

PSP STARTUP APIs

CFE_PSP_ProcessPOSTResults

Syntax	void CFE_PSP_ProcessPOSTResults(void)
Description	Output POST results This function prints the Power-On Self-Test (POST) results to the console.
Parameters	None
Returns	None
Notes	None

CFE_PSP_LogSoftwareResetType

Syntax	void CFE_PSP_LogSoftwareResetType(RESET_SRC_REG_ENUM resetSrc)
Description	Logs software reset type This function determines if started in safe mode and logs off software reset type.
Parameters	resetSrc - Reset Type RESET_SRC_REG_ENUM
Returns	None
Notes	RESET_SRC_REG_ENUM is defined in Aitech file scratchRegMap.h

OS_Application_Startup

Syntax	void OS_Application_Startup(void)
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Description	OSAL startup entry point This function serves as the OSAL startup entry point.
Parameters	None
Returns	None
Notes	This is an SP0-specific implementation so that we don't run the default OSAL-equivalent function.

OS_Application_Run

Syntax	void OS_Application_Run(void)
Description	OSAL run entry point This function serves as the PSP run entry point.
Parameters	None
Returns	None
Notes	This is an SP0-specific implementation. This function is declared but empty so that we don't run the default OSAL-equivalent function. The latter will actively suspend the console shell.

CFE_PSP_SuspendConsoleShellTask

Syntax	int32 CFE_PSP_SuspendConsoleShellTask(bool suspend)
Description	Suspend/Resume the Console Shell Task This function suspends/resumes the Console Shell task.

Parameters	[in] suspend - True to suspend task, False to resume task
Returns	CFE_PSP_SUCCESS CFE_PSP_ERROR
Notes	None

CFE_PSP_GetRestartType

Syntax	uint32 CFE_PSP_GetRestartType(uint32 *resetSubType)
Description	Get restart type This function returns the last reset type.
Parameters	[out] resetSubType - Pointer to the variable that stores the returned reset sub-type
Returns	Last reset type
Notes	If a pointer to a valid memory space is passed in, it returns the reset sub-type in that memory. Right now the reset types are application-specific. For the cFE, they are defined in the cfe_es.h file.

CFE_PSP_SetTaskPrio

Syntax	int32 CFE_PSP_SetTaskPrio(const char* tName, uint8 tgtPrio)
Description	Set task priority This function sets the new task priority for a given task name. This function determines the reset type and subtype. This function changes the system task priorities so that they are lower than CFS system task priorities.
Parameters	[in] tName - Task name [in] tgtPrio - New task priority

	None None
Returns	CFE_PSP_SUCCESS CFE_PSP_ERROR RESET_SRC_POR RESET_SRC_WDT RESET_SRC_FWDT RESET_SRC_CPCI RESET_SRC_SWR CFE_PSP_SUCCESS CFE_PSP_ERROR
Notes	<p>None Reset Types are defined in Aitech headers.</p> <p>Function will save reset types to the respective global static variables:</p> <ul style="list-style-type: none"> - g_uiResetType - g_uiResetSubtype <p>Finally, function will print to console the reset type.</p> <p>Output defines are defined in Aitech file scratchRegMap.h tNet0 priority should be adjusted to be right below what ever gets defined for CI/TO apps in your system if using the network interface CCSDS/UDP for CI/TO apps.</p>