

# Xenomai nanokernel API

## 2.4.7

Generated by Doxygen 1.5.5

Tue Feb 24 22:55:14 2009



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# Chapter 1

## Module Index

### 1.1 Modules

Here is a list of all modules:

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# Data Structure Index

### 2.1 Data Structures

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include/nucleus/compiler.h . . . . .	??
include/nucleus/core.h . . . . .	??
include/nucleus/heap.h . . . . .	??
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# Chapter 4

## Module Documentation

### 4.1 Thread state flags.

Collaboration diagram for Thread state flags.:



#### 4.1.1 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 a 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 a PIP boost.*
- #define **XNDEBUG** 0x00001000  
*Hit a debugger breakpoint (shadow only).*
- #define **XNLOCK** 0x00002000  
*Holds the scheduler lock (i.e.*
- #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).*

## 4.1.2 Define Documentation

### 4.1.2.1 `#define XNLOCK 0x00002000`

Holds the scheduler lock (i.e.  
not preemptible)

Referenced by `xnpod_do_rr()`, `xnpod_restart_thread()`, `xnpod_schedule()`, `xnpod_schedule_runnable()`, `xnpod_set_thread_mode()`, and `xnpod_welcome_thread()`.

### 4.1.2.2 `#define XNPEND 0x00000002`

Sleep-wait for a resource.

Referenced by `xnpod_delete_thread()`, `xnpod_resume_thread()`, `xnpod_unblock_thread()`, `xnsynch_flush()`, `xnsynch_forget_sleeper()`, `xnsynch_sleep_on()`, `xnsynch_wakeup_one_sleeper()`, and `xnsynch_wakeup_this_sleeper()`.

### 4.1.2.3 `#define XNREADY 0x00000008`

Linked to the ready queue.

Referenced by `xnpod_delete_thread()`, `xnpod_migrate_thread()`, `xnpod_preempt_current_thread()`, `xnpod_resume_thread()`, `xnpod_schedule()`, `xnpod_schedule_runnable()`, `xnpod_start_thread()`, and `xnpod_suspend_thread()`.

### 4.1.2.4 `#define XNSUSP 0x00000001`

Suspended.

Referenced by `xnpod_init_thread()`, `xnpod_restart_thread()`, `xnpod_start_thread()`, `xnpod_suspend_thread()`, and `xnpod_trap_fault()`.

## 4.2 Thread information flags.

Collaboration diagram for Thread information flags.:



### 4.2.1 Detailed Description

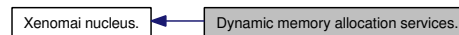
Bits reporting events notified to the thread.

#### 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.*
- #define [XNAFFSET](#) 0x00000080  
*CPU affinity changed from primary mode.*

## 4.3 Dynamic memory allocation services.

Collaboration diagram for Dynamic memory allocation services.:



### 4.3.1 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.*

### 4.3.2 Function Documentation

#### 4.3.2.1 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.



#### 4.3.2.2 `int 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.

Referenced by `xnpod_shutdown()`.

#### 4.3.2.3 `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.

#### 4.3.2.4 `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.

References `xnheap_test_and_free()`.

#### 4.3.2.5 `int 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 a dynamically-sized internal header. The following formula gives the size of this header:

$H = \text{heapsize}, P = \text{pagesize}, M = \text{sizeof}(\text{struct pagemap}), E = \text{sizeof}(\text{xnextent\_t})$

$\text{hdrsize} = ((H - E) * M) / (M + 1)$

This value is then aligned on the next 16-byte boundary. The routine `xnheap_overhead()` computes the corrected heap size according to the previous formula.

#### Parameters:

**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.

Referenced by `xnpod_init()`.

#### 4.3.2.6 void 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.

#### 4.3.2.7 `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.

Referenced by `xnheap_free()`.

## 4.4 Interrupt management.

Collaboration diagram for Interrupt management.:



### 4.4.1 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.*

### 4.4.2 Function Documentation

#### 4.4.2.1 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.

#### 4.4.2.2 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

Rescheduling: never.

**Note:**

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

#### 4.4.2.3 `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

Rescheduling: never.

References [xnintr\\_detach\(\)](#).

#### 4.4.2.4 `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

Rescheduling: never.

Referenced by [xnintr\\_destroy\(\)](#).

#### 4.4.2.5 `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

Rescheduling: never.

#### 4.4.2.6 `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

Rescheduling: never.



#### 4.4.2.7 `int xnintr_init (xnintr_t * intr, const char * name, unsigned irq, xnintr_t isr, xniack_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

Rescheduling: never.

Referenced by `xnpod_enable_timesource()`.

## 4.5 Lightweight key-to-object mapping service

Collaboration diagram for Lightweight key-to-object mapping service:



### 4.5.1 Detailed Description

A map is a simple indexing structure which associates unique integer keys with pointers to objects. The current implementation supports reservation, for naming/indexing the real-time objects skins create, either on a fixed, user-provided integer (i.e. a reserved key value), or by drawing the next available key internally if the caller did not specify any fixed key. For instance, in some given map, the key space ranging from 0 to 255 could be reserved for fixed keys, whilst the range from 256 to 511 could be available for drawing free keys dynamically.

A maximum of 1024 unique keys per map is supported on 32bit machines.

(This implementation should not be confused with C++ STL maps, which are dynamically expandable and allow arbitrary key types; Xenomai maps don't).

### Files

- file [map.h](#)
- file [map.c](#)

### Functions

- `xnmap_t * xnmap\_create (int nkeys, int reserve, int offset)`  
*Create a map.*
- `void xnmap\_delete (xnmap_t *map)`  
*Delete a map.*
- `int xnmap\_enter (xnmap_t *map, int key, void *objaddr)`  
*Index an object into a map.*
- `int xnmap\_remove (xnmap_t *map, int key)`  
*Remove an object reference from a map.*
- `void * xnmap\_fetch (xnmap_t *map, int key)`  
*Search an object into a map.*

### 4.5.2 Function Documentation

#### 4.5.2.1 `xnmap_t * xnmap_create (int nkeys, int reserve, int offset)`

Create a map.

Allocates a new map with the specified addressing capabilities. The memory is obtained from the Xenomai system heap.

**Parameters:**

*nkeys* The maximum number of unique keys the map will be able to hold. This value cannot exceed the static limit represented by `XNMAP_MAX_KEYS`, and must be a power of two.

*reserve* The number of keys which should be kept for reservation within the index space. Reserving a key means to specify a valid key to the `xnmap_enter()` service, which will then attempt to register this exact key, instead of drawing the next available key from the unreserved index space. When reservation is in effect, the unreserved index space will hold key values greater than *reserve*, keeping the low key values for the reserved space. For instance, passing *reserve* = 32 would cause the index range [ 0 .. 31 ] to be kept for reserved keys. When non-zero, *reserve* is rounded to the next multiple of `BITS_PER_LONG`. If *reserve* is zero no reservation will be available from the map.

*offset* The lowest key value `xnmap_enter()` will return to the caller. Key values will be in the range [ 0 + offset .. *nkeys* + offset - 1 ]. Negative offsets are valid.

**Returns:**

the address of the new map is returned on success; otherwise, NULL is returned if *nkeys* is invalid.

**Environments:**

This service can be called from:

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

Rescheduling: never.

#### 4.5.2.2 void xnmap\_delete (xnmap\_t \* map)

Delete a map.

Deletes a map, freeing any associated memory back to the Xenomai system heap.

**Parameters:**

*map* The address of the map to delete.

**Environments:**

This service can be called from:

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

Rescheduling: never.

#### 4.5.2.3 int xnmap\_enter (xnmap\_t \* map, int key, void \* objaddr)

Index an object into a map.

Insert a new object into the given map.

**Parameters:**

*map* The address of the map to insert into.

*key* The key to index the object on. If this key is within the valid index range [ 0 - offset .. nkeys - offset - 1 ], then an attempt to reserve this exact key is made. If *key* has an out-of-range value lower or equal to 0 - offset - 1, then an attempt is made to draw a free key from the unreserved index space.

*objaddr* The address of the object to index on the key. This value will be returned by a successful call to [xnmap\\_fetch\(\)](#) with the same key.

**Returns:**

a valid key is returned on success, either *key* if reserved, or the next free key. Otherwise:

- -EEXIST is returned upon attempt to reserve a busy key.
- -ENOSPC when no more free key is available.

Environments:

This service can be called from:

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

Rescheduling: never.

#### 4.5.2.4 void \* xnmap\_fetch (xnmap\_t \* map, int key)

Search an object into a map.

Retrieve an object reference from the given map by its index key.

**Parameters:**

*map* The address of the map to retrieve from.

*key* The key to be searched for in the map index.

**Returns:**

The indexed object address is returned on success, otherwise NULL is returned when *key* is invalid or no object is currently indexed on it.

Environments:

This service can be called from:

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

Rescheduling: never.

#### 4.5.2.5 `int xnmap_remove(xnmap_t * map, int key)`

Remove an object reference from a map.

Removes an object reference from the given map, releasing the associated key.

**Parameters:**

*map* The address of the map to remove from.

*key* The key the object reference to be removed is indexed on.

**Returns:**

0 is returned on success. Otherwise:

- -ESRCH is returned if *key* is invalid.

Environments:

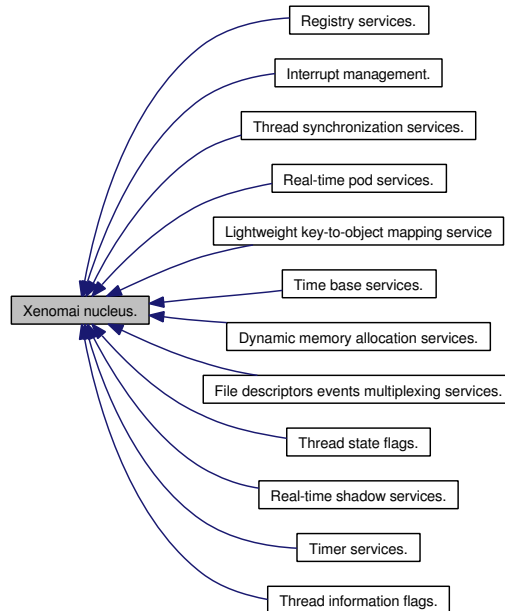
This service can be called from:

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

Rescheduling: never.

## 4.6 Xenomai nucleus.

Collaboration diagram for Xenomai nucleus.:



### 4.6.1 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.](#)
- [Lightweight key-to-object mapping service](#)
- [Real-time pod services.](#)
- [Registry services.](#)
- [File descriptors events multiplexing services.](#)
- [Real-time shadow services.](#)
- [Thread synchronization services.](#)
- [Time base services.](#)
- [Timer services.](#)

## 4.7 Real-time pod services.

Collaboration diagram for Real-time pod services.:



### 4.7.1 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.*

#### Functions

- void [xnpod\\_schedule\\_runnable](#) (xnthread\_t \*thread, int flags)  
*Hidden rescheduling procedure.*
- int [xnpod\\_init](#) (void)  
*Initialize the core pod.*
- int [xnpod\\_enable\\_timesource](#) (void)  
*Activate the core time source.*
- void [xnpod\\_disable\\_timesource](#) (void)  
*Stop the core time source.*
- void [xnpod\\_shutdown](#) (int xtype)  
*Shutdown the current pod.*
- int [xnpod\\_init\\_thread](#) (xnthread\_t \*thread, xntbase\_t \*tbase, const char \*name, int prio, xnflags\_t flags, unsigned stacksize, xnthrops\_t \*ops)



*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 set-mask)

*Change a thread's control mode.*

- void [xnpod\\_suspend\\_thread](#) (xnthread\_t \*thread, xnflags\_t mask, xnticks\_t timeout, xntmode\_t timeout\_mode, struct xnsynch \*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\\_do\\_rr](#) (void)

*Handle the round-robin scheduling policy.*

- 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.*
- 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.*
- 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\\_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](#) (xnarch\_fltinfo\_t \*fltinfo)  
*Default fault handler.*

## 4.7.2 Function Documentation

### 4.7.2.1 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.

References XNDORMANT, [xnpod\\_delete\\_thread\(\)](#), and [xnpod\\_suspend\\_thread\(\)](#).

**4.7.2.2 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.

References XNRRB.

**4.7.2.3 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.

**4.7.2.4 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.

References XNRRB.

**4.7.2.5 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.

References `xnsched::readyq`, `xnsched::runthread`, `XNDORMANT`, `XNPEND`, `xnpod_schedule()`, `XNREADY`, `XNROOT`, `xnsynch_forget_sleeper()`, `xnsynch_release_all_ownerships()`, `xntimer_destroy()`, and `XNZOMBIE`.

Referenced by `xnpod_abort_thread()`, and `xnpod_shutdown()`.

**4.7.2.6 void xnpod\_disable\_timesource (void)**

Stop the core time source.

Releases the hardware timer, and deactivates the master time base.

**Environments:**

This service can be called from:

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

Rescheduling: never.

References `xntimer_freeze()`.

Referenced by `xnpod_shutdown()`.

**4.7.2.7 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.

References XNASDI.

Referenced by `xnpod_schedule()`, `xnpod_welcome_thread()`, and `xnshadow_harden()`.

#### 4.7.2.8 void xnpod\_do\_rr (void)

Handle the round-robin scheduling policy.

**For internal use only.**

This routine is called from the slave time base tick handler to enforce the round-robin scheduling policy.

This service can be called from:

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

Rescheduling: never.

References `xnsched::runthread`, `XNLOCK`, `xnpod_resume_thread()`, and `XNRRB`.

#### 4.7.2.9 int xnpod\_enable\_timesource (void)

Activate the core time source.

Xenomai implements the notion of time base, by which software timers that belong to different skins may be clocked separately according to distinct frequencies, or aperiodically. In the periodic case, delays and timeouts are given in counts of ticks; the duration of a tick is specified by the time base. In the aperiodic case, timings are directly specified in nanoseconds.

Only a single aperiodic (i.e. tick-less) time base may exist in the system, and the nucleus provides for it through the `nktbase` object. All skins depending on aperiodic timings should bind to the latter, also known as the master time base. Skins depending on periodic timings may create and bind to their own time base. Such a periodic time base is managed as a slave object of the master one. A cascading software timer, which is fired by the master time base according to the appropriate frequency, triggers in turn the update process of the associated slave time base, which eventually fires the elapsed software timers controlled by the latter.

Xenomai always controls the underlying hardware timer in a tick-less fashion, also known as the oneshot mode. The `xnpod_enable_timesource()` service configures the timer chip as needed, and activates the master time base.

**Returns:**

0 is returned on success. Otherwise:

- `-ENODEV` is returned if a failure occurred while configuring the hardware timer.
- `-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.

**Note:**

Built-in support for periodic timing depends on CONFIG\_XENO\_OPT\_TIMING\_PERIODIC.

References xnsched::htimer, xnintr\_init(), and xntimer\_start().

Referenced by xnpod\_init().

#### 4.7.2.10 int xnpod\_init (void)

Initialize the core pod.

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

**Returns:**

0 is returned on success. Otherwise:

- -ENOMEM is returned if the memory manager fails to initialize.

Environments:

This service can be called from:

- Kernel module initialization code

References xnsched::htimer, xnsched::inesting, xnsched::readyq, xnpod::refcnt, xnsched::rootcb, xnsched::runthread, xnpod::sched, xnsched::status, xnpod::status, xnpod::tdeleteq, xnpod::threadq, xnpod::timerlck, xnsched::timerqueue, xnpod::tstartq, xnpod::tswitchq, XNFPU, xnheap\_init(), xnpod\_enable\_timesource(), xnpod\_shutdown(), XNROOT, and XNSTARTED.

#### 4.7.2.11 int xnpod\_init\_thread (xnthread\_t \* thread, xntbase\_t \* tbase, const char \* name, int prio, xnflags\_t flags, unsigned stacksize, xnthrops\_t \* ops)

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".

*tbase* The time base descriptor to refer to for all timed operations issued by the new thread. See [xntbase\\_alloc\(\)](#) for detailed explanations about time bases.

*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.

**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.

*ops* A pointer to a structure defining the class-level operations available for this thread. Fields from this structure must have been set appropriately by the caller.

**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.

References XNDORMANT, XNFPUP, xnpod\_suspend\_thread(), XNSHADOW, XNSHIELD, and XNSUSP.

#### 4.7.2.12 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.

References XNFPUP, xnpod\_resume\_thread(), xnpod\_schedule(), and XNREADY.

#### 4.7.2.13 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.

References xnsched::readyq, xnsched::runthread, and XNREADY.

Referenced by xnpod\_schedule().

#### 4.7.2.14 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.

#### 4.7.2.15 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.

**4.7.2.16 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.

References XNLOCK, [xnpod\\_resume\\_thread\(\)](#), [xnpod\\_schedule\(\)](#), [xnpod\\_unblock\\_thread\(\)](#), XNRESTART, XNROOT, XNSHADOW, XNSTARTED, XNSUSP, and [xnsynch\\_release\\_all\\_ownerships\(\)](#).

**4.7.2.17 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.

References [xnsched::readyq](#), [xnsched::runthread](#), [XNDELAY](#), [XNPEND](#), [XNREADY](#), [xnsynch\\_forget\\_sleeper\(\)](#), and [xntimer\\_stop\(\)](#).

Referenced by [xnpod\\_do\\_rr\(\)](#), [xnpod\\_migrate\\_thread\(\)](#), [xnpod\\_restart\\_thread\(\)](#), [xnpod\\_rotate\\_readyq\(\)](#), [xnpod\\_start\\_thread\(\)](#), [xnpod\\_unblock\\_thread\(\)](#), [xnsynch\\_flush\(\)](#), [xnsynch\\_wakeup\\_one\\_sleeper\(\)](#), and [xnsynch\\_wakeup\\_this\\_sleeper\(\)](#).

#### 4.7.2.18 void xnpod\_rotate\_readyq (int prio)

Rotate a priority level in the ready queue.

The thread at the head of the ready queue is moved to the end of its priority group. Round-robin scheduling policies may be implemented by periodically issuing this call. It should be noted that the nucleus already provides a built-in round-robin mode (see [xnpod\\_activate\\_rr\(\)](#)).

##### Parameters:

*prio* The priority level to rotate. if [XNPOD\\_RUNPRIO](#) is given, the priority of the currently running thread 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.

References `xnsched::readyq`, `xnsched::runthread`, and `xnpod_resume_thread()`.

#### 4.7.2.19 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.

References `xnsched::readyq`, `xnsched::runthread`, `XNLOCK`, `xnpod_dispatch_signals()`, `xnpod_preempt_current_thread()`, `XNREADY`, `XNRESTART`, `XNROOT`, `XNSHADOW`, and `XNZOMBIE`.

Referenced by `xnpod_delete_thread()`, `xnpod_migrate_thread()`, `xnpod_restart_thread()`, `xnpod_shutdown()`, `xnpod_start_thread()`, `xnpod_suspend_thread()`, `xnregistry_enter()`, `xnregistry_put()`, `xnselect_bind()`, and `xnselector_destroy()`.

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

Hidden rescheduling procedure.

**For internal use only.**

[`xnpod\_schedule\_runnable\(\)`](#) 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. This internal routine should NEVER be used directly by the client interfaces; [`xnpod\_schedule\(\)`](#) is the service to invoke normally for starting the rescheduling procedure.

**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.

References `xnsched::readyq`, `xnsched::runthread`, `XNLOCK`, `XNREADY`, `XNROOT`, and `XNZOMBIE`.

**4.7.2.21 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*.

References XNLOCK, XNRRB, XNSHADOW, and XNSHIELD.

#### 4.7.2.22 `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 *idate* is different from XN\_INFINITE and represents a date in the past.
- -EWOULDBLOCK is returned if the relevant time base has not been initialized by a call to `xnpod_init_timebase()`.
- -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:**

The *idate* and *period* values will be interpreted as jiffies if *thread* is bound to a periodic time base (see `xnpod_init_thread`), or nanoseconds otherwise.

References XNDELAY, `xnpod_suspend_thread()`, `xntimer_start()`, and `xntimer_stop()`.

**4.7.2.23 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.

References `xnsched::htimer`, `xnsched::rootcb`, `xnsched::timerqueue`, `xnheap_destroy()`, `xnpod_delete_thread()`, `xnpod_disable_timesource()`, `xnpod_schedule()`, `XNROOT`, and `xntimer_destroy()`.

Referenced by `xnpod_init()`.

#### 4.7.2.24 `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. `local_irq_disable()`). Conversely, a zero value should always mark a fully preemptible state regarding interrupts (e.g. `local_irq_enable()`).

**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.

References `XNDORMANT`, `xnpod_resume_thread()`, `xnpod_schedule()`, `XNREADY`, `XNRRB`, `XNSHADOW`, `XNSHIELD`, `XNSTARTED`, and `XNSUSP`.

Referenced by `xnshadow_map()`.

**4.7.2.25** `void xnpod_suspend_thread (xnthread_t * thread, xnflags_t mask, xnticks_t timeout, xntmode_t timeout_mode, struct xnsynch * 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 on a resource. This value is a wait time given in ticks (see note). It can either be relative, absolute monotonic, or absolute adjustable depending on *timeout\_mode*. Passing **XN\_INFINITE** and setting *timeout\_mode* to **XN\_RELATIVE** specifies an unbounded wait. All other values are used to initialize a watchdog timer. If the current operation mode of the system timer 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.

**timeout\_mode** The mode of the *timeout* parameter. It can either be set to **XN\_RELATIVE**, **XN\_ABSOLUTE**, or **XN\_REALTIME** (see also [xntimer\\_start\(\)](#)).

**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:

The *timeout* value will be interpreted as jiffies if *thread* is bound to a periodic time base (see [xnpod\\_init\\_thread\(\)](#)), or nanoseconds otherwise.

References [xnsched::readyq](#), [xnsched::runthread](#), **XNBREAK**, **XNDELAY**, **XNDORMANT**, **XN\_HELD**, **XNKICKED**, [xnpod\\_schedule\(\)](#), **XNREADY**, **XNRELAX**, **XNRMID**, **XNROBBED**, **XNROOT**, **XNSHADOW**, **XNSUSP**, [xnsynch\\_forget\\_sleeper\(\)](#), **XNTIMEO**, [xntimer\\_start\(\)](#), and **XN\_WAKEN**.

Referenced by [xnpod\\_abort\\_thread\(\)](#), [xnpod\\_init\\_thread\(\)](#), [xnpod\\_set\\_thread\\_periodic\(\)](#), [xnpod\\_trap\\_fault\(\)](#), [xnpod\\_wait\\_thread\\_period\(\)](#), [xnshadow\\_map\(\)](#), [xnshadow\\_relax\(\)](#), and [xnsynch\\_sleep\\_on\(\)](#).

#### 4.7.2.26 void xnpod\_trap\_fault (xnarch\_fltinfo\_t \* *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 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.

References `xnpod_suspend_thread()`, `xnshadow_relax()`, and `XNSUSP`.

#### 4.7.2.27 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.

References `XNBREAK`, `XNDELAY`, `XNPEND`, and `xnpod_resume_thread()`.

Referenced by `xnpod_restart_thread()`.

**4.7.2.28 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.

References XNBREAK, XNDELAY, [xnpod\\_suspend\\_thread\(\)](#), and [xntimer\\_get\\_overruns\(\)](#).

**4.7.2.29 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.

References XNFPU, XNLOCK, [xnpod\\_dispatch\\_signals\(\)](#), and XNRESTART.

## 4.8 Registry services.

Collaboration diagram for Registry services.:



### 4.8.1 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.h](#)  
*This file is part of the Xenomai project.*
- 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, int timeout\_mode, 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.*

## 4.8.2 Function Documentation

### 4.8.2.1 `int xnregistry_bind (const char * key, xnticks_t timeout, int timeout_mode, 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 timeout which may be used to limit the time the thread wait for the object to be registered. This value is a wait time given in ticks (see note). It can either be relative, absolute monotonic (XN\_ABSOLUTE), or absolute adjustable (XN\_REALTIME) depending on *timeout\_mode*. Passing XN\_INFINITE **and** setting *timeout\_mode* to XN\_RELATIVE specifies an unbounded wait. Passing XN\_NONBLOCK causes the service to return immediately without waiting if the object is not registered on entry. All other values are used as a wait limit.

*timeout\_mode* The mode of the *timeout* parameter. It can either be set to XN\_RELATIVE, XN\_ABSOLUTE, or XN\_REALTIME (see also [xntimer\\_start\(\)](#)).

*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:**

The *timeout* value will be interpreted as jiffies if *thread* is bound to a periodic time base (see `xnpod_init_thread`), or nanoseconds otherwise.

References `XNBREAK`, `xnsynch_sleep_on()`, `xntbase_get_time()`, and `XNTIMEO`.

#### 4.8.2.2 `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.

References `xnpod_schedule()`, and `xnsynch_init()`.



#### 4.8.2.3 void\* 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.

#### 4.8.2.4 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.

#### 4.8.2.5 `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.

References `xnpod_schedule()`, and `xnsynch_flush()`.

#### 4.8.2.6 `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.

Referenced by `xnregistry_remove_safe()`.

#### 4.8.2.7 `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.

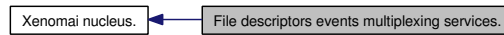
**Note:**

The *timeout* value will be interpreted as jiffies if the current thread is bound to a periodic time base (see `xnpod_init_thread`), or nanoseconds otherwise.

References `XNBREAK`, `xnregistry_remove()`, `xnsynch_sleep_on()`, and `XNTIMEO`.

## 4.9 File descriptors events multiplexing services.

Collaboration diagram for File descriptors events multiplexing services.:



### 4.9.1 Detailed Description

File descriptors events multiplexing services.

This module implements the services needed for implementing the posix "select" service, or any other events multiplexing services.

Following the implementation of the posix select service, this module defines three types of events:

- `XNSELECT_READ` meaning that a file descriptor is ready for reading;
- `XNSELECT_WRITE` meaning that a file descriptor is ready for writing;
- `XNSELECT_EXCEPT` meaning that a file descriptor received an exceptional event.

It works by defining two structures:

- a `struct xnselect` structure, which should be added to every file descriptor for every event type (read, write, or except);
- a `struct xnselector` structure, the selection structure, passed by the thread calling the `xnselect` service, where this service does all its housekeeping.

### Files

- file [select.h](#)  
*file descriptors events multiplexing header.*
- file [select.c](#)  
*file descriptors events multiplexing.*

### Functions

- void [xnselect\\_init](#) (struct xnselect \*select\_block)  
*Initialize a struct xnselect structure.*
- int [xnselect\\_bind](#) (struct xnselect \*select\_block, struct xnselect\_binding \*binding, struct xnselector \*selector, unsigned type, unsigned index, unsigned state)  
*Bind a file descriptor (represented by its xnselect structure) to a selector block.*
- void [xnselect\\_destroy](#) (struct xnselect \*select\_block)  
*Destroy the xnselect structure associated with a file descriptor.*

- int `xnselector_init` (struct xnselector \*selector)  
*Initialize a selector structure.*
- int `xnselect` (struct xnselector \*selector, fd\_set \*out\_fds[XNSELECT\_MAX\_TYPES], fd\_set \*in\_fds[XNSELECT\_MAX\_TYPES], int nfds, xnticks\_t timeout, xntmode\_t timeout\_mode)  
*Check the state of a number of file descriptors, wait for a state change if no descriptor is ready.*
- void `xnselector_destroy` (struct xnselector \*selector)  
*Destroy a selector block.*

## 4.9.2 Function Documentation

**4.9.2.1** int `xnselect` (struct xnselector \* *selector*, fd\_set \* *out\_fds*[XNSELECT\_MAX\_TYPES], fd\_set \* *in\_fds*[XNSELECT\_MAX\_TYPES], int *nfds*, xnticks\_t *timeout*, xntmode\_t *timeout\_mode*)

Check the state of a number of file descriptors, wait for a state change if no descriptor is ready.

### Parameters:

*selector* structure to check for pending events

*out\_fds* The set of descriptors with pending events if a strictly positive number is returned, or the set of descriptors not yet bound if -ECHRNG is returned;

*in\_fds* the set of descriptors which events should be checked

*nfds* the highest-numbered descriptor in any of the *in\_fds* sets, plus 1;

*timeout* the timeout, whose meaning depends on *timeout\_mode*, note that `xnselect()` pass *timeout* and *timeout\_mode* unchanged to `xnsynch_sleep_on`, so passing a relative value different from XN\_INFINITE as a timeout with *timeout\_mode* set to XN\_RELATIVE, will cause a longer sleep than expected if the sleep is interrupted.

*timeout\_mode* the mode of *timeout*.

### Return values:

-EINVAL if *nfds* is negative;

-ECHRNG if some of the descriptors passed in *in\_fds* have not yet been registered with `xnselect_bind()`, *out\_fds* contains the set of such descriptors;

-EINTR if `xnselect` was interrupted while waiting;

0 in case of timeout.

*the* number of file descriptors having received an event.

References XNBREAK, `xnsynch_sleep_on()`, and XNTIMEO.

Referenced by `xnselector_destroy()`.

#### 4.9.2.2 `int xnselect_bind (struct xnselect * select_block, struct xnselect_binding * binding, struct xnselector * selector, unsigned type, unsigned index, unsigned state)`

Bind a file descriptor (represented by its *xnselect* structure) to a selector block.

##### Parameters:

- select\_block* pointer to the *struct xnselect* to be bound;
- binding* pointer to a newly allocated (using `xnmalloc`) *struct xnselect\_binding*;
- selector* pointer to the selector structure;
- type* type of events (`XNSELECT_READ`, `XNSELECT_WRITE`, or `XNSELECT_EXCEPT`);
- index* index of the file descriptor (represented by *select\_block*) in the bit fields used by the *selector* structure;
- state* current state of the file descriptor>.

*select\_block* must have been initialized with `xnselect_init()`, the *xnselector* structure must have been initialized with `xnselector_init()`, *binding* may be uninitialized.

This service must be called with `nklock` locked, `irqs` off. For this reason, the *binding* parameter must have been allocated by the caller outside the locking section.

##### Return values:

- `-EINVAL` if *type* or *index* is invalid;
- `0` otherwise.

References `xnpod_schedule()`.

#### 4.9.2.3 `void xnselect_destroy (struct xnselect * select_block)`

Destroy the *xnselect* structure associated with a file descriptor.

Any binding with a *xnselector* block is destroyed.

##### Parameters:

- select\_block* pointer to the *xnselect* structure associated with a file descriptor

#### 4.9.2.4 `void xnselect_init (struct xnselect * select_block)`

Initialize a *struct xnselect* structure.

This service must be called to initialize a *struct xnselect* structure before it is bound to a selector by the means of `xnselect_bind()`.

##### Parameters:

- select\_block* pointer to the *xnselect* structure to be initialized

#### 4.9.2.5 void xnselector\_destroy (struct xnselector \* *selector*)

Destroy a selector block.

All bindings with file descriptor are destroyed.

**Parameters:**

*selector* the selector block to be destroyed

References xnpod\_schedule(), and xnselect().

#### 4.9.2.6 int xnselector\_init (struct xnselector \* *selector*)

Initialize a selector structure.

**Parameters:**

*selector* The selector structure to be initialized.

**Return values:**

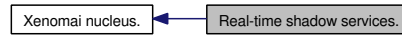
0

References xnsynch\_init().



## 4.10 Real-time shadow services.

Collaboration diagram for Real-time shadow services.:



### 4.10.1 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.*

### 4.10.2 Function Documentation

#### 4.10.2.1 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.

References XNATOMIC, and `xnpod_dispatch_signals()`.

Referenced by `xnshadow_map()`.

#### 4.10.2.2 `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 and scheduling class of the underlying Linux task are not affected; it is assumed that the interface library did set them appropriately before issuing the shadow mapping request.

##### 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()`.

*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.
- -EINVAL is returned if the thread control block does not bear the XNSHADOW bit.
- -EBUSY is returned if either the current Linux task or the associated shadow thread is already involved in a shadow mapping.

##### Environments:

This service can be called from:

- Regular user-space process.

Rescheduling: always.

References XNMAPPED, `xnpod_start_thread()`, `xnpod_suspend_thread()`, XNRELAX, XNSHADOW, and `xnshadow_harden()`.

#### 4.10.2.3 `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.

**4.10.2.4 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:**

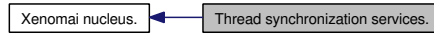
"current" is valid here since the shadow runs with the properties of the Linux task.

References XNAFFSET, `xnpod_suspend_thread()`, XNRELAX, XNROOT, and XNTRAPSW.

Referenced by `xnpod_trap_fault()`.

## 4.11 Thread synchronization services.

Collaboration diagram for Thread synchronization services.:



### 4.11.1 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, xntmode\_t timeout\_mode)  
*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.*
- xnthread\_t \* [xnsynch\\_peek\\_pendq](#) (xnsynch\_t \*synch)  
*Access the thread leading a synch object wait queue.*
- 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.*

## 4.11.2 Function Documentation

### 4.11.2.1 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.

References XNBOOST.

Referenced by xnsynch\_flush(), xnsynch\_forget\_sleeper(), xnsynch\_wakeup\_one\_sleeper(), and xnsynch\_wakeup\_this\_sleeper().

### 4.11.2.2 int 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.

References XNPEND, `xnpod_resume_thread()`, and `xnsynch_clear_boost()`.

Referenced by `xnregistry_put()`.

#### 4.11.2.3 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.

References XNPEND, and `xnsynch_clear_boost()`.

Referenced by `xnpod_delete_thread()`, `xnpod_resume_thread()`, and `xnpod_suspend_thread()`.

#### 4.11.2.4 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.

Referenced by `xnregistry_enter()`, and `xnselector_init()`.

#### 4.11.2.5 `xnthread_t* xnsynch_peek_pendq (xnsynch_t * synch)` [read]

Access the thread leading a synch object wait queue.

This services returns the descriptor address of to the thread leading a synchronization object wait queue.

**Parameters:**

*synch* The descriptor address of the target synchronization object.

**Returns:**

The descriptor address of 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.

#### 4.11.2.6 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.

References xnsynch\_wakeup\_one\_sleeper().

Referenced by xnpod\_delete\_thread(), and xnpod\_restart\_thread().

#### 4.11.2.7 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.

References XNBOOST.

#### 4.11.2.8 void xnsynch\_sleep\_on (xnsynch\_t \* synch, xnticks\_t timeout, xntmode\_t timeout\_mode)

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 wait time given in ticks (see note). It can either be relative, absolute monotonic, or absolute adjustable depending on *timeout\_mode*. Passing XN\_INFINITE and setting *mode* to XN\_RELATIVE specifies an unbounded wait. All other values are used to initialize a watchdog timer.



*timeout\_mode* The mode of the *timeout* parameter. It can either be set to `XN_RELATIVE`, `XN_ABSOLUTE`, or `XN_REALTIME` (see also [xntimer\\_start\(\)](#)).

Environments:

This service can be called from:

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

Rescheduling: always.

**Note:**

The *timeout* value will be interpreted as jiffies if the current thread is bound to a periodic time base (see `xnpod_init_thread`), or nanoseconds otherwise.

References `XNBOOST`, `XNBREAK`, `XNPEND`, `xnpod_suspend_thread()`, `XNRMID`, `XNROBBED`, `XNTIMEO`, and `XNWAKEN`.

Referenced by `xnregistry_bind()`, `xnregistry_remove_safe()`, and `xnselect()`.

#### 4.11.2.9 `xnthread_t* xnsynch_wakeup_one_sleeper(xnsynch_t *synch)` [read]

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.

References XNPEND, xnpod\_resume\_thread(), xnsynch\_clear\_boost(), and XNWAKEN.

Referenced by xnsynch\_release\_all\_ownerships().

#### 4.11.2.10 xnp holder\_t\* xnsynch\_wakeup\_this\_sleeper (xnsynch\_t \* *synch*, xnp holder\_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 next waiting 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.

References XNPEND, xnpod\_resume\_thread(), xnsynch\_clear\_boost(), and XNWAKEN.

## 4.12 Time base services.

Collaboration diagram for Time base services.:



### 4.12.1 Detailed Description

Xenomai implements the notion of time base, by which software timers that belong to different skins may be clocked separately according to distinct frequencies, or aperiodically. In the periodic case, delays and timeouts are given in counts of ticks; the duration of a tick is specified by the time base. In the aperiodic case, timings are directly specified in nanoseconds.

Only a single aperiodic (i.e. tick-less) time base may exist in the system, and the nucleus provides for it through the `nktbase` object. All skins depending on aperiodic timings should bind to the latter (see `xntbase_alloc()`), also known as the master time base.

Skins depending on periodic timings may create and bind to their own time base. Such a periodic time base is managed as a timed slave object of the master time base. A cascading software timer fired by the master time base according to the appropriate frequency, triggers in turn the update process of the associated timed slave, which eventually fires the elapsed software timers controlled by the periodic time base. In other words, Xenomai emulates periodic timing over an aperiodic policy.

Xenomai always controls the underlying timer hardware in a tick-less fashion, also known as the oneshot mode.

### Files

- file [timebase.h](#)
- file [timebase.c](#)

### Functions

- static `xnticks_t xntbase_convert` (`xntbase_t *srcbase`, `xnticks_t ticks`, `xntbase_t *dstbase`)  
*Convert a clock value into another time base.*
- int `xntbase_alloc` (`const char *name`, `u_long period`, `u_long flags`, `xntbase_t **basep`)  
*Allocate a time base.*
- void `xntbase_free` (`xntbase_t *base`)  
*Free a time base.*
- int `xntbase_update` (`xntbase_t *base`, `u_long period`)  
*Change the period of a time base.*
- int `xntbase_switch` (`const char *name`, `u_long period`, `xntbase_t **basep`)  
*Replace a time base.*
- void `xntbase_start` (`xntbase_t *base`)

*Start a time base.*

- void [xntbase\\_stop](#) (xntbase\_t \*base)  
*Stop a time base.*
- void [xntbase\\_tick](#) (xntbase\_t \*base)  
*Announce a clock tick to a time base.*
- static xnticks\_t [xntbase\\_get\\_time](#) (xntbase\_t \*base)  
*Get the clock time for a given time base.*
- void [xntbase\\_adjust\\_time](#) (xntbase\_t \*base, xnticks\_t delta)  
*Adjust the clock time for the system.*

## 4.12.2 Function Documentation

### 4.12.2.1 void xntbase\_adjust\_time (xntbase\_t \* base, xnticks\_t delta)

Adjust the clock time for the system.

Xenomai tracks the current time as a monotonously increasing count of ticks since the epoch. The epoch is initially the same as the underlying machine time, and it is always synchronised across all active time bases.

This service changes the epoch for the system by applying the specified tick delta on the master's wallclock offset and resynchronizing all other time bases.

#### Parameters:

*base* The address of the initiating time base.

*delta* The adjustment of the system time expressed in ticks of the specified time base.

#### Note:

This routine must be entered nlock locked, interrupts off.

#### Environments:

This service can be called from:

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

Rescheduling: never.

**4.12.2.2 int xntbase\_alloc (const char \* name, u\_long period, u\_long flags, xntbase\_t \*\* basep)**

Allocate a time base.

A time base is an abstraction used to provide private clocking information to real-time skins, by which they may operate either in aperiodic or periodic mode, possibly according to distinct clock frequencies in the latter case. This abstraction is required in order to support several RTOS emulators running concurrently, which may exhibit different clocking policies and/or period.

Once allocated, a time base may be attached to all software timers created directly or indirectly by a given skin, and influences all timed services accordingly.

The `xntbase_alloc()` service allocates a new time base to the caller, and returns the address of its descriptor. The new time base is left in a disabled state (unless `period` equals `XN_APERIODIC_TICK`), calling `xntbase_start()` is needed to enable it.

**Parameters:**

*name* The symbolic name of the new time base. This information is used to report status information when reading from `/proc/xenomai/timebases`; it has currently no other usage.

*period* The duration of the clock tick for the new time base, given as a count of nanoseconds. The special `XN_APERIODIC_TICK` value may be used to retrieve the master - aperiodic - time base, which is always up and running when a real-time skin has called the `xnpod_init()` service. All other values are meant to define the clock rate of a periodic time base. For instance, passing 1000000 (ns) in the `period` parameter will create a periodic time base clocked at a frequency of 1Khz.

*flags* A bitmask composed as follows:

- `XNTBISO` causes the target timebase to be isolated from global wallclock offset updates as performed by `xntbase_adjust_time()`.

**Parameters:**

*basep* A pointer to a memory location which will be written upon success with the address of the allocated time base. If `period` equals `XN_APERIODIC_TICK`, the address of the built-in master time base descriptor will be copied back to this location.

**Returns:**

0 is returned on success. Otherwise:

- `-ENOMEM` is returned if no system memory is available to allocate a new time base descriptor.

**Environments:**

This service can be called from:

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

Rescheduling: never.

**Note:**

Any periodic time base allocated by a real-time skin must be released by a call to [xntbase\\_free\(\)](#) before the kernel module implementing the skin may be unloaded.

Referenced by `xntbase_switch()`.

**4.12.2.3 xnticks\_t xntbase\_convert (xntbase\_t \* srcbase, xnticks\_t ticks, xntbase\_t \* dstbase)**  
[inline, static]

Convert a clock value into another time base.

**Parameters:**

*srcbase* The descriptor address of the source time base.

*ticks* The clock value expressed in the source time base to convert to the destination time base.

*dstbase* The descriptor address of the destination time base.

**Returns:**

The converted count of ticks in the destination time base is returned.

**Environments:**

This service can be called from:

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

Rescheduling: never.

**4.12.2.4 void xntbase\_free (xntbase\_t \* base)**

Free a time base.

This service disarms all outstanding timers from the affected periodic time base, destroys the aperiodic cascading timer, then releases the time base descriptor.

**Parameters:**

*base* The address of the time base descriptor to release.

**Environments:**

This service can be called from:

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

Rescheduling: never.

**Note:**

Requests to free the master time base are silently caught and discarded; in such a case, outstanding aperiodic timers are left untouched.

Referenced by `xntbase_switch()`.

**4.12.2.5 `xnticks_t xntbase_get_time(xntbase_t * base)` [inline, static]**

Get the clock time for a given time base.

This service returns the (external) clock time as maintained by the specified time base. This value is adjusted with the wallclock offset as defined by `xntbase_adjust_time()`.

**Parameters:**

*base* The address of the time base to query.

**Returns:**

The current time (in jiffies) if the specified time base runs in periodic mode, or the machine time (converted to nanoseconds) as maintained by the hardware if *base* refers to the master time base.

**Environments:**

This service can be called from:

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

Rescheduling: never.

Referenced by `xnregistry_bind()`.

**4.12.2.6 `void xntbase_start(xntbase_t * base)`**

Start a time base.

This service enables a time base, using a cascading timer running in the master time base as the source of periodic clock ticks. The time base is synchronised on the Xenomai system clock. Timers attached to the started time base are immediated armed.

**Parameters:**

*base* The address of the time base descriptor to start.

**Environments:**

This service can be called from:

- Kernel module initialization code

- Kernel-based task
- User-space task

Rescheduling: never.

**Note:**

Requests to enable the master time base are silently caught and discarded; only the internal service [xnpod\\_enable\\_timesource\(\)](#) is allowed to start the latter. The master time base remains enabled until no real-time skin remains attached to the nucleus.

Referenced by `xntbase_switch()`.

#### 4.12.2.7 void xntbase\_stop (xntbase\_t \* base)

Stop a time base.

This service disables a time base, stopping the cascading timer running in the master time base which is used to clock it. Outstanding timers attached to the stopped time base are immediated disarmed.

Stopping a time base also invalidates its clock setting.

**Parameters:**

*base* The address of the time base descriptor to stop.

Environments:

This service can be called from:

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

**Note:**

Requests to disable the master time base are silently caught and discarded; only the internal service [xnpod\\_disable\\_timesource\(\)](#) is allowed to stop the latter. The master time base remains enabled until no real-time skin remains attached to the nucleus.

#### 4.12.2.8 int xntbase\_switch (const char \* name, u\_long period, xntbase\_t \*\* basep)

Replace a time base.

This service is useful for switching the current time base of a real-time skin between aperiodic and periodic modes, by providing a new time base descriptor as needed. The original time base descriptor is freed as a result of this operation (unless it refers to the master time base). The new time base is automatically started by a call to [xntbase\\_start\(\)](#) if the original time base was enabled at the time of the call, or left in a disabled state otherwise.

This call handles all mode transitions and configuration changes carefully, i.e. periodic <-> periodic, aperiodic <-> aperiodic, periodic <-> aperiodic.



**Parameters:**

*name* The symbolic name of the new time base. This information is used to report status information when reading from `/proc/xenomai/timebases`; it has currently no other usage.

*period* The duration of the clock tick for the time base, given as a count of nanoseconds. This value is meant to define the new clock rate of the new periodic time base (i.e.  $1e9 / \text{period}$ ).

*basep* A pointer to a memory location which will be first read to pick the address of the original time base to be replaced, then written back upon success with the address of the new time base. A null pointer is allowed on input in *basep*, in which case the new time base will be created as if `xntbase_alloc()` had been called directly.

**Returns:**

0 is returned on success. Otherwise:

- -ENOMEM is returned if no system memory is available to allocate a new time base descriptor.

**Environments:**

This service can be called from:

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

Rescheduling: never.

References `xntbase_alloc()`, `xntbase_free()`, `xntbase_start()`, and `xntbase_update()`.

**4.12.2.9 void xntbase\_tick (xntbase\_t \* base)**

Announce a clock tick to a time base.

This service announces a new clock tick to a time base. Normally, only specialized nucleus code would announce clock ticks. However, under certain circumstances, it may be useful to allow client code to send such notifications on their own.

Notifying a clock tick to a time base causes the timer management code to check for outstanding timers, which may in turn fire off elapsed timeout handlers. Additionally, periodic time bases (i.e. all but the master time base) would also update their count of elapsed jiffies, in case the current processor has been defined as the internal time keeper (i.e. `CPU# == XNTIMER_KEEPER_ID`).

**Parameters:**

*base* The address of the time base descriptor to announce a tick to.

**Environments:**

This service can be called from:

- Interrupt context only.

Rescheduling: never.

References `xntimer_tick_aperiodic()`.

#### 4.12.2.10 `int xntbase_update(xntbase_t * base, u_long period)`

Change the period of a time base.

##### Parameters:

*base* The address of the time base descriptor to update.

*period* The duration of the clock tick for the time base, given as a count of nanoseconds. This value is meant to define the new clock rate of the affected periodic time base (i.e.  $1e9 / \text{period}$ ).

##### Returns:

0 is returned on success. Otherwise:

- -EINVAL is returned if an attempt is made to set a null period.

Environments:

This service can be called from:

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

Rescheduling: never.

##### Note:

Requests to update the master time base are silently caught and discarded. The master time base has a fixed aperiodic policy which may not be changed.

Referenced by `xntbase_switch()`.

## 4.13 Timer services.

Collaboration diagram for Timer services.:



### 4.13.1 Detailed Description

The Xenomai timer facility always operate the timer hardware in oneshot mode, regardless of the time base in effect. Periodic timing is obtained through a software emulation, using cascading timers.

Depending on the time base used, the timer object stores time values either as count of jiffies (periodic), or as count of CPU ticks (aperiodic).

### Files

- file [timer.h](#)
- file [timer.c](#)

### Functions

- static int [xntimer\\_start](#) (xntimer\_t \*timer, xnticks\_t value, xnticks\_t interval, xntmode\_t mode)  
*Arm a timer.*
- static void [xntimer\\_stop](#) (xntimer\_t \*timer)  
*Disarm a timer.*
- static xnticks\_t [xntimer\\_get\\_date](#) (xntimer\_t \*timer)  
*Return the absolute expiration date.*
- static xnticks\_t [xntimer\\_get\\_timeout](#) (xntimer\_t \*timer)  
*Return the relative expiration date.*
- static xnticks\_t [xntimer\\_get\\_interval](#) (xntimer\_t \*timer)  
*Return the timer interval value.*
- void [xntimer\\_tick\\_aperiodic](#) (void)  
*Process a timer tick for the aperiodic master time base.*
- void [xntimer\\_tick\\_periodic](#) (xntimer\_t \*mtimer)  
*Process a timer tick for a slave periodic time base.*
- void [xntimer\\_init](#) (xntimer\_t \*timer, xntbase\_t \*base, void(\*handler)(xntimer\_t \*timer))  
*Initialize a timer object.*
- void [xntimer\\_destroy](#) (xntimer\_t \*timer)

*Release a timer object.*

- unsigned long `xntimer_get_overruns` (`xntimer_t *timer`, `xnticks_t now`)  
*Get the count of overruns for the last tick.*
- void `xntimer_freeze` (void)  
*Freeze all timers (from every time bases).*

## 4.13.2 Function Documentation

### 4.13.2.1 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.

References `xntimer_stop()`.

Referenced by `xnpod_delete_thread()`, and `xnpod_shutdown()`.

### 4.13.2.2 void `xntimer_freeze` (void)

Freeze all timers (from every time bases).

**For internal use only.**

This routine deactivates all active timers atomically.

Environments:

This service can be called from:

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

Rescheduling: never.

Referenced by `xnpod_disable_timesource()`.

#### 4.13.2.3 `xnticks_t xntimer_get_date(xntimer_t * timer)` [inline, static]

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 associated time base, as defined by the `xnpod_init_timebase()` service. In periodic mode, clock ticks are interpreted as periodic jiffies. In oneshot mode, clock ticks are interpreted as nanoseconds.

#### 4.13.2.4 `xnticks_t xntimer_get_interval(xntimer_t * timer)` [inline, static]

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 associated time base, as defined by the `xnpod_init_timebase()` service. In periodic mode, clock ticks are interpreted as periodic jiffies. In oneshot mode, clock ticks are interpreted as nanoseconds.

#### 4.13.2.5 `unsigned long xntimer_get_overruns (xntimer_t * timer, xnticks_t now)`

Get the count of overruns for the last tick.

This service returns the count of pending overruns for the last tick of a given timer, as measured by the difference between the expected expiry date of the timer and the date *now* passed as argument.

**Parameters:**

*timer* The address of a valid timer descriptor.  
*now* current date (in the monotonic time base)

**Returns:**

the number of overruns of *timer* at date *now*

Referenced by `xnpod_wait_thread_period()`.

#### 4.13.2.6 `xnticks_t xntimer_get_timeout (xntimer_t * timer) [inline, static]`

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 associated time base, as defined by the `xnpod_init_timebase()` service. In periodic mode, clock ticks are interpreted as periodic jiffies. In oneshot mode, clock ticks are interpreted as nanoseconds.

#### 4.13.2.7 `void xntimer_init (xntimer_t * timer, xntbase_t * base, 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.
- base* The descriptor address of the time base the new timer depends on. See `xntbase_alloc()` for detailed explanations about time bases.
- 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.

#### 4.13.2.8 `void xntimer_start (xntimer_t * timer, xnticks_t value, xnticks_t interval, xntmode_t mode) [inline, static]`

Arm a timer.

Activates a timer so that the associated timeout handler will be fired after each expiration time. A timer can be either periodic or single-shot, depending on the reload value passed to this routine. The given timer must have been previously initialized, and will be clocked according to the policy defined by the time base specified in `xntimer_init()`.

**Parameters:**

- timer* The address of a valid timer descriptor.
- value* The date of the initial timer shot, expressed in clock ticks (see note).
- interval* The reload value of the timer. It is a periodic interval value to be used for reprogramming the next timer shot, expressed in clock ticks (see note). If *interval* is equal to XN\_INFINITE, the timer will not be reloaded after it has expired.
- mode* The timer mode. It can be XN\_RELATIVE if *value* shall be interpreted as a relative date, XN\_ABSOLUTE for an absolute date based on the monotonic clock of the related time base (as returned by `xntbase_get_jiffies()`), or XN\_REALTIME if the absolute date is based on the adjustable real-time clock of the time base (as returned by `xntbase_get_time()`).

**Returns:**

0 is returned upon success, or -ETIMEDOUT if an absolute date in the past has been given.

**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 associated time base, as defined by the `xnpod_init_timebase()` service. In periodic mode, clock ticks are interpreted as periodic jiffies. In oneshot mode, clock ticks are interpreted as nanoseconds. Must be called with `nklock` held, IRQs off.

Referenced by `xnpod_enable_timesource()`, `xnpod_set_thread_periodic()`, and `xnpod_suspend_thread()`.

**4.13.2.9 int xntimer\_stop (xntimer\_t \* timer) [inline, static]**

Disarm a timer.

This service deactivates a timer previously armed using `xntimer_start()`. Once disarmed, the timer can be subsequently re-armed using the latter service.

**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.

**Note:**

Must be called with nklock held, IRQs off.

Referenced by `xnpod_resume_thread()`, `xnpod_set_thread_periodic()`, and `xntimer_destroy()`.

#### 4.13.2.10 `void xntimer_tick_aperiodic (void)`

Process a timer tick for the aperiodic master time base.

**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.

References `xnsched::htimer`, `xnsched::status`, and `xnsched::timerqueue`.

Referenced by `xntbase_tick()`.

#### 4.13.2.11 `void xntimer_tick_periodic (xntimer_t * mtimer)`

Process a timer tick for a slave periodic time base.

**For internal use only.**

The periodic timer tick is cascaded from a software timer managed from the master aperiodic time base; in other words, periodic timing is emulated by software timers running in aperiodic timing mode. There may be several concurrent periodic time bases (albeit a single aperiodic time base - i.e. the master one called "nktbase" - may exist at any point in time).

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

**Parameters:**

*mtimer* The address of the cascading timer running in the master time base which announced the tick.

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.

## 4.14 HAL.

### 4.14.1 Detailed Description

Generic Adeos-based hardware abstraction layer.

x86\_64-specific HAL services.

i386-specific HAL services.

PowerPC-specific HAL services.

ia64-specific HAL services.

Generic NMI watchdog services.

Blackfin-specific HAL services.

ARM-specific HAL services.

#### 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 ia64.*
- file [hal.c](#)  
*Adeos-based Real-Time Abstraction Layer for PowerPC.*
- file [hal-common.c](#)  
*Adeos-based Real-Time Abstraction Layer for x86.*
- file [hal\\_32.c](#)  
*Adeos-based Real-Time Abstraction Layer for x86.*
- file [hal\\_64.c](#)  
*Adeos-based Real-Time Abstraction Layer for x86\_64.*
- file [nmi\\_32.c](#)

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

- file [smi.c](#)

*SMI workaround for x86.*

## Functions

- int [rthal\\_timer\\_request](#) (void(\*handler)(void), void(\*mode\_emul)(enum clock\_event\_mode mode, struct clock\_event\_device \*cdev), int(\*tick\_emul)(unsigned long delay, struct clock\_event\_device \*cdev), int cpu)  
*Grab the hardware timer.*
- void [rthal\\_timer\\_release](#) (int cpu)  
*Release the hardware timer.*
- int [rthal\\_irq\\_host\\_request](#) (unsigned irq, rthal\_irq\_host\_handler\_t handler, char \*name, void \*dev\_id)  
*Install a shared Linux interrupt handler.*
- 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.*

## 4.14.2 Function Documentation

### 4.14.2.1 `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.

### 4.14.2.2 `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.

**4.14.2.3 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.

**4.14.2.4 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 be 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.

**4.14.2.5 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.

**4.14.2.6 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.

**4.14.2.7 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.

**4.14.2.8 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.

#### 4.14.2.9 `int rthal_irq_host_request(unsigned irq, rthal_irq_host_handler_t handler, char * name, void * dev_id)`

Install a shared Linux interrupt handler.

Installs a shared interrupt handler in the Linux domain for the given interrupt source. The handler is appended to the existing list of Linux handlers for this interrupt source.

**Parameters:**

*irq* The interrupt source to attach the shared handler to. 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, as part of the chain of existing regular Linux handlers for this interrupt source. The handler prototype is the same as the one required by the `request_irq()` service provided by the Linux kernel.

*name* is a symbolic name identifying the handler which will get reported through the `/proc/interrupts` interface.

*dev\_id* is a unique device id, identical in essence to the one requested by the `request_irq()` service.

**Returns:**

0 is returned upon success. Otherwise:

- -EINVAL is returned if *irq* is invalid or *handler* is NULL.

Environments:

This service can be called from:

- Linux domain context.

#### 4.14.2.10 `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.

Referenced by `rthal_timer_release()`, and `rthal_timer_request()`.

#### 4.14.2.11 `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. 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.

Referenced by [rthal\\_timer\\_request\(\)](#).

#### 4.14.2.12 void rthal\_timer\_release (int *cpu*)

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.

**Parameters:**

*cpu* The CPU number the timer was grabbed from.

Environments:

This service can be called from:

- Linux domain context.

References [rthal\\_irq\\_release\(\)](#).

#### 4.14.2.13 int rthal\_timer\_request (void(\*) (void) *tick\_handler*, void(\*) (enum clock\_event\_mode mode, struct clock\_event\_device \*cdev) *mode\_emul*, int(\*) (unsigned long delay, struct clock\_event\_device \*cdev) *tick\_emul*, int *cpu*)

Grab the hardware timer.

[rthal\\_timer\\_request\(\)](#) grabs and tunes the hardware timer in oneshot mode in order to clock the master time base.

A user-defined routine is registered as the clock tick handler. This handler will always be invoked on behalf of the Xenomai domain for each incoming tick.

Hooks for emulating oneshot mode for the tick device are accepted when CONFIG\_GENERIC\_CLOCKEVENTS is defined for the host kernel. Host tick emulation is a way to share the clockchip hardware between Linux and Xenomai, when the former provides support for oneshot timing (i.e. high resolution timers and no-HZ scheduler ticking).

**Parameters:**

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

*mode\_emul* The optional address of a callback to be invoked upon mode switch of the host tick device, notified by the Linux kernel. This parameter is only considered whenever CONFIG\_GENERIC\_CLOCKEVENTS is defined.

*tick\_emul* The optional address of a callback to be invoked upon setup of the next shot date for the host tick device, notified by the Linux kernel. This parameter is only considered whenever CONFIG\_GENERIC\_CLOCKEVENTS is defined.

*cpu* The CPU number to grab the timer from.

#### Returns:

a positive value is returned on success, representing the duration of a Linux periodic tick expressed as a count of nanoseconds; zero should be returned when the Linux kernel does not undergo periodic timing on the given CPU (e.g. oneshot mode). 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.
- -ENODEV is returned if the hardware timer cannot be used. This situation may occur after the kernel disabled the timer due to invalid calibration results; in such a case, such hardware is unusable for any timing duties.

Environments:

This service can be called from:

- Linux domain context.

References [rthal\\_irq\\_release\(\)](#), and [rthal\\_irq\\_request\(\)](#).

#### 4.14.2.14 `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:

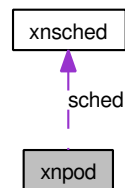
- Any domain context.

## Chapter 5

# Data Structure Documentation

### 5.1 xnpod Struct Reference

Collaboration diagram for xnpod:



#### 5.1.1 Detailed Description

Real-time pod descriptor.

The source of all Xenomai magic.

#### Data Fields

- xnflags\_t [status](#)
- [xnsched\\_t sched](#) [XNARCH\_NR\_CPUS]
- xnqueue\_t [threadq](#)
- int [threadq\\_rev](#)
- xnqueue\_t [tstartq](#)
- xnqueue\_t [tswitchq](#)
- xnqueue\_t [tdeleteq](#)
- int [refcnt](#)
- atomic\_counter\_t [timerlck](#)

## 5.1.2 Field Documentation

### 5.1.2.1 `xnflags_t xnpod::status`

Status bitmask.

Referenced by `xnpod_init()`.

### 5.1.2.2 `xnsched_t xnpod::sched[XNARCH_NR_CPUS]`

Per-cpu scheduler slots.

Referenced by `xnpod_init()`.

### 5.1.2.3 `xnqueue_t xnpod::threadq`

All existing threads.

Referenced by `xnpod_init()`.

### 5.1.2.4 `int xnpod::threadq_rev`

Modification counter of `threadq`.

### 5.1.2.5 `xnqueue_t xnpod::tstartq`

Thread start hook queue.

Referenced by `xnpod_init()`.

### 5.1.2.6 `xnqueue_t xnpod::tswitchq`

Thread switch hook queue.

Referenced by `xnpod_init()`.

### 5.1.2.7 `xnqueue_t xnpod::tdeleteq`

Thread delete hook queue.

Referenced by `xnpod_init()`.

### 5.1.2.8 `int xnpod::refcnt`

Reference count.

Referenced by `xnpod_init()`.

### 5.1.2.9 `atomic_counter_t` `xnpod::timerlck`

Timer lock depth.

Referenced by `xnpod_init()`.

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

- `include/nucleus/pod.h`

## 5.2 xnsched Struct Reference

### 5.2.1 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](#)
- `xntimer_t` [htimer](#)

### 5.2.2 Field Documentation

#### 5.2.2.1 `xnflags_t` `xnsched::status`

Scheduler specific status bitmask

Referenced by `xnpod_init()`, and `xntimer_tick_aperiodic()`.

#### 5.2.2.2 `xnthread_t*` `xnsched::runthread`

Current thread (service or user).

Referenced by `xnpod_delete_thread()`, `xnpod_do_rr()`, `xnpod_init()`, `xnpod_preempt_current_thread()`, `xnpod_resume_thread()`, `xnpod_rotate_readyq()`, `xnpod_schedule()`, `xnpod_schedule_runnable()`, and `xnpod_suspend_thread()`.

#### 5.2.2.3 `xnarch_cpumask_t` `xnsched::resched`

Mask of CPUs needing rescheduling.

#### 5.2.2.4 `xnsched_queue_t` `xnsched::readyq`

Ready-to-run threads (prioritized).

Referenced by `xnpod_delete_thread()`, `xnpod_init()`, `xnpod_preempt_current_thread()`, `xnpod_resume_thread()`, `xnpod_rotate_readyq()`, `xnpod_schedule()`, `xnpod_schedule_runnable()`, and `xnpod_suspend_thread()`.

#### 5.2.2.5 volatile unsigned `xnsched::inesting`

Interrupt nesting level.

Referenced by `xnpod_init()`.



#### 5.2.2.6 `xnthread_t xnsched::rootcb`

Root thread control block.

Referenced by `xnpod_init()`, and `xnpod_shutdown()`.

#### 5.2.2.7 `xntimer_t xnsched::htimer`

Host timer.

Referenced by `xnpod_enable_timesource()`, `xnpod_init()`, `xnpod_shutdown()`, and `xntimer_tick_aperiodic()`.

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

- `include/nucleus/pod.h`



## Chapter 6

# File Documentation

### 6.1 include/nucleus/map.h File Reference

#### 6.1.1 Detailed Description

**Note:**

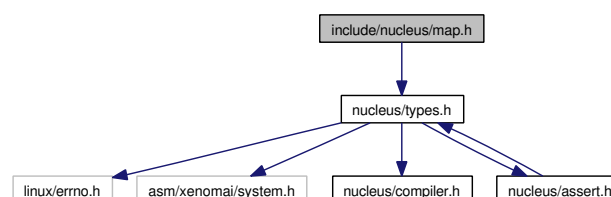
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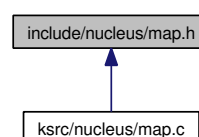
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Include dependency graph for map.h:



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



## Functions

- `xnmap_t * xnmap_create` (int nkeys, int reserve, int offset)  
*Create a map.*
- `void xnmap_delete` (xnmap\_t \*map)  
*Delete a map.*
- `int xnmap_enter` (xnmap\_t \*map, int key, void \*objaddr)  
*Index an object into a map.*
- `int xnmap_remove` (xnmap\_t \*map, int key)  
*Remove an object reference from a map.*
- `void * xnmap_fetch` (xnmap\_t \*map, int key)  
*Search an object into a map.*

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

### 6.2.1 Detailed Description

Real-time pod interface header.

#### Author:

Philippe Gerum

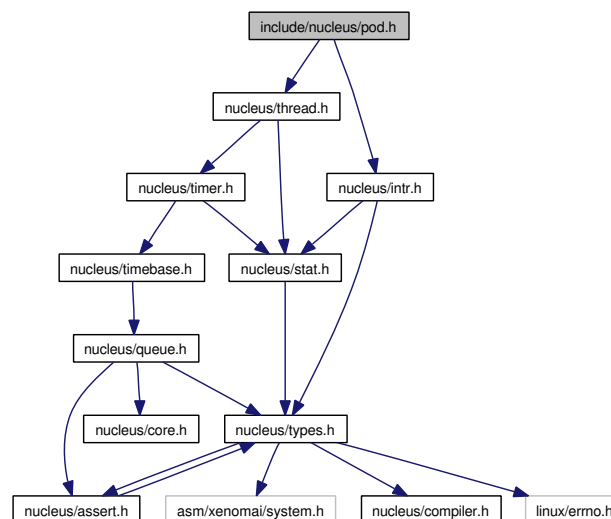
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Include dependency graph for pod.h:



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



## Data Structures

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

## Functions

- void [xnpod\\_schedule\\_runnable](#) (xnthread\_t \*thread, int flags)  
*Hidden rescheduling procedure.*
- int [xnpod\\_init](#) (void)  
*Initialize the core pod.*
- int [xnpod\\_enable\\_timesource](#) (void)  
*Activate the core time source.*
- void [xnpod\\_disable\\_timesource](#) (void)  
*Stop the core time source.*
- void [xnpod\\_shutdown](#) (int xtype)  
*Shutdown the current pod.*
- int [xnpod\\_init\\_thread](#) (xnthread\_t \*thread, xnbase\_t \*tbase, const char \*name, int prio, xnflags\_t flags, unsigned stacksize, xnthrows\_t \*ops)  
*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 set-mask)  
*Change a thread's control mode.*
- void [xnpod\\_suspend\\_thread](#) (xnthread\_t \*thread, xnflags\_t mask, xnticks\_t timeout, xntmode\_t timeout\_mode, struct xnsynch \*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\\_do\\_rr](#) (void)  
*Handle the round-robin scheduling policy.*
- 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.*
- 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.*
- 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.*

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

### 6.3.1 Detailed Description

This file is part of the Xenomai project.

**Note:**

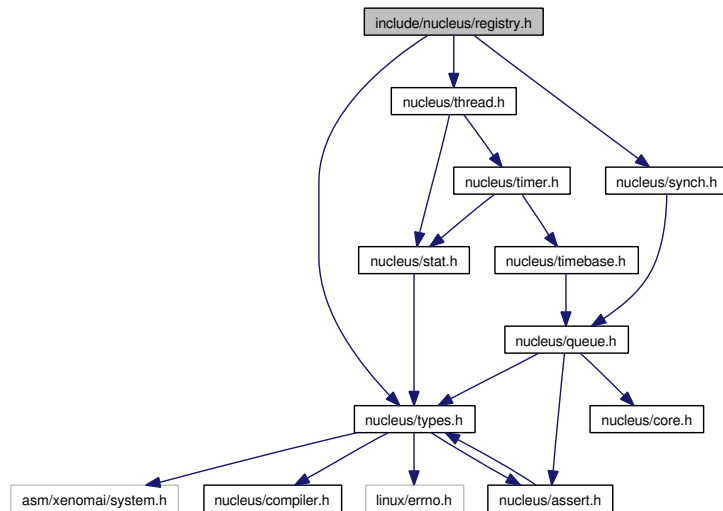
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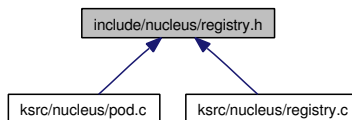
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Include dependency graph for registry.h:



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



## 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, int timeout\_mode, 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.*

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

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

- u\_long [xnregistry\\_put](#) (xnhandle\_t handle)

*Unlock a real-time object from the registry.*

## 6.4 include/nucleus/select.h File Reference

### 6.4.1 Detailed Description

file descriptors events multiplexing header.

**Author:**

Gilles Chanteperdrix

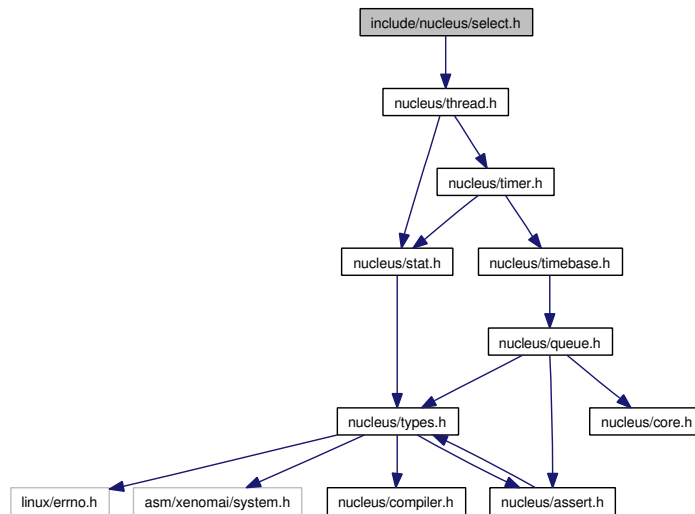
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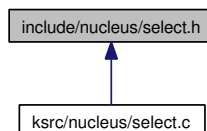
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Include dependency graph for select.h:



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



## 6.5 include/nucleus/timebase.h File Reference

### 6.5.1 Detailed Description

#### Note:

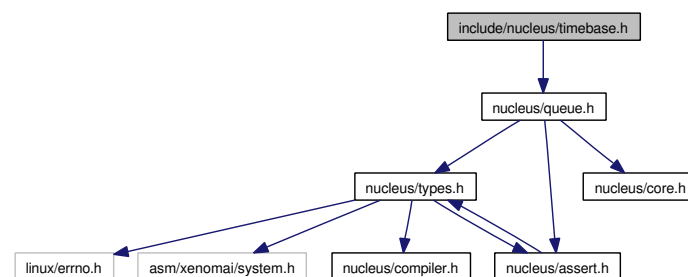
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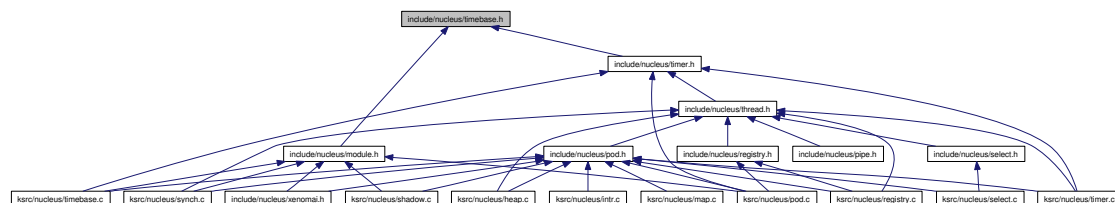
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Include dependency graph for timebase.h:



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



## Functions

- static `xnticks_t` [xntbase\\_convert](#) (`xntbase_t *srcbase`, `xnticks_t ticks`, `xntbase_t *dstbase`)  
*Convert a clock value into another time base.*
- int [xntbase\\_alloc](#) (`const char *name`, `u_long period`, `u_long flags`, `xntbase_t **basep`)  
*Allocate a time base.*
- void [xntbase\\_free](#) (`xntbase_t *base`)  
*Free a time base.*

- int [xntbase\\_update](#) (xntbase\_t \*base, u\_long period)  
*Change the period of a time base.*
- int [xntbase\\_switch](#) (const char \*name, u\_long period, xntbase\_t \*\*basep)  
*Replace a time base.*
- void [xntbase\\_start](#) (xntbase\_t \*base)  
*Start a time base.*
- void [xntbase\\_stop](#) (xntbase\_t \*base)  
*Stop a time base.*
- void [xntbase\\_tick](#) (xntbase\_t \*base)  
*Announce a clock tick to a time base.*
- static xnticks\_t [xntbase\\_get\\_time](#) (xntbase\_t \*base)  
*Get the clock time for a given time base.*
- void [xntbase\\_adjust\\_time](#) (xntbase\_t \*base, xnticks\_t delta)  
*Adjust the clock time for the system.*

## 6.6 include/nucleus/timer.h File Reference

### 6.6.1 Detailed Description

#### Note:

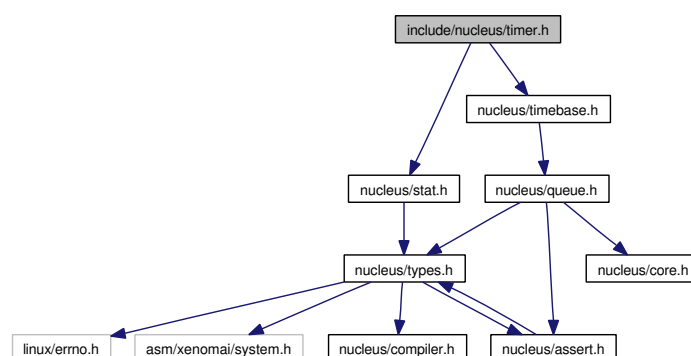
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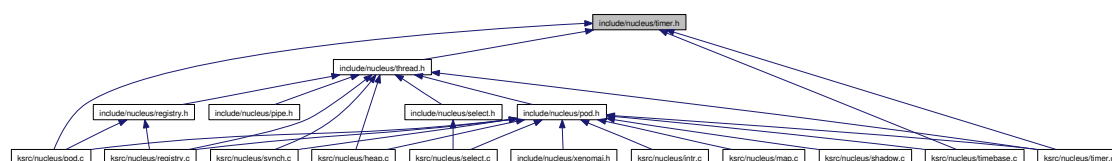
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Include dependency graph for timer.h:



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



## Functions

- void [xntimer\\_destroy](#) (xntimer\_t \*timer)  
*Release a timer object.*
- static int [xntimer\\_start](#) (xntimer\_t \*timer, xnticks\_t value, xnticks\_t interval, xntmode\_t mode)  
*Arm a timer.*

- static void [xntimer\\_stop](#) (xntimer\_t \*timer)  
*Disarm a timer.*
- static xnticks\_t [xntimer\\_get\\_date](#) (xntimer\_t \*timer)  
*Return the absolute expiration date.*
- static xnticks\_t [xntimer\\_get\\_timeout](#) (xntimer\_t \*timer)  
*Return the relative expiration date.*
- static xnticks\_t [xntimer\\_get\\_interval](#) (xntimer\_t \*timer)  
*Return the timer interval value.*
- unsigned long [xntimer\\_get\\_overruns](#) (xntimer\_t \*timer, xnticks\_t now)  
*Get the count of overruns for the last tick.*
- void [xntimer\\_freeze](#) (void)  
*Freeze all timers (from every time bases).*
- void [xntimer\\_tick\\_aperiodic](#) (void)  
*Process a timer tick for the aperiodic master time base.*
- void [xntimer\\_tick\\_periodic](#) (xntimer\_t \*timer)  
*Process a timer tick for a slave periodic time base.*

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

### 6.7.1 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), void(\*mode\_emul)(enum clock\_event\_mode mode, struct clock\_event\_device \*cdev), int(\*tick\_emul)(unsigned long delay, struct clock\_event\_device \*cdev), int cpu)  
*Grab the hardware timer.*
- void [rthal\\_timer\\_release](#) (int cpu)  
*Release the hardware timer.*
- int [rthal\\_irq\\_host\\_request](#) (unsigned irq, rthal\_irq\_host\_handler\_t handler, char \*name, void \*dev\_id)  
*Install a shared Linux interrupt handler.*
- 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.*

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

### 6.8.1 Detailed Description

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

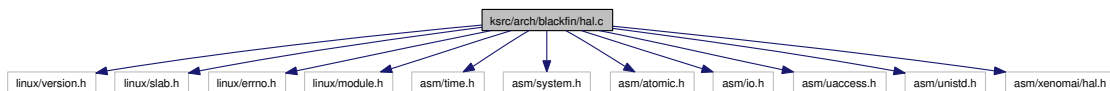
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Include dependency graph for hal.c:



### Functions

- `int rthal_timer_request` (void(\*handler)(void), void(\*mode\_emul)(enum clock\_event\_mode mode, struct clock\_event\_device \*cdev), int(\*tick\_emul)(unsigned long delay, struct clock\_event\_device \*cdev), int cpu)  
*Grab the hardware timer.*
- `void rthal_timer_release` (int cpu)  
*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_request` (unsigned irq, rthal\_irq\_host\_handler\_t handler, char \*name, void \*dev\_id)  
*Install a shared Linux interrupt handler.*
- `int rthal_irq_host_release` (unsigned irq, void \*dev\_id)  
*Uninstall a shared Linux interrupt handler.*



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

### 6.9.1 Detailed Description

Generic Real-Time HAL.

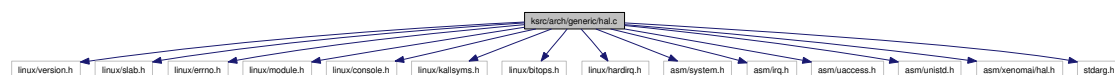
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Include dependency graph for hal.c:



### 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.*

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

### 6.10.1 Detailed Description

Adeos-based Real-Time Abstraction Layer for ia64.

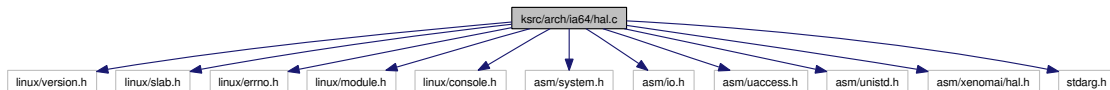
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Include dependency graph for hal.c:



### Functions

- void [rthal\\_timer\\_release](#) (int cpu)  
*Release the hardware timer.*
- int [rthal\\_irq\\_host\\_request](#) (unsigned irq, rthal\_irq\_host\_handler\_t handler, char \*name, void \*dev\_id)  
*Install a shared Linux interrupt handler.*
- 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.*

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

### 6.11.1 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)`, `void(*mode_emul)(enum clock_event_mode mode, struct clock_event_device *cdev)`, `int(*tick_emul)(unsigned long delay, struct clock_event_device *cdev)`, `int cpu`)  
*Grab the hardware timer.*
- `void rthal_timer_release` (`int cpu`)  
*Release the hardware timer.*
- `int rthal_irq_host_request` (`unsigned irq`, `rthal_irq_host_handler_t handler`, `char *name`, `void *dev_id`)  
*Install a shared Linux interrupt handler.*
- `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.*

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

### 6.12.1 Detailed Description

NMI watchdog support.

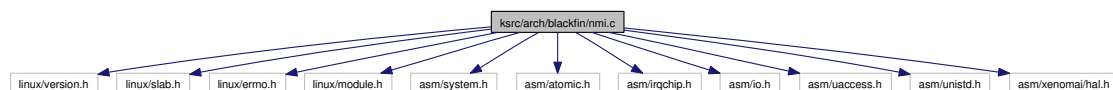
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Include dependency graph for nmi.c:



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

### 6.13.1 Detailed Description

Adeos-based Real-Time Abstraction Layer for x86.

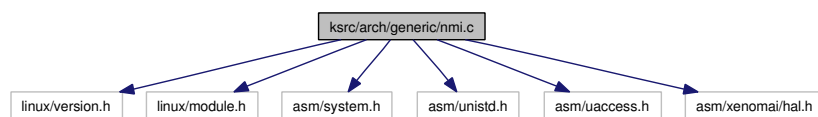
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Include dependency graph for nmi.c:



## 6.14 ksrc/arch/x86/hal-common.c File Reference

### 6.14.1 Detailed Description

Adeos-based Real-Time Abstraction Layer for x86.

Common code of i386 and x86\_64.

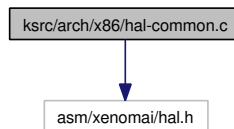
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Include dependency graph for hal-common.c:



### Functions

- int [rthal\\_irq\\_host\\_request](#) (unsigned irq, rthal\_irq\_host\_handler\_t handler, char \*name, void \*dev\_id)  
*Install a shared Linux interrupt handler.*
- 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.*

## 6.15 ksrc/arch/x86/hal\_32.c File Reference

### 6.15.1 Detailed Description

Adeos-based Real-Time Abstraction Layer for x86.

Inspired from original RTAI/x86 HAL interface:

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RTAI/x86 rewrite over Adeos:

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Include dependency graph for hal\_32.c:



### Functions

- int [rthal\\_timer\\_request](#) (void(\*handler)(void), void(\*mode\_emul)(enum clock\_event\_mode mode, struct clock\_event\_device \*cdev), int(\*tick\_emul)(unsigned long delay, struct clock\_event\_device \*cdev), int cpu)

*Grab the hardware timer.*

- void [rthal\\_timer\\_release](#) (int cpu)

*Release the hardware timer.*

## 6.16 ksrc/arch/x86/hal\_64.c File Reference

### 6.16.1 Detailed Description

Adeos-based Real-Time Abstraction Layer for x86\_64.

Derived from the Xenomai/i386 HAL.

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Include dependency graph for hal\_64.c:





## 6.17 ksrc/arch/x86/nmi\_32.c File Reference

### 6.17.1 Detailed Description

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

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

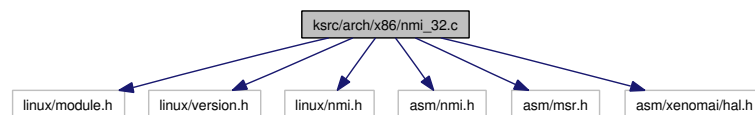
Adaptation to Xenomai by Gilles Chantepedrix

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Include dependency graph for nmi\_32.c:



## 6.18 ksrc/arch/x86/smi.c File Reference

### 6.18.1 Detailed Description

SMI workaround for x86.

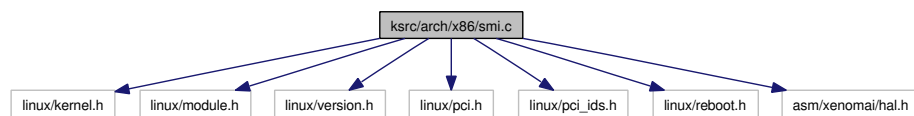
Cut/Pasted from Vitor Angelo "smi" module. Adapted by Gilles Chanteperdrix <[gilles.chanteperdrix@xenomai.org](mailto:gilles.chanteperdrix@xenomai.org)>.

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Include dependency graph for smi.c:



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

### 6.19.1 Detailed Description

Dynamic memory allocation services.

**Author:**

Philippe Gerum

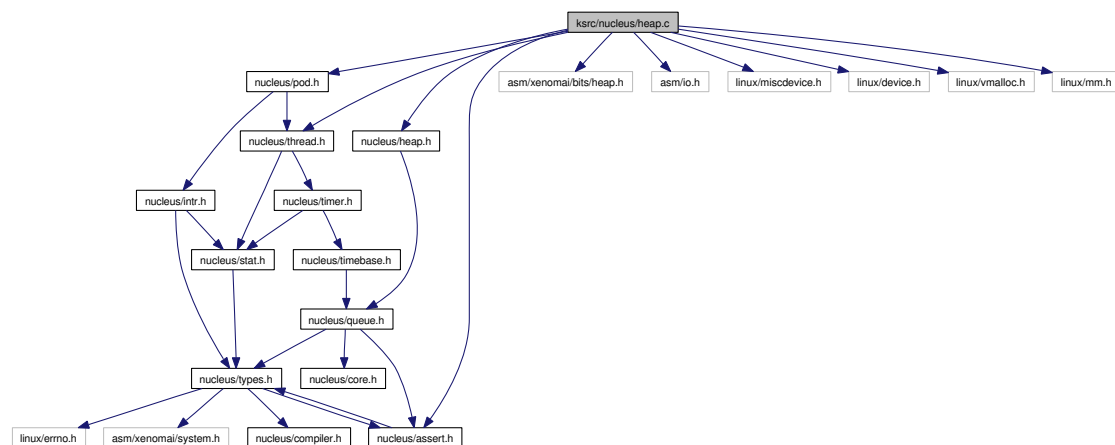
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Include dependency graph for heap.c:



### 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.*

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

### 6.20.1 Detailed Description

Interrupt management.

**Author:**

Philippe Gerum

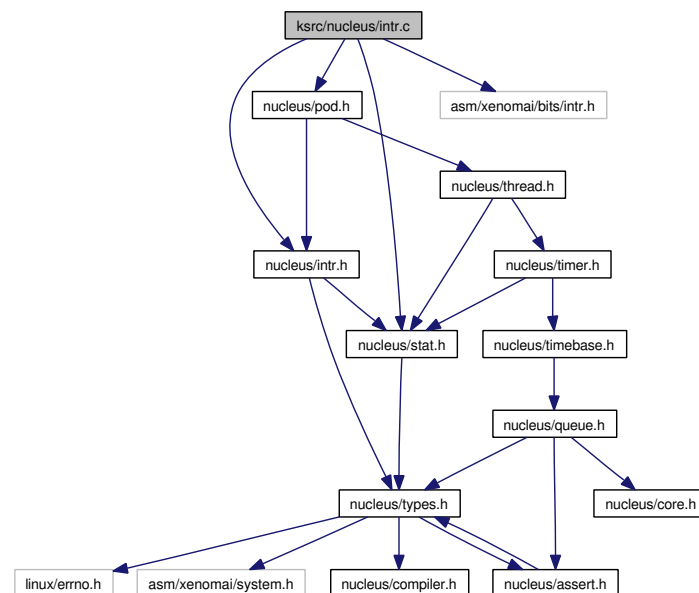
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Include dependency graph for intr.c:



### 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.*

## 6.21 ksrc/nucleus/map.c File Reference

### 6.21.1 Detailed Description

#### Note:

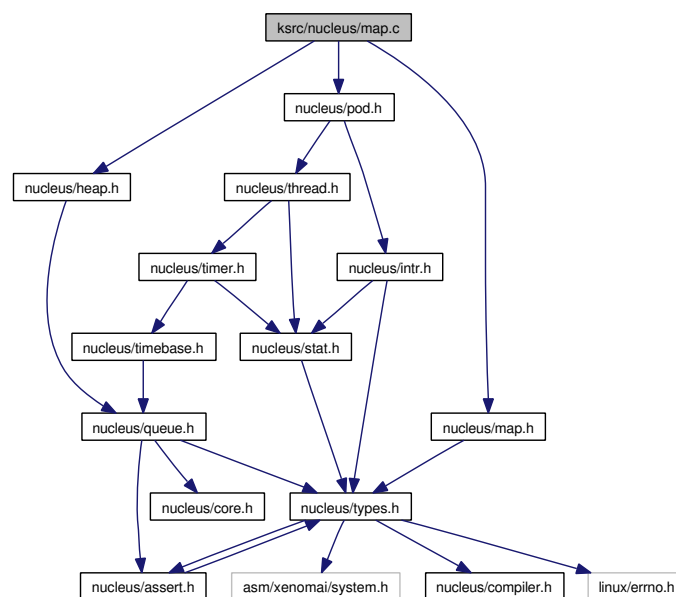
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Include dependency graph for map.c:



## Functions

- `xnmap_t * xnmap\_create` (int nkeys, int reserve, int offset)  
*Create a map.*
- `void xnmap\_delete` (xnmap\_t \*map)  
*Delete a map.*
- `int xnmap\_enter` (xnmap\_t \*map, int key, void \*objaddr)  
*Index an object into a map.*

- int [xnmap\\_remove](#) (xnmap\_t \*map, int key)  
*Remove an object reference from a map.*
- void \* [xnmap\\_fetch](#) (xnmap\_t \*map, int key)  
*Search an object into a map.*



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

### 6.22.1 Detailed Description

Real-time pod services.

**Author:**

Philippe Gerum

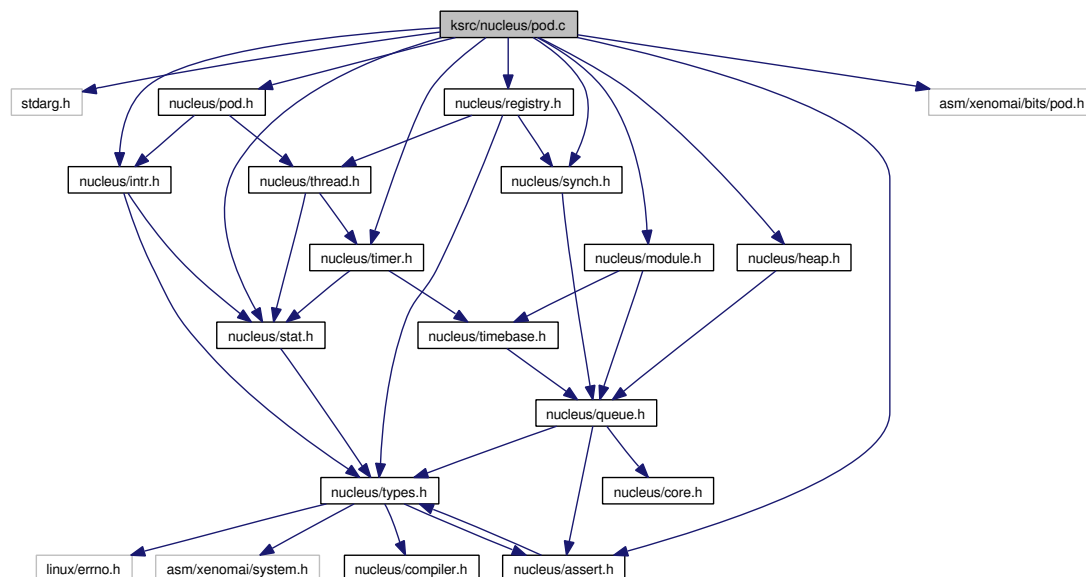
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Include dependency graph for pod.c:



### Functions

- `int xnpod\_init (void)`  
*Initialize the core pod.*

- void [xnpod\\_shutdown](#) (int xtype)  
*Shutdown the current pod.*
- int [xnpod\\_init\\_thread](#) (xnthread\_t \*thread, xntbase\_t \*tbase, const char \*name, int prio, xnflags\_t flags, unsigned stacksize, xnthrops\_t \*ops)  
*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 set-mask)  
*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, xntmode\_t timeout\_mode, struct xnsynch \*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.*
- void [xnpod\\_do\\_rr](#) (void)  
*Handle the round-robin scheduling policy.*
- 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.*
- 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](#) (xnarch\_fltinfo\_t \*fltinfo)  
*Default fault handler.*
- int [xnpod\\_enable\\_timesource](#) (void)  
*Activate the core time source.*
- void [xnpod\\_disable\\_timesource](#) (void)  
*Stop the core time source.*
- 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.*

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

### 6.23.1 Detailed Description

This file is part of the Xenomai project.

**Note:**

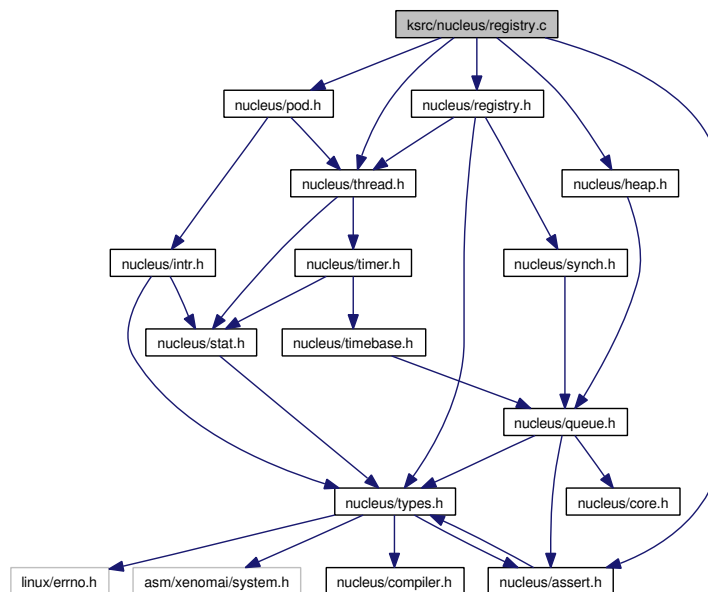
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Include dependency graph for registry.c:



### 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, int timeout\_mode, 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.*

## 6.24 ksrc/nucleus/select.c File Reference

### 6.24.1 Detailed Description

file descriptors events multiplexing.

**Author:**

Gilles Chanteperdrix

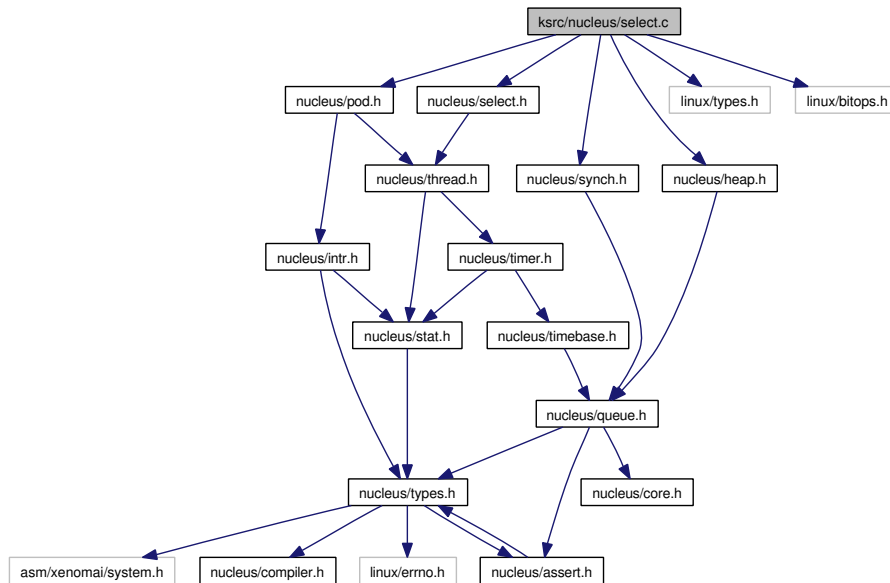
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Include dependency graph for select.c:



### Functions

- void [xnselect\\_init](#) (struct xnselect \*select\_block)  
*Initialize a struct xnselect structure.*
- int [xnselect\\_bind](#) (struct xnselect \*select\_block, struct xnselect\_binding \*binding, struct xnselector \*selector, unsigned type, unsigned index, unsigned state)  
*Bind a file descriptor (represented by its xnselect structure) to a selector block.*

- void [xnselect\\_destroy](#) (struct xnselect \*select\_block)  
*Destroy the xnselect structure associated with a file descriptor.*
- int [xnselector\\_init](#) (struct xnselector \*selector)  
*Initialize a selector structure.*
- int [xnselect](#) (struct xnselector \*selector, fd\_set \*out\_fds[XNSELECT\_MAX\_TYPES], fd\_set \*in\_fds[XNSELECT\_MAX\_TYPES], int nfds, xnticks\_t timeout, xntmode\_t timeout\_mode)  
*Check the state of a number of file descriptors, wait for a state change if no descriptor is ready.*
- void [xnselector\\_destroy](#) (struct xnselector \*selector)  
*Destroy a selector block.*





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

### 6.26.1 Detailed Description

Thread synchronization services.

**Author:**

Philippe Gerum

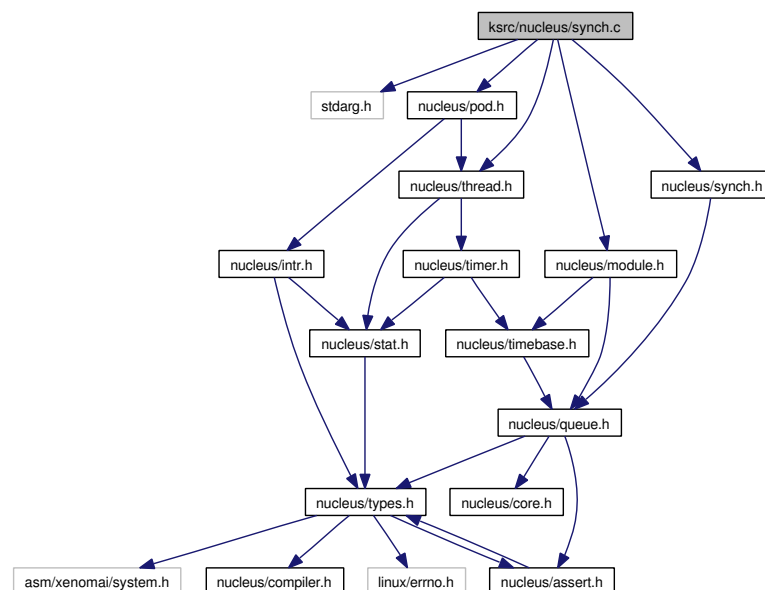
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Include dependency graph for synch.c:



### Functions

- void [xnsynch\\_init](#) (xnsynch\_t \*synch, xnflags\_t flags)  
*Initialize a synchronization object.*
- void [xnsynch\\_sleep\\_on](#) (xnsynch\_t \*synch, xnticks\_t timeout, xntmode\_t timeout\_mode)  
*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.*
- xnthread\_t \* [xnsynch\\_peek\\_pendq](#) (xnsynch\_t \*synch)  
*Access the thread leading a synch object wait queue.*
- 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.*

## 6.27 ksrc/nucleus/timebase.c File Reference

### 6.27.1 Detailed Description

#### Note:

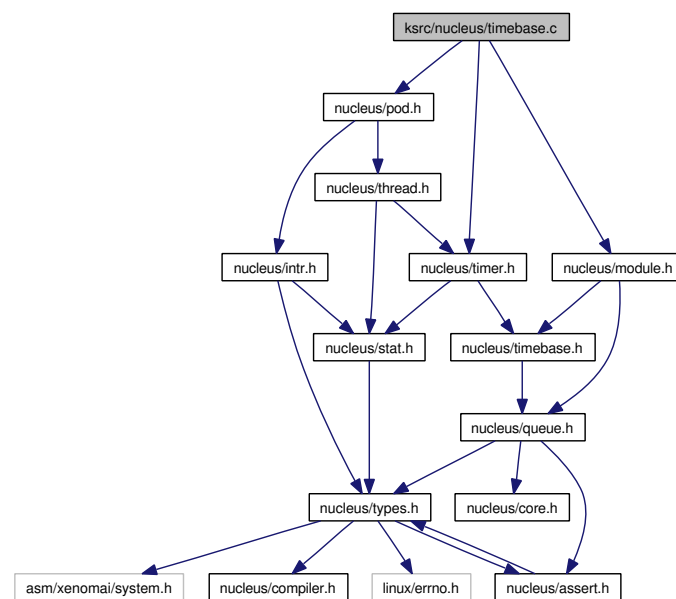
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Include dependency graph for timebase.c:



## Functions

- `int xntbase\_alloc (const char *name, u_long period, u_long flags, xntbase_t **basep)`  
*Allocate a time base.*
- `void xntbase\_free (xntbase_t *base)`  
*Free a time base.*
- `int xntbase\_update (xntbase_t *base, u_long period)`  
*Change the period of a time base.*

- int [xntbase\\_switch](#) (const char \*name, u\_long period, xntbase\_t \*\*basep)  
*Replace a time base.*
- void [xntbase\\_start](#) (xntbase\_t \*base)  
*Start a time base.*
- void [xntbase\\_stop](#) (xntbase\_t \*base)  
*Stop a time base.*
- void [xntbase\\_tick](#) (xntbase\_t \*base)  
*Announce a clock tick to a time base.*
- void [xntbase\\_adjust\\_time](#) (xntbase\_t \*base, xnsticks\_t delta)  
*Adjust the clock time for the system.*

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

### 6.28.1 Detailed Description

Note:

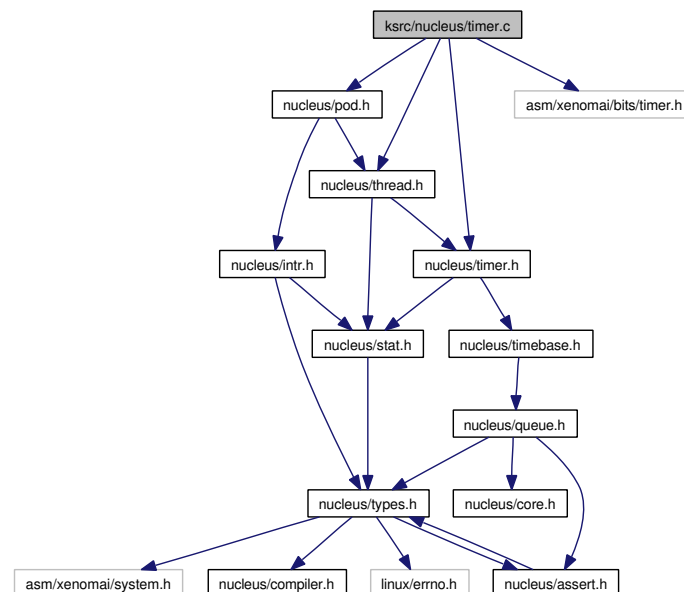
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Include dependency graph for timer.c:



### Functions

- void [xntimer\\_tick\\_aperiodic](#) (void)  
*Process a timer tick for the aperiodic master time base.*
- void [xntimer\\_tick\\_periodic](#) (xntimer\_t \*mtimer)  
*Process a timer tick for a slave periodic time base.*
- void [xntimer\\_init](#) (xntimer\_t \*timer, xntbase\_t \*base, void(\*handler)(xntimer\_t \*timer))  
*Initialize a timer object.*

- void [xntimer\\_destroy](#) (xntimer\_t \*timer)  
*Release a timer object.*
- unsigned long [xntimer\\_get\\_overruns](#) (xntimer\_t \*timer, xnticks\_t now)  
*Get the count of overruns for the last tick.*
- void [xntimer\\_freeze](#) (void)  
*Freeze all timers (from every time bases).*

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