C8E

0.1

Generated by Doxygen 1.7.2

Sun Dec 12 2010 21:33:10

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2.1 src/Logs.h File Reference

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- #define DEFAULT_DEBUG_LEVEL 1
- #define DEFAULT_OUTPUT_FILE "DEBUG_LOGS"

Enumerations

- enum DEBUG_LEVELS { ERROR = 0, WARNING = 1, DRAWING = 2, DISASSEMBLING = 3 }

Functions

- void setupLogs ()
- void setupLogs (unsigned char debugLevel)
- void setupLogs (unsigned char debugLevel, char ∗outputFile)
- void closeLogs ()
- void addEntry (DEBUG_LEVELS level, const char ∗const message)

2.1.1 Define Documentation

2.1.1.1 #define DEFAULT_DEBUG_LEVEL 1

Definition at line 23 of file Logs.h.

2.1.1.2 #define DEFAULT_OUTPUT_FILE "DEBUG_LOGS"

Definition at line 26 of file Logs.h.

2.1.2 Enumeration Type Documentation

2.1.2.1 enum DEBUG_LEVELS

Enumerator:

ERROR

WARNING

DRAWING

DISASSEMBLING

Definition at line 19 of file Logs.h.

2.1.3 Function Documentation

2.1.3.1 void addEntry (DEBUG_LEVELS *level,* const char ∗const *message*)

2.1.3.2 void closeLogs ( )

2.1.3.3 void setupLogs (unsigned char *debugLevel*)

2.1.3.4 void setupLogs (unsigned char *debugLevel,* char ∗ *outputFile*)

2.1.3.5 void setupLogs ( )

2.2 src/Memory.c File Reference

Define all functions, variables and defines for memory management.

Functions

- int setupMemory ()
  Initialize memory to 0.
- int write (unsigned short addr, char ∗const data, unsigned int len)
  write [len] bytes from [data] into memory at adress [addr]
- int read (short addr, unsigned short len, char ∗const buffer)
  Read [len] bytes of data from address [addr] to buffer.

2.2.1 Detailed Description

Define all functions, variables and defines for memory management.

Version

0.1

Date

December 12, 2010

Author

Maxime Gaudin

Definition in file Memory.c.

2.2.2 Function Documentation

2.2.2.1 int read (short *addr*, unsigned short *len*, char *const *buffer*)

Read [len] bytes of data from address [addr] to buffer.

Parameters

in	*addr*	Address where rea
in	*len*	Number of bytes read
out	*buffer*	Pointer to the data buffer

Returns

0 if success, 1 otherwise.

Definition at line 39 of file Memory.c.

2.2.2.2 int setupMemory ( )

Initialize memory to 0.

Returns

0 if success, 1 otherwise.

Definition at line 19 of file Memory.c.

2.2.2.3 int write (unsigned short *addr*, char *const *data*, unsigned int *len*)

write [len] bytes from [data] into memory at adress [addr]

Parameters

in	*addr*	Address where data will be written
in	*data*	Pointer to data buffer
in	*len*	Number of byte written

Returns

0 if success, 1 otherwise.

Definition at line 30 of file Memory.c.

2.3 src/Memory.h File Reference

Defines

- #define RESERVED_MEMORY_START 0x0

  Specifies where memory starts (0x0, what a surprise isn't it ??).

- #define RESERVED_MEMORY_STOP 0x200

  Specifies where the memory stops.

- #define DATA_SPACE_START 0x200

  Specifies the beginning of the data space.

- #define DATA_SPACE_STOP 0xFFF

  Specifies the end of the data space.

- #define MAX_REGISTERS 0xF

  Specifies the maximum number of registers..

Functions

- int setupMemory ()

  Initialize memory to 0.

- int write (unsigned short addr, char ∗const data, unsigned int len)

  write [len] bytes from [data] into memory at adress [addr]

- int read (short addr, unsigned short len, char ∗const buffer)

  Read [len] bytes of data from address [addr] to buffer.

2.3.1 Define Documentation

2.3.1.1 #define DATA_SPACE_START 0x200

Specifies the beginning of the data space.

Definition at line 36 of file Memory.h.

2.3.1.2 #define DATA_SPACE_STOP 0xFFF

Specifies the end of the data space.

Definition at line 38 of file Memory.h.

2.3.1.3 #define MAX_REGISTERS 0xF

Specifies the maximum number of registers..

Definition at line 41 of file Memory.h.

2.3.1.4 #define RESERVED_MEMORY_START 0x0

Specifies where memory starts (0x0, what a surprise isn't it ??).

Definition at line 31 of file Memory.h.

2.3.1.5 #define RESERVED_MEMORY_STOP 0x200

Specifies where the memory stops.

Definition at line 33 of file Memory.h.

2.3.2 Function Documentation

2.3.2.1 int read (short *addr,* unsigned short *len,* char *const *buffer*)

Read [len] bytes of data from address [addr] to buffer.

Parameters

in	*addr*	Address where rea
in	*len*	Number of bytes read
out	*buffer*	Pointer to the data buffer

Returns

0 if success, 1 otherwise.

Definition at line 39 of file Memory.c.

2.3.2.2 int setupMemory ( )

Initialize memory to 0.

Returns

0 if success, 1 otherwise.

Definition at line 19 of file Memory.c.

2.3.2.3 int write (unsigned short *addr,* char ∗const *data,* unsigned int *len*)

write [len] bytes from [data] into memory at adress [addr]

Parameters

in	*addr*	Address where data will be written
in	*data*	Pointer to data buffer
in	*len*	Number of byte written

Returns

0 if success, 1 otherwise.

Definition at line 30 of file Memory.c.

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