

MSP and PSP

Having two separate stack pointers allows the operating system to be safer and more robust.

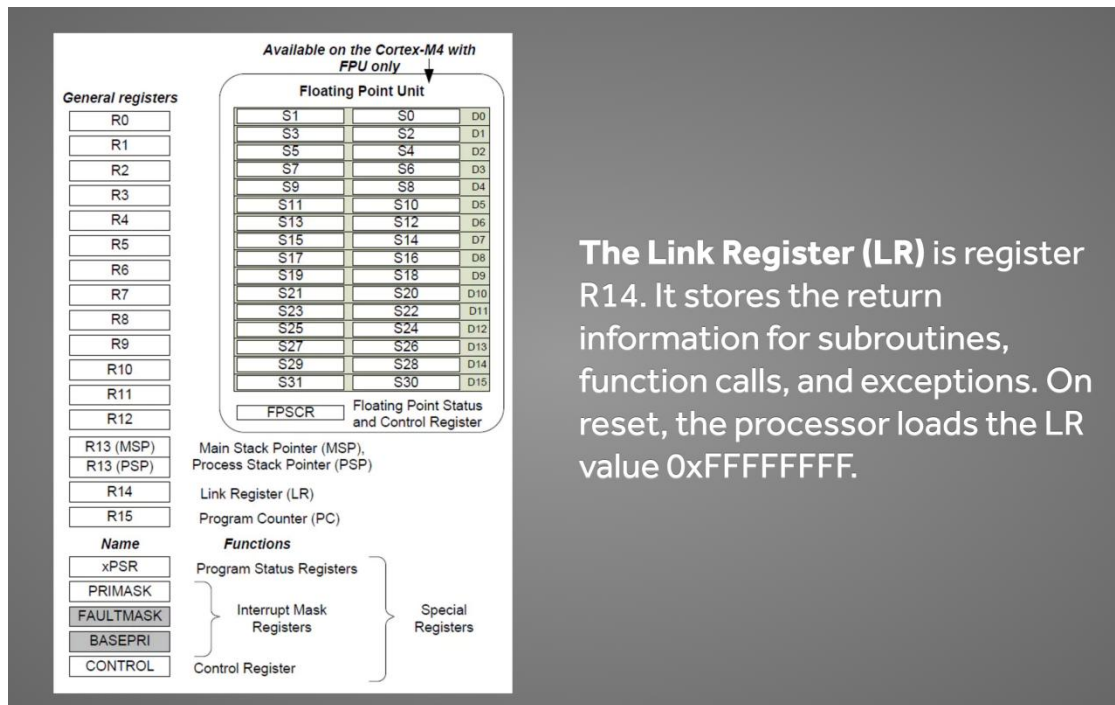
Main Stack Pointer (MSP) is meant for the OS

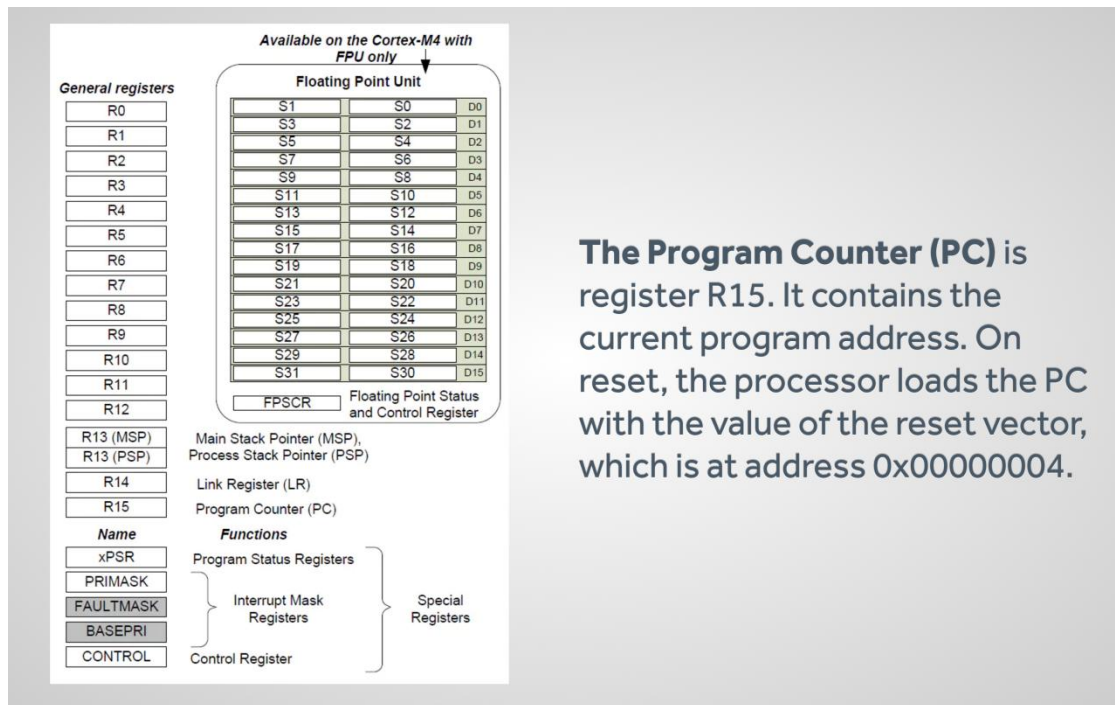
Process Stack Pointer (PSP) is meant for applications

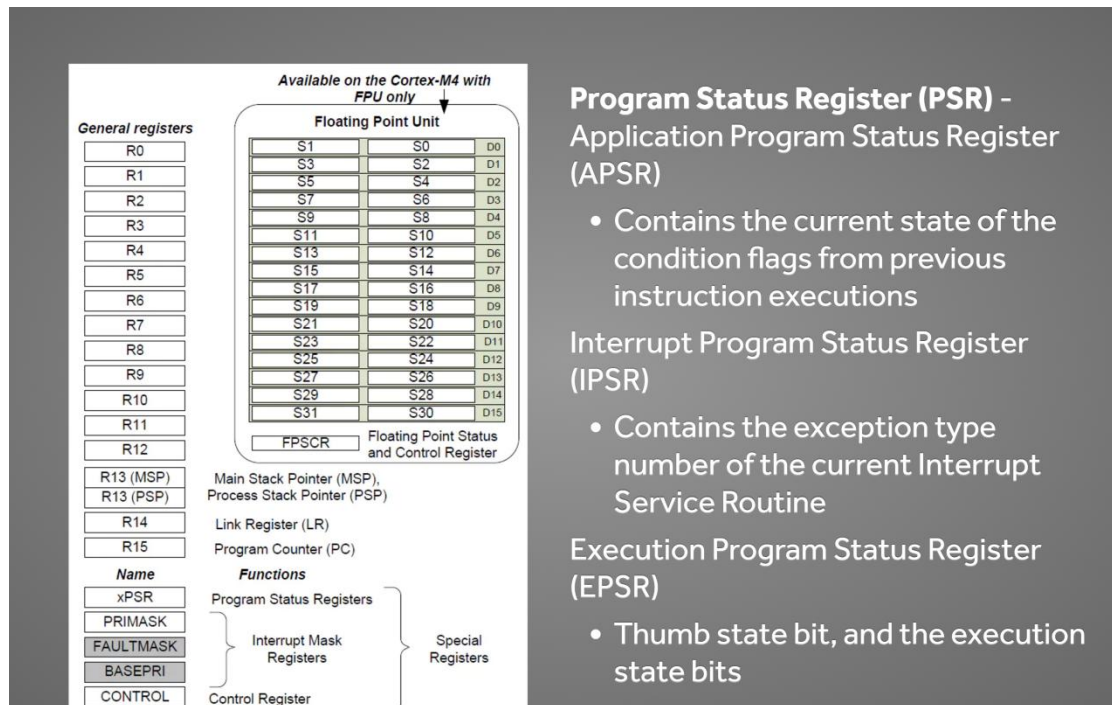
This way OS can protect its stack and prevent applications from accessing or corrupting it.

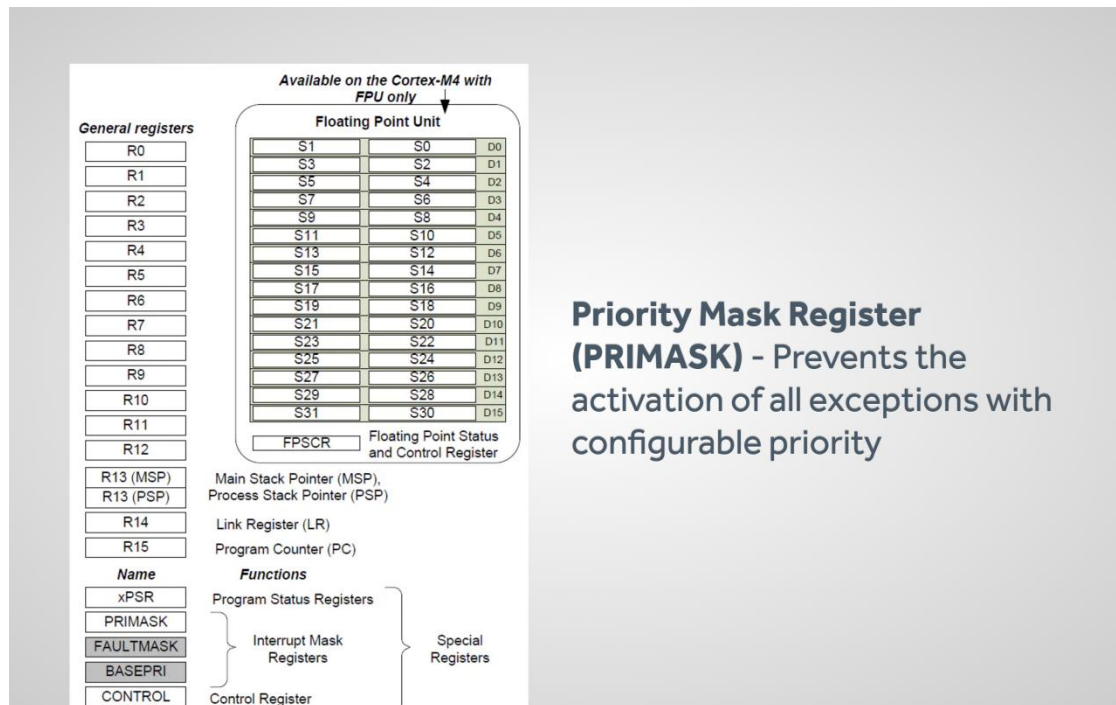
This way you can ensure that the OS does not run out of stack space for exception handling, even if the application consumes all the PSP space.

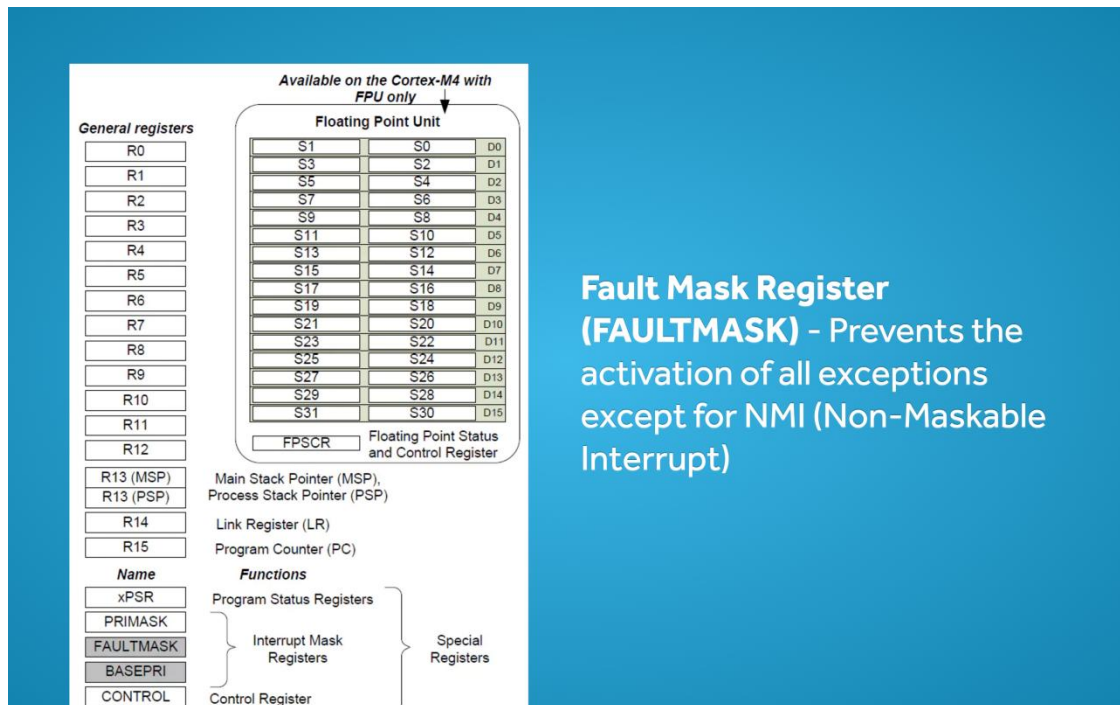
It is not necessary to use both stack pointers. By default, system will only use MSP. To use PSP, it must be manually configured.

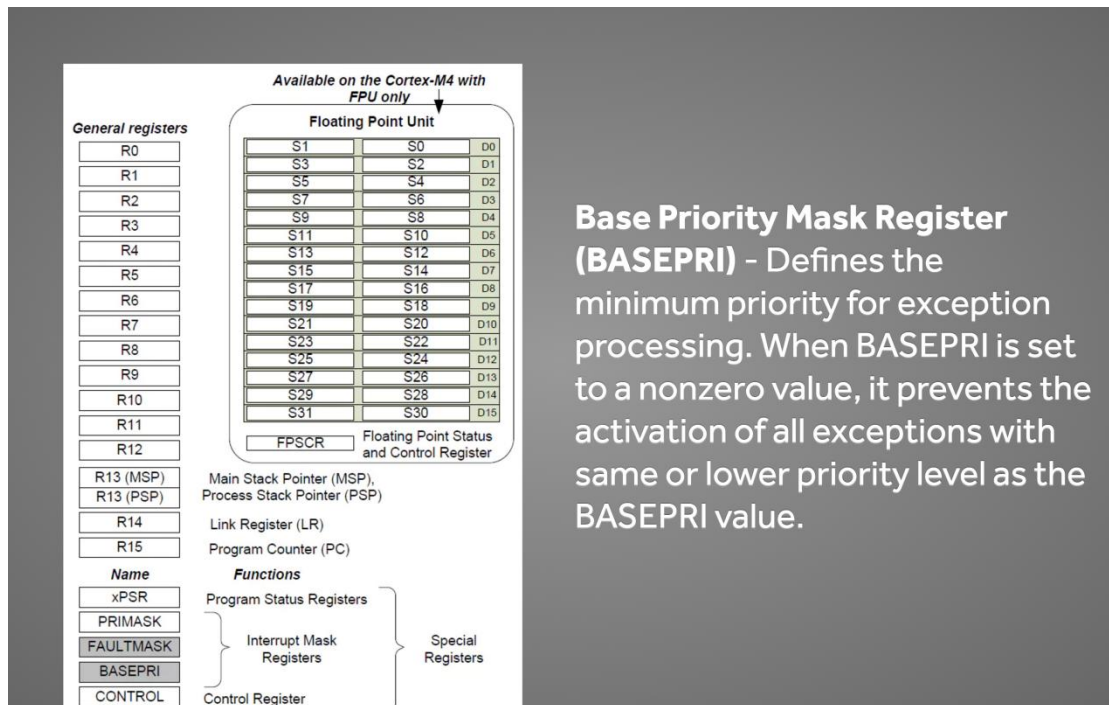




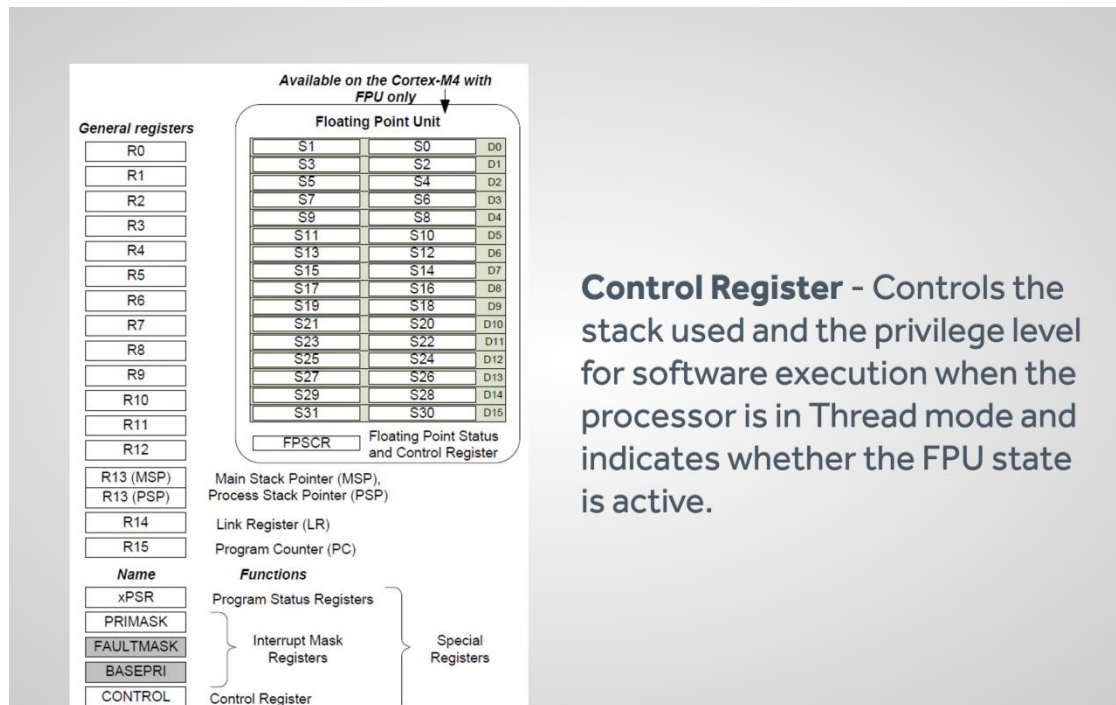
[illegible]







Base Priority Mask Register (BASEPRI) - Defines the minimum priority for exception processing. When BASEPRI is set to a nonzero value, it prevents the activation of all exceptions with same or lower priority level as the BASEPRI value.



Cortex-M Registers

- R0 to R15, CONTROL and PRIMASK registers are available in all Cortex-M processors
- Two special registers FAULTMASK and BASEPRI are available only on M3, M4 and M7
- FPU register bank and FPSCR (Floating Point Status and Control Register) is available on M4, M7 (optional)
