

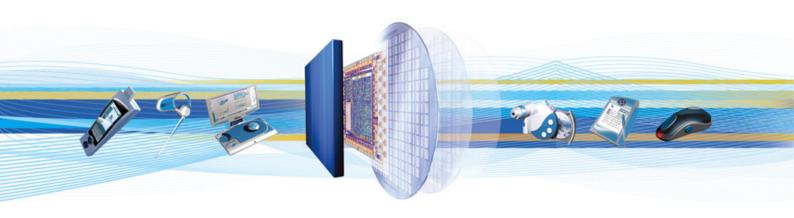


CSR Synergy Framework 3.1.0

Panic

API Description

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Cambridge Silicon Radio Limited

Churchill House
Cambridge Business Park
Cowley Road
Cambridge CB4 0WZ
United Kingdom

Registered in England and Wales 3665875

Tel: +44 (0)1223 692000 Fax: +44 (0)1223 692001

www.csr.com



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1 Introduction

The panic handling API is used by e.g. transport drivers to signal that something unexpected has occurred. The abnormal behaviour is unrecoverable by any Framework module since the proper action to take may depend on the application or platform itself. A panic may result in a system restart – but how to do this properly is unknown to the Framework. The panic interface thus may either be implemented directly in the BSP code if the semantics does not rely on components outside the Framework. Or, it may e.g. be implemented by calling back to a registered panic handler. This external handler may e.g. be part of the application code.

The panic handling API must be provided in the file csr panic.h.



2 Panic API

2.1 Basic Types

The panic interface contains defines that identify the Synergy Technology types that are able to cause panics. In addition, defines that identify the possible panic reason from Framework components. The defines must all be placed in the file <code>csr panic.h</code>.

2.1.1 Panic Identifier Types

The panic defines are as follows.

Prototype

```
#include "csr panic.h"
/* Synergy technology ID definitions */
#define CSR TECH FW
                              0
#define CSR_TECH_BT
                              1
#define CSR_TECH_WIFI
#define CSR_TECH_GPS
                              2
                              3
#define CSR TECH NFC
^{\prime \star} Panic type ID definitions for technology type CSR TECH FW ^{\star \prime}
#define CSR_PANIC_FW_UNEXPECTED_VALUE #define CSR_PANIC_FW_HEAP_EXHAUSTION
                                                        0
                                                        1
#define CSR PANIC FW INVALID PFREE POINTER
                                                        2
#define CSR PANIC FW EXCEPTION
                                                        3
#define CSR_PANIC_FW_ASSERTION_FAIL
                                                        4
#define CSR_PANIC_FW_NULL_TASK_HANDLER
                                                        5
#define CSR_PANIC_FW_UNKNOWN_TASK
#define CSR_PANIC_FW_QUEUE_ACCESS_VIOLATION
                                                        7
#define CSR PANIC FW TOO MANY MESSAGES
#define CSR PANIC FW TOO MANY TIMED EVENTS
                                                        9
#define CSR_PANIC_FW_ABCSP_SYNC_LOST
                                                       10
#define CSR_PANIC_FW_OVERSIZE_ABCSP_PRIM
#define CSR_PANIC_FW_H4_CORRUPTION
                                                       11
                                                       12
#define CSR PANIC FW H4 SYNC LOST
                                                       13
#define CSR PANIC FW H4 RX OVERRUN
                                                       14
#define CSR_PANIC_FW_H4_TX_OVERRUN
                                                       15
#define CSR_PANIC_FW_TM_BC_RESTART_FAIL
                                                       16
#define CSR_PANIC_FW_TM_BC_START_FAIL
#define CSR_PANIC_FW_TM_BC_BAD_STATE
                                                       17
                                                       18
#define CSR PANIC FW TM BC TRANSPORT LOST
```

2.2 CsrPanic

Prototype

```
#include "csr_panic.h"
void CsrPanic(CsrUint8 tech, CsrUint16 reason, const char *p);
```

Description

CsrPanic() is called when an uncorrectable condition is detected in which it is impossible to continue without potentially causing the entire system to crash. It signals a panic and halts execution in some way that **guarantees that the function does not return**. Doing this is system dependant, but it may involve disabling interrupts and entering an endless loop or signalling the operating system to terminate our process or thread.



The Synergy Technology raising the panic is identified by the tech parameter. The reason may be one of a predefined set of reasons. For the Framework the reason types are presented in Section 2.1.1. The p parameter is a string describing the panic cause.



Parameters

Туре	Argument	Description
CsrUint8	tech	Synergy Technology identifier.
CsrUint16	reason	Panic reason type.
const char*	р	String describing panic cause.

Returns

None.



3 Panic Handling Reference

3.1 Introduction

The CSR Synergy Framework reference ports contain an interface for initialization of the implemented panic handling system. This interface is not to be used by any Synergy generic components, and thus is not required to be ported. This section presents this reference interface.

Note: The reference API is contained in file $csr_panic_init.h$ in the special include directory $$(BSP_ROOT)/inc/platform$. Interfaces in this folder may be platform dependent and they are not necessarily available with any BSP. Thus, the CSR Synergy Framework does not mandate porting of these interfaces. Source code for the reference implementation is contained in file $csr_panic.c$ in the $$(BSP_ROOT)/src/coal$ directory.

3.2 Basic Types

The panic handler reference interface uses a panic handler function call back type. This type is described below.

3.2.1 Panic Handler Type

Typedef

typedef void (*CsrPanicHandler) (CsrUint8 tech, CsrUint16 reason, const char *p);

Description

Call back type matching exactly the CsrPanic() interface.

3.3 CsrPanicInit

Prototype

void CsrPanicInit(CsrPanicHandler cb);

Description

Initialize the panic handling reference implementation by registering an external panic handler call back. Applications using the reference ports must implement their own panic handler and register this with the CsrPanicInit() function.

Parameters

Туре	Argument	Description
CsrPanicHandler	cb	Panic handler call back.

Returns

None.



4 Document References

Ref Title



Terms and Definitions

Abbreviation	Explanation
CSR	Cambridge Silicon Radio



Document History

Revision	Date	History
1	19 Oct 09	First draft version
2	30 NOV 09	Ready for release 2.0.0
3	20 APR 10	Ready for release 2.1.0
4	OCT 10	Ready for release 2.2.0
5	DEC 10	Ready for release 3.0.0
6	Aug 11	Ready for release 3.1.0



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