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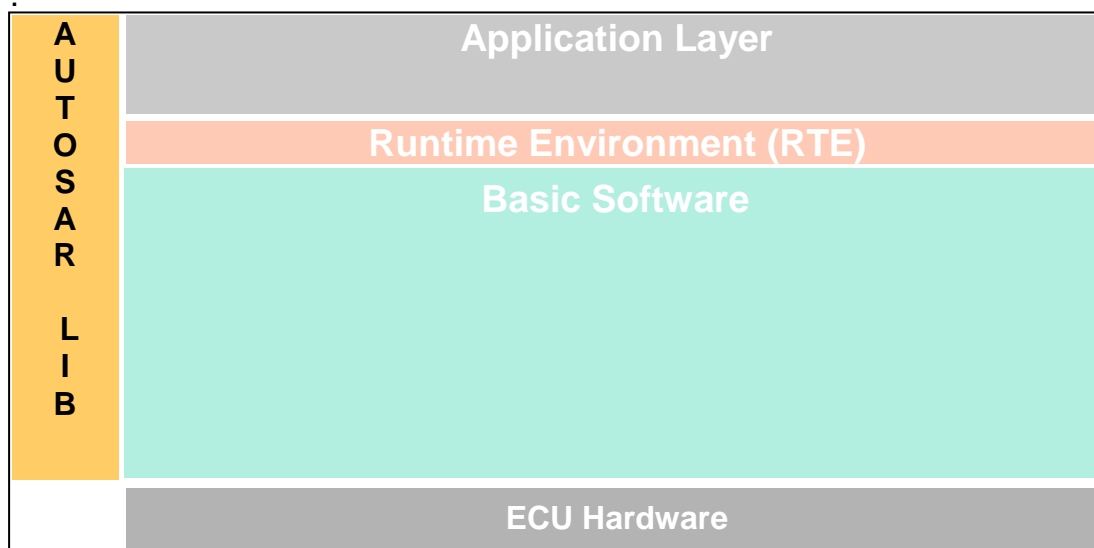
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## 1 Introduction and functional overview

AUTOSAR Library routines are the part of system services in AUTOSAR architecture and below figure shows position of AUTOSAR library in layered architecture.



**Figure: Layered Architecture**

Bfx routines specification specifies the functionality, API and the configuration of the AUTOSAR library for BIT functionality dedicated to fixed-point arithmetic routines

All bit functions are re-entrant and can handle several simultaneous requests from the application.

## 2 Acronyms and abbreviations

Acronyms and abbreviations, which have a local scope and therefore are not contained in the AUTOSAR glossary, must appear in a local glossary.

<b>Abbreviation / Acronym:</b>	<b>Description:</b>
Bfx	Short name for Bitfield functions for fixed point
u8	Short name for uint8, specified in AUTOSAR_SWS_PlatformTypes
u16	Short name for uint16, specified in AUTOSAR_SWS_PlatformTypes
u32	Short name for uint32, specified in AUTOSAR_SWS_PlatformTypes
s8	Short name for sint8, specified in AUTOSAR_SWS_PlatformTypes
s16	Short name for sint16, specified in AUTOSAR_SWS_PlatformTypes
s32	Short name for sint32, specified in AUTOSAR_SWS_PlatformTypes
boolean	Boolean data type, specified in AUTOSAR_SWS_PlatformTypes
DET	Default Error Tracer



## 3 Related documentation

### 3.1 Input documents

- [1] List of Basic Software Modules,  
AUTOSAR\_TR\_BSWModuleList.pdf
- [2] Layered Software Architecture,  
AUTOSAR\_EXP\_LayeredSoftwareArchitecture.pdf
- [3] General Requirements on Basic Software Modules,  
AUTOSAR\_SRS\_BSWGeneral.pdf
- [4] Specification of ECU Configuration,  
AUTOSAR\_TPS\_ECUConfiguration.pdf
- [5] AUTOSAR Basic Software Module Description Template,  
AUTOSAR\_TPS\_BSWModuleDescriptionTemplate.pdf
- [6] Specification of Platform Types,  
AUTOSAR\_SWS\_PlatformTypes.pdf
- [7] Specification of Standard Types,  
AUTOSAR\_SWS\_StandardTypes.pdf
- [8] Requirement on Libraries,  
AUTOSAR\_SRS\_Libraries.pdf
- [9] Specification of Memory Mapping,  
AUTOSAR\_SWS\_MemoryMapping
- [10] Software Component Template,  
AUTOSAR\_TPS\_SoftwareComponentTemplateSoftware
- [11] Specification of C Implementation Rules,  
AUTOSAR\_TR\_CImplementationRules.pdf

### 3.2 Related standards and norms

- [10] ISO/IEC 9899:1990 Programming Language – C

## **4 Constraints and assumptions**

### **4.1 Limitations**

No limitations

### **4.2 Applicability to car domains**

No restrictions

## 5 Dependencies to other modules

### 5.1 File structure

**[SWS\_Bfx\_00220]** [ The Bfx module shall provide the following files:

- C files, Bfx\_<name>.c used to implement the library. All C files shall be prefixed with 'Bfx'.  
Header file Bfx.h provides all public function prototypes and types defined by the BFX library specification ](SRS\_LIBS\_00005)

**[SWS\_Bfx\_00222]**

[ Implementation & grouping of routines with respect to C files shall be done according to one of the options described below. ]()

Option 1 : <Name> can be function name providing one C file per function,  
eg.: Bfx\_setbit.c etc.

Option 2 : <Name> can have common name of group of functions:

2.1 Group by object family:

eg.: Bfx\_set.c, Bfx\_get.c

2.2 Group by routine family:

eg.: Bfx\_bit8.c, Bfx\_bit16.c etc.

2.4 Group by other methods: (individual grouping allowed)

Option 3 : <Name> can be removed so that single C file shall contain all Bfx functions, eg.: Bfx.c.

Using above options gives certain flexibility of choosing suitable granularity with reduced number of C files. Depending on the tool-chain linking on demand can be possible or not.

## 6 Requirements traceability

Requirement	Description	Satisfied by
SRS_BSW_00007	All Basic SW Modules written in C language shall conform to the MISRA C 2012 Standard.	SWS_Bfx_00209
SRS_BSW_00304	All AUTOSAR Basic Software Modules shall use the following data types instead of native C data types	SWS_Bfx_00212
SRS_BSW_00348	All AUTOSAR standard types and constants shall be placed and organized in a standard type header file	SWS_Bfx_00213
SRS_BSW_00378	AUTOSAR shall provide a boolean type	SWS_Bfx_00212
SRS_BSW_00407	Each BSW module shall provide a function to read out the version information of a dedicated module implementation	SWS_Bfx_00302
SRS_BSW_00411	All AUTOSAR Basic Software Modules shall apply a naming rule for enabling/disabling the existence of the API	SWS_Bfx_00302
SRS_BSW_00448	Module SWS shall not contain requirements from Other Modules	SWS_Bfx_00999
SRS_LIBS_00001	The functional behavior of each library functions shall not be configurable	SWS_Bfx_00314
SRS_LIBS_00002	A library shall be operational before all BSW modules and application SW-Cs	SWS_Bfx_00200
SRS_LIBS_00003	A library shall be operational until the shutdown	SWS_Bfx_00201
SRS_LIBS_00005	Each library shall provide one header file with its public interface	SWS_Bfx_00220
SRS_LIBS_00007	Using a library should be documented	SWS_Bfx_00205
SRS_LIBS_00015	It shall be possible to configure the microcontroller so that the library code is shared between all callers	SWS_Bfx_00206
SRS_LIBS_00017	Usage of macros should be avoided	SWS_Bfx_00207
SRS_LIBS_00018	A library function may only call library functions	SWS_Bfx_00203, SWS_Bfx_00208

## 7 Functional specification

### 7.1 Error classification

**[SWS\_Bfx\_00223]:** [ Section 7.1 "Error Handling" of the document "General Specification of Basic Software Modules" describes the error handling of the Basic Software in detail. Above all, it constitutes a classification scheme consisting of five error types which may occur in BSW modules. ]()

Based on this foundation, the following section specifies particular errors arranged in the respective subsections below.

#### 7.1.1 Development Errors

There are no development errors.

#### 7.1.2 Runtime Errors

There are no runtime errors

#### 7.1.3 Transient Faults

There are no transient faults.

#### 7.1.4 Production Error

There are no production errors

#### 7.1.5 Extended Production Errors

There are no extended production errors

### 7.2 Initialization and shutdown

**[SWS\_Bfx\_00200]** [ Bfx library shall not require initialization phase. A library function may be called at the very first step of ECU initialization, e.g. even by the OS or EcuM, thus the library shall be ready. ](SRS\_LIBS\_00002)

**[SWS\_Bfx\_00201]** [ Bfx library shall not require a shutdown operation phase. ](SRS\_LIBS\_00003)

### 7.3 Using Library API

**[SWS\_Bfx\_00203]** [ Bfx API can be directly called from BSW modules or SWC. No port definition is required. It is a pure function call. ](SRS\_LIBS\_00018)

**[SWS\_Bfx\_00205]** [ Using a library should be documented. if a BSW module or a SWC uses a Library, the developer should add an Implementation-DependencyOnArtifact in the BSW/SWC template.

minVersion and maxVersion parameters correspond to the supplier version. In case of AUTOSAR library, these parameters may be left empty because a SWC or BSW module may rely on library behaviour, not on a supplier implementation. However, the SWC or BSW modules shall be compatible with the AUTOSAR platform where they are integrated. ](SRS\_LIBS\_00007)

### 7.4 Library implementation

**[SWS\_Bfx\_00206]** [ The Bfx library shall be implemented in a way that the code can be shared among callers in different memory partitions. ](SRS\_LIBS\_00015)

**[SWS\_Bfx\_00207]** [ Usage of macros must be avoided in the context of Library. The library function must be declared as function or as inline function and Macro #define should not be used. ]( SRS\_LIBS\_00017)

**[SWS\_Bfx\_00208]** [ A library function shall not call any BSW module functions, e.g. the DET. A library function can call any other library functions since all library functions are re-entrant but not BSW module functions, as they may not be re-entrant ](SRS\_LIBS\_00018)

**[SWS\_Bfx\_00209]** [ The library, written in C programming language, should confirm to the MISRA C Standard.

Please refer to SWS\_BSW\_00115 for more details.

](SRS\_BSW\_00007)

**[SWS\_Bfx\_00212]** [ All AUTOSAR library Modules should use the AUTOSAR data types (Integers, Boolean) instead of native C data types, unless this library is clearly identified to be compliant only with a platform. ](SRS\_BSW\_00304, SRS\_BSW\_00378)

**[SWS\_Bfx\_00213]** [ All AUTOSAR library Modules should avoid direct use of compiler and platform specific keyword, unless this library clearly identified to be compliant only with a platform. ](SRS\_BSW\_00348)

**[SWS\_Bfx\_00214]** [ All Bit Library modules shall avoid handling user faults and values outside specified range. ]()

## 8 API specification

### 8.1 Imported types

In this chapter, all types included from the following modules are listed:

Header file	Imported Type
Std_Types.h	boolean, sint8, uint8, sint16, uint16, sint32, uint32

It is observed that since the sizes of the integer types provided by the C language are implementation-defined, the range of values that may be represented within each of the integer types will vary between implementations.

Thus, in order to improve the portability of the software, these types are defined in Platform\_Types.h [6]. The following mnemonic are used in the library routine names.

#### **Note:**

The naming convention for the api's with boolean return type/parameter type is given as \_u8 which shall be interpreted as \_b. (Boolean)

If there is no boolean data type present in the return type/parameter type then \_u8 shall be interpreted as \_u8 only.

Size	Platform Type	Mnemonic
unsigned 8-Bit	boolean	u8
signed 8-Bit	sint8	s8
signed 16-Bit	sint16	s16
signed 32-Bit	sint32	s32
unsigned 8-Bit	uint8	u8
unsigned 16-Bit	uint16	u16
unsigned 32-Bit	uint32	u32

**Table 1: Base Types**

As described in [6], the ranges for each of the base types are shown in Table 2.

Base Type	Range
boolean	[TRUE,FALSE]
uint8	[ 0, 255 ]
sint8	[ -128, 127 ]
uint16	[ 0, 65535 ]
sint16	[ -32768, 32767 ]
uint32	[ 0, 4294967295 ]
sint32	[ -2147483648, 2147483647 ]

**Table 2: Ranges for Base Types**

As a convention in the rest of the document:

- Mnemonics will be used in the name of the routines (using <InTypeMn1> that means Type Mnemonic for Input 1)



- The real type will be used in the description of the prototypes of the routines (using <InType> or <OutType>).

The bit addressing for the document is

- The bit position of the lowest significant bit is defined as 0(zero)
- The bit field length is defined as the number of bits.

## 8.2 Type definitions

None

## 8.3 Comment about functions optimized for target

The functions described in this library may be realized as regular functions or as a , inline functions

## 8.4 Bit functions definitions

### 8.4.1 Bfx\_SetBit

[SWS\_Bfx\_00001][

<b>Service Name</b>	Bfx_SetBit_<TypeMn>u8	
<b>Syntax</b>	<pre>void Bfx_SetBit_&lt;TypeMn&gt;u8 (     &lt;Type&gt;* Data,     uint8 BitPn )</pre>	
<b>Service ID [hex]</b>	0x01 to 0x03	
<b>Sync/Async</b>	Synchronous	
<b>Reentrancy</b>	Reentrant	
<b>Parameters (in)</b>	BitPn	Bit position
<b>Parameters (in-out)</b>	Data	Pointer to input data
<b>Parameters (out)</b>	None	
<b>Return value</b>	None	
<b>Description</b>	This function shall set the logical status of input data as '1' at the requested bit position.	
<b>Available via</b>	Bfx.h	

]()

#### [SWS\_Bfx\_00002]

Expected functionality:

\*Data = \*Data | (0x01 << BitPn)

For Example:

Data = 10001010b

Bfx\_SetBit\_u8u8(&Data, 2)

The Data will be updated to 10001110b

]()

#### [SWS\_Bfx\_00008]

List of implemented functions

Function ID[hex]	Function prototype	Maximum value of BitPn
0x001	void Bfx_SetBit_u8u8(uint8*, uint8)	7
0x002	void Bfx_SetBit_u16u8(uint16*, uint8)	15
0x003	void Bfx_SetBit_u32u8(uint32*, uint8)	31
0x004	void Bfx_SetBit_u64u8(uint64*, uint8)	63

]

### 8.4.2 Bfx\_ClrBit

#### [SWS\_Bfx\_00010]

<b>Service Name</b>	Bfx_ClrBit_<TypeMn>u8	
<b>Syntax</b>	<pre>void Bfx_ClrBit_&lt;TypeMn&gt;u8 (     &lt;Type&gt;* Data,     uint8 BitPn )</pre>	
<b>Service ID [hex]</b>	0x06 to 0x08	
<b>Sync/Async</b>	Synchronous	
<b>Reentrancy</b>	Reentrant	
<b>Parameters (in)</b>	BitPn	Bit position
<b>Parameters (in-out)</b>	Data	Pointer to input data
<b>Parameters (out)</b>	None	
<b>Return value</b>	None	
<b>Description</b>	This function shall clear the logical status of the input data to '0' at the requested bit position.	
<b>Available via</b>	Bfx.h	

]()

#### [SWS\_Bfx\_00011]

Expected functionality:

\*Data = (\*Data & ~(0x01 << BitPn))

For Example:

Data = 10001010b

Bfx\_ClrBit\_u8u8(&Data, 1)

The Data will be updated to 10001000b

]()

#### [SWS\_Bfx\_00015]

List of implemented functions

Function ID[hex]	Function prototype	Maximum value of BitPn
0x006	void Bfx_ClrBit_u8u8(uint8*, uint8)	7
0x007	void Bfx_ClrBit_u16u8(uint16*, uint8)	15
0x008	void Bfx_ClrBit_u32u8(uint32*, uint8)	31
0x009	void Bfx_ClrBit_u64u8(uint64*, uint8)	63

]()

### 8.4.3 Bfx\_GetBit

#### [SWS\_Bfx\_00016]

<b>Service Name</b>	Bfx_GetBit_<InTypeMn>u8_u8	
<b>Syntax</b>	<pre>boolean Bfx_GetBit_&lt;InTypeMn&gt;u8_u8 (     &lt;InType&gt; Data,     uint8 BitPn )</pre>	
<b>Service ID [hex]</b>	0x0a to 0x0c	
<b>Sync/Async</b>	Synchronous	
<b>Reentrancy</b>	Reentrant	
<b>Parameters (in)</b>	Data	Input data
	BitPn	Bit position
<b>Parameters (in-out)</b>	None	
<b>Parameters (out)</b>	None	
<b>Return value</b>	boolean	Bit Status
<b>Description</b>	This function shall return the logical status of the input data for the requested bit position.	
<b>Available via</b>	Bfx.h	

]()

**[SWS\_Bfx\_00017]**

Result = TRUE, ((Data & (0x01 << BitPn)) != 0)  
Result = FALSE, else

For Example:

Bfx\_GetBit\_u8u8(10001010b, 1)  
returns TRUE  
J()

**[SWS\_Bfx\_00020]** [

List of implemented functions

<i>Function ID[hex]</i>	<i>Function prototype</i>	<i>maximum value of BitPn</i>
0x00A	boolean Bfx_GetBit_u8u8_u8(uint8,uint8)	7
0x00B	boolean Bfx_GetBit_u16u8_u8(uint16,uint8)	15
0x00C	boolean Bfx_GetBit_u32u8_u8(uint32,uint8)	31
0x00D	boolean Bfx_GetBit_u64u8_u8(uint64,uint8)	63

J()

#### 8.4.4 Bfx\_SetBits

##### [SWS\_Bfx\_00021]

<b>Service Name</b>	Bfx_SetBits_<TypeMn>u8u8u8	
<b>Syntax</b>	<pre>void Bfx_SetBits_&lt;TypeMn&gt;u8u8u8 (     &lt;Type&gt;* Data,     uint8 BitStartPn,     uint8 BitLn,     uint8 Status )</pre>	
<b>Service ID [hex]</b>	0x20 to 0x22	
<b>Sync/Async</b>	Synchronous	
<b>Reentrancy</b>	Reentrant	
<b>Parameters (in)</b>	BitStartPn	Start bit position
	BitLn	Bit field length
	Status	Status value
<b>Parameters (inout)</b>	Data	Pointer to input data
<b>Parameters (out)</b>	None	
<b>Return value</b>	None	
<b>Description</b>	This function shall set the input data as '1' or '0' as per 'Status' value starting from 'BitStartPn' for the length 'BitLn'.	
<b>Available via</b>	Bfx.h	

()

##### [SWS\_Bfx\_00022]

15	14	13	12	11	10	9	-	2	1	0
1	1	1	0	1	0	0	0	0	0	0
						<BitStartPn>				
						< BitLn >				

()

For Example:

Data = 1110100000000111b

Bfx\_SetBits\_u16u8u8u8(&Data, 5, 5, 1)

The Data will be updated to 1110101111100111b

##### [SWS\_Bfx\_00025]

List of implemented functions:

Function ID[hex]	Function prototype	Maximum value of BitLn	Maximum value of BitStartPn	Maximum value for BitStartPn
------------------	--------------------	------------------------	-----------------------------	------------------------------

				<b>+ BitLn</b>
0x020	void Bfx_SetBits_u8u8u8u8(uint8*, uint8, uint8, uint8)	8	7	8
0x021	void Bfx_SetBits_u16u8u8u8(uint16*, uint8, uint8, uint8)	16	15	16
0x022	void Bfx_SetBits_u32u8u8u8(uint32*, uint8, uint8, uint8)	32	31	32
0x023	void Bfx_SetBits_u64u8u8u8(uint64*, uint8, uint8, uint8)	64	63	64

]()

### 8.4.5 Bfx\_GetBits

#### [SWS\_Bfx\_00028]

<b>Service Name</b>	Bfx_GetBits_<TypeMn>u8u8_<TypeMn>	
<b>Syntax</b>	<pre> &lt;Type&gt; Bfx_GetBits_&lt;TypeMn&gt;u8u8_&lt;TypeMn&gt; (     &lt;Type&gt; Data,     uint8 BitStartPn,     uint8 BitLn ) </pre>	
<b>Service ID [hex]</b>	0x26 to 0x28	
<b>Sync/Async</b>	Synchronous	
<b>Reentrancy</b>	Reentrant	
<b>Parameters (in)</b>	Data	Input data
	BitStartPn	Start bit position
	BitLn	Bit field length
<b>Parameters (in-out)</b>	None	
<b>Parameters (out)</b>	None	
<b>Return value</b>	<Type>	Bit field sequence
<b>Description</b>	This function shall return the Bits of the input data starting from 'BitStartPn' for the length of 'BitLn'.	
<b>Available via</b>	Bfx.h	

l()

#### [SWS\_Bfx\_00029]

15	14	13	12	11	10	9	-	2	1	0
1	1	1	0	1	0	0	0	1	1	1
						BitStartPn				
						< BitLn >				

l()

For Example:

Bfx\_GetBits\_u16u8u8\_u16(1110100000000111b, 9, 5)  
returns 000000000010100b

#### [SWS\_Bfx\_00034]

List of implemented functions:

Function ID[hex]	Function prototype	Maximum value of BitLn	Maximum value of BitStartPn	Maximum value for BitStartPn + BitLn
0x026	uint8 Bfx_GetBits_u8u8u8_u8(uint8,uint8,uint8)	8	7	8

0x027	uint16 Bfx_GetBits_u16u8u8_u16(uint16,uint8,uint8)	16	15	16
0x028	uint32 Bfx_GetBits_u32u8u8_u32(uint32,uint8,uint8)	32	31	32
0x029	uint64 Bfx_GetBits_u64u8u8_u64(uint64,uint8,uint8)	64	63	64

J()



#### 8.4.6 Bfx\_SetBitMask

##### [SWS\_Bfx\_00035]

<b>Service Name</b>	Bfx_SetBitMask_<TypeMn><TypeMn>	
<b>Syntax</b>	<pre>void Bfx_SetBitMask_&lt;TypeMn&gt;&lt;TypeMn&gt; (     &lt;Type&gt;* Data,     &lt;Type&gt; Mask )</pre>	
<b>Service ID [hex]</b>	0x2a to 0x2c	
<b>Sync/Async</b>	Synchronous	
<b>Reentrancy</b>	Reentrant	
<b>Parameters (in)</b>	Mask	Mask used to set bits
<b>Parameters (inout)</b>	Data	Pointer to input data
<b>Parameters (out)</b>	None	
<b>Return value</b>	None	
<b>Description</b>	This function shall set the data to logical status '1' as per the corresponding Mask bits when set to value 1 and remaining bits will retain their original values.	
<b>Available via</b>	Bfx.h	

l()

##### [SWS\_Bfx\_00036]

Expected functionality:

\*Data = \*Data | Mask

l()

##### [SWS\_Bfx\_00038]

List of implemented functions:

<b>Function ID[hex]</b>	<b>Function prototype</b>
0X02A	void Bfx_SetBitMask_u8u8(uint8*, uint8)
0X02B	void Bfx_SetBitMask_u16u16(uint16*, uint16)
0X02C	void Bfx_SetBitMask_u32u32(uint32*, uint32)
0x02D	void Bfx_SetBitMask_u64u64(uint64*, uint64)

l()

#### 8.4.7 Bfx\_ClrBitMask

##### [SWS\_Bfx\_00039]

<b>Service Name</b>	Bfx_ClrBitMask_<TypeMn><TypeMn>	
<b>Syntax</b>	<pre>void Bfx_ClrBitMask_&lt;TypeMn&gt;&lt;TypeMn&gt; (     &lt;Type&gt;* Data,     &lt;Type&gt; Mask )</pre>	
<b>Service ID [hex]</b>	0x30 to 0x32	
<b>Sync/Async</b>	Synchronous	
<b>Reentrancy</b>	Reentrant	
<b>Parameters (in)</b>	Mask	Mask value
<b>Parameters (in-out)</b>	Data	Pointer to input data
<b>Parameters (out)</b>	None	
<b>Return value</b>	None	
<b>Description</b>	This function shall clear the logical status to '0' for the input data for all the bit positions as per the mask.	
<b>Available via</b>	Bfx.h	

()

##### [SWS\_Bfx\_00040]

This function shall clear the data to logical status '0' as per the corresponding mask bits value when set to 1. The remaining bits shall retain their original values.

Expected functionality:

\*Data = \*Data & ~Mask

()

##### [SWS\_Bfx\_00045]

List of implemented functions:

<b>Function ID[hex]</b>	<b>Function prototype</b>
0x030	void Bfx_ClrBitMask_u8u8(uint8*, uint8)
0x031	void Bfx_ClrBitMask_u16u16(uint16*, uint16)
0x032	void Bfx_ClrBitMask_u32u32(uint32*, uint32)
0x033	void Bfx_ClrBitMask_u64u64(uint64*, uint64)

()

#### 8.4.8 Bfx\_TstBitMask

##### [SWS\_Bfx\_00046]

<b>Service Name</b>	Bfx_TstBitMask_<InTypeMn><InTypeMn>_u8	
<b>Syntax</b>	<pre>boolean Bfx_TstBitMask_&lt;InTypeMn&gt;&lt;InTypeMn&gt;_u8 (     &lt;InType&gt; Data,     &lt;InType&gt; Mask )</pre>	
<b>Service ID [hex]</b>	0x36 to 0x38	
<b>Sync/Async</b>	Synchronous	
<b>Reentrancy</b>	Reentrant	
<b>Parameters (in)</b>	Data	Input data
	Mask	Mask value
<b>Parameters (inout)</b>	None	
<b>Parameters (out)</b>	None	
<b>Return value</b>	boolean	Value
<b>Description</b>	This function shall return TRUE, if all bits defined in Mask value are set in the input Data value. In all other cases this function shall return FALSE.	
<b>Available via</b>	Bfx.h	

})();

##### [SWS\_Bfx\_00047]

Result = TRUE, ((Data & Mask) == Mask)

Result = FALSE, all other case

})();

For example:

Bfx\_TstBitMask\_u8u8\_u8(10010011b,10010000b) returns TRUE.

##### [SWS\_Bfx\_00050]

List of implemented functions:

<b>Function ID[hex]</b>	<b>Function prototype</b>
0x036	boolean Bfx_TstBitMask_u8u8_u8(uint8,uint8)
0x037	boolean Bfx_TstBitMask_u16u16_u8(uint16,uint16)
0x038	boolean Bfx_TstBitMask_u32u32_u8(uint32,uint32)
0x039	boolean Bfx_TstBitMask_u64u64_u8(uint64,uint64)

})();

#### 8.4.9 Bfx\_TstBitLnMask

##### [SWS\_Bfx\_00051]

<b>Service Name</b>	Bfx_TstBitLnMask_<InTypeMn><InTypeMn>_u8	
<b>Syntax</b>	<pre>boolean Bfx_TstBitLnMask_&lt;InTypeMn&gt;&lt;InTypeMn&gt;_u8 (     &lt;InType&gt; Data,     &lt;InType&gt; Mask )</pre>	
<b>Service ID [hex]</b>	0x3a to 0x3c	
<b>Sync/Async</b>	Synchronous	
<b>Reentrancy</b>	Reentrant	
<b>Parameters (in)</b>	Data	Input data
	Mask	Mask value
<b>Parameters (inout)</b>	None	
<b>Parameters (out)</b>	None	
<b>Return value</b>	boolean	Data
<b>Description</b>	This function makes a test on the input data and if at least one bit is set as per the mask, then the function shall return TRUE, otherwise it shall return FALSE.	
<b>Available via</b>	Bfx.h	

()

##### [SWS\_Bfx\_00055] [

List of implemented functions:

<b>Function ID[hex]</b>	<b>Function prototype</b>
0x03A	boolean Bfx_TstBitLnMask_u8u8_u8(uint8,uint8)
0x03B	boolean Bfx_TstBitLnMask_u16u16_u8(uint16,uint16)
0x03C	boolean Bfx_TstBitLnMask_u32u32_u8(uint32,uint32)
0x03D	boolean Bfx_TstBitLnMask_u64u64_u8(uint64,uint64)

()

#### 8.4.10 Bfx\_TstParityEven

##### [SWS\_Bfx\_00056]

<b>Service Name</b>	Bfx_TstParityEven_<InTypeMn>_u8	
<b>Syntax</b>	<pre>boolean Bfx_TstParityEven_&lt;InTypeMn&gt;_u8 (     &lt;InTypeMn&gt; Data )</pre>	
<b>Service ID [hex]</b>	0x40 to 0x42	
<b>Sync/Async</b>	Synchronous	
<b>Reentrancy</b>	Reentrant	
<b>Parameters (in)</b>	Data	Input Data
<b>Parameters (inout)</b>	None	
<b>Parameters (out)</b>	None	
<b>Return value</b>	boolean	Status
<b>Description</b>	This function tests the number of bits set to 1. If this number is even, it shall return TRUE, otherwise it returns FALSE.	
<b>Available via</b>	Bfx.h	

l()

##### [SWS\_Bfx\_00060]

List of implemented functions:

<b>Function ID[hex]</b>	<b>Function prototype</b>
0x040	boolean Bfx_TstParityEven_u8_u8(uint8)
0x041	boolean Bfx_TstParityEven_u16_u8(uint16)
0x042	boolean Bfx_TstParityEven_u32_u8(uint32)
0x043	boolean Bfx_TstParityEven_u64_u8(uint64)

l()

### 8.4.11 Bfx\_ToggleBits

#### [SWS\_Bfx\_00061]

<b>Service Name</b>	Bfx_ToggleBits_<TypeMn>	
<b>Syntax</b>	<pre>void Bfx_ToggleBits_&lt;TypeMn&gt; (     &lt;Type&gt;* Data )</pre>	
<b>Service ID [hex]</b>	0x46 to 0x48	
<b>Sync/Async</b>	Synchronous	
<b>Reentrancy</b>	Reentrant	
<b>Parameters (in)</b>	None	
<b>Parameters (inout)</b>	Data	Pointer to input data
<b>Parameters (out)</b>	None	
<b>Return value</b>	None	
<b>Description</b>	This function toggles all the bits of data (1's Complement Data).	
<b>Available via</b>	Bfx.h	

]

#### [SWS\_Bfx\_00065]

List of implemented functions:

<b>Function ID[hex]</b>	<b>Function prototype</b>
0x046	void Bfx_ToggleBits_u8(uint8*)
0x047	void Bfx_ToggleBits_u16(uint16*)
0x048	void Bfx_ToggleBits_u32(uint32*)
0x049	void Bfx_ToggleBits_u64(uint64*)

]

### 8.4.12 Bfx\_ToggleBitMask

#### [SWS\_Bfx\_00066]

<b>Service Name</b>	Bfx_ToggleBitMask_<TypeMn><TypeMn>	
<b>Syntax</b>	<pre>void Bfx_ToggleBitMask_&lt;TypeMn&gt;&lt;TypeMn&gt; (     &lt;Type&gt;* Data,     &lt;Type&gt; Mask )</pre>	
<b>Service ID [hex]</b>	0x4a to 0x4c	
<b>Sync/Async</b>	Synchronous	
<b>Reentrancy</b>	Reentrant	
<b>Parameters (in)</b>	Mask	Mask
<b>Parameters (in-out)</b>	Data	Pointer to input data
<b>Parameters (out)</b>	None	
<b>Return value</b>	None	
<b>Description</b>	This function toggles the bits of data when the corresponding bit of the mask is enabled and set to 1.	
<b>Available via</b>	Bfx.h	

()

#### [SWS\_Bfx\_00069]

List of implemented functions:

<b>Function ID[hex]</b>	<b>Function prototype</b>
0x04A	void Bfx_ToggleBitMask_u8u8(uint8*, uint8)
0x04B	void Bfx_ToggleBitMask_u16u16(uint16*, uint16)
0x04C	void Bfx_ToggleBitMask_u32u32(uint32*, uint32)
0x04D	void Bfx_ToggleBitMask_u64u64(uint64*, uint64)

()

### 8.4.13 Bfx\_ShiftBitRt

#### [SWS\_Bfx\_00070]

<b>Service Name</b>	Bfx_ShiftBitRt_<TypeMn>u8	
<b>Syntax</b>	<pre>void Bfx_ShiftBitRt_&lt;TypeMn&gt;u8 (     &lt;Type&gt;* Data,     uint8 ShiftCnt )</pre>	
<b>Service ID [hex]</b>	0x50 to 0x52	
<b>Sync/Async</b>	Synchronous	
<b>Reentrancy</b>	Reentrant	
<b>Parameters (in)</b>	ShiftCnt	Shift right count
<b>Parameters (inout)</b>	Data	Pointer to input data
<b>Parameters (out)</b>	None	
<b>Return value</b>	None	
<b>Description</b>	This function shall shift data to the right by ShiftCnt. The most significant bit (left-most bit) is replaced by a '0' bit and the least significant bit (right-most bit) is discarded for every single bit shift cycle.	
<b>Available via</b>	Bfx.h	

()

#### [SWS\_Bfx\_00075]

List of implemented functions:

<b>Function ID[hex]</b>	<b>Function prototype</b>	<b>Maximum value of ShiftCnt</b>
0X050	void Bfx_ShiftBitRt_u8u8(uint8*, uint8)	7
0X051	void Bfx_ShiftBitRt_u16u8(uint16*, uint8)	15
0X052	void Bfx_ShiftBitRt_u32u8(uint32*, uint8)	31
0x053	void Bfx_ShiftBitRt_u64u8(uint64*, uint8)	63

()



#### 8.4.14 Bfx\_ShiftBitLt

##### [SWS\_Bfx\_00076]

<b>Service Name</b>	Bfx_ShiftBitLt_<TypeMn>u8	
<b>Syntax</b>	<pre>void Bfx_ShiftBitLt_&lt;TypeMn&gt;u8 (     &lt;Type&gt;* Data,     uint8 ShiftCnt )</pre>	
<b>Service ID [hex]</b>	0x56 to 0x58	
<b>Sync/Async</b>	Synchronous	
<b>Reentrancy</b>	Reentrant	
<b>Parameters (in)</b>	ShiftCnt	Shift left count
<b>Parameters (inout)</b>	Data	Pointer to input data
<b>Parameters (out)</b>	None	
<b>Return value</b>	None	
<b>Description</b>	This function shall shift data to the left by ShiftCnt. The least significant bit (right-most bit) is replaced by a '0' bit and the most significant bit (left-most bit) is discarded for every single bit shift cycle.	
<b>Available via</b>	Bfx.h	

()

##### [SWS\_Bfx\_00080]

[ List of implemented functions:

<b>Function ID[hex]</b>	<b>Function prototype</b>	<b>Maximum value of ShiftCnt</b>
0X056	void Bfx_ShiftBitLt_u8u8(uint8*, uint8)	7
0X057	void Bfx_ShiftBitLt_u16u8(uint16*, uint8)	15
0X058	void Bfx_ShiftBitLt_u32u8(uint32*, uint8)	31
0x059	void Bfx_ShiftBitLt_u64u8(uint64*, uint8)	63

()

#### 8.4.15 Bfx\_RotBitRt

##### [SWS\_Bfx\_00086]

<b>Service Name</b>	Bfx_RotBitRt_<TypeMn>u8	
<b>Syntax</b>	<pre>void Bfx_RotBitRt_&lt;TypeMn&gt;u8 (     &lt;Type&gt;* Data,     uint8 ShiftCnt )</pre>	
<b>Service ID [hex]</b>	0x5a to 0x5c	
<b>Sync/Async</b>	Synchronous	
<b>Reentrancy</b>	Reentrant	
<b>Parameters (in)</b>	ShiftCnt	Shift count
<b>Parameters (inout)</b>	Data	Pointer to input data
<b>Parameters (out)</b>	None	
<b>Return value</b>	None	
<b>Description</b>	This function shall rotate data to the right by ShiftCnt. The least significant bit is rotated to the most significant bit location for every single bit shift cycle.	
<b>Available via</b>	Bfx.h	

()

For example:

If ShiftCnt = 1 then,

uint8 Data = 0001 0111 (before rotate right)

Data = 1000 1011 (after rotate right)

If ShiftCnt = 3 then,

uint8 Data = 0001 0111 (before rotate right)

Data = 1110 0010 (after rotate right)

##### [SWS\_Bfx\_00090] [

List of implemented functions:

<b>Function ID[hex]</b>	<b>Function prototype</b>	<b>Maximum value of ShiftCnt</b>
0X05A	void Bfx_RotBitRt_u8u8(uint8*, uint8)	7
0X05B	void Bfx_RotBitRt_u16u8(uint16*, uint8)	15
0X05C	void Bfx_RotBitRt_u32u8(uint32*, uint8)	31
0x05D	void Bfx_RotBitRt_u64u8(uint64*, uint8)	63

()

#### 8.4.16 Bfx\_RotBitLt

##### [SWS\_Bfx\_00095]

<b>Service Name</b>	Bfx_RotBitLt_<TypeMn>u8	
<b>Syntax</b>	<pre>void Bfx_RotBitLt_&lt;TypeMn&gt;u8 (     &lt;Type&gt;* Data,     uint8 ShiftCnt )</pre>	
<b>Service ID [hex]</b>	0x60 to 0x62	
<b>Sync/Async</b>	Synchronous	
<b>Reentrancy</b>	Reentrant	
<b>Parameters (in)</b>	ShiftCnt	Shift count
<b>Parameters (inout)</b>	Data	Pointer to input data
<b>Parameters (out)</b>	None	
<b>Return value</b>	None	
<b>Description</b>	This function shall rotate data to the left by ShiftCnt. The most significant bit is rotated to the least significant bit location for every single bit shift cycle.	
<b>Available via</b>	Bfx.h	

()

For example:

If ShiftCnt = 1 then,

uint8 Data = 1011 0111 (before rotate left)

Data = 0110 1111 (after rotate left)

If ShiftCnt = 3 then,

uint8 Data = 1011 0111 (before rotate left)

Data = 1011 1101 (after rotate left)

##### [SWS\_Bfx\_00098] [

List of implemented functions:

<b>Function ID[hex]</b>	<b>Function prototype</b>	<b>Maximum value of ShiftCnt</b>
0X060	void Bfx_RotBitLt_u8u8(uint8*, uint8)	7
0X061	void Bfx_RotBitLt_u16u8(uint16*, uint8)	15
0X062	void Bfx_RotBitLt_u32u8(uint32*, uint8)	31
0x063	void Bfx_RotBitLt_u64u8(uint64*, uint8)	63

()

### 8.4.17 Bfx\_CopyBit

#### [SWS\_Bfx\_00101]

<b>Service Name</b>	Bfx_CopyBit_<TypeMn>u8<TypeMn>u8	
<b>Syntax</b>	<pre>void Bfx_CopyBit_&lt;TypeMn&gt;u8&lt;TypeMn&gt;u8 (     &lt;Type&gt;* DestinationData,     uint8 DestinationPosition,     &lt;Type&gt; SourceData,     uint8 SourcePosition )</pre>	
<b>Service ID [hex]</b>	0x66 to 0x68	
<b>Sync/Async</b>	Synchronous	
<b>Reentrancy</b>	Reentrant	
<b>Parameters (in)</b>	DestinationPosition	Destination position
	SourceData	Source data
	SourcePosition	Source position
<b>Parameters (in-out)</b>	DestinationData	Pointer to destination data
<b>Parameters (out)</b>	None	
<b>Return value</b>	None	
<b>Description</b>	This function shall copy a bit from source data from bit position to destination data at bit position.	
<b>Available via</b>	Bfx.h	

()

For Example:

DestinationData = 10100001b

BFX\_CopyBit\_u8u8u8u8(&DestinationData, 6, 11011010, 1)

The DestinationData will have 11100001b

#### [SWS\_Bfx\_00108] [

List of implemented functions:

<b>Function ID[hex]</b>	<b>Function prototype</b>	<b>Maximum value for SourcePosition and DestinationPosition</b>
0X066	void Bfx_CopyBit_u8u8u8u8(uint8*, uint8, uint8, uint8)	7
0X067	void Bfx_CopyBit_u16u8u16u8(uint16*, uint8, uint16, uint8)	15
0X068	void Bfx_CopyBit_u32u8u32u8(uint32*, uint8, uint32, uint8)	31
0x069	void Bfx_CopyBit_u64u8u64u8(uint64*, uint8, uint64, uint8)	63

()

#### 8.4.18 Bfx\_PutBits

##### [SWS\_Bfx\_00110]

<b>Service Name</b>	Bfx_PutBits_<TypeMn>u8u8<TypeMn>	
<b>Syntax</b>	<pre>void Bfx_PutBits_&lt;TypeMn&gt;u8u8&lt;TypeMn&gt; (     &lt;Type&gt;* Data,     uint8 BitStartPn,     uint8 BitLn,     &lt;Type&gt; Pattern )</pre>	
<b>Service ID [hex]</b>	0x70 to 0x72	
<b>Sync/Async</b>	Synchronous	
<b>Reentrancy</b>	Reentrant	
<b>Parameters (in)</b>	BitStartPn	Start bit position
	BitLn	Bit field length
	Pattern	Pattern to be set
<b>Parameters (in-out)</b>	Data	Pointer to input data
<b>Parameters (out)</b>	None	
<b>Return value</b>	None	
<b>Description</b>	This function shall put bits as mentioned in Pattern to the input Data from the specified bit position.	
<b>Available via</b>	Bfx.h	

()

For Example:

Data = 11110000b

Bfx\_PutBits\_u8u8u8(&Data, 1, 3, 00000011b)

The Data will have 11110110b

##### [SWS\_Bfx\_00112]

List of implemented functions:

Function ID[hex]	Function prototype	Maximum value of BitLn	Maximum value of BitStartPn	Maximum value for BitStartPn + BitLn
0x070	void Bfx_PutBits_u8u8u8(uint8*, uint8, uint8, uint8)	8	7	8
0x071	void Bfx_PutBits_u16u8u16(uint16*, uint8, uint8, uint16)	16	15	16

0x072	void Bfx_PutBits_u32u8u8u32(uint32*, uint8, uint8, uint32)	32	31	32
0x073	void Bfx_PutBits_u64u8u8u64(uint64*, uint8, uint8, uint64)	64	63	64

l()

#### 8.4.19 Bfx\_PutBitsMask

##### [SWS\_Bfx\_00120]

<b>Service Name</b>	Bfx_PutBitsMask_<TypeMn><TypeMn><TypeMn>	
<b>Syntax</b>	<pre>void Bfx_PutBitsMask_&lt;TypeMn&gt;&lt;TypeMn&gt;&lt;TypeMn&gt; (     &lt;Type&gt;* Data,     &lt;Type&gt; Pattern,     &lt;Type&gt; Mask )</pre>	
<b>Service ID [hex]</b>	0x80 to 0x82	
<b>Sync/Async</b>	Synchronous	
<b>Reentrancy</b>	Reentrant	
<b>Parameters (in)</b>	Pattern	Pattern to be set
	Mask	Mask value
<b>Parameters (inout)</b>	Data	Pointer to input data
<b>Parameters (out)</b>	None	
<b>Return value</b>	None	
<b>Description</b>	This function shall put all bits defined in Pattern and for which the corresponding Mask bit is set to 1 in the input Data.	
<b>Available via</b>	Bfx.h	

l()

For Example:

Bfx\_PutBitsMask\_u8u8u8(11100000b, 11001101b, 00001111b)  
results in \*Data = 11101101b

##### [SWS\_Bfx\_00124] [

List of implemented functions:

<b>Function ID[hex]</b>	<b>Function prototype</b>
0x080	void Bfx_PutBitsMask_u8u8u8(uint8*, uint8, uint8)
0x081	void Bfx_PutBitsMask_u16u16u16(uint16*, uint16, uint16)
0x082	void Bfx_PutBitsMask_u32u32u32(uint32*, uint32, uint32)
0x083	void Bfx_PutBitsMask_u64u64u64(uint64*, uint64, uint64)

l()

#### 8.4.20 Bfx\_PutBit

##### [SWS\_Bfx\_00130]

<b>Service Name</b>	Bfx_PutBit_<TypeMn>u8u8	
<b>Syntax</b>	<pre>void Bfx_PutBit_&lt;TypeMn&gt;u8u8 (     &lt;Type&gt;* Data,     uint8 BitPn,     boolean Status )</pre>	
<b>Service ID [hex]</b>	0x85 to 0x87	
<b>Sync/Async</b>	Synchronous	
<b>Reentrancy</b>	Reentrant	
<b>Parameters (in)</b>	BitPn	Bit position
	Status	Status value
<b>Parameters (in-out)</b>	Data	Pointer to input data
<b>Parameters (out)</b>	None	
<b>Return value</b>	None	
<b>Description</b>	This function shall update the bit specified by BitPn of input data as '1' or '0' as per 'Status' value.	
<b>Available via</b>	Bfx.h	

l()

For Example:

```
uint8 InputData = 11100111b;
Bfx_PutBit_u8u8(&InputData, 4, TRUE);
results in InputData = 11110111b
```

##### [SWS\_Bfx\_00132] [

List of implemented functions:

<b>Function ID[hex]</b>	<b>Function prototype</b>	<b>Maximum value of BitPn</b>
0x085	void Bfx_PutBit_u8u8(uint8*, uint8, boolean)	7
0x086	void Bfx_PutBit_u16u8(uint16*, uint8, boolean)	15
0x087	void Bfx_PutBit_u32u8(uint32*, uint8, boolean)	31
0x088	void Bfx_PutBit_u64u8(uint64*, uint8, boolean)	63

l()



## **8.5 Call-back notifications**

None

## **8.6 Scheduled functions**

The Bfx library does not have scheduled functions

## **8.7 Expected Interfaces**

None

### **8.7.1 Mandatory Interfaces**

None

### **8.7.2 Optional Interfaces**

None

### **8.7.3 Configurable interfaces**

None

## 8.8 Version API

### 8.8.1 Bfx\_GetVersionInfo

[SWS\_Bfx\_00301]

<b>Service Name</b>	Bfx_GetVersionInfo	
<b>Syntax</b>	<pre>void Bfx_GetVersionInfo (     Std_VersionInfoType* Versioninfo )</pre>	
<b>Service ID [hex]</b>	0xff	
<b>Sync/Async</b>	Synchronous	
<b>Reentrancy</b>	Reentrant	
<b>Parameters (in)</b>	None	
<b>Parameters (inout)</b>	None	
<b>Parameters (out)</b>	Versioninfo	Pointer to where to store the version information of this module. Format according [BSW00321]
<b>Return value</b>	None	
<b>Description</b>	Returns the version information of this library.	
<b>Available via</b>	Bfx.h	

]()

The version information of a BSW module generally contains:

Module Id

Vendor Id

Vendor specific version numbers

[SWS\_Bfx\_00302]

[ If source code for caller and callee of Bfx\_GetVersionInfo is available, the Bfx library should realize Bfx\_GetVersionInfo as a macro defined in the module's header file. ]( SRS\_BSW\_00407, SRS\_BSW\_00411)

## 9 Sequence diagrams

Not applicable

## 10 Configuration specification

### 10.1 Published Information

**[SWS\_Bfx\_00133]** [ The standardized common published parameters as required by SRS\_BSW\_00402 in the General Requirements on Basic Software Modules [3] shall be published within the header file of this module and need to be provided in the BSW Module Description. The according module abbreviation can be found in the List of Basic Software Modules [1]. ]()

Additional module-specific published parameters are listed below if applicable.

### 10.2 Configuration option

**[SWS\_Bfx\_00314]** [ The Bfx library shall not have any configuration options that may affect the functional behavior of the routines. i.e. for a given set of input parameters, the outputs shall be always the same. For example, the returned value in case of error shall not be configurable. ](SRS\_LIBS\_00001)

However, a library vendor is allowed to add specific configuration options concerning library implementation, e.g. for resources consumption optimization.

## 11 Not applicable requirements

**[SWS\_Bfx\_00999]** [ These requirements are not applicable to this specification. ]  
(SRS\_BSW\_00448)