jocktos-docs Release v0.1

Nick Schneider, Joshua Goard

CONTENTS:

1	Sour	Source Code!				
	1.1	Embedded LaTeX Equations	3			
	1.2	Data Structure Reference	3			
	1.3	Enum Reference	4			
2 Indices and tables			7			
In	ndex					

A journey of learning how to create an RTOS kernel from the ground up, by Nick Schneider and Joshua Goard

CONTENTS: 1

2 CONTENTS:

CHAPTER

ONE

SOURCE CODE!

1.1 Embedded LaTeX Equations

Here's some LaTeX inside the reStructured-Text:

$$\frac{\sum_{t=0}^{N} f(t,k)}{N}$$

1.2 Data Structure Reference

Here's an auto-gen blurb on a coreRegisters data structure:

struct coreRegistersDef

STM32 Cortex-M4 Core Registers.

Public Members

uint32_t registers[13]

R0-R12 are 32-bit general-purpose registers for data operations.

uint32_t *stack_pointer

The Stack Pointer (SP) is register R13.

In Thread mode, bit[1] of the CONTROL register indicates the stack pointer to use:

- 0: Main Stack Pointer (MSP). This is the reset value.
- 1: Process Stack Pointer (PSP). On reset, the processor loads the MSP with the value from address 0x00000000.

uint32_t link_register

The Link Register (LR) is register R14.

It stores the return information for subroutines, function calls, and exceptions. On reset, the processor loads the LR value 0xFFFFFFF.

uint32_t *program_counter

The Program Counter (PC) is register R15.

It contains the current program address. On reset, the processor loads the PC with the value of the reset vector, which is at address 0x00000004. Bit[0] of the value is loaded into the EPSR T-bit at reset and must be 1.

uint32_t program_status_register

The Program Status Register (PSR) combines:

- Application Program Status Register (APSR)
- Interrupt Program Status Register (IPSR)
- Execution Program Status Register (EPSR)

uint32_t exception_markers[3]

Exception Markers contain:

- Priority Fault Mask Register (PRIMASK)
- Fault Mask Register (FAULTMASK)
- Base Priority Mask Register (BASEPRI)

uint32_t control_register

The CONTROL register controls the stack used and the privilege level for software execution when the processor is in Thread mode and indicates whether the FPU state is active.

1.3 Enum Reference

Here's an auto-gen blurb on the task state enumeration:

enum jocktos_TaskState

Task State Machine Enumeration.

Attention

Wild inline LaTeX

$$\int_{a}^{b} f(x)dx = F(b) - F(a)$$

Values:

enumerator RUNNING

Currently active task.

enumerator **READY**

In the queue and ready to run.

enumerator **BLOCKED**

Awaiting a resource.

enumerator SUSPENDED

Delayed or intentionally released.

This was all in the header file!

The figure and LaTeX can both be found in jocktos/main.h

1.3. Enum Reference 5

CHAPTER

TWO

INDICES AND TABLES

- genindex
- modindex
- search

INDEX

```
C
coreRegistersDef (C++ struct), 3
coreRegistersDef::control\_register(C++
       member), 4
coreRegistersDef::exception_markers
       (C++ member), 4
coreRegistersDef::link_register
                                     (C++
       member), 3
coreRegistersDef::program\_counter (C++
       member), 3
coreRegistersDef::program_status_register
       (C++ member), 4
coreRegistersDef::registers (C++ member),
coreRegistersDef::stack_pointer
                                     (C++
       member), 3
J
jocktos_TaskState (C++ enum), 4
jocktos_TaskState::BLOCKED (C++ enumera-
       tor), 5
jocktos_TaskState::READY (C++ enumerator), 5
jocktos_TaskState::RUNNING (C++ enumera-
jocktos_TaskState::SUSPENDED (C++ enumer-
       ator), 5
```