

Xenomai RTDM skin API

2.99.0

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Chapter 1

Deprecated List

Global `rtdm_device::open_rt` Only use non-real-time open handler in new drivers.

Global `rtdm_device::socket_rt` Only use non-real-time socket creation handler in new drivers.

Global `rtdm_operations::close_rt` Only use non-real-time close handler in new drivers.

Global `rtdm_task_sleep_until(nanosecs_abs_t wakeup_time)` Use `rtdm_task_sleep_abs` instead!

Chapter 2

Module Index

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Chapter 3

Data Structure Index

3.1 Data Structures

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Chapter 5

Module Documentation

5.1 CAN Devices

Collaboration diagram for CAN Devices:



Data Structures

- struct [can_bittime_std](#)
Standard bit-time parameters according to Bosch.
- struct [can_bittime_btr](#)
Hardware-specific BTR bit-times.
- struct [can_bittime](#)
Custom CAN bit-time definition.
- struct [can_filter](#)
Filter for reception of CAN messages.
- struct [sockaddr_can](#)
Socket address structure for the CAN address family.
- struct [can_frame](#)
Raw CAN frame.

Files

- file [rtcan.h](#)
Real-Time Driver Model for RT-Socket-CAN, CAN device profile header.

Defines

- #define [AF_CAN](#) 29
CAN address family.
- #define [PF_CAN](#) AF_CAN
CAN protocol family.
- #define [SOL_CAN_RAW](#) 103
CAN socket levels.

Typedefs

- typedef uint32_t [can_id_t](#)
Type of CAN id (see [CAN_xxx_MASK](#) and [CAN_xxx_FLAG](#)).
- typedef [can_id_t](#) [can_err_mask_t](#)
Type of CAN error mask.
- typedef uint32_t [can_baudrate_t](#)
Baudrate definition in bits per second.
- typedef enum [CAN_BITTIME_TYPE](#) [can_bittime_type_t](#)
See [CAN_BITTIME_TYPE](#).
- typedef enum [CAN_MODE](#) [can_mode_t](#)
See [CAN_MODE](#).
- typedef int [can_ctrlmode_t](#)
See [CAN_CTRLMODE](#).
- typedef enum [CAN_STATE](#) [can_state_t](#)
See [CAN_STATE](#).
- typedef struct [can_filter](#) [can_filter_t](#)
Filter for reception of CAN messages.
- typedef struct [can_frame](#) [can_frame_t](#)
Raw CAN frame.

Enumerations

- enum `CAN_BITTIME_TYPE` { `CAN_BITTIME_STD`, `CAN_BITTIME_BTR` }
Supported CAN bit-time types.

CAN operation modes

Modes into which CAN controllers can be set

- enum `CAN_MODE` { `CAN_MODE_STOP` = 0, `CAN_MODE_START`, `CAN_MODE_SLEEP` }

CAN controller states

States a CAN controller can be in.

- enum `CAN_STATE` {
 `CAN_STATE_ACTIVE` = 0, `CAN_STATE_BUS_WARNING`, `CAN_STATE_BUS_PASSIVE`,
 `CAN_STATE_BUS_OFF`,
 `CAN_STATE_SCANNING_BAUDRATE`, `CAN_STATE_STOPPED`, `CAN_STATE_-`
 `SLEEPING` }

CAN ID masks

Bit masks for masking CAN IDs

- #define `CAN_EFF_MASK` 0x1FFFFFFF
Bit mask for extended CAN IDs.
- #define `CAN_SFF_MASK` 0x000007FF
Bit mask for standard CAN IDs.

CAN ID flags

Flags within a CAN ID indicating special CAN frame attributes

- #define `CAN_EFF_FLAG` 0x80000000
Extended frame.
- #define `CAN_RTR_FLAG` 0x40000000
Remote transmission frame.
- #define `CAN_ERR_FLAG` 0x20000000
Error frame (see [Errors](#)), not valid in struct `can_filter`.
- #define `CAN_INV_FILTER` `CAN_ERR_FLAG`
Invert CAN filter definition, only valid in struct `can_filter`.

Particular CAN protocols

Possible protocols for the PF_CAN protocol family

Currently only the RAW protocol is supported.

- #define [CAN_RAW](#) 1
Raw protocol of PF_CAN, applicable to socket type SOCK_RAW.

CAN controller modes

Special CAN controllers modes, which can be or'ed together.

Note

These modes are hardware-dependent. Please consult the hardware manual of the CAN controller for more detailed information.

- #define [CAN_CTRLMODE_LISTENONLY](#) 0x1
- #define [CAN_CTRLMODE_LOOPBACK](#) 0x2

Timestamp switches

Arguments to pass to [RTCAN_RTIOC_TAKE_TIMESTAMP](#)

- #define [RTCAN_TAKE_NO_TIMESTAMPS](#) 0
Switch off taking timestamps.
- #define [RTCAN_TAKE_TIMESTAMPS](#) 1
Do take timestamps.

RAW socket options

Setting and getting CAN RAW socket options.

- #define [CAN_RAW_FILTER](#) 0x1
CAN filter definition.
- #define [CAN_RAW_ERR_FILTER](#) 0x2
CAN error mask.
- #define [CAN_RAW_LOOPBACK](#) 0x3
CAN TX loopback.
- #define [CAN_RAW_RECV_OWN_MSGS](#) 0x4
CAN receive own messages.

IOCTLs

CAN device IOCTLs

- #define [SIOCGIFINDEX](#) defined_by_kernel_header_file
Get CAN interface index by name.
- #define [SIOCSCANBAUDRATE](#) _IOW(RTIOC_TYPE_CAN, 0x01, struct ifreq)
Set baud rate.
- #define [SIOCGCANBAUDRATE](#) _IOWR(RTIOC_TYPE_CAN, 0x02, struct ifreq)
Get baud rate.
- #define [SIOCSCANCUSTOMBITTIME](#) _IOW(RTIOC_TYPE_CAN, 0x03, struct ifreq)
Set custom bit time parameter.
- #define [SIOCGCANCUSTOMBITTIME](#) _IOWR(RTIOC_TYPE_CAN, 0x04, struct ifreq)
Get custom bit-time parameters.
- #define [SIOCSCANMODE](#) _IOW(RTIOC_TYPE_CAN, 0x05, struct ifreq)
Set operation mode of CAN controller.
- #define [SIOCGCANSTATE](#) _IOWR(RTIOC_TYPE_CAN, 0x06, struct ifreq)
Get current state of CAN controller.
- #define [SIOCSCANCTRLMODE](#) _IOW(RTIOC_TYPE_CAN, 0x07, struct ifreq)
Set special controller modes.
- #define [SIOCGCANCTRLMODE](#) _IOWR(RTIOC_TYPE_CAN, 0x08, struct ifreq)
Get special controller modes.
- #define [RTCAN_RTIOC_TAKE_TIMESTAMP](#) _IOW(RTIOC_TYPE_CAN, 0x09, int)
Enable or disable storing a high precision timestamp upon reception of a CAN frame.
- #define [RTCAN_RTIOC_RCV_TIMEOUT](#) _IOW(RTIOC_TYPE_CAN, 0x0A, nanosecs_rel_t)
Specify a reception timeout for a socket.
- #define [RTCAN_RTIOC_SND_TIMEOUT](#) _IOW(RTIOC_TYPE_CAN, 0x0B, nanosecs_rel_t)
Specify a transmission timeout for a socket.

Error mask

Error class (mask) in `can_id` field of struct [can_frame](#) to be used with [CAN_RAW_ERR_FILTER](#).

Note: Error reporting is hardware dependent and most CAN controllers report less detailed error conditions than the SJA1000.

Note: In case of a bus-off error condition ([CAN_ERR_BUSOFF](#)), the CAN controller is **not** restarted automatically. It is the application's responsibility to react appropriately, e.g. calling [CAN_MODE_START](#).

Note: Bus error interrupts ([CAN_ERR_BUSERROR](#)) are enabled when an application is calling a [Recv](#) function on a socket listening on bus errors (using [CAN_RAW_ERR_FILTER](#)). After one bus error has occurred, the interrupt will be disabled to allow the application time for error processing and to efficiently avoid bus error interrupt flooding.

- `#define CAN_ERR_TX_TIMEOUT 0x00000001U`
TX timeout (netdevice driver).
- `#define CAN_ERR_LOSTARB 0x00000002U`
Lost arbitration (see [data\[0\]](#)).
- `#define CAN_ERR_CRTL 0x00000004U`
Controller problems (see [data\[1\]](#)).
- `#define CAN_ERR_PROT 0x00000008U`
Protocol violations (see [data\[2\]](#), [data\[3\]](#)).
- `#define CAN_ERR_TRX 0x00000010U`
Transceiver status (see [data\[4\]](#)).
- `#define CAN_ERR_ACK 0x00000020U`
Received no ACK on transmission.
- `#define CAN_ERR_BUSOFF 0x00000040U`
Bus off.
- `#define CAN_ERR_BUSERROR 0x00000080U`
Bus error (may flood!).
- `#define CAN_ERR_RESTARTED 0x00000100U`
Controller restarted.
- `#define CAN_ERR_MASK 0x1FFFFFFFU`
Omit EFF, RTR, ERR flags.

Arbitration lost error

Error in the `data[0]` field of struct [can_frame](#).

- `#define CAN_ERR_LOSTARB_UNSPEC 0x00`
unspecified

Controller problems

Error in the data[1] field of struct `can_frame`.

- #define `CAN_ERR_CTRL_UNSPEC` 0x00
unspecified
- #define `CAN_ERR_CTRL_RX_OVERFLOW` 0x01
RX buffer overflow.
- #define `CAN_ERR_CTRL_TX_OVERFLOW` 0x02
TX buffer overflow.
- #define `CAN_ERR_CTRL_RX_WARNING` 0x04
reached warning level for RX errors
- #define `CAN_ERR_CTRL_TX_WARNING` 0x08
reached warning level for TX errors
- #define `CAN_ERR_CTRL_RX_PASSIVE` 0x10
reached passive level for RX errors
- #define `CAN_ERR_CTRL_TX_PASSIVE` 0x20
reached passive level for TX errors

Protocol error type

Error in the data[2] field of struct `can_frame`.

- #define `CAN_ERR_PROT_UNSPEC` 0x00
unspecified
- #define `CAN_ERR_PROT_BIT` 0x01
single bit error
- #define `CAN_ERR_PROT_FORM` 0x02
frame format error
- #define `CAN_ERR_PROT_STUFF` 0x04
bit stuffing error
- #define `CAN_ERR_PROT_BIT0` 0x08
unable to send dominant bit
- #define `CAN_ERR_PROT_BIT1` 0x10
unable to send recessive bit
- #define `CAN_ERR_PROT_OVERLOAD` 0x20

bus overload

- #define `CAN_ERR_PROT_ACTIVE` 0x40
active error announcement
- #define `CAN_ERR_PROT_TX` 0x80
error occurred on transmission

Protocol error location

Error in the data[4] field of struct `can_frame`.

- #define `CAN_ERR_PROT_LOC_UNSPEC` 0x00
unspecified
- #define `CAN_ERR_PROT_LOC_SOF` 0x03
start of frame
- #define `CAN_ERR_PROT_LOC_ID28_21` 0x02
ID bits 28 - 21 (SFF: 10 - 3).
- #define `CAN_ERR_PROT_LOC_ID20_18` 0x06
ID bits 20 - 18 (SFF: 2 - 0).
- #define `CAN_ERR_PROT_LOC_SRTR` 0x04
substitute RTR (SFF: RTR)
- #define `CAN_ERR_PROT_LOC_IDE` 0x05
identifier extension
- #define `CAN_ERR_PROT_LOC_ID17_13` 0x07
ID bits 17-13.
- #define `CAN_ERR_PROT_LOC_ID12_05` 0x0F
ID bits 12-5.
- #define `CAN_ERR_PROT_LOC_ID04_00` 0x0E
ID bits 4-0.
- #define `CAN_ERR_PROT_LOC_RTR` 0x0C
RTR.
- #define `CAN_ERR_PROT_LOC_RES1` 0x0D
reserved bit 1
- #define `CAN_ERR_PROT_LOC_RES0` 0x09
reserved bit 0

- #define `CAN_ERR_PROT_LOC_DLC` 0x0B
data length code
- #define `CAN_ERR_PROT_LOC_DATA` 0x0A
data section
- #define `CAN_ERR_PROT_LOC_CRC_SEQ` 0x08
CRC sequence.
- #define `CAN_ERR_PROT_LOC_CRC_DEL` 0x18
CRC delimiter.
- #define `CAN_ERR_PROT_LOC_ACK` 0x19
ACK slot.
- #define `CAN_ERR_PROT_LOC_ACK_DEL` 0x1B
ACK delimiter.
- #define `CAN_ERR_PROT_LOC_EOF` 0x1A
end of frame
- #define `CAN_ERR_PROT_LOC_INTERM` 0x12
intermission
- #define `CAN_ERR_TRX_UNSPEC` 0x00
0000 0000
- #define `CAN_ERR_TRX_CANH_NO_WIRE` 0x04
0000 0100
- #define `CAN_ERR_TRX_CANH_SHORT_TO_BAT` 0x05
0000 0101
- #define `CAN_ERR_TRX_CANH_SHORT_TO_VCC` 0x06
0000 0110
- #define `CAN_ERR_TRX_CANH_SHORT_TO_GND` 0x07
0000 0111
- #define `CAN_ERR_TRX_CANL_NO_WIRE` 0x40
0100 0000
- #define `CAN_ERR_TRX_CANL_SHORT_TO_BAT` 0x50
0101 0000
- #define `CAN_ERR_TRX_CANL_SHORT_TO_VCC` 0x60
0110 0000
- #define `CAN_ERR_TRX_CANL_SHORT_TO_GND` 0x70
0111 0000

- `#define CAN_ERR_TRX_CANL_SHORT_TO_CANH 0x80`
`1000 0000`

5.1.1 Detailed Description

This is the common interface a RTDM-compliant CAN device has to provide. Feel free to report bugs and comments on this profile to the "Socketcan" mailing list (Socketcan-core@lists.berlios.de) or directly to the authors (wg@grandegger.com or Sebastian.Smolorz@stud.uni-hannover.de).

Profile Revision: 2

Device Characteristics

Device Flags: RTDM_PROTOCOL_DEVICE
Protocol Family: PF_CAN
Socket Type: SOCK_RAW
Device Class: RTDM_CLASS_CAN

Supported Operations

Socket

Environments: non-RT (RT optional, deprecated)

Specific return values:

- -EPROTONOSUPPORT (Protocol is not supported by the driver. See [CAN protocols](#) for possible protocols.)

Close

Blocking calls to any of the [Send](#) or [Receive](#) functions will be unblocked when the socket is closed and return with an error.

Environments: non-RT (RT optional, deprecated)

Specific return values: none

IOCTL

Mandatory Environments: see [below](#)

Specific return values: see [below](#)

Bind

Binds a socket to one or all CAN devices (see struct [sockaddr_can](#)). If a filter list has been defined with [setsockopt](#) (see [Sockopts](#)), it will be used upon reception of CAN frames to decide whether the bound socket will receive a frame. If no filter has been defined, the socket will receive **all** CAN frames on the specified interface(s).

Binding to special interface index 0 will make the socket receive CAN frames from all CAN interfaces.

Binding to an interface index is also relevant for the [Send](#) functions because they will transmit a message over the interface the socket is bound to when no socket address is given to them.

Environments: non-RT (RT optional)

Specific return values:

- -EFAULT (It was not possible to access user space memory area at the specified address.)
- -ENOMEM (Not enough memory to fulfill the operation)
- -EINVAL (Invalid address family, or invalid length of address structure)
- -ENODEV (Invalid CAN interface index)
- -ENOSPC (No enough space for filter list)

- -EBADF (Socket is about to be closed)
- -EAGAIN (Too many receivers. Old binding (if any) is still active. Close some sockets and try again.)

Setsockopt, Getsockopt

These functions allow to set and get various socket options. Currently, only CAN raw sockets are supported.

Supported Levels and Options:

- Level **SOL_CAN_RAW** : CAN RAW protocol (see [CAN_RAW](#))
 - Option [CAN_RAW_FILTER](#) : CAN filter list
 - Option [CAN_RAW_ERR_FILTER](#) : CAN error mask
 - Option [CAN_RAW_LOOPBACK](#) : CAN TX loopback to local sockets

Environments: non-RT (RT optional)

Specific return values: see links to options above.

Recv, Recvfrom, Recvmsg

These functions receive CAN messages from a socket. Only one message per call can be received, so only one buffer with the correct length must be passed. For `SOCK_RAW`, this is the size of struct [can_frame](#).

Unlike a call to one of the [Send](#) functions, a Recv function will not return with an error if an interface is down (due to bus-off or setting of stop mode) or in sleep mode. Moreover, in such a case there may still be some CAN messages in the socket buffer which could be read out successfully.

It is possible to receive a high precision timestamp with every CAN message. The condition is a former instruction to the socket via [RTCAN_RTIOC_TAKE_TIMESTAMP](#). The timestamp will be copied to the `msg_control` buffer of struct `msg_hdr` if it points to a valid memory location with size of [nanosecs_abs_t](#). If this is a NULL pointer the timestamp will be discarded silently.

Note: A `msg_controllen` of 0 upon completion of the function call indicates that no timestamp is available for that message.

Supported Flags [in]:

- **MSG_DONTWAIT** (By setting this flag the operation will only succeed if it would not block, i.e. if there is a message in the socket buffer. This flag takes precedence over a timeout specified by [RTCAN_RTIOC_RCV_TIMEOUT](#).)
- **MSG_PEEK** (Receive a message but leave it in the socket buffer. The next receive operation will get that message again.)

Supported Flags [out]: none

Environments: RT (non-RT optional)

Specific return values:

- Non-negative value (Indicating the successful reception of a CAN message. For `SOCK_RAW`, this is the size of struct [can_frame](#) regardless of the actual size of the payload.)
- -EFAULT (It was not possible to access user space memory area at one of the specified addresses.)
- -EINVAL (Unsupported flag detected, or invalid length of socket address buffer, or invalid length of message control buffer)
- -EMSGSIZE (Zero or more than one iovec buffer passed, or buffer too small)
- -EAGAIN (No data available in non-blocking mode)
- -EBADF (Socket was closed.)
- -EINTR (Operation was interrupted explicitly or by signal.)
- -ETIMEDOUT (Timeout)

Send, Sendto, Sendmsg

These functions send out CAN messages. Only one message per call can be transmitted, so only one buffer with the correct length must be passed. For `SOCK_RAW`, this is the size of struct [can_frame](#).

The following only applies to `SOCK_RAW`: If a socket address of struct [sockaddr_can](#) is given, only `can_ifindex` is used. It is also possible to omit the socket address. Then the interface the socket is bound to will be used for sending messages.

If an interface goes down (due to bus-off or setting of stop mode) all senders that were blocked on this interface will be woken up.

Supported Flags:

- `MSG_DONTWAIT` (By setting this flag the transmit operation will only succeed if it would not block. This flag takes precedence over a timeout specified by [RTCAN_-RTIOC_SND_TIMEOUT](#).)

Environments: RT (non-RT optional)

Specific return values:

- Non-negative value equal to given buffer size (Indicating the successful completion of the function call. See also note.)
- `-EOPNOTSUPP` (`MSG_OOB` flag is not supported.)
- `-EINVAL` (Unsupported flag detected *or*: Invalid length of socket address *or*: Invalid address family *or*: Data length code of CAN frame not between 0 and 15 *or*: CAN standard frame has got an ID not between 0 and 2031)
- `-EMSGSIZE` (Zero or more than one buffer passed or invalid size of buffer)
- `-EFAULT` (It was not possible to access user space memory area at one of the specified addresses.)
- `-ENXIO` (Invalid CAN interface index - 0 is not allowed here - or socket not bound or rather bound to all interfaces.)
- `-ENETDOWN` (Controller is bus-off or in stopped state.)
- `-ECOMM` (Controller is sleeping)
- `-EAGAIN` (Cannot transmit without blocking but a non-blocking call was requested.)
- `-EINTR` (Operation was interrupted explicitly or by signal)
- `-EBADF` (Socket was closed.)
- `-ETIMEDOUT` (Timeout)

Note: A successful completion of the function call does not implicate a successful transmission of the message.

5.1.2 Define Documentation

5.1.2.1 #define CAN_CTRLMODE_LISTENONLY 0x1

Listen-Only mode

In this mode the CAN controller would give no acknowledge to the CAN-bus, even if a message is received successfully and messages would not be transmitted. This mode might be useful for bus-monitoring, hot-plugging or throughput analysis.

5.1.2.2 #define CAN_CTRLMODE_LOOPBACK 0x2

Loopback mode

In this mode the CAN controller does an internal loop-back, a message is transmitted and simultaneously received. That mode can be used for self test operation.

5.1.2.3 `#define CAN_ERR_LOSTARB_UNSPEC 0x00`

unspecified

else bit number in bitstream

5.1.2.4 `#define CAN_RAW_ERR_FILTER 0x2`

CAN error mask.

A CAN error mask (see [Errors](#)) can be set with `setsockopt`. This mask is then used to decide if error frames are delivered to this socket in case of error conditions. The error frames are marked with the `CAN_ERR_FLAG` of `CAN_XXX_FLAG` and must be handled by the application properly. A detailed description of the errors can be found in the `can_id` and the data fields of struct `can_frame` (see [Errors](#) for further details).

Parameters

[in] *level* `SOL_CAN_RAW`

[in] *optname* `CAN_RAW_ERR_FILTER`

[in] *optval* Pointer to error mask of type `can_err_mask_t`.

[in] *optlen* Size of error mask: `sizeof(can_err_mask_t)`.

Environments: non-RT (RT optional)

Specific return values:

- `-EFAULT` (It was not possible to access user space memory area at the specified address.)
- `-EINVAL` (Invalid length "*optlen*")

Examples:

[rtcanrecv.c](#).

5.1.2.5 `#define CAN_RAW_FILTER 0x1`

CAN filter definition.

A CAN raw filter list with elements of struct `can_filter` can be installed with `setsockopt`. This list is used upon reception of CAN frames to decide whether the bound socket will receive a frame. An empty filter list can also be defined using `optlen = 0`, which is recommended for write-only sockets.

If the socket was already bound with [Bind](#), the old filter list gets replaced with the new one. Be aware that already received, but not read out CAN frames may stay in the socket buffer.

Parameters

[in] *level* `SOL_CAN_RAW`

[in] *optname* CAN_RAW_FILTER

[in] *optval* Pointer to array of struct [can_filter](#).

[in] *optlen* Size of filter list: count * sizeof(struct can_filter).

Environments: non-RT (RT optional)

Specific return values:

- -EFAULT (It was not possible to access user space memory area at the specified address.)
- -ENOMEM (Not enough memory to fulfill the operation)
- -EINVAL (Invalid length "optlen")
- -ENOSPC (No space to store filter list, check RT-Socket-CAN kernel parameters)

Examples:

[rtcanrecv.c](#), and [rtcansend.c](#).

5.1.2.6 #define CAN_RAW_LOOPBACK 0x3

CAN TX loopback.

The TX loopback to other local sockets can be selected with this `setsockopt`.

Note

The TX loopback feature must be enabled in the kernel and then the loopback to other local TX sockets is enabled by default.

Parameters

[in] *level* SOL_CAN_RAW

[in] *optname* CAN_RAW_LOOPBACK

[in] *optval* Pointer to integer value.

[in] *optlen* Size of int: sizeof(int).

Environments: non-RT (RT optional)

Specific return values:

- -EFAULT (It was not possible to access user space memory area at the specified address.)
- -EINVAL (Invalid length "optlen")
- -EOPNOTSUPP (not supported, check RT-Socket-CAN kernel parameters).

Examples:

[rtcansend.c](#).

5.1.2.7 #define CAN_RAW_RECV_OWN_MSGS 0x4

CAN receive own messages.

Not supported by RT-Socket-CAN, but defined for compatibility with Socket-CAN.

5.1.2.8 `#define RTCAN_RTIOC_RCV_TIMEOUT _IOW(RTIOC_TYPE_CAN, 0x0A, nanosecs_rel_t)`

Specify a reception timeout for a socket.

Defines a timeout for all receive operations via a socket which will take effect when one of the [receive functions](#) is called without the MSG_DONTWAIT flag set.

The default value for a newly created socket is an infinite timeout.

Note

The setting of the timeout value is not done atomically to avoid locks. Please set the value before receiving messages from the socket.

Parameters

[in] *arg* Pointer to [nanosecs_rel_t](#) variable. The value is interpreted as relative timeout in nanoseconds in case of a positive value. See [Timeouts](#) for special timeouts.

Returns

0 on success, otherwise:

- -EFAULT: It was not possible to access user space memory area at the specified address.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never.

Examples:

[rtcanrecv.c](#).

5.1.2.9 `#define RTCAN_RTIOC_SND_TIMEOUT _IOW(RTIOC_TYPE_CAN, 0x0B, nanosecs_rel_t)`

Specify a transmission timeout for a socket.

Defines a timeout for all send operations via a socket which will take effect when one of the [send functions](#) is called without the MSG_DONTWAIT flag set.

The default value for a newly created socket is an infinite timeout.

Note

The setting of the timeout value is not done atomically to avoid locks. Please set the value before sending messages to the socket.

Parameters

[in] *arg* Pointer to [nanosecs_rel_t](#) variable. The value is interpreted as relative timeout in nanoseconds in case of a positive value. See [Timeouts](#) for special timeouts.

Returns

0 on success, otherwise:

- -EFAULT: It was not possible to access user space memory area at the specified address.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never.

Examples:

[rtcansend.c](#).

5.1.2.10 #define RTCAN_RTIOC_TAKE_TIMESTAMP_IOW(RTIOC_TYPE_CAN, 0x09, int)

Enable or disable storing a high precision timestamp upon reception of a CAN frame.

A newly created socket takes no timestamps by default.

Parameters

[in] *arg* int variable, see [Timestamp switches](#)

Returns

0 on success.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task (RT, non-RT)

Note

Activating taking timestamps only has an effect on newly received CAN messages from the bus. Frames that already are in the socket buffer do not have timestamps if it was deactivated before. See [Receive](#) for more details.

Rescheduling: never.

Examples:

[rtcanrecv.c](#).

5.1.2.11 #define SIOCGCANBAUDRATE _IOWR(RTIOC_TYPE_CAN, 0x02, struct ifreq)

Get baud rate.

Parameters

[in,out] *arg* Pointer to interface request structure buffer (struct ifreq from linux/if.h). *ifr_name* must hold a valid CAN interface name, *ifr_ifru* will be filled with an instance of [can_baudrate_t](#).

Returns

0 on success, otherwise:

- -EFAULT: It was not possible to access user space memory area at the specified address.
- -ENODEV: No device with specified name exists.
- -EINVAL: No baud rate was set yet.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never.

5.1.2.12 #define SIOCGCANCTRLMODE _IOWR(RTIOC_TYPE_CAN, 0x08, struct ifreq)

Get special controller modes.

Parameters

[in] *arg* Pointer to interface request structure buffer (struct ifreq from linux/if.h). *ifr_name* must hold a valid CAN interface name, *ifr_ifru* must be filled with an instance of [can_ctrlmode_t](#).

Returns

0 on success, otherwise:

- -EFAULT: It was not possible to access user space memory area at the specified address.
- -ENODEV: No device with specified name exists.
- -EINVAL: No baud rate was set yet.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: possible.

5.1.2.13 `#define SIOCGCANCUSTOMBITTIME _IOWR(RTIOC_TYPE_CAN, 0x04, struct ifreq)`

Get custom bit-time parameters.

Parameters

[in,out] *arg* Pointer to interface request structure buffer (`struct ifreq` from `linux/if.h`). `ifr_name` must hold a valid CAN interface name, `ifr_ifru` will be filled with an instance of struct [can_bittime](#).

Returns

0 on success, otherwise:

- -EFAULT: It was not possible to access user space memory area at the specified address.
- -ENODEV: No device with specified name exists.
- -EINVAL: No baud rate was set yet.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never.

5.1.2.14 `#define SIOCGCANSTATE _IOWR(RTIOC_TYPE_CAN, 0x06, struct ifreq)`

Get current state of CAN controller.

States are divided into main states and additional error indicators. A CAN controller is always in exactly one main state. CAN bus errors are registered by the CAN hardware and collected by the driver. There is one error indicator (bit) per error type. If this IOCTL is triggered the error types which occurred since the last call of this IOCTL are reported and thereafter the error indicators are cleared. See also [CAN controller states](#).

Parameters

[in,out] *arg* Pointer to interface request structure buffer (`struct ifreq` from `linux/if.h`). `ifr_name` must hold a valid CAN interface name, `ifr_ifru` will be filled with an instance of [can_mode_t](#).

Returns

0 on success, otherwise:

- -EFAULT: It was not possible to access user space memory area at the specified address.
- -ENODEV: No device with specified name exists.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: possible.

5.1.2.15 #define SIOCGIFINDEX defined_by_kernel_header_file

Get CAN interface index by name.

Parameters

[in,out] *arg* Pointer to interface request structure buffer (struct ifreq from linux/if.h). If ifr_name holds a valid CAN interface name ifr_ifindex will be filled with the corresponding interface index.

Returns

0 on success, otherwise:

- -EFAULT: It was not possible to access user space memory area at the specified address.
- -ENODEV: No device with specified name exists.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never.

Examples:

[rtcanconfig.c](#), [rtcanrecv.c](#), and [rtcansend.c](#).

5.1.2.16 #define SIOCSCANBAUDRATE_IOW(RTIOC_TYPE_CAN, 0x01, struct ifreq)

Set baud rate.

The baudrate must be specified in bits per second. The driver will try to calculate resonable CAN bit-timing parameters. You can use [SIOCSCANCUSTOMBITTIME](#) to set custom bit-timing.

Parameters

[in] *arg* Pointer to interface request structure buffer (struct ifreq from linux/if.h). ifr_name must hold a valid CAN interface name, ifr_ifru must be filled with an instance of [can_baudrate_t](#).

Returns

0 on success, otherwise:

- -EFAULT: It was not possible to access user space memory area at the specified address.
- -ENODEV: No device with specified name exists.
- -EINVAL: No valid baud rate, see [can_baudrate_t](#).
- -EDOM : Baud rate not possible.
- -EAGAIN: Request could not be successfully fulfilled. Try again.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task (RT, non-RT)

Note

Setting the baud rate is a configuration task. It should be done deliberately or otherwise CAN messages will likely be lost.

Rescheduling: possible.

Examples:

[rtcanconfig.c](#).

5.1.2.17 #define SIOCSCANCTRLMODE_IOW(RTIOC_TYPE_CAN, 0x07, struct ifreq)

Set special controller modes.

Various special controller modes could be or'ed together (see [CAN_CTRLMODE](#) for further information).

Parameters

[in] *arg* Pointer to interface request structure buffer (`struct ifreq` from `linux/if.h`). `ifr_name` must hold a valid CAN interface name, `ifr_ifru` must be filled with an instance of [can_ctrlmode_t](#).

Returns

0 on success, otherwise:

- -EFAULT: It was not possible to access user space memory area at the specified address.
- -ENODEV: No device with specified name exists.
- -EINVAL: No valid baud rate, see [can_baudrate_t](#).
- -EAGAIN: Request could not be successfully fulfilled. Try again.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task (RT, non-RT)

Note

Setting special controller modes is a configuration task. It should be done deliberately or otherwise CAN messages will likely be lost.

Rescheduling: possible.

Examples:

[rtcanconfig.c](#).

5.1.2.18 #define SIOCSCANCUSTOMBITTIME _IOW(RTIOC_TYPE_CAN, 0x03, struct ifreq)

Set custom bit time parameter.

Custom-bit time could be defined in various formats (see struct [can_bittime](#)).

Parameters

[in] *arg* Pointer to interface request structure buffer (struct *ifreq* from *linux/if.h*). *ifr_name* must hold a valid CAN interface name, *ifr_ifru* must be filled with an instance of struct [can_bittime](#).

Returns

0 on success, otherwise:

- -EFAULT: It was not possible to access user space memory area at the specified address.
- -ENODEV: No device with specified name exists.
- -EINVAL: No valid baud rate, see [can_baudrate_t](#).
- -EAGAIN: Request could not be successfully fulfilled. Try again.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task (RT, non-RT)

Note

Setting the bit-time is a configuration task. It should be done deliberately or otherwise CAN messages will likely be lost.

Rescheduling: possible.

Examples:

[rtcanconfig.c](#).

5.1.2.19 #define SIOCSCANMODE_IOW(RTIOC_TYPE_CAN, 0x05, struct ifreq)

Set operation mode of CAN controller.

See [CAN controller modes](#) for available modes.

Parameters

[in] *arg* Pointer to interface request structure buffer (`struct ifreq` from `linux/if.h`). `ifr_name` must hold a valid CAN interface name, `ifr_ifru` must be filled with an instance of `can_mode_t`.

Returns

0 on success, otherwise:

- -EFAULT: It was not possible to access user space memory area at the specified address.
- -ENODEV: No device with specified name exists.
- -EAGAIN: ([CAN_MODE_START](#), [CAN_MODE_STOP](#)) Could not successfully set mode, hardware is busy. Try again.
- -EINVAL: ([CAN_MODE_START](#)) Cannot start controller, set baud rate first.
- -ENETDOWN: ([CAN_MODE_SLEEP](#)) Cannot go into sleep mode because controller is stopped or bus off.
- -EOPNOTSUPP: unknown mode

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task (RT, non-RT)

Note

Setting a CAN controller into normal operation after a bus-off can take some time (128 occurrences of 11 consecutive recessive bits). In such a case, although this IOCTL will return immediately with success and [SIOCGCANSTATE](#) will report [CAN_STATE_ACTIVE](#), bus-off recovery may still be in progress.

If a controller is bus-off, setting it into stop mode will return no error but the controller remains bus-off.

Rescheduling: possible.

Examples:

[rtcanconfig.c](#).

5.1.2.20 #define SOL_CAN_RAW 103

CAN socket levels.

Used for [Sockopts](#) for the particular protocols.

Examples:

[rtcanrecv.c](#), and [rtcansend.c](#).

5.1.3 Typedef Documentation

5.1.3.1 typedef struct can_filter can_filter_t

Filter for reception of CAN messages.

This filter works as follows: A received CAN ID is AND'ed bitwise with `can_mask` and then compared to `can_id`. This also includes the [CAN_EFF_FLAG](#) and [CAN_RTR_FLAG](#) of [CAN_XXX_FLAG](#). If this comparison is true, the message will be received by the socket. The logic can be inverted with the `can_id` flag [CAN_INV_FILTER](#):

```
if (can_id & CAN_INV_FILTER) {
    if ((received_can_id & can_mask) != (can_id & ~CAN_INV_FILTER))
        accept-message;
} else {
    if ((received_can_id & can_mask) == can_id)
        accept-message;
}
```

Multiple filters can be arranged in a filter list and set with [Sockopts](#). If one of these filters matches a CAN ID upon reception of a CAN frame, this frame is accepted.

5.1.3.2 typedef struct can_frame can_frame_t

Raw CAN frame.

Central structure for receiving and sending CAN frames.

5.1.4 Enumeration Type Documentation

5.1.4.1 enum CAN_BITTIME_TYPE

Supported CAN bit-time types.

Enumerator:

CAN_BITTIME_STD Standard bit-time definition according to Bosch.

CAN_BITTIME_BTR Hardware-specific BTR bit-time definition.

5.1.4.2 enum CAN_MODE

Enumerator:

CAN_MODE_STOP Set controller in Stop mode (no reception / transmission possible)

CAN_MODE_START Set controller into normal operation.

Coming from stopped mode or bus off, the controller begins with no errors in [CAN_STATE_ACTIVE](#).

CAN_MODE_SLEEP Set controller into Sleep mode.

This is only possible if the controller is not stopped or bus-off.

Notice that sleep mode will only be entered when there is no bus activity. If the controller detects bus activity while "sleeping" it will go into operating mode again.

To actively leave sleep mode again trigger `CAN_MODE_START`.

5.1.4.3 enum CAN_STATE

Enumerator:

CAN_STATE_ACTIVE CAN controller is error active.

CAN_STATE_BUS_WARNING CAN controller is error active, warning level is reached.

CAN_STATE_BUS_PASSIVE CAN controller is error passive.

CAN_STATE_BUS_OFF CAN controller went into Bus Off.

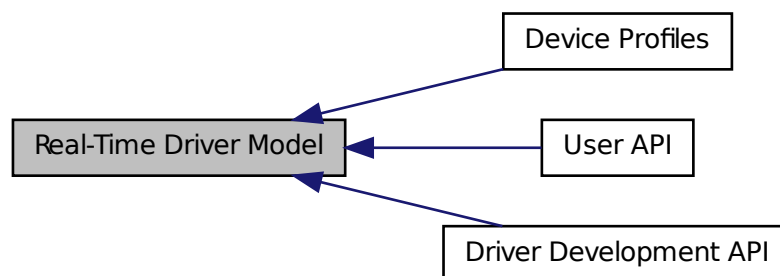
CAN_STATE_SCANNING_BAUDRATE CAN controller is scanning to get the baudrate.

CAN_STATE_STOPPED CAN controller is in stopped mode.

CAN_STATE_SLEEPING CAN controller is in Sleep mode.

5.2 Real-Time Driver Model

Collaboration diagram for Real-Time Driver Model:



Modules

- [User API](#)
- [Driver Development API](#)
- [Device Profiles](#)

Typedefs

- typedef uint64_t [nanosecs_abs_t](#)
RTDM type for representing absolute dates.
- typedef int64_t [nanosecs_rel_t](#)
RTDM type for representing relative intervals.

API Versioning

- `#define RTDM_API_VER 8`
Common user and driver API version.
- `#define RTDM_API_MIN_COMPAT_VER 6`
Minimum API revision compatible with the current release.

RTDM_TIMEOUT_xxx

Special timeout values

- `#define RTDM_TIMEOUT_INFINITE 0`
Block forever.
- `#define RTDM_TIMEOUT_NONE (-1)`
Any negative timeout means non-blocking.

5.2.1 Detailed Description

The Real-Time Driver Model (RTDM) provides a unified interface to both users and developers of real-time device drivers. Specifically, it addresses the constraints of mixed RT/non-RT systems like Xenomai. RTDM conforms to POSIX semantics (IEEE Std 1003.1) where available and applicable.

API Revision: 8

5.2.2 Define Documentation

5.2.2.1 `#define RTDM_TIMEOUT_INFINITE 0`

Block forever.

5.2.2.2 `#define RTDM_TIMEOUT_NONE (-1)`

Any negative timeout means non-blocking.

5.2.3 Typedef Documentation

5.2.3.1 `typedef uint64_t nanosecs_abs_t`

RTDM type for representing absolute dates.

Its base type is a 64 bit unsigned integer. The unit is 1 nanosecond.

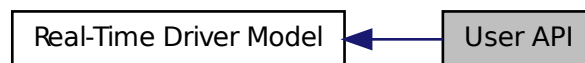
5.2.3.2 typedef int64_t nanosecs_rel_t

RTDM type for representing relative intervals.

Its base type is a 64 bit signed integer. The unit is 1 nanosecond. Relative intervals can also encode the special timeouts "infinite" and "non-blocking", see [RTDM_TIMEOUT_XXX](#).

5.3 User API

Collaboration diagram for User API:



Files

- file [rtdm.h](#)
Real-Time Driver Model for Xenomai, user API header.

Functions

- int [rt_dev_open](#) (const char *path, int oflag,...)
Open a device.
- int [rt_dev_socket](#) (int protocol_family, int socket_type, int protocol)
Create a socket.
- int [rt_dev_close](#) (int fd)
Close a device or socket.
- int [rt_dev_ioctl](#) (int fd, int request,...)
Issue an IOCTL.
- ssize_t [rt_dev_read](#) (int fd, void *buf, size_t nbyte)
Read from device.
- ssize_t [rt_dev_write](#) (int fd, const void *buf, size_t nbyte)
Write to device.
- ssize_t [rt_dev_recvmsg](#) (int fd, struct msghdr *msg, int flags)

Receive message from socket.

- ssize_t [rt_dev_rcvfrom](#) (int fd, void *buf, size_t len, int flags, struct sockaddr *from, socklen_t *fromlen)

Receive message from socket.

- ssize_t [rt_dev_rcv](#) (int fd, void *buf, size_t len, int flags)

Receive message from socket.

- ssize_t [rt_dev_sendmsg](#) (int fd, const struct msghdr *msg, int flags)

Transmit message to socket.

- ssize_t [rt_dev_sendto](#) (int fd, const void *buf, size_t len, int flags, const struct sockaddr *to, socklen_t tolen)

Transmit message to socket.

- ssize_t [rt_dev_send](#) (int fd, const void *buf, size_t len, int flags)

Transmit message to socket.

- int [rt_dev_bind](#) (int fd, const struct sockaddr *my_addr, socklen_t addrlen)

Bind to local address.

- int [rt_dev_connect](#) (int fd, const struct sockaddr *serv_addr, socklen_t addrlen)

Connect to remote address.

- int [rt_dev_listen](#) (int fd, int backlog)

Listen for incoming connection requests.

- int [rt_dev_accept](#) (int fd, struct sockaddr *addr, socklen_t *addrlen)

Accept a connection requests.

- int [rt_dev_shutdown](#) (int fd, int how)

Shut down parts of a connection.

- int [rt_dev_getsockopt](#) (int fd, int level, int optname, void *optval, socklen_t *optlen)

Get socket option.

- int [rt_dev_setsockopt](#) (int fd, int level, int optname, const void *optval, socklen_t optlen)

Set socket option.

- int [rt_dev_getsockname](#) (int fd, struct sockaddr *name, socklen_t *namelen)

Get local socket address.

- int [rt_dev_getpeername](#) (int fd, struct sockaddr *name, socklen_t *namelen)

Get socket destination address.

5.3.1 Detailed Description

This is the upper interface of RTDM provided to application programs both in kernel and user space. Note that certain functions may not be implemented by every device. Refer to the [Device Profiles](#) for precise information.

5.3.2 Function Documentation

5.3.2.1 `int rt_dev_accept (int fd, struct sockaddr * addr, socklen_t * addrlen)`

Accept a connection requests.

Parameters

[in] *fd* File descriptor as returned by [rt_dev_socket\(\)](#)

[out] *addr* Buffer for remote address

[in,out] *addrlen* Address buffer size

Returns

0 on success, otherwise negative error code

Environments:

Depends on driver implementation, see [Device Profiles](#).

Rescheduling: possible.

See also

`accept()` in IEEE Std 1003.1, <http://www.opengroup.org/onlinepubs/009695399>

5.3.2.2 `int rt_dev_bind (int fd, const struct sockaddr * my_addr, socklen_t addrlen)`

Bind to local address.

Parameters

[in] *fd* File descriptor as returned by [rt_dev_socket\(\)](#)

[in] *my_addr* Address buffer

[in] *addrlen* Address buffer size

Returns

0 on success, otherwise negative error code

Environments:

Depends on driver implementation, see [Device Profiles](#).

Rescheduling: possible.

See also

`bind()` in IEEE Std 1003.1, <http://www.opengroup.org/onlinepubs/009695399>

Examples:

[rtcanrecv.c](#), and [rtcansend.c](#).

5.3.2.3 int rt_dev_close (int *fd*)

Close a device or socket.

Parameters

[in] *fd* File descriptor as returned by [rt_dev_open\(\)](#) or [rt_dev_socket\(\)](#)

Returns

0 on success, otherwise a negative error code.

Note

If the matching [rt_dev_open\(\)](#) or [rt_dev_socket\(\)](#) call took place in non-real-time context, [rt_dev_close\(\)](#) must be issued within non-real-time as well. Otherwise, the call will fail.

Environments:

Depends on driver implementation, see [Device Profiles](#).

Rescheduling: possible.

See also

`close()` in IEEE Std 1003.1, <http://www.opengroup.org/onlinepubs/009695399>

Examples:

[rtcanconfig.c](#), [rtcanrecv.c](#), and [rtcansend.c](#).

5.3.2.4 int rt_dev_connect (int *fd*, const struct sockaddr * *serv_addr*, socklen_t *addrlen*)

Connect to remote address.

Parameters

[in] *fd* File descriptor as returned by [rt_dev_socket\(\)](#)

[in] *serv_addr* Address buffer

[in] *addrlen* Address buffer size

Returns

0 on success, otherwise negative error code

Environments:

Depends on driver implementation, see [Device Profiles](#).

Rescheduling: possible.

See also

`connect()` in IEEE Std 1003.1, <http://www.opengroup.org/onlinepubs/009695399>

5.3.2.5 `int rt_dev_getpeername (int fd, struct sockaddr * name, socklen_t * namelen)`

Get socket destination address.

Parameters

- [in] *fd* File descriptor as returned by `rt_dev_socket()`
- [out] *name* Address buffer
- [in,out] *namelen* Address buffer size

Returns

0 on success, otherwise negative error code

Environments:

Depends on driver implementation, see [Device Profiles](#).

Rescheduling: possible.

See also

`getpeername()` in IEEE Std 1003.1, <http://www.opengroup.org/onlinepubs/009695399>

5.3.2.6 `int rt_dev_getsockname (int fd, struct sockaddr * name, socklen_t * namelen)`

Get local socket address.

Parameters

- [in] *fd* File descriptor as returned by `rt_dev_socket()`
- [out] *name* Address buffer
- [in,out] *namelen* Address buffer size

Returns

0 on success, otherwise negative error code

Environments:

Depends on driver implementation, see [Device Profiles](#).

Rescheduling: possible.

See also

`getsockname()` in IEEE Std 1003.1, <http://www.opengroup.org/onlinepubs/009695399>

5.3.2.7 `int rt_dev_getsockopt (int fd, int level, int optname, void * optval, socklen_t * optlen)`

Get socket option.

Parameters

- [in] *fd* File descriptor as returned by [rt_dev_socket\(\)](#)
- [in] *level* Addressed stack level
- [in] *optname* Option name ID
- [out] *optval* Value buffer
- [in,out] *optlen* Value buffer size

Returns

0 on success, otherwise negative error code

Environments:

Depends on driver implementation, see [Device Profiles](#).

Rescheduling: possible.

See also

`getsockopt()` in IEEE Std 1003.1, <http://www.opengroup.org/onlinepubs/009695399>

5.3.2.8 int rt_dev_ioctl (int fd, int request, ...)

Issue an IOCTL.

Parameters

- [in] *fd* File descriptor as returned by [rt_dev_open\(\)](#) or [rt_dev_socket\(\)](#)
- [in] *request* IOCTL code
- ... Optional third argument, depending on IOCTL function (void * or unsigned long)

Returns

Positiv value on success, otherwise negative error code

Environments:

Depends on driver implementation, see [Device Profiles](#).

Rescheduling: possible.

See also

`ioctl()` in IEEE Std 1003.1, <http://www.opengroup.org/onlinepubs/009695399>

Examples:

[rtcanconfig.c](#), [rtcanrecv.c](#), and [rtcansend.c](#).

5.3.2.9 `int rt_dev_listen (int fd, int backlog)`

Listen for incoming connection requests.

Parameters

- [in] *fd* File descriptor as returned by [rt_dev_socket\(\)](#)
- [in] *backlog* Maximum queue length

Returns

0 on success, otherwise negative error code

Environments:

Depends on driver implementation, see [Device Profiles](#).

Rescheduling: possible.

See also

`lsiten()` in IEEE Std 1003.1, <http://www.opengroup.org/onlinepubs/009695399>

5.3.2.10 `int rt_dev_open (const char * path, int oflag, ...)`

Open a device.

Parameters

- [in] *path* Device name
- [in] *oflag* Open flags
- ... Further parameters will be ignored.

Returns

Positive file descriptor value on success, otherwise a negative error code.

Environments:

Depends on driver implementation, see [Device Profiles](#).

Rescheduling: possible.

See also

`open()` in IEEE Std 1003.1, <http://www.opengroup.org/onlinepubs/009695399>

5.3.2.11 `ssize_t rt_dev_read (int fd, void * buf, size_t nbyte)`

Read from device.

Parameters

- [in] *fd* File descriptor as returned by [rt_dev_open\(\)](#)

[out] *buf* Input buffer
[in] *nbyte* Number of bytes to read

Returns

Number of bytes read, otherwise negative error code

Environments:

Depends on driver implementation, see [Device Profiles](#).

Rescheduling: possible.

See also

`read()` in IEEE Std 1003.1, <http://www.opengroup.org/onlinepubs/009695399>

5.3.2.12 `ssize_t rt_dev_recv (int fd, void * buf, size_t len, int flags)`

Receive message from socket.

Parameters

[in] *fd* File descriptor as returned by `rt_dev_socket()`
[out] *buf* Message buffer
[in] *len* Message buffer size
[in] *flags* Message flags

Returns

Number of bytes received, otherwise negative error code

Environments:

Depends on driver implementation, see [Device Profiles](#).

Rescheduling: possible.

See also

`recv()` in IEEE Std 1003.1, <http://www.opengroup.org/onlinepubs/009695399>

5.3.2.13 `ssize_t rt_dev_recvfrom (int fd, void * buf, size_t len, int flags, struct sockaddr * from, socklen_t * fromlen)`

Receive message from socket.

Parameters

[in] *fd* File descriptor as returned by `rt_dev_socket()`
[out] *buf* Message buffer
[in] *len* Message buffer size

[in] *flags* Message flags
[out] *from* Buffer for message sender address
[in,out] *fromlen* Address buffer size

Returns

Number of bytes received, otherwise negative error code

Environments:

Depends on driver implementation, see [Device Profiles](#).

Rescheduling: possible.

See also

recvfrom() in IEEE Std 1003.1, <http://www.opengroup.org/onlinepubs/009695399>

Examples:

[rtcanrecv.c](#).

5.3.2.14 ssize_t rt_dev_recvmsg (int *fd*, struct msghdr * *msg*, int *flags*)

Receive message from socket.

Parameters

[in] *fd* File descriptor as returned by [rt_dev_socket\(\)](#)
[in,out] *msg* Message descriptor
[in] *flags* Message flags

Returns

Number of bytes received, otherwise negative error code

Environments:

Depends on driver implementation, see [Device Profiles](#).

Rescheduling: possible.

See also

recvmsg() in IEEE Std 1003.1, <http://www.opengroup.org/onlinepubs/009695399>

Examples:

[rtcanrecv.c](#).

5.3.2.15 `ssize_t rt_dev_send (int fd, const void * buf, size_t len, int flags)`

Transmit message to socket.

Parameters

- [in] *fd* File descriptor as returned by [rt_dev_socket\(\)](#)
- [in] *buf* Message buffer
- [in] *len* Message buffer size
- [in] *flags* Message flags

Returns

Number of bytes sent, otherwise negative error code

Environments:

Depends on driver implementation, see [Device Profiles](#).

Rescheduling: possible.

See also

`send()` in IEEE Std 1003.1, <http://www.opengroup.org/onlinepubs/009695399>

Examples:

[rtcansend.c](#).

5.3.2.16 `ssize_t rt_dev_sendmsg (int fd, const struct msghdr * msg, int flags)`

Transmit message to socket.

Parameters

- [in] *fd* File descriptor as returned by [rt_dev_socket\(\)](#)
- [in] *msg* Message descriptor
- [in] *flags* Message flags

Returns

Number of bytes sent, otherwise negative error code

Environments:

Depends on driver implementation, see [Device Profiles](#).

Rescheduling: possible.

See also

`sendmsg()` in IEEE Std 1003.1, <http://www.opengroup.org/onlinepubs/009695399>

5.3.2.17 `ssize_t rt_dev_sendto (int fd, const void * buf, size_t len, int flags, const struct sockaddr * to, socklen_t tolen)`

Transmit message to socket.

Parameters

- [in] *fd* File descriptor as returned by [rt_dev_socket\(\)](#)
- [in] *buf* Message buffer
- [in] *len* Message buffer size
- [in] *flags* Message flags
- [in] *to* Buffer for message destination address
- [in] *tolen* Address buffer size

Returns

Number of bytes sent, otherwise negative error code

Environments:

Depends on driver implementation, see [Device Profiles](#).

Rescheduling: possible.

See also

`sendto()` in IEEE Std 1003.1, <http://www.opengroup.org/onlinepubs/009695399>

Examples:

[rtcansend.c](#).

5.3.2.18 `int rt_dev_setsockopt (int fd, int level, int optname, const void * optval, socklen_t optlen)`

Set socket option.

Parameters

- [in] *fd* File descriptor as returned by [rt_dev_socket\(\)](#)
- [in] *level* Addressed stack level
- [in] *optname* Option name ID
- [in] *optval* Value buffer
- [in] *optlen* Value buffer size

Returns

0 on success, otherwise negative error code

Environments:

Depends on driver implementation, see [Device Profiles](#).

Rescheduling: possible.

See also

setsockopt() in IEEE Std 1003.1, <http://www.opengroup.org/onlinepubs/009695399>

Examples:

[rtcanrecv.c](#), and [rtcansend.c](#).

5.3.2.19 int rt_dev_shutdown (int *fd*, int *how*)

Shut down parts of a connection.

Parameters

[in] *fd* File descriptor as returned by [rt_dev_socket\(\)](#)

[in] *how* Specifies the part to be shut down (SHUT_XXX)

Returns

0 on success, otherwise negative error code

Environments:

Depends on driver implementation, see [Device Profiles](#).

Rescheduling: possible.

See also

shutdown() in IEEE Std 1003.1, <http://www.opengroup.org/onlinepubs/009695399>

5.3.2.20 int rt_dev_socket (int *protocol_family*, int *socket_type*, int *protocol*)

Create a socket.

Parameters

[in] *protocol_family* Protocol family (PF_XXX)

[in] *socket_type* Socket type (SOCK_XXX)

[in] *protocol* Protocol ID, 0 for default

Returns

Positive file descriptor value on success, otherwise a negative error code.

Environments:

Depends on driver implementation, see [Device Profiles](#).

Rescheduling: possible.

See also

socket() in IEEE Std 1003.1, <http://www.opengroup.org/onlinepubs/009695399>

Examples:

[rtcanconfig.c](#), [rtcanrecv.c](#), and [rtcansend.c](#).

5.3.2.21 `ssize_t rt_dev_write (int fd, const void * buf, size_t nbyte)`

Write to device.

Parameters

- [in] *fd* File descriptor as returned by [rt_dev_open\(\)](#)
- [in] *buf* Output buffer
- [in] *nbyte* Number of bytes to write

Returns

Number of bytes written, otherwise negative error code

Environments:

Depends on driver implementation, see [Device Profiles](#).

Rescheduling: possible.

See also

`write()` in IEEE Std 1003.1, <http://www.opengroup.org/onlinepubs/009695399>

5.4 Real-time IPC protocols

Profile Revision: 1

Collaboration diagram for Real-time IPC protocols:



Data Structures

- struct [rtipc_port_label](#)
Port label information structure.
- struct [sockaddr_ipc](#)
Socket address structure for the RTIPC address family.

Files

- file [rtipc.h](#)

This file is part of the Xenomai project.

Typedefs

- typedef int16_t [rtipc_port_t](#)

Port number type for the RTIPC address family.

RTIPC protocol list

protocols for the PF_RTIPC protocol family

- enum { [IPCPROTO_IPC](#) = 0, [IPCPROTO_XDDP](#) = 1, [IPCPROTO_IDDP](#) = 2, [IPCPROTO_BUF](#) = 3 }

Supported operations

Standard socket operations supported by the RTIPC protocols.

- int [socket__AF_RTIPC](#) (int domain=AF_RTIPC, int type=SOCK_DGRAM, int protocol)
Create an endpoint for communication in the AF_RTIPC domain.
- int [close__AF_RTIPC](#) (int sockfd)
Close a RTIPC socket descriptor.
- int [bind__AF_RTIPC](#) (int sockfd, const struct [sockaddr_ipc](#) *addr, socklen_t addrlen)
Bind a RTIPC socket to a port.
- int [connect__AF_RTIPC](#) (int sockfd, const struct [sockaddr_ipc](#) *addr, socklen_t addrlen)
Initiate a connection on a RTIPC socket.
- int [setsockopt__AF_RTIPC](#) (int sockfd, int level, int optname, const void *optval, socklen_t optlen)
Set options on RTIPC sockets.
- int [getsockopt__AF_RTIPC](#) (int sockfd, int level, int optname, void *optval, socklen_t *optlen)
Get options on RTIPC sockets.
- ssize_t [sendmsg__AF_RTIPC](#) (int sockfd, const struct msghdr *msg, int flags)
Send a message on a RTIPC socket.
- ssize_t [recvmsg__AF_RTIPC](#) (int sockfd, struct msghdr *msg, int flags)
Receive a message from a RTIPC socket.

- int [getsockname__AF_RTIPC](#) (int sockfd, struct [sockaddr_ipc](#) *addr, socklen_t *addrlen)
Get socket name.
- int [getpeername__AF_RTIPC](#) (int sockfd, struct [sockaddr_ipc](#) *addr, socklen_t *addrlen)
Get socket peer.

XDDP socket options

Setting and getting XDDP socket options.

- #define [XDDP_LABEL](#) 1
XDDP label assignment.
- #define [XDDP_POOLSZ](#) 2
XDDP local pool size configuration.
- #define [XDDP_BUFSZ](#) 3
XDDP streaming buffer size configuration.
- #define [XDDP_MONITOR](#) 4
XDDP monitoring callback.

XDDP events

Specific events occurring on XDDP channels, which can be monitored via the [XDDP_MONITOR](#) socket option.

- #define [XDDP_EVTIN](#) 1
Monitor writes to the non real-time endpoint.
- #define [XDDP_EVTOUT](#) 2
Monitor reads from the non real-time endpoint.
- #define [XDDP_EVTDOWN](#) 3
Monitor close from the non real-time endpoint.
- #define [XDDP_EVTNOBUF](#) 4
Monitor memory shortage for non real-time datagrams.

IDDP socket options

Setting and getting IDDP socket options.

- #define [IDDP_LABEL](#) 1
IDDP label assignment.

- #define `IDDP_POOLSZ` 2
IDDP local pool size configuration.

BUFP socket options

Setting and getting BUFP socket options.

- #define `BUFP_LABEL` 1
BUFP label assignment.
- #define `BUFP_BUFSZ` 2
BUFP buffer size configuration.

Socket level options

Setting and getting supported standard socket level options.

- #define `SO_SNDTIMEO` defined_by_kernel_header_file
IPCPROTO_IDDP and IPCPROTO_BUFP protocols support the standard SO_SNDTIMEO socket option, from the SOL_SOCKET level.
- #define `SO_RCVTIMEO` defined_by_kernel_header_file
All RTIPC protocols support the standard SO_RCVTIMEO socket option, from the SOL_SOCKET level.

5.4.1 Detailed Description

Profile Revision: 1

Device Characteristics

Device Flags: `RTDM_PROTOCOL_DEVICE`

Protocol Family: `PF_RTIPC`

Socket Type: `SOCK_DGRAM`

Device Class: `RTDM_CLASS_RTIPC`

5.4.2 Define Documentation

5.4.2.1 #define BUFP_BUFSZ 2

BUFP buffer size configuration.

All messages written to a BUFP socket are buffered in a single per-socket memory area. Configuring the size of such buffer prior to binding the socket to a destination port is mandatory.

It is not allowed to configure a buffer size after the socket was bound. However, multiple configuration calls are allowed prior to the binding; the last value set will be used.

Note

: the buffer memory is obtained from the host allocator by the [bind call](#).

Parameters

- [in] *level* [SOL_BUF](#)
- [in] *optname* [BUF_BUFSZ](#)
- [in] *optval* Pointer to a variable of type `size_t`, containing the required size of the buffer to reserve at binding time
- [in] *optlen* `sizeof(size_t)`

Returns

0 is returned upon success. Otherwise:

- -EFAULT (Invalid data address given)
- -EALREADY (socket already bound)
- -EINVAL (*optlen* is invalid or **optval* is zero)

Calling context:

RT/non-RT

5.4.2.2 #define BUF_LABEL 1

BUF label assignment.

ASCII label strings can be attached to BUF ports, in order to connect sockets to them in a more descriptive way than using plain numeric port values.

When available, this label will be registered when binding, in addition to the port number (see [BUF port binding](#)).

It is not allowed to assign a label after the socket was bound. However, multiple assignment calls are allowed prior to the binding; the last label set will be used.

Parameters

- [in] *level* [SOL_BUF](#)
- [in] *optname* [BUF_LABEL](#)
- [in] *optval* Pointer to struct [rtipc_port_label](#)
- [in] *optlen* `sizeof(struct rtipc_port_label)`

Returns

0 is returned upon success. Otherwise:

- -EFAULT (Invalid data address given)
- -EALREADY (socket already bound)
- -EINVAL (*optlen* is invalid)

Calling context:

RT/non-RT

5.4.2.3 #define IDDP_LABEL 1

IDDP label assignment.

ASCII label strings can be attached to IDDP ports, in order to connect sockets to them in a more descriptive way than using plain numeric port values.

When available, this label will be registered when binding, in addition to the port number (see [IDDP port binding](#)).

It is not allowed to assign a label after the socket was bound. However, multiple assignment calls are allowed prior to the binding; the last label set will be used.

Parameters

- [in] *level* [SOL_IDDP](#)
- [in] *optname* IDDP_LABEL
- [in] *optval* Pointer to struct [rtipc_port_label](#)
- [in] *optlen* sizeof(struct rtipc_port_label)

Returns

0 is returned upon success. Otherwise:

- -EFAULT (Invalid data address given)
- -EALREADY (socket already bound)
- -EINVAL (*optlen* is invalid)

Calling context:

RT/non-RT

5.4.2.4 #define IDDP_POOLSZ 2

IDDP local pool size configuration.

By default, the memory needed to convey the data is pulled from Xenomai's system pool. Setting a local pool size overrides this default for the socket.

If a non-zero size was configured, a local pool is allocated at binding time. This pool will provide storage for pending datagrams.

It is not allowed to configure a local pool size after the socket was bound. However, multiple configuration calls are allowed prior to the binding; the last value set will be used.

Note

: the pool memory is obtained from the host allocator by the [bind call](#).

Parameters

- [in] *level* [SOL_IDDP](#)
- [in] *optname* IDDP_POOLSZ

[in] *optval* Pointer to a variable of type `size_t`, containing the required size of the local pool to reserve at binding time

[in] *optlen* `sizeof(size_t)`

Returns

0 is returned upon success. Otherwise:

- `-EFAULT` (Invalid data address given)
- `-EALREADY` (socket already bound)
- `-EINVAL` (*optlen* is invalid or **optval* is zero)

Calling context:

RT/non-RT

5.4.2.5 #define SO_RCVTIMEO defined_by_kernel_header_file

All RTIPC protocols support the standard `SO_RCVTIMEO` socket option, from the `SOL_SOCKET` level.

See also

`setsockopt()`, `getsockopt()` in IEEE Std 1003.1, <http://www.opengroup.org/onlinepubs/009695399/>

5.4.2.6 #define SO_SNDTIMEO defined_by_kernel_header_file

`IPCPROTO_IDDP` and `IPCPROTO_BUF` protocols support the standard `SO_SNDTIMEO` socket option, from the `SOL_SOCKET` level.

See also

`setsockopt()`, `getsockopt()` in IEEE Std 1003.1, <http://www.opengroup.org/onlinepubs/009695399/>

5.4.2.7 #define XDDP_BUFSZ 3

XDDP streaming buffer size configuration.

In addition to sending datagrams, real-time threads may stream data in a byte-oriented mode through the port as well. This increases the bandwidth and reduces the overhead, when the overall data to send to the Linux domain is collected by bits, and keeping the message boundaries is not required.

This feature is enabled when a non-zero buffer size is set for the socket. In that case, the real-time data accumulates into the streaming buffer when `MSG_MORE` is passed to any of the [send functions](#), until:

- the receiver from the Linux domain wakes up and consumes it,
- a different source port attempts to send data to the same destination port,

- MSG_MORE is absent from the send flags,
- the buffer is full,

whichever comes first.

Setting **optval* to zero disables the streaming buffer, in which case all sendings are conveyed in separate datagrams, regardless of MSG_MORE.

Note

only a single streaming buffer exists per socket. When this buffer is full, the real-time data stops accumulating and sending operations resume in mere datagram mode. Accumulation may happen again after some or all data in the streaming buffer is consumed from the Linux domain endpoint.

The streaming buffer size may be adjusted multiple times during the socket lifetime; the latest configuration change will take effect when the accumulation resumes after the previous buffer was flushed.

Parameters

[in] *level* SOL_XDDP

[in] *optname* XDDP_BUFSZ

[in] *optval* Pointer to a variable of type `size_t`, containing the required size of the streaming buffer

[in] *optlen* `sizeof(size_t)`

Returns

0 is returned upon success. Otherwise:

- -EFAULT (Invalid data address given)
- -ENOMEM (Not enough memory)
- -EINVAL (*optlen* is invalid)

Calling context:

RT/non-RT

5.4.2.8 #define XDDP_EVTDOWN 3

Monitor close from the non real-time endpoint.

XDDP_EVTDOWN is sent when the non real-time endpoint is closed. The argument is always 0.

5.4.2.9 #define XDDP_EVTIN 1

Monitor writes to the non real-time endpoint.

XDDP_EVTIN is sent when data is written to the non real-time endpoint the socket is bound to (i.e. via `/dev/rtpN`), which means that some input is pending for the real-time endpoint. The argument is the size of the incoming message.

5.4.2.10 #define XDDP_EVTNOBUF 4

[Monitor](#) memory shortage for non real-time datagrams.

XDDP_EVTNOBUF is sent when no memory is available from the pool to hold the message currently sent from the non real-time endpoint. The argument is the size of the failed allocation. Upon return from the callback, the caller will block and retry until enough space is available from the pool; during that process, the callback might be invoked multiple times, each time a new attempt to get the required memory fails.

5.4.2.11 #define XDDP_EVTOUT 2

[Monitor](#) reads from the non real-time endpoint.

XDDP_EVTOUT is sent when the non real-time endpoint successfully reads a complete message (i.e. via /dev/rtpN). The argument is the size of the outgoing message.

5.4.2.12 #define XDDP_LABEL 1

XDDP label assignment.

ASCII label strings can be attached to XDDP ports, so that opening the non-RT endpoint can be done by specifying this symbolic device name rather than referring to a raw pseudo-device entry (i.e. /dev/rtpN).

When available, this label will be registered when binding, in addition to the port number (see [XDDP port binding](#)).

It is not allowed to assign a label after the socket was bound. However, multiple assignment calls are allowed prior to the binding; the last label set will be used.

Parameters

- [in] *level* [SOL_XDDP](#)
- [in] *optname* XDDP_LABEL
- [in] *optval* Pointer to struct [rtipc_port_label](#)
- [in] *optlen* sizeof(struct rtipc_port_label)

Returns

0 is returned upon success. Otherwise:

- -EFAULT (Invalid data address given)
- -EALREADY (socket already bound)
- -EINVAL (*optlen* invalid)

Calling context:

RT/non-RT

5.4.2.13 #define XDDP_MONITOR 4

XDDP monitoring callback.

Other RTDM drivers may install a user-defined callback via the [rtdm_setsockopt](#) call from the inter-driver API, in order to collect particular events occurring on the channel.

This notification mechanism is particularly useful to monitor a channel asynchronously while performing other tasks.

The user-provided routine will be passed the RTDM file descriptor of the socket receiving the event, the event code, and an optional argument. Four events are currently defined, see [XDDP_EVENTS](#).

The XDDP_EVTIN and XDDP_EVTOUT events are fired on behalf of a fully atomic context; therefore, care must be taken to keep their overhead low. In those cases, the Xenomai services that may be called from the callback are restricted to the set allowed to a real-time interrupt handler.

Parameters

[in] *level* [SOL_XDDP](#)

[in] *optname* XDDP_MONITOR

[in] *optval* Pointer to a pointer to function of type `int (*)(int fd, int event, long arg)`, containing the address of the user-defined callback. Passing a NULL callback pointer in *optval* disables monitoring.

[in] *optlen* `sizeof(int (*)(int fd, int event, long arg))`

Returns

0 is returned upon success. Otherwise:

- -EFAULT (Invalid data address given)
- -EPERM (Operation not allowed from user-space)
- -EINVAL (*optlen* is invalid)

Calling context:

RT/non-RT, kernel space only

5.4.2.14 #define XDDP_POOLSZ 2

XDDP local pool size configuration.

By default, the memory needed to convey the data is pulled from Xenomai's system pool. Setting a local pool size overrides this default for the socket.

If a non-zero size was configured, a local pool is allocated at binding time. This pool will provide storage for pending datagrams.

It is not allowed to configure a local pool size after the socket was bound. However, multiple configuration calls are allowed prior to the binding; the last value set will be used.

Note

: the pool memory is obtained from the host allocator by the [bind](#) call.

Parameters

- [in] *level* `SOL_XDDP`
- [in] *optname* `XDDP_POOLSZ`
- [in] *optval* Pointer to a variable of type `size_t`, containing the required size of the local pool to reserve at binding time
- [in] *optlen* `sizeof(size_t)`

Returns

0 is returned upon success. Otherwise:

- `-EFAULT` (Invalid data address given)
- `-EALREADY` (socket already bound)
- `-EINVAL` (*optlen* invalid or **optval* is zero)

Calling context:

RT/non-RT

5.4.3 Enumeration Type Documentation**5.4.3.1 anonymous enum****Enumerator:**

IPCPROTO_IPC Default protocol (IDDP).

IPCPROTO_XDDP Cross-domain datagram protocol (RT <-> non-RT). Real-time Xenomai threads and regular Linux threads may want to exchange data in a way that does not require the former to leave the real-time domain (i.e. secondary mode). The RTDM-based XDDP protocol is available for this purpose.

On the Linux domain side, pseudo-device files named `/dev/rtp<minor>` give regular POSIX threads access to non real-time communication endpoints, via the standard character-based I/O interface. On the Xenomai domain side, sockets may be bound to XDDP ports, which act as proxies to send and receive data to/from the associated pseudo-device files. Ports and pseudo-device minor numbers are paired, meaning that e.g. port 7 will proxy the traffic to/from `/dev/rtp7`.

All data sent through a bound/connected XDDP socket via `sendto(2)` or `write(2)` will be passed to the peer endpoint in the Linux domain, and made available for reading via the standard `read(2)` system call. Conversely, all data sent using `write(2)` through the non real-time endpoint will be conveyed to the real-time socket endpoint, and made available to the `recvfrom(2)` or `read(2)` system calls.

IPCPROTO_IDDP Intra-domain datagram protocol (RT <-> RT). The RTDM-based IDDP protocol enables real-time threads to exchange datagrams within the Xenomai domain, via socket endpoints.

IPCPROTO_BUF Buffer protocol (RT <-> RT, byte-oriented). The RTDM-based BUFP protocol implements a lightweight, byte-oriented, one-way Producer-Consumer data path. All messages written are buffered into a single memory area in strict FIFO order, until read by the consumer.

This protocol always prevents short writes, and only allows short reads when a potential deadlock situation arises (i.e. readers and writers waiting for each other indefinitely).

5.4.4 Function Documentation

5.4.4.1 `int bind__AF_RTIPC (int sockfd, const struct sockaddr_ipc * addr, socklen_t addrlen)`

Bind a RTIPC socket to a port.

Bind the socket to a destination port.

Parameters

- [in] *sockfd* The RTDM file descriptor obtained from the socket creation call.
- [in] *addr* The address to bind the socket to (see struct [sockaddr_ipc](#)). The meaning of such address depends on the RTIPC protocol in use for the socket:

- IPCPROTO_XDDP

This action creates an endpoint for channelling traffic between the Xenomai and Linux domains.

sipc_family must be AF_RTIPC, *sipc_port* is either -1, or a valid free port number between 0 and CONFIG_XENO_OPT_PIPE_NRDEV-1.

If *sipc_port* is -1, a free port will be assigned automatically.

Upon success, the pseudo-device /dev/rtpN will be reserved for this communication channel, where *N* is the assigned port number. The non real-time side shall open this device to exchange data over the bound socket.

If a label was assigned (see [XDDP_LABEL](#)) prior to binding the socket to a port, a registry link referring to the created pseudo-device will be automatically set up as /proc/xenomai/registry/rtipc/xddp/*label*, where *label* is the label string passed to setsockopt() for the [XDDP_LABEL](#) option.

- IPCPROTO_IDDP

This action creates an endpoint for exchanging datagrams within the Xenomai domain.

sipc_family must be AF_RTIPC, *sipc_port* is either -1, or a valid free port number between 0 and CONFIG_XENO_OPT_IDDP_NRPORT-1.

If *sipc_port* is -1, a free port will be assigned automatically. The real-time peer shall connect to the same port for exchanging data over the bound socket.

If a label was assigned (see [IDDP_LABEL](#)) prior to binding the socket to a port, a registry link referring to the assigned port number will be automatically set up as /proc/xenomai/registry/rtipc/iddp/*label*, where *label* is the label string passed to setsockopt() for the [IDDP_LABEL](#) option.

- IPCPROTO_BUF

This action creates an endpoint for a one-way byte stream within the Xenomai domain.

sipc_family must be AF_RTIPC, *sipc_port* is either -1, or a valid free port number between 0 and CONFIG_XENO_OPT_BUF_NRPORT-1.

If *sipc_port* is -1, an available port will be assigned automatically. The real-time peer shall connect to the same port for exchanging data over the bound socket.

If a label was assigned (see [BUFP_LABEL](#)) prior to binding the socket to a port, a registry link referring to the assigned port number will be automatically set up as

`/proc/xenomai/registry/rtipc/bufp/label`, where *label* is the label string passed to `setsockopt()` for the `BUFP_LABEL` option.

Parameters

[in] *addrlen* The size in bytes of the structure pointed to by *addr*.

Returns

In addition to the standard error codes for `bind(2)`, the following specific error code may be returned:

- -EFAULT (Invalid data address given)
- -ENOMEM (Not enough memory)
- -EINVAL (Invalid parameter)
- -EADDRINUSE (Socket already bound to a port, or no port available)

Calling context:

non-RT

5.4.4.2 `int close__AF_RTIPC (int sockfd)`

Close a RTIPC socket descriptor.

Blocking calls to any of the [sendmsg](#) or [recvmsg](#) functions will be unblocked when the socket is closed and return with an error.

Returns

In addition to the standard error codes for `close(2)`, the following specific error code may be returned: none

Calling context:

non-RT

5.4.4.3 `int connect__AF_RTIPC (int sockfd, const struct sockaddr_ipc * addr, socklen_t addrlen)`

Initiate a connection on a RTIPC socket.

Parameters

[in] *sockfd* The RTDM file descriptor obtained from the socket creation call.

[in] *addr* The address to connect the socket to (see struct [sockaddr_ipc](#)).

- If `sipc_port` is a valid port for the protocol, it is used verbatim and the connection succeeds immediately, regardless of whether the destination is bound at the time of the call.
- If `sipc_port` is -1 and a label was assigned to the socket, `connect()` blocks for the requested amount of time (see [SO_RCVTIMEO](#)) until a socket is bound to the same label via `bind(2)` (see [XDDP_LABEL](#), [IDDP_LABEL](#), [BUFP_LABEL](#)), in which case a connection is established between both endpoints.

- If `sipc_port` is -1 and no label was assigned to the socket, the default destination address is cleared, meaning that any subsequent write to the socket will return `-EDESTADDRREQ`, until a valid destination address is set via `connect(2)` or `bind(2)`.

Parameters

[in] *addrlen* The size in bytes of the structure pointed to by *addr*.

Returns

In addition to the standard error codes for `connect(2)`, the following specific error code may be returned: none.

Calling context:

RT/non-RT

5.4.4.4 `int getpeername__AF_RTIPC (int sockfd, struct sockaddr_ipc * addr, socklen_t * addrlen)`

Get socket peer.

The name of the remote endpoint for the socket is copied back (see struct [sockaddr_ipc](#)). This is the default destination address for messages sent on the socket. It can be set either explicitly via `connect(2)`, or implicitly via `bind(2)` if no `connect(2)` was called prior to binding the socket to a port, in which case both the local and remote names are equal.

Returns

In addition to the standard error codes for `getpeername(2)`, the following specific error code may be returned: none.

Calling context:

RT/non-RT

5.4.4.5 `int getsockname__AF_RTIPC (int sockfd, struct sockaddr_ipc * addr, socklen_t * addrlen)`

Get socket name.

The name of the local endpoint for the socket is copied back (see struct [sockaddr_ipc](#)).

Returns

In addition to the standard error codes for `getsockname(2)`, the following specific error code may be returned: none.

Calling context:

RT/non-RT

5.4.4.6 `int getsockopt__AF_RTIPC (int sockfd, int level, int optname, void * optval, socklen_t * optlen)`

Get options on RTIPC sockets.

These functions allow to get various socket options. Supported Levels and Options:

- Level [SOL_SOCKET](#)
- Level [SOL_XDDP](#)
- Level [SOL_IDDP](#)
- Level [SOL_BUF](#)

Returns

In addition to the standard error codes for `getsockopt(2)`, the following specific error code may be returned: follow the option links above.

Calling context:

RT/non-RT

5.4.4.7 `ssize_t recvmsg__AF_RTIPC (int sockfd, struct msghdr * msg, int flags)`

Receive a message from a RTIPC socket.

Parameters

[in] *sockfd* The RTDM file descriptor obtained from the socket creation call.

[out] *msg* The address the message header will be copied at.

[in] *flags* Operation flags:

- `MSG_DONTWAIT` Non-blocking I/O operation. The caller will not be blocked whenever no message is immediately available for receipt at the time of the call, but will rather return with `-EWOULDBLOCK`.

Note

[IPPROTO_BUF](#) does not allow for short reads and always returns the requested amount of bytes, except in one situation: whenever some writer is waiting for sending data upon a buffer full condition, while the caller would have to wait for receiving a complete message. This is usually the sign of a pathological use of the `BUF` socket, like defining an incorrect buffer size via [BUF_BUFSZ](#). In that case, a short read is allowed to prevent a deadlock.

Returns

In addition to the standard error codes for `recvmsg(2)`, the following specific error code may be returned: none.

Calling context:

RT

5.4.4.8 `ssize_t sendmsg__AF_RTIPC (int sockfd, const struct msghdr * msg, int flags)`

Send a message on a RTIPC socket.

Parameters

- [in] *sockfd* The RTDM file descriptor obtained from the socket creation call.
- [in] *msg* The address of the message header conveying the datagram.
- [in] *flags* Operation flags:
 - `MSG_OOB` Send out-of-band message. For all RTIPC protocols except [IPPROTO_BUF](#), sending out-of-band data actually means pushing them to the head of the receiving queue, so that the reader will always receive them before normal messages. [IPPROTO_BUF](#) does not support out-of-band sending.
 - `MSG_DONTWAIT` Non-blocking I/O operation. The caller will not be blocked whenever the message cannot be sent immediately at the time of the call (e.g. memory shortage), but will rather return with `-EWOULDBLOCK`. Unlike other RTIPC protocols, [IPPROTO_XDDP](#) accepts but never considers `MSG_DONTWAIT` since writing to a real-time XDDP endpoint is inherently a non-blocking operation.
 - `MSG_MORE` Accumulate data before sending. This flag is accepted by the [IPPROTO_XDDP](#) protocol only, and tells the send service to accumulate the outgoing data into an internal streaming buffer, instead of issuing a datagram immediately for it. See [XDDP_BUFSZ](#) for more.

Note

No RTIPC protocol allows for short writes, and only complete messages are sent to the peer.

Returns

In addition to the standard error codes for `sendmsg(2)`, the following specific error code may be returned: none.

Calling context:

RT

5.4.4.9 `int setsockopt__AF_RTIPC (int sockfd, int level, int optname, const void * optval, socklen_t optlen)`

Set options on RTIPC sockets.

These functions allow to set various socket options. Supported Levels and Options:

- Level [SOL_SOCKET](#)
- Level [SOL_XDDP](#)
- Level [SOL_IDDP](#)
- Level [SOL_BUF](#)

Returns

In addition to the standard error codes for `setsockopt(2)`, the following specific error code may be returned: follow the option links above.

Calling context:

non-RT

5.4.4.10 `int socket__AF_RTIPC (int domain = AF_RTIPC, int type = SOCK_DGRAM, int protocol)`

Create an endpoint for communication in the AF_RTIPC domain.

Parameters

[in] *domain* The communication domain. Must be AF_RTIPC.

[in] *type* The socket type. Must be SOCK_DGRAM.

[in] *protocol* Any of [IPCPROTO_XDDP](#), [IPCPROTO_IDDP](#), or [IPCPROTO_BUFP](#). [IPCPROTO_IPC](#) is also valid, and refers to the default RTIPC protocol, namely [IPCPROTO_IDDP](#).

Returns

In addition to the standard error codes for `socket(2)`, the following specific error code may be returned:

- -ENOPROTOOPT (Protocol is known, but not compiled in the RTIPC driver). See [RTIPC protocols](#) for available protocols.

Calling context:

non-RT

5.5 Serial Devices

Collaboration diagram for Serial Devices:

**Data Structures**

- struct [rtser_config](#)

Serial device configuration.

- struct [rtser_status](#)
Serial device status.
- struct [rtser_event](#)
Additional information about serial device events.

Files

- file [rtserial.h](#)
Real-Time Driver Model for Xenomai, serial device profile header.

Defines

- #define [RTSER_RTIOC_BREAK_CTL](#) _IOR(RTIOC_TYPE_SERIAL, 0x06, int)
Set or clear break on UART output line.

RTSER_BREAK_xxx

Break control

- typedef struct [rtser_config](#) [rtser_config_t](#)
Serial device configuration.
- typedef struct [rtser_status](#) [rtser_status_t](#)
Serial device status.
- typedef struct [rtser_event](#) [rtser_event_t](#)
Additional information about serial device events.
- #define [RTSER_BREAK_CLR](#) 0x00
Serial device configuration.
- #define [RTSER_BREAK_SET](#) 0x01
Serial device configuration.
- #define [RTIOC_TYPE_SERIAL](#) RTDM_CLASS_SERIAL
Serial device configuration.

RTSER_DEF_BAUD

Default baud rate

- #define [RTSER_DEF_BAUD](#) 9600

RTSER_xxx_PARITY

Number of parity bits

- `#define RTSER_NO_PARITY 0x00`
- `#define RTSER_ODD_PARITY 0x01`
- `#define RTSER_EVEN_PARITY 0x03`
- `#define RTSER_DEF_PARITY RTSER_NO_PARITY`

RTSER_xxx_BITS

Number of data bits

- `#define RTSER_5_BITS 0x00`
- `#define RTSER_6_BITS 0x01`
- `#define RTSER_7_BITS 0x02`
- `#define RTSER_8_BITS 0x03`
- `#define RTSER_DEF_BITS RTSER_8_BITS`

RTSER_xxx_STOPB

Number of stop bits

- `#define RTSER_1_STOPB 0x00`
valid only in combination with 5 data bits
- `#define RTSER_1_5_STOPB 0x01`
valid only in combination with 5 data bits
- `#define RTSER_2_STOPB 0x01`
valid only in combination with 5 data bits
- `#define RTSER_DEF_STOPB RTSER_1_STOPB`
valid only in combination with 5 data bits

RTSER_xxx_HAND

Handshake mechanisms

- `#define RTSER_NO_HAND 0x00`
- `#define RTSER_RTSCS_HAND 0x01`
- `#define RTSER_DEF_HAND RTSER_NO_HAND`

RTSER_FIFO_xxx

Reception FIFO interrupt threshold

- `#define RTSER_FIFO_DEPTH_1 0x00`
- `#define RTSER_FIFO_DEPTH_4 0x40`
- `#define RTSER_FIFO_DEPTH_8 0x80`
- `#define RTSER_FIFO_DEPTH_14 0xC0`
- `#define RTSER_DEF_FIFO_DEPTH RTSER_FIFO_DEPTH_1`

RTSER_TIMEOUT_xxx

Special timeout values, see also [RTDM_TIMEOUT_xxx](#)

- `#define RTSER_TIMEOUT_INFINITE RTDM_TIMEOUT_INFINITE`
- `#define RTSER_TIMEOUT_NONE RTDM_TIMEOUT_NONE`
- `#define RTSER_DEF_TIMEOUT RTDM_TIMEOUT_INFINITE`

RTSER_xxx_TIMESTAMP_HISTORY

Timestamp history control

- `#define RTSER_RX_TIMESTAMP_HISTORY 0x01`
- `#define RTSER_DEF_TIMESTAMP_HISTORY 0x00`

RTSER_EVENT_xxx

Events bits

- `#define RTSER_EVENT_RXPEND 0x01`
- `#define RTSER_EVENT_ERRPEND 0x02`
- `#define RTSER_EVENT_MODEMHI 0x04`
- `#define RTSER_EVENT_MODEMLO 0x08`
- `#define RTSER_DEF_EVENT_MASK 0x00`

RTSER_SET_xxx

Configuration mask bits

- `#define RTSER_SET_BAUD 0x0001`
- `#define RTSER_SET_PARITY 0x0002`
- `#define RTSER_SET_DATA_BITS 0x0004`
- `#define RTSER_SET_STOP_BITS 0x0008`
- `#define RTSER_SET_HANDSHAKE 0x0010`
- `#define RTSER_SET_FIFO_DEPTH 0x0020`
- `#define RTSER_SET_TIMEOUT_RX 0x0100`
- `#define RTSER_SET_TIMEOUT_TX 0x0200`
- `#define RTSER_SET_TIMEOUT_EVENT 0x0400`
- `#define RTSER_SET_TIMESTAMP_HISTORY 0x0800`
- `#define RTSER_SET_EVENT_MASK 0x1000`

RTSER_LSR_XXX

Line status bits

- #define RTSER_LSR_DATA 0x01
- #define RTSER_LSR_OVERRUN_ERR 0x02
- #define RTSER_LSR_PARITY_ERR 0x04
- #define RTSER_LSR_FRAMING_ERR 0x08
- #define RTSER_LSR_BREAK_IND 0x10
- #define RTSER_LSR_THR_EMPTY 0x20
- #define RTSER_LSR_TRANSM_EMPTY 0x40
- #define RTSER_LSR_FIFO_ERR 0x80
- #define RTSER_SOFT_OVERRUN_ERR 0x0100

RTSER_MSR_XXX

Modem status bits

- #define RTSER_MSR_DCTS 0x01
- #define RTSER_MSR_DDSR 0x02
- #define RTSER_MSR_TERI 0x04
- #define RTSER_MSR_DDCD 0x08
- #define RTSER_MSR_CTS 0x10
- #define RTSER_MSR_DSR 0x20
- #define RTSER_MSR_RI 0x40
- #define RTSER_MSR_DCD 0x80

RTSER_MCR_XXX

Modem control bits

- #define RTSER_MCR_DTR 0x01
- #define RTSER_MCR_RTS 0x02
- #define RTSER_MCR_OUT1 0x04
- #define RTSER_MCR_OUT2 0x08
- #define RTSER_MCR_LOOP 0x10

Sub-Classes of RTDM_CLASS_SERIAL

- #define RTDM_SUBCLASS_16550A 0

IOCTLs

Serial device IOCTLs

- #define [RTSER_RTIOC_GET_CONFIG](#) _IOR(RTIOC_TYPE_SERIAL, 0x00, struct rtser_config)
Get serial device configuration.

- #define [RTSER_RTIOC_SET_CONFIG](#) _IOW(RTIOC_TYPE_SERIAL, 0x01, struct rtser_config)
Set serial device configuration.
- #define [RTSER_RTIOC_GET_STATUS](#) _IOR(RTIOC_TYPE_SERIAL, 0x02, struct rtser_status)
Get serial device status.
- #define [RTSER_RTIOC_GET_CONTROL](#) _IOR(RTIOC_TYPE_SERIAL, 0x03, int)
Get serial device's modem control register.
- #define [RTSER_RTIOC_SET_CONTROL](#) _IOW(RTIOC_TYPE_SERIAL, 0x04, int)
Set serial device's modem control register.
- #define [RTSER_RTIOC_WAIT_EVENT](#) _IOR(RTIOC_TYPE_SERIAL, 0x05, struct rtser_event)
Wait on serial device events according to previously set mask.

5.5.1 Detailed Description

This is the common interface a RTDM-compliant serial device has to provide. Feel free to comment on this profile via the Xenomai mailing list (Xenomai-core@gna.org) or directly to the author (jan.kiszka@web.de).

Profile Revision: 3

Device Characteristics

Device Flags: RTDM_NAMED_DEVICE, RTDM_EXCLUSIVE

Device Name: "rtser<N>", N >= 0

Device Class: RTDM_CLASS_SERIAL

Supported Operations

Open

Environments: non-RT (RT optional, deprecated)

Specific return values: none

Close

Environments: non-RT (RT optional, deprecated)

Specific return values: none

IOCTL

Mandatory Environments: see [below](#)

Specific return values: see [below](#)

Read

Environments: RT (non-RT optional)

Specific return values:

- -ETIMEDOUT
- -EINTR (interrupted explicitly or by signal)
- -EAGAIN (no data available in non-blocking mode)
- -EBADF (device has been closed while reading)

- -EIO (hardware error or broken bit stream)

Write

Environments: RT (non-RT optional)

Specific return values:

- -ETIMEDOUT
- -EINTR (interrupted explicitly or by signal)
- -EAGAIN (no data written in non-blocking mode)
- -EBADF (device has been closed while writing)

5.5.2 Define Documentation

5.5.2.1 #define RTSER_RTIOC_BREAK_CTL_IOR(RTIOC_TYPE_SERIAL, 0x06, int)

Set or clear break on UART output line.

Parameters

[in] *arg* RTSER_BREAK_SET or RTSER_BREAK_CLR (int)

Returns

0 on success, otherwise negative error code

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task (RT, non-RT)

Note

A set break condition may also be cleared on UART line reconfiguration.

Rescheduling: never.

5.5.2.2 #define RTSER_RTIOC_GET_CONFIG_IOR(RTIOC_TYPE_SERIAL, 0x00, struct rtser_config)

Get serial device configuration.

Parameters

[out] *arg* Pointer to configuration buffer (struct [rtser_config](#))

Returns

0 on success, otherwise negative error code

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never.

5.5.2.3 `#define RTSER_RTIOC_GET_CONTROL _IOR(RTIOC_TYPE_SERIAL, 0x03, int)`

Get serial device's modem control register.

Parameters

[out] *arg* Pointer to variable receiving the content (int, see [RTSER_MCR_xxx](#))

Returns

0 on success, otherwise negative error code

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never.

5.5.2.4 `#define RTSER_RTIOC_GET_STATUS _IOR(RTIOC_TYPE_SERIAL, 0x02, struct rtser_status)`

Get serial device status.

Parameters

[out] *arg* Pointer to status buffer (struct [rtser_status](#))

Returns

0 on success, otherwise negative error code

Environments:

This service can be called from:

- Kernel module initialization/cleanup code

- Kernel-based task
- User-space task (RT, non-RT)

Note

The error states `RTSER_LSR_OVERRUN_ERR`, `RTSER_LSR_PARITY_ERR`, `RTSER_LSR_FRAMING_ERR`, and `RTSER_SOFT_OVERRUN_ERR` that may have occurred during previous read accesses to the device will be saved for being reported via this IOCTL. Upon return from `RTSER_RTIOC_GET_STATUS`, the saved state will be cleared.

Rescheduling: never.

5.5.2.5 `#define RTSER_RTIOC_SET_CONFIG _IOW(RTIOC_TYPE_SERIAL, 0x01, struct rtser_config)`

Set serial device configuration.

Parameters

[in] *arg* Pointer to configuration buffer (struct [rtser_config](#))

Returns

0 on success, otherwise:

- `-EPERM` is returned if the caller's context is invalid, see note below.
- `-ENOMEM` is returned if a new history buffer for timestamps cannot be allocated.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task (RT, non-RT)

Note

If [rtser_config](#) contains a valid `timestamp_history` and the addressed device has been opened in non-real-time context, this IOCTL must be issued in non-real-time context as well. Otherwise, this command will fail.

Rescheduling: never.

5.5.2.6 `#define RTSER_RTIOC_SET_CONTROL _IOW(RTIOC_TYPE_SERIAL, 0x04, int)`

Set serial device's modem control register.

Parameters

[in] *arg* New control register content (int, see [RTSER_MCR_xxx](#))

Returns

0 on success, otherwise negative error code

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never.

5.5.2.7 `#define RTSER_RTIOC_WAIT_EVENT _IOR(RTIOC_TYPE_SERIAL, 0x05, struct rtser_event)`

Wait on serial device events according to previously set mask.

Parameters

[out] *arg* Pointer to event information buffer (struct [rtser_event](#))

Returns

0 on success, otherwise:

- -EBUSY is returned if another task is already waiting on events of this device.
- -EBADF is returned if the file descriptor is invalid or the device has just been closed.

Environments:

This service can be called from:

- Kernel-based task
- User-space task (RT)

Rescheduling: possible.

5.6 Testing Devices

Collaboration diagram for Testing Devices:



Files

- file [rttesting.h](#)
Real-Time Driver Model for Xenomai, testing device profile header.

Sub-Classes of RTDM_CLASS_TESTING

- #define [RTDM_SUBCLASS_TIMERBENCH](#) 0
subclass name: "timerbench"
- #define [RTDM_SUBCLASS_IRQBENCH](#) 1
subclass name: "irqbench"
- #define [RTDM_SUBCLASS_SWITCHTEST](#) 2
subclass name: "switchtest"
- #define [RTDM_SUBCLASS_RTDMTTEST](#) 3
subclass name: "rtdm"

IOCTLs

Testing device IOCTLs

- #define [RTTST_RTIOC_INTERM_BENCH_RES](#) _IOWR(RTIOC_TYPE_TESTING, 0x00, struct rttst_interm_bench_res)
- #define [RTTST_RTIOC_TMBENCH_START](#) _IOW(RTIOC_TYPE_TESTING, 0x10, struct rttst_tmbench_config)
- #define [RTTST_RTIOC_TMBENCH_STOP](#) _IOWR(RTIOC_TYPE_TESTING, 0x11, struct rttst_overall_bench_res)
- #define [RTTST_RTIOC_IRQBENCH_START](#) _IOW(RTIOC_TYPE_TESTING, 0x20, struct rttst_irqbench_config)
- #define [RTTST_RTIOC_IRQBENCH_STOP](#) _IO(RTIOC_TYPE_TESTING, 0x21)
- #define [RTTST_RTIOC_IRQBENCH_GET_STATS](#) _IOR(RTIOC_TYPE_TESTING, 0x22, struct rttst_irqbench_stats)
- #define [RTTST_RTIOC_IRQBENCH_WAIT_IRQ](#) _IO(RTIOC_TYPE_TESTING, 0x23)
- #define [RTTST_RTIOC_IRQBENCH_REPLY_IRQ](#) _IO(RTIOC_TYPE_TESTING, 0x24)
- #define [RTTST_RTIOC_SWTEST_SET_TASKS_COUNT](#) _IOW(RTIOC_TYPE_TESTING, 0x30, unsigned long)
- #define [RTTST_RTIOC_SWTEST_SET_CPU](#) _IOW(RTIOC_TYPE_TESTING, 0x31, unsigned long)
- #define [RTTST_RTIOC_SWTEST_REGISTER_UTASK](#) _IOW(RTIOC_TYPE_TESTING, 0x32, struct rttst_swtest_task)
- #define [RTTST_RTIOC_SWTEST_CREATE_KTASK](#) _IOWR(RTIOC_TYPE_TESTING, 0x33, struct rttst_swtest_task)
- #define [RTTST_RTIOC_SWTEST_PEND](#) _IOR(RTIOC_TYPE_TESTING, 0x34, struct rttst_swtest_task)
- #define [RTTST_RTIOC_SWTEST_SWITCH_TO](#) _IOR(RTIOC_TYPE_TESTING, 0x35, struct rttst_swtest_dir)

- `#define RTTST_RTIOC_SWTEST_GET_SWITCHES_COUNT _IOR(RTIOC_TYPE_TESTING, 0x36, unsigned long)`
- `#define RTTST_RTIOC_SWTEST_GET_LAST_ERROR _IOR(RTIOC_TYPE_TESTING, 0x37, struct rttst_swtest_error)`
- `#define RTTST_RTIOC_SWTEST_SET_PAUSE _IOW(RTIOC_TYPE_TESTING, 0x38, unsigned long)`
- `#define RTTST_RTIOC_RTDM_DEFER_CLOSE _IOW(RTIOC_TYPE_TESTING, 0x40, unsigned long)`

5.6.1 Detailed Description

This group of devices is intended to provide in-kernel testing results. Feel free to comment on this profile via the Xenomai mailing list (xenomai-core@gna.org) or directly to the author (jan.kiszka@web.de).

Profile Revision: 2

Device Characteristics

Device Flags: `RTDM_NAMED_DEVICE`

Device Name: `"rttest[-<subclass>]<N>"`, `N >= 0`, optional subclass name to simplify device discovery

Device Class: `RTDM_CLASS_TESTING`

Supported Operations

Open

Environments: non-RT (RT optional, deprecated)

Specific return values: none

Close

Environments: non-RT (RT optional, deprecated)

Specific return values: none

IOCTL

Mandatory Environments: see [TSTIOCTLs](#) below

Specific return values: see [TSTIOCTLs](#) below

5.7 Inter-Driver API

Collaboration diagram for Inter-Driver API:



Functions

- struct [rt dm_dev_context](#) * [rt dm_context_get](#) (int fd)
Retrieve and lock a device context.
- int [rt dm_select_bind](#) (int fd, [rt dm_selector_t](#) *selector, enum [rt dm_selecttype](#) type, unsigned fd_index)
Bind a selector to specified event types of a given file descriptor.
- void [rt dm_context_lock](#) (struct [rt dm_dev_context](#) *context)
Increment context reference counter.
- void [rt dm_context_unlock](#) (struct [rt dm_dev_context](#) *context)
Decrement context reference counter.
- void [rt dm_context_put](#) (struct [rt dm_dev_context](#) *context)
Release a device context obtained via [rt dm_context_get\(\)](#).
- int [rt dm_open](#) (const char *path, int oflag,...)
Open a device.
- int [rt dm_socket](#) (int protocol_family, int socket_type, int protocol)
Create a socket.
- int [rt dm_close](#) (int fd)
Close a device or socket.
- int [rt dm_ioctl](#) (int fd, int request,...)
Issue an IOCTL.
- ssize_t [rt dm_read](#) (int fd, void *buf, size_t nbyte)
Read from device.
- ssize_t [rt dm_write](#) (int fd, const void *buf, size_t nbyte)
Write to device.
- ssize_t [rt dm_recvmsg](#) (int fd, struct msghdr *msg, int flags)
Receive message from socket.
- ssize_t [rt dm_recvfrom](#) (int fd, void *buf, size_t len, int flags, struct sockaddr *from, socklen_t *fromlen)
Receive message from socket.
- ssize_t [rt dm_recv](#) (int fd, void *buf, size_t len, int flags)
Receive message from socket.
- ssize_t [rt dm_sendmsg](#) (int fd, const struct msghdr *msg, int flags)
Transmit message to socket.
- ssize_t [rt dm_sendto](#) (int fd, const void *buf, size_t len, int flags, const struct sockaddr *to, socklen_t tolen)

Transmit message to socket.

- `ssize_t rtdm_send` (int fd, const void *buf, size_t len, int flags)
Transmit message to socket.
- `int rtdm_bind` (int fd, const struct sockaddr *my_addr, socklen_t addrlen)
Bind to local address.
- `int rtdm_connect` (int fd, const struct sockaddr *serv_addr, socklen_t addrlen)
Connect to remote address.
- `int rtdm_listen` (int fd, int backlog)
Listen for incoming connection requests.
- `int rtdm_accept` (int fd, struct sockaddr *addr, socklen_t *addrlen)
Accept a connection requests.
- `int rtdm_shutdown` (int fd, int how)
Shut down parts of a connection.
- `int rtdm_getsockopt` (int fd, int level, int optname, void *optval, socklen_t *optlen)
Get socket option.
- `int rtdm_setsockopt` (int fd, int level, int optname, const void *optval, socklen_t optlen)
Set socket option.
- `int rtdm_getsockname` (int fd, struct sockaddr *name, socklen_t *namelen)
Get local socket address.
- `int rtdm_getpeername` (int fd, struct sockaddr *name, socklen_t *namelen)
Get socket destination address.

5.7.1 Function Documentation

5.7.1.1 `int rtdm_accept (int fd, struct sockaddr * addr, socklen_t * addrlen)`

Accept a connection requests.

Refer to `rt_dev_accept()` for parameters and return values

Environments:

Depends on driver implementation, see [Device Profiles](#).

Rescheduling: possible.

5.7.1.2 `int rtdm_bind (int fd, const struct sockaddr * my_addr, socklen_t addrlen)`

Bind to local address.

Refer to `rt_dev_bind()` for parameters and return values

Environments:

Depends on driver implementation, see [Device Profiles](#).

Rescheduling: possible.

5.7.1.3 `int rtdm_close (int fd)`

Close a device or socket.

Refer to [rt_dev_close\(\)](#) for parameters and return values

Environments:

Depends on driver implementation, see [Device Profiles](#).

Rescheduling: possible.

5.7.1.4 `int rtdm_connect (int fd, const struct sockaddr * serv_addr, socklen_t addrlen)`

Connect to remote address.

Refer to [rt_dev_connect\(\)](#) for parameters and return values

Environments:

Depends on driver implementation, see [Device Profiles](#).

Rescheduling: possible.

5.7.1.5 `struct rtdm_dev_context* rtdm_context_get (int fd) [read]`

Retrieve and lock a device context.

Parameters

[in] *fd* File descriptor

Returns

Pointer to associated device context, or NULL on error

Note

The device context has to be unlocked using [rtdm_context_put\(\)](#) when it is no longer referenced.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never.

References `rtdm_dev_context::close_lock_count`.

Referenced by `rtdm_select_bind()`.

5.7.1.6 `void rtdm_context_lock (struct rtdm_dev_context * context)`

Increment context reference counter.

Parameters

[in] *context* Device context

Note

[rtdm_context_get\(\)](#) automatically increments the lock counter. You only need to call this function in special scenarios, e.g. when keeping additional references to the context structure that have different lifetimes. Only use [rtdm_context_lock\(\)](#) on contexts that are currently locked via an earlier [rtdm_context_get\(\)](#)/[rtdm_context_lock\(\)](#) or while running a device operation handler.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never.

5.7.1.7 `void rtdm_context_put (struct rtdm_dev_context * context)`

Release a device context obtained via [rtdm_context_get\(\)](#).

Parameters

[in] *context* Device context

Note

Every successful call to [rtdm_context_get\(\)](#) must be matched by a [rtdm_context_put\(\)](#) invocation.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine

- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never.

5.7.1.8 void rtdm_context_unlock (struct rtdm_dev_context * context)

Decrement context reference counter.

Parameters

[in] *context* Device context

Note

Every call to `rtdm_context_locked()` must be matched by a `rtdm_context_unlock()` invocation.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never.

Referenced by `rtdm_select_bind()`.

5.7.1.9 int rtdm_getpeername (int fd, struct sockaddr * name, socklen_t * namelen)

Get socket destination address.

Refer to `rt_dev_getpeername()` for parameters and return values

Environments:

Depends on driver implementation, see [Device Profiles](#).

Rescheduling: possible.

5.7.1.10 int rtdm_getsockname (int fd, struct sockaddr * name, socklen_t * namelen)

Get local socket address.

Refer to `rt_dev_getsockname()` for parameters and return values

Environments:

Depends on driver implementation, see [Device Profiles](#).

Rescheduling: possible.

5.7.1.11 `int rtdm_getsockopt (int fd, int level, int optname, void * optval, socklen_t * optlen)`

Get socket option.

Refer to [rt_dev_getsockopt\(\)](#) for parameters and return values

Environments:

Depends on driver implementation, see [Device Profiles](#).

Rescheduling: possible.

5.7.1.12 `int rtdm_ioctl (int fd, int request, ...)`

Issue an IOCTL.

Refer to [rt_dev_ioctl\(\)](#) for parameters and return values

Environments:

Depends on driver implementation, see [Device Profiles](#).

Rescheduling: possible.

5.7.1.13 `int rtdm_listen (int fd, int backlog)`

Listen for incoming connection requests.

Refer to [rt_dev_listen\(\)](#) for parameters and return values

Environments:

Depends on driver implementation, see [Device Profiles](#).

Rescheduling: possible.

5.7.1.14 `int rtdm_open (const char * path, int oflag, ...)`

Open a device.

Refer to [rt_dev_open\(\)](#) for parameters and return values

Environments:

Depends on driver implementation, see [Device Profiles](#).

Rescheduling: possible.

5.7.1.15 `ssize_t rtdm_read (int fd, void * buf, size_t nbyte)`

Read from device.

Refer to [rt_dev_read\(\)](#) for parameters and return values

Environments:

Depends on driver implementation, see [Device Profiles](#).

Rescheduling: possible.

5.7.1.16 `ssize_t rtdm_recv (int fd, void * buf, size_t len, int flags)`

Receive message from socket.

Refer to [rt_dev_recv\(\)](#) for parameters and return values

Environments:

Depends on driver implementation, see [Device Profiles](#).

Rescheduling: possible.

5.7.1.17 `ssize_t rtdm_recvfrom (int fd, void * buf, size_t len, int flags, struct sockaddr * from, socklen_t * fromlen)`

Receive message from socket.

Refer to [rt_dev_recvfrom\(\)](#) for parameters and return values

Environments:

Depends on driver implementation, see [Device Profiles](#).

Rescheduling: possible.

5.7.1.18 `ssize_t rtdm_recvmsg (int fd, struct msghdr * msg, int flags)`

Receive message from socket.

Refer to [rt_dev_recvmsg\(\)](#) for parameters and return values

Environments:

Depends on driver implementation, see [Device Profiles](#).

Rescheduling: possible.

5.7.1.19 `int rtdm_select_bind (int fd, rtdm_selector_t * selector, enum rtdm_selecttype type, unsigned fd_index)`

Bind a selector to specified event types of a given file descriptor.

For internal use only.

This function is invoked by higher RTOS layers implementing select-like services. It shall not be called directly by RTDM drivers.

Parameters

- [in] *fd* File descriptor to bind to
- [in,out] *selector* Selector object that shall be bound to the given event
- [in] *type* Event type the caller is interested in
- [in] *fd_index* Index in the file descriptor set of the caller

Returns

0 on success, otherwise:

- -EBADF is returned if the file descriptor *fd* cannot be resolved.
- -EINVAL is returned if *type* or *fd_index* are invalid.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never.

References `rtm_dev_context::ops`, `rtm_context_get()`, `rtm_context_unlock()`, and `rtm_operations::select_bind`.

5.7.1.20 `ssize_t rtdm_send (int fd, const void * buf, size_t len, int flags)`

Transmit message to socket.

Refer to [rt_dev_send\(\)](#) for parameters and return values

Environments:

Depends on driver implementation, see [Device Profiles](#).

Rescheduling: possible.

5.7.1.21 `ssize_t rtdm_sendmsg (int fd, const struct msghdr * msg, int flags)`

Transmit message to socket.

Refer to [rt_dev_sendmsg\(\)](#) for parameters and return values

Environments:

Depends on driver implementation, see [Device Profiles](#).

Rescheduling: possible.

5.7.1.22 `ssize_t rtdm_sendto (int fd, const void * buf, size_t len, int flags, const struct sockaddr * to, socklen_t tolen)`

Transmit message to socket.

Refer to [rt_dev_sendto\(\)](#) for parameters and return values

Environments:

Depends on driver implementation, see [Device Profiles](#).

Rescheduling: possible.

5.7.1.23 `int rtdm_setsockopt (int fd, int level, int optname, const void * optval, socklen_t optlen)`

Set socket option.

Refer to [rt_dev_setsockopt\(\)](#) for parameters and return values

Environments:

Depends on driver implementation, see [Device Profiles](#).

Rescheduling: possible.

5.7.1.24 `int rtdm_shutdown (int fd, int how)`

Shut down parts of a connection.

Refer to [rt_dev_shutdown\(\)](#) for parameters and return values

Environments:

Depends on driver implementation, see [Device Profiles](#).

Rescheduling: possible.

5.7.1.25 `int rtdm_socket (int protocol_family, int socket_type, int protocol)`

Create a socket.

Refer to [rt_dev_socket\(\)](#) for parameters and return values

Environments:

Depends on driver implementation, see [Device Profiles](#).

Rescheduling: possible.

5.7.1.26 `ssize_t rtdm_write (int fd, const void * buf, size_t nbyte)`

Write to device.

Refer to [rt_dev_write\(\)](#) for parameters and return values

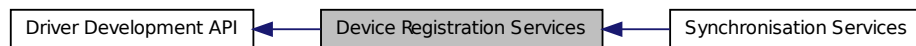
Environments:

Depends on driver implementation, see [Device Profiles](#).

Rescheduling: possible.

5.8 Device Registration Services

Collaboration diagram for Device Registration Services:



Data Structures

- struct [rtdm_operations](#)
Device operations.
- struct [rtdm_dev_context](#)
Device context.
- struct [rtdm_device](#)
RTDM device.

Modules

- [Synchronisation Services](#)

Functions

- static void * [rtdm_context_to_private](#) (struct [rtdm_dev_context](#) *context)
Locate the driver private area associated to a device context structure.
- static struct [rtdm_dev_context](#) * [rtdm_private_to_context](#) (void *dev_private)
Locate a device context structure from its driver private area.
- int [rtdm_dev_register](#) (struct [rtdm_device](#) *device)
Register a RTDM device.
- int [rtdm_dev_unregister](#) (struct [rtdm_device](#) *device, unsigned int poll_delay)
Unregisters a RTDM device.

Operation Handler Prototypes

- typedef int(* [rtdm_open_handler_t](#))(struct [rtdm_dev_context](#) *context, [rtdm_user_info_t](#) *user_info, int oflag)
Named device open handler.

- typedef int(* [rtm_socket_handler_t](#))(struct [rtm_dev_context](#) *context, [rtm_user_info_t](#) *user_info, int protocol)
Socket creation handler for protocol devices.
- typedef int(* [rtm_close_handler_t](#))(struct [rtm_dev_context](#) *context, [rtm_user_info_t](#) *user_info)
Close handler.
- typedef int(* [rtm_ioctl_handler_t](#))(struct [rtm_dev_context](#) *context, [rtm_user_info_t](#) *user_info, unsigned int request, void __user *arg)
IOCTL handler.
- typedef int(* [rtm_select_bind_handler_t](#))(struct [rtm_dev_context](#) *context, [rtm_selector_t](#) *selector, enum [rtm_selecttype](#) type, unsigned fd_index)
Select binding handler.
- typedef ssize_t(* [rtm_read_handler_t](#))(struct [rtm_dev_context](#) *context, [rtm_user_info_t](#) *user_info, void *buf, size_t nbyte)
Read handler.
- typedef ssize_t(* [rtm_write_handler_t](#))(struct [rtm_dev_context](#) *context, [rtm_user_info_t](#) *user_info, const void *buf, size_t nbyte)
Write handler.
- typedef ssize_t(* [rtm_recvmmsg_handler_t](#))(struct [rtm_dev_context](#) *context, [rtm_user_info_t](#) *user_info, struct msghdr *msg, int flags)
Receive message handler.
- typedef ssize_t(* [rtm_sendmmsg_handler_t](#))(struct [rtm_dev_context](#) *context, [rtm_user_info_t](#) *user_info, const struct msghdr *msg, int flags)
Transmit message handler.

Device Flags

Static flags describing a RTDM device

- #define [RTDM_EXCLUSIVE](#) 0x0001
If set, only a single instance of the device can be requested by an application.
- #define [RTDM_NAMED_DEVICE](#) 0x0010
If set, the device is addressed via a clear-text name.
- #define [RTDM_PROTOCOL_DEVICE](#) 0x0020
If set, the device is addressed via a combination of protocol ID and socket type.
- #define [RTDM_DEVICE_TYPE_MASK](#) 0x00F0
Mask selecting the device type.

Context Flags

Dynamic flags describing the state of an open RTDM device (bit numbers)

- `#define RTDM_CREATED_IN_NRT 0`
Set by RTDM if the device instance was created in non-real-time context.
- `#define RTDM_CLOSING 1`
Set by RTDM when the device is being closed.
- `#define RTDM_USER_CONTEXT_FLAG 8`
Lowest bit number the driver developer can use freely.

Driver Versioning

Current revisions of RTDM structures, encoding of driver versions. See [API Versioning](#) for the interface revision.

- `#define RTDM_DEVICE_STRUCT_VER 5`
Version of struct `rtm_device`.
- `#define RTDM_CONTEXT_STRUCT_VER 3`
Version of struct `rtm_dev_context`.
- `#define RTDM_SECURE_DEVICE 0x80000000`
Flag indicating a secure variant of RTDM (not supported here).
- `#define RTDM_DRIVER_VER(major, minor, patch) (((major & 0xFF) << 16) | ((minor & 0xFF) << 8) | (patch & 0xFF))`
Version code constructor for driver revisions.
- `#define RTDM_DRIVER_MAJOR_VER(ver) (((ver) >> 16) & 0xFF)`
Get major version number from driver revision code.
- `#define RTDM_DRIVER_MINOR_VER(ver) (((ver) >> 8) & 0xFF)`
Get minor version number from driver revision code.
- `#define RTDM_DRIVER_PATCH_VER(ver) ((ver) & 0xFF)`
Get patch version number from driver revision code.

5.8.1 Define Documentation

5.8.1.1 `#define RTDM_CLOSING 1`

Set by RTDM when the device is being closed.

5.8.1.2 `#define RTDM_CREATED_IN_NRT 0`

Set by RTDM if the device instance was created in non-real-time context.

5.8.1.3 `#define RTDM_DEVICE_TYPE_MASK 0x00F0`

Mask selecting the device type.

Referenced by `rtdm_dev_register()`, and `rtdm_dev_unregister()`.

5.8.1.4 `#define RTDM_EXCLUSIVE 0x0001`

If set, only a single instance of the device can be requested by an application.

Referenced by `rtdm_dev_register()`.

5.8.1.5 `#define RTDM_NAMED_DEVICE 0x0010`

If set, the device is addressed via a clear-text name.

Referenced by `rtdm_dev_register()`, and `rtdm_dev_unregister()`.

5.8.1.6 `#define RTDM_PROTOCOL_DEVICE 0x0020`

If set, the device is addressed via a combination of protocol ID and socket type.

Referenced by `rtdm_dev_register()`.

5.8.2 Typedef Documentation

5.8.2.1 `typedef int(* rtdm_close_handler_t)(struct rtdm_dev_context *context, rtdm_user_info_t *user_info)`

Close handler.

Parameters

[in] *context* Context structure associated with opened device instance

[in] *user_info* Opaque pointer to information about user mode caller, NULL if kernel mode or deferred user mode call

Returns

0 on success. On failure return either `-ENOSYS`, to request that this handler be called again from the opposite realtime/non-realtime context, `-EAGAIN` to request a recall after a grace period, or a valid negative error code according to IEEE Std 1003.1.

Note

Drivers must be prepared for that case that the close handler is invoked more than once per open context (even if the handler already completed an earlier run successfully). The driver has to avoid releasing resources twice as well as returning false errors on successive close invocations.

See also

close() in IEEE Std 1003.1, <http://www.opengroup.org/onlinepubs/009695399>

5.8.2.2 `typedef int(* rtdm_ioctl_handler_t)(struct rtdm_dev_context *context,
rtdm_user_info_t *user_info, unsigned int request, void __user *arg)`

IOCTL handler.

Parameters

- [in] *context* Context structure associated with opened device instance
- [in] *user_info* Opaque pointer to information about user mode caller, NULL if kernel mode call
- [in] *request* Request number as passed by the user
- [in,out] *arg* Request argument as passed by the user

Returns

A positive value or 0 on success. On failure return either -ENOSYS, to request that the function be called again from the opposite realtime/non-realtime context, or another negative error code.

See also

ioctl() in IEEE Std 1003.1, <http://www.opengroup.org/onlinepubs/009695399>

5.8.2.3 `typedef int(* rtdm_open_handler_t)(struct rtdm_dev_context *context,
rtdm_user_info_t *user_info, int oflag)`

Named device open handler.

Parameters

- [in] *context* Context structure associated with opened device instance
- [in] *user_info* Opaque pointer to information about user mode caller, NULL if kernel mode call
- [in] *oflag* Open flags as passed by the user

Returns

0 on success. On failure return either -ENOSYS, to request that this handler be called again from the opposite realtime/non-realtime context, or another negative error code.

See also

open() in IEEE Std 1003.1, <http://www.opengroup.org/onlinepubs/009695399>

5.8.2.4 `typedef ssize_t(* rtdm_read_handler_t)(struct rtdm_dev_context *context, rtdm_user_info_t *user_info, void *buf, size_t nbyte)`

Read handler.

Parameters

- [in] *context* Context structure associated with opened device instance
- [in] *user_info* Opaque pointer to information about user mode caller, NULL if kernel mode call
- [out] *buf* Input buffer as passed by the user
- [in] *nbyte* Number of bytes the user requests to read

Returns

On success, the number of bytes read. On failure return either -ENOSYS, to request that this handler be called again from the opposite realtime/non-realtime context, or another negative error code.

See also

`read()` in IEEE Std 1003.1, <http://www.opengroup.org/onlinepubs/009695399>

5.8.2.5 `typedef ssize_t(* rtdm_recvmmsg_handler_t)(struct rtdm_dev_context *context, rtdm_user_info_t *user_info, struct msghdr *msg, int flags)`

Receive message handler.

Parameters

- [in] *context* Context structure associated with opened device instance
- [in] *user_info* Opaque pointer to information about user mode caller, NULL if kernel mode call
- [in,out] *msg* Message descriptor as passed by the user, automatically mirrored to safe kernel memory in case of user mode call
- [in] *flags* Message flags as passed by the user

Returns

On success, the number of bytes received. On failure return either -ENOSYS, to request that this handler be called again from the opposite realtime/non-realtime context, or another negative error code.

See also

`recvmmsg()` in IEEE Std 1003.1, <http://www.opengroup.org/onlinepubs/009695399>

5.8.2.6 `typedef int(* rtdm_select_bind_handler_t)(struct rtdm_dev_context *context, rtdm_selector_t *selector, enum rtdm_selecttype type, unsigned fd_index)`

Select binding handler.

Parameters

- [in] *context* Context structure associated with opened device instance
- [in,out] *selector* Object that shall be bound to the given event
- [in] *type* Event type the selector is interested in
- [in] *fd_index* Opaque value, to be passed to `rtdm_event_select_bind` or `rtdm_sem_select_bind` unmodified

Returns

0 on success. On failure return either `-ENOSYS`, to request that this handler be called again from the opposite realtime/non-realtime context, or another negative error code.

5.8.2.7 `typedef ssize_t(* rtdm_sendmsg_handler_t)(struct rtdm_dev_context *context, rtdm_user_info_t *user_info, const struct msghdr *msg, int flags)`

Transmit message handler.

Parameters

- [in] *context* Context structure associated with opened device instance
- [in] *user_info* Opaque pointer to information about user mode caller, NULL if kernel mode call
- [in] *msg* Message descriptor as passed by the user, automatically mirrored to safe kernel memory in case of user mode call
- [in] *flags* Message flags as passed by the user

Returns

On success, the number of bytes transmitted. On failure return either `-ENOSYS`, to request that this handler be called again from the opposite realtime/non-realtime context, or another negative error code.

See also

`sendmsg()` in IEEE Std 1003.1, <http://www.opengroup.org/onlinepubs/009695399>

5.8.2.8 `typedef int(* rtdm_socket_handler_t)(struct rtdm_dev_context *context, rtdm_user_info_t *user_info, int protocol)`

Socket creation handler for protocol devices.

Parameters

- [in] *context* Context structure associated with opened device instance
- [in] *user_info* Opaque pointer to information about user mode caller, NULL if kernel mode call
- [in] *protocol* Protocol number as passed by the user

Returns

0 on success. On failure return either `-ENOSYS`, to request that this handler be called again from the opposite realtime/non-realtime context, or another negative error code.

See also

socket() in IEEE Std 1003.1, <http://www.opengroup.org/onlinepubs/009695399>

5.8.2.9 `typedef ssize_t(* rtdm_write_handler_t)(struct rtdm_dev_context *context,
rtdm_user_info_t *user_info, const void *buf, size_t nbyte)`

Write handler.

Parameters

- [in] *context* Context structure associated with opened device instance
- [in] *user_info* Opaque pointer to information about user mode caller, NULL if kernel mode call
- [in] *buf* Output buffer as passed by the user
- [in] *nbyte* Number of bytes the user requests to write

Returns

On success, the number of bytes written. On failure return either -ENOSYS, to request that this handler be called again from the opposite realtime/non-realtime context, or another negative error code.

See also

write() in IEEE Std 1003.1, <http://www.opengroup.org/onlinepubs/009695399>

5.8.3 Function Documentation

5.8.3.1 `static void* rtdm_context_to_private (struct rtdm_dev_context * context) [inline, static]`

Locate the driver private area associated to a device context structure.

Parameters

- [in] *context* Context structure associated with opened device instance

Returns

The address of the private driver area associated to *context*.

References rtdm_dev_context::dev_private.

5.8.3.2 `int rtdm_dev_register (struct rtdm_device * device)`

Register a RTDM device.

Parameters

- [in] *device* Pointer to structure describing the new device.

Returns

0 is returned upon success. Otherwise:

- -EINVAL is returned if the device structure contains invalid entries. Check kernel log in this case.
- -ENOMEM is returned if the context for an exclusive device cannot be allocated.
- -EEXIST is returned if the specified device name of protocol ID is already in use.
- -EAGAIN is returned if some /proc entry cannot be created.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code

Rescheduling: never.

References `rtm_operations::close_nrt`, `rtm_operations::close_rt`, `rtm_device::context_size`, `rtm_device::device_class`, `rtm_device::device_flags`, `rtm_device::device_name`, `rtm_device::device_sub_class`, `rtm_device::driver_version`, `rtm_device::open_rt`, `rtm_device::ops`, `rtm_device::proc_name`, `rtm_device::profile_version`, `rtm_device::protocol_family`, `rtm_device::reserved`, `RTDM_DEVICE_STRUCT_VER`, `RTDM_DEVICE_TYPE_MASK`, `RTDM_EXCLUSIVE`, `RTDM_NAMED_DEVICE`, `RTDM_PROTOCOL_DEVICE`, `rtm_operations::select_bind`, `rtm_device::socket_rt`, `rtm_device::socket_type`, and `rtm_device::struct_version`.

5.8.3.3 `int rtdm_dev_unregister (struct rtdm_device * device, unsigned int poll_delay)`

Unregisters a RTDM device.

Parameters

- [in] *device* Pointer to structure describing the device to be unregistered.
- [in] *poll_delay* Polling delay in milliseconds to check repeatedly for open instances of *device*, or 0 for non-blocking mode.

Returns

0 is returned upon success. Otherwise:

- -ENODEV is returned if the device was not registered.
- -EAGAIN is returned if the device is busy with open instances and 0 has been passed for *poll_delay*.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code

Rescheduling: never.

References `rtdm_device::device_flags`, `rtdm_device::device_name`, `rtdm_device::protocol_family`, `rtdm_device::reserved`, `RTDM_DEVICE_TYPE_MASK`, `RTDM_NAMED_DEVICE`, and `rtdm_device::socket_type`.

5.8.3.4 `static struct rtdm_dev_context* rtdm_private_to_context (void * dev_private)`
[static, read]

Locate a device context structure from its driver private area.

Parameters

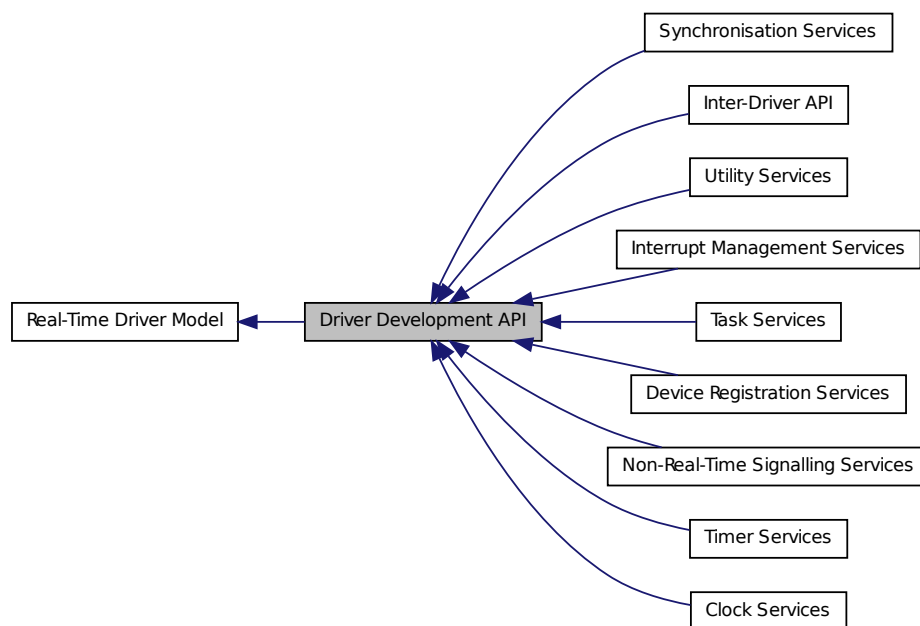
[in] *dev_private* Address of a private context area

Returns

The address of the device context structure defining *dev_private*.

5.9 Driver Development API

Collaboration diagram for Driver Development API:



Modules

- [Inter-Driver API](#)
- [Device Registration Services](#)
- [Clock Services](#)
- [Task Services](#)
- [Timer Services](#)
- [Synchronisation Services](#)
- [Interrupt Management Services](#)
- [Non-Real-Time Signalling Services](#)
- [Utility Services](#)

Files

- file [rtm_driver.h](#)
Real-Time Driver Model for Xenomai, driver API header.

5.9.1 Detailed Description

This is the lower interface of RTDM provided to device drivers, currently limited to kernel-space. Real-time drivers should only use functions of this interface in order to remain portable.

5.10 Clock Services

Collaboration diagram for Clock Services:



Functions

- [nanosecs_abs_t rtdm_clock_read](#) (void)
Get system time.
- [nanosecs_abs_t rtdm_clock_read_monotonic](#) (void)
Get monotonic time.

5.10.1 Function Documentation

5.10.1.1 `nanosecs_abs_t rtdm_clock_read (void)`

Get system time.

Returns

The system time in nanoseconds is returned

Note

The resolution of this service depends on the system timer. In particular, if the system timer is running in periodic mode, the return value will be limited to multiples of the timer tick period.

The system timer may have to be started to obtain valid results. Whether this happens automatically (as on Xenomai) or is controlled by the application depends on the RTDM host environment.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never.

5.10.1.2 `nanosecs_abs_t rtdm_clock_read_monotonic (void)`

Get monotonic time.

Returns

The monotonic time in nanoseconds is returned

Note

The resolution of this service depends on the system timer. In particular, if the system timer is running in periodic mode, the return value will be limited to multiples of the timer tick period.

The system timer may have to be started to obtain valid results. Whether this happens automatically (as on Xenomai) or is controlled by the application depends on the RTDM host environment.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code

- Interrupt service routine
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never.

5.11 Task Services

Collaboration diagram for Task Services:



Typedefs

- typedef void(* [rtdm_task_proc_t](#))(void *arg)
Real-time task procedure.

Functions

- int [rtdm_task_init](#) (rtdm_task_t *task, const char *name, [rtdm_task_proc_t](#) task_proc, void *arg, int priority, [nanosecs_rel_t](#) period)
Initialise and start a real-time task.
- void [rtdm_task_destroy](#) (rtdm_task_t *task)
Destroy a real-time task.
- void [rtdm_task_set_priority](#) (rtdm_task_t *task, int priority)
Adjust real-time task priority.
- int [rtdm_task_set_period](#) (rtdm_task_t *task, [nanosecs_rel_t](#) period)
Adjust real-time task period.
- int [rtdm_task_wait_period](#) (void)
Wait on next real-time task period.
- int [rtdm_task_unblock](#) (rtdm_task_t *task)
Activate a blocked real-time task.

- `rtm_task_t * rtdm_task_current` (void)
Get current real-time task.
- `int rtdm_task_sleep` (nanosecs_rel_t delay)
Sleep a specified amount of time.
- `int rtdm_task_sleep_until` (nanosecs_abs_t wakeup_time)
Sleep until a specified absolute time.
- `int rtdm_task_sleep_abs` (nanosecs_abs_t wakeup_time, enum `rtdm_timer_mode` mode)
Sleep until a specified absolute time.
- `void rtdm_task_join_nrt` (rtm_task_t *task, unsigned int poll_delay)
Wait on a real-time task to terminate.
- `void rtdm_task_busy_sleep` (nanosecs_rel_t delay)
Busy-wait a specified amount of time.

Task Priority Range

Maximum and minimum task priorities

- `#define RTDM_TASK_LOWEST_PRIORITY` XNSCHED_LOW_PRIO
- `#define RTDM_TASK_HIGHEST_PRIORITY` XNSCHED_HIGH_PRIO

Task Priority Modification

Raise or lower task priorities by one level

- `#define RTDM_TASK_RAISE_PRIORITY` (+1)
- `#define RTDM_TASK_LOWER_PRIORITY` (-1)

5.11.1 Typedef Documentation

5.11.1.1 `typedef void(* rtdm_task_proc_t)(void *arg)`

Real-time task procedure.

Parameters

[in,out] *arg* argument as passed to `rtdm_task_init()`

5.11.2 Function Documentation

5.11.2.1 `void rtdm_task_busy_sleep (nanosecs_rel_t delay)`

Busy-wait a specified amount of time.

Parameters

[in] *delay* Delay in nanoseconds. Note that a zero delay does **not** have the meaning of `RTDM_TIMEOUT_INFINITE` here.

Note

The caller must not be migratable to different CPUs while executing this service. Otherwise, the actual delay will be undefined.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine (should be avoided or kept short)
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never (except due to external interruptions).

5.11.2.2 `rt dm_task_t* rtdm_task_current (void)`

Get current real-time task.

Returns

Pointer to task handle

Environments:

This service can be called from:

- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never.

5.11.2.3 `void rtdm_task_destroy (rtdm_task_t * task)`

Destroy a real-time task.

Parameters

[in,out] *task* Task handle as returned by [rtdm_task_init\(\)](#)

Note

Passing the same task handle to RTDM services after the completion of this function is not allowed.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never.

5.11.2.4 `int rtdm_task_init (rtdm_task_t * task, const char * name, rtdm_task_proc_t task_proc, void * arg, int priority, nanosecs_rel_t period)`

Initialise and start a real-time task.

After initialising a task, the task handle remains valid and can be passed to RTDM services until either `rtdm_task_destroy()` or `rtdm_task_join_nrt()` was invoked.

Parameters

- [in,out] *task* Task handle
- [in] *name* Optional task name
- [in] *task_proc* Procedure to be executed by the task
- [in] *arg* Custom argument passed to `task_proc()` on entry
- [in] *priority* Priority of the task, see also [Task Priority Range](#)
- [in] *period* Period in nanoseconds of a cyclic task, 0 for non-cyclic mode

Returns

0 on success, otherwise negative error code

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: possible.

5.11.2.5 `void rtdm_task_join_nrt (rtdm_task_t * task, unsigned int poll_delay)`

Wait on a real-time task to terminate.

Parameters

- [in,out] *task* Task handle as returned by `rtdm_task_init()`
- [in] *poll_delay* Delay in milliseconds between periodic tests for the state of the real-time task. This parameter is ignored if the termination is internally realised without polling.

Note

Passing the same task handle to RTDM services after the completion of this function is not allowed.

This service does not trigger the termination of the targeted task. The user has to take of this, otherwise `rt dm_task_join_nrt()` will never return.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- User-space task (non-RT)

Rescheduling: possible.

5.11.2.6 int rtdm_task_set_period (rtdm_task_t * task, nanosecs_rel_t period)

Adjust real-time task period.

Parameters

[in,out] *task* Task handle as returned by `rt dm_task_init()`

[in] *period* New period in nanoseconds of a cyclic task, 0 for non-cyclic mode

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: possible.

5.11.2.7 void rtdm_task_set_priority (rtdm_task_t * task, int priority)

Adjust real-time task priority.

Parameters

[in,out] *task* Task handle as returned by `rt dm_task_init()`

[in] *priority* New priority of the task, see also [Task Priority Range](#)

Environments:

This service can be called from:

- Kernel module initialization/cleanup code

- Interrupt service routine
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: possible.

5.11.2.8 `int rtdm_task_sleep (nanosecs_rel_t delay)`

Sleep a specified amount of time.

Parameters

[in] *delay* Delay in nanoseconds, see [RTDM_TIMEOUT_xxx](#) for special values.

Returns

0 on success, otherwise:

- -EINTR is returned if calling task has been unblock by a signal or explicitly via [rtdm_task_unblock\(\)](#).
- -EPERM *may* be returned if an illegal invocation environment is detected.

Environments:

This service can be called from:

- Kernel-based task
- User-space task (RT)

Rescheduling: always.

5.11.2.9 `int rtdm_task_sleep_abs (nanosecs_abs_t wakeup_time, enum rtdm_timer_mode mode)`

Sleep until a specified absolute time.

Parameters

[in] *wakeup_time* Absolute timeout in nanoseconds

[in] *mode* Selects the timer mode, see [RTDM_TIMERMODE_xxx](#) for details

Returns

0 on success, otherwise:

- -EINTR is returned if calling task has been unblock by a signal or explicitly via [rtdm_task_unblock\(\)](#).
- -EPERM *may* be returned if an illegal invocation environment is detected.

- -EINVAL is returned if an invalid parameter was passed.

Environments:

This service can be called from:

- Kernel-based task
- User-space task (RT)

Rescheduling: always, unless the specified time already passed.

5.11.2.10 `int rtdm_task_sleep_until (nanosecs_abs_t wakeup_time)`

Sleep until a specified absolute time.

Deprecated

Use `rtdm_task_sleep_abs` instead!

Parameters

[in] *wakeup_time* Absolute timeout in nanoseconds

Returns

0 on success, otherwise:

- -EINTR is returned if calling task has been unblock by a signal or explicitly via [rtdm_task_unblock\(\)](#).
- -EPERM *may* be returned if an illegal invocation environment is detected.

Environments:

This service can be called from:

- Kernel-based task
- User-space task (RT)

Rescheduling: always, unless the specified time already passed.

5.11.2.11 `int rtdm_task_unblock (rtdm_task_t * task)`

Activate a blocked real-time task.

Returns

Non-zero is returned if the task 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 (RT, non-RT)

Rescheduling: possible.

5.11.2.12 `int rtdm_task_wait_period (void)`

Wait on next real-time task period.

Returns

0 on success, otherwise:

- -EINVAL is returned if calling task is not in periodic mode.
- -ETIMEDOUT is returned if a timer overrun occurred, which indicates that a previous release point has been missed by the calling task.

Environments:

This service can be called from:

- Kernel-based task
- User-space task (RT)

Rescheduling: always, unless a timer overrun occurred.

5.12 Timer Services

Collaboration diagram for Timer Services:



Typedefs

- typedef void(* [rtdm_timer_handler_t](#))(rtdm_timer_t *timer)
Timer handler.

Functions

- int `rtdm_timer_init` (`rtdm_timer_t *timer`, `rtdm_timer_handler_t` handler, const char *name)
Initialise a timer.
- void `rtdm_timer_destroy` (`rtdm_timer_t *timer`)
Destroy a timer.
- int `rtdm_timer_start` (`rtdm_timer_t *timer`, `nanosecs_abs_t` expiry, `nanosecs_rel_t` interval, enum `rtdm_timer_mode` mode)
Start a timer.
- void `rtdm_timer_stop` (`rtdm_timer_t *timer`)
Stop a timer.
- int `rtdm_timer_start_in_handler` (`rtdm_timer_t *timer`, `nanosecs_abs_t` expiry, `nanosecs_rel_t` interval, enum `rtdm_timer_mode` mode)
Start a timer from inside a timer handler.
- void `rtdm_timer_stop_in_handler` (`rtdm_timer_t *timer`)
Stop a timer from inside a timer handler.

RTDM_TIMERMODE_xxx

Timer operation modes

- enum `rtdm_timer_mode` { `RTDM_TIMERMODE_RELATIVE` = `XN_RELATIVE`, `RTDM_TIMERMODE_ABSOLUTE` = `XN_ABSOLUTE`, `RTDM_TIMERMODE_REALTIME` = `XN_REALTIME` }

5.12.1 Typedef Documentation

5.12.1.1 typedef void(* rtdm_timer_handler_t)(rtdm_timer_t *timer)

Timer handler.

Parameters

[in] *timer* Timer handle as returned by `rtdm_timer_init()`

5.12.2 Enumeration Type Documentation

5.12.2.1 enum rtdm_timer_mode

Enumerator:

`RTDM_TIMERMODE_RELATIVE` Monotonic timer with relative timeout.
`RTDM_TIMERMODE_ABSOLUTE` Monotonic timer with absolute timeout.
`RTDM_TIMERMODE_REALTIME` Adjustable timer with absolute timeout.

5.12.3 Function Documentation

5.12.3.1 void `rtdm_timer_destroy` (`rtdm_timer_t` * *timer*)

Destroy a timer.

Parameters

[in,out] *timer* Timer handle as returned by [rtdm_timer_init\(\)](#)

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never.

5.12.3.2 int `rtdm_timer_init` (`rtdm_timer_t` * *timer*, `rtdm_timer_handler_t` *handler*, const `char` * *name*)

Initialise a timer.

Parameters

[in,out] *timer* Timer handle

[in] *handler* Handler to be called on timer expiry

[in] *name* Optional timer name

Returns

0 on success, otherwise negative error code

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never.

5.12.3.3 `int rtdm_timer_start (rtdm_timer_t * timer, nanosecs_abs_t expiry, nanosecs_rel_t interval, enum rtdm_timer_mode mode)`

Start a timer.

Parameters

- [in,out] *timer* Timer handle as returned by [rtdm_timer_init\(\)](#)
- [in] *expiry* Firing time of the timer, *mode* defines if relative or absolute
- [in] *interval* Relative reload value, > 0 if the timer shall work in periodic mode with the specific interval, 0 for one-shot timers
- [in] *mode* Defines the operation mode, see [RTDM_TIMERMODE_xxx](#) for possible values

Returns

- 0 on success, otherwise:
- -ETIMEDOUT is returned if *expiry* describes an absolute date in the past.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never.

5.12.3.4 `int rtdm_timer_start_in_handler (rtdm_timer_t * timer, nanosecs_abs_t expiry, nanosecs_rel_t interval, enum rtdm_timer_mode mode)`

Start a timer from inside a timer handler.

Parameters

- [in,out] *timer* Timer handle as returned by [rtdm_timer_init\(\)](#)
- [in] *expiry* Firing time of the timer, *mode* defines if relative or absolute
- [in] *interval* Relative reload value, > 0 if the timer shall work in periodic mode with the specific interval, 0 for one-shot timers
- [in] *mode* Defines the operation mode, see [RTDM_TIMERMODE_xxx](#) for possible values

Returns

- 0 on success, otherwise:
- -ETIMEDOUT is returned if *expiry* describes an absolute date in the past.

Environments:

This service can be called from:

- Timer handler

Rescheduling: never.

5.12.3.5 void rtdm_timer_stop (rtdm_timer_t * *timer*)

Stop a timer.

Parameters

[in,out] *timer* Timer handle as returned by [rtdm_timer_init\(\)](#)

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never.

5.12.3.6 void rtdm_timer_stop_in_handler (rtdm_timer_t * *timer*)

Stop a timer from inside a timer handler.

Parameters

[in,out] *timer* Timer handle as returned by [rtdm_timer_init\(\)](#)

Environments:

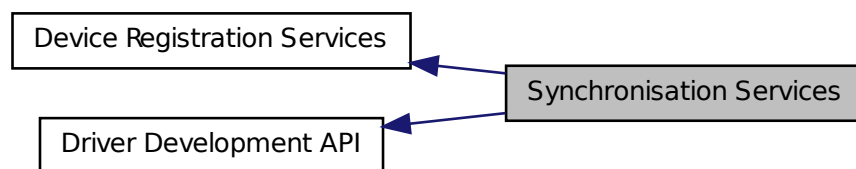
This service can be called from:

- Timer handler

Rescheduling: never.

5.13 Synchronisation Services

Collaboration diagram for Synchronisation Services:



Functions

- `int rtdm_select_bind(int fd, rtdm_selector_t *selector, enum rtdm_selecttype type, unsigned fd_index)`
Bind a selector to specified event types of a given file descriptor.

RTDM_SELECTTYPE_xxx

Event types select can bind to

- `enum rtdm_selecttype { RTDM_SELECTTYPE_READ = XNSELECT_READ, RTDM_SELECTTYPE_WRITE = XNSELECT_WRITE, RTDM_SELECTTYPE_EXCEPT = XNSELECT_EXCEPT }`

Spinlock with Preemption Deactivation

- `typedef ipipe_spinlock_t rtdm_lock_t`
Lock variable.
- `typedef unsigned long rtdm_lockctx_t`
Variable to save the context while holding a lock.
- `#define RTDM_LOCK_UNLOCKED IPIPE_SPIN_LOCK_UNLOCKED`
Static lock initialisation.
- `#define rtdm_lock_init(lock) spin_lock_init(lock)`
Dynamic lock initialisation.
- `#define rtdm_lock_get(lock) spin_lock(lock)`
Acquire lock from non-preemptible contexts.

- #define `rtm_lock_put(lock)` `spin_unlock(lock)`
Release lock without preemption restoration.
- #define `rtm_lock_get_irqsave(lock, context)` `spin_lock_irqsave(lock, context)`
Acquire lock and disable preemption.
- #define `rtm_lock_put_irqrestore(lock, context)` `spin_unlock_irqrestore(lock, context)`
Release lock and restore preemption state.
- #define `rtm_lock_irqsave(context)` `splhigh(context)`
Disable preemption locally.
- #define `rtm_lock_irqrestore(context)` `splexit(context)`
Restore preemption state.

Timeout Sequence Management

- void `rtm_toseq_init` (`rtm_toseq_t *timeout_seq`, `nanosecs_rel_t timeout`)
Initialise a timeout sequence.

Event Services

- void `rtm_event_init` (`rtm_event_t *event`, unsigned long pending)
Initialise an event.
- void `rtm_event_destroy` (`rtm_event_t *event`)
Destroy an event.
- void `rtm_event_pulse` (`rtm_event_t *event`)
Signal an event occurrence to currently listening waiters.
- void `rtm_event_signal` (`rtm_event_t *event`)
Signal an event occurrence.
- int `rtm_event_wait` (`rtm_event_t *event`)
Wait on event occurrence.
- int `rtm_event_timedwait` (`rtm_event_t *event`, `nanosecs_rel_t timeout`, `rtm_toseq_t *timeout_seq`)
Wait on event occurrence with timeout.
- void `rtm_event_clear` (`rtm_event_t *event`)
Clear event state.
- int `rtm_event_select_bind` (`rtm_event_t *event`, `rtm_selector_t *selector`, enum `rtm_selecttype` type, unsigned `fd_index`)
Bind a selector to an event.

Semaphore Services

- void `rt dm_sem_init` (rt dm_sem_t *sem, unsigned long value)
Initialise a semaphore.
- void `rt dm_sem_destroy` (rt dm_sem_t *sem)
Destroy a semaphore.
- int `rt dm_sem_down` (rt dm_sem_t *sem)
Decrement a semaphore.
- int `rt dm_sem_timeddown` (rt dm_sem_t *sem, `nanosecs_rel_t` timeout, rt dm_toseq_t *timeout_seq)
Decrement a semaphore with timeout.
- void `rt dm_sem_up` (rt dm_sem_t *sem)
Increment a semaphore.
- int `rt dm_sem_select_bind` (rt dm_sem_t *sem, rt dm_selector_t *selector, enum `rt dm_selecttype` type, unsigned fd_index)
Bind a selector to a semaphore.

Mutex Services

- void `rt dm_mutex_init` (rt dm_mutex_t *mutex)
Initialise a mutex.
- void `rt dm_mutex_destroy` (rt dm_mutex_t *mutex)
Destroy a mutex.
- void `rt dm_mutex_unlock` (rt dm_mutex_t *mutex)
Release a mutex.
- int `rt dm_mutex_lock` (rt dm_mutex_t *mutex)
Request a mutex.
- int `rt dm_mutex_timedlock` (rt dm_mutex_t *mutex, `nanosecs_rel_t` timeout, rt dm_toseq_t *timeout_seq)
Request a mutex with timeout.

Global Lock across Scheduler Invocation

- #define `RTDM_EXECUTE_ATOMICALY`(code_block)
Execute code block atomically.

5.13.1 Define Documentation

5.13.1.1 `#define RTDM_EXECUTE_ATOMICALY(code_block)`

Value:

```
{
    <ENTER_ATOMIC_SECTION>      \
    code_block;                 \
    <LEAVE_ATOMIC_SECTION>     \
}
```

Execute code block atomically.

Generally, it is illegal to suspend the current task by calling `rtdm_task_sleep()`, `rtdm_event_wait()`, etc. while holding a spinlock. In contrast, this macro allows to combine several operations including a potentially rescheduling call to an atomic code block with respect to other `RTDM_EXECUTE_ATOMICALY()` blocks. The macro is a light-weight alternative for protecting code blocks via mutexes, and it can even be used to synchronise real-time and non-real-time contexts.

Parameters

code_block Commands to be executed atomically

Note

It is not allowed to leave the code block explicitly by using `break`, `return`, `goto`, etc. This would leave the global lock held during the code block execution in an inconsistent state. Moreover, do not embed complex operations into the code block. Consider that they will be executed under preemption lock with interrupts switched-off. Also note that invocation of rescheduling calls may break the atomicity until the task gains the CPU again.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: possible, depends on functions called within *code_block*.

5.13.1.2 `#define rtdm_lock_get(lock) spin_lock(lock)`

Acquire lock from non-preemptible contexts.

Parameters

lock Address of lock variable

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never.

5.13.1.3 `#define rtdm_lock_get_irqsave(lock, context) spin_lock_irqsave(lock, context)`

Acquire lock and disable preemption.

Parameters

lock Address of lock variable

context name of local variable to store the context in

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never.

5.13.1.4 `#define rtdm_lock_init(lock) spin_lock_init(lock)`

Dynamic lock initialisation.

Parameters

lock Address of lock variable

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never.

5.13.1.5 `#define rtdm_lock_irqrestore(context) splexit(context)`

Restore preemption state.

Parameters

context name of local variable which stored the context

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: possible.

5.13.1.6 `#define rtdm_lock_irqsave(context) splhigh(context)`

Disable preemption locally.

Parameters

context name of local variable to store the context in

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never.

5.13.1.7 `#define rtdm_lock_put(lock) spin_unlock(lock)`

Release lock without preemption restoration.

Parameters

lock Address of lock variable

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never.

5.13.1.8 `#define rtdm_lock_put_irqrestore(lock, context) spin_unlock_irqrestore(lock, context)`

Release lock and restore preemption state.

Parameters

lock Address of lock variable

context name of local variable which stored the context

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: possible.

5.13.2 Enumeration Type Documentation

5.13.2.1 `enum rtdm_selecttype`

Enumerator:

RTDM_SELECTTYPE_READ Select input data availability events.

RTDM_SELECTTYPE_WRITE Select output buffer availability events.

RTDM_SELECTTYPE_EXCEPT Select exceptional events.

5.13.3 Function Documentation

5.13.3.1 `void rtdm_event_clear (rtdm_event_t * event)`

Clear event state.

Parameters

[in,out] *event* Event handle as returned by [rtdm_event_init\(\)](#)

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never.

5.13.3.2 void rtdm_event_destroy (rtdm_event_t * event)

Destroy an event.

Parameters

[in,out] *event* Event handle as returned by [rtdm_event_init\(\)](#)

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: possible.

5.13.3.3 void rtdm_event_init (rtdm_event_t * event, unsigned long pending)

Initialise an event.

Parameters

[in,out] *event* Event handle

[in] *pending* Non-zero if event shall be initialised as set, 0 otherwise

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never.

5.13.3.4 void rtdm_event_pulse (rtdm_event_t * event)

Signal an event occurrence to currently listening waiters.

This function wakes up all current waiters of the given event, but it does not change the event state. Subsequently callers of `rtdm_event_wait()` or `rtdm_event_timedwait()` will therefore be blocked first.

Parameters

[in,out] *event* Event handle as returned by `rtdm_event_init()`

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: possible.

5.13.3.5 int rtdm_event_select_bind (rtdm_event_t * event, rtdm_selector_t * selector, enum rtdm_selecttype type, unsigned fd_index)

Bind a selector to an event.

This functions binds the given selector to an event so that the former is notified when the event state changes. Typically the select binding handler will invoke this service.

Parameters

[in,out] *event* Event handle as returned by `rtdm_event_init()`

[in,out] *selector* Selector as passed to the select binding handler

[in] *type* Type of the bound event as passed to the select binding handler

[in] *fd_index* File descriptor index as passed to the select binding handler

Returns

0 on success, otherwise:

- -ENOMEM is returned if there is insufficient memory to establish the dynamic binding.
- -EINVAL is returned if *type* or *fd_index* are invalid.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never.

5.13.3.6 void rtdm_event_signal (rtdm_event_t * event)

Signal an event occurrence.

This function sets the given event and wakes up all current waiters. If no waiter is presently registered, the next call to [rtdm_event_wait\(\)](#) or [rtdm_event_timedwait\(\)](#) will return immediately.

Parameters

[in,out] *event* Event handle as returned by [rtdm_event_init\(\)](#)

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: possible.

5.13.3.7 int rtdm_event_timedwait (rtdm_event_t * event, nanosecs_rel_t timeout, rtdm_toseq_t * timeout_seq)

Wait on event occurrence with timeout.

This function waits or tests for the occurrence of the given event, taking the provided timeout into account. On successful return, the event is reset.

Parameters

[in,out] *event* Event handle as returned by [rtdm_event_init\(\)](#)

[in] *timeout* Relative timeout in nanoseconds, see [RTDM_TIMEOUT_xxx](#) for special values

[in,out] *timeout_seq* Handle of a timeout sequence as returned by [rtdm_toseq_init\(\)](#) or NULL

Returns

0 on success, otherwise:

- -ETIMEDOUT is returned if the if the request has not been satisfied within the specified amount of time.
- -EINTR is returned if calling task has been unblock by a signal or explicitly via [rtdm_task_unblock\(\)](#).
- -EIDRM is returned if *event* has been destroyed.
- -EPERM *may* be returned if an illegal invocation environment is detected.

- -EWOULDBLOCK is returned if a negative *timeout* (i.e., non-blocking operation) has been specified.

Environments:

This service can be called from:

- Kernel-based task
- User-space task (RT)

Rescheduling: possible.

Referenced by `rtdm_event_wait()`.

5.13.3.8 `int rtdm_event_wait (rtdm_event_t * event)`

Wait on event occurrence.

This is the light-weight version of `rtdm_event_timedwait()`, implying an infinite timeout.

Parameters

[in,out] *event* Event handle as returned by `rtdm_event_init()`

Returns

0 on success, otherwise:

- -EINTR is returned if calling task has been unblock by a signal or explicitly via `rtdm_task_unblock()`.
- -EIDRM is returned if *event* has been destroyed.
- -EPERM *may* be returned if an illegal invocation environment is detected.

Environments:

This service can be called from:

- Kernel-based task
- User-space task (RT)

Rescheduling: possible.

References `rtdm_event_timedwait()`.

5.13.3.9 `void rtdm_mutex_destroy (rtdm_mutex_t * mutex)`

Destroy a mutex.

Parameters

[in,out] *mutex* Mutex handle as returned by `rtdm_mutex_init()`

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: possible.

5.13.3.10 void rtdm_mutex_init (rtdm_mutex_t * *mutex*)

Initialise a mutex.

This function initialises a basic mutex with priority inversion protection. "Basic", as it does not allow a mutex owner to recursively lock the same mutex again.

Parameters

[in,out] *mutex* Mutex handle

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never.

5.13.3.11 int rtdm_mutex_lock (rtdm_mutex_t * *mutex*)

Request a mutex.

This is the light-weight version of [rtdm_mutex_timedlock\(\)](#), implying an infinite timeout.

Parameters

[in,out] *mutex* Mutex handle as returned by [rtdm_mutex_init\(\)](#)

Returns

0 on success, otherwise:

- -EIDRM is returned if *mutex* has been destroyed.
- -EPERM *may* be returned if an illegal invocation environment is detected.

Environments:

This service can be called from:

- Kernel-based task
- User-space task (RT)

Rescheduling: possible.

References `rtdm_mutex_timedlock()`.

5.13.3.12 `int rtdm_mutex_timedlock (rtdm_mutex_t * mutex, nanosecs_rel_t timeout, rtdm_toseq_t * timeout_seq)`

Request a mutex with timeout.

This function tries to acquire the given mutex. If it is not available, the caller is blocked unless non-blocking operation was selected.

Parameters

- [in,out] *mutex* Mutex handle as returned by [rtdm_mutex_init\(\)](#)
- [in] *timeout* Relative timeout in nanoseconds, see [RTDM_TIMEOUT_xxx](#) for special values
- [in,out] *timeout_seq* Handle of a timeout sequence as returned by [rtdm_toseq_init\(\)](#) or NULL

Returns

0 on success, otherwise:

- -ETIMEDOUT is returned if the if the request has not been satisfied within the specified amount of time.
- -EWOULDBLOCK is returned if *timeout* is negative and the semaphore value is currently not positive.
- -EIDRM is returned if *mutex* has been destroyed.
- -EPERM *may* be returned if an illegal invocation environment is detected.

Environments:

This service can be called from:

- Kernel-based task
- User-space task (RT)

Rescheduling: possible.

Referenced by `rtdm_mutex_lock()`.

5.13.3.13 `void rtdm_mutex_unlock (rtdm_mutex_t * mutex)`

Release a mutex.

This function releases the given mutex, waking up a potential waiter which was blocked upon [rtdm_mutex_lock\(\)](#) or [rtdm_mutex_timedlock\(\)](#).

Parameters

[in,out] *mutex* Mutex handle as returned by `rtdm_mutex_init()`

Environments:

This service can be called from:

- Kernel-based task
- User-space task (RT)

Rescheduling: possible.

5.13.3.14 `int rtdm_select_bind (int fd, rtdm_selector_t * selector, enum rtdm_selecttype type, unsigned fd_index)`

Bind a selector to specified event types of a given file descriptor.

For internal use only.

This function is invoked by higher RTOS layers implementing select-like services. It shall not be called directly by RTDM drivers.

Parameters

[in] *fd* File descriptor to bind to

[in,out] *selector* Selector object that shall be bound to the given event

[in] *type* Event type the caller is interested in

[in] *fd_index* Index in the file descriptor set of the caller

Returns

0 on success, otherwise:

- -EBADF is returned if the file descriptor *fd* cannot be resolved.
- -EINVAL is returned if *type* or *fd_index* are invalid.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never.

References `rtdm_dev_context::ops`, `rtdm_context_get()`, `rtdm_context_unlock()`, and `rtdm_operations::select_bind`.

5.13.3.15 void rtdm_sem_destroy (rtdm_sem_t * sem)

Destroy a semaphore.

Parameters

[in,out] *sem* Semaphore handle as returned by [rtdm_sem_init\(\)](#)

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: possible.

5.13.3.16 int rtdm_sem_down (rtdm_sem_t * sem)

Decrement a semaphore.

This is the light-weight version of [rtdm_sem_timeddown\(\)](#), implying an infinite timeout.

Parameters

[in,out] *sem* Semaphore handle as returned by [rtdm_sem_init\(\)](#)

Returns

0 on success, otherwise:

- -EINTR is returned if calling task has been unblock by a signal or explicitly via [rtdm_task_unblock\(\)](#).
- -EIDRM is returned if *sem* has been destroyed.
- -EPERM *may* be returned if an illegal invocation environment is detected.

Environments:

This service can be called from:

- Kernel-based task
- User-space task (RT)

Rescheduling: possible.

References [rtdm_sem_timeddown\(\)](#).

5.13.3.17 void rtdm_sem_init (rtdm_sem_t * *sem*, unsigned long *value*)

Initialise a semaphore.

Parameters

- [in,out] *sem* Semaphore handle
- [in] *value* Initial value of the semaphore

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never.

5.13.3.18 int rtdm_sem_select_bind (rtdm_sem_t * *sem*, rtdm_selector_t * *selector*, enum rtdm_selecttype *type*, unsigned *fd_index*)

Bind a selector to a semaphore.

This functions binds the given selector to the semaphore so that the former is notified when the semaphore state changes. Typically the select binding handler will invoke this service.

Parameters

- [in,out] *sem* Semaphore handle as returned by [rtdm_sem_init\(\)](#)
- [in,out] *selector* Selector as passed to the select binding handler
- [in] *type* Type of the bound event as passed to the select binding handler
- [in] *fd_index* File descriptor index as passed to the select binding handler

Returns

0 on success, otherwise:

- -ENOMEM is returned if there is insufficient memory to establish the dynamic binding.
- -EINVAL is returned if *type* or *fd_index* are invalid.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never.

5.13.3.19 `int rtdm_sem_timeddown (rtdm_sem_t * sem, nanosecs_rel_t timeout, rtdm_toseq_t * timeout_seq)`

Decrement a semaphore with timeout.

This function tries to decrement the given semaphore's value if it is positive on entry. If not, the caller is blocked unless non-blocking operation was selected.

Parameters

- [in,out] *sem* Semaphore handle as returned by [rtdm_sem_init\(\)](#)
- [in] *timeout* Relative timeout in nanoseconds, see [RTDM_TIMEOUT_xxx](#) for special values
- [in,out] *timeout_seq* Handle of a timeout sequence as returned by [rtdm_toseq_init\(\)](#) or NULL

Returns

0 on success, otherwise:

- -ETIMEDOUT is returned if the request has not been satisfied within the specified amount of time.
- -EWOULDBLOCK is returned if *timeout* is negative and the semaphore value is currently not positive.
- -EINTR is returned if calling task has been unblock by a signal or explicitly via [rtdm_task_unblock\(\)](#).
- -EIDRM is returned if *sem* has been destroyed.
- -EPERM *may* be returned if an illegal invocation environment is detected.

Environments:

This service can be called from:

- Kernel-based task
- User-space task (RT)

Rescheduling: possible.

Referenced by [rtdm_sem_down\(\)](#).

5.13.3.20 `void rtdm_sem_up (rtdm_sem_t * sem)`

Increment a semaphore.

This function increments the given semaphore's value, waking up a potential waiter which was blocked upon [rtdm_sem_down\(\)](#).

Parameters

- [in,out] *sem* Semaphore handle as returned by [rtdm_sem_init\(\)](#)

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: possible.

5.13.3.21 void rtdm_toseq_init (rtdm_toseq_t * *timeout_seq*, nanosecs_rel_t *timeout*)

Initialise a timeout sequence.

This service initialises a timeout sequence handle according to the given timeout value. Timeout sequences allow to maintain a continuous *timeout* across multiple calls of blocking synchronisation services. A typical application scenario is given below.

Parameters

[in,out] *timeout_seq* Timeout sequence handle

[in] *timeout* Relative timeout in nanoseconds, see [RTDM_TIMEOUT_xxx](#) for special values

Application Scenario:

```
int device_service_routine(...)
{
    rtdm_toseq_t timeout_seq;
    ...

    rtdm_toseq_init(&timeout_seq, timeout);
    ...
    while (received < requested) {
        ret = rtdm_event_timedwait(&data_available, timeout, &timeout_seq);
    };
    if (ret < 0) // including -ETIMEDOUT
        break;

    // receive some data
    ...
}
...
```

Using a timeout sequence in such a scenario avoids that the user-provided relative *timeout* is restarted on every call to [rtdm_event_timedwait\(\)](#), potentially causing an overall delay that is larger than specified by *timeout*. Moreover, all functions supporting timeout sequences also interpret special timeout values (infinite and non-blocking), disburdening the driver developer from handling them separately.

Environments:

This service can be called from:

- Kernel-based task

- User-space task (RT)

Rescheduling: never.

5.14 Interrupt Management Services

Collaboration diagram for Interrupt Management Services:



Defines

- #define `rt dm_irq_get_arg`(irq_handle, type) ((type *)irq_handle->cookie)
Retrieve IRQ handler argument.

Typedefs

- typedef int(* `rt dm_irq_handler_t`)(rt dm_irq_t *irq_handle)
Interrupt handler.

Functions

- int `rt dm_irq_request`(rt dm_irq_t *irq_handle, unsigned int irq_no, `rt dm_irq_handler_t` handler, unsigned long flags, const char *device_name, void *arg)
Register an interrupt handler.
- int `rt dm_irq_free`(rt dm_irq_t *irq_handle)
Release an interrupt handler.
- int `rt dm_irq_enable`(rt dm_irq_t *irq_handle)
Enable interrupt line.
- int `rt dm_irq_disable`(rt dm_irq_t *irq_handle)
Disable interrupt line.

RTDM_IRQTYPE_XXX

Interrupt registrations flags

- #define [RTDM_IRQTYPE_SHARED](#) XN_ISR_SHARED
Enable IRQ-sharing with other real-time drivers.
- #define [RTDM_IRQTYPE_EDGE](#) XN_ISR_EDGE
Mark IRQ as edge-triggered, relevant for correct handling of shared edge-triggered IRQs.

RTDM_IRQ_XXX

Return flags of interrupt handlers

- #define [RTDM_IRQ_NONE](#) XN_ISR_NONE
Unhandled interrupt.
- #define [RTDM_IRQ_HANDLED](#) XN_ISR_HANDLED
Denote handled interrupt.

5.14.1 Define Documentation

5.14.1.1 #define rtdm_irq_get_arg(*irq_handle*, *type*) ((type *)irq_handle->cookie)

Retrieve IRQ handler argument.

Parameters

irq_handle IRQ handle
type Type of the pointer to return

Returns

The argument pointer registered on [rtdm_irq_request\(\)](#) is returned, type-casted to the specified *type*.

Environments:

This service can be called from:

- Interrupt service routine

Rescheduling: never.

5.14.2 Typedef Documentation

5.14.2.1 typedef int(* rtdm_irq_handler_t)(rtdm_irq_t *irq_handle)

Interrupt handler.

Parameters

[in] *irq_handle* IRQ handle as returned by [rtdm_irq_request\(\)](#)

Returns

0 or a combination of [RTDM_IRQ_XXX](#) flags

5.14.3 Function Documentation**5.14.3.1 int rtdm_irq_disable (rtdm_irq_t * *irq_handle*)**

Disable interrupt line.

Parameters

[in,out] *irq_handle* IRQ handle as returned by [rtdm_irq_request\(\)](#)

Returns

0 on success, otherwise negative error code

Note

This service is for exceptional use only. Drivers should always prefer interrupt masking at device level (via corresponding control registers etc.) over masking at line level. Keep in mind that the latter is incompatible with IRQ line sharing and can also be more costly as interrupt controller access requires broader synchronization.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never.

5.14.3.2 int rtdm_irq_enable (rtdm_irq_t * *irq_handle*)

Enable interrupt line.

Parameters

[in,out] *irq_handle* IRQ handle as returned by [rtdm_irq_request\(\)](#)

Returns

0 on success, otherwise negative error code

Note

This service is for exceptional use only. Drivers should always prefer interrupt masking at device level (via corresponding control registers etc.) over masking at line level. Keep in mind that the latter is incompatible with IRQ line sharing and can also be more costly as interrupt controller access requires broader synchronization.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: possible.

5.14.3.3 int rtdm_irq_free (rtdm_irq_t * irq_handle)

Release an interrupt handler.

Parameters

[in,out] *irq_handle* IRQ handle as returned by [rtdm_irq_request\(\)](#)

Returns

0 on success, otherwise negative error code

Note

The caller is responsible for shutting down the IRQ source at device level before invoking this service. In turn, `rtdm_irq_free` ensures that any pending event on the given IRQ line is fully processed on return from this service.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never.

5.14.3.4 `int rtdm_irq_request (rtdm_irq_t * irq_handle, unsigned int irq_no,
 rtdm_irq_handler_t handler, unsigned long flags, const char * device_name, void *
arg)`

Register an interrupt handler.

This function registers the provided handler with an IRQ line and enables the line.

Parameters

- [in,out] *irq_handle* IRQ handle
- [in] *irq_no* Line number of the addressed IRQ
- [in] *handler* Interrupt handler
- [in] *flags* Registration flags, see [RTDM_IRQTYPE_xxx](#) for details
- [in] *device_name* Device name to show up in real-time IRQ lists
- [in] *arg* Pointer to be passed to the interrupt handler on invocation

Returns

0 on success, otherwise:

- -EINVAL is returned if an invalid parameter was passed.
- -EBUSY is returned if the specified IRQ line is already in use.

Environments:

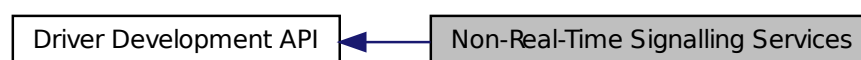
This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never.

5.15 Non-Real-Time Signalling Services

Collaboration diagram for Non-Real-Time Signalling Services:



Typedefs

- typedef void(* [rt dm_nrtsig_handler_t](#))(rt dm_nrtsig_t nrt_sig, void *arg)
Non-real-time signal handler.

Functions

- int [rt dm_nrtsig_init](#) (rt dm_nrtsig_t *nrt_sig, [rt dm_nrtsig_handler_t](#) handler, void *arg)
Register a non-real-time signal handler.
- void [rt dm_nrtsig_destroy](#) (rt dm_nrtsig_t *nrt_sig)
Release a non-realtime signal handler.
- void [rt dm_nrtsig_pend](#) (rt dm_nrtsig_t *nrt_sig)
Trigger non-real-time signal.

5.15.1 Detailed Description

These services provide a mechanism to request the execution of a specified handler in non-real-time context. The triggering can safely be performed in real-time context without suffering from unknown delays. The handler execution will be deferred until the next time the real-time subsystem releases the CPU to the non-real-time part.

5.15.2 Typedef Documentation

5.15.2.1 typedef void(* [rt dm_nrtsig_handler_t](#))(rt dm_nrtsig_t nrt_sig, void *arg)

Non-real-time signal handler.

Parameters

- [in] *nrt_sig* Signal handle as returned by [rt dm_nrtsig_init\(\)](#)
- [in] *arg* Argument as passed to [rt dm_nrtsig_init\(\)](#)

Note

The signal handler will run in soft-IRQ context of the non-real-time subsystem. Note the implications of this context, e.g. no invocation of blocking operations.

5.15.3 Function Documentation

5.15.3.1 void [rt dm_nrtsig_destroy](#) ([rt dm_nrtsig_t](#) * *nrt_sig*)

Release a non-realtime signal handler.

Parameters

- [in,out] *nrt_sig* Signal handle

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never.

5.15.3.2 `int rtdm_nrtsig_init (rtdm_nrtsig_t * nrt_sig, rtdm_nrtsig_handler_t handler, void * arg)`

Register a non-real-time signal handler.

Parameters

- [in,out] *nrt_sig* Signal handle
- [in] *handler* Non-real-time signal handler
- [in] *arg* Custom argument passed to `handler()` on each invocation

Returns

0 on success, otherwise:

- -EAGAIN is returned if no free signal slot is available.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never.

5.15.3.3 `void rtdm_nrtsig_pend (rtdm_nrtsig_t * nrt_sig)`

Trigger non-real-time signal.

Parameters

- [in,out] *nrt_sig* Signal handle

Environments:

This service can be called from:

- Kernel module initialization/cleanup code

- Interrupt service routine
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never in real-time context, possible in non-real-time environments.

5.16 Utility Services

Collaboration diagram for Utility Services:



Functions

- int [rt dm_mmap_to_user](#) (rt dm_user_info_t *user_info, void *src_addr, size_t len, int prot, void **pptr, struct vm_operations_struct *vm_ops, void *vm_private_data)
Map a kernel memory range into the address space of the user.
- int [rt dm_iomap_to_user](#) (rt dm_user_info_t *user_info, phys_addr_t src_addr, size_t len, int prot, void **pptr, struct vm_operations_struct *vm_ops, void *vm_private_data)
Map an I/O memory range into the address space of the user.
- int [rt dm_munmap](#) (rt dm_user_info_t *user_info, void *ptr, size_t len)
Unmap a user memory range.
- void [rt dm_printk](#) (const char *format,...)
Real-time safe message printing on kernel console.
- void * [rt dm_malloc](#) (size_t size)
Allocate memory block in real-time context.
- void [rt dm_free](#) (void *ptr)
Release real-time memory block.
- int [rt dm_read_user_ok](#) (rt dm_user_info_t *user_info, const void __user *ptr, size_t size)
Check if read access to user-space memory block is safe.
- int [rt dm_rw_user_ok](#) (rt dm_user_info_t *user_info, const void __user *ptr, size_t size)
Check if read/write access to user-space memory block is safe.

- `int rtdm_copy_from_user` (`rtdm_user_info_t *user_info`, `void *dst`, `const void __user *src`, `size_t size`)
Copy user-space memory block to specified buffer.
- `int rtdm_safe_copy_from_user` (`rtdm_user_info_t *user_info`, `void *dst`, `const void __user *src`, `size_t size`)
Check if read access to user-space memory block and copy it to specified buffer.
- `int rtdm_copy_to_user` (`rtdm_user_info_t *user_info`, `void __user *dst`, `const void *src`, `size_t size`)
Copy specified buffer to user-space memory block.
- `int rtdm_safe_copy_to_user` (`rtdm_user_info_t *user_info`, `void __user *dst`, `const void *src`, `size_t size`)
Check if read/write access to user-space memory block is safe and copy specified buffer to it.
- `int rtdm_strncpy_from_user` (`rtdm_user_info_t *user_info`, `char *dst`, `const char __user *src`, `size_t count`)
Copy user-space string to specified buffer.
- `int rtdm_in_rt_context` (`void`)
Test if running in a real-time task.
- `int rtdm_rt_capable` (`rtdm_user_info_t *user_info`)
Test if the caller is capable of running in real-time context.

5.16.1 Function Documentation

5.16.1.1 `int rtdm_copy_from_user (rtdm_user_info_t * user_info, void * dst, const void __user * src, size_t size)`

Copy user-space memory block to specified buffer.

Parameters

- [in] *user_info* User information pointer as passed to the invoked device operation handler
- [in] *dst* Destination buffer address
- [in] *src* Address of the user-space memory block
- [in] *size* Size of the memory block

Returns

0 on success, otherwise:

- -EFAULT is returned if an invalid memory area was accessed.

Note

Before invoking this service, verify via `rtdm_read_user_ok()` that the provided user-space address can securely be accessed.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never.

5.16.1.2 `int rtdm_copy_to_user (rtdm_user_info_t * user_info, void __user * dst, const void * src, size_t size)`

Copy specified buffer to user-space memory block.

Parameters

- [in] *user_info* User information pointer as passed to the invoked device operation handler
- [in] *dst* Address of the user-space memory block
- [in] *src* Source buffer address
- [in] *size* Size of the memory block

Returns

0 on success, otherwise:

- -EFAULT is returned if an invalid memory area was accessed.

Note

Before invoking this service, verify via [rtdm_rw_user_ok\(\)](#) that the provided user-space address can securely be accessed.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never.

5.16.1.3 `void rtdm_free (void * ptr)`

Release real-time memory block.

Parameters

- [in] *ptr* Pointer to memory block as returned by [rtdm_malloc\(\)](#)

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine (consider the overhead!)
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never.

5.16.1.4 `int rtdm_in_rt_context (void)`

Test if running in a real-time task.

Returns

Non-zero is returned if the caller resides in real-time context, 0 otherwise.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never.

5.16.1.5 `int rtdm_iomap_to_user (rtdm_user_info_t * user_info, phys_addr_t src_addr, size_t len, int prot, void ** pptr, struct vm_operations_struct * vm_ops, void * vm_private_data)`

Map an I/O memory range into the address space of the user.

Parameters

- [in] *user_info* User information pointer as passed to the invoked device operation handler
- [in] *src_addr* physical I/O address to be mapped
- [in] *len* Length of the memory range
- [in] *prot* Protection flags for the user's memory range, typically either PROT_READ or PROT_READ|PROT_WRITE
- [in,out] *pptr* Address of a pointer containing the desired user address or NULL on entry and the finally assigned address on return
- [in] *vm_ops* vm_operations to be executed on the vma_area of the user memory range or NULL
- [in] *vm_private_data* Private data to be stored in the vma_area, primarily useful for vm_-operation handlers

Returns

0 on success, otherwise (most common values):

- -EINVAL is returned if an invalid start address, size, or destination address was passed.
- -ENOMEM is returned if there is insufficient free memory or the limit of memory mapping for the user process was reached.
- -EAGAIN is returned if too much memory has been already locked by the user process.
- -EPERM *may* be returned if an illegal invocation environment is detected.

Note

RTDM supports two models for unmapping the user memory range again. One is explicit unmapping via `rtdm_munmap()`, either performed when the user requests it via an IOCTL etc. or when the related device is closed. The other is automatic unmapping, triggered by the user invoking standard `munmap()` or by the termination of the related process. To track release of the mapping and therefore relinquishment of the referenced physical memory, the caller of `rtdm_iomap_to_user()` can pass a `vm_operations_struct` on invocation, defining a close handler for the `vm_area`. See Linux documentaion (e.g. Linux Device Drivers book) on virtual memory management for details.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- User-space task (non-RT)

Rescheduling: possible.

5.16.1.6 void* rtdm_malloc (size_t size)

Allocate memory block in real-time context.

Parameters

[in] *size* Requested size of the memory block

Returns

The pointer to the allocated block is returned on success, NULL otherwise.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine (consider the overhead!)
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never.

5.16.1.7 `int rtdm_mmap_to_user (rtdm_user_info_t * user_info, void * src_addr, size_t len, int prot, void ** pptr, struct vm_operations_struct * vm_ops, void * vm_private_data)`

Map a kernel memory range into the address space of the user.

Parameters

- [in] *user_info* User information pointer as passed to the invoked device operation handler
- [in] *src_addr* Kernel virtual address to be mapped
- [in] *len* Length of the memory range
- [in] *prot* Protection flags for the user's memory range, typically either PROT_READ or PROT_READ|PROT_WRITE
- [in,out] *pptr* Address of a pointer containing the desired user address or NULL on entry and the finally assigned address on return
- [in] *vm_ops* vm_operations to be executed on the vma_area of the user memory range or NULL
- [in] *vm_private_data* Private data to be stored in the vma_area, primarily useful for vm_-operation handlers

Returns

- 0 on success, otherwise (most common values):
- -EINVAL is returned if an invalid start address, size, or destination address was passed.
- -ENOMEM is returned if there is insufficient free memory or the limit of memory mapping for the user process was reached.
- -EAGAIN is returned if too much memory has been already locked by the user process.
- -EPERM *may* be returned if an illegal invocation environment is detected.

Note

This service only works on memory regions allocated via `kmalloc()` or `vmalloc()`. To map physical I/O memory to user-space use `rtdm_iomap_to_user()` instead.

RTDM supports two models for unmapping the user memory range again. One is explicit unmapping via `rtdm_munmap()`, either performed when the user requests it via an IOCTL etc. or when the related device is closed. The other is automatic unmapping, triggered by the user invoking standard `munmap()` or by the termination of the related process. To track release of the mapping and therefore relinquishment of the referenced physical memory, the caller of `rtdm_mmap_to_user()` can pass a `vm_operations_struct` on invocation, defining a close handler for the `vm_area`. See Linux documentaion (e.g. Linux Device Drivers book) on virtual memory management for details.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- User-space task (non-RT)

Rescheduling: possible.

5.16.1.8 `int rtdm_munmap (rtdm_user_info_t * user_info, void * ptr, size_t len)`

Unmap a user memory range.

Parameters

- [in] *user_info* User information pointer as passed to [rtdm_mmap_to_user\(\)](#) when requesting to map the memory range
- [in] *ptr* User address or the memory range
- [in] *len* Length of the memory range

Returns

0 on success, otherwise:

- -EINVAL is returned if an invalid address or size was passed.
- -EPERM *may* be returned if an illegal invocation environment is detected.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- User-space task (non-RT)

Rescheduling: possible.

5.16.1.9 `void rtdm_printk (const char * format, ...)`

Real-time safe message printing on kernel console.

Parameters

- [in] *format* Format string (conforming standard `printf()`)
- ... Arguments referred by *format*

Returns

On success, this service returns the number of characters printed. Otherwise, a negative error code is returned.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Interrupt service routine (consider the overhead!)
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never in real-time context, possible in non-real-time environments.

5.16.1.10 `int rtdm_read_user_ok (rtdm_user_info_t * user_info, const void __user * ptr, size_t size)`

Check if read access to user-space memory block is safe.

Parameters

- [in] *user_info* User information pointer as passed to the invoked device operation handler
- [in] *ptr* Address of the user-provided memory block
- [in] *size* Size of the memory block

Returns

Non-zero is return when it is safe to read from the specified memory block, 0 otherwise.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never.

5.16.1.11 `int rtdm_rt_capable (rtdm_user_info_t * user_info)`

Test if the caller is capable of running in real-time context.

Parameters

- [in] *user_info* User information pointer as passed to the invoked device operation handler

Returns

Non-zero is returned if the caller is able to execute in real-time context (independent of its current execution mode), 0 otherwise.

Note

This function can be used by drivers that provide different implementations for the same service depending on the execution mode of the caller. If a caller requests such a service in non-real-time context but is capable of running in real-time as well, it might be appropriate for the driver to reject the request via -ENOSYS so that RTDM can switch the caller and restart the request in real-time context.

Environments:

This service can be called from:

- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never.

5.16.1.12 `int rtdm_rw_user_ok (rtdm_user_info_t * user_info, const void __user * ptr, size_t size)`

Check if read/write access to user-space memory block is safe.

Parameters

- [in] *user_info* User information pointer as passed to the invoked device operation handler
- [in] *ptr* Address of the user-provided memory block
- [in] *size* Size of the memory block

Returns

Non-zero is return when it is safe to read from or write to the specified memory block, 0 otherwise.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never.

5.16.1.13 `int rtdm_safe_copy_from_user (rtdm_user_info_t * user_info, void * dst, const void __user * src, size_t size)`

Check if read access to user-space memory block and copy it to specified buffer.

Parameters

- [in] *user_info* User information pointer as passed to the invoked device operation handler
- [in] *dst* Destination buffer address
- [in] *src* Address of the user-space memory block
- [in] *size* Size of the memory block

Returns

0 on success, otherwise:

- -EFAULT is returned if an invalid memory area was accessed.

Note

This service is a combination of `rtdm_read_user_ok` and `rtdm_copy_from_user`.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never.

5.16.1.14 `int rtdm_safe_copy_to_user (rtdm_user_info_t * user_info, void __user * dst, const void * src, size_t size)`

Check if read/write access to user-space memory block is safe and copy specified buffer to it.

Parameters

- [in] *user_info* User information pointer as passed to the invoked device operation handler
- [in] *dst* Address of the user-space memory block
- [in] *src* Source buffer address
- [in] *size* Size of the memory block

Returns

0 on success, otherwise:

- -EFAULT is returned if an invalid memory area was accessed.

Note

This service is a combination of `rtdm_rw_user_ok` and `rtdm_copy_to_user`.

Environments:

This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never.

5.16.1.15 `int rtdm_strncpy_from_user (rtdm_user_info_t * user_info, char * dst, const char __user * src, size_t count)`

Copy user-space string to specified buffer.

Parameters

- [in] *user_info* User information pointer as passed to the invoked device operation handler
- [in] *dst* Destination buffer address
- [in] *src* Address of the user-space string

[in] *count* Maximum number of bytes to copy, including the trailing '0'

Returns

Length of the string on success (not including the trailing '0'), otherwise:

- -EFAULT is returned if an invalid memory area was accessed.

Note

This services already includes a check of the source address, calling [rt dm_read_user_ok\(\)](#) for *src* explicitly is not required.

Environments:

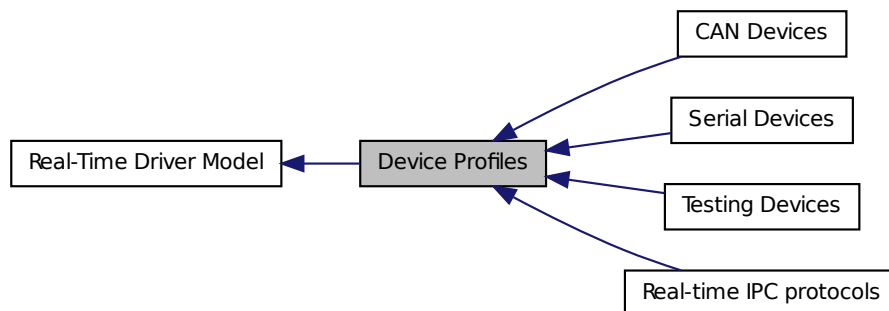
This service can be called from:

- Kernel module initialization/cleanup code
- Kernel-based task
- User-space task (RT, non-RT)

Rescheduling: never.

5.17 Device Profiles

Collaboration diagram for Device Profiles:



Data Structures

- struct [rt dm_device_info](#)
Device information.

Modules

- [CAN Devices](#)
- [Real-time IPC protocols](#)

Profile Revision: 1

- [Serial Devices](#)
- [Testing Devices](#)

Typedefs

- typedef struct [rtdm_device_info](#) rtdm_device_info_t
Device information.

RTDM_CLASS_XXX

Device classes

- #define RTDM_CLASS_PARPORT 1
- #define RTDM_CLASS_SERIAL 2
- #define RTDM_CLASS_CAN 3
- #define RTDM_CLASS_NETWORK 4
- #define RTDM_CLASS_RTMAC 5
- #define RTDM_CLASS_TESTING 6
- #define RTDM_CLASS_RTIPC 7
- #define RTDM_CLASS_EXPERIMENTAL 224
- #define RTDM_CLASS_MAX 255

Device Naming

Maximum length of device names (excluding the final null character)

- #define RTDM_MAX_DEVNAME_LEN 31

RTDM_PURGE_XXX_BUFFER

Flags selecting buffers to be purged

- #define RTDM_PURGE_RX_BUFFER 0x0001
- #define RTDM_PURGE_TX_BUFFER 0x0002

Common IOCTLs

The following IOCTLs are common to all device profiles.

- #define [RTIOC_DEVICE_INFO](#) _IOR(RTIOC_TYPE_COMMON, 0x00, struct rtdm_device_info)

Retrieve information about a device or socket.

- `#define RTIOC_PURGE _IOW(RTIOC_TYPE_COMMON, 0x10, int)`

Purge internal device or socket buffers.

5.17.1 Detailed Description

Device profiles define which operation handlers a driver of a certain class has to implement, which name or protocol it has to register, which IOCTLs it has to provide, and further details. Sub-classes can be defined in order to extend a device profile with more hardware-specific functions.

5.17.2 Define Documentation

5.17.2.1 `#define RTIOC_DEVICE_INFO _IOR(RTIOC_TYPE_COMMON, 0x00, struct rtdm_device_info)`

Retrieve information about a device or socket.

Parameters

[out] *arg* Pointer to information buffer (struct [rtdm_device_info](#))

5.17.2.2 `#define RTIOC_PURGE _IOW(RTIOC_TYPE_COMMON, 0x10, int)`

Purge internal device or socket buffers.

Parameters

[in] *arg* Purge mask, see [RTDM_PURGE_xxx_BUFFER](#)

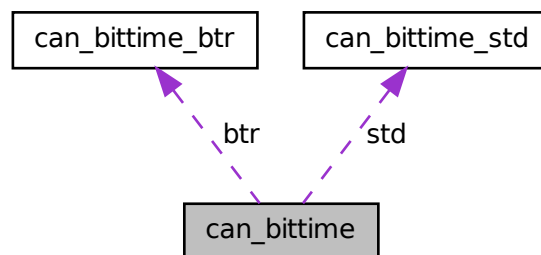
Chapter 6

Data Structure Documentation

6.1 `can_bittime` Struct Reference

Custom CAN bit-time definition.

Collaboration diagram for `can_bittime`:



Data Fields

- [`can_bittime_type_t`](#) type
Type of bit-time definition.
- struct [`can_bittime_std`](#) `std`
Standard bit-time.
- struct [`can_bittime_btr`](#) `btr`
Hardware-specific BTR bit-time.

6.1.1 Detailed Description

Custom CAN bit-time definition.

Examples:

[rtcanconfig.c](#).

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

- [include/rtdm/rtcan.h](#)

6.2 `can_bittime_btr` Struct Reference

Hardware-specific BTR bit-times.

Data Fields

- `uint8_t btr0`
Bus timing register 0.
- `uint8_t btr1`
Bus timing register 1.

6.2.1 Detailed Description

Hardware-specific BTR bit-times.

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

- [include/rtdm/rtcan.h](#)

6.3 `can_bittime_std` Struct Reference

Standard bit-time parameters according to Bosch.

Data Fields

- `uint32_t brp`
Baud rate prescaler.
- `uint8_t prop_seg`
from 1 to 8
- `uint8_t phase_seg1`
from 1 to 8

- uint8_t [phase_seg2](#)
from 1 to 8
- uint8_t [sjw](#):7
from 1 to 4
- uint8_t [sam](#):1
1 - enable triple sampling

6.3.1 Detailed Description

Standard bit-time parameters according to Bosch.

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

- [include/rtdm/rtdmcan.h](#)

6.4 can_filter Struct Reference

Filter for reception of CAN messages.

Data Fields

- uint32_t [can_id](#)
CAN ID which must match with incoming IDs after passing the mask.
- uint32_t [can_mask](#)
Mask which is applied to incoming IDs.

6.4.1 Detailed Description

Filter for reception of CAN messages. This filter works as follows: A received CAN ID is AND'ed bitwise with [can_mask](#) and then compared to [can_id](#). This also includes the [CAN_EFF_FLAG](#) and [CAN_RTR_FLAG](#) of [CAN_xxx_FLAG](#). If this comparison is true, the message will be received by the socket. The logic can be inverted with the [can_id](#) flag [CAN_INV_FILTER](#) :

```
if (can_id & CAN_INV_FILTER) {  
    if ((received_can_id & can_mask) != (can_id & ~CAN_INV_FILTER))  
        accept-message;  
} else {  
    if ((received_can_id & can_mask) == can_id)  
        accept-message;  
}
```

Multiple filters can be arranged in a filter list and set with [Sockopts](#). If one of these filters matches a CAN ID upon reception of a CAN frame, this frame is accepted.

Examples:

[rtcanrecv.c](#).

6.4.2 Field Documentation

6.4.2.1 `uint32_t can_filter::can_id`

CAN ID which must match with incoming IDs after passing the mask.

The filter logic can be inverted with the flag [CAN_INV_FILTER](#).

6.4.2.2 `uint32_t can_filter::can_mask`

Mask which is applied to incoming IDs.

See [CAN ID masks](#) if exactly one CAN ID should come through.

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

- `include/rtdm/rtcan.h`

6.5 `can_frame` Struct Reference

Raw CAN frame.

Public Member Functions

- `uint8_t data[8] __attribute__((aligned(8)))`
Payload data bytes.

Data Fields

- `can_id_t can_id`
CAN ID of the frame.
- `uint8_t can_dlc`
Size of the payload in bytes.

6.5.1 Detailed Description

Raw CAN frame. Central structure for receiving and sending CAN frames.

Examples:

[rtcanrecv.c](#), and [rtcansend.c](#).

6.5.2 Field Documentation

6.5.2.1 can_id_t can_frame::can_id

CAN ID of the frame.

See [CAN ID flags](#) for special bits.

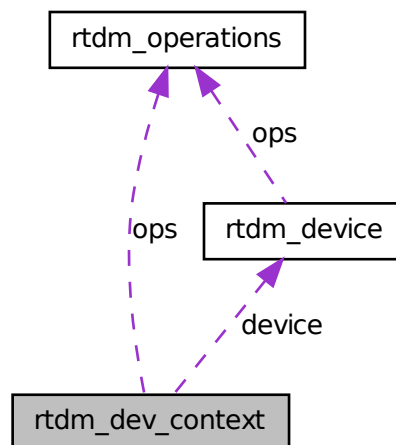
The documentation for this struct was generated from the following file:

- `include/rtdm/rtcan.h`

6.6 rtdm_dev_context Struct Reference

Device context.

Collaboration diagram for rtdm_dev_context:



Data Fields

- unsigned long [context_flags](#)
Context flags, see [Context Flags](#) for details.
- int [fd](#)
Associated file descriptor.
- atomic_t [close_lock_count](#)
Lock counter of context, held while structure is referenced by an operation handler.

- struct [rt dm_operations](#) * ops
Set of active device operation handlers.
- struct [rt dm_device](#) * device
Reference to owning device.
- struct [rt dm_devctx_reserved](#) reserved
Data stored by RTDM inside a device context (internal use only).
- char [dev_private](#) [0]
Begin of driver defined context data structure.

6.6.1 Detailed Description

Device context. A device context structure is associated with every open device instance. RTDM takes care of its creation and destruction and passes it to the operation handlers when being invoked.

Drivers can attach arbitrary data immediately after the official structure. The size of this data is provided via [rt dm_device.context_size](#) during device registration.

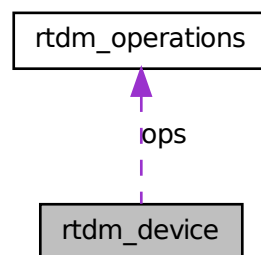
The documentation for this struct was generated from the following file:

- include/rtdm/[rt dm_driver.h](#)

6.7 rt dm_device Struct Reference

RTDM device.

Collaboration diagram for [rt dm_device](#):



Data Fields

- int [struct_version](#)

Revision number of this structure, see [Driver Versioning](#) defines.

- int [device_flags](#)
Device flags, see [Device Flags](#) for details.
- size_t [context_size](#)
Size of driver defined appendix to struct [rtdm_dev_context](#).
- char [device_name](#) [RTDM_MAX_DEVNAME_LEN+1]
Named device identification (orthogonal to Linux device name space).
- int [protocol_family](#)
Protocol device identification: protocol family (PF_XXX).
- int [socket_type](#)
Protocol device identification: socket type (SOCK_XXX).
- [rtdm_open_handler_t](#) [open_rt](#)
Named device instance creation for real-time contexts, optional (but deprecated) if [open_nrt](#) is non-NULL, ignored for protocol devices.
- [rtdm_open_handler_t](#) [open_nrt](#)
Named device instance creation for non-real-time contexts, optional if [open_rt](#) is non-NULL, ignored for protocol devices.
- [rtdm_socket_handler_t](#) [socket_rt](#)
Protocol socket creation for real-time contexts, optional (but deprecated) if [socket_nrt](#) is non-NULL, ignored for named devices.
- [rtdm_socket_handler_t](#) [socket_nrt](#)
Protocol socket creation for non-real-time contexts, optional if [socket_rt](#) is non-NULL, ignored for named devices.
- struct [rtdm_operations](#) [ops](#)
Default operations on newly opened device instance.
- int [device_class](#)
Device class ID, see [RTDM_CLASS_XXX](#).
- int [device_sub_class](#)
Device sub-class, see [RTDM_SUBCLASS_XXX](#) definition in the [Device Profiles](#).
- int [profile_version](#)
Supported device profile version.
- const char * [driver_name](#)
Informational driver name (reported via /proc).
- int [driver_version](#)
Driver version, see [Driver Versioning](#) defines.

- `const char * peripheral_name`
Informational peripheral name the device is attached to (reported via /proc).
- `const char * provider_name`
Informational driver provider name (reported via /proc).
- `const char * proc_name`
Name of /proc entry for the device, must not be NULL.
- `int device_id`
Driver definable device ID.
- `void * device_data`
Driver definable device data.
- `struct rtdm_dev_reserved reserved`
Data stored by RTDM inside a registered device (internal use only).

6.7.1 Detailed Description

RTDM device. This structure specifies a RTDM device. As some fields, especially the reserved area, will be modified by RTDM during runtime, the structure must not reside in write-protected memory.

6.7.2 Field Documentation

6.7.2.1 `rtdm_open_handler_t rtdm_device::open_rt`

Named device instance creation for real-time contexts, optional (but deprecated) if `open_nrt` is non-NULL, ignored for protocol devices.

Deprecated

Only use non-real-time open handler in new drivers.

Referenced by `rtdm_dev_register()`.

6.7.2.2 `rtdm_socket_handler_t rtdm_device::socket_rt`

Protocol socket creation for real-time contexts, optional (but deprecated) if `socket_nrt` is non-NULL, ignored for named devices.

Deprecated

Only use non-real-time socket creation handler in new drivers.

Referenced by `rtdm_dev_register()`.

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

- `include/rtdm/rtdm_driver.h`

6.8 rtdm_device_info Struct Reference

Device information.

Data Fields

- int [device_flags](#)
Device flags, see [Device Flags](#) for details.
- int [device_class](#)
Device class ID, see [RTDM_CLASS_xxx](#).
- int [device_sub_class](#)
Device sub-class, either [RTDM_SUBCLASS_GENERIC](#) or a [RTDM_SUBCLASS_xxx](#) definition of the related [Device Profile](#).
- int [profile_version](#)
Supported device profile version.

6.8.1 Detailed Description

Device information.

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

- [include/rtdm/rtdm.h](#)

6.9 rtdm_operations Struct Reference

Device operations.

Data Fields

Common Operations

- [rtdm_close_handler_t close_rt](#)
Close handler for real-time contexts (optional, deprecated).
- [rtdm_close_handler_t close_nrt](#)
Close handler for non-real-time contexts (required).
- [rtdm_ioctl_handler_t ioctl_rt](#)
IOCTL from real-time context (optional).
- [rtdm_ioctl_handler_t ioctl_nrt](#)
IOCTL from non-real-time context (optional).
- [rtdm_select_bind_handler_t select_bind](#)

Select binding handler for any context (optional).

Stream-Oriented Device Operations

- [rt dm_read_handler_t read_rt](#)
Read handler for real-time context (optional).
- [rt dm_read_handler_t read_nrt](#)
Read handler for non-real-time context (optional).
- [rt dm_write_handler_t write_rt](#)
Write handler for real-time context (optional).
- [rt dm_write_handler_t write_nrt](#)
Write handler for non-real-time context (optional).

Message-Oriented Device Operations

- [rt dm_recvmsg_handler_t recvmsg_rt](#)
Receive message handler for real-time context (optional).
- [rt dm_recvmsg_handler_t recvmsg_nrt](#)
Receive message handler for non-real-time context (optional).
- [rt dm_sendmsg_handler_t sendmsg_rt](#)
Transmit message handler for real-time context (optional).
- [rt dm_sendmsg_handler_t sendmsg_nrt](#)
Transmit message handler for non-real-time context (optional).

6.9.1 Detailed Description

Device operations.

6.9.2 Field Documentation

6.9.2.1 [rt dm_close_handler_t](#) [rt dm_operations::close_rt](#)

Close handler for real-time contexts (optional, deprecated).

Deprecated

Only use non-real-time close handler in new drivers.

Referenced by [rt dm_dev_register\(\)](#).

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

- [include/rtdm/rtdm_driver.h](#)

6.10 rtipc_port_label Struct Reference

Port label information structure.

Data Fields

- char [label](#) [XNOBJECT_NAME_LEN]
Port label string, null-terminated.

6.10.1 Detailed Description

Port label information structure.

6.10.2 Field Documentation

6.10.2.1 char rtipc_port_label::label[XNOBJECT_NAME_LEN]

Port label string, null-terminated.

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

- include/rtdm/[rtipc.h](#)

6.11 rtser_config Struct Reference

Serial device configuration.

Data Fields

- int [config_mask](#)
mask specifying valid fields, see [RTSER_SET_xxx](#)
- int [baud_rate](#)
baud rate, default [RTSER_DEF_BAUD](#)
- int [parity](#)
number of parity bits, see [RTSER_xxx_PARITY](#)
- int [data_bits](#)
number of data bits, see [RTSER_xxx_BITS](#)
- int [stop_bits](#)
number of stop bits, see [RTSER_xxx_STOPB](#)
- int [handshake](#)
handshake mechanisms, see [RTSER_xxx_HAND](#)

- `int` [fifo_depth](#)
reception FIFO interrupt threshold, see [RTSER_FIFO_xxx](#)
- `nanosecs_rel_t` [rx_timeout](#)
reception timeout, see [RTSER_TIMEOUT_xxx](#) for special values
- `nanosecs_rel_t` [tx_timeout](#)
transmission timeout, see [RTSER_TIMEOUT_xxx](#) for special values
- `nanosecs_rel_t` [event_timeout](#)
event timeout, see [RTSER_TIMEOUT_xxx](#) for special values
- `int` [timestamp_history](#)
enable timestamp history, see [RTSER_xxx_TIMESTAMP_HISTORY](#)
- `int` [event_mask](#)
event mask to be used with [RTSER_RTIOC_WAIT_EVENT](#), see [RTSER_EVENT_xxx](#)

6.11.1 Detailed Description

Serial device configuration.

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

- `include/rtdm/rtserial.h`

6.12 `rtser_event` Struct Reference

Additional information about serial device events.

Data Fields

- `int` [events](#)
signalled events, see [RTSER_EVENT_xxx](#)
- `int` [rx_pending](#)
number of pending input characters
- `nanosecs_abs_t` [last_timestamp](#)
last interrupt timestamp
- `nanosecs_abs_t` [rxpend_timestamp](#)
reception timestamp of oldest character in input queue

6.12.1 Detailed Description

Additional information about serial device events.

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

- [include/rtdm/rtserial.h](#)

6.13 rtser_status Struct Reference

Serial device status.

Data Fields

- int [line_status](#)
line status register, see [RTSER_LSR_xxx](#)
- int [modem_status](#)
modem status register, see [RTSER_MSR_xxx](#)

6.13.1 Detailed Description

Serial device status.

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

- [include/rtdm/rtserial.h](#)

6.14 sockaddr_can Struct Reference

Socket address structure for the CAN address family.

Data Fields

- sa_family_t [can_family](#)
CAN address family, must be [AF_CAN](#).
- int [can_ifindex](#)
Interface index of CAN controller.

6.14.1 Detailed Description

Socket address structure for the CAN address family.

Examples:

[rtcanrecv.c](#), and [rtcansend.c](#).

6.14.2 Field Documentation

6.14.2.1 `int sockaddr_can::can_ifindex`

Interface index of CAN controller.

See [SIOCGIFINDEX](#).

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

- `include/rtdm/rtcan.h`

6.15 `sockaddr_ipc` Struct Reference

Socket address structure for the RTIPC address family.

Data Fields

- `sa_family_t sipc_family`
RTIPC address family, must be `AF_RTIPC`.
- `rtipc_port_t sipc_port`
Port number.

6.15.1 Detailed Description

Socket address structure for the RTIPC address family.

6.15.2 Field Documentation

6.15.2.1 `rtipc_port_t sockaddr_ipc::sipc_port`

Port number.

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

- `include/rtdm/rtipc.h`

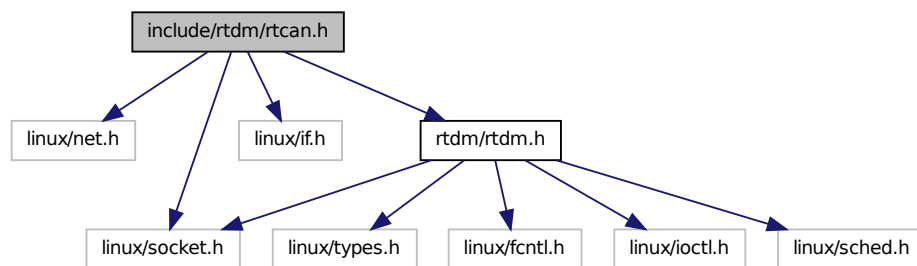
Chapter 7

File Documentation

7.1 include/rtdm/rtdm.h File Reference

Real-Time Driver Model for RT-Socket-CAN, CAN device profile header.

Include dependency graph for rtdm.h:



Data Structures

- struct [can_bittime_std](#)
Standard bit-time parameters according to Bosch.
- struct [can_bittime_btr](#)
Hardware-specific BTR bit-times.
- struct [can_bittime](#)
Custom CAN bit-time definition.
- struct [can_filter](#)
Filter for reception of CAN messages.
- struct [sockaddr_can](#)

Socket address structure for the CAN address family.

- struct [can_frame](#)

Raw CAN frame.

Defines

- #define [AF_CAN](#) 29
CAN address family.
- #define [PF_CAN](#) [AF_CAN](#)
CAN protocol family.
- #define [SOL_CAN_RAW](#) 103
CAN socket levels.

CAN ID masks

Bit masks for masking CAN IDs

- #define [CAN_EFF_MASK](#) 0x1FFFFFFF
Bit mask for extended CAN IDs.
- #define [CAN_SFF_MASK](#) 0x000007FF
Bit mask for standard CAN IDs.

CAN ID flags

Flags within a CAN ID indicating special CAN frame attributes

- #define [CAN_EFF_FLAG](#) 0x80000000
Extended frame.
- #define [CAN_RTR_FLAG](#) 0x40000000
Remote transmission frame.
- #define [CAN_ERR_FLAG](#) 0x20000000
Error frame (see [Errors](#)), not valid in struct [can_filter](#).
- #define [CAN_INV_FILTER](#) [CAN_ERR_FLAG](#)
Invert CAN filter definition, only valid in struct [can_filter](#).

Particular CAN protocols

Possible protocols for the PF_CAN protocol family

Currently only the RAW protocol is supported.

- #define [CAN_RAW](#) 1
Raw protocol of PF_CAN, applicable to socket type [SOCK_RAW](#).

CAN controller modes

Special CAN controllers modes, which can be or'ed together.

Note

These modes are hardware-dependent. Please consult the hardware manual of the CAN controller for more detailed information.

- #define [CAN_CTRLMODE_LISTENONLY](#) 0x1
- #define [CAN_CTRLMODE_LOOPBACK](#) 0x2

Timestamp switches

Arguments to pass to [RTCAN_RTIOC_TAKE_TIMESTAMP](#)

- #define [RTCAN_TAKE_NO_TIMESTAMPS](#) 0
Switch off taking timestamps.
- #define [RTCAN_TAKE_TIMESTAMPS](#) 1
Do take timestamps.

RAW socket options

Setting and getting CAN RAW socket options.

- #define [CAN_RAW_FILTER](#) 0x1
CAN filter definition.
- #define [CAN_RAW_ERR_FILTER](#) 0x2
CAN error mask.
- #define [CAN_RAW_LOOPBACK](#) 0x3
CAN TX loopback.
- #define [CAN_RAW_RECV_OWN_MSGS](#) 0x4
CAN receive own messages.

IOCTLs

CAN device IOCTLs

- #define [SIOCGIFINDEX](#) defined_by_kernel_header_file
Get CAN interface index by name.
- #define [SIOCSCANBAUDRATE](#) _IOW(RTIOC_TYPE_CAN, 0x01, struct ifreq)
Set baud rate.
- #define [SIOCGCANBAUDRATE](#) _IOWR(RTIOC_TYPE_CAN, 0x02, struct ifreq)
Get baud rate.
- #define [SIOCSCANCUSTOMBITTIME](#) _IOW(RTIOC_TYPE_CAN, 0x03, struct ifreq)
Set custom bit time parameter.
- #define [SIOCGCANCUSTOMBITTIME](#) _IOWR(RTIOC_TYPE_CAN, 0x04, struct ifreq)
Get custom bit-time parameters.

- #define [SIOCSCANMODE](#) _IOW(RTIOC_TYPE_CAN, 0x05, struct ifreq)
Set operation mode of CAN controller.
- #define [SIOCGCANSTATE](#) _IOW(RTIOC_TYPE_CAN, 0x06, struct ifreq)
Get current state of CAN controller.
- #define [SIOCSCANCTRLMODE](#) _IOW(RTIOC_TYPE_CAN, 0x07, struct ifreq)
Set special controller modes.
- #define [SIOCGCANCTRLMODE](#) _IOW(RTIOC_TYPE_CAN, 0x08, struct ifreq)
Get special controller modes.
- #define [RTCAN_RTIOC_TAKE_TIMESTAMP](#) _IOW(RTIOC_TYPE_CAN, 0x09, int)
Enable or disable storing a high precision timestamp upon reception of a CAN frame.
- #define [RTCAN_RTIOC_RCV_TIMEOUT](#) _IOW(RTIOC_TYPE_CAN, 0x0A, nanosecs_-rel_t)
Specify a reception timeout for a socket.
- #define [RTCAN_RTIOC_SND_TIMEOUT](#) _IOW(RTIOC_TYPE_CAN, 0x0B, nanosecs_-rel_t)
Specify a transmission timeout for a socket.

Error mask

Error class (mask) in `can_id` field of struct [can_frame](#) to be used with [CAN_RAW_ERR_FILTER](#).

Note: Error reporting is hardware dependent and most CAN controllers report less detailed error conditions than the SJA1000.

Note: In case of a bus-off error condition ([CAN_ERR_BUSOFF](#)), the CAN controller is **not** restarted automatically. It is the application's responsibility to react appropriately, e.g. calling [CAN_MODE_START](#).

Note: Bus error interrupts ([CAN_ERR_BUSERROR](#)) are enabled when an application is calling a [Recv](#) function on a socket listening on bus errors (using [CAN_RAW_ERR_FILTER](#)). After one bus error has occurred, the interrupt will be disabled to allow the application time for error processing and to efficiently avoid bus error interrupt flooding.

- #define [CAN_ERR_TX_TIMEOUT](#) 0x00000001U
TX timeout (netdevice driver).
- #define [CAN_ERR_LOSTARB](#) 0x00000002U
Lost arbitration (see [data\[0\]](#)).
- #define [CAN_ERR_CRTL](#) 0x00000004U
Controller problems (see [data\[1\]](#)).
- #define [CAN_ERR_PROT](#) 0x00000008U
Protocol violations (see [data\[2\]](#), [data\[3\]](#)).
- #define [CAN_ERR_TRX](#) 0x00000010U
Transceiver status (see [data\[4\]](#)).
- #define [CAN_ERR_ACK](#) 0x00000020U
Received no ACK on transmission.

- #define [CAN_ERR_BUSOFF](#) 0x00000040U
Bus off.
- #define [CAN_ERR_BUSERROR](#) 0x00000080U
Bus error (may flood!).
- #define [CAN_ERR_RESTARTED](#) 0x00000100U
Controller restarted.
- #define [CAN_ERR_MASK](#) 0x1FFFFFFFU
Omit EFF, RTR, ERR flags.

Arbitration lost error

Error in the data[0] field of struct [can_frame](#).

- #define [CAN_ERR_LOSTARB_UNSPEC](#) 0x00
unspecified

Controller problems

Error in the data[1] field of struct [can_frame](#).

- #define [CAN_ERR_CRTL_UNSPEC](#) 0x00
unspecified
- #define [CAN_ERR_CRTL_RX_OVERFLOW](#) 0x01
RX buffer overflow.
- #define [CAN_ERR_CRTL_TX_OVERFLOW](#) 0x02
TX buffer overflow.
- #define [CAN_ERR_CRTL_RX_WARNING](#) 0x04
reached warning level for RX errors
- #define [CAN_ERR_CRTL_TX_WARNING](#) 0x08
reached warning level for TX errors
- #define [CAN_ERR_CRTL_RX_PASSIVE](#) 0x10
reached passive level for RX errors
- #define [CAN_ERR_CRTL_TX_PASSIVE](#) 0x20
reached passive level for TX errors

Protocol error type

Error in the data[2] field of struct [can_frame](#).

- #define [CAN_ERR_PROT_UNSPEC](#) 0x00
unspecified
- #define [CAN_ERR_PROT_BIT](#) 0x01

single bit error

- #define [CAN_ERR_PROT_FORM](#) 0x02
frame format error
- #define [CAN_ERR_PROT_STUFF](#) 0x04
bit stuffing error
- #define [CAN_ERR_PROT_BIT0](#) 0x08
unable to send dominant bit
- #define [CAN_ERR_PROT_BIT1](#) 0x10
unable to send recessive bit
- #define [CAN_ERR_PROT_OVERLOAD](#) 0x20
bus overload
- #define [CAN_ERR_PROT_ACTIVE](#) 0x40
active error announcement
- #define [CAN_ERR_PROT_TX](#) 0x80
error occurred on transmission

Protocol error location

Error in the `data[4]` field of struct [can_frame](#).

- #define [CAN_ERR_PROT_LOC_UNSPEC](#) 0x00
unspecified
- #define [CAN_ERR_PROT_LOC_SOF](#) 0x03
start of frame
- #define [CAN_ERR_PROT_LOC_ID28_21](#) 0x02
ID bits 28 - 21 (SFF: 10 - 3).
- #define [CAN_ERR_PROT_LOC_ID20_18](#) 0x06
ID bits 20 - 18 (SFF: 2 - 0).
- #define [CAN_ERR_PROT_LOC_SRTR](#) 0x04
substitute RTR (SFF: RTR)
- #define [CAN_ERR_PROT_LOC_IDE](#) 0x05
identifier extension
- #define [CAN_ERR_PROT_LOC_ID17_13](#) 0x07
ID bits 17-13.
- #define [CAN_ERR_PROT_LOC_ID12_05](#) 0x0F
ID bits 12-5.
- #define [CAN_ERR_PROT_LOC_ID04_00](#) 0x0E
ID bits 4-0.

- #define [CAN_ERR_PROT_LOC_RTR](#) 0x0C
RTR.
- #define [CAN_ERR_PROT_LOC_RES1](#) 0x0D
reserved bit 1
- #define [CAN_ERR_PROT_LOC_RES0](#) 0x09
reserved bit 0
- #define [CAN_ERR_PROT_LOC_DLC](#) 0x0B
data length code
- #define [CAN_ERR_PROT_LOC_DATA](#) 0x0A
data section
- #define [CAN_ERR_PROT_LOC_CRC_SEQ](#) 0x08
CRC sequence.
- #define [CAN_ERR_PROT_LOC_CRC_DEL](#) 0x18
CRC delimiter.
- #define [CAN_ERR_PROT_LOC_ACK](#) 0x19
ACK slot.
- #define [CAN_ERR_PROT_LOC_ACK_DEL](#) 0x1B
ACK delimiter.
- #define [CAN_ERR_PROT_LOC_EOF](#) 0x1A
end of frame
- #define [CAN_ERR_PROT_LOC_INTERM](#) 0x12
intermission
- #define [CAN_ERR_TRX_UNSPEC](#) 0x00
0000 0000
- #define [CAN_ERR_TRX_CANH_NO_WIRE](#) 0x04
0000 0100
- #define [CAN_ERR_TRX_CANH_SHORT_TO_BAT](#) 0x05
0000 0101
- #define [CAN_ERR_TRX_CANH_SHORT_TO_VCC](#) 0x06
0000 0110
- #define [CAN_ERR_TRX_CANH_SHORT_TO_GND](#) 0x07
0000 0111
- #define [CAN_ERR_TRX_CANL_NO_WIRE](#) 0x40
0100 0000
- #define [CAN_ERR_TRX_CANL_SHORT_TO_BAT](#) 0x50

0101 0000

- `#define CAN_ERR_TRX_CANL_SHORT_TO_VCC 0x60`
0110 0000
- `#define CAN_ERR_TRX_CANL_SHORT_TO_GND 0x70`
0111 0000
- `#define CAN_ERR_TRX_CANL_SHORT_TO_CANH 0x80`
1000 0000

Typedefs

- `typedef uint32_t can_id_t`
Type of CAN id (see [CAN_xxx_MASK](#) and [CAN_xxx_FLAG](#)).
- `typedef can_id_t can_err_mask_t`
Type of CAN error mask.
- `typedef uint32_t can_baudrate_t`
Baudrate definition in bits per second.
- `typedef enum CAN_BITTIME_TYPE can_bittime_type_t`
See [CAN_BITTIME_TYPE](#).
- `typedef enum CAN_MODE can_mode_t`
See [CAN_MODE](#).
- `typedef int can_ctrlmode_t`
See [CAN_CTRLMODE](#).
- `typedef enum CAN_STATE can_state_t`
See [CAN_STATE](#).
- `typedef struct can_filter can_filter_t`
Filter for reception of CAN messages.
- `typedef struct can_frame can_frame_t`
Raw CAN frame.

Enumerations

- `enum CAN_BITTIME_TYPE { CAN_BITTIME_STD, CAN_BITTIME_BTR }`
Supported CAN bit-time types.

CAN operation modes

Modes into which CAN controllers can be set

- enum `CAN_MODE` { `CAN_MODE_STOP` = 0, `CAN_MODE_START`, `CAN_MODE_SLEEP` }

CAN controller states

States a CAN controller can be in.

- enum `CAN_STATE` {
 `CAN_STATE_ACTIVE` = 0, `CAN_STATE_BUS_WARNING`, `CAN_STATE_BUS_PASSIVE`, `CAN_STATE_BUS_OFF`,
 `CAN_STATE_SCANNING_BAUDRATE`, `CAN_STATE_STOPPED`, `CAN_STATE_SLEEPING` }

7.1.1 Detailed Description

Real-Time Driver Model for RT-Socket-CAN, CAN device profile header.

Note

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Copyright (C) 2005, 2006 Sebastian Smolorz <Sebastian.Smolorz@stud.uni-hannover.de>

This RTDM CAN device profile header is based on:

include/linux/can.h, include/linux/socket.h, net/can/pf_can.h in linux-can.patch, a CAN socket framework for Linux

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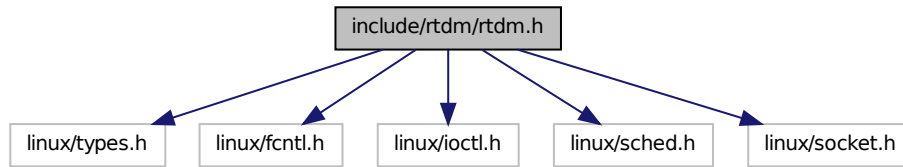
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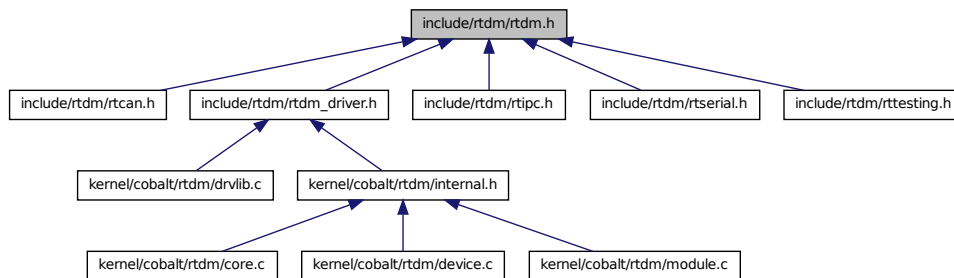
7.2 include/rtdm/rtdm.h File Reference

Real-Time Driver Model for Xenomai, user API header.

Include dependency graph for `rtdm.h`:



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



Data Structures

- struct `rtdm_device_info`
Device information.

Defines

API Versioning

- #define `RTDM_API_VER` 8
Common user and driver API version.
- #define `RTDM_API_MIN_COMPAT_VER` 6
Minimum API revision compatible with the current release.

RTDM_TIMEOUT_XXX

Special timeout values

- #define `RTDM_TIMEOUT_INFINITE` 0

Block forever.

- #define [RTDM_TIMEOUT_NONE](#) (-1)
Any negative timeout means non-blocking.

RTDM_CLASS_xxx

Device classes

- #define [RTDM_CLASS_PARPORT](#) 1
- #define [RTDM_CLASS_SERIAL](#) 2
- #define [RTDM_CLASS_CAN](#) 3
- #define [RTDM_CLASS_NETWORK](#) 4
- #define [RTDM_CLASS_RTMAC](#) 5
- #define [RTDM_CLASS_TESTING](#) 6
- #define [RTDM_CLASS_RTIPC](#) 7
- #define [RTDM_CLASS_EXPERIMENTAL](#) 224
- #define [RTDM_CLASS_MAX](#) 255

Device Naming

Maximum length of device names (excluding the final null character)

- #define [RTDM_MAX_DEVNAME_LEN](#) 31

RTDM_PURGE_xxx_BUFFER

Flags selecting buffers to be purged

- #define [RTDM_PURGE_RX_BUFFER](#) 0x0001
- #define [RTDM_PURGE_TX_BUFFER](#) 0x0002

Common IOCTLs

The following IOCTLs are common to all device profiles.

- #define [RTIOC_DEVICE_INFO](#) _IOR(RTIOC_TYPE_COMMON, 0x00, struct rtdm_device_info)
Retrieve information about a device or socket.
- #define [RTIOC_PURGE](#) _IOW(RTIOC_TYPE_COMMON, 0x10, int)
Purge internal device or socket buffers.

Typedefs

- typedef uint64_t [nanosecs_abs_t](#)
RTDM type for representing absolute dates.
- typedef int64_t [nanosecs_rel_t](#)
RTDM type for representing relative intervals.
- typedef struct [rtdm_device_info](#) [rtdm_device_info_t](#)
Device information.

7.2.1 Detailed Description

Real-Time Driver Model for Xenomai, user API header.

Note

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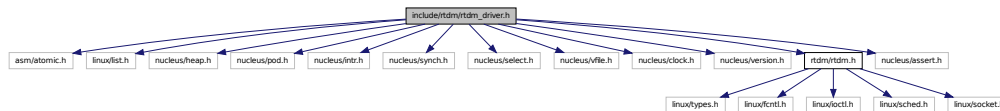
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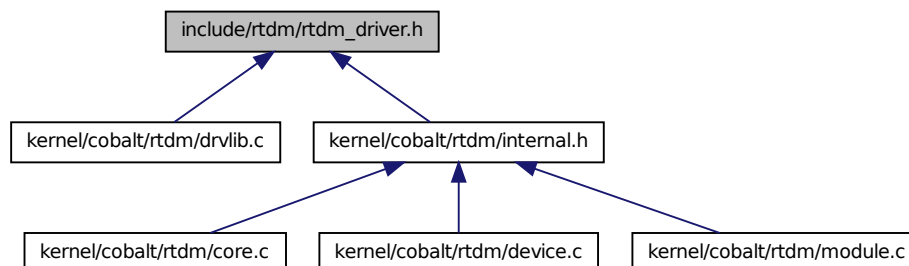
7.3 include/rtdm/rtdm_driver.h File Reference

Real-Time Driver Model for Xenomai, driver API header.

Include dependency graph for rtdm_driver.h:



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



Data Structures

- struct [rtdm_operations](#)
Device operations.
- struct [rtdm_dev_context](#)
Device context.
- struct [rtdm_device](#)
RTDM device.

Defines

- #define [rtdm_irq_get_arg](#)(irq_handle, type) ((type *)irq_handle->cookie)
Retrieve IRQ handler argument.

Device Flags

Static flags describing a RTDM device

- #define [RTDM_EXCLUSIVE](#) 0x0001
If set, only a single instance of the device can be requested by an application.
- #define [RTDM_NAMED_DEVICE](#) 0x0010
If set, the device is addressed via a clear-text name.
- #define [RTDM_PROTOCOL_DEVICE](#) 0x0020
If set, the device is addressed via a combination of protocol ID and socket type.
- #define [RTDM_DEVICE_TYPE_MASK](#) 0x00F0
Mask selecting the device type.

Context Flags

Dynamic flags describing the state of an open RTDM device (bit numbers)

- #define [RTDM_CREATED_IN_NRT](#) 0
Set by RTDM if the device instance was created in non-real-time context.
- #define [RTDM_CLOSING](#) 1
Set by RTDM when the device is being closed.
- #define [RTDM_USER_CONTEXT_FLAG](#) 8
Lowest bit number the driver developer can use freely.

Driver Versioning

Current revisions of RTDM structures, encoding of driver versions. See [API Versioning](#) for the interface revision.

- #define [RTDM_DEVICE_STRUCT_VER](#) 5

Version of struct `rtdm_device`.

- `#define RTDM_CONTEXT_STRUCT_VER 3`
Version of struct `rtdm_dev_context`.
- `#define RTDM_SECURE_DEVICE 0x80000000`
Flag indicating a secure variant of RTDM (not supported here).
- `#define RTDM_DRIVER_VER(major, minor, patch) (((major & 0xFF) << 16) | ((minor & 0xFF) << 8) | (patch & 0xFF))`
Version code constructor for driver revisions.
- `#define RTDM_DRIVER_MAJOR_VER(ver) (((ver) >> 16) & 0xFF)`
Get major version number from driver revision code.
- `#define RTDM_DRIVER_MINOR_VER(ver) (((ver) >> 8) & 0xFF)`
Get minor version number from driver revision code.
- `#define RTDM_DRIVER_PATCH_VER(ver) ((ver) & 0xFF)`
Get patch version number from driver revision code.

Global Lock across Scheduler Invocation

- `#define RTDM_EXECUTE_ATOMICALLY(code_block)`
Execute code block atomically.

RTDM_IRQTYPE_xxx

Interrupt registrations flags

- `#define RTDM_IRQTYPE_SHARED XN_ISR_SHARED`
Enable IRQ-sharing with other real-time drivers.
- `#define RTDM_IRQTYPE_EDGE XN_ISR_EDGE`
Mark IRQ as edge-triggered, relevant for correct handling of shared edge-triggered IRQs.

RTDM_IRQ_xxx

Return flags of interrupt handlers

- `#define RTDM_IRQ_NONE XN_ISR_NONE`
Unhandled interrupt.
- `#define RTDM_IRQ_HANDLED XN_ISR_HANDLED`
Denote handled interrupt.

Task Priority Range

Maximum and minimum task priorities

- `#define RTDM_TASK_LOWEST_PRIORITY XNSCHED_LOW_PRIO`
- `#define RTDM_TASK_HIGHEST_PRIORITY XNSCHED_HIGH_PRIO`

Task Priority Modification

Raise or lower task priorities by one level

- `#define RTDM_TASK_RAISE_PRIORITY (+1)`
- `#define RTDM_TASK_LOWER_PRIORITY (-1)`

Typedefs

- `typedef int(* rtdm_irq_handler_t)(rtdm_irq_t *irq_handle)`
Interrupt handler.
- `typedef void(* rtdm_nrtsig_handler_t)(rtdm_nrtsig_t nrt_sig, void *arg)`
Non-real-time signal handler.
- `typedef void(* rtdm_timer_handler_t)(rtdm_timer_t *timer)`
Timer handler.
- `typedef void(* rtdm_task_proc_t)(void *arg)`
Real-time task procedure.

Operation Handler Prototypes

- `typedef int(* rtdm_open_handler_t)(struct rtdm_dev_context *context, rtdm_user_info_t *user_info, int oflag)`
Named device open handler.
- `typedef int(* rtdm_socket_handler_t)(struct rtdm_dev_context *context, rtdm_user_info_t *user_info, int protocol)`
Socket creation handler for protocol devices.
- `typedef int(* rtdm_close_handler_t)(struct rtdm_dev_context *context, rtdm_user_info_t *user_info)`
Close handler.
- `typedef int(* rtdm_ioctl_handler_t)(struct rtdm_dev_context *context, rtdm_user_info_t *user_info, unsigned int request, void __user *arg)`
IOCTL handler.
- `typedef int(* rtdm_select_bind_handler_t)(struct rtdm_dev_context *context, rtdm_selector_t *selector, enum rtdm_selecttype type, unsigned fd_index)`
Select binding handler.
- `typedef ssize_t(* rtdm_read_handler_t)(struct rtdm_dev_context *context, rtdm_user_info_t *user_info, void *buf, size_t nbyte)`
Read handler.
- `typedef ssize_t(* rtdm_write_handler_t)(struct rtdm_dev_context *context, rtdm_user_info_t *user_info, const void *buf, size_t nbyte)`
Write handler.
- `typedef ssize_t(* rtdm_recvmmsg_handler_t)(struct rtdm_dev_context *context, rtdm_user_info_t *user_info, struct mshdr *msg, int flags)`

Receive message handler.

- typedef ssize_t(* [rtdm_sendmsg_handler_t](#))(struct [rtdm_dev_context](#) *context, rtdm_user_info_t *user_info, const struct msghdr *msg, int flags)

Transmit message handler.

Enumerations

RTDM_SELECTTYPE_XXX

Event types select can bind to

- enum [rtdm_selecttype](#) { [RTDM_SELECTTYPE_READ](#) = XNSELECT_READ, [RTDM_SELECTTYPE_WRITE](#) = XNSELECT_WRITE, [RTDM_SELECTTYPE_EXCEPT](#) = XNSELECT_EXCEPT }

RTDM_TIMERMODE_XXX

Timer operation modes

- enum [rtdm_timer_mode](#) { [RTDM_TIMERMODE_RELATIVE](#) = XN_RELATIVE, [RTDM_TIMERMODE_ABSOLUTE](#) = XN_ABSOLUTE, [RTDM_TIMERMODE_REALTIME](#) = XN_REALTIME }

Functions

- static void * [rtdm_context_to_private](#) (struct [rtdm_dev_context](#) *context)
Locate the driver private area associated to a device context structure.
- static struct [rtdm_dev_context](#) * [rtdm_private_to_context](#) (void *dev_private)
Locate a device context structure from its driver private area.
- int [rtdm_dev_register](#) (struct [rtdm_device](#) *device)
Register a RTDM device.
- int [rtdm_dev_unregister](#) (struct [rtdm_device](#) *device, unsigned int poll_delay)
Unregisters a RTDM device.
- struct [rtdm_dev_context](#) * [rtdm_context_get](#) (int fd)
Retrieve and lock a device context.
- int [rtdm_select_bind](#) (int fd, rtdm_selector_t *selector, enum [rtdm_selecttype](#) type, unsigned fd_index)
Bind a selector to specified event types of a given file descriptor.
- int [rtdm_irq_request](#) (rtdm_irq_t *irq_handle, unsigned int irq_no, [rtdm_irq_handler_t](#) handler, unsigned long flags, const char *device_name, void *arg)
Register an interrupt handler.
- void [rtdm_timer_destroy](#) (rtdm_timer_t *timer)
Destroy a timer.

- int [rtdm_timer_start](#) (rtdm_timer_t *timer, [nanosecs_abs_t](#) expiry, [nanosecs_rel_t](#) interval, enum [rtdm_timer_mode](#) mode)
Start a timer.
- void [rtdm_timer_stop](#) (rtdm_timer_t *timer)
Stop a timer.
- int [rtdm_task_init](#) (rtdm_task_t *task, const char *name, [rtdm_task_proc_t](#) task_proc, void *arg, int priority, [nanosecs_rel_t](#) period)
Initialise and start a real-time task.
- void [rtdm_task_busy_sleep](#) ([nanosecs_rel_t](#) delay)
Busy-wait a specified amount of time.
- void [rtdm_toseq_init](#) (rtdm_toseq_t *timeout_seq, [nanosecs_rel_t](#) timeout)
Initialise a timeout sequence.
- void [rtdm_event_init](#) (rtdm_event_t *event, unsigned long pending)
Initialise an event.
- int [rtdm_event_select_bind](#) (rtdm_event_t *event, rtdm_selector_t *selector, enum [rtdm_selecttype](#) type, unsigned fd_index)
Bind a selector to an event.
- int [rtdm_event_wait](#) (rtdm_event_t *event)
Wait on event occurrence.
- int [rtdm_event_timedwait](#) (rtdm_event_t *event, [nanosecs_rel_t](#) timeout, rtdm_toseq_t *timeout_seq)
Wait on event occurrence with timeout.
- void [rtdm_event_signal](#) (rtdm_event_t *event)
Signal an event occurrence.
- void [rtdm_event_clear](#) (rtdm_event_t *event)
Clear event state.
- void [rtdm_sem_init](#) (rtdm_sem_t *sem, unsigned long value)
Initialise a semaphore.
- int [rtdm_sem_select_bind](#) (rtdm_sem_t *sem, rtdm_selector_t *selector, enum [rtdm_selecttype](#) type, unsigned fd_index)
Bind a selector to a semaphore.
- int [rtdm_sem_down](#) (rtdm_sem_t *sem)
Decrement a semaphore.
- int [rtdm_sem_timeddown](#) (rtdm_sem_t *sem, [nanosecs_rel_t](#) timeout, rtdm_toseq_t *timeout_seq)

Decrement a semaphore with timeout.

- void `rt dm_sem_up` (rt dm_sem_t *sem)
Increment a semaphore.
- void `rt dm_mutex_init` (rt dm_mutex_t *mutex)
Initialise a mutex.
- int `rt dm_mutex_lock` (rt dm_mutex_t *mutex)
Request a mutex.
- int `rt dm_mutex_timedlock` (rt dm_mutex_t *mutex, `nanosecs_rel_t` timeout, rt dm_toseq_t *timeout_seq)
Request a mutex with timeout.

Spinlock with Preemption Deactivation

- #define `RTDM_LOCK_UNLOCKED` `IPIPE_SPIN_LOCK_UNLOCKED`
Static lock initialisation.
- #define `rt dm_lock_init`(lock) `spin_lock_init`(lock)
Dynamic lock initialisation.
- #define `rt dm_lock_get`(lock) `spin_lock`(lock)
Acquire lock from non-preemptible contexts.
- #define `rt dm_lock_put`(lock) `spin_unlock`(lock)
Release lock without preemption restoration.
- #define `rt dm_lock_get_irqsave`(lock, context) `spin_lock_irqsave`(lock, context)
Acquire lock and disable preemption.
- #define `rt dm_lock_put_irqrestore`(lock, context) `spin_unlock_irqrestore`(lock, context)
Release lock and restore preemption state.
- #define `rt dm_lock_irqsave`(context) `splhigh`(context)
Disable preemption locally.
- #define `rt dm_lock_irqrestore`(context) `splexit`(context)
Restore preemption state.
- typedef ipipe_spinlock_t `rt dm_lock_t`
Lock variable.
- typedef unsigned long `rt dm_lockctx_t`
Variable to save the context while holding a lock.

7.3.1 Detailed Description

Real-Time Driver Model for Xenomai, driver API header.

Note

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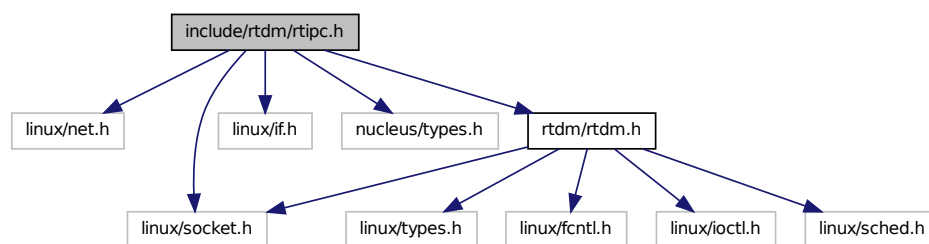
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7.4 include/rtdm/rtipc.h File Reference

This file is part of the Xenomai project.

Include dependency graph for rtipc.h:



Data Structures

- struct [rtipc_port_label](#)
Port label information structure.
- struct [sockaddr_ipc](#)
Socket address structure for the RTIPC address family.

Defines

XDDP socket options

Setting and getting XDDP socket options.

- `#define XDDP_LABEL 1`
XDDP label assignment.
- `#define XDDP_POOLSZ 2`
XDDP local pool size configuration.
- `#define XDDP_BUFSZ 3`
XDDP streaming buffer size configuration.
- `#define XDDP_MONITOR 4`
XDDP monitoring callback.

XDDP events

Specific events occurring on XDDP channels, which can be monitored via the [XDDP_MONITOR](#) socket option.

- `#define XDDP_EVTIN 1`
[Monitor](#) writes to the non real-time endpoint.
- `#define XDDP_EVTOUT 2`
[Monitor](#) reads from the non real-time endpoint.
- `#define XDDP_EVTDOWN 3`
[Monitor](#) close from the non real-time endpoint.
- `#define XDDP_EVTNOBUF 4`
[Monitor](#) memory shortage for non real-time datagrams.

IDDP socket options

Setting and getting IDDP socket options.

- `#define IDDP_LABEL 1`
IDDP label assignment.
- `#define IDDP_POOLSZ 2`
IDDP local pool size configuration.

BUFP socket options

Setting and getting BUFP socket options.

- `#define BUFP_LABEL 1`
BUFP label assignment.
- `#define BUFP_BUFSZ 2`
BUFP buffer size configuration.

Socket level options

Setting and getting supported standard socket level options.

- #define [SO_SNDTIMEO](#) defined_by_kernel_header_file
[IPCPROTO_IP](#) and [IPCPROTO_XDDP](#) protocols support the standard [SO_SNDTIMEO](#) socket option, from the [SOL_SOCKET](#) level.
- #define [SO_RCVTIMEO](#) defined_by_kernel_header_file
All RTIPC protocols support the standard [SO_RCVTIMEO](#) socket option, from the [SOL_SOCKET](#) level.

Typedefs

- typedef int16_t [rtipc_port_t](#)
Port number type for the RTIPC address family.

Enumerations

RTIPC protocol list

protocols for the PF_RTIPC protocol family

- enum { [IPCPROTO_IP](#) = 0, [IPCPROTO_XDDP](#) = 1, [IPCPROTO_IPDDP](#) = 2, [IPCPROTO_IPDDP](#) = 3 }

Functions

Supported operations

Standard socket operations supported by the RTIPC protocols.

- int [socket__AF_RTIPC](#) (int domain=AF_RTIPC, int type=SOCK_DGRAM, int protocol)
Create an endpoint for communication in the AF_RTIPC domain.
- int [close__AF_RTIPC](#) (int sockfd)
Close a RTIPC socket descriptor.
- int [bind__AF_RTIPC](#) (int sockfd, const struct [sockaddr_ipc](#) *addr, socklen_t addrlen)
Bind a RTIPC socket to a port.
- int [connect__AF_RTIPC](#) (int sockfd, const struct [sockaddr_ipc](#) *addr, socklen_t addrlen)
Initiate a connection on a RTIPC socket.
- int [setsockopt__AF_RTIPC](#) (int sockfd, int level, int optname, const void *optval, socklen_t optlen)
Set options on RTIPC sockets.
- int [getsockopt__AF_RTIPC](#) (int sockfd, int level, int optname, void *optval, socklen_t *optlen)
Get options on RTIPC sockets.
- ssize_t [sendmsg__AF_RTIPC](#) (int sockfd, const struct msghdr *msg, int flags)
Send a message on a RTIPC socket.

- `ssize_t recvmmsg__AF_RTIPC` (int sockfd, struct msghdr *msg, int flags)
Receive a message from a RTIPC socket.
- `int getsockname__AF_RTIPC` (int sockfd, struct `sockaddr_ipc` *addr, socklen_t *addrlen)
Get socket name.
- `int getpeername__AF_RTIPC` (int sockfd, struct `sockaddr_ipc` *addr, socklen_t *addrlen)
Get socket peer.

7.4.1 Detailed Description

This file is part of the Xenomai project.

Note

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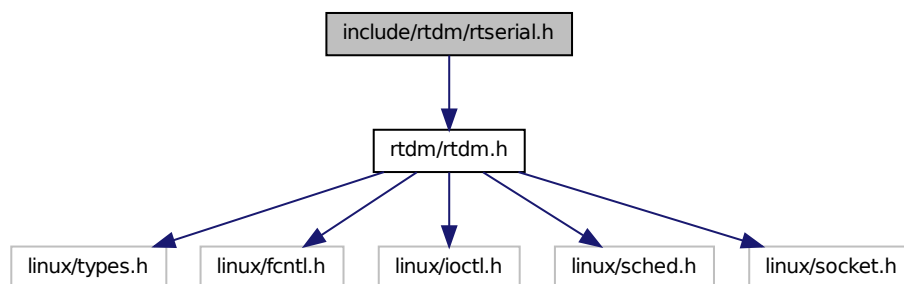
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7.5 include/rtdm/rtserial.h File Reference

Real-Time Driver Model for Xenomai, serial device profile header.

Include dependency graph for `rtserial.h`:



Data Structures

- struct [rtser_config](#)
Serial device configuration.
- struct [rtser_status](#)
Serial device status.
- struct [rtser_event](#)
Additional information about serial device events.

Defines

- #define [RTSER_RTIOC_BREAK_CTL](#) _IOR(RTIOC_TYPE_SERIAL, 0x06, int)
Set or clear break on UART output line.

RTSER_DEF_BAUD

Default baud rate

- #define [RTSER_DEF_BAUD](#) 9600

RTSER_xxx_PARITY

Number of parity bits

- #define [RTSER_NO_PARITY](#) 0x00
- #define [RTSER_ODD_PARITY](#) 0x01
- #define [RTSER_EVEN_PARITY](#) 0x03
- #define [RTSER_DEF_PARITY](#) [RTSER_NO_PARITY](#)

RTSER_xxx_BITS

Number of data bits

- #define [RTSER_5_BITS](#) 0x00
- #define [RTSER_6_BITS](#) 0x01
- #define [RTSER_7_BITS](#) 0x02
- #define [RTSER_8_BITS](#) 0x03
- #define [RTSER_DEF_BITS](#) [RTSER_8_BITS](#)

RTSER_xxx_STOPB

Number of stop bits

- #define [RTSER_1_STOPB](#) 0x00
valid only in combination with 5 data bits
- #define [RTSER_1_5_STOPB](#) 0x01
valid only in combination with 5 data bits
- #define [RTSER_2_STOPB](#) 0x01
valid only in combination with 5 data bits

- #define [RTSER_DEF_STOPB](#) RTSER_1_STOPB
valid only in combination with 5 data bits

RTSER_xxx_HAND

Handshake mechanisms

- #define [RTSER_NO_HAND](#) 0x00
- #define [RTSER_RTSCTS_HAND](#) 0x01
- #define [RTSER_DEF_HAND](#) [RTSER_NO_HAND](#)

RTSER_FIFO_xxx

Reception FIFO interrupt threshold

- #define [RTSER_FIFO_DEPTH_1](#) 0x00
- #define [RTSER_FIFO_DEPTH_4](#) 0x40
- #define [RTSER_FIFO_DEPTH_8](#) 0x80
- #define [RTSER_FIFO_DEPTH_14](#) 0xC0
- #define [RTSER_DEF_FIFO_DEPTH](#) [RTSER_FIFO_DEPTH_1](#)

RTSER_TIMEOUT_xxx

Special timeout values, see also [RTDM_TIMEOUT_xxx](#)

- #define [RTSER_TIMEOUT_INFINITE](#) [RTDM_TIMEOUT_INFINITE](#)
- #define [RTSER_TIMEOUT_NONE](#) [RTDM_TIMEOUT_NONE](#)
- #define [RTSER_DEF_TIMEOUT](#) [RTDM_TIMEOUT_INFINITE](#)

RTSER_xxx_TIMESTAMP_HISTORY

Timestamp history control

- #define [RTSER_RX_TIMESTAMP_HISTORY](#) 0x01
- #define [RTSER_DEF_TIMESTAMP_HISTORY](#) 0x00

RTSER_EVENT_xxx

Events bits

- #define [RTSER_EVENT_RXPEND](#) 0x01
- #define [RTSER_EVENT_ERRPEND](#) 0x02
- #define [RTSER_EVENT_MODEMHI](#) 0x04
- #define [RTSER_EVENT_MODEMLO](#) 0x08
- #define [RTSER_DEF_EVENT_MASK](#) 0x00

RTSER_SET_xxx

Configuration mask bits

- #define [RTSER_SET_BAUD](#) 0x0001
- #define [RTSER_SET_PARITY](#) 0x0002
- #define [RTSER_SET_DATA_BITS](#) 0x0004
- #define [RTSER_SET_STOP_BITS](#) 0x0008
- #define [RTSER_SET_HANDSHAKE](#) 0x0010
- #define [RTSER_SET_FIFO_DEPTH](#) 0x0020
- #define [RTSER_SET_TIMEOUT_RX](#) 0x0100
- #define [RTSER_SET_TIMEOUT_TX](#) 0x0200
- #define [RTSER_SET_TIMEOUT_EVENT](#) 0x0400
- #define [RTSER_SET_TIMESTAMP_HISTORY](#) 0x0800

- #define **RTSER_SET_EVENT_MASK** 0x1000

RTSER_LSR_xxx

Line status bits

- #define **RTSER_LSR_DATA** 0x01
- #define **RTSER_LSR_OVERRUN_ERR** 0x02
- #define **RTSER_LSR_PARITY_ERR** 0x04
- #define **RTSER_LSR_FRAMING_ERR** 0x08
- #define **RTSER_LSR_BREAK_IND** 0x10
- #define **RTSER_LSR_THR_EMPTY** 0x20
- #define **RTSER_LSR_TRANSM_EMPTY** 0x40
- #define **RTSER_LSR_FIFO_ERR** 0x80
- #define **RTSER_SOFT_OVERRUN_ERR** 0x0100

RTSER_MSR_xxx

Modem status bits

- #define **RTSER_MSR_DCTS** 0x01
- #define **RTSER_MSR_DDSD** 0x02
- #define **RTSER_MSR_TERI** 0x04
- #define **RTSER_MSR_DDCD** 0x08
- #define **RTSER_MSR_CTS** 0x10
- #define **RTSER_MSR_DSR** 0x20
- #define **RTSER_MSR_RI** 0x40
- #define **RTSER_MSR_DCD** 0x80

RTSER_MCR_xxx

Modem control bits

- #define **RTSER_MCR_DTR** 0x01
- #define **RTSER_MCR_RTS** 0x02
- #define **RTSER_MCR_OUT1** 0x04
- #define **RTSER_MCR_OUT2** 0x08
- #define **RTSER_MCR_LOOP** 0x10

Sub-Classes of RTDM_CLASS_SERIAL

- #define **RTDM_SUBCLASS_16550A** 0

IOCTLs

Serial device IOCTLs

- #define **RTSER_RTIOC_GET_CONFIG** _IOR(RTIOC_TYPE_SERIAL, 0x00, struct rtser_config)
Get serial device configuration.
- #define **RTSER_RTIOC_SET_CONFIG** _IOW(RTIOC_TYPE_SERIAL, 0x01, struct rtser_config)
Set serial device configuration.
- #define **RTSER_RTIOC_GET_STATUS** _IOR(RTIOC_TYPE_SERIAL, 0x02, struct rtser_status)
Get serial device status.

- #define `RTSER_RTIOC_GET_CONTROL` `_IOR(RTIOC_TYPE_SERIAL, 0x03, int)`
Get serial device's modem control register.
- #define `RTSER_RTIOC_SET_CONTROL` `_IOW(RTIOC_TYPE_SERIAL, 0x04, int)`
Set serial device's modem control register.
- #define `RTSER_RTIOC_WAIT_EVENT` `_IOR(RTIOC_TYPE_SERIAL, 0x05, struct rtser_event)`
Wait on serial device events according to previously set mask.

RTSER_BREAK_xxx

Break control

- #define `RTSER_BREAK_CLR` `0x00`
Serial device configuration.
- #define `RTSER_BREAK_SET` `0x01`
Serial device configuration.
- #define `RTIOC_TYPE_SERIAL` `RTDM_CLASS_SERIAL`
Serial device configuration.
- typedef struct `rtser_config` `rtser_config_t`
Serial device configuration.
- typedef struct `rtser_status` `rtser_status_t`
Serial device status.
- typedef struct `rtser_event` `rtser_event_t`
Additional information about serial device events.

7.5.1 Detailed Description

Real-Time Driver Model for Xenomai, serial device profile header.

Note

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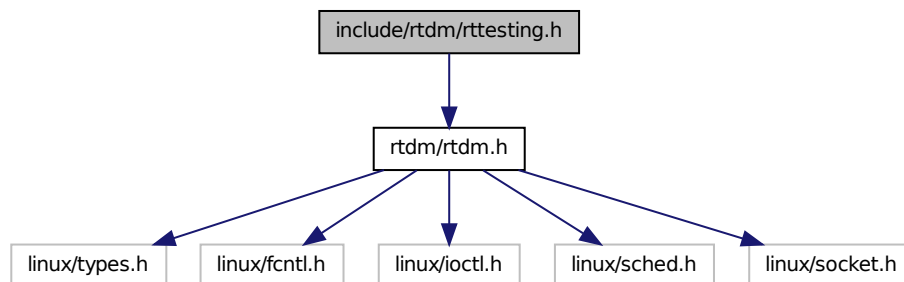
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7.6 include/rtdm/rtesting.h File Reference

Real-Time Driver Model for Xenomai, testing device profile header.

Include dependency graph for rtesting.h:



Defines

Sub-Classes of RTDM_CLASS_TESTING

- `#define RTDM_SUBCLASS_TIMERBENCH 0`
subclass name: "timerbench"
- `#define RTDM_SUBCLASS_IRQBENCH 1`
subclass name: "irqbench"
- `#define RTDM_SUBCLASS_SWITCHTEST 2`
subclass name: "switchtest"
- `#define RTDM_SUBCLASS_RTDMTTEST 3`
subclass name: "rtdm"

IOCTLs

Testing device IOCTLs

- `#define RTTST_RTIOC_INTERM_BENCH_RES _IOWR(RTIOC_TYPE_TESTING, 0x00, struct rttst_interm_bench_res)`
- `#define RTTST_RTIOC_TMBENCH_START _IOW(RTIOC_TYPE_TESTING, 0x10, struct rttst_tmbench_config)`
- `#define RTTST_RTIOC_TMBENCH_STOP _IOWR(RTIOC_TYPE_TESTING, 0x11, struct rttst_overall_bench_res)`
- `#define RTTST_RTIOC_IRQBENCH_START _IOW(RTIOC_TYPE_TESTING, 0x20, struct rttst_irqbench_config)`
- `#define RTTST_RTIOC_IRQBENCH_STOP _IO(RTIOC_TYPE_TESTING, 0x21)`
- `#define RTTST_RTIOC_IRQBENCH_GET_STATS _IOR(RTIOC_TYPE_TESTING, 0x22, struct rttst_irqbench_stats)`

- #define **RTTST_RTIOC_IRQBENCH_WAIT_IRQ** _IO(RTIOC_TYPE_TESTING, 0x23)
- #define **RTTST_RTIOC_IRQBENCH_REPLY_IRQ** _IO(RTIOC_TYPE_TESTING, 0x24)
- #define **RTTST_RTIOC_SWTEST_SET_TASKS_COUNT** _IOW(RTIOC_TYPE_TESTING, 0x30, unsigned long)
- #define **RTTST_RTIOC_SWTEST_SET_CPU** _IOW(RTIOC_TYPE_TESTING, 0x31, unsigned long)
- #define **RTTST_RTIOC_SWTEST_REGISTER_UTASK** _IOW(RTIOC_TYPE_TESTING, 0x32, struct rttst_swtest_task)
- #define **RTTST_RTIOC_SWTEST_CREATE_KTASK** _IOWR(RTIOC_TYPE_TESTING, 0x33, struct rttst_swtest_task)
- #define **RTTST_RTIOC_SWTEST_PEND** _IOR(RTIOC_TYPE_TESTING, 0x34, struct rttst_swtest_task)
- #define **RTTST_RTIOC_SWTEST_SWITCH_TO** _IOR(RTIOC_TYPE_TESTING, 0x35, struct rttst_swtest_dir)
- #define **RTTST_RTIOC_SWTEST_GET_SWITCHES_COUNT** _IOR(RTIOC_TYPE_TESTING, 0x36, unsigned long)
- #define **RTTST_RTIOC_SWTEST_GET_LAST_ERROR** _IOR(RTIOC_TYPE_TESTING, 0x37, struct rttst_swtest_error)
- #define **RTTST_RTIOC_SWTEST_SET_PAUSE** _IOW(RTIOC_TYPE_TESTING, 0x38, unsigned long)
- #define **RTTST_RTIOC_RTDM_DEFER_CLOSE** _IOW(RTIOC_TYPE_TESTING, 0x40, unsigned long)

7.6.1 Detailed Description

Real-Time Driver Model for Xenomai, testing device profile header.

Note

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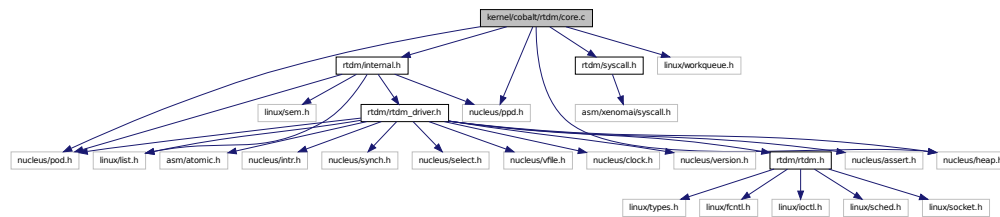
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7.7 kernel/cobalt/rtdm/core.c File Reference

Real-Time Driver Model for Xenomai, device operation multiplexing.

Include dependency graph for core.c:



Functions

- `struct rtdm_dev_context * rtdm_context_get (int fd)`
Retrieve and lock a device context.
- `int rtdm_select_bind (int fd, rtdm_selector_t *selector, enum rtdm_selecttype type, unsigned fd_index)`
Bind a selector to specified event types of a given file descriptor.
- `void rtdm_context_lock (struct rtdm_dev_context *context)`
Increment context reference counter.
- `void rtdm_context_unlock (struct rtdm_dev_context *context)`
Decrement context reference counter.
- `void rtdm_context_put (struct rtdm_dev_context *context)`
Release a device context obtained via `rtdm_context_get()`.
- `int rtdm_open (const char *path, int oflag,...)`
Open a device.
- `int rtdm_socket (int protocol_family, int socket_type, int protocol)`
Create a socket.
- `int rtdm_close (int fd)`
Close a device or socket.
- `int rtdm_ioctl (int fd, int request,...)`
Issue an IOCTL.
- `ssize_t rtdm_read (int fd, void *buf, size_t nbyte)`
Read from device.
- `ssize_t rtdm_write (int fd, const void *buf, size_t nbyte)`
Write to device.
- `ssize_t rtdm_recvmmsg (int fd, struct msghdr *msg, int flags)`

Receive message from socket.

- `ssize_t rtdm_recvfrom` (int fd, void *buf, size_t len, int flags, struct sockaddr *from, socklen_t *fromlen)

Receive message from socket.

- `ssize_t rtdm_recv` (int fd, void *buf, size_t len, int flags)

Receive message from socket.

- `ssize_t rtdm_sendmsg` (int fd, const struct msghdr *msg, int flags)

Transmit message to socket.

- `ssize_t rtdm_sendto` (int fd, const void *buf, size_t len, int flags, const struct sockaddr *to, socklen_t tolen)

Transmit message to socket.

- `ssize_t rtdm_send` (int fd, const void *buf, size_t len, int flags)

Transmit message to socket.

- `int rtdm_bind` (int fd, const struct sockaddr *my_addr, socklen_t addrlen)

Bind to local address.

- `int rtdm_connect` (int fd, const struct sockaddr *serv_addr, socklen_t addrlen)

Connect to remote address.

- `int rtdm_listen` (int fd, int backlog)

Listen for incoming connection requests.

- `int rtdm_accept` (int fd, struct sockaddr *addr, socklen_t *addrlen)

Accept a connection requests.

- `int rtdm_shutdown` (int fd, int how)

Shut down parts of a connection.

- `int rtdm_getsockopt` (int fd, int level, int optname, void *optval, socklen_t *optlen)

Get socket option.

- `int rtdm_setsockopt` (int fd, int level, int optname, const void *optval, socklen_t optlen)

Set socket option.

- `int rtdm_getsockname` (int fd, struct sockaddr *name, socklen_t *namelen)

Get local socket address.

- `int rtdm_getpeername` (int fd, struct sockaddr *name, socklen_t *namelen)

Get socket destination address.

- `int rt_dev_open` (const char *path, int oflag,...)

Open a device.

- `int rt_dev_socket` (int protocol_family, int socket_type, int protocol)

Create a socket.

- `int rt_dev_close (int fd)`
Close a device or socket.
- `int rt_dev_ioctl (int fd, int request,...)`
Issue an IOCTL.
- `ssize_t rt_dev_read (int fd, void *buf, size_t nbyte)`
Read from device.
- `ssize_t rt_dev_write (int fd, const void *buf, size_t nbyte)`
Write to device.
- `ssize_t rt_dev_recvmsg (int fd, struct msghdr *msg, int flags)`
Receive message from socket.
- `ssize_t rt_dev_recvfrom (int fd, void *buf, size_t len, int flags, struct sockaddr *from, socklen_t *fromlen)`
Receive message from socket.
- `ssize_t rt_dev_recv (int fd, void *buf, size_t len, int flags)`
Receive message from socket.
- `ssize_t rt_dev_sendmsg (int fd, const struct msghdr *msg, int flags)`
Transmit message to socket.
- `ssize_t rt_dev_sendto (int fd, const void *buf, size_t len, int flags, const struct sockaddr *to, socklen_t tolen)`
Transmit message to socket.
- `ssize_t rt_dev_send (int fd, const void *buf, size_t len, int flags)`
Transmit message to socket.
- `int rt_dev_bind (int fd, const struct sockaddr *my_addr, socklen_t addrlen)`
Bind to local address.
- `int rt_dev_connect (int fd, const struct sockaddr *serv_addr, socklen_t addrlen)`
Connect to remote address.
- `int rt_dev_listen (int fd, int backlog)`
Listen for incoming connection requests.
- `int rt_dev_accept (int fd, struct sockaddr *addr, socklen_t *addrlen)`
Accept a connection requests.
- `int rt_dev_shutdown (int fd, int how)`
Shut down parts of a connection.
- `int rt_dev_getsockopt (int fd, int level, int optname, void *optval, socklen_t *optlen)`

Get socket option.

- int `rt_dev_setsockopt` (int fd, int level, int optname, const void *optval, socklen_t optlen)
Set socket option.
- int `rt_dev_getsockname` (int fd, struct sockaddr *name, socklen_t *namelen)
Get local socket address.
- int `rt_dev_getpeername` (int fd, struct sockaddr *name, socklen_t *namelen)
Get socket destination address.

7.7.1 Detailed Description

Real-Time Driver Model for Xenomai, device operation multiplexing.

Note

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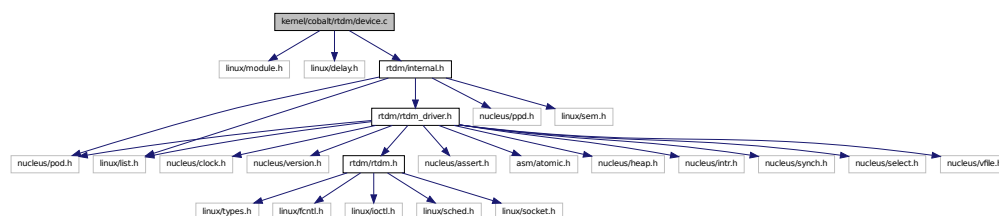
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7.8 kernel/cobalt/rtdm/device.c File Reference

Real-Time Driver Model for Xenomai, device management.

Include dependency graph for device.c:



Functions

- int `rtdev_register` (struct `rtdev_device` *device)

Register a RTDM device.

- int [rtdm_dev_unregister](#) (struct [rtdm_device](#) *device, unsigned int poll_delay)
Unregisters a RTDM device.

7.8.1 Detailed Description

Real-Time Driver Model for Xenomai, device management.

Note

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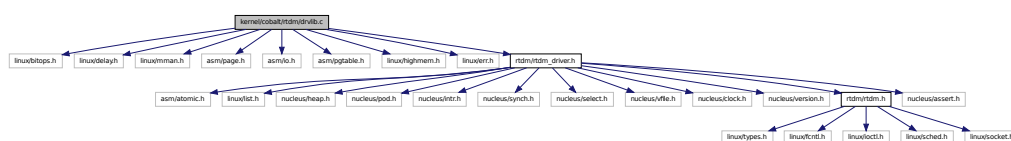
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7.9 kernel/cobalt/rtdm/drvlib.c File Reference

Real-Time Driver Model for Xenomai, driver library.

Include dependency graph for drvlib.c:



Functions

- [nanosecs_abs_t rtdm_clock_read](#) (void)
Get system time.
- [nanosecs_abs_t rtdm_clock_read_monotonic](#) (void)
Get monotonic time.
- int [rtdm_task_init](#) (rtdm_task_t *task, const char *name, [rtdm_task_proc_t](#) task_proc, void *arg, int priority, [nanosecs_rel_t](#) period)
Intialise and start a real-time task.

- void [rt dm_task_destroy](#) (rt dm_task_t *task)
Destroy a real-time task.
- void [rt dm_task_set_priority](#) (rt dm_task_t *task, int priority)
Adjust real-time task priority.
- int [rt dm_task_set_period](#) (rt dm_task_t *task, [nanosecs_rel_t](#) period)
Adjust real-time task period.
- int [rt dm_task_wait_period](#) (void)
Wait on next real-time task period.
- int [rt dm_task_unblock](#) (rt dm_task_t *task)
Activate a blocked real-time task.
- rt dm_task_t * [rt dm_task_current](#) (void)
Get current real-time task.
- int [rt dm_task_sleep](#) ([nanosecs_rel_t](#) delay)
Sleep a specified amount of time.
- int [rt dm_task_sleep_until](#) ([nanosecs_abs_t](#) wakeup_time)
Sleep until a specified absolute time.
- int [rt dm_task_sleep_abs](#) ([nanosecs_abs_t](#) wakeup_time, enum [rt dm_timer_mode](#) mode)
Sleep until a specified absolute time.
- void [rt dm_task_join_nrt](#) (rt dm_task_t *task, unsigned int poll_delay)
Wait on a real-time task to terminate.
- void [rt dm_task_busy_sleep](#) ([nanosecs_rel_t](#) delay)
Busy-wait a specified amount of time.
- int [rt dm_timer_init](#) (rt dm_timer_t *timer, [rt dm_timer_handler_t](#) handler, const char *name)
Initialise a timer.
- void [rt dm_timer_destroy](#) (rt dm_timer_t *timer)
Destroy a timer.
- int [rt dm_timer_start](#) (rt dm_timer_t *timer, [nanosecs_abs_t](#) expiry, [nanosecs_rel_t](#) interval, enum [rt dm_timer_mode](#) mode)
Start a timer.
- void [rt dm_timer_stop](#) (rt dm_timer_t *timer)
Stop a timer.
- int [rt dm_timer_start_in_handler](#) (rt dm_timer_t *timer, [nanosecs_abs_t](#) expiry, [nanosecs_rel_t](#) interval, enum [rt dm_timer_mode](#) mode)

Start a timer from inside a timer handler.

- void [rtdm_timer_stop_in_handler](#) (rtdm_timer_t *timer)
Stop a timer from inside a timer handler.
- int [rtdm_irq_request](#) (rtdm_irq_t *irq_handle, unsigned int irq_no, [rtdm_irq_handler_t](#) handler, unsigned long flags, const char *device_name, void *arg)
Register an interrupt handler.
- int [rtdm_irq_free](#) (rtdm_irq_t *irq_handle)
Release an interrupt handler.
- int [rtdm_irq_enable](#) (rtdm_irq_t *irq_handle)
Enable interrupt line.
- int [rtdm_irq_disable](#) (rtdm_irq_t *irq_handle)
Disable interrupt line.
- int [rtdm_nrtsig_init](#) (rtdm_nrtsig_t *nrt_sig, [rtdm_nrtsig_handler_t](#) handler, void *arg)
Register a non-real-time signal handler.
- void [rtdm_nrtsig_destroy](#) (rtdm_nrtsig_t *nrt_sig)
Release a non-realtime signal handler.
- void [rtdm_nrtsig_pend](#) (rtdm_nrtsig_t *nrt_sig)
Trigger non-real-time signal.
- int [rtdm_mmap_to_user](#) (rtdm_user_info_t *user_info, void *src_addr, size_t len, int prot, void **pptr, struct vm_operations_struct *vm_ops, void *vm_private_data)
Map a kernel memory range into the address space of the user.
- int [rtdm_iomap_to_user](#) (rtdm_user_info_t *user_info, phys_addr_t src_addr, size_t len, int prot, void **pptr, struct vm_operations_struct *vm_ops, void *vm_private_data)
Map an I/O memory range into the address space of the user.
- int [rtdm_munmap](#) (rtdm_user_info_t *user_info, void *ptr, size_t len)
Unmap a user memory range.
- void [rtdm_printk](#) (const char *format,...)
Real-time safe message printing on kernel console.
- void * [rtdm_malloc](#) (size_t size)
Allocate memory block in real-time context.
- void [rtdm_free](#) (void *ptr)
Release real-time memory block.
- int [rtdm_read_user_ok](#) (rtdm_user_info_t *user_info, const void __user *ptr, size_t size)
Check if read access to user-space memory block is safe.

- int [rt dm_rw_user_ok](#) (rt dm_user_info_t *user_info, const void __user *ptr, size_t size)
Check if read/write access to user-space memory block is safe.
- int [rt dm_copy_from_user](#) (rt dm_user_info_t *user_info, void *dst, const void __user *src, size_t size)
Copy user-space memory block to specified buffer.
- int [rt dm_safe_copy_from_user](#) (rt dm_user_info_t *user_info, void *dst, const void __user *src, size_t size)
Check if read access to user-space memory block and copy it to specified buffer.
- int [rt dm_copy_to_user](#) (rt dm_user_info_t *user_info, void __user *dst, const void *src, size_t size)
Copy specified buffer to user-space memory block.
- int [rt dm_safe_copy_to_user](#) (rt dm_user_info_t *user_info, void __user *dst, const void *src, size_t size)
Check if read/write access to user-space memory block is safe and copy specified buffer to it.
- int [rt dm_strncpy_from_user](#) (rt dm_user_info_t *user_info, char *dst, const char __user *src, size_t count)
Copy user-space string to specified buffer.
- int [rt dm_in_rt_context](#) (void)
Test if running in a real-time task.
- int [rt dm_rt_capable](#) (rt dm_user_info_t *user_info)
Test if the caller is capable of running in real-time context.

Timeout Sequence Management

- void [rt dm_toseq_init](#) (rt dm_toseq_t *timeout_seq, [nanosecs_rel_t](#) timeout)
Initialise a timeout sequence.

Event Services

- void [rt dm_event_init](#) (rt dm_event_t *event, unsigned long pending)
Initialise an event.
- void [rt dm_event_destroy](#) (rt dm_event_t *event)
Destroy an event.
- void [rt dm_event_pulse](#) (rt dm_event_t *event)
Signal an event occurrence to currently listening waiters.
- void [rt dm_event_signal](#) (rt dm_event_t *event)
Signal an event occurrence.
- int [rt dm_event_wait](#) (rt dm_event_t *event)
Wait on event occurrence.

- int [rtdm_event_timedwait](#) (rtdm_event_t *event, [nanosecs_rel_t](#) timeout, rtdm_toseq_t *timeout_seq)
Wait on event occurrence with timeout.
- void [rtdm_event_clear](#) (rtdm_event_t *event)
Clear event state.
- int [rtdm_event_select_bind](#) (rtdm_event_t *event, rtdm_selector_t *selector, enum [rtdm_selecttype](#) type, unsigned fd_index)
Bind a selector to an event.

Semaphore Services

- void [rtdm_sem_init](#) (rtdm_sem_t *sem, unsigned long value)
Initialise a semaphore.
- void [rtdm_sem_destroy](#) (rtdm_sem_t *sem)
Destroy a semaphore.
- int [rtdm_sem_down](#) (rtdm_sem_t *sem)
Decrement a semaphore.
- int [rtdm_sem_timeddown](#) (rtdm_sem_t *sem, [nanosecs_rel_t](#) timeout, rtdm_toseq_t *timeout_seq)
Decrement a semaphore with timeout.
- void [rtdm_sem_up](#) (rtdm_sem_t *sem)
Increment a semaphore.
- int [rtdm_sem_select_bind](#) (rtdm_sem_t *sem, rtdm_selector_t *selector, enum [rtdm_selecttype](#) type, unsigned fd_index)
Bind a selector to a semaphore.

Mutex Services

- void [rtdm_mutex_init](#) (rtdm_mutex_t *mutex)
Initialise a mutex.
- void [rtdm_mutex_destroy](#) (rtdm_mutex_t *mutex)
Destroy a mutex.
- void [rtdm_mutex_unlock](#) (rtdm_mutex_t *mutex)
Release a mutex.
- int [rtdm_mutex_lock](#) (rtdm_mutex_t *mutex)
Request a mutex.
- int [rtdm_mutex_timedlock](#) (rtdm_mutex_t *mutex, [nanosecs_rel_t](#) timeout, rtdm_toseq_t *timeout_seq)
Request a mutex with timeout.

7.9.1 Detailed Description

Real-Time Driver Model for Xenomai, driver library.

Note

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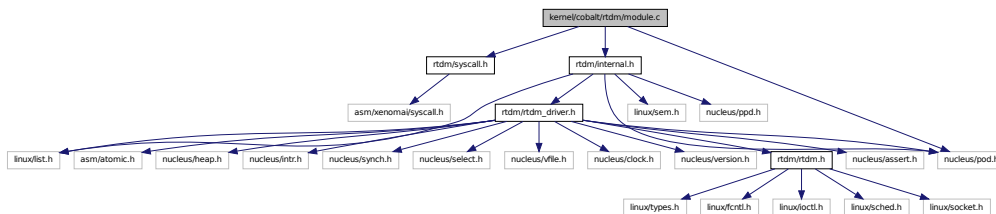
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7.10 kernel/cobalt/rtdm/module.c File Reference

Real-Time Driver Model for Xenomai.

Include dependency graph for module.c:



7.10.1 Detailed Description

Real-Time Driver Model for Xenomai.

Note

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Chapter 8

Example Documentation

8.1 `bufp-label.c`

8.2 `bufp-readwrite.c`

8.3 `cross-link.c`

8.4 `iddp-label.c`

8.5 `iddp-sendrecv.c`

8.6 `rtcan_rtt.c`

8.7 `rtcanconfig.c`

```
/*  
 * Program to configuring the CAN controller
```

```

*
* Copyright (C) 2006 Wolfgang Grandegger <wg@grandegger.com>
*
* Copyright (C) 2005, 2006 Sebastian Smolorz
*                               <Sebastian.Smolorz@stud.uni-hannover.de>
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* Foundation, Inc., 675 Mass Ave, Cambridge, MA 02139, USA.
*/

#include <stdio.h>
#include <stdlib.h>
#include <signal.h>
#include <unistd.h>
#include <string.h>
#include <time.h>
#include <errno.h>
#include <getopt.h>
#include <sys/mman.h>

#include <rtcm/rtdm.h>

static void print_usage(char *prg)
{
    fprintf(stderr,
        "Usage: %s <can-interface> [Options] [up|down|start|stop|sleep]\n"
        "Options:\n"
        "  -v, --verbose           be verbose\n"
        "  -h, --help              this help\n"
        "  -c, --ctrlmode=CTRLMODE listenonly, loopback or none\n"
        "  -b, --baudrate=BPS      baudrate in bits/sec\n"
        "  -B, --bittime=BTR0:BTR1 BTR or standard bit-time\n"
        "  -B, --bittime=BRP:PROP_SEG:PHASE_SEG1:PHASE_SEG2:SJW:SAM\n",
        prg);
}

static can_baudrate_t string_to_baudrate(char *str)
{
    can_baudrate_t baudrate;
    if (sscanf(str, "%i", &baudrate) != 1)
        return -1;
    return baudrate;
}

static int string_to_mode(char *str)
{
    if ( !strcmp(str, "up") || !strcmp(str, "start") )
        return CAN_MODE_START;
    else if ( !strcmp(str, "down") || !strcmp(str, "stop") )
        return CAN_MODE_STOP;
    else if ( !strcmp(str, "sleep") )
        return CAN_MODE_SLEEP;
    return -EINVAL;
}

```

```

static int string_to_ctrlmode(char *str)
{
    if ( !strcmp(str, "listenonly") )
        return CAN_CTRLMODE_LISTENONLY;
    else if ( !strcmp(str, "loopback") )
        return CAN_CTRLMODE_LOOPBACK;
    else if ( !strcmp(str, "none") )
        return 0;

    return -1;
}

int main(int argc, char *argv[])
{
    char    ifname[16];
    int     can_fd = -1;
    int     new_baudrate = -1;
    int     new_mode = -1;
    int     new_ctrlmode = 0, set_ctrlmode = 0;
    int     verbose = 0;
    int     bittime_count = 0, bittime_data[6];
    can_baudrate_t *baudrate;
    can_ctrlmode_t *ctrlmode;
    can_mode_t *mode;
    union {
        struct ifreq ifr;
        struct can_bittime bittime;
        can_baudrate_t baudrate;
        can_ctrlmode_t ctrlmode;
        can_mode_t mode;
    } u;
    struct can_bittime *bittime;
    int opt, ret;
    char* ptr;

    struct option long_options[] = {
        { "help", no_argument, 0, 'h' },
        { "verbose", no_argument, 0, 'v' },
        { "baudrate", required_argument, 0, 'b' },
        { "bittime", required_argument, 0, 'B' },
        { "ctrlmode", required_argument, 0, 'c' },
        { 0, 0, 0, 0 },
    };

    while ((opt = getopt_long(argc, argv, "hvb:B:c:",
                             long_options, NULL)) != -1) {
        switch (opt) {
            case 'h':
                print_usage(argv[0]);
                exit(0);

            case 'v':
                verbose = 1;
                break;

            case 'b':
                new_baudrate = string_to_baudrate(optarg);
                if (new_baudrate == -1) {
                    print_usage(argv[0]);
                    exit(0);
                }
                break;

            case 'B':
                ptr = optarg;
                while (1) {
                    bittime_data[bittime_count++] = strtoul(ptr, NULL, 0);

```

```

        if (!(ptr = strchr(ptr, ':'))
            break;
        ptr++;
    }
    if (bittime_count != 2 && bittime_count != 6) {
        print_usage(argv[0]);
        exit(0);
    }
    break;

case 'c':
    ret = string_to_ctrlmode(optarg);
    if (ret == -1) {
        print_usage(argv[0]);
        exit(0);
    }
    new_ctrlmode |= ret;
    set_ctrlmode = 1;
    break;

    break;

default:
    fprintf(stderr, "Unknown option %c\n", opt);
    break;
}
}

/* Get CAN interface name */
if (optind != argc - 1 && optind != argc - 2) {
    print_usage(argv[0]);
    return 0;
}

strncpy(iframe, argv[optind], IFNAMSIZ);
strncpy(u.ifr.ifr_name, iframe, IFNAMSIZ);

if (optind == argc - 2) { /* Get mode setting */
    new_mode = string_to_mode(argv[optind + 1]);
    if (verbose)
        printf("mode: %s (%#x)\n", argv[optind + 1], new_mode);
    if (new_mode < 0) {
        print_usage(argv[0]);
        return 0;
    }
}

can_fd = rt_dev_socket(PF_CAN, SOCK_RAW, CAN_RAW);
if (can_fd < 0) {
    fprintf(stderr, "Cannot open RTDM CAN socket. Maybe driver not loaded? \n");
    return can_fd;
}

ret = rt_dev_ioctl(can_fd, SIOCGIFINDEX, &u.ifr);
if (ret) {
    fprintf(stderr, "Can't get interface index for %s, code = %d\n", iframe, ret);
    return ret;
}

if (new_baudrate != -1) {
    if (verbose)
        printf("baudrate: %d\n", new_baudrate);
    baudrate = &u.baudrate;
    *baudrate = new_baudrate;
}

```



```

    ret = rt_dev_ioctl(can_fd, SIOCSCANBAUDRATE, &u.iifr);
    if (ret) {
        goto abort;
    }
}

if (bittime_count) {
    bittime = &u.bittime;
    if (bittime_count == 2) {
        bittime->type = CAN_BITTIME_BTR;
        bittime->btr.btr0 = bittime_data[0];
        bittime->btr.btr1 = bittime_data[1];
        if (verbose)
            printf("bit-time: btr0=0x%02x btr1=0x%02x\n",
                   bittime->btr.btr0, bittime->btr.btr1);
    } else {
        bittime->type = CAN_BITTIME_STD;
        bittime->std.brp = bittime_data[0];
        bittime->std.prop_seg = bittime_data[1];
        bittime->std.phase_seg1 = bittime_data[2];
        bittime->std.phase_seg2 = bittime_data[3];
        bittime->std.sjw = bittime_data[4];
        bittime->std.sam = bittime_data[5];
        if (verbose)
            printf("bit-time: brp=%d prop_seg=%d phase_seg1=%d "
                   "phase_seg2=%d sjw=%d sam=%d\n",
                   bittime->std.brp,
                   bittime->std.prop_seg,
                   bittime->std.phase_seg1,
                   bittime->std.phase_seg2,
                   bittime->std.sjw,
                   bittime->std.sam);
    }

    ret = rt_dev_ioctl(can_fd, SIOCSCANCUSTOMBITTIME, &u.iifr);
    if (ret) {
        goto abort;
    }
}

if (set_ctrlmode != 0) {
    ctrlmode = &u.ctrlmode;
    *ctrlmode = new_ctrlmode;
    if (verbose)
        printf("ctrlmode: %#x\n", new_ctrlmode);
    ret = rt_dev_ioctl(can_fd, SIOCSCANCTRLMODE, &u.iifr);
    if (ret) {
        goto abort;
    }
}

if (new_mode != -1) {
    mode = &u.mode;
    *mode = new_mode;
    ret = rt_dev_ioctl(can_fd, SIOCSCANMODE, &u.iifr);
    if (ret) {
        goto abort;
    }
}

rt_dev_close(can_fd);
return 0;

abort:
    rt_dev_close(can_fd);
    return ret;

```

```
}
```

8.8 rtcanrecv.c

```
#include <stdio.h>
#include <stdlib.h>
#include <signal.h>
#include <unistd.h>
#include <time.h>
#include <errno.h>
#include <getopt.h>
#include <sys/mman.h>

#include <alchemy/task.h>

#include <rtcm/rtcan.h>

static void print_usage(char *prg)
{
    fprintf(stderr,
        "Usage: %s [<can-interface>] [Options]\n"
        "Options:\n"
        " -f --filter=id:mask[:id:mask]... apply filter\n"
        " -e --error=mask      receive error messages\n"
        " -t, --timeout=MS     timeout in ms\n"
        " -T, --timestamp      with absolute timestamp\n"
        " -R, --timestamp-rel  with relative timestamp\n"
        " -v, --verbose        be verbose\n"
        " -p, --print=MODULO   print every MODULO message\n"
        " -h, --help          this help\n",
        prg);
}

extern int optind, opterr, optopt;

static int s = -1, verbose = 0, print = 1;
static nanosecs_rel_t timeout = 0, with_timestamp = 0, timestamp_rel = 0;

RT_TASK rt_task_desc;

#define BUF_SIZ 255
#define MAX_FILTER 16

struct sockaddr_can recv_addr;
struct can_filter recv_filter[MAX_FILTER];
static int filter_count = 0;

static int add_filter(u_int32_t id, u_int32_t mask)
{
    if (filter_count >= MAX_FILTER)
        return -1;
    recv_filter[filter_count].can_id = id;
    recv_filter[filter_count].can_mask = mask;
    printf("Filter #d: id=0x%08x mask=0x%08x\n", filter_count, id, mask);
    filter_count++;
    return 0;
}

static void cleanup(void)
{
    int ret;

    if (verbose)
        printf("Cleaning up...\n");
}
```

```

    if (s >= 0) {
        ret = rt_dev_close(s);
        s = -1;
        if (ret) {
            fprintf(stderr, "rt_dev_close: %s\n", strerror(-ret));
        }
        rt_task_delete(&rt_task_desc);
    }
}

static void cleanup_and_exit(int sig)
{
    if (verbose)
        printf("Signal %d received\n", sig);
    cleanup();
    exit(0);
}

static void rt_task(void)
{
    int i, ret, count = 0;
    struct can_frame frame;
    struct sockaddr_can addr;
    socklen_t addrlen = sizeof(addr);
    struct msghdr msg;
    struct iovec iov;
    nanosecs_abs_t timestamp, timestamp_prev = 0;

    if (with_timestamp) {
        msg.msg_iov = &iov;
        msg.msg_iovlen = 1;
        msg.msg_name = (void *)&addr;
        msg.msg_namelen = sizeof(struct sockaddr_can);
        msg.msg_control = (void *)&timestamp;
        msg.msg_controllen = sizeof(nanosecs_abs_t);
    }

    while (1) {
        if (with_timestamp) {
            iov.iov_base = (void *)&frame;
            iov.iov_len = sizeof(can_frame_t);
            ret = rt_dev_recvmsg(s, &msg, 0);
        } else
            ret = rt_dev_recvfrom(s, (void *)&frame, sizeof(can_frame_t), 0,
                                   (struct sockaddr *)&addr, &addrlen);

        if (ret < 0) {
            switch (ret) {
                case -ETIMEDOUT:
                    if (verbose)
                        printf("rt_dev_recv: timed out");
                    continue;
                case -EBADF:
                    if (verbose)
                        printf("rt_dev_recv: aborted because socket was closed");
                    break;
                default:
                    fprintf(stderr, "rt_dev_recv: %s\n", strerror(-ret));
            }
            break;
        }

        if (print && (count % print) == 0) {
            printf("#%d: (%d) ", count, addr.can_ifindex);
            if (with_timestamp && msg.msg_controllen) {
                if (timestamp_rel) {
                    printf("%lldns ", (long long)(timestamp - timestamp_prev));
                }
            }
        }
    }
}

```

```

        timestamp_prev = timestamp;
    } else
        printf("%lldns ", (long long)timestamp);
    }
    if (frame.can_id & CAN_ERR_FLAG)
        printf("!0x%08x!", frame.can_id & CAN_ERR_MASK);
    else if (frame.can_id & CAN_EFF_FLAG)
        printf("<0x%08x>", frame.can_id & CAN_EFF_MASK);
    else
        printf("<0x%03x>", frame.can_id & CAN_SFF_MASK);

    printf(" [%d]", frame.can_dlc);
    if (!(frame.can_id & CAN_RTR_FLAG))
        for (i = 0; i < frame.can_dlc; i++) {
            printf(" %02x", frame.data[i]);
        }
    if (frame.can_id & CAN_ERR_FLAG) {
        printf(" ERROR ");
        if (frame.can_id & CAN_ERR_BUSOFF)
            printf("bus-off");
        if (frame.can_id & CAN_ERR_CRTL)
            printf("controller problem");
    } else if (frame.can_id & CAN_RTR_FLAG)
        printf(" remote request");
    printf("\n");
}
count++;
}
}

int main(int argc, char **argv)
{
    int opt, ret;
    u_int32_t id, mask;
    u_int32_t err_mask = 0;
    struct ifreq ifr;
    char *ptr;
    char name[32];

    struct option long_options[] = {
        { "help", no_argument, 0, 'h' },
        { "verbose", no_argument, 0, 'v' },
        { "filter", required_argument, 0, 'f' },
        { "error", required_argument, 0, 'e' },
        { "timeout", required_argument, 0, 't' },
        { "timestamp", no_argument, 0, 'T' },
        { "timestamp-rel", no_argument, 0, 'R' },
        { 0, 0, 0, 0 },
    };

    mlockall(MCL_CURRENT | MCL_FUTURE);

    signal(SIGTERM, cleanup_and_exit);
    signal(SIGINT, cleanup_and_exit);

    while ((opt = getopt_long(argc, argv, "hve:f:t:p:RT",
                             long_options, NULL)) != -1) {
        switch (opt) {
            case 'h':
                print_usage(argv[0]);
                exit(0);

            case 'p':
                print = strtoul(optarg, NULL, 0);
                break;

            case 'v':

```

```

        verbose = 1;
        break;

    case 'e':
        err_mask = strtoul(optarg, NULL, 0);
        break;

    case 'f':
        ptr = optarg;
        while (1) {
            id = strtoul(ptr, NULL, 0);
            ptr = strchr(ptr, ':');
            if (!ptr) {
                fprintf(stderr, "filter must be applied in the form id:mask[:
id:mask]...\n");
                exit(1);
            }
            ptr++;
            mask = strtoul(ptr, NULL, 0);
            ptr = strchr(ptr, ':');
            add_filter(id, mask);
            if (!ptr)
                break;
            ptr++;
        }
        break;

    case 't':
        timeout = (nanosecs_rel_t)strtoul(optarg, NULL, 0) * 1000000;
        break;

    case 'R':
        timestamp_rel = 1;
    case 'T':
        with_timestamp = 1;
        break;

    default:
        fprintf(stderr, "Unknown option %c\n", opt);
        break;
    }
}

ret = rt_dev_socket(PF_CAN, SOCK_RAW, CAN_RAW);
if (ret < 0) {
    fprintf(stderr, "rt_dev_socket: %s\n", strerror(-ret));
    return -1;
}
s = ret;

if (argv[optind] == NULL) {
    if (verbose)
        printf("interface all\n");

    ifr.ifr_ifindex = 0;
} else {
    if (verbose)
        printf("interface %s\n", argv[optind]);

    strncpy(ifr.ifr_name, argv[optind], IFNAMSIZ);
    if (verbose)
        printf("s=%d, ifr_name=%s\n", s, ifr.ifr_name);

    ret = rt_dev_ioctl(s, SIOCGIFINDEX, &ifr);
    if (ret < 0) {
        fprintf(stderr, "rt_dev_ioctl GET_IFINDEX: %s\n", strerror(-ret));
        goto failure;
    }
}

```

```

    }
}

if (err_mask) {
    ret = rt_dev_setsockopt(s, SOL_CAN_RAW, CAN_RAW_ERR_FILTER,
                           &err_mask, sizeof(err_mask));

    if (ret < 0) {
        fprintf(stderr, "rt_dev_setsockopt: %s\n", strerror(-ret));
        goto failure;
    }
    if (verbose)
        printf("Using err_mask=0x%x\n", err_mask);
}

if (filter_count) {
    ret = rt_dev_setsockopt(s, SOL_CAN_RAW, CAN_RAW_FILTER,
                           &recv_filter, filter_count *
                           sizeof(struct can_filter));

    if (ret < 0) {
        fprintf(stderr, "rt_dev_setsockopt: %s\n", strerror(-ret));
        goto failure;
    }
}

recv_addr.can_family = AF_CAN;
recv_addr.can_ifindex = ifr.ifr_ifindex;
ret = rt_dev_bind(s, (struct sockaddr *)&recv_addr,
                  sizeof(struct sockaddr_can));
if (ret < 0) {
    fprintf(stderr, "rt_dev_bind: %s\n", strerror(-ret));
    goto failure;
}

if (timeout) {
    if (verbose)
        printf("Timeout: %lld ns\n", (long long)timeout);
    ret = rt_dev_ioctl(s, RTCAN_RTIOC_RCV_TIMEOUT, &timeout);
    if (ret) {
        fprintf(stderr, "rt_dev_ioctl RCV_TIMEOUT: %s\n", strerror(-ret));
        goto failure;
    }
}

if (with_timestamp) {
    ret = rt_dev_ioctl(s, RTCAN_RTIOC_TAKE_TIMESTAMP, RTCAN_TAKE_TIMESTAMPS);

    if (ret) {
        fprintf(stderr, "rt_dev_ioctl TAKE_TIMESTAMP: %s\n", strerror(-ret));

        goto failure;
    }
}

snprintf(name, sizeof(name), "rtcanrecv-%d", getpid());
ret = rt_task_shadow(&rt_task_desc, name, 0, 0);
if (ret) {
    fprintf(stderr, "rt_task_shadow: %s\n", strerror(-ret));
    goto failure;
}

rt_task();
/* never returns */

failure:
    cleanup();
    return -1;
}

```

8.9 rtcanseend.c

```

#include <stdio.h>
#include <stdlib.h>
#include <signal.h>
#include <unistd.h>
#include <time.h>
#include <errno.h>
#include <getopt.h>
#include <sys/mman.h>

#include <alchemy/task.h>
#include <alchemy/timer.h>

#include <rtdm/rtdm.h>

extern int optind, opterr, optopt;

static void print_usage(char *prg)
{
    fprintf(stderr,
        "Usage: %s <can-interface> [Options] <can-msg>\n"
        "<can-msg> can consist of up to 8 bytes given as a space separated li
st\n"
        "Options:\n"
        " -i, --identifier=ID    CAN Identifier (default = 1)\n"
        " -r --rtr                send remote request\n"
        " -e --extended           send extended frame\n"
        " -l --loop=COUNT       send message COUNT times\n"
        " -c, --count             message count in data[0-3]\n"
        " -d, --delay=MS          delay in ms (default = 1ms)\n"
        " -s, --send              use send instead of sendto\n"
        " -t, --timeout=MS        timeout in ms\n"
        " -L, --loopback=0|1      switch local loopback off or on\n"
        " -v, --verbose           be verbose\n"
        " -p, --print=MODULO      print every MODULO message\n"
        " -h, --help              this help\n",
        prg);
}

RT_TASK rt_task_desc;

static int s=-1, dlc=0, rtr=0, extended=0, verbose=0, loops=1;
static SRTIME delay=1000000;
static int count=0, print=1, use_send=0, loopback=-1;
static nanosecs_rel_t timeout = 0;
static struct can_frame frame;
static struct sockaddr_can to_addr;

static void cleanup(void)
{
    int ret;

    if (verbose)
        printf("Cleaning up...\n");

    usleep(100000);

    if (s >= 0) {
        ret = rt_dev_close(s);
        s = -1;
        if (ret) {
            fprintf(stderr, "rt_dev_close: %s\n", strerror(-ret));
        }
        rt_task_delete(&rt_task_desc);
    }
}

```

```

    }
}

static void cleanup_and_exit(int sig)
{
    if (verbose)
        printf("Signal %d received\n", sig);
    cleanup();
    exit(0);
}

static void rt_task(void)
{
    int i, j, ret;

    for (i = 0; i < loops; i++) {
        rt_task_sleep(rt_timer_ns2ticks(delay));
        if (count)
            memcpy(&frame.data[0], &i, sizeof(i));
        /* Note: sendto avoids the definition of a receive filter list */
        if (use_send)
            ret = rt_dev_send(s, (void *)&frame, sizeof(can_frame_t), 0);
        else
            ret = rt_dev_sendto(s, (void *)&frame, sizeof(can_frame_t), 0,
                                (struct sockaddr *)&to_addr, sizeof(to_addr));

        if (ret < 0) {
            switch (ret) {
                case -ETIMEDOUT:
                    if (verbose)
                        printf("rt_dev_send(to): timed out");
                    break;
                case -EBADF:
                    if (verbose)
                        printf("rt_dev_send(to): aborted because socket was closed");

                    break;
                default:
                    fprintf(stderr, "rt_dev_send: %s\n", strerror(-ret));
                    break;
            }
            i = loops;          /* abort */
            break;
        }

        if (verbose && (i % print) == 0) {
            if (frame.can_id & CAN_EFF_FLAG)
                printf("<0x%08x>", frame.can_id & CAN_EFF_MASK);
            else
                printf("<0x%03x>", frame.can_id & CAN_SFF_MASK);
            printf(" [%d]", frame.can_dlc);
            for (j = 0; j < frame.can_dlc; j++) {
                printf(" %02x", frame.data[j]);
            }
            printf("\n");
        }
    }
}

int main(int argc, char **argv)
{
    int i, opt, ret;
    struct ifreq ifr;
    char name[32];

    struct option long_options[] = {
        { "help", no_argument, 0, 'h' },
        { "identifier", required_argument, 0, 'i' },
        { "rtr", no_argument, 0, 'r' },

```



```

    { "extended", no_argument, 0, 'e'},
    { "verbose", no_argument, 0, 'v'},
    { "count", no_argument, 0, 'c'},
    { "print", required_argument, 0, 'p'},
    { "loop", required_argument, 0, 'l'},
    { "delay", required_argument, 0, 'd'},
    { "send", no_argument, 0, 's'},
    { "timeout", required_argument, 0, 't'},
    { "loopback", required_argument, 0, 'L'},
    { 0, 0, 0, 0},
};

mlockall(MCL_CURRENT | MCL_FUTURE);

signal(SIGTERM, cleanup_and_exit);
signal(SIGINT, cleanup_and_exit);

frame.can_id = 1;

while ((opt = getopt_long(argc, argv, "hvi:l:red:t:cp:sL:",
                           long_options, NULL)) != -1) {
    switch (opt) {
    case 'h':
        print_usage(argv[0]);
        exit(0);

    case 'p':
        print = strtoul(optarg, NULL, 0);

    case 'v':
        verbose = 1;
        break;

    case 'c':
        count = 1;
        break;

    case 'l':
        loops = strtoul(optarg, NULL, 0);
        break;

    case 'i':
        frame.can_id = strtoul(optarg, NULL, 0);
        break;

    case 'r':
        rtr = 1;
        break;

    case 'e':
        extended = 1;
        break;

    case 'd':
        delay = strtoul(optarg, NULL, 0) * 1000000LL;
        break;

    case 's':
        use_send = 1;
        break;

    case 't':
        timeout = strtoul(optarg, NULL, 0) * 1000000LL;
        break;

    case 'L':
        loopback = strtoul(optarg, NULL, 0);

```

```

        break;

    default:
        fprintf(stderr, "Unknown option %c\n", opt);
        break;
    }
}

if (optind == argc) {
    print_usage(argv[0]);
    exit(0);
}

if (argv[optind] == NULL) {
    fprintf(stderr, "No Interface supplied\n");
    exit(-1);
}

if (verbose)
    printf("interface %s\n", argv[optind]);

ret = rt_dev_socket(PF_CAN, SOCK_RAW, CAN_RAW);
if (ret < 0) {
    fprintf(stderr, "rt_dev_socket: %s\n", strerror(-ret));
    return -1;
}
s = ret;

if (loopback >= 0) {
    ret = rt_dev_setsockopt(s, SOL_CAN_RAW, CAN_RAW_LOOPBACK,
                           &loopback, sizeof(loopback));

    if (ret < 0) {
        fprintf(stderr, "rt_dev_setsockopt: %s\n", strerror(-ret));
        goto failure;
    }
    if (verbose)
        printf("Using loopback=%d\n", loopback);
}

strncpy(ifr.ifr_name, argv[optind], IFNAMSIZ);
if (verbose)
    printf("s=%d, ifr_name=%s\n", s, ifr.ifr_name);

ret = rt_dev_ioctl(s, SIOCGIFINDEX, &ifr);
if (ret < 0) {
    fprintf(stderr, "rt_dev_ioctl: %s\n", strerror(-ret));
    goto failure;
}

memset(&to_addr, 0, sizeof(to_addr));
to_addr.can_ifindex = ifr.ifr_ifindex;
to_addr.can_family = AF_CAN;
if (use_send) {
    /* Suppress definition of a default receive filter list */
    ret = rt_dev_setsockopt(s, SOL_CAN_RAW, CAN_RAW_FILTER, NULL, 0);
    if (ret < 0) {
        fprintf(stderr, "rt_dev_setsockopt: %s\n", strerror(-ret));
        goto failure;
    }

    ret = rt_dev_bind(s, (struct sockaddr *)&to_addr, sizeof(to_addr));
    if (ret < 0) {
        fprintf(stderr, "rt_dev_bind: %s\n", strerror(-ret));
        goto failure;
    }
}
}

```

```

    if (count)
        frame.can_dlc = sizeof(int);
    else {
        for (i = optind + 1; i < argc; i++) {
            frame.data[dlc] = strtoul(argv[i], NULL, 0);
            dlc++;
            if( dlc == 8 )
                break;
        }
        frame.can_dlc = dlc;
    }

    if (rtr)
        frame.can_id |= CAN_RTR_FLAG;

    if (extended)
        frame.can_id |= CAN_EFF_FLAG;

    if (timeout) {
        if (verbose)
            printf("Timeout: %lld ns\n", (long long)timeout);
        ret = rt_dev_ioctl(s, RTCAN_RTIOC_SND_TIMEOUT, &timeout);
        if (ret) {
            fprintf(stderr, "rt_dev_ioctl SND_TIMEOUT: %s\n", strerror(-ret));
            goto failure;
        }
    }

    snprintf(name, sizeof(name), "rtcansend-%d", getpid());
    ret = rt_task_shadow(&rt_task_desc, name, 1, 0);
    if (ret) {
        fprintf(stderr, "rt_task_shadow: %s\n", strerror(-ret));
        goto failure;
    }

    rt_task();

    cleanup();
    return 0;

failure:
    cleanup();
    return -1;
}

```

8.10 xddp-echo.c

8.11 xddp-label.c

8.12 xddp-stream.c

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