimed at replacing the one provided by Adeos. Only very specific situations actually require to override the default Adeos setting for this parameter, like having to acknowledge non-standard PIC hardware. *ackfn* should return a non-zero value to indicate that the interrupt has been properly acknowledged. If *ackfn* is NULL, the default Adeos routine will be used instead.

*cookie* A user-defined opaque cookie the HAL will pass to the interrupt handler as its sole argument.

**Returns:**

0 is returned upon success. Otherwise:

- -EBUSY is returned if an interrupt handler is already installed. [rthal\\_irq\\_release\(\)](#) must be issued first before a handler is installed anew.
- -EINVAL is returned if *irq* is invalid or *handler* is NULL.
- Other error codes might be returned in case some internal error happens at the Adeos level. Such error might be caused by conflicting Adeos requests made by third-party code.

**Environments:**

This service can be called from:

- Any domain context.

#### 5.11.2.11 void rthal\_timer\_release (void)

Release the hardware timer.

Releases the hardware timer, thus reverting the effect of a previous call to [rthal\\_timer\\_request\(\)](#). In case the timer hardware is shared with Linux, a periodic setup suitable for the Linux kernel will be reset.

Environments:

This service can be called from:

- Linux domain context.

#### 5.11.2.12 int rthal\_timer\_request (void(\*) (void) handler, unsigned long nstick)

Grab the hardware timer.

[rthal\\_timer\\_request\(\)](#) grabs and tunes the hardware timer so that a user-defined routine is called according to a given frequency. On architectures that provide a oneshot-programmable time source, the hardware timer can operate either in aperiodic or periodic mode. Using the aperiodic mode still allows to run periodic timings over it: the underlying hardware simply needs to be reprogrammed after each tick using the appropriate interval value

The time interval that elapses between two consecutive invocations of the handler is called a tick. The user-supplied handler will always be invoked on behalf of the Xenomai domain for each incoming tick.

##### Parameters:

*handler* The address of the tick handler which will process each incoming tick.

*nstick* The timer period in nanoseconds. If this parameter is zero, the underlying hardware timer is set to operate in oneshot-programming mode. In this mode, timing accuracy is higher - since it is not rounded to a constant time slice - at the expense of a lesser efficiency due to the timer chip programming duties. On the other hand, the shorter the period, the higher the overhead induced by the periodic mode, since the handler will end up consuming a lot of CPU power to process useless ticks.

##### Returns:

0 is returned on success. Otherwise:

- -EBUSY is returned if the hardware timer has already been grabbed. [rthal\\_timer\\_request\(\)](#) must be issued before [rthal\\_timer\\_request\(\)](#) is called again.

Environments:

This service can be called from:

- Linux domain context.

#### 5.11.2.13 int rthal\_trap\_catch (rthal\_trap\_handler\_t handler)

Installs a fault handler.

The HAL attempts to invoke a fault handler whenever an uncontrolled exception or fault is caught at machine level. This service allows to install a user-defined handler for such events.



**Parameters:**

*handler* The address of the fault handler to call upon exception condition. The handler is passed the address of the low-level information block describing the fault as passed by Adeos. Its layout is implementation-dependent.

**Returns:**

The address of the fault handler previously installed.

Environments:

This service can be called from:

- Any domain context.

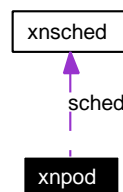


## Chapter 6

# Xenomai nanokernel API Data Structure Documentation

### 6.1 xnpod Struct Reference

Collaboration diagram for xnpod:



#### 6.1.1 Detailed Description

Real-time pod descriptor.

The source of all Xenomai magic.

#### Data Fields

- xnflags\_t [status](#)
- xnticks\_t [jiffies](#)
- xnticks\_t [wallclock\\_offset](#)
- xntimer\_t [htimer](#)
- [xnsched\\_t](#) [sched](#) [XNARCH\_NR\_CPUS]
- xnqueue\_t [threadq](#)
- int [threadq\\_rev](#)
- xnqueue\_t [tstartq](#)
- xnqueue\_t [tswitchq](#)
- xnqueue\_t [tdeleteq](#)
- int [loprio](#)
- int [hiprio](#)

- int [root\\_prio\\_base](#)
- u\_long [tickvalue](#)
- u\_long [ticks2sec](#)
- int [refcnt](#)
- struct {
  - void(\* [settime](#))(xnticks\_t newtime)
  - int(\* [faulthandler](#))(xnarch\_fltinfo\_t \*fltinfo)
  - int(\* [unload](#))(void)
- } [svctable](#)

## 6.1.2 Field Documentation

### 6.1.2.1 int(\* [xnpod::faulthandler](#))(xnarch\_fltinfo\_t \*fltinfo)

Trap/exception handler.

### 6.1.2.2 int [xnpod::hiprio](#)

Maximum priority value.

### 6.1.2.3 xntimer\_t [xnpod::htimer](#)

Host timer.

### 6.1.2.4 xnticks\_t [xnpod::jiffies](#)

Periodic ticks elapsed since boot.

### 6.1.2.5 int [xnpod::loprio](#)

Minimum priority value.

### 6.1.2.6 int [xnpod::refcnt](#)

Reference count.

### 6.1.2.7 int [xnpod::root\\_prio\\_base](#)

Base priority of ROOT thread.

### 6.1.2.8 [xnsched\\_t](#) [xnpod::sched](#)[XNARCH\_NR\_CPUS]

Per-cpu scheduler slots.

**6.1.2.9 void(\* xnpod::settime)(xnticks\_t newtime)**

Clock setting hook.

**6.1.2.10 xnflags\_t xnpod::status**

Status bitmask.

**6.1.2.11 struct { ... } xnpod::svctable**

Table of overridable service entry points.

**6.1.2.12 xnqueue\_t xnpod::tdeleteq**

Thread delete hook queue.

**6.1.2.13 xnqueue\_t xnpod::threadq**

All existing threads.

**6.1.2.14 int xnpod::threadq\_rev**

Modification counter of threadq.

**6.1.2.15 u\_long xnpod::ticks2sec**

Number of ticks per second (1e9 if aperiodic).

**6.1.2.16 u\_long xnpod::tickvalue**

Tick duration (ns, 1 if aperiodic).

**6.1.2.17 xnqueue\_t xnpod::tstartq**

Thread start hook queue.

**6.1.2.18 xnqueue\_t xnpod::tswitchq**

Thread switch hook queue.

**6.1.2.19 int(\* xnpod::unload)(void)**

Unloading hook.

#### 6.1.2.20 `xnticks_t` `xnpod::wallclock_offset`

Difference between wallclock time and epoch in ticks.

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

- `include/nucleus/pod.h`

## 6.2 xnsched Struct Reference

### 6.2.1 Detailed Description

Scheduling information structure.

#### Data Fields

- `xnflags_t` [status](#)
- `xnthread_t *` [runthread](#)
- `xnarch_cpumask_t` [resched](#)
- `xnsched_queue_t` [readyq](#)
- volatile unsigned [inesting](#)
- `xnthread_t` [rootcb](#)

### 6.2.2 Field Documentation

#### 6.2.2.1 volatile unsigned [xnsched::inesting](#)

Interrupt nesting level.

#### 6.2.2.2 `xnsched_queue_t` [xnsched::readyq](#)

Ready-to-run threads (prioritized).

#### 6.2.2.3 `xnarch_cpumask_t` [xnsched::resched](#)

Mask of CPUs needing rescheduling.

#### 6.2.2.4 `xnthread_t` [xnsched::rootcb](#)

Root thread control block.

#### 6.2.2.5 `xnthread_t*` [xnsched::runthread](#)

Current thread (service or user).

#### 6.2.2.6 `xnflags_t` [xnsched::status](#)

Scheduler specific status bitmask

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

- `include/nucleus/pod.h`





## Chapter 7

# Xenomai nanokernel API File Documentation

### 7.1 include/nucleus/pod.h File Reference

#### 7.1.1 Detailed Description

Real-time pod interface header.

**Author:**

Philippe Gerum

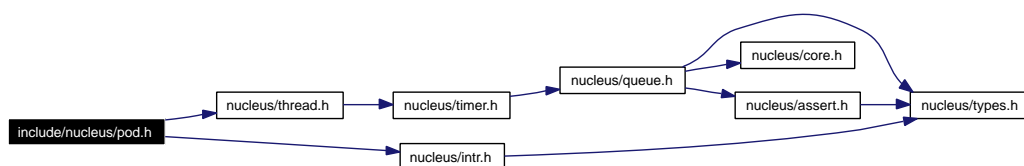
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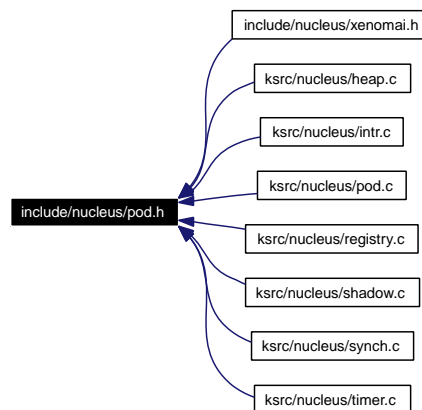
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Include dependency graph for pod.h:



This graph shows which files directly or indirectly include this file:



## Data Structures

- struct [xnsched](#)  
*Scheduling information structure.*
- struct [xnpod](#)  
*Real-time pod descriptor.*

## Typedefs

- typedef [xnsched](#) [xnsched\\_t](#)  
*Scheduling information structure.*

## Functions

- void [xnpod\\_schedule\\_runnable](#) (xntthread\_t \*thread, int flags)  
*Hidden rescheduling procedure.*
- int [xnpod\\_init](#) (xnpod\_t \*pod, int loprio, int hiprio, xnflags\_t flags)  
*Initialize a new pod.*
- int [xnpod\\_start\\_timer](#) (u\_long nstick, xnISR\_t tickhandler)  
*Start the system timer.*
- void [xnpod\\_stop\\_timer](#) (void)  
*Stop the system timer.*
- int [xnpod\\_reset\\_timer](#) (void)  
*Reset the system timer.*
- void [xnpod\\_shutdown](#) (int xtype)

*Shutdown the current pod.*

- int [xnpod\\_init\\_thread](#) (xnthread\_t \*thread, const char \*name, int prio, xnflags\_t flags, unsigned stacksize)

*Initialize a new thread.*

- int [xnpod\\_start\\_thread](#) (xnthread\_t \*thread, xnflags\_t mode, int imask, xnarch\_cpumask\_t affinity, void(\*entry)(void \*cookie), void \*cookie)

*Initial start of a newly created thread.*

- void [xnpod\\_restart\\_thread](#) (xnthread\_t \*thread)

*Restart a thread.*

- void [xnpod\\_delete\\_thread](#) (xnthread\_t \*thread)

*Delete a thread.*

- void [xnpod\\_abort\\_thread](#) (xnthread\_t \*thread)

*Abort a thread.*

- xnflags\_t [xnpod\\_set\\_thread\\_mode](#) (xnthread\_t \*thread, xnflags\_t clrmask, xnflags\_t setmask)

*Change a thread's control mode.*

- void [xnpod\\_resume\\_thread](#) (xnthread\_t \*thread, xnflags\_t mask)

*Resume a thread.*

- int [xnpod\\_unblock\\_thread](#) (xnthread\_t \*thread)

*Unblock a thread.*

- void [xnpod\\_renice\\_thread](#) (xnthread\_t \*thread, int prio)

*Change the base priority of a thread.*

- int [xnpod\\_migrate\\_thread](#) (int cpu)

*Migrate the current thread.*

- void [xnpod\\_rotate\\_readyq](#) (int prio)

*Rotate a priority level in the ready queue.*

- void [xnpod\\_schedule](#) (void)

*Rescheduling procedure entry point.*

- void [xnpod\\_dispatch\\_signals](#) (void)

*Deliver pending asynchronous signals to the running thread.*

- void [xnpod\\_activate\\_rr](#) (xnticks\_t quantum)

*Globally activate the round-robin scheduling.*

- void [xnpod\\_deactivate\\_rr](#) (void)

*Globally deactivate the round-robin scheduling.*

- void [xnpod\\_set\\_time](#) (xnticks\_t newtime)  
*Set the nucleus idea of time.*
- int [xnpod\\_set\\_thread\\_periodic](#) (xnthread\_t \*thread, xnticks\_t idate, xnticks\_t period)  
*Make a thread periodic.*
- int [xnpod\\_wait\\_thread\\_period](#) (unsigned long \*overruns\_r)  
*Wait for the next periodic release point.*
- xnticks\_t [xnpod\\_get\\_time](#) (void)  
*Get the nucleus idea of time.*
- int [xnpod\\_add\\_hook](#) (int type, void(\*routine)(xnthread\_t \*))  
*Install a nucleus hook.*
- int [xnpod\\_remove\\_hook](#) (int type, void(\*routine)(xnthread\_t \*))  
*Remove a nucleus hook.*

## 7.2 include/nucleus/registry.h File Reference

### 7.2.1 Detailed Description

This file is part of the Xenomai project.

**Note:**

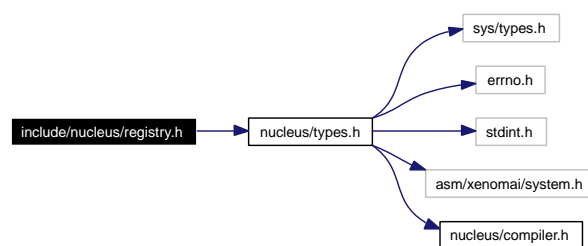
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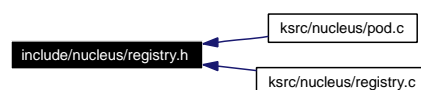
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Include dependency graph for registry.h:



This graph shows which files directly or indirectly include this file:



## 7.3 ksrc/arch/arm/hal.c File Reference

### 7.3.1 Detailed Description

Adeos-based Real-Time Abstraction Layer for PowerPC.

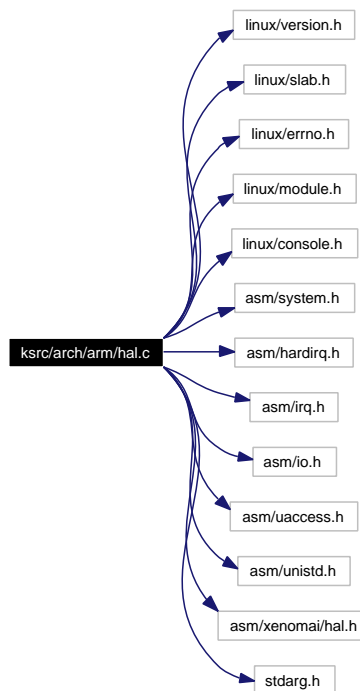
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Include dependency graph for hal.c:



### Functions

- int [rthal\\_timer\\_request](#) (void(\*handler)(void), unsigned long nstick)  
*Grab the hardware timer.*
- void [rthal\\_timer\\_release](#) (void)  
*Release the hardware timer.*
- int [rthal\\_irq\\_host\\_release](#) (unsigned irq, void \*dev\_id)

*Uninstall a shared Linux interrupt handler.*

- int [rthal\\_irq\\_enable](#) (unsigned irq)  
*Enable an interrupt source.*
- int [rthal\\_irq\\_disable](#) (unsigned irq)  
*Disable an interrupt source.*

## 7.4 ksrc/arch/blackfin/hal.c File Reference

### 7.4.1 Detailed Description

Adeos-based Real-Time Abstraction Layer for the Blackfin architecture.

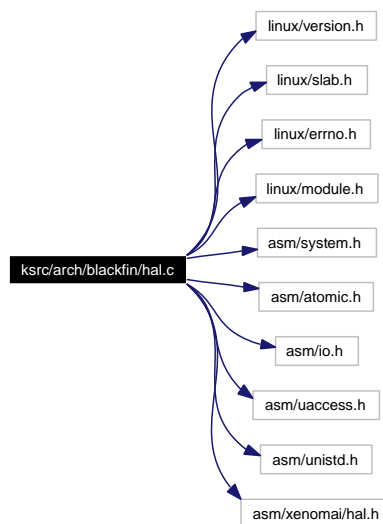
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Include dependency graph for hal.c:



## Functions

- int [rthal\\_timer\\_request](#) (void(\*handler)(void), unsigned long nstick)  
*Grab the hardware timer.*
- void [rthal\\_timer\\_release](#) (void)  
*Release the hardware timer.*
- int [rthal\\_irq\\_enable](#) (unsigned irq)  
*Enable an interrupt source.*
- int [rthal\\_irq\\_disable](#) (unsigned irq)  
*Disable an interrupt source.*



- int [rthal\\_irq\\_host\\_release](#) (unsigned irq, void \*dev\_id)  
*Uninstall a shared Linux interrupt handler.*

## 7.5 ksrc/arch/generic/hal.c File Reference

### 7.5.1 Detailed Description

Generic Real-Time HAL.

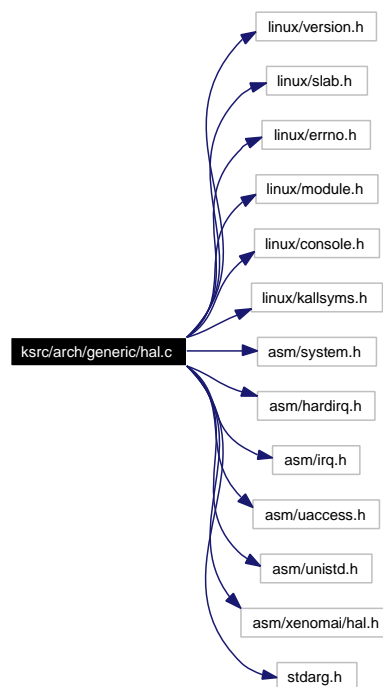
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Include dependency graph for hal.c:



### Functions

- `int rthal_irq_request` (unsigned irq, `rthal_irq_handler_t` handler, `rthal_irq_ackfn_t` ackfn, void \*cookie)  
*Install a real-time interrupt handler.*
- `int rthal_irq_release` (unsigned irq)  
*Uninstall a real-time interrupt handler.*

- int [rthal\\_irq\\_host\\_pend](#) (unsigned irq)  
*Propagate an IRQ event to Linux.*
- int [rthal\\_irq\\_affinity](#) (unsigned irq, cpumask\_t cpumask, cpumask\_t \*oldmask)  
*Set/Get processor affinity for external interrupt.*
- rthal\_trap\_handler\_t [rthal\\_trap\\_catch](#) (rthal\_trap\_handler\_t handler)  
*Installs a fault handler.*
- int [rthal\\_apc\\_alloc](#) (const char \*name, void(\*handler)(void \*cookie), void \*cookie)  
*Allocate an APC slot.*
- int [rthal\\_apc\\_free](#) (int apc)  
*Releases an APC slot.*
- int [rthal\\_apc\\_schedule](#) (int apc)  
*Schedule an APC invocation.*

## 7.6 ksrc/arch/i386/hal.c File Reference

### 7.6.1 Detailed Description

Adeos-based Real-Time Abstraction Layer for x86.

Inspired from original RTAI/x86 HAL interface:

Copyright ©2000 Paolo Mantegazza,

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Copyright ©2000 Stuart Hughes,

RTAI/x86 rewrite over Adeos:

Copyright ©2002 Philippe Gerum. NMI watchdog, SMI workaround:

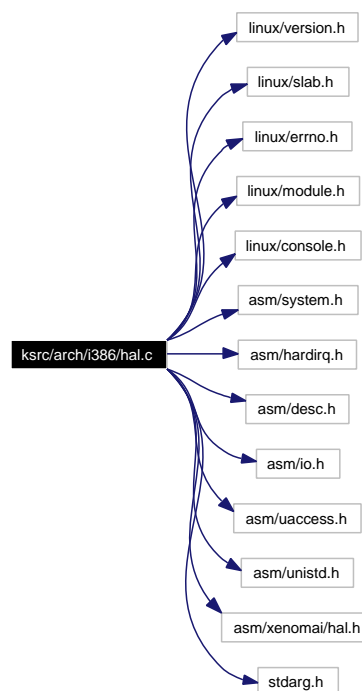
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Include dependency graph for hal.c:



## Functions

- int [rthal\\_timer\\_request](#) (void(\*handler)(void), unsigned long nstick)  
*Grab the hardware timer.*
- void [rthal\\_timer\\_release](#) (void)  
*Release the hardware timer.*
- int [rthal\\_irq\\_host\\_release](#) (unsigned irq, void \*dev\_id)  
*Uninstall a shared Linux interrupt handler.*
- int [rthal\\_irq\\_enable](#) (unsigned irq)  
*Enable an interrupt source.*
- int [rthal\\_irq\\_disable](#) (unsigned irq)  
*Disable an interrupt source.*

## 7.7 ksrc/arch/ia64/hal.c File Reference

### 7.7.1 Detailed Description

Adeos-based Real-Time Abstraction Layer for ia64.

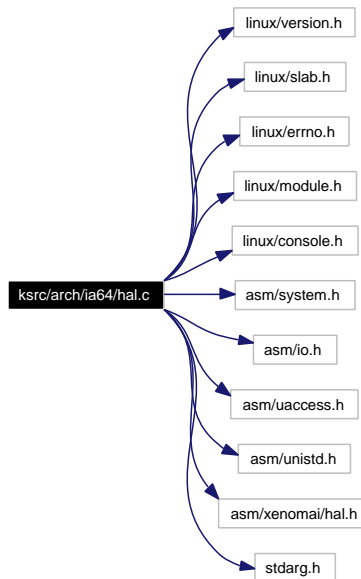
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Include dependency graph for hal.c:



### Functions

- int [rthal\\_timer\\_request](#) (void(\*handler)(void), unsigned long nstick)  
*Grab the hardware timer.*
- void [rthal\\_timer\\_release](#) (void)  
*Release the hardware timer.*
- int [rthal\\_irq\\_host\\_release](#) (unsigned irq, void \*dev\_id)  
*Uninstall a shared Linux interrupt handler.*

- int [rthal\\_irq\\_enable](#) (unsigned irq)  
*Enable an interrupt source.*
- int [rthal\\_irq\\_disable](#) (unsigned irq)  
*Disable an interrupt source.*

## 7.8 ksrc/arch/powerpc/hal.c File Reference

### 7.8.1 Detailed Description

Adeos-based Real-Time Abstraction Layer for PowerPC.

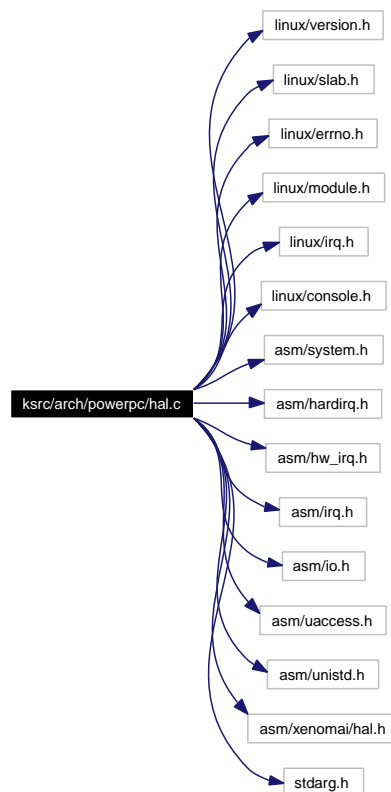
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Include dependency graph for hal.c:



### Functions

- int [rthal\\_timer\\_request](#) (void(\*handler)(void), unsigned long nstick)  
*Grab the hardware timer.*
- void [rthal\\_timer\\_release](#) (void)



*Release the hardware timer.*

- int [rthal\\_irq\\_host\\_release](#) (unsigned irq, void \*dev\_id)

*Uninstall a shared Linux interrupt handler.*

- int [rthal\\_irq\\_enable](#) (unsigned irq)

*Enable an interrupt source.*

- int [rthal\\_irq\\_disable](#) (unsigned irq)

*Disable an interrupt source.*

## 7.9 ksrc/arch/blackfin/nmi.c File Reference

### 7.9.1 Detailed Description

NMI watchdog support.

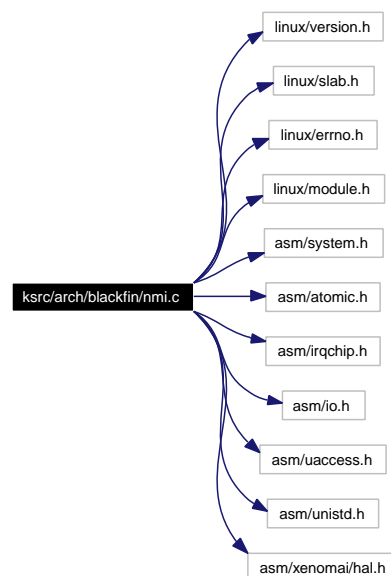
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Include dependency graph for nmi.c:



## 7.10 ksrc/arch/generic/nmi.c File Reference

### 7.10.1 Detailed Description

Adeos-based Real-Time Abstraction Layer for x86.

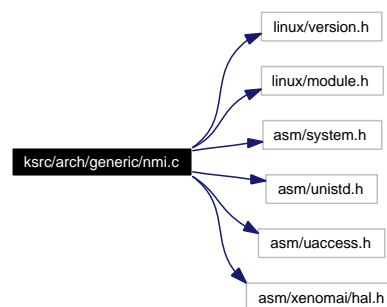
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Include dependency graph for nmi.c:



## 7.11 ksrc/arch/i386/nmi.c File Reference

### 7.11.1 Detailed Description

NMI watchdog for x86, from linux/arch/i386/kernel/nmi.c.

Original authors: Ingo Molnar, Mikael Pettersson, Pavel Machek.

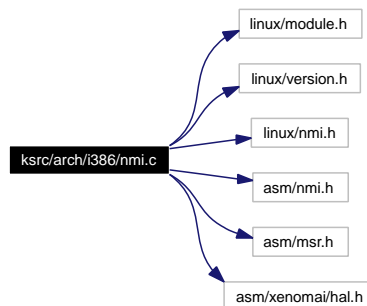
Adaptation to Xenomai by Gilles Chanteperdrix

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Include dependency graph for nmi.c:



## 7.12 ksrc/arch/i386/smi.c File Reference

### 7.12.1 Detailed Description

SMI workaround for x86.

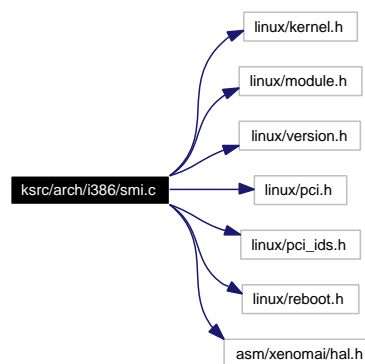
Cut/Pasted from Vitor Angelo "smi" module. Adapted by Gilles Chanteperdrix <[gilles.chanteperdrix@laposte.net](mailto:gilles.chanteperdrix@laposte.net)>.

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Include dependency graph for smi.c:



## 7.13 ksrc/nucleus/heap.c File Reference

### 7.13.1 Detailed Description

Dynamic memory allocation services.

**Author:**

Philippe Gerum

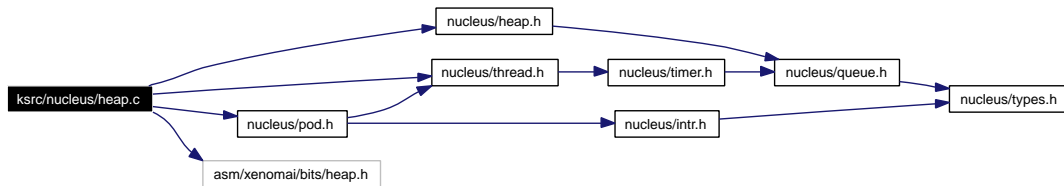
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Include dependency graph for heap.c:



### Functions

- `int xnheap_init(xnheap_t *heap, void *heapaddr, u_long heapsize, u_long pagesize)`  
*Initialize a memory heap.*
- `int xnheap_destroy(xnheap_t *heap, void(*flushfn)(xnheap_t *heap, void *extaddr, u_long extsize, void *cookie), void *cookie)`  
*Destroys a memory heap.*
- `void * xnheap_alloc(xnheap_t *heap, u_long size)`  
*Allocate a memory block from a memory heap.*
- `int xnheap_test_and_free(xnheap_t *heap, void *block, int(*ckfn)(void *block))`  
*Test and release a memory block to a memory heap.*
- `int xnheap_free(xnheap_t *heap, void *block)`  
*Release a memory block to a memory heap.*
- `int xnheap_extend(xnheap_t *heap, void *extaddr, u_long extsize)`  
*Extend a memory heap.*

- void [xnheap\\_schedule\\_free](#) (xnheap\_t \*heap, void \*block, xnholder\_t \*link)  
*Schedule a memory block for release.*

## 7.14 ksrc/nucleus/intr.c File Reference

### 7.14.1 Detailed Description

Interrupt management.

**Author:**

Philippe Gerum

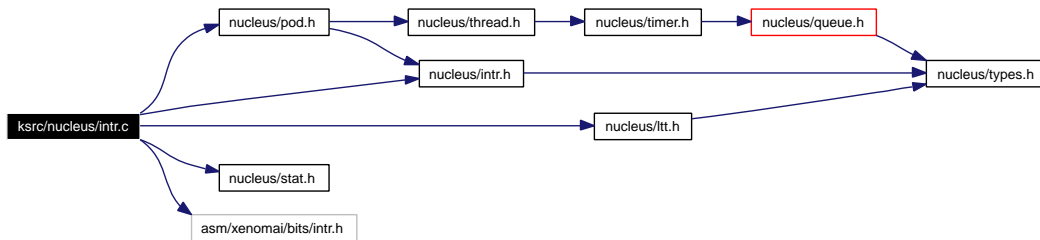
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Include dependency graph for intr.c:



### Functions

- int [xnintr\\_init](#) (xnintr\_t \*intr, const char \*name, unsigned irq, xnintr\_t isr, xniack\_t iack, xnflags\_t flags)  
*Initialize an interrupt object.*
- int [xnintr\\_destroy](#) (xnintr\_t \*intr)  
*Destroy an interrupt object.*
- int [xnintr\\_attach](#) (xnintr\_t \*intr, void \*cookie)  
*Attach an interrupt object.*
- int [xnintr\\_detach](#) (xnintr\_t \*intr)  
*Detach an interrupt object.*
- int [xnintr\\_enable](#) (xnintr\_t \*intr)  
*Enable an interrupt object.*



- int [xnintr\\_disable](#) (xnintr\_t \*intr)  
*Disable an interrupt object.*
- xnarch\_cpumask\_t [xnintr\\_affinity](#) (xnintr\_t \*intr, xnarch\_cpumask\_t cpumask)  
*Set interrupt's processor affinity.*

## 7.15 ksrc/nucleus/pod.c File Reference

### 7.15.1 Detailed Description

Real-time pod services.

**Author:**

Philippe Gerum

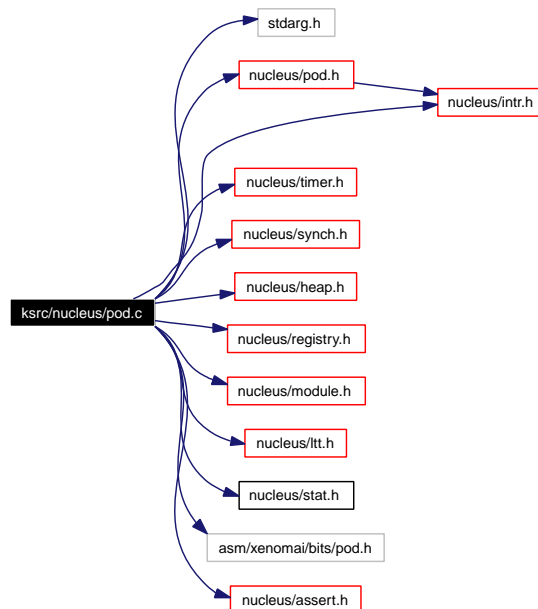
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Include dependency graph for pod.c:



### Functions

- `int xnpod\_init(xnpod\_t *pod, int loprio, int hiprio, xnflags\_t flags)`  
*Initialize a new pod.*

- void [xnpod\\_shutdown](#) (int xtype)  
*Shutdown the current pod.*
- int [xnpod\\_init\\_thread](#) (xnthread\_t \*thread, const char \*name, int prio, xnflags\_t flags, unsigned stacksize)  
*Initialize a new thread.*
- int [xnpod\\_start\\_thread](#) (xnthread\_t \*thread, xnflags\_t mode, int imask, xnarch\_cpumask\_t affinity, void(\*entry)(void \*cookie), void \*cookie)  
*Initial start of a newly created thread.*
- void [xnpod\\_restart\\_thread](#) (xnthread\_t \*thread)  
*Restart a thread.*
- xnflags\_t [xnpod\\_set\\_thread\\_mode](#) (xnthread\_t \*thread, xnflags\_t clrmask, xnflags\_t setmask)  
*Change a thread's control mode.*
- void [xnpod\\_delete\\_thread](#) (xnthread\_t \*thread)  
*Delete a thread.*
- void [xnpod\\_abort\\_thread](#) (xnthread\_t \*thread)  
*Abort a thread.*
- void [xnpod\\_suspend\\_thread](#) (xnthread\_t \*thread, xnflags\_t mask, xnticks\_t timeout, xnsynch\_t \*wchan)  
*Suspend a thread.*
- void [xnpod\\_resume\\_thread](#) (xnthread\_t \*thread, xnflags\_t mask)  
*Resume a thread.*
- int [xnpod\\_unblock\\_thread](#) (xnthread\_t \*thread)  
*Unblock a thread.*
- void [xnpod\\_renice\\_thread](#) (xnthread\_t \*thread, int prio)  
*Change the base priority of a thread.*
- int [xnpod\\_migrate\\_thread](#) (int cpu)  
*Migrate the current thread.*
- void [xnpod\\_rotate\\_readyq](#) (int prio)  
*Rotate a priority level in the ready queue.*
- void [xnpod\\_activate\\_rr](#) (xnticks\_t quantum)  
*Globally activate the round-robin scheduling.*
- void [xnpod\\_deactivate\\_rr](#) (void)  
*Globally deactivate the round-robin scheduling.*
- void [xnpod\\_dispatch\\_signals](#) (void)

*Deliver pending asynchronous signals to the running thread.*

- void [xnpod\\_welcome\\_thread](#) (xnthread\_t \*thread, int imask)  
*Thread prologue.*
- static void [xnpod\\_preempt\\_current\\_thread](#) (xnsched\_t \*sched)  
*Preempts the current thread.*
- void [xnpod\\_schedule](#) (void)  
*Rescheduling procedure entry point.*
- void [xnpod\\_schedule\\_runnable](#) (xnthread\_t \*thread, int flags)  
*Hidden rescheduling procedure.*
- void [xnpod\\_set\\_time](#) (xnticks\_t newtime)  
*Set the nucleus idea of time.*
- xnticks\_t [xnpod\\_get\\_time](#) (void)  
*Get the nucleus idea of time.*
- int [xnpod\\_add\\_hook](#) (int type, void(\*routine)(xnthread\_t \*))  
*Install a nucleus hook.*
- int [xnpod\\_remove\\_hook](#) (int type, void(\*routine)(xnthread\_t \*))  
*Remove a nucleus hook.*
- int [xnpod\\_trap\\_fault](#) (void \*fltinfo)  
*Default fault handler.*
- int [xnpod\\_start\\_timer](#) (u\_long nstick, xn timer\_t tickhandler)  
*Start the system timer.*
- void [xnpod\\_stop\\_timer](#) (void)  
*Stop the system timer.*
- int [xnpod\\_reset\\_timer](#) (void)  
*Reset the system timer.*
- int [xnpod\\_announce\\_tick](#) (xn timer\_t \*intr)  
*Announce a new clock tick.*
- int [xnpod\\_set\\_thread\\_periodic](#) (xnthread\_t \*thread, xnticks\_t idate, xnticks\_t period)  
*Make a thread periodic.*
- int [xnpod\\_wait\\_thread\\_period](#) (unsigned long \*overruns\_r)  
*Wait for the next periodic release point.*

## 7.16 ksrc/nucleus/registry.c File Reference

### 7.16.1 Detailed Description

This file is part of the Xenomai project.

**Note:**

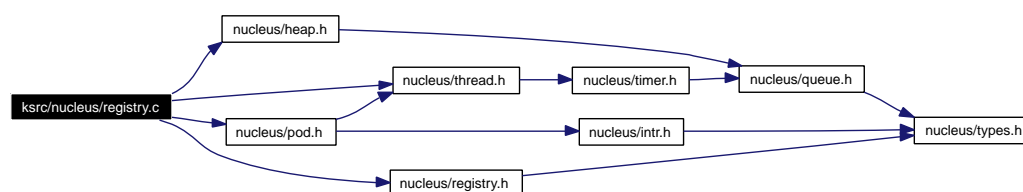
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Include dependency graph for registry.c:



### Functions

- `int xnregistry\_enter (const char *key, void *objaddr, xnhandle_t *phandle, xnpnode_t *pnode)`  
*Register a real-time object.*
- `int xnregistry\_bind (const char *key, xnticks_t timeout, xnhandle_t *phandle)`  
*Bind to a real-time object.*
- `int xnregistry\_remove (xnhandle_t handle)`  
*Forcibly unregister a real-time object.*
- `int xnregistry\_remove\_safe (xnhandle_t handle, xnticks_t timeout)`  
*Unregister an idle real-time object.*
- `void * xnregistry\_get (xnhandle_t handle)`  
*Find and lock a real-time object into the registry.*
- `u_long xnregistry\_put (xnhandle_t handle)`  
*Unlock a real-time object from the registry.*

- void \* [xnregistry\\_fetch](#) (xnhandle\_t handle)

*Find a real-time object into the registry.*

## 7.17 ksrc/nucleus/shadow.c File Reference

### 7.17.1 Detailed Description

Real-time shadow services.

**Author:**

Philippe Gerum

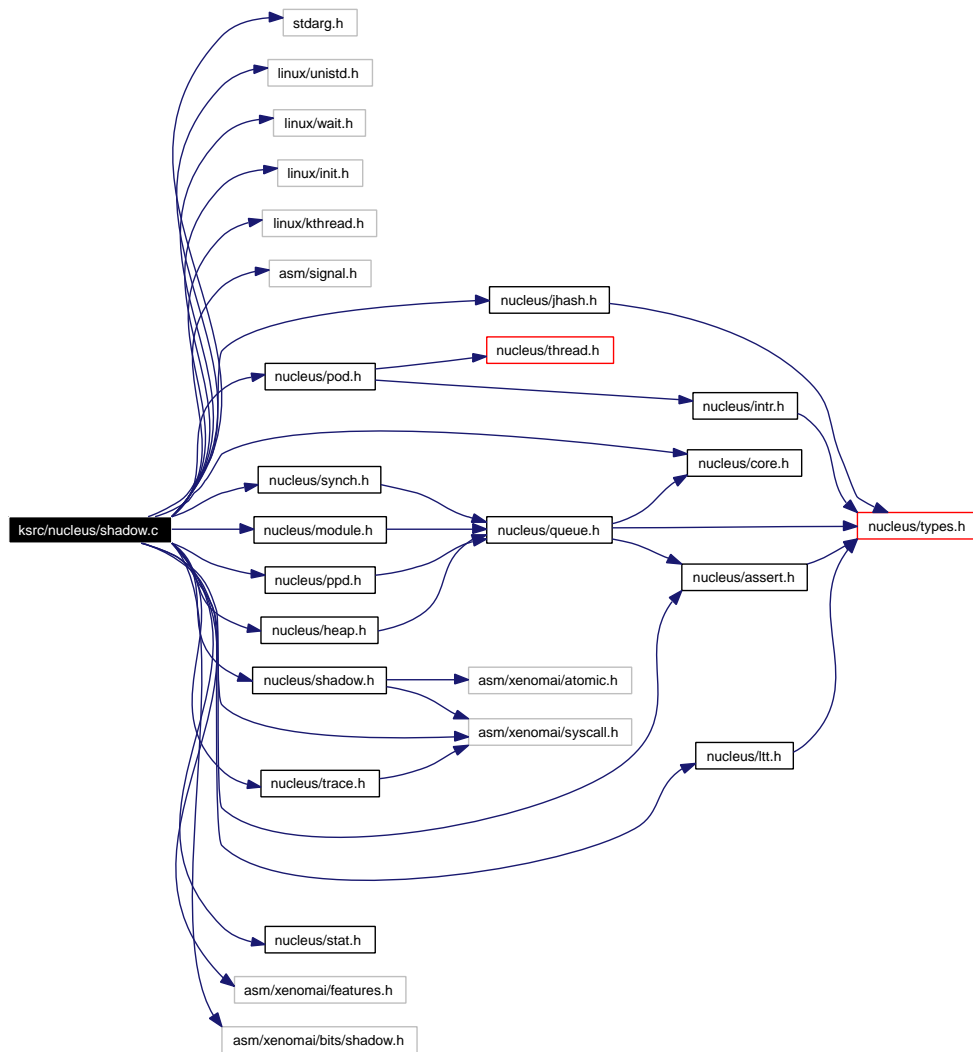
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Include dependency graph for shadow.c:



## Functions

- `int xnshadow_harden (void)`  
*Migrate a Linux task to the Xenomai domain.*
- `void xnshadow_relax (int notify)`  
*Switch a shadow thread back to the Linux domain.*
- `int xnshadow_map (xnthread_t *thread, xncompletion_t __user *u_completion)`  
*Create a shadow thread context.*
- `xnshadow_ppd_t * xnshadow_ppd_get (unsigned muxid)`  
*Return the per-process data attached to the calling process.*



## 7.18 ksrc/nucleus/synch.c File Reference

### 7.18.1 Detailed Description

Thread synchronization services.

**Author:**

Philippe Gerum

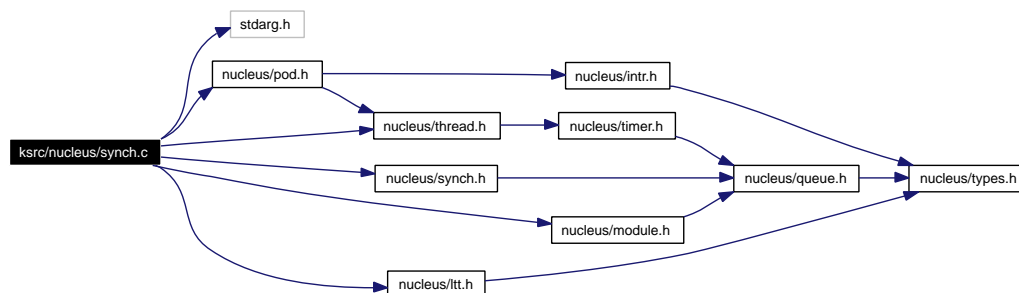
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Include dependency graph for synch.c:



### Functions

- void [xnsynch\\_init](#) (xnsynch\_t \*synch, xnflags\_t flags)  
*Initialize a synchronization object.*
- void [xnsynch\\_sleep\\_on](#) (xnsynch\_t \*synch, xnticks\_t timeout)  
*Sleep on a synchronization object.*
- static void [xnsynch\\_clear\\_boost](#) (xnsynch\_t \*synch, xnthread\_t \*lastowner)  
*Clear the priority boost.*
- void [xnsynch\\_renice\\_sleeper](#) (xnthread\_t \*thread)  
*Change a sleeper's priority.*
- xnthread\_t \* [xnsynch\\_wakeup\\_one\\_sleeper](#) (xnsynch\_t \*synch)  
*Give the resource ownership to the next waiting thread.*

- `xnpholder_t * xnsynch_wakeup_this_sleeper` (`xnsynch_t *synch`, `xnpholder_t *holder`)  
*Give the resource ownership to a given waiting thread.*
- `int xnsynch_flush` (`xnsynch_t *synch`, `xnflags_t reason`)  
*Unblock all waiters pending on a resource.*
- `void xnsynch_forget_sleeper` (`xnthread_t *thread`)  
*Abort a wait for a resource.*
- `void xnsynch_release_all_ownerships` (`xnthread_t *thread`)  
*Release all ownerships.*

## 7.19 ksrc/nucleus/timer.c File Reference

### 7.19.1 Detailed Description

**Note:**

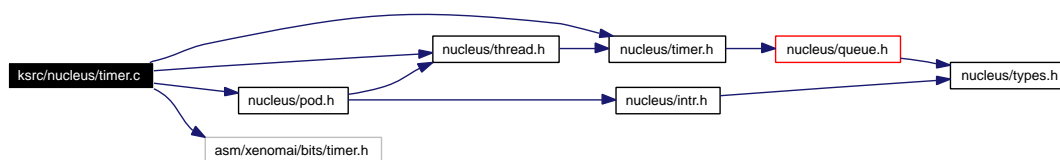
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Include dependency graph for timer.c:



### Functions

- static void [xntimer\\_do\\_tick\\_aperiodic](#) (void)  
*Process a timer tick in aperiodic mode.*
- void [xntimer\\_init](#) (xntimer\_t \*timer, void(\*handler)(xntimer\_t \*timer))  
*Initialize a timer object.*
- void [xntimer\\_destroy](#) (xntimer\_t \*timer)  
*Release a timer object.*
- xnticks\_t [xntimer\\_get\\_date](#) (xntimer\_t \*timer)  
*Return the absolute expiration date.*
- xnticks\_t [xntimer\\_get\\_timeout](#) (xntimer\_t \*timer)  
*Return the relative expiration date.*
- xnticks\_t [xntimer\\_get\\_interval](#) (xntimer\_t \*timer)  
*Return the timer interval value.*
- void [xntimer\\_freeze](#) (void)  
*Freeze all timers.*

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