HeliOS

Kernel 0.3.5

HeliOS Developer's Guide

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1 Data Structure Index

1.1 Data Structures

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3 Data Structure Documentation

3.1 MemoryRegionStats_s Struct Reference

Data structure for statistics on a memory region.

Data Fields

- Word_t largestFreeEntryInBytes
- Word_t smallestFreeEntryInBytes
- Word_t numberOfFreeBlocks
- Word_t availableSpaceInBytes
- Word_t successfulAllocations
- Word_t successfulFrees
- Word_t minimumEverFreeBytesRemaining

3.1.1 Detailed Description

The MemoryRegionStats_t data structure is used to store statistics about a HeliOS memory region. Statistics can be obtained for the heap and kernel memory regions.

See also

xMemGetHeapStats()

xMemGetKernelStats()

xMemoryRegionStats

3.1.2 Field Documentation

3.1.2.1 availableSpaceInBytes `Word_t MemoryRegionStats_s::availableSpaceInBytes`

Amount of free memory in bytes (i.e., numberOfFreeBlocks * CONFIG_MEMORY_REGION_BLOCK_SIZE).

3.1.2.2 largestFreeEntryInBytes `Word_t MemoryRegionStats_s::largestFreeEntryInBytes`

The largest free entry in bytes.

3.1.2.3 minimumEverFreeBytesRemaining `Word_t MemoryRegionStats_s::minimumEverFreeBytes↩Remaining`

Lowest water level since system initialization of free bytes of memory.

3.1.2.4 numberOfFreeBlocks `Word_t MemoryRegionStats_s::numberOfFreeBlocks`

Number of free blocks - see CONFIG_MEMORY_REGION_BLOCK_SIZE for block size in bytes.

3.1.2.5 smallestFreeEntryInBytes `Word_t MemoryRegionStats_s::smallestFreeEntryInBytes`

The smallest free entry in bytes.

3.1.2.6 successfulAllocations `Word_t MemoryRegionStats_s::successfulAllocations`

Number of successful memory allocations.

3.1.2.7 successfulFrees `Word_t MemoryRegionStats_s::successfulFrees`

Number of successful memory "frees".

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

- HeliOS.h

3.2 QueueMessage_s Struct Reference

Data structure for a message queue message.

Data Fields

- Base_t messageBytes
- char messageValue [CONFIG_MESSAGE_VALUE_BYTES]

3.2.1 Detailed Description

The QueueMessage_t data structure contains the message queue message returned by xQueuePeek() and xQueueReceive(). The QueueMessage_t type should be declared as xQueueMessage.

See also

xQueueMessage

xQueuePeek()

xQueueReceive()

xMemFree()

CONFIG_MESSAGE_VALUE_BYTES

Warning

The memory allocated for an instance of xQueueMessage must be freed using xMemFree().

3.2.2 Field Documentation

3.2.2.1 messageBytes `Base_t QueueMessage_s::messageBytes`

The number of bytes in the messageValue member that makes up the message value. This cannot exceed CONFIG_MESSAGE_VALUE_BYTES.

3.2.2.2 messageValue `char QueueMessage_s::messageValue[CONFIG_MESSAGE_VALUE_BYTES]`

the char array that contains the actual message value. This is NOT a null terminated string.

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

- HeliOS.h

3.3 SystemInfo_s Struct Reference

Data structure for system informaiton.

Data Fields

- char productName [OS_PRODUCT_NAME_SIZE]
- Base_t majorVersion
- Base_t minorVersion
- Base_t patchVersion
- Base_t numberOfTasks

3.3.1 Detailed Description

The SystemInfo_t data structure contains information about the HeliOS system and is returned by xSystemGetSystemInfo(). The SystemInfo_t type should be declared as xSystemInfo.

See also

xSystemInfo

xSystemGetSystemInfo()

xMemFree()

Warning

The memory allocated for an instance of xSystemInfo must be freed using xMemFree().

3.3.2 Field Documentation

3.3.2.1 majorVersion Base_t SystemInfo_s::majorVersion

The major version number of HeliOS and is Symantec Versioning Specification (SemVer) compliant.

3.3.2.2 minorVersion Base_t SystemInfo_s::minorVersion

The minor version number of HeliOS and is Symantec Versioning Specification (SemVer) compliant.

3.3.2.3 numberOfTasks Base_t SystemInfo_s::numberOfTasks

The number of tasks presently in a suspended, running or waiting state.

3.3.2.4 patchVersion Base_t SystemInfo_s::patchVersion

The patch version number of HeliOS and is Symantec Versioning Specification (SemVer) compliant.

3.3.2.5 productName `char SystemInfo_s::productName[OS_PRODUCT_NAME_SIZE]`

The name of the operating system or product. Its length is defined by OS_PRODUCT_NAME_SIZE. This is NOT a null terminated string.

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

- HeliOS.h

3.4 TaskInfo_s Struct Reference

Data structure for information about a task.

Data Fields

- Base_t id
- char name [CONFIG_TASK_NAME_BYTES]
- TaskState_t state
- Ticks_t lastRunTime
- Ticks_t totalRunTime

3.4.1 Detailed Description

The TaskInfo_t structure is similar to xTaskRuntimeStats_t in that it contains runtime statistics for a task. However, TaskInfo_t also contains additional details about a task such as its identifier, ASCII name and state. The TaskInfo_t structure is returned by xTaskGetTaskInfo(). If only runtime statistics are needed, TaskRunTimeStats_t should be used because of its lower memory footprint. The TaskInfo_t type should be declared as xTaskInfo.

See also

xTaskInfo

xTaskGetTaskInfo()

xMemFree()

CONFIG_TASK_NAME_BYTES

Warning

The memory allocated for an instance of xTaskInfo must be freed using xMemFree().

3.4.2 Field Documentation

3.4.2.1 id `Base_t TaskInfo_s::id`

The task identifier which is used by xTaskGetHandleById() to return the task handle.

3.4.2.2 lastRunTime `Ticks_t TaskInfo_s::lastRunTime`

The runtime duration in ticks the last time the task was executed by the scheduler.

3.4.2.3 name `char TaskInfo_s::name[CONFIG_TASK_NAME_BYTES]`

The name of the task which is used by xTaskGetHandleByName() to return the task handle. This is NOT a null terminated string.

3.4.2.4 state `TaskState_t TaskInfo_s::state`

The state the task is in which is one of four states specified in the TaskState_t enumerated data type.

3.4.2.5 totalRunTime `Ticks_t TaskInfo_s::totalRunTime`

The total runtime duration in ticks the task has been executed by the scheduler.

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

- HeliOS.h

3.5 TaskNotification_s Struct Reference

Data structure for direct to task notifications.

Data Fields

- Base_t notificationBytes
- char notificationValue [CONFIG_NOTIFICATION_VALUE_BYTES]

3.5.1 Detailed Description

The TaskNotification_t data structure contains the direct to task notification returned by xTaskNotifyTake(). The TaskNotification_t type should be declared as xTaskNotification.

See also

xTaskNotification

xTaskNotifyTake()

xMemFree()

CONFIG_NOTIFICATION_VALUE_BYTES

Warning

The memory allocated for an instance of xTaskNotification must be freed using xMemFree().

3.5.2 Field Documentation

3.5.2.1 notificationBytes `Base_t TaskNotification_s::notificationBytes`

The number of bytes in the notificationValue member that makes up the notification value. This cannot exceed CONFIG_NOTIFICATION_VALUE_BYTES.

3.5.2.2 notificationValue `char TaskNotification_s::notificationValue[CONFIG_NOTIFICATION_VALUE_BYTES]`

The char array that contains the actual notification value. This is NOT a null terminated string.

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

- HeliOS.h

3.6 TaskRunTimeStats_s Struct Reference

Data structure for task runtime statistics.

Data Fields

- Base_t id
- Ticks_t lastRunTime
- Ticks_t totalRunTime

3.6.1 Detailed Description

The TaskRunTimeStats_t structure contains task runtime statistics and is returned by xTaskGetAllRunTimeStats() and xTaskGetTaskRunTimeStats(). The TaskRunTimeStats_t type should be declared as xTaskRunTimeStats.

See also

xTaskRunTimeStats

xTaskGetTaskRunTimeStats()

xTaskGetAllRunTimeStats()

xMemFree()

Warning

The memory allocated for an instance of xTaskRunTimeStats must be freed using xMemFree().

3.6.2 Field Documentation

3.6.2.1 id `Base_t TaskRunTimeStats_s::id`

The task identifier which is used by xTaskGetHandleById() to return the task handle.

3.6.2.2 lastRunTime `Ticks_t TaskRunTimeStats_s::lastRunTime`

The runtime duration in ticks the last time the task was executed by the scheduler.

3.6.2.3 totalRunTime `Ticks_t TaskRunTimeStats_s::totalRunTime`

The total runtime duration in ticks the task has been executed by the scheduler.

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

- HeliOS.h

4 File Documentation

4.1 config.h File Reference

Kernel header file for user definable settings.

Macros

- #define CONFIG_MESSAGE_VALUE_BYTES 0x8u /∗ 8 ∗/
  Define to enable the Arduino API C++ interface.
- #define CONFIG_NOTIFICATION_VALUE_BYTES 0x8u /∗ 8 ∗/
  Define the size in bytes of the direct to task notification value.
- #define CONFIG_TASK_NAME_BYTES 0x8u /∗ 8 ∗/
  Define the size in bytes of the ASCII task name.
- #define CONFIG_MEMORY_REGION_SIZE_IN_BLOCKS 0x18u /∗ 24 ∗/
  Define the number of memory blocks available in all memory regions.
- #define CONFIG_MEMORY_REGION_BLOCK_SIZE 0x20u /∗ 32 ∗/
  Define the memory block size in bytes for all memory regions.
- #define CONFIG_QUEUE_MINIMUM_LIMIT 0x5u /∗ 5 ∗/
  Define the minimum value for a message queue limit.
- #define CONFIG_STREAM_BUFFER_BYTES 0x20u /∗ 32 ∗/
  Define the length of the stream buffer.

4.1.1 Detailed Description

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4.1.2 Macro Definition Documentation

4.1.2.1 CONFIG_MEMORY_REGION_BLOCK_SIZE `#define CONFIG_MEMORY_REGION_BLOCK_SIZE 0x20u /* 32 */`

Setting CONFIG_MEMORY_REGION_BLOCK_SIZE allows the end-user to define the size of a memory region block in bytes. The memory region block size should be set to achieve the best possible utilization of the available memory. The CONFIG_MEMORY_REGION_BLOCK_SIZE setting effects both the heap and kernel memory regions. The default value is 32 bytes. The literal must be appended with a "u" to maintain MISRA C:2012 compliance.

See also

xMemAlloc()

xMemFree()

CONFIG_MEMORY_REGION_SIZE_IN_BLOCKS

4.1.2.2 CONFIG_MEMORY_REGION_SIZE_IN_BLOCKS `#define CONFIG_MEMORY_REGION_SIZE_IN_↩ BLOCKS 0x18u /* 24 */`

The heap memory region is used by tasks. Whereas the kernel memory region is used solely by the kernel for kernel objects. The CONFIG_MEMORY_REGION_SIZE_IN_BLOCKS setting allows the end-user to define the size, in blocks, of all memory regions thus effecting both the heap and kernel memory regions. The size of a memory block is defined by the CONFIG_MEMORY_REGION_BLOCK_SIZE setting. The size of all memory regions needs to be adjusted to fit the memory requirements of the end-user's application. By default the CONFIG_MEMORY_↩ REGION_SIZE_IN_BLOCKS is defined on a per platform and/or tool-chain basis therefor it is not defined here by default. The literal must be appended with a "u" to maintain MISRA C:2012 compliance.

4.1.2.3 CONFIG_MESSAGE_VALUE_BYTES `#define CONFIG_MESSAGE_VALUE_BYTES 0x8u /* 8 */`

Because HeliOS kernel is written in C, the Arduino API cannot be called directly from the kernel. For example, assertions are unable to be written to the serial bus in applications using the Arduino platform/tool-chain. The CONFIG_ENABLE_ARDUINO_CPP_INTERFACE builds the included arduino.cpp file to allow the kernel to call the Arduino API through wrapper functions such as **ArduinoAssert**(). The arduino.cpp file can be found in the /extras directory. It must be copied into the /src directory to be built.

Note

On some MCU's like the 8-bit AVRs, it is necessary to undefine the DISABLE_INTERRUPTS() macro because interrupts must be enabled to write to the serial bus.

Define to enable system assertions.

The CONFIG_ENABLE_SYSTEM_ASSERT setting allows the end-user to enable system assertions in HeliOS. Once enabled, the end-user must define CONFIG_SYSTEM_ASSERT_BEHAVIOR for there to be an effect. By default the CONFIG_ENABLE_SYSTEM_ASSERT setting is not defined.

See also

CONFIG_SYSTEM_ASSERT_BEHAVIOR

Define the system assertion behavior.

The CONFIG_SYSTEM_ASSERT_BEHAVIOR setting allows the end-user to specify the behavior (code) of the assertion which is called when CONFIG_ENABLE_SYSTEM_ASSERT is defined. Typically some sort of output is generated over a serial or other interface. By default the CONFIG_SYSTEM_ASSERT_BEHAVIOR is not defined.

Note

In order to use the **ArduinoAssert**() functionality, the CONFIG_ENABLE_ARDUINO_CPP_INTERFACE setting must be enabled.

See also

CONFIG_ENABLE_SYSTEM_ASSERT

CONFIG_ENABLE_ARDUINO_CPP_INTERFACE

```
#define CONFIG_SYSTEM_ASSERT_BEHAVIOR(f, l) __ArduinoAssert__( f , l )
```

Define the size in bytes of the message queue message value.

Setting the CONFIG_MESSAGE_VALUE_BYTES allows the end-user to define the size of the message queue message value. The larger the size of the message value, the greater impact there will be on system performance. The default size is 8 bytes. The literal must be appended with "u" to maintain MISRA C:2012 compliance.

See also

xQueueMessage

4.1.2.4 CONFIG_NOTIFICATION_VALUE_BYTES `#define CONFIG_NOTIFICATION_VALUE_BYTES 0x8u /* 8 */`

Setting the CONFIG_NOTIFICATION_VALUE_BYTES allows the end-user to define the size of the direct to task notification value. The larger the size of the notification value, the greater impact there will be on system performance. The default size is 8 bytes. The literal must be appended with "u" to maintain MISRA C:2012 compliance.

See also

xTaskNotification

4.1.2.5 CONFIG_QUEUE_MINIMUM_LIMIT `#define CONFIG_QUEUE_MINIMUM_LIMIT 0x5u /* 5 */`

Setting the CONFIG_QUEUE_MINIMUM_LIMIT allows the end-user to define the MINIMUM length limit a message queue can be created with xQueueCreate(). When a message queue length equals its limit, the message queue will be considered full and return true when xQueueIsQueueFull() is called. A full queue will also not accept messages from xQueueSend(). The default value is 5. The literal must be appended with "u" to maintain MISRA C:2012 compliance.

See also

xQueueIsQueueFull()

xQueueSend()

xQueueCreate()

4.1.2.6 CONFIG_STREAM_BUFFER_BYTES `#define CONFIG_STREAM_BUFFER_BYTES 0x20u /* 32 */`

Setting CONFIG_STREAM_BUFFER_BYTES will define the length of stream buffers created by xStreamCreate(). When the length of the stream buffer reaches this value, it is considered full and can no longer be written to by calling xStreamSend(). The default value is 32. The literal must be appended with "u" to maintain MISRA C:2012 compliance.

4.1.2.7 CONFIG_TASK_NAME_BYTES `#define CONFIG_TASK_NAME_BYTES 0x8u /* 8 */`

Setting the CONFIG_TASK_NAME_BYTES allows the end-user to define the size of the ASCII task name. The larger the size of the task name, the greater impact there will be on system performance. The default size is 8 bytes. The literal must be appended with "u" to maintain MISRA C:2012 compliance.

See also

xTaskInfo

4.2 HeliOS.h File Reference

Header file for end-user application code.

Data Structures

- struct TaskRunTimeStats_s

  Data structure for task runtime statistics.
- struct TaskInfo_s

  Data structure for information about a task.
- struct TaskNotification_s

  Data structure for direct to task notifications.
- struct QueueMessage_s

  Data structure for a message queue message.
- struct SystemInfo_s

  Data structure for system informaiton.
- struct MemoryRegionStats_s

  Data structure for statistics on a memory region.

Macros

- #define DEREF_TASKPARM(t, p) ∗((t ∗)p)

  A C macro to simplify casting and dereferencing a task paramater.

Typedefs

- typedef uint8_t Base_t

  Type definition for the base data type.
- typedef uint32_t Word_t

  Type defintion for the word data type.
- typedef uint8_t Byte_t

  Type defintion for the byte data type.
- typedef uint16_t HWord_t

  Type defintion for the half-word data type.
- typedef uint32_t Ticks_t

  The type definition for time expressed in ticks.
- typedef size_t Size_t

  The type defintion for storing the size of some object in memory.
- typedef Size_t xSize

  The type defintion for storing the size of some object in memory.
- typedef struct TaskRunTimeStats_s TaskRunTimeStats_t

  Data structure for task runtime statistics.
- typedef struct TaskInfo_s TaskInfo_t

  Data structure for information about a task.
- typedef struct TaskNotification_s TaskNotification_t

  Data structure for direct to task notifications.
- typedef struct QueueMessage_s QueueMessage_t

  Data structure for a message queue message.
- typedef struct SystemInfo_s SystemInfo_t

  Data structure for system informaiton.
- typedef struct MemoryRegionStats_s MemoryRegionStats_t

  Data structure for statistics on a memory region.
- typedef void Task_t

  Stub type definition for the task type.

- typedef void StreamBuffer_t

  Stub type defintion for a stream buffer type.
- typedef void TaskParm_t

  Type definition for the task parameter.
- typedef void Queue_t

  Stub type definition for the message queue type.
- typedef void Timer_t

  Stub type definition for the timer type.
- typedef void Addr_t

  Type defintion for the memory address data type.
- typedef Addr_t * xAddr

  Type defintion for the memory address data type.
- typedef Base_t xBase

  Type definition for the base data type.
- typedef Word_t xWord

  Type defintion for the word data type.
- typedef HWord_t xHWord

  Type defintion for the half-word data type.
- typedef Timer_t * xTimer

  Stub type definition for the timer type.
- typedef Queue_t * xQueue

  Stub type definition for the message queue type.
- typedef QueueMessage_t * xQueueMessage

  Data structure for a message queue message.
- typedef TaskNotification_t * xTaskNotification

  Data structure for direct to task notifications.
- typedef TaskInfo_t * xTaskInfo

  Data structure for information about a task.
- typedef TaskRunTimeStats_t * xTaskRunTimeStats

  Data structure for task runtime statistics.
- typedef MemoryRegionStats_t * xMemoryRegionStats

  Data structure for statistics on a memory region.
- typedef Task_t * xTask

  Stub type definition for the task type.
- typedef StreamBuffer_t * xStreamBuffer

  Stub type defintion for a stream buffer type.
- typedef TaskParm_t * xTaskParm

  Type definition for the task parameter.
- typedef Ticks_t xTicks

  The type definition for time expressed in ticks.
- typedef Byte_t xByte

  Type defintion for the byte data type.
- typedef TaskState_t xTaskState

  Enumerated type for task states.
- typedef SchedulerState_t xSchedulerState

  Enumerated type for scheduler states.
- typedef SystemInfo_t * xSystemInfo

  Data structure for system informaiton.

Enumerations

- enum TaskState_t { TaskStateError , TaskStateSuspended , TaskStateRunning , TaskStateWaiting }
  Enumerated type for task states.
- enum SchedulerState_t { SchedulerStateError , SchedulerStateSuspended , SchedulerStateRunning }
  Enumerated type for scheduler states.

Functions

- void xSystemInit (void)
  System call to initialize the system.
- void __SystemAssert__ (const char *file_, int line_)
  System call to handle assertions.
- xAddr xMemAlloc (const xSize size_)
  System call to allocate memory from the heap.
- void xMemFree (const xAddr addr_)
  System call to free memory allocated from the heap.
- xSize xMemGetUsed (void)
  System call to return the amount of allocated heap memory.
- xSize xMemGetSize (const xAddr addr_)
  System call to return the amount of heap memory allcoated for a given address.
- xMemoryRegionStats xMemGetHeapStats (void)
  System call to obtain statistics on the heap.
- xMemoryRegionStats xMemGetKernelStats (void)
  System call to obtain statistics on the kernel memory region.
- xQueue xQueueCreate (xBase limit_)
  System call to create a new message queue.
- void xQueueDelete (xQueue queue_)
  System call to delete a message queue.
- xBase xQueueGetLength (xQueue queue_)
  System call to get the length of the message queue.
- xBase xQueueIsQueueEmpty (xQueue queue_)
  System call to check if the message queue is empty.
- xBase xQueueIsQueueFull (xQueue queue_)
  System call to check if the message queue is full.
- xBase xQueueMessagesWaiting (xQueue queue_)
  System call to check if there are message queue messages waiting.
- xBase xQueueSend (xQueue queue_, xBase messageBytes_, const char *messageValue_)
  System call to send a message using a message queue.
- xQueueMessage xQueuePeek (xQueue queue_)
  System call to peek at the next message in a message queue.
- void xQueueDropMessage (xQueue queue_)
  System call to drop the next message in a message queue.
- xQueueMessage xQueueReceive (xQueue queue_)
  System call to receive the next message in the message queue.
- void xQueueLockQueue (xQueue queue_)
  System call to LOCK the message queue.
- void xQueueUnLockQueue (xQueue queue_)
  System call to UNLOCk the message queue.
- void xTaskStartScheduler (void)

System call to pass control to the HeliOS scheduler.

- void xTaskResumeAll (void)

  System call to set scheduler state to running.
- void xTaskSuspendAll (void)

  System call to set the scheduler state to suspended.
- xSystemInfo xSystemGetSystemInfo (void)

  The xSystemGetSystemInfo() system call will return the type xSystemInfo containing information about the system including the OS (product) name, its version and how many tasks are currently in the running, suspended or waiting states.
- xTask xTaskCreate (const char *name_, void(*callback_)(xTask, xTaskParm), xTaskParm taskParameter_)

  System call to create a new task.
- void xTaskDelete (xTask task_)

  System call to delete a task.
- xTask xTaskGetHandleByName (const char *name_)

  System call to get a task's handle by its ASCII name.
- xTask xTaskGetHandleById (xBase id_)

  System call to get a task's handle by its task identifier.
- xTaskRunTimeStats xTaskGetAllRunTimeStats (xBase *tasks_)

  System call to return task runtime statistics for all tasks.
- xTaskRunTimeStats xTaskGetTaskRunTimeStats (xTask task_)

  System call to return task runtime statistics for the specified task.
- xBase xTaskGetNumberOfTasks (void)

  System call to return the number of tasks regardless of their state.
- xTaskInfo xTaskGetTaskInfo (xTask task_)

  System call to return the details of a task.
- xTaskInfo xTaskGetAllTaskInfo (xBase *tasks_)

  System call to return the details of all tasks.
- xTaskState xTaskGetTaskState (xTask task_)

  System call to return the state of a task.
- char * xTaskGetName (xTask task_)

  System call to return the ASCII name of a task.
- xBase xTaskGetId (xTask task_)

  System call to return the task identifier for a task.
- void xTaskNotifyStateClear (xTask task_)

  System call to clear a waiting direct to task notification.
- xBase xTaskNotificationIsWaiting (xTask task_)

  System call to check if a direct to task notification is waiting.
- Base_t xTaskNotifyGive (xTask task_, xBase notificationBytes_, const char *notificationValue_)

  System call to give another task a direct to task notification.
- xTaskNotification xTaskNotifyTake (xTask task_)

  System call to take a direct to task notification from another task.
- void xTaskResume (xTask task_)

  System call to resume a task.
- void xTaskSuspend (xTask task_)

  System call to suspend a task.
- void xTaskWait (xTask task_)

  System call to place a task in a waiting state.
- void xTaskChangePeriod (xTask task_, xTicks timerPeriod_)

  System call to set the task timer period.
- xTicks xTaskGetPeriod (xTask task_)

  System call to get the task timer period.

- void xTaskResetTimer (xTask task_)

  System call to reset the task timer.
- xSchedulerState xTaskGetSchedulerState (void)

  System call to get the state of the scheduler.
- xTimer xTimerCreate (xTicks timerPeriod_)

  System call to create a new timer.
- void xTimerDelete (xTimer timer_)

  System call will delete a timer.
- void xTimerChangePeriod (xTimer timer_, xTicks timerPeriod_)

  System call to change the period of a timer.
- xTicks xTimerGetPeriod (xTimer timer_)

  System call to get the period of a timer.
- xBase xTimerIsTimerActive (xTimer timer_)

  System call to check if a timer is active.
- xBase xTimerHasTimerExpired (xTimer timer_)

  System call to check if a timer has expired.
- void xTimerReset (xTimer timer_)

  System call to reset a timer.
- void xTimerStart (xTimer timer_)

  System call to start a timer.
- void xTimerStop (xTimer timer_)

  The xTimerStop() system call will place the timer in the stopped state. Neither xTimerStart() nor xTimerStop() will reset the timer. Timers can only be reset with xTimerReset().
- void xSystemHalt (void)

  The xSystemHalt() system call will halt HeliOS.
- void xTaskChangeWDPeriod (xTask *task_, xTicks wdTimerPeriod_)

  The xTaskChangeWDPeriod() will change the period on the task watchdog timer.
- xTicks xTaskGetWDPeriod (xTask *task_)

  The xTaskGetWDPeriod() return the current task watchdog timer.
- xStreamBuffer xStreamCreate (void)

  The xStreamCreate() system call will create a new stream buffer.
- void xStreamDelete (xStreamBuffer stream_)

  The xStreamDelete() system call will delete a stream buffer.
- xBase xStreamSend (xStreamBuffer stream_, xByte byte_)

  The xStreamSend() system call will write one byte to the stream buffer.
- xByte * xStreamReceive (xStreamBuffer stream_, HWord_t *bytes_)

  The xStreamReceive() system call will return the contents of the stream buffer.
- xHWord xStreamBytesAvailable (xStreamBuffer stream_)

  The xStreamBytesAvailable() system call returns the length of the stream buffer.
- void xStreamReset (xStreamBuffer stream_)

  The xStreamReset() system call will reset a stream buffer.
- xBase xStreamIsEmpty (xStreamBuffer stream_)

  The xStreamIsEmpty() system call returns true if the stream buffer is empty.
- xBase xStreamIsFull (xStreamBuffer steam_)

  The xStreamIsFull() system call returns true if the stream buffer is full.

4.2.1 Detailed Description

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Date

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4.2.2 Macro Definition Documentation

4.2.2.1 DEREF_TASKPARM `#define DEREF_TASKPARM(`

t,

p `) *((t *)p)`

When a task paramater is passed to a task, it is passed as a pointer of type void. To use the paramater, it must first be cast to the correct type and dereferenced. The following is an example of how the DEREF_TASKPARM() C macro simplifies that process.

```
void myTask_main(xTask task_, xTaskParm parm_) {
 int i;
 i = DEREF_TASKPARM(int, parm_);
 i++;
 DEREF_TASKPARM(int, parm_) = i;
 return;
}
```

Parameters

t	The data type to cast the task paramater to (e.g., int).
p	The task pointer, typically named parm_.

4.2.3 Typedef Documentation

4.2.3.1 Addr_t `typedef void Addr_t`

The xAddr type is used to store a memory address and is used to pass memory addresses back and forth between system calls and the end-user application. It is not necessary to use the xAddr type within the end-user application as long as the type is not used to interact with the HeliOS kernel through system calls.

4.2.3.2 Base_t `typedef uint8_t Base_t`

A simple data type is often needed as an argument for a system call or a return type. The Base_t type is used in such a case where there are no other structural data requirements and is typically an unsigned 8-bit integer. The Base_t type should be declared as xBase.

See also

xBase

4.2.3.3 Byte_t `typedef uint8_t Byte_t`

A byte is an 8-bit data type in HeliOS.

See also

xByte

4.2.3.4 HWord_t `typedef uint16_t HWord_t`

A half-word is a 16-bit data type in HeliOS.

See also

xHWord

4.2.3.5 MemoryRegionStats_t `typedef struct MemoryRegionStats_s MemoryRegionStats_t`

The MemoryRegionStats_t data structure is used to store statistics about a HeliOS memory region. Statistics can be obtained for the heap and kernel memory regions.

See also

xMemGetHeapStats()

xMemGetKernelStats()

xMemoryRegionStats

4.2.3.6 Queue_t `typedef void Queue_t`

The Queue_t type is a stub type definition for the internal message queue structure and is treated as a message queue handle by most of the message queue related system calls. The members of the data structure are not accessible. The Queue_t type should be declared as xQueue.

See also

xQueue

xQueueDelete()

Warning

The memory allocated for an instance of xQueue must be freed using xQueueDelete().

4.2.3.7 QueueMessage_t `typedef struct QueueMessage_s QueueMessage_t`

The QueueMessage_t data structure contains the message queue message returned by xQueuePeek() and xQueueReceive(). The QueueMessage_t type should be declared as xQueueMessage.

See also

xQueueMessage

xQueuePeek()

xQueueReceive()

xMemFree()

CONFIG_MESSAGE_VALUE_BYTES

Warning

The memory allocated for an instance of xQueueMessage must be freed using xMemFree().

4.2.3.8 Size_t `typedef size_t Size_t`

The Size_t type is used to store the size of an object in memory and is always represented in bytes. Size_t should always be declared as xSize.

See also

xSize

4.2.3.9 StreamBuffer_t `typedef void StreamBuffer_t`

The StreamBuffer_t type is a stub defintion for the internal stream buffer data structure and is treated as a handle by most of the stream system calls. The members of this data structure are not accessible. The StreamBuffer_t type should be declared as xStreamBuffer.

See also

xStreamBuffer

xStreamDelete()

Warning

The memory allocated for an instance of the xStreamBuffer must be freed by xStreamDelete()

4.2.3.10 SystemInfo_t `typedef struct SystemInfo_s SystemInfo_t`

The SystemInfo_t data structure contains information about the HeliOS system and is returned by xSystemGetSystemInfo(). The SystemInfo_t type should be declared as xSystemInfo.

See also

xSystemInfo

xSystemGetSystemInfo()

xMemFree()

Warning

The memory allocated for an instance of xSystemInfo must be freed using xMemFree().

4.2.3.11 Task_t `typedef void Task_t`

The Task_t type is a stub type definition for the internal task data structure and is treated as a task handle by most of the task related system calls. The members of the data structure are not accessible. The Task_t type should be declared as xTask.

See also

xTask

xTaskDelete()

Warning

The memory allocated for an instance of xTask must be freed by xTaskDelete()

4.2.3.12 TaskInfo_t `typedef struct TaskInfo_s TaskInfo_t`

The TaskInfo_t structure is similar to xTaskRuntimeStats_t in that it contains runtime statistics for a task. However, TaskInfo_t also contains additional details about a task such as its identifier, ASCII name and state. The TaskInfo_t structure is returned by xTaskGetTaskInfo(). If only runtime statistics are needed, TaskRunTimeStats_t should be used because of its lower memory footprint. The TaskInfo_t type should be declared as xTaskInfo.

See also

xTaskInfo

xTaskGetTaskInfo()

xMemFree()

CONFIG_TASK_NAME_BYTES

Warning

The memory allocated for an instance of xTaskInfo must be freed using xMemFree().

4.2.3.13 TaskNotification_t `typedef struct TaskNotification_s TaskNotification_t`

The TaskNotification_t data structure contains the direct to task notification returned by xTaskNotifyTake(). The TaskNotification_t type should be declared as xTaskNotification.

See also

xTaskNotification

xTaskNotifyTake()

xMemFree()

CONFIG_NOTIFICATION_VALUE_BYTES

Warning

The memory allocated for an instance of xTaskNotification must be freed using xMemFree().

4.2.3.14 TaskParm_t `typedef void TaskParm_t`

The TaskParm_t type is used to pass a parameter to a task at the time of creation using xTaskCreate(). A task parameter is a pointer of type void and can point to any number of intrinsic types, arrays and/or user defined structures which can be passed to a task. It is up the the end-user to manage, allocate and free the memory related to these objects using xMemAlloc() and xMemFree(). The TaskParm_t should be declared as xTaskParm.

See also

xTaskParm

xMemAlloc()

xMemFree()

Warning

The memory allocated for an instance of xTaskParm must be freed using xMemFree().

4.2.3.15 TaskRunTimeStats_t `typedef struct TaskRunTimeStats_s TaskRunTimeStats_t`

The TaskRunTimeStats_t structure contains task runtime statistics and is returned by xTaskGetAllRunTimeStats() and xTaskGetTaskRunTimeStats(). The TaskRunTimeStats_t type should be declared as xTaskRunTimeStats.

See also

xTaskRunTimeStats

xTaskGetTaskRunTimeStats()

xTaskGetAllRunTimeStats()

xMemFree()

Warning

The memory allocated for an instance of xTaskRunTimeStats must be freed using xMemFree().

4.2.3.16 Ticks_t `typedef uint32_t Ticks_t`

The xTicks type is used by several of the task and timer related system calls to express time. The unit of measure for time is always ticks.

See also

xTicks

4.2.3.17 Timer_t `typedef void Timer_t`

The Timer_t type is a stub type definition for the internal timer data structure and is treated as a timer handle by most of the timer related system calls. The members of the data structure are not accessible. The Timer_t type should be declared as xTimer.

See also

xTimer

xTimerDelete()

Warning

The memory allocated for an instance of xTimer must be freed using xTimerDelete().

4.2.3.18 Word_t `typedef uint32_t Word_t`

A word is a 32-bit data type in HeliOS.

See also

xWord

4.2.3.19 xAddr `typedef Addr_t* xAddr`

The xAddr type is used to store a memory address and is used to pass memory addresses back and forth between system calls and the end-user application. It is not necessary to use the xAddr type within the end-user application as long as the type is not used to interact with the HeliOS kernel through system calls.

4.2.3.20 xBase `typedef Base_t xBase`

A simple data type is often needed as an argument for a system call or a return type. The xBase type is used in such a case where there are no other structural data requirements is typically an unsigned 8-bit integer.

See also

Base_t

4.2.3.21 xByte `typedef Byte_t xByte`

A byte is an 8-bit data type in HeliOS.

See also

Byte_t

4.2.3.22 xHWord `typedef HWord_t xHWord`

A half-word is a 16-bit data type in HeliOS.

See also

HWord_t

4.2.3.23 xMemoryRegionStats `typedef MemoryRegionStats_t* xMemoryRegionStats`

The xMemoryRegionStats data structure is used to store statistics about a HeliOS memory region. Statistics can be obtained for the heap and kernel memory regions.

See also

xMemGetHeapStats()

xMemGetKernelStats()

MemoryRegionStats_t

4.2.3.24 xQueue `typedef Queue_t* xQueue`

The xQueue type is a stub type definition for the internal message queue structure and is treated as a message queue handle by most of the message queue related system calls. The members of the data structure are not accessible.

See also

Queue_t

xQueueDelete()

Warning

The memory allocated for an instance of xQueue must be freed using xQueueDelete().

4.2.3.25 xQueueMessage `typedef QueueMessage_t* xQueueMessage`

The xQueueMessage data structure contains the message queue message returned by xQueuePeek() and xQueueReceive(). See QueueMessage_t for information about the data structure's members.

See also

QueueMessage_t

xQueuePeek()

xQueueReceive()

xMemFree()

CONFIG_MESSAGE_VALUE_BYTES

Warning

The memory allocated for an instance of xQueueMessage must be freed using xMemFree().

4.2.3.26 xSchedulerState `typedef SchedulerState_t xSchedulerState`

The scheduler can be in one of four possible states defined in the SchedulerState_t enumerated type. The state of the scheduler is changed by calling xTaskSuspendAll() and xTaskResumeAll(). The state can be obtained by calling xTaskGetSchedulerState().

See also

xSchedulerState

xTaskSuspendAll()

xTaskResumeAll()

xTaskGetSchedulerState()

4.2.3.27 xSize `typedef Size_t xSize`

The xSize type is used to store the size of an object in memory and is always represented in bytes.

4.2.3.28 xStreamBuffer `typedef StreamBuffer_t* xStreamBuffer`

The xStreamBuffer type is a stub defintion for the internal stream buffer data structure and is treated as a handle by most of the stream system calls. The members of this data structure are not accessible.

See also

StreamBuffer_t

xStreamDelete()

Warning

The memory allocated for an instance of the xStreamBuffer must be freed by xStreamDelete()

4.2.3.29 xSystemInfo `typedef SystemInfo_t* xSystemInfo`

The xSystemInfo data structure contains information about the HeliOS system and is returned by xSystemGetSystemInfo(). See xSystemInfo_t for information about the data structure's members.

See also

SystemInfo_t

xSystemGetSystemInfo()

xMemFree()

Warning

The memory allocated for an instance of xSystemInfo must be freed using xMemFree().

4.2.3.30 xTask `typedef Task_t* xTask`

The xTask type is a stub type definition for the internal task data structure and is treated as a task handle by most of the task related system calls. The members of the data structure are not accessible.

See also

Task_t
xTaskCreate()
xTaskDelete()

Warning

The memory allocated for an instance of xTask must be freed by xTaskDelete()

4.2.3.31 xTaskInfo `typedef TaskInfo_t* xTaskInfo`

The xTaskInfo structure is similar to xTaskRunTimeStats in that it contains runtime statistics for a task. However, xTaskInfo also contains additional details about a task such as its identifier, ASCII name and state. The xTaskInfo structure is returned by xTaskGetTaskInfo(). If only runtime statistics are needed, xTaskRunTimeStats should be used because of its lower memory footprint. See TaskInfo_t for information about the data structure's members.

See also

TaskInfo_t
xTaskGetTaskInfo()
xMemFree()
CONFIG_TASK_NAME_BYTES

Warning

The memory allocated for an instance of xTaskInfo must be freed using xMemFree().

4.2.3.32 xTaskNotification `typedef TaskNotification_t* xTaskNotification`

The xTaskNotification data structure contains the direct to task notification returned by xTaskNotifyTake(). See TaskNotification_t for information about the data structure's members.

See also

TaskNotification_t
xTaskNotifyTake()
xMemFree()
CONFIG_NOTIFICATION_VALUE_BYTES

Warning

The memory allocated for an instance of xTaskNotification must be freed using xMemFree().

4.2.3.33 xTaskParm `typedef TaskParm_t* xTaskParm`

The xTaskParm type is used to pass a parameter to a task at the time of creation using xTaskCreate(). A task parameter is a pointer of type void and can point to any number of intrinsic types, arrays and/or user defined structures which can be passed to a task. It is up the the end-user to manage allocate and free the memory related to these objects using xMemAlloc() and xMemFree().

See also

TaskParm_t

xMemAlloc()

xMemFree()

Warning

The memory allocated for an instance of xTaskParm must be freed using xMemFree().

4.2.3.34 xTaskRunTimeStats `typedef TaskRunTimeStats_t* xTaskRunTimeStats`

The xTaskRunTimeStats structure contains task runtime statistics and is returned by xTaskGetAllRunTimeStats() and xTaskGetTaskRunTimeStats(). See TaskRunTimeStats_t for information about the data structure's members.

See also

TaskRunTimeStats_t

xTaskGetTaskRunTimeStats()

xTaskGetAllRunTimeStats()

xMemFree()

Warning

The memory allocated for an instance of xTaskRunTimeStats must be freed using xMemFree().

4.2.3.35 xTaskState `typedef TaskState_t xTaskState`

A task can be in one of the four possible states defined in the TaskState_t enumerated type. The state of a task is changed by calling xTaskResume(), xTaskSuspend() or xTaskWait().

See also

TaskState_t

xTaskResume()

xTaskSuspend()

xTaskWait()

4.2.3.36 xTicks `typedef Ticks_t xTicks`

The xTicks type is used by several of the task and timer related system calls to express time. The unit of measure for time is always ticks.

See also

Ticks_t

4.2.3.37 xTimer `typedef Timer_t* xTimer`

The xTimer type is a stub type definition for the internal timer data structure and is treated as a timer handle by most of the timer related system calls. The members of the data structure are not accessible.

See also

Timer_t

xTimerDelete()

Warning

The memory allocated for an instance of xTimer must be freed using xTimerDelete().

4.2.3.38 xWord `typedef Word_t xWord`

A word is a 32-bit data type in HeliOS.

See also

Word_t

4.2.4 Enumeration Type Documentation

4.2.4.1 SchedulerState_t `enum SchedulerState_t`

The scheduler can be in one of four possible states defined in the SchedulerState_t enumerated type. The state of the scheduler is changed by calling xTaskSuspendAll() and xTaskResumeAll(). The state can be obtained by calling xTaskGetSchedulerState().

See also

xSchedulerState

xTaskSuspendAll()

xTaskResumeAll()

Enumerator

SchedulerStateError	Not used.
SchedulerStateSuspended	State the scheduler is in after xTaskSuspendAll() is called.
SchedulerStateRunning	State the scheduler is in after xTaskResumeAll() is called.

4.2.4.2 TaskState_t `enum TaskState_t`

A task can be in one of the four possible states defined in the TaskState_t enumerated type. The state of a task is changed by calling xTaskResume(), xTaskSuspend() or xTaskWait(). The TaskState_t enumerated type should be declared as xTaskState.

See also

xTaskState

xTaskResume()

xTaskSuspend()

xTaskWait()

Enumerator

TaskStateError	Returned by xTaskGetTaskState() when task cannot be found.
TaskStateSuspended	State a task is in when it is first created by xTaskCreate() or suspended by xTaskSuspend().
TaskStateRunning	State a task is in after xTaskResume() is called.
TaskStateWaiting	State a task is in after xTaskWait() is called.

4.2.5 Function Documentation

4.2.5.1 __SystemAssert__() `void __SystemAssert__ ( const char * file_, int line_ )`

The **SystemAssert**() system call handles assertions. The **SystemAssert**() system call should not be called directly. Instead, the SYSASSERT() macro should be used. The system assertion functionality will only work when the CONFIG_ENABLE_SYSTEM_ASSERT and CONFIG_SYSTEM_ASSERT_BEHAVIOR settings are defined.

See also

SYSASSERT

CONFIG_ENABLE_SYSTEM_ASSERT

CONFIG_SYSTEM_ASSERT_BEHAVIOR

Parameters

*file_*	This is automatically defined by the compiler's definition of *FILE*
*line_*	This is automatically defined by the compiler's definition of *LINE*

4.2.5.2 xMemAlloc() `xAddr xMemAlloc ( const xSize size_ )`

The xMemAlloc() system call allocates memory from the heap for HeliOS system calls and end-user tasks. The size of the heap, in bytes, is dependent on the CONFIG_MEMORY_REGION_SIZE_IN_BLOCKS and CONFIG_MEMORY_REGION_BLOCK_SIZE settings. xMemAlloc() functions similarly to calloc() in that it clears the memory it allocates.

See also

CONFIG_MEMORY_REGION_SIZE_IN_BLOCKS

CONFIG_MEMORY_REGION_BLOCK_SIZE

xMemFree()

Parameters

*size_*	The amount (size) of the memory to be allocated from the heap in bytes.

Returns

xAddr If successful, xMemAlloc() returns the address of the newly allocated memory. If unsuccessful, the system call will return null.

Note

HeliOS technically does not allocate memory from what is traditionally heap memory. HeliOS uses a private "heap" which is actually static memory allocated at compile time. This is done to maintain MISRA C:2012 compliance since standard library functions like malloc(), calloc() and free() are not permitted.

4.2.5.3 xMemFree() `void xMemFree ( const xAddr addr_ )`

The xMemFree() system call will free heap memory allocated by xMemAlloc() and other HeliOS system calls such as xSystemGetSystemInfo().

See also

xMemAlloc()

Parameters

*addr_*	The address of the allocated heap memory to be freed.

Warning

xMemFree() cannot be used to free memory allocated for kernel objects. Memory allocated by xTaskCreate(), xTimerCreate() or xQueueCreate() must be freed by their respective delete system calls (i.e., xTaskDelete()).

4.2.5.4 xMemGetHeapStats()

```
xMemoryRegionStats xMemGetHeapStats (
        void  )
```

The xMemGetHeapStats() system call will return statistics about the heap so the end-user can better understand the state of the heap.

See also

xMemoryRegionStats

Returns

xMemoryRegionStats Returns the xMemoryRegionStats structure or null if unsuccesful.

Warning

The memory allocated by xMemGetHeapStats() must be freed by xMemFree().

4.2.5.5 xMemGetKernelStats()

```
xMemoryRegionStats xMemGetKernelStats (
        void  )
```

The xMemGetKernelStats() system call will return statistics about the kernel memory region so the end-user can better understand the state of kernel memory.

See also

xMemoryRegionStats

Returns

xMemoryRegionStats Returns the xMemoryRegionStats structure or null if unsuccesful.

Warning

The memory allocated by xMemGetKernelStats() must be freed by xMemFree().

4.2.5.6 xMemGetSize()

```
xSize xMemGetSize (
        const xAddr addr_ )
```

The xMemGetSize() system call returns the amount of heap memory in bytes that is currently allocated to a specific address. If the address is null or invalid, xMemGetSize() will return zero bytes.

Parameters

*addr_*	The address of the allocated heap memory to obtain the size of the memory, in bytes, that is allocated.

Returns

Size_t The amount of memory currently allocated to the specific address in bytes. If the address is invalid or null, xMemGetSize() will return zero.

Note

If the address addr_ points to a structure that, for example, is 48 bytes in size base on sizeof(), xMemGetSize() will return the number of bytes allocated by the block(s) that contain the structure. Assuming the default block size of 32, a 48 byte structure would require TWO blocks so xMemGetSize() would return 64 - not 48. xMemGetSize() also checks the health of the heap and will return zero if it detects a consistency issue with the heap. Thus, xMemGetSize() can be used to validate addresses before the objects they reference are accessed.

4.2.5.7 xMemGetUsed()

```
xSize xMemGetUsed (
        void  )
```

The xMemGetUsed() system call returns the amount of heap memory, in bytes, that is currently allocated. Calls to xMemAlloc() increases and xMemFree() decreases the amount of memory in use.

Returns

Size_t The amount of memory currently allocated in bytes. If no heap memory is currently allocated, xMemGetUsed() will return zero.

Note

xMemGetUsed() returns the amount of heap memory that is currently allocated to end-user objects AND kernel objects. However, only end-user objects may be freed using xMemFree(). Kernel objects must be freed using their respective delete system call (e.g., xTaskDelete()).

4.2.5.8 xQueueCreate()

```
xQueue xQueueCreate (
        xBase limit_ )
```

The xQueueCreate() system call creates a message queue for inter-task communication.

See also

xQueue

xQueueDelete()

CONFIG_QUEUE_MINIMUM_LIMIT

Parameters

*limit_*	The message limit for the queue. When this number is reach, the queue is considered full and xQueueSend() will fail. The minimum limit for queues is dependent on the setting CONFIG_QUEUE_MINIMUM_LIMIT.

Returns

xQueue A queue is returned if successful, otherwise null is returned if unsuccessful.

Warning

The message queue memory can only be freed by xQueueDelete().

4.2.5.9 xQueueDelete() `void xQueueDelete (`

`xQueue queue_ )`

The xQueueDelete() system call will delete a message queue created by xQueueCreate(). xQueueDelete() will delete a queue regardless of how many messages the queue contains at the time xQueueDelete() is called. Any messages the message queue contains will be deleted in the process of deleting the message queue.

See also

xQueueCreate()

Parameters

*queue_*	The queue to be deleted.

4.2.5.10 xQueueDropMessage() `void xQueueDropMessage (`

`xQueue queue_ )`

The xQueueDropMessage() system call will drop the next message from the message queue without returning the message.

Parameters

*queue_*	The queue to drop the next message from.

4.2.5.11 xQueueGetLength() `xBase xQueueGetLength (`

`xQueue queue_ )`

The xQueueGetLength() system call returns the length of the queue (the number of messages the queue currently contains).

Parameters

*queue_*	The queue to return the length of.

Returns

xBase The number of messages in the queue. If unsuccessful or if the queue is empty, xQueueGetLength() returns zero.

4.2.5.12 xQueueIsQueueEmpty()

```
xBase xQueueIsQueueEmpty (
        xQueue queue_ )
```

The xQueueIsEmpty() system call will return a true or false dependent on whether the queue is empty (message queue length is zero) or contains one or more messages.

Parameters

*queue_*	The queue to determine whether it is empty.

Returns

xBase True if the queue is empty. False if the queue has one or more messages. xQueueIsQueueEmpty() will also return false if the queue parameter is invalid.

4.2.5.13 xQueueIsQueueFull()

```
xBase xQueueIsQueueFull (
        xQueue queue_ )
```

The xQueueIsFull() system call will return a true or false dependent on whether the queue is full or contains zero messages. A queue is considered full if the number of messages in the queue is equal to the queue's length limit.

Parameters

*queue_*	The queue to determine whether it is full.

Returns

xBase True if the queue is full. False if the queue has zero. xQueueIsQueueFull() will also return false if the queue parameter is invalid.

4.2.5.14 xQueueLockQueue() `void xQueueLockQueue (`

`xQueue` *queue_*)

The xQueueLockQueue() system call will lock the message queue. Locking a message queue will prevent xQueueSend() from sending messages to the queue.

Parameters

*queue_*	The queue to lock.

4.2.5.15 xQueueMessagesWaiting() `xBase xQueueMessagesWaiting (`

`xQueue` *queue_*)

The xQueueMessageWaiting() system call returns true or false dependent on whether there is at least one message waiting. The message queue does not have to be full to return true.

Parameters

*queue_*	The queue to determine whether one or more messages are waiting.

Returns

xBase True if one or more messages are waiting. False if there are no messages waiting of the queue parameter is invalid.

4.2.5.16 xQueuePeek() `xQueueMessage xQueuePeek (`

`xQueue` *queue_*)

The xQueuePeek() system call will return the next message in the specified message queue without dropping the message.

See also

xQueueMessage

xMemFree()

Parameters

*queue_*	The queue to return the next message from.

Returns

xQueueMessage The next message in the queue. If the queue is empty or the queue parameter is invalid, xQueuePeek() will return null.

Warning

The memory allocated by xQueuePeek() must be freed by xMemFree().

4.2.5.17 xQueueReceive()

```
xQueueMessage xQueueReceive (
        xQueue queue_ )
```

The xQueueReceive() system call will return the next message in the message queue and drop it from the message queue.

See also

xQueueMessage

xMemFree()

Parameters

*queue_*	The queue to return the next message from.

Returns

xQueueMessage The message returned from the queue. If the queue is empty of the queue parameter is invalid, xQueueReceive() will return null.

Warning

The memory allocated by xQueueReceive() must be freed by xMemFree().

4.2.5.18 xQueueSend()

```
xBase xQueueSend (
        xQueue queue_,
        xBase messageBytes_,
        const char * messageValue_ )
```

The xQueueSend() system call will send a message using the specified message queue. The size of the message value is passed in the message bytes parameter. The maximum message value size in bytes is dependent on the CONFIG_MESSAGE_VALUE_BYTES setting.

See also

CONFIG_MESSAGE_VALUE_BYTES

xQueuePeek()

xQueueReceive()

Parameters

*queue_*	The queue to send the message to.
*messageBytes_*	The number of bytes contained in the message value. The number of bytes must be greater than zero and less than or equal to the setting CONFIG_MESSAGE_VALUE_BYTES.
*messageValue_*	The message value. If the message value is greater than defined in CONFIG_MESSAGE_VALUE_BYTES, only the number of bytes defined in CONFIG_MESSAGE_VALUE_BYTES will be copied into the message value. The message value is NOT a null terminated string.

Returns

xBase xQueueSend() returns RETURN_SUCCESS if the message was sent to the queue successfully. Otherwise RETURN_FAILURE if unsuccessful.

4.2.5.19 xQueueUnLockQueue() `void xQueueUnLockQueue ( xQueue queue_ )`

The xQueueUnLockQueue() system call will unlock the message queue. Unlocking a message queue will allow xQueueSend() to send messages to the queue.

Parameters

*queue_*	The queue to unlock.

4.2.5.20 xStreamBytesAvailable() `xHWord xStreamBytesAvailable ( xStreamBuffer stream_ )`

The xStreamBytesAvailable() system call will return the length of the stream buffer in bytes (i.e., bytes available to be received by xStreamReceive()).

Parameters

*stream_*	The stream to operate on.

Returns

xHWord The length of the stream buffer in bytes.

4.2.5.21 xStreamCreate() `xStreamBuffer xStreamCreate ( void )`

The xStreamCreate() system call will create a new stream buffer. The memory for a stream buffer is allocated from kernel memory and therefor cannot be freed by calling xMemFree().

Returns

xStreamBuffer The newly created stream buffer.

Warning

The stream buffer created by xStreamCreate() must be freed by calling xStreamDelete().

4.2.5.22 xStreamDelete() `void xStreamDelete ( xStreamBuffer stream_ )`

The xStreamDelete() system call will delete a stream buffer and free its memory. Once a stream buffer is deleted, it can not be written to or read from.

Parameters

*stream_*	The stream buffer to operate on.

4.2.5.23 xStreamIsEmpty() `xBase xStreamIsEmpty ( xStreamBuffer stream_ )`

The xStreamIsEmpty() system call is used to determine if the stream buffer is empty. A stream buffer is considered empty when it's length is equal to zero. If the buffer is greater than zero in length, xStreamIsEmpty() will return false.

Parameters

*steam_*	The stream buffer to operate on.

Returns

xBase Returns true if the stream buffer length is equal to zero in length, otherwise xStreamIsEmpty() will return false.

4.2.5.24 xStreamIsFull() `xBase xStreamIsFull ( xStreamBuffer steam_ )`

The xStreamIsFull() system call is used to determine if the stream buffer is full. A stream buffer is considered full when it's length is equal to CONFIG_STREAM_BUFFER_BYTES. If the buffer is less than CONFIG_STREAM_BUFFER_BYTES in length, xStreamIsFull() will return false.

Parameters

steam↩ _	The stream buffer to operate on.

Returns

xBase Returns true if the stream buffer is equal to CONFIG_STREAM_BUFFER_BYTES in length, otherwise xStreamIsFull() will return false.

4.2.5.25 xStreamReceive()

```
xByte* xStreamReceive (
    xStreamBuffer stream_,
    HWord_t * bytes_ )
```

The xStreamReceive() system call will return the contents of the stream buffer. The contents are returned as a byte array whose length is known by the bytes_ paramater. Because the byte array is stored in the heap, it must be freed by calling xMemFree().

Parameters

stream↩ _	The stream to operate on.
bytes↩ _	The number of bytes returned (i.e., length of the byte array) by xStreamReceive().

Returns

xByte∗ The byte array containing the contents of the stream buffer.

Warning

The byte array returned by xStreamReceive() must be freed by calling xMemFree().

4.2.5.26 xStreamReset()

```
void xStreamReset (
    xStreamBuffer stream_ )
```

The xStreamRest() system call will clear the contents of the stream buffer and reset its length to zero.

Parameters

stream↩ _	The stream buffer to operate on.

4.2.5.27 xStreamSend()

```
xBase xStreamSend (
        xStreamBuffer stream_,
        xByte byte_ )
```

The xStreamSend() system call will write one byte to the stream buffer. If the stream buffer's length is equal to CONFIG_STREAM_BUFFER_BYTES (i.e., full) then the byte will not be written to the stream buffer and xStreamSend() will return RETURN_FAILURE.

Parameters

*stream_*	
*byte_*	

Returns

xBase

4.2.5.28 xSystemGetSystemInfo()

```
xSystemInfo xSystemGetSystemInfo (
        void  )
```

Returns

xSystemInfo The system info is returned if successful, otherwise null is returned if unsuccessful.

See also

xSystemInfo

xMemFree()

Warning

The memory allocated by the xSystemGetSystemInfo() must be freed with xMemFree()

4.2.5.29 xSystemHalt()

```
void xSystemHalt (
        void  )
```

The xSystemHalt() system call will halt HeliOS. Once xSystemHalt() is called, the system must be reset.

4.2.5.30 xSystemInit()

```
void xSystemInit (
        void  )
```

The xSystemInit() system call initializes the required interrupt handlers and memory and must be called prior to calling any other system call.

4.2.5.31 xTaskChangePeriod() `void xTaskChangePeriod (`

```
xTask task_,
xTicks timerPeriod_ )
```

The xTaskChangePeriod() system call will change the period (ticks) on the task timer for the specified task. The timer period must be greater than zero. To have any effect, the task must be in the waiting state set by calling xTaskWait() on the task. Once the timer period is set and the task is in the waiting state, the task will be executed every timerPeriod_ ticks. Changing the period to zero will prevent the task from being executed even if it is in the waiting state unless it were to receive a direct to task notification.

See also

xTaskWait()

xTaskGetPeriod()

xTaskResetTimer()

Parameters

*task_*	The task to change the timer period for.
*timer↩ Period_*	The timer period in ticks.

4.2.5.32 xTaskChangeWDPeriod() `void xTaskChangeWDPeriod (`

```
xTask * task_,
xTicks wdTimerPeriod_ )
```

The xTaskChangeWDPeriod() system call will change the task watchdog timer period. The period, measured in ticks, must be greater than zero to have any effect. If the tasks last runtime exceeds the task watchdog timer period, the task will automatically be placed in a suspended state.

See also

xTaskGetWDPeriod()

Parameters

*task_*	The task to change the task watchdog timer for.
*wdTimer↩ Period_*	The task watchdog timer period which is measured in ticks. If zero, the task watchdog timer will not have any effect.

4.2.5.33 xTaskCreate() `xTask xTaskCreate (`

```
const char * name_,
void(*)(xTask, xTaskParm) callback_,
xTaskParm taskParameter_ )
```

The xTaskCreate() system call will create a new task. The task will be created with its state set to suspended. The xTaskCreate() and xTaskDelete() system calls cannot be called within a task. They MUST be called outside of the scope of the HeliOS scheduler.

Parameters

*name_*	The ASCII name of the task which can be used by xTaskGetHandleByName() to obtain the task handle. The length of the name is depended on the CONFIG_TASK_NAME_BYTES. The task name is NOT a null terminated char string.
*callback_*	The address of the task main function. This is the function that will be invoked by the scheduler when a task is scheduled for execution.
*task↩ Parameter_*	A pointer to any type or structure that the end-user wants to pass into the task as a parameter. The task parameter is not required and may simply be set to null.

Returns

xTask A handle to the newly created task.

See also

xTask

xTaskParm

xTaskDelete()

xTaskState

CONFIG_TASK_NAME_BYTES

Warning

xTaskCreate() MUST be called outside the scope of the HeliOS scheduler (i.e., not from a task's main). The task memory can only be freed by xTaskDelete().

4.2.5.34 xTaskDelete()

```
void xTaskDelete (
        xTask task_ )
```

The xTaskDelete() system call will delete a task. The xTaskCreate() and xTaskDelete() system calls cannot be called within a task. They MUST be called outside of the scope of the HeliOS scheduler.

Parameters

task↩ _	The handle of the task to be deleted.

Warning

xTaskDelete() MUST be called outside the scope of the HeliOS scheduler (i.e., not from a task's main).

4.2.5.35 xTaskGetAllRunTimeStats()

```
xTaskRunTimeStats xTaskGetAllRunTimeStats (
        xBase * tasks_ )
```

The xTaskGetAllRunTimeStats() system call will return the runtime statistics for all of the tasks regardless of their state. The xTaskGetAllRunTimeStats() system call returns the xTaskRunTimeStats type. An xBase variable must be passed by reference to xTaskGetAllRunTimeStats() which will be updated by xTaskGetAllRunTimeStats() to contain the number of tasks so the end-user can iterate through the tasks. The xTaskRunTimeStats memory must be freed by xMemFree() after it is no longer needed.

See also

xTaskRunTimeStats

xMemFree()

Parameters

*tasks_*	A variable of type xBase passed by reference which will contain the number of tasks upon return. If no tasks currently exist, this variable will not be modified.

Returns

xTaskRunTimeStats The runtime stats returned by xTaskGetAllRunTimeStats(). If there are currently no tasks then this will be null. This memory must be freed by xMemFree().

Warning

The memory allocated by xTaskGetAllRunTimeStats() must be freed by xMemFree().

4.2.5.36 xTaskGetAllTaskInfo()

```
xTaskInfo xTaskGetAllTaskInfo (
        xBase * tasks_ )
```

The xTaskGetAllTaskInfo() system call returns the xTaskInfo structure containing the details of ALL tasks including their identifier, name, state and runtime statistics.

See also

xTaskInfo

Parameters

*tasks_*	A variable of type xBase passed by reference which will contain the number of tasks upon return. If no tasks currently exist, this variable will not be modified.

Returns

xTaskInfo The xTaskInfo structure containing the tasks details. xTaskGetAllTaskInfo() returns null if there no tasks or if a consistency issue is detected.

Warning

The memory allocated by xTaskGetAllTaskInfo() must be freed by xMemFree().

4.2.5.37 xTaskGetHandleById() xTask xTaskGetHandleById (xBase *id_*)

The xTaskGetHandleById() system call will return the task handle of the task specified by identifier identifier.

See also

xBase

Parameters

*id_*	The identifier of the task to return the handle of.

Returns

xTask The task handle. xTaskGetHandleById() returns null if the the task identifier cannot be found.

4.2.5.38 xTaskGetHandleByName() xTask xTaskGetHandleByName (const char * *name_*)

The xTaskGetHandleByName() system call will return the task handle of the task specified by its ASCII name. The length of the task name is dependent on the CONFIG_TASK_NAME_BYTES setting. The name is compared byte-for-byte so the name is case sensitive.

See also

CONFIG_TASK_NAME_BYTES

Parameters

*name_*	The ASCII name of the task to return the handle of. The task name is NOT a null terminated string.

Returns

xTask The task handle. xTaskGetHandleByName() returns null if the name cannot be found.

4.2.5.39 xTaskGetId() xBase xTaskGetId (xTask *task_*)

The xTaskGetId() system call returns the task identifier for the task.

Parameters

task↩ _	The task to return the identifier of.

Returns

xBase The identifier of the task. If the task cannot be found, xTaskGetId() returns zero (all tasks identifiers are 1 or greater).

4.2.5.40 xTaskGetName() `char* xTaskGetName ( xTask task_ )`

The xTaskGetName() system call returns the ASCII name of the task. The size of the task is dependent on the setting CONFIG_TASK_NAME_BYTES. The task name is NOT a null terminated char string. The memory allocated for the char array must be freed by xMemFree() when no longer needed.

See also

CONFIG_TASK_NAME_BYTES

xMemFree()

Parameters

task↩ _	The task to return the name of.

Returns

char* A pointer to the char array containing the ASCII name of the task. The task name is NOT a null terminated char string. xTaskGetName() will return null if the task cannot be found.

Warning

The memory allocated by xTaskGetName() must be free by xMemFree().

4.2.5.41 xTaskGetNumberOfTasks() `xBase xTaskGetNumberOfTasks ( void )`

The xTaskGetNumberOfTasks() system call returns the current number of tasks regardless of their state.

Returns

xBase The number of tasks.

4.2.5.42 xTaskGetPeriod() `xTicks xTaskGetPeriod (`

```
xTask task_ )
```

The xTaskGetPeriod() will return the period for the timer for the specified task. See xTaskChangePeriod() for more information on how the task timer works.

See also

xTaskWait()

xTaskChangePeriod()

xTaskResetTimer()

Parameters

*task_*	The task to return the timer period for.

Returns

xTicks The timer period in ticks. xTaskGetPeriod() will return zero if the timer period is zero or if the task could not be found.

4.2.5.43 xTaskGetSchedulerState() `xSchedulerState xTaskGetSchedulerState (`

```
void )
```

The xTaskGetSchedulerState() system call will return the state of the scheduler. The state of the scheduler can only be changed using xTaskSuspendAll() and xTaskResumeAll().

See also

xSchedulerState

xTaskSuspendAll()

xTaskResumeAll()

Returns

xSchedulerState The state of the scheduler.

4.2.5.44 xTaskGetTaskInfo() `xTaskInfo xTaskGetTaskInfo (`

```
xTask task_ )
```

The xTaskGetTaskInfo() system call returns the xTaskInfo structure containing the details of the task including its identifier, name, state and runtime statistics.

See also

xTaskInfo

Parameters

task↩ _	The task to return the details of.

Returns

xTaskInfo The xTaskInfo structure containing the task details. xTaskGetTaskInfo() returns null if the task cannot be found.

Warning

The memory allocated by xTaskGetTaskInfo() must be freed by xMemFree().

4.2.5.45 xTaskGetTaskRunTimeStats() `xTaskRunTimeStats xTaskGetTaskRunTimeStats ( xTask task_ )`

The xTaskGetTaskRunTimeStats() system call returns the task runtime statistics for one task. The xTaskGetTaskRunTimeStats() system call returns the xTaskRunTimeStats type. The memory must be freed by calling xMemFree() after it is no longer needed.

See also

xTaskRunTimeStats

xMemFree()

Parameters

task↩ _	The task to get the runtime statistics for.

Returns

xTaskRunTimeStats The runtime stats returned by xTaskGetTaskRunTimeStats(). xTaskGetTaskRunTimeStats() will return null of the task cannot be found.

Warning

The memory allocated by xTaskGetTaskRunTimeStats() must be freed by xMemFree().

4.2.5.46 xTaskGetTaskState() `xTaskState xTaskGetTaskState ( xTask task_ )`

The xTaskGetTaskState() system call will return the state of the task.

See also

xTaskState

Parameters

*task_*	The task to return the state of.

Returns

xTaskState The xTaskState of the task. If the task cannot be found, xTaskGetTaskState() will return null.

4.2.5.47 xTaskGetWDPeriod()

```
xTicks xTaskGetWDPeriod (
        xTask * task_ )
```

The xTaskGetWDPeriod() will return the current task watchdog timer for the task.

See also

xTaskChangeWDPeriod()

Parameters

*task_*	The task to get the task watchdog timer period for.

Returns

Ticks_t The task watchdog timer period which is measured in ticks.

4.2.5.48 xTaskNotificationIsWaiting()

```
xBase xTaskNotificationIsWaiting (
        xTask task_ )
```

The xTaskNotificationIsWaiting() system call will return true or false depending on whether there is a direct to task notification waiting for the task.

Parameters

*task_*	The task to check for a waiting task notification.

Returns

xBase Returns true if there is a task notification. False if there is no notification or if the task could not be found.

4.2.5.49 xTaskNotifyGive()

```
Base_t xTaskNotifyGive (
        xTask task_,
        xBase notificationBytes_,
        const char * notificationValue_ )
```

The xTaskNotifyGive() system call will give a direct to task notification to the specified task. The task notification bytes is the number of bytes contained in the notification value. The number of notification bytes must be between one and the CONFIG_NOTIFICATION_VALUE_BYTES setting. The notification value must contain a pointer to a char array containing the notification value. If the task already has a waiting task notification, xTaskNotifyGive() will NOT overwrite the waiting task notification. xTaskNotifyGive() will return true if the direct to task notification was successfully given.

See also

CONFIG_NOTIFICATION_VALUE_BYTES

xTaskNotifyTake()

Parameters

*task_*	The task to send the task notification to.
*notificationBytes_*	The number of bytes contained in the notification value. The number must be between one and the CONFIG_NOTIFICATION_VALUE_BYTES setting.
*notificationValue_*	A char array containing the notification value. The notification value is NOT a null terminated string.

Returns

xBase RETURN_SUCCESS if the direct to task notification was successfully given, RETURN_FAILURE if not.

4.2.5.50 xTaskNotifyStateClear()

```
void xTaskNotifyStateClear (
        xTask task_ )
```

The xTaskNotifyStateClear() system call will clear a waiting direct to task notification if one exists without returning the notification.

Parameters

*task_*	The task to clear the notification for.

4.2.5.51 xTaskNotifyTake()

```
xTaskNotification xTaskNotifyTake (
        xTask task_ )
```

The xTaskNotifyTake() system call will return the waiting direct to task notification if there is one. The xTaskNotifyTake() system call will return an xTaskNotification structure containing the notification bytes and its value. The memory allocated by xTaskNotifyTake() must be freed by xMemFree().

See also

xTaskNotification

xTaskNotifyGive()

xMemFree()

CONFIG_NOTIFICATION_VALUE_BYTES

Parameters

*task_*	The task to return a waiting task notification.

Returns

xTaskNotification The xTaskNotification structure containing the notification bytes and value. xTaskNotifyTake() will return null if no waiting task notification exists or if the task cannot be found.

Warning

The memory allocated by xTaskNotifyTake() must be freed by xMemFree().

4.2.5.52 xTaskResetTimer()

```
void xTaskResetTimer (
        xTask task_ )
```

The xTaskResetTimer() system call will reset the task timer. xTaskResetTimer() does not change the timer period or the task state when called. See xTaskChangePeriod() for more details on task timers.

See also

xTaskWait()

xTaskChangePeriod()

xTaskGetPeriod()

Parameters

*task_*	The task to reset the task timer for.

4.2.5.53 xTaskResume()

```
void xTaskResume (
        xTask task_ )
```

The xTaskResume() system call will resume a suspended task. Tasks are suspended on creation so either xTaskResume() or xTaskWait() must be called to place the task in a state that the scheduler will execute.

See also

xTaskState

xTaskSuspend()

xTaskWait()

Parameters

task↩ _	The task to set its state to running.

4.2.5.54 xTaskResumeAll() `void xTaskResumeAll ( void )`

The xTaskResumeAll() system call will set the scheduler state to running so the next call to xTaskStartScheduler() will resume execute of all tasks. The state of each task is not altered by xTaskSuspendAll() or xTaskResumeAll().

See also

xTaskSuspendAll()

4.2.5.55 xTaskStartScheduler() `void xTaskStartScheduler ( void )`

The xTaskStartScheduler() system call passes control to the HeliOS scheduler. This system call will not return until xTaskSuspendAll() is called. If xTaskSuspendAll() is called, xTaskResumeAll() must be called before xTaskStartScheduler() can be called again to continue executing tasks.

4.2.5.56 xTaskSuspend() `void xTaskSuspend ( xTask task_ )`

The xTaskSuspend() system call will suspend a task. A task that has been suspended will not be executed by the scheduler until xTaskResume() or xTaskWait() is called.

See also

xTaskState

xTaskResume()

xTaskWait()

Parameters

task↩ _	The task to suspend.

4.2.5.57 xTaskSuspendAll() `void xTaskSuspendAll (`

```
void )
```

The xTaskSuspendAll() system call will set the scheduler state to suspended so the scheduler will stop and return. The state of each task is not altered by xTaskSuspendAll() or xTaskResumeAll().

See also

xTaskResumeAll()

4.2.5.58 xTaskWait() `void xTaskWait (`

```
xTask task_ )
```

The xTaskWait() system call will place a task in the waiting state. A task must be in the waiting state for event driven multitasking with either direct to task notifications OR setting the period on the task timer with xTaskChangePeriod(). A task in the waiting state will not be executed by the scheduler until an event has occurred.

See also

xTaskState

xTaskResume()

xTaskSuspend()

Parameters

*task_*	The task to place in the waiting state.

4.2.5.59 xTimerChangePeriod() `void xTimerChangePeriod (`

```
xTimer timer_,
xTicks timerPeriod_ )
```

The xTimerChangePeriod() system call will change the period of the specified timer. The timer period is measured in ticks. If the timer period is zero, the xTimerHasTimerExpired() system call will always return false.

See also

xTimerHasTimerExpired()

Parameters

*timer_*	The timer to change the period for.
*timerPeriod_*	The timer period in is ticks. Timer period must be zero or greater.

4.2.5.60 xTimerCreate() xTimer xTimerCreate (xTicks timerPeriod_)

The xTimerCreate() system call will create a new timer. Timers differ from task timers in that they do not create events that effect the scheduling of a task. Timers can be used by tasks to initiate various task activities based on a specified time period represented in ticks. The memory allocated by xTimerCreate() must be freed by xTimerDelete(). Unlike tasks, timers may be created and deleted within tasks.

See also

xTimer

xTimerDelete()

Parameters

*timer↩ Period_*	The number of ticks before the timer expires.

Returns

xTimer The newly created timer. If the timer period parameter is less than zero or xTimerCreate() was unable to allocate the required memory, xTimerCreate() will return null.

Warning

The timer memory can only be freed by xTimerDelete().

4.2.5.61 xTimerDelete() void xTimerDelete (xTimer timer_)

The xTimerDelete() system call will delete a timer. For more information on timers see the xTaskTimerCreate() system call.

See also

xTimerCreate()

Parameters

timer↩ _	The timer to be deleted.

4.2.5.62 xTimerGetPeriod() `xTicks xTimerGetPeriod ( xTimer timer_ )`

The xTimerGetPeriod() system call will return the current timer period for the specified timer.

Parameters

*timer_*	The timer to get the timer period for.

Returns

xTicks The timer period. If the timer cannot be found, xTimerGetPeriod() will return zero.

4.2.5.63 xTimerHasTimerExpired() `xBase xTimerHasTimerExpired ( xTimer timer_ )`

The xTimerHasTimerExpired() system call will return true or false dependent on whether the timer period for the specified timer has elapsed. xTimerHasTimerExpired() will NOT reset the timer. Timers will not automatically reset. Timers MUST be reset with xTimerReset().

See also

xTimerReset()

Parameters

*timer_*	The timer to determine if the period has expired.

Returns

xBase True if the timer has expired, false if the timer has not expired or could not be found.

4.2.5.64 xTimerIsTimerActive() `xBase xTimerIsTimerActive ( xTimer timer_ )`

The xTimerIsTimerActive() system call will return true of the timer has been started with xTimerStart().

See also

xTimerStart()

Parameters

timer↩ _	The timer to check if active.

Returns

xBase True if active, false if not active or if the timer could not be found.

4.2.5.65 xTimerReset() `void xTimerReset (`

`xTimer timer_ )`

The xTimerReset() system call will reset the start time of the timer to zero.

Parameters

timer↩ _	The timer to be reset.

4.2.5.66 xTimerStart() `void xTimerStart (`

`xTimer timer_ )`

The xTimerStart() system call will place the timer in the running (active) state. Neither xTimerStart() nor xTimerStop() will reset the timer. Timers can only be reset with xTimerReset().

See also

xTimerStop()

xTimerReset()

Parameters

timer↩ _	The timer to be started.

4.2.5.67 xTimerStop() `void xTimerStop (`

`xTimer timer_ )`

See also

xTimerStart()

xTimerReset()

Parameters

timer↩ _	The timer to be stopped.

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