

1 BASIC

These functions are required to initialise and run OpenSwarm.

| Description | Function Name |
|----------------------|---------------------------------|
| Initialise OpenSwarm | <code>Sys_Init_Kernel()</code> |
| Start OpenSwarm | <code>Sys_Start_Kernel()</code> |

2 THREADS

The following functions describe how threads can be used and controlled.

| Description | Function Name |
|---------------------|--|
| Create a new thread | <code>Sys_Start_Process(pFunction function)</code> |

To control the work flow of a thread, the following functions can be used (Note that a critical section is a sequence of code that cannot be interrupted by any interrupt):

| Description | Function Name |
|--------------------------|---|
| Wait for an event | <code>sys_event_data *Sys_Wait_For_Event(uint eventID)</code> |
| Wait for a condition | <code>sys_event_data *Sys_Wait_For_Condition(uint eventID, pConditionFunction c)</code> |
| Start a Critical Section | <code>Sys_Start_AtomicSection()</code> |
| Stop a Critical Section | <code>Sys_End_AtomicSection()</code> |

3 EVENTS

Events can be used by executing the following functions. Note that an event has, first, to be registered before it can be used. Subscribed handlers can, then, receive sent events.

| Description | Function Name |
|-----------------------|--|
| Register an event | <code>Sys_Register_Event(uint eventID)</code> |
| Unregister an event | <code>Sys_Unregister_Event(uint eventID)</code> |
| Subscribe a handler | <code>Sys_Subscribe_to_Event(uint eventID, uint pid, pEventHandlerFunction h, pConditionFunction c)</code> |
| Unsubscribe an event | <code>Sys_Unsubscribe_to_Event(uint eventID, uint pid)</code> |
| Send an event | <code>Sys_Send_Event(uint eventID, void *data, uint data_size)</code> |
| Send an integer event | <code>Sys_Send_IntEvent(uint eventID, uint data)</code> |

Here are all predefined events IDs and the types used by the event.

| Description | Name | Used type | Range |
|-----------------------------------|------------------------------|------------|-----------------------|
| Left motor speed (mm/s) | SYS_EVENT_IO_MOTOR_LEFT | sint | ±128 mm/s |
| Right motor speed (mm/s) | SYS_EVENT_IO_MOTOR_RIGHT | sint | ±128 mm/s |
| Camera one pixel | SYS_EVENT_IO_CAMERA | sys_colour | see list below |
| Remote control commands | SYS_EVENT_IO_REMOTECONTROL | uint8 | see list below |
| Selector value has changed to ... | SYS_EVENT_IO_SELECTOR_CHANGE | uint8 | 0-15 |
| Proximity sensor 0 (mm) | SYS_EVENT_IO_PROX_0 | uint16 | 0-100 ^a mm |
| Proximity sensor 1 (mm) | SYS_EVENT_IO_PROX_1 | uint16 | 0-100 ^a mm |
| Proximity sensor 2 (mm) | SYS_EVENT_IO_PROX_2 | uint16 | 0-100 ^a mm |
| Proximity sensor 3 (mm) | SYS_EVENT_IO_PROX_3 | uint16 | 0-100 ^a mm |
| Proximity sensor 4 (mm) | SYS_EVENT_IO_PROX_4 | uint16 | 0-100 ^a mm |
| Proximity sensor 5 (mm) | SYS_EVENT_IO_PROX_5 | uint16 | 0-100 ^a mm |
| Proximity sensor 6 (mm) | SYS_EVENT_IO_PROX_6 | uint16 | 0-100 ^a mm |
| Proximity sensor 7 (mm) | SYS_EVENT_IO_PROX_7 | uint16 | 0-100 ^a mm |

^aThe value can also be 65535, if the sensor could not detect an object

4 REMOTE CONTROL

Here is a list of all remote control buttons based on the RC-5 coding (special keys are from Toshiba RC-3910)

| Button | Name |
|---------------|------------------------|
| Standby | RC_BUTTON_STANDBY |
| Screen | RC_BUTTON_SCREEN |
| Language | RC_BUTTON_LANG |
| Subtitle | RC_BUTTON_SUBTTL |
| Internet | RC_BUTTON_INTERNET |
| red | RC_BUTTON_RED |
| green | RC_BUTTON_GREEN |
| yellow | RC_BUTTON_YELLOW |
| blue | RC_BUTTON_BLUE |
| 0 | RC_BUTTON_0 |
| 1 | RC_BUTTON_1 |
| 2 | RC_BUTTON_2 |
| 3 | RC_BUTTON_3 |
| 4 | RC_BUTTON_4 |
| 5 | RC_BUTTON_5 |
| 6 | RC_BUTTON_6 |
| 7 | RC_BUTTON_7 |
| 8 | RC_BUTTON_8 |
| 9 | RC_BUTTON_9 |
| Teletext | RC_BUTTON_TELE_TEXT |
| Swap | RC_BUTTON_SWAP |
| OK | RC_BUTTON_OK |
| Cursor: UP | RC_BUTTON_CURSOR_UP |
| Cursor: DOWN | RC_BUTTON_CURSOR_DOWN |
| Cursor: LEFT | RC_BUTTON_CURSOR_LEFT |
| Cursor: RIGHT | RC_BUTTON_CURSOR_RIGHT |
| Back | RC_BUTTON_BACK |
| Menu | RC_BUTTON_MENU |
| Epg | RC_BUTTON_EPG |
| Favourite | RC_BUTTON_FAV |
| Source | RC_BUTTON_SOURCE |
| Info | RC_BUTTON_INFO |

| | |
|---------------|------------------------|
| Preset | RC_BUTTON_PRESETS |
| Sleep | RC_BUTTON_SLEEP |
| Volume: UP | RC_BUTTON_VOLUME_UP |
| Volume: Down | RC_BUTTON_VOLUME_DOWN |
| Channel: UP | RC_BUTTON_CHANNEL_UP |
| Channel: Down | RC_BUTTON_CHANNEL_DOWN |
| Mute | RC_BUTTON_MUTE |
| Pause | RC_BUTTON_PAUSE |
| Rewind | RC_BUTTON_REWIND |
| Wind | RC_BUTTON_WIND |
| Play | RC_BUTTON_PLAY |
| Stop | RC_BUTTON_STOP |
| Record | RC_BUTTON_RECORD |

5 COLOUR

The following colour values are defined in OpenSwarm.

| Colour Name |
|-------------|
| BLACK |
| RED |
| YELLOW |
| GREEN |
| CYAN |
| BLUE |
| MAGENTA |
| WHITE |

6 SEND SOMETHING TO THE PC

To send something to the PC, one can use Bluetooth. Use UART1 to use the Bluetooth.

| Description | Function Name |
|-------------|---|
| Send data | Sys_Writeto_UART1(uint8 *data, uint length) |