

## PSP MEMORY SCRUBBING APIs

### CFE\_PSP\_MEM\_SCRUB\_Set

<b>Syntax</b>	void CFE_PSP_MEM_SCRUB_Set(uint32 newStartAddr, uint32 newEndAddr, osal_priority_t task_priority)
<b>Description</b>	<p>Set the Memory Scrubbing parameters</p> <p>This functions set the memory scrubbing parameters.</p>
<b>Parameters</b>	<p>[in] newStartAddr - Memory address to start from, usually zero</p> <p>[in] newEndAddr - Memory address to end at, usually end of the physical RAM</p> <p>[in] task_priority - The task priority</p>
<b>Returns</b>	None
<b>Notes</b>	<p>After calling this function, the new settings will be applied in the next call to the Activate Memory Scrubbing funtion. If newEndAddr is set to a value larger than the actual physical memory limit, the function will use the phyisical memory limit. Task priority can only be set between MEMSCRUB_PRIORITY_UP_RANGE and MEMSCRUB_PRIORITY_DOWN_RANGE defined in cfe_psp_config.h. Default is set to MEMSCRUB_DEFAULT_PRIORITY.</p>

### CFE\_PSP\_MEM\_SCRUB\_isRunning

<b>Syntax</b>	bool CFE_PSP_MEM_SCRUB_isRunning(void)
<b>Description</b>	<p>Check if the Memory Scrubbing task is running</p> <p>This function provides the status whether the Memory Scrubbing task is running.</p>
<b>Parameters</b>	None
<b>Returns</b>	<p>true - If task is running</p> <p>false - If task is not running</p>

<b>Notes</b>	None

### CFE\_PSP\_MEM\_SCRUB\_Delete

<b>Syntax</b>	void CFE_PSP_MEM_SCRUB_Delete(void)
<b>Description</b>	<p>Stop the memory scrubbing task</p> <p>This function deletes the Memory Scrubbing task. The task is deleted and the statistics are reset.</p>
<b>Parameters</b>	None
<b>Returns</b>	None
<b>Notes</b>	None

### CFE\_PSP\_MEM\_SCRUB\_Status

<b>Syntax</b>	void CFE_PSP_MEM_SCRUB_Status(void)
<b>Description</b>	<p>Print the Memory Scrubbing statistics</p> <p>This function outputs to the console the following Memory Scrubbing statistics: Start memory address, End memory address, current memory page and total memory pages</p>
<b>Parameters</b>	None
<b>Returns</b>	None
<b>Notes</b>	Start memory address is usually 0. End memory address is usually set to the last value of RAM address. Note that a page is 4098 bytes.

### CFE\_PSP\_MEM\_SCRUB\_Task

<b>Syntax</b>	void CFE_PSP_MEM_SCRUB_Task(void)
<b>Description</b>	Memory Scrubbing task  This function performs the Memory Scrubbing steps.
<b>Parameters</b>	None
<b>Returns</b>	None
<b>Notes</b>	The scrubMemory function implemented by AiTech may never return an error.

### CFE\_PSP\_MEM\_SCRUB\_Init

<b>Syntax</b>	void CFE_PSP_MEM_SCRUB_Init(void)
<b>Description</b>	Initialize the Memory Scrubbing task  This function starts the Memory Scrubbing task as a child thread.
<b>Parameters</b>	None
<b>Returns</b>	None
<b>Notes</b>	The scrubMemory function implemented by AiTech may never return an error.

### CFE\_PSP\_MEM\_SCRUB\_Enable

<b>Syntax</b>	void CFE_PSP_MEM_SCRUB_Enable(void)
<b>Description</b>	Enable the Memory Scrubbing task  This function enables the Memory Scrubbing task.

<b><i>Parameters</i></b>	None
<b><i>Returns</i></b>	None
<b><i>Notes</i></b>	If the task is already running, do nothing. If the task is not running, then start it.

### **CFE\_PSP\_MEM\_SCRUB\_Disable**

<b><i>Syntax</i></b>	void CFE_PSP_MEM_SCRUB_Disable(void)
<b><i>Description</i></b>	<p>Disable the Memory Scrubbing task</p> <p>This function disables the Memory Scrubbing task.</p>
<b><i>Parameters</i></b>	None
<b><i>Returns</i></b>	None
<b><i>Notes</i></b>	If the task is already running, delete it. If the task is not running, then do nothing.