

Arduino Resource System Library

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1.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

Resource	4
SimpleResource	16
ResourceIO	7
SimpleResourceIO	20
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SimpleExternalEepromResourceIO	14
SimpleVirtualResourceIO	26
ResourceSystem	8
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rs_global_flags_t	9
rs_resource_t	10
rs_stat_t	10
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2 Class Index

2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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SimpleResource	
Arduino - A simple resource implementation	16
SimpleResourceIO	20
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3 File Index

3.1 File List

Here is a list of all files with brief descriptions:

main.c	28
main.cpp	31
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ResourceIO.h	37
ResourceSystem.h	37
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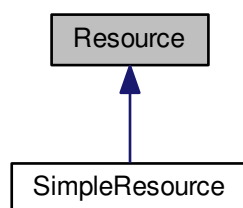
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4 Class Documentation

4.1 Resource Class Reference

```
#include <Resource.h>
```

Inheritance diagram for Resource:



Public Types

- enum [ResourceOperationResult](#) {
[OPERATION_SUCCESS](#) = 0, [OPERATION_ERROR_RESOURCE_OPENED](#) = 1, [OPERATION_ERROR_RESOURCE_CLOSED](#) = 2, [OPERATION_ERROR_RESOURCE_READ_ONLY](#) = 3,
[OPERATION_ERROR_NO_SPACE_AVAILABLE](#) = 4, [OPERATION_ERROR_DRIVER_BUSY](#) = 5, [OPERATION_ERROR_SEEK_OUT_OF_BOUND](#) = 6, [OPERATION_ERROR_RESOURCE_DOES_NOT_ALLOW_READ_WRITE](#) = 7,
[OPERATION_ERROR_DRIVER_NOT_MOUNTED](#) = 8 }
- enum [OpenOptions](#) { [OPEN_READ_WRITE](#) = 0, [OPEN_READ_ONLY](#) = 1 }
- enum [ResourceSeekOrigin](#) { [SEEK_ORIGIN_BEGIN](#) = 0, [SEEK_ORIGIN_CURRENT](#) = 1 }

Public Member Functions

- virtual bool [open](#) ([OpenOptions](#) options)=0
- virtual bool [close](#) ()=0
- virtual void [write](#) (unsigned char b)=0
- virtual void [writeBytes](#) (unsigned char *buf, int len)=0
- virtual int [read](#) ()=0
- virtual int [readBytes](#) (unsigned char *buf, int len)=0
- virtual bool [seek](#) ([ResourceSeekOrigin](#) origin, unsigned int offset)=0

- virtual bool [truncate](#) ()=0
- virtual void [sync](#) ()=0
- virtual bool [rewind](#) ()=0
- virtual void [release](#) ()=0
- virtual unsigned int [size](#) ()=0
- virtual unsigned int [tell](#) ()=0
- virtual bool [eor](#) ()=0
- virtual bool [error](#) ()=0
- virtual bool [isReadOnly](#) ()=0

4.1.1 Detailed Description

Arduino - [Resource](#) interface.

[Resource.h](#)

This is a resource interface

Author

Dalmir da Silva dalmirdasilva@gmail.com

Definition at line 14 of file [Resource.h](#).

4.1.2 Member Enumeration Documentation

4.1.2.1 enum Resource::OpenOptions

Enumerator

OPEN_READ_WRITE
OPEN_READ_ONLY

Definition at line 29 of file [Resource.h](#).

4.1.2.2 enum Resource::ResourceOperationResult

Enumerator

OPERATION_SUCCESS
OPERATION_ERROR_RESOURCE_OPENED
OPERATION_ERROR_RESOURCE_CLOSED
OPERATION_ERROR_RESOURCE_READ_ONLY
OPERATION_ERROR_NO_SPACE_AVAILABLE
OPERATION_ERROR_DRIVER_BUSY
OPERATION_ERROR_SEEK_OUT_OF_BOUND
OPERATION_ERROR_RESOURCE_DOES_NOT_ALLOCATED
OPERATION_ERROR_DRIVER_NOT_MOUNTED

Definition at line 17 of file [Resource.h](#).

4.1.2.3 enum Resource::ResourceSeekOrigin

Enumerator

SEEK_ORIGIN_BEGIN
SEEK_ORIGIN_CURRENT

Definition at line 34 of file [Resource.h](#).

4.1.3 Member Function Documentation

4.1.3.1 `virtual bool Resource::close ()` [pure virtual]

Implemented in [SimpleResource](#).

4.1.3.2 `virtual bool Resource::eor ()` [pure virtual]

Implemented in [SimpleResource](#).

4.1.3.3 `virtual bool Resource::error ()` [pure virtual]

Implemented in [SimpleResource](#).

4.1.3.4 `virtual bool Resource::isReadOnly ()` [pure virtual]

Implemented in [SimpleResource](#).

4.1.3.5 `virtual bool Resource::open (OpenOptions options)` [pure virtual]

Implemented in [SimpleResource](#).

4.1.3.6 `virtual int Resource::read ()` [pure virtual]

Implemented in [SimpleResource](#).

4.1.3.7 `virtual int Resource::readBytes (unsigned char * buf, int len)` [pure virtual]

Implemented in [SimpleResource](#).

4.1.3.8 `virtual void Resource::release ()` [pure virtual]

Implemented in [SimpleResource](#).

4.1.3.9 `virtual bool Resource::rewind ()` [pure virtual]

Implemented in [SimpleResource](#).

4.1.3.10 `virtual bool Resource::seek (ResourceSeekOrigin origin, unsigned int offset)` [pure virtual]

Implemented in [SimpleResource](#).

4.1.3.11 `virtual unsigned int Resource::size ()` [pure virtual]

Implemented in [SimpleResource](#).

4.1.3.12 `virtual void Resource::sync ()` [pure virtual]

Implemented in [SimpleResource](#).

4.1.3.13 `virtual unsigned int Resource::tell ()` [pure virtual]

Implemented in [SimpleResource](#).

4.1.3.14 `virtual bool Resource::truncate ()` [pure virtual]

Implemented in [SimpleResource](#).

4.1.3.15 `virtual void Resource::write (unsigned char b)` [pure virtual]

Implemented in [SimpleResource](#).

4.1.3.16 `virtual void ResourceIO::writeBytes (unsigned char * buf, int len)` [pure virtual]

Implemented in [SimpleResource](#).

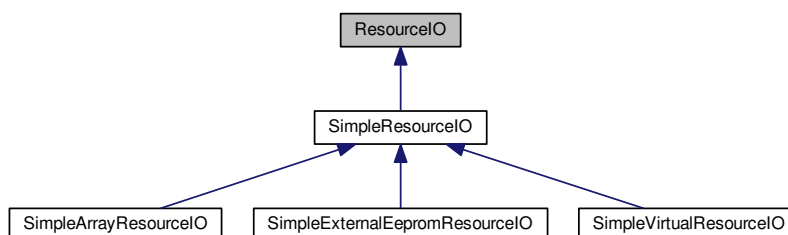
The documentation for this class was generated from the following file:

- [Resource.h](#)

4.2 ResourceIO Class Reference

```
#include <ResourceIO.h>
```

Inheritance diagram for ResourceIO:



Public Member Functions

- virtual bool [open](#) ()=0
- virtual int [read](#) (unsigned int address)=0
- virtual void [write](#) (unsigned int address, unsigned char b)=0
- virtual void [flush](#) ()=0
- virtual void [close](#) ()=0

4.2.1 Detailed Description

Arduino - [Resource](#) interface.

[ResourceIO.h](#)

This is a resource IO interface

Author

Dalmir da Silva dalmirdasilva@gmail.com

Definition at line 14 of file [ResourceIO.h](#).

4.2.2 Member Function Documentation

4.2.2.1 `virtual void ResourceIO::close ()` [pure virtual]

Implemented in [SimpleResourceIO](#), and [SimpleVirtualResourceIO](#).

4.2.2.2 `virtual void ResourceIO::flush ()` [pure virtual]

Implemented in [SimpleResourceIO](#), and [SimpleVirtualResourceIO](#).

4.2.2.3 `virtual bool ResourceIO::open () [pure virtual]`

Implemented in [SimpleResourceIO](#), and [SimpleVirtualResourceIO](#).

4.2.2.4 `virtual int ResourceIO::read (unsigned int address) [pure virtual]`

Implemented in [SimpleResourceIO](#).

4.2.2.5 `virtual void ResourceIO::write (unsigned int address, unsigned char b) [pure virtual]`

Implemented in [SimpleResourceIO](#).

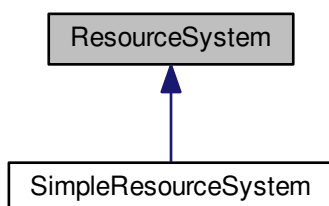
The documentation for this class was generated from the following file:

- [ResourceIO.h](#)

4.3 ResourceSystem Class Reference

```
#include <ResourceSystem.h>
```

Inheritance diagram for ResourceSystem:



Public Types

- enum [MountOptions](#) { [MOUNT_READ_WRITE](#) = 0, [MOUNT_READ_ONLY](#) = 1 }

Public Member Functions

- virtual bool [mount](#) ([MountOptions](#) options)=0
- virtual bool [umount](#) ()=0
- virtual unsigned int [totalSpace](#) ()=0
- virtual unsigned int [availableSpace](#) ()=0

4.3.1 Detailed Description

Arduino - [ResourceSystem](#) interface.

[ResourceSystem.h](#)

This is a resource system interface

Author

Dalmir da Silva dalmirdasilva@gmail.com

Definition at line 16 of file [ResourceSystem.h](#).

4.3.2 Member Enumeration Documentation

4.3.2.1 enum ResourceSystem::MountOptions

Enumerator

MOUNT_READ_WRITE
MOUNT_READ_ONLY

Definition at line 19 of file [ResourceSystem.h](#).

4.3.3 Member Function Documentation

4.3.3.1 virtual unsigned int ResourceSystem::availableSpace () [pure virtual]

Implemented in [SimpleResourceSystem](#).

4.3.3.2 virtual bool ResourceSystem::mount (MountOptions options) [pure virtual]

Implemented in [SimpleResourceSystem](#).

4.3.3.3 virtual unsigned int ResourceSystem::totalSpace () [pure virtual]

Implemented in [SimpleResourceSystem](#).

4.3.3.4 virtual bool ResourceSystem::umount () [pure virtual]

Implemented in [SimpleResourceSystem](#).

The documentation for this class was generated from the following file:

- [ResourceSystem.h](#)

4.4 rs_global_flags_t Struct Reference

```
#include <rs.h>
```

Public Attributes

- uint8_t [driver_mouted](#)

4.4.1 Detailed Description

Definition at line 142 of file [rs.h](#).

4.4.2 Member Data Documentation

4.4.2.1 uint8_t rs_global_flags_t::driver_mouted

Definition at line 143 of file [rs.h](#).

The documentation for this struct was generated from the following file:

- [rs.h](#)

4.5 rs_resource_t Struct Reference

```
#include <rs.h>
```

Public Attributes

- [rs_resource_descriptor_t resource_descriptor](#)
- [rs_cluster_t first_cluster](#)
- [rs_cluster_t current_cluster](#)
- [uint8_t cluster_offset](#)
- [uint16_t size](#)
- [uint16_t current_position](#)
- [uint8_t flags](#)

4.5.1 Detailed Description

Definition at line 132 of file [rs.h](#).

4.5.2 Member Data Documentation

4.5.2.1 [uint8_t rs_resource_t::cluster_offset](#)

Definition at line 136 of file [rs.h](#).

4.5.2.2 [rs_cluster_t rs_resource_t::current_cluster](#)

Definition at line 135 of file [rs.h](#).

4.5.2.3 [uint16_t rs_resource_t::current_position](#)

Definition at line 138 of file [rs.h](#).

4.5.2.4 [rs_cluster_t rs_resource_t::first_cluster](#)

Definition at line 134 of file [rs.h](#).

4.5.2.5 [uint8_t rs_resource_t::flags](#)

Definition at line 139 of file [rs.h](#).

4.5.2.6 [rs_resource_descriptor_t rs_resource_t::resource_descriptor](#)

Definition at line 133 of file [rs.h](#).

4.5.2.7 [uint16_t rs_resource_t::size](#)

Definition at line 137 of file [rs.h](#).

The documentation for this struct was generated from the following file:

- [rs.h](#)

4.6 rs_stat_t Struct Reference

```
#include <rs.h>
```

Public Attributes

- [uint8_t flags](#)

4.6.1 Detailed Description

Definition at line 107 of file [rs.h](#).

4.6.2 Member Data Documentation

4.6.2.1 uint8_t rs_stat_t::flags

Definition at line 108 of file [rs.h](#).

The documentation for this struct was generated from the following file:

- [rs.h](#)

4.7 rs_t Struct Reference

```
#include <rs.h>
```

Public Attributes

- [rs_driver_t driver](#)
- [uint16_t memory_size](#)
- [rs_memory_address_t resource_descriptor_table_address](#)
- [rs_memory_address_t cluster_table_address](#)
- [uint16_t sizeof_resource_descriptor_table](#)
- [uint16_t sizeof_cluster_table](#)
- [uint8_t sizeof_resource_descriptor](#)
- [uint8_t sizeof_cluster](#)
- [uint8_t resource_descriptor_count](#)
- [uint8_t cluster_count](#)
- [uint8_t sizeof_cluster_data](#)
- [uint8_t sizeof_cluster_control](#)
- [uint8_t free_clusters](#)
- [uint8_t flags](#)

4.7.1 Detailed Description

Definition at line 113 of file [rs.h](#).

4.7.2 Member Data Documentation

4.7.2.1 uint8_t rs_t::cluster_count

Definition at line 123 of file [rs.h](#).

4.7.2.2 rs_memory_address_t rs_t::cluster_table_address

Definition at line 117 of file [rs.h](#).

4.7.2.3 `rs_driver_t rs_t::driver`

Definition at line 114 of file [rs.h](#).

4.7.2.4 `uint8_t rs_t::flags`

Definition at line 127 of file [rs.h](#).

4.7.2.5 `uint8_t rs_t::free_clusters`

Definition at line 126 of file [rs.h](#).

4.7.2.6 `uint16_t rs_t::memory_size`

Definition at line 115 of file [rs.h](#).

4.7.2.7 `uint8_t rs_t::resource_descriptor_count`

Definition at line 122 of file [rs.h](#).

4.7.2.8 `rs_memory_address_t rs_t::resource_descriptor_table_address`

Definition at line 116 of file [rs.h](#).

4.7.2.9 `uint8_t rs_t::sizeof_cluster`

Definition at line 121 of file [rs.h](#).

4.7.2.10 `uint8_t rs_t::sizeof_cluster_control`

Definition at line 125 of file [rs.h](#).

4.7.2.11 `uint8_t rs_t::sizeof_cluster_data`

Definition at line 124 of file [rs.h](#).

4.7.2.12 `uint16_t rs_t::sizeof_cluster_table`

Definition at line 119 of file [rs.h](#).

4.7.2.13 `uint8_t rs_t::sizeof_resource_descriptor`

Definition at line 120 of file [rs.h](#).

4.7.2.14 `uint16_t rs_t::sizeof_resource_descriptor_table`

Definition at line 118 of file [rs.h](#).

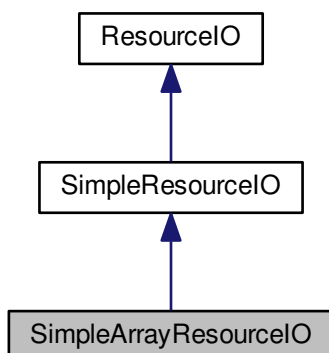
The documentation for this struct was generated from the following file:

- [rs.h](#)

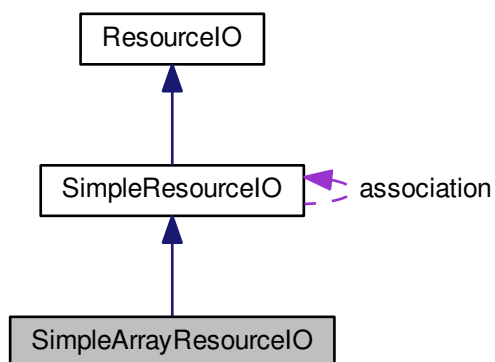
4.8 SimpleArrayResourceIO Class Reference

```
#include <SimpleArrayResourceIO.h>
```


Inheritance diagram for SimpleArrayResourceIO:



Collaboration diagram for SimpleArrayResourceIO:



Public Member Functions

- [SimpleArrayResourceIO](#) (unsigned char *[array](#), unsigned int [size](#))

Protected Member Functions

- virtual int [readBytes](#) (unsigned int address, unsigned char *buf, int len)
- virtual void [writeBytes](#) (unsigned int address, unsigned char *buf, int len)

Private Attributes

- unsigned char * [array](#)
- unsigned int [size](#)

Additional Inherited Members

4.8.1 Detailed Description

Arduino - A simple resource implementation.

[SimpleArrayResourceIO.h](#)

This is the [Resource](#) IO representation.

Author

Dalmir da Silva dalmirdasilva@gmail.com

Definition at line 16 of file [SimpleArrayResourceIO.h](#).

4.8.2 Constructor & Destructor Documentation

4.8.2.1 SimpleArrayResourceIO::SimpleArrayResourceIO (unsigned char * *array*, unsigned int *size*)

Definition at line 16 of file [SimpleArrayResourceIO.cpp](#).

4.8.3 Member Function Documentation

4.8.3.1 int SimpleArrayResourceIO::readBytes (unsigned int *address*, unsigned char * *buf*, int *len*) [protected], [virtual]

Reimplemented from [SimpleResourceIO](#).

Definition at line 19 of file [SimpleArrayResourceIO.cpp](#).

4.8.3.2 void SimpleArrayResourceIO::writeBytes (unsigned int *address*, unsigned char * *buf*, int *len*) [protected], [virtual]

Reimplemented from [SimpleResourceIO](#).

Definition at line 31 of file [SimpleArrayResourceIO.cpp](#).

4.8.4 Member Data Documentation

4.8.4.1 unsigned char* SimpleArrayResourceIO::array [private]

Definition at line 18 of file [SimpleArrayResourceIO.h](#).

4.8.4.2 unsigned int SimpleArrayResourceIO::size [private]

Definition at line 19 of file [SimpleArrayResourceIO.h](#).

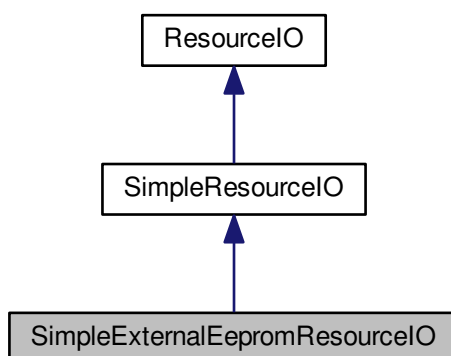
The documentation for this class was generated from the following files:

- [SimpleArrayResourceIO.h](#)
- [SimpleArrayResourceIO.cpp](#)

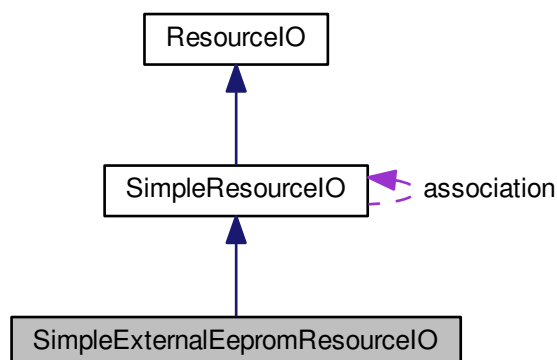
4.9 SimpleExternalEepromResourceIO Class Reference

```
#include <SimpleExternalEepromResourceIO.h>
```

Inheritance diagram for SimpleExternalEepromResourceIO:



Collaboration diagram for SimpleExternalEepromResourceIO:



Public Member Functions

- [SimpleExternalEepromResourceIO](#) (ExternalEeprom *[externalEeprom](#))

Protected Member Functions

- virtual int [readBytes](#) (unsigned int address, unsigned char *buf, int len)
- virtual void [writeBytes](#) (unsigned int address, unsigned char *buf, int len)

Private Attributes

- ExternalEeprom * [externalEeprom](#)

Additional Inherited Members

4.9.1 Detailed Description

Arduino - A simple resource implementation.

SimpleExternalEepromResourceIO.h

This is the [Resource](#) IO representation.

Author

Dalmir da Silva dalmirdasilva@gmail.com

Definition at line 17 of file [SimpleExternalEepromResourceIO.h](#).

4.9.2 Constructor & Destructor Documentation

4.9.2.1 SimpleExternalEepromResourceIO::SimpleExternalEepromResourceIO (ExternalEeprom * externalEeprom)

Definition at line 16 of file [SimpleExternalEepromResourceIO.cpp](#).

4.9.3 Member Function Documentation

4.9.3.1 int SimpleExternalEepromResourceIO::readBytes (unsigned int address, unsigned char * buf, int len) [protected], [virtual]

Reimplemented from [SimpleResourceIO](#).

Definition at line 19 of file [SimpleExternalEepromResourceIO.cpp](#).

4.9.3.2 void SimpleExternalEepromResourceIO::writeBytes (unsigned int address, unsigned char * buf, int len) [protected], [virtual]

Reimplemented from [SimpleResourceIO](#).

Definition at line 23 of file [SimpleExternalEepromResourceIO.cpp](#).

4.9.4 Member Data Documentation

4.9.4.1 ExternalEeprom* SimpleExternalEepromResourceIO::externalEeprom [private]

Definition at line 19 of file [SimpleExternalEepromResourceIO.h](#).

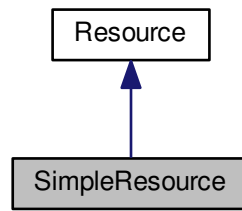
The documentation for this class was generated from the following files:

- [SimpleExternalEepromResourceIO.h](#)
- [SimpleExternalEepromResourceIO.cpp](#)

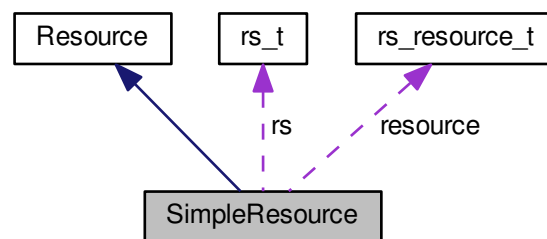
4.10 SimpleResource Class Reference

```
#include <SimpleResource.h>
```

Inheritance diagram for SimpleResource:



Collaboration diagram for SimpleResource:



Public Member Functions

- [SimpleResource](#) ([rs_resource_code_t](#) code, [rs_t](#) *rs)
- [ResourceOperationResult](#) [getLastOperationResult](#) ()
- virtual void [setCode](#) (int code)
- virtual int [getCode](#) ()
- virtual bool [open](#) ([OpenOptions](#) options)
- virtual bool [close](#) ()
- virtual void [write](#) (unsigned char b)
- virtual void [writeBytes](#) (unsigned char *buf, int len)
- virtual int [read](#) ()
- virtual int [readBytes](#) (unsigned char *buf, int len)
- virtual bool [seek](#) ([ResourceSeekOrigin](#) origin, unsigned int offset)
- virtual bool [truncate](#) ()
- virtual void [sync](#) ()
- virtual bool [rewind](#) ()
- virtual void [release](#) ()
- virtual unsigned int [size](#) ()
- virtual unsigned int [tell](#) ()
- virtual bool [eor](#) ()
- virtual bool [error](#) ()
- virtual bool [isReadOnly](#) ()

Private Attributes

- [rs_resource_code_t code](#)
- [rs_resource_t resource](#)
- [rs_t * rs](#)
- [ResourceOperationResult lastOperationResult](#)

Additional Inherited Members

4.10.1 Detailed Description

Arduino - A simple resource implementation.

[SimpleResource.h](#)

This is the [Resource](#) representation.

Author

Dalmir da Silva dalmirdasilva@gmail.com

Definition at line 19 of file [SimpleResource.h](#).

4.10.2 Constructor & Destructor Documentation

4.10.2.1 SimpleResource::SimpleResource (rs_resource_code_t code, rs_t * rs)

Definition at line 16 of file [SimpleResource.cpp](#).

4.10.3 Member Function Documentation

4.10.3.1 bool SimpleResource::close () [virtual]

Implements [Resource](#).

Definition at line 25 of file [SimpleResource.cpp](#).

4.10.3.2 bool SimpleResource::eor () [virtual]

Implements [Resource](#).

Definition at line 102 of file [SimpleResource.cpp](#).

4.10.3.3 bool SimpleResource::error () [virtual]

Implements [Resource](#).

Definition at line 106 of file [SimpleResource.cpp](#).

4.10.3.4 virtual int SimpleResource::getCode () [inline],[virtual]

Definition at line 36 of file [SimpleResource.h](#).

4.10.3.5 ResourceOperationResult SimpleResource::getLastOperationResult () [inline]

Definition at line 28 of file [SimpleResource.h](#).

4.10.3.6 bool SimpleResource::isReadOnly () [virtual]

Implements [Resource](#).

Definition at line 110 of file [SimpleResource.cpp](#).

4.10.3.7 `bool SimpleResource::open (OpenOptions options)` [virtual]

Implements [Resource](#).

Definition at line 20 of file [SimpleResource.cpp](#).

4.10.3.8 `int SimpleResource::read ()` [virtual]

Implements [Resource](#).

Definition at line 42 of file [SimpleResource.cpp](#).

4.10.3.9 `int SimpleResource::readBytes (unsigned char * buf, int len)` [virtual]

Implements [Resource](#).

Definition at line 49 of file [SimpleResource.cpp](#).

4.10.3.10 `void SimpleResource::release ()` [virtual]

Implements [Resource](#).

Definition at line 89 of file [SimpleResource.cpp](#).

4.10.3.11 `bool SimpleResource::rewind ()` [virtual]

Implements [Resource](#).

Definition at line 84 of file [SimpleResource.cpp](#).

4.10.3.12 `bool SimpleResource::seek (ResourceSeekOrigin origin, unsigned int offset)` [virtual]

Implements [Resource](#).

Definition at line 69 of file [SimpleResource.cpp](#).

4.10.3.13 `virtual void SimpleResource::setCode (int code)` [inline],[virtual]

Definition at line 32 of file [SimpleResource.h](#).

4.10.3.14 `unsigned int SimpleResource::size ()` [virtual]

Implements [Resource](#).

Definition at line 94 of file [SimpleResource.cpp](#).

4.10.3.15 `void SimpleResource::sync ()` [virtual]

Implements [Resource](#).

Definition at line 79 of file [SimpleResource.cpp](#).

4.10.3.16 `unsigned int SimpleResource::tell ()` [virtual]

Implements [Resource](#).

Definition at line 98 of file [SimpleResource.cpp](#).

4.10.3.17 `bool SimpleResource::truncate ()` [virtual]

Implements [Resource](#).

Definition at line 74 of file [SimpleResource.cpp](#).

4.10.3.18 `void SimpleResource::write (unsigned char b)` [virtual]

Implements [Resource](#).

Definition at line 31 of file [SimpleResource.cpp](#).

4.10.3.19 `void SimpleResource::writeBytes (unsigned char * buf, int len)` [virtual]

Implements [Resource](#).

Definition at line 35 of file [SimpleResource.cpp](#).

4.10.4 Member Data Documentation

4.10.4.1 `rs_resource_code_t SimpleResource::code` [private]

Definition at line 20 of file [SimpleResource.h](#).

4.10.4.2 `ResourceOperationResult SimpleResource::lastOperationResult` [private]

Definition at line 23 of file [SimpleResource.h](#).

4.10.4.3 `rs_resource_t SimpleResource::resource` [private]

Definition at line 21 of file [SimpleResource.h](#).

4.10.4.4 `rs_t* SimpleResource::rs` [private]

Definition at line 22 of file [SimpleResource.h](#).

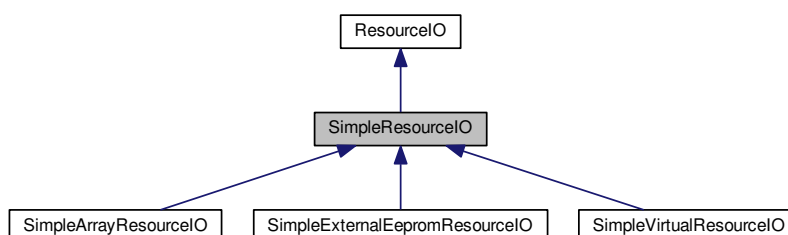
The documentation for this class was generated from the following files:

- [SimpleResource.h](#)
- [SimpleResource.cpp](#)

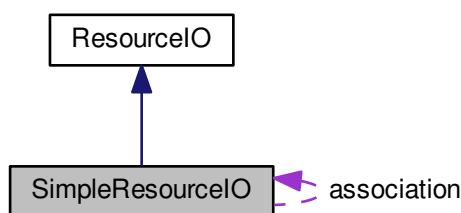
4.11 SimpleResourceIO Class Reference

```
#include <SimpleResourceIO.h>
```

Inheritance diagram for SimpleResourceIO:



Collaboration diagram for SimpleResourceIO:



Public Member Functions

- virtual bool [open](#) ()
- virtual int [read](#) (unsigned int address)
- virtual void [write](#) (unsigned int address, unsigned char b)
- virtual void [flush](#) ()
- virtual void [close](#) ()
- unsigned int [getCacheHit](#) ()
- unsigned int [getCacheMiss](#) ()

Static Public Member Functions

- static void [associateIO](#) ([SimpleResourceIO](#) *io, int driver)
- static [SimpleResourceIO](#) * [getAssociatedIO](#) (int driver)

Protected Member Functions

- [SimpleResourceIO](#) ()
- virtual int [readBytes](#) (unsigned int address, unsigned char *buf, int len)
- virtual void [writeBytes](#) (unsigned int address, unsigned char *buf, int len)

Private Member Functions

- void [checkCache](#) (unsigned int address)

Private Attributes

- bool [wasCacheChanged](#)
- bool [wasCacheInitialized](#)
- unsigned int [cacheMemoryAddress](#)
- unsigned char [cache](#) [[RESOURCE_IO_CACHE_SIZE](#)]
- unsigned int [cacheMiss](#)
- unsigned int [cacheHit](#)
- unsigned int [validCacheSize](#)

Static Private Attributes

- static [SimpleResourceIO](#) * [association](#) [[RESOURCE_IO_DRIVERS_NUM](#)]

4.11.1 Detailed Description

Definition at line 19 of file [SimpleResourceIO.h](#).

4.11.2 Constructor & Destructor Documentation

4.11.2.1 [SimpleResourceIO::SimpleResourceIO](#) () [inline], [protected]

Definition at line 44 of file [SimpleResourceIO.h](#).

4.11.3 Member Function Documentation

4.11.3.1 void [SimpleResourceIO::associateIO](#) ([SimpleResourceIO](#) * *io*, int *driver*) [static]

Definition at line 22 of file [SimpleResourceIO.cpp](#).

4.11.3.2 void [SimpleResourceIO::checkCache](#) (unsigned int *address*) [inline], [private]

Definition at line 29 of file [SimpleResourceIO.h](#).

4.11.3.3 void [SimpleResourceIO::close](#) () [virtual]

Implements [ResourceIO](#).

Reimplemented in [SimpleVirtualResourceIO](#).

Definition at line 50 of file [SimpleResourceIO.cpp](#).

4.11.3.4 void [SimpleResourceIO::flush](#) () [virtual]

Implements [ResourceIO](#).

Reimplemented in [SimpleVirtualResourceIO](#).

Definition at line 44 of file [SimpleResourceIO.cpp](#).

4.11.3.5 [SimpleResourceIO](#) * [SimpleResourceIO::getAssociatedIO](#) (int *driver*) [static]

Definition at line 18 of file [SimpleResourceIO.cpp](#).

4.11.3.6 unsigned int [SimpleResourceIO::getCacheHit](#) () [inline]

Definition at line 75 of file [SimpleResourceIO.h](#).

4.11.3.7 unsigned int [SimpleResourceIO::getCacheMiss](#) () [inline]

Definition at line 79 of file [SimpleResourceIO.h](#).

4.11.3.8 bool [SimpleResourceIO::open](#) () [virtual]

Implements [ResourceIO](#).

Reimplemented in [SimpleVirtualResourceIO](#).

Definition at line 26 of file [SimpleResourceIO.cpp](#).

4.11.3.9 `int SimpleResourceIO::read (unsigned int address) [virtual]`

Implements [ResourceIO](#).

Definition at line 30 of file [SimpleResourceIO.cpp](#).

4.11.3.10 `virtual int SimpleResourceIO::readBytes (unsigned int address, unsigned char * buf, int len) [inline],
[protected], [virtual]`

Reimplemented in [SimpleVirtualResourceIO](#), [SimpleArrayResourceIO](#), and [SimpleExternalEepromResourceIO](#).

Definition at line 53 of file [SimpleResourceIO.h](#).

4.11.3.11 `void SimpleResourceIO::write (unsigned int address, unsigned char b) [virtual]`

Implements [ResourceIO](#).

Definition at line 38 of file [SimpleResourceIO.cpp](#).

4.11.3.12 `virtual void SimpleResourceIO::writeBytes (unsigned int address, unsigned char * buf, int len) [inline],
[protected], [virtual]`

Reimplemented in [SimpleVirtualResourceIO](#), [SimpleArrayResourceIO](#), and [SimpleExternalEepromResourceIO](#).

Definition at line 56 of file [SimpleResourceIO.h](#).

4.11.4 Member Data Documentation

4.11.4.1 `SimpleResourceIO * SimpleResourceIO::association [static], [private]`

Definition at line 22 of file [SimpleResourceIO.h](#).

4.11.4.2 `unsigned char SimpleResourceIO::cache[RESOURCE_IO_CACHE_SIZE] [private]`

Definition at line 25 of file [SimpleResourceIO.h](#).

4.11.4.3 `unsigned int SimpleResourceIO::cacheHit [private]`

Definition at line 26 of file [SimpleResourceIO.h](#).

4.11.4.4 `unsigned int SimpleResourceIO::cacheMemoryAddress [private]`

Definition at line 24 of file [SimpleResourceIO.h](#).

4.11.4.5 `unsigned int SimpleResourceIO::cacheMiss [private]`

Definition at line 26 of file [SimpleResourceIO.h](#).

4.11.4.6 `unsigned int SimpleResourceIO::validCacheSize [private]`

Definition at line 27 of file [SimpleResourceIO.h](#).

4.11.4.7 `bool SimpleResourceIO::wasCacheChanged [private]`

Definition at line 23 of file [SimpleResourceIO.h](#).

4.11.4.8 `bool SimpleResourceIO::wasCacheInitialized [private]`

Definition at line 23 of file [SimpleResourceIO.h](#).

The documentation for this class was generated from the following files:

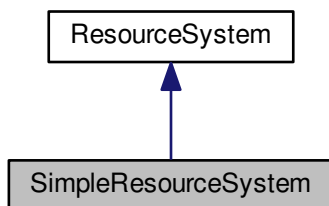
- [SimpleResourceIO.h](#)

- [SimpleResourceIO.cpp](#)

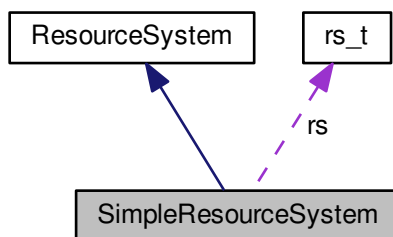
4.12 SimpleResourceSystem Class Reference

```
#include <SimpleResourceSystem.h>
```

Inheritance diagram for SimpleResourceSystem:



Collaboration diagram for SimpleResourceSystem:



Public Member Functions

- [SimpleResourceSystem](#) (int driver)
- [rs_t * getRs](#) ()
- [Resource::ResourceOperationResult getLastOperationResult](#) ()
- virtual bool [mount](#) ([MountOptions](#) options)
- virtual bool [umount](#) ()
- [SimpleResource alloc](#) ()
- [SimpleResource getResourceByCode](#) (int code)
- virtual unsigned int [totalSpace](#) ()
- virtual unsigned int [availableSpace](#) ()

Static Public Member Functions

- static bool [format](#) ([rs_t *rs](#))

Private Attributes

- [rs_t rs](#)
- [Resource::ResourceOperationResult lastOperationResult](#)

Additional Inherited Members

4.12.1 Detailed Description

Arduino - A simple resource implementation.

[SimpleResourceSystem.h](#)

This is the [Resource](#) system itself.

Author

Dalmir da Silva dalmirdasilva@gmail.com

Definition at line 19 of file [SimpleResourceSystem.h](#).

4.12.2 Constructor & Destructor Documentation

4.12.2.1 SimpleResourceSystem::SimpleResourceSystem (int *driver*)

Definition at line 16 of file [SimpleResourceSystem.cpp](#).

4.12.3 Member Function Documentation

4.12.3.1 SimpleResource SimpleResourceSystem::alloc ()

Definition at line 32 of file [SimpleResourceSystem.cpp](#).

4.12.3.2 unsigned int SimpleResourceSystem::availableSpace () [virtual]

Implements [ResourceSystem](#).

Definition at line 51 of file [SimpleResourceSystem.cpp](#).

4.12.3.3 static bool SimpleResourceSystem::format (rs_t* *rs*) [inline],[static]

Definition at line 26 of file [SimpleResourceSystem.h](#).

4.12.3.4 Resource::ResourceOperationResult SimpleResourceSystem::getLastOperationResult () [inline]

Definition at line 35 of file [SimpleResourceSystem.h](#).

4.12.3.5 SimpleResource SimpleResourceSystem::getResourceByCode (int *code*)

Definition at line 42 of file [SimpleResourceSystem.cpp](#).

4.12.3.6 rs_t* SimpleResourceSystem::getRs () [inline]

Definition at line 31 of file [SimpleResourceSystem.h](#).

4.12.3.7 bool SimpleResourceSystem::mount (MountOptions *options*) [virtual]

Implements [ResourceSystem](#).

Definition at line 21 of file [SimpleResourceSystem.cpp](#).

4.12.3.8 `unsigned int SimpleResourceSystem::totalSpace () [virtual]`

Implements [ResourceSystem](#).

Definition at line 47 of file [SimpleResourceSystem.cpp](#).

4.12.3.9 `bool SimpleResourceSystem::umount () [virtual]`

Implements [ResourceSystem](#).

Definition at line 26 of file [SimpleResourceSystem.cpp](#).

4.12.4 Member Data Documentation

4.12.4.1 `Resource::ResourceOperationResult SimpleResourceSystem::lastOperationResult [private]`

Definition at line 21 of file [SimpleResourceSystem.h](#).

4.12.4.2 `rs_t SimpleResourceSystem::rs [private]`

Definition at line 20 of file [SimpleResourceSystem.h](#).

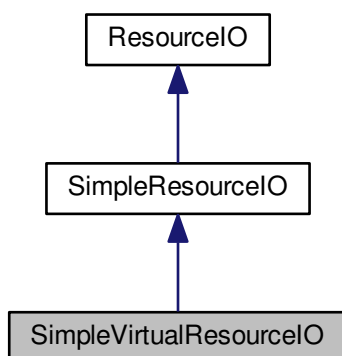
The documentation for this class was generated from the following files:

- [SimpleResourceSystem.h](#)
- [SimpleResourceSystem.cpp](#)

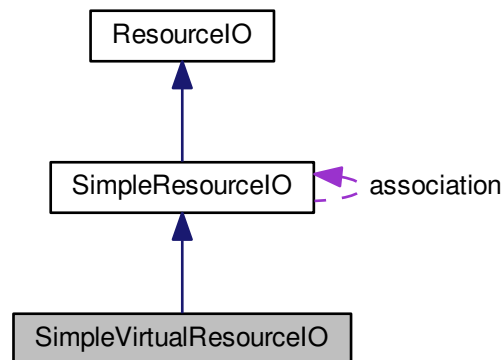
4.13 SimpleVirtualResourceIO Class Reference

```
#include <SimpleVirtualResourceIO.h>
```

Inheritance diagram for SimpleVirtualResourceIO:



Collaboration diagram for SimpleVirtualResourceIO:



Public Member Functions

- [SimpleVirtualResourceIO](#) (char *[fileName](#))
- virtual bool [open](#) ()
- virtual void [flush](#) ()
- virtual void [close](#) ()

Protected Member Functions

- virtual int [readBytes](#) (unsigned int address, unsigned char *buf, int len)
- virtual void [writeBytes](#) (unsigned int address, unsigned char *buf, int len)

Private Attributes

- char * [fileName](#)
- FILE * [fp](#)

Additional Inherited Members

4.13.1 Detailed Description

Arduino - A simple resource implementation.

[SimpleVirtualResourceIO.h](#)

This is the [Resource](#) IO representation.

Author

Dalmir da Silva dalmirdasilva@gmail.com

Definition at line 17 of file [SimpleVirtualResourceIO.h](#).

4.13.2 Constructor & Destructor Documentation

4.13.2.1 SimpleVirtualResourceIO::SimpleVirtualResourceIO (char * *fileName*)

Definition at line 18 of file [SimpleVirtualResourceIO.cpp](#).

4.13.3 Member Function Documentation

4.13.3.1 void SimpleVirtualResourceIO::close () [virtual]

Reimplemented from [SimpleResourceIO](#).

Definition at line 36 of file [SimpleVirtualResourceIO.cpp](#).

4.13.3.2 void SimpleVirtualResourceIO::flush () [virtual]

Reimplemented from [SimpleResourceIO](#).

Definition at line 31 of file [SimpleVirtualResourceIO.cpp](#).

4.13.3.3 bool SimpleVirtualResourceIO::open () [virtual]

Reimplemented from [SimpleResourceIO](#).

Definition at line 22 of file [SimpleVirtualResourceIO.cpp](#).

4.13.3.4 int SimpleVirtualResourceIO::readBytes (unsigned int *address*, unsigned char * *buf*, int *len*) [protected], [virtual]

Reimplemented from [SimpleResourceIO](#).

Definition at line 41 of file [SimpleVirtualResourceIO.cpp](#).

4.13.3.5 void SimpleVirtualResourceIO::writeBytes (unsigned int *address*, unsigned char * *buf*, int *len*) [protected], [virtual]

Reimplemented from [SimpleResourceIO](#).

Definition at line 46 of file [SimpleVirtualResourceIO.cpp](#).

4.13.4 Member Data Documentation

4.13.4.1 char* SimpleVirtualResourceIO::fileName [private]

Definition at line 19 of file [SimpleVirtualResourceIO.h](#).

4.13.4.2 FILE* SimpleVirtualResourceIO::fp [private]

Definition at line 20 of file [SimpleVirtualResourceIO.h](#).

The documentation for this class was generated from the following files:

- [SimpleVirtualResourceIO.h](#)
- [SimpleVirtualResourceIO.cpp](#)

5 File Documentation

5.1 main.c File Reference

```
#include <stdio.h>
```

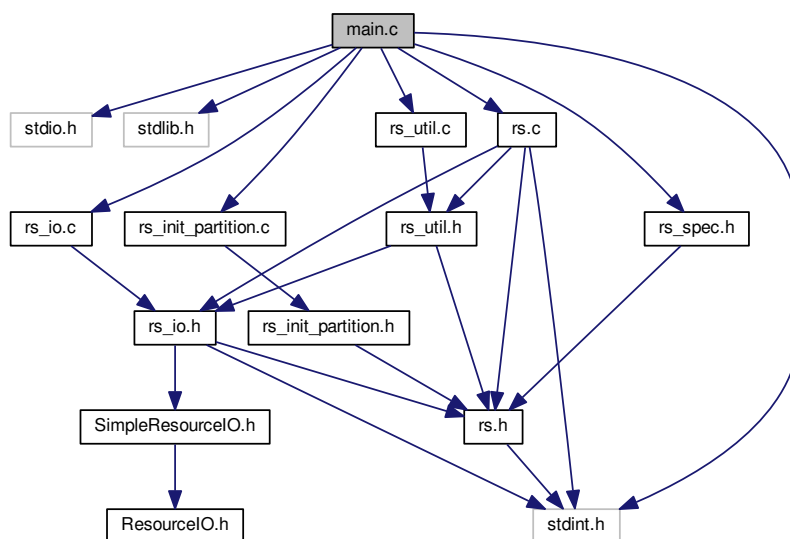


```

#include <stdlib.h>
#include <stdint.h>
#include "rs_io.c"
#include "rs_util.c"
#include "rs.c"
#include "rs_init_partition.c"
#include "rs_spec.h"

```

Include dependency graph for main.c:



Functions

- void [resource_dump](#) ([rs_resource_t](#) *resource)
- void [format_all](#) ()
- int [main](#) ()

5.1.1 Function Documentation

5.1.1.1 void [format_all](#) ()

Definition at line 14 of file [main.c](#).

5.1.1.2 int [main](#) ()

Definition at line 21 of file [main.c](#).

5.1.1.3 void [resource_dump](#) ([rs_resource_t](#) * resource)

Definition at line 56 of file [main.c](#).

5.2 main.c

```

00001 #include <stdio.h>
00002 #include <stdlib.h>
00003 #include <stdint.h>
00004

```

```

00005 #include "rs_io.c"
00006 #include "rs_util.c"
00007 #include "rs.c"
00008 #include "rs_init_partition.c"
00009
00010 void resource_dump(rs_resource_t *resource);
00011
00012 #include "rs_spec.h"
00013
00014 void format_all() {
00015     uint16_t i;
00016     for (i = 0; i < 0x7fff; i++) {
00017         _rs_io_write(RS_DRIVER_VIRTUAL, i, 0x00);
00018     }
00019 }
00020
00021 int main() {
00022     rs_t rs;
00023
00024     format_all();
00025     rs_init_partition(&rs, RS_DISK_32K,
RS_ENV_VIRTUAL);
00026     rs_format(&rs);
00027     format_spec(&rs);
00028     mount_spec(&rs);
00029     umount_spec(&rs);
00030     alloc_resource_spec(&rs);
00031     try_to_alloc_resources_that_is_possible_spec(&rs);
00032     open_resource_spec(&rs);
00033     write_resource_spec(&rs);
00034     rewind_resource_spec(&rs);
00035     read_resource_spec(&rs);
00036     close_resource_spec(&rs);
00037     try_read_when_end_of_resource_is_reached_spec(&rs);
00038     try_read_when_resource_is_closed_spec(&rs);
00039     seek_resource_spec(&rs);
00040     random_read_resource_spec(&rs);
00041     random_read_with_seek_resource_spec(&rs);
00042     random_read_with_seek_opening_resource_spec(&rs);
00043     size_resource_spec(&rs);
00044     tell_resource_spec(&rs);
00045     tell_with_seek_resource_spec(&rs);
00046     total_space_resource_spec(&rs);
00047     allocating_multi_format_spec(&rs);
00048     read_only_mounting_spec(&rs);
00049     read_only_opening_spec(&rs);
00050
00051     rs_mount(RS_SPEC_DRIVER, &rs, RS_MOUNT_OPTION_NORMAL);
00052     _rs_io_memory_dump(&rs);
00053     return 0;
00054 }
00055
00056 void resource_dump(rs_resource_t *resource) {
00057     printf("==== resource dump begin =====\n");
00058     printf(" resource descriptor: %6d %s\n", resource->resource_descriptor,
itob(resource->resource_descriptor));
00059     printf(" first cluster:_____ %6d %s\n", resource->first_cluster,
itob(resource->first_cluster));
00060     printf(" current cluster:_____ %6d %s\n", resource->current_cluster,
itob(resource->current_cluster));
00061     printf(" cluster offset:_____ %6d %s\n", resource->cluster_offset,
itob(resource->cluster_offset));
00062     printf(" size:_____ %6d %s\n", resource->size, itob(resource->
size));
00063     printf(" current position:_____ %6d %s\n", resource->current_position,
itob(resource->current_position));
00064     printf(" flags:_____ %6d %s\n", resource->flags, itob(resource->
flags));
00065     printf(" errors:_____ %6d %s\n", rs_error(resource), itob(
rs_error(resource)));
00066     printf("==== resource dump end =====\n");
00067 }

```

5.3 main.cpp File Reference

```

#include <stdio.h>
#include <stdlib.h>
#include <stdint.h>
#include <rs.h>
#include <rs_util.h>
#include <rs_io.c>
#include <rs_util.c>
#include <rs.c>
#include <rs_init_partition.c>
#include <Seekable.h>
#include <Seekable.cpp>
#include <Closeable.h>
#include <Closeable.cpp>
#include <InputStream.h>
#include <InputStream.cpp>
#include <ResourceInputStream.h>
#include <ResourceInputStream.cpp>
#include <OutputStream.h>
#include <OutputStream.cpp>
#include <ResourceOutputStream.h>
#include <ResourceOutputStream.cpp>
#include <SimpleResource.h>
#include <SimpleResourceSystem.h>
#include <SimpleResource.cpp>
#include <SimpleResourceSystem.cpp>
#include <SimpleResourceIO.h>
#include <SimpleResourceIO.cpp>
#include <SimpleVirtualResourceIO.h>
#include <SimpleVirtualResourceIO.cpp>
#include <SimpleExternalEepromResourceIO.h>
#include <SimpleExternalEepromResourceIO.cpp>
#include <SimpleArrayResourceIO.h>
#include <SimpleArrayResourceIO.cpp>
#include <ExternalEeprom.h>
#include <ExternalEeprom.cpp>
#include <ExternalByteArrayEeprom.h>
#include <ExternalByteArrayEeprom.cpp>

```

Include dependency graph for main.cpp:



Macros

- `#define VIRTUAL_ENVIROMENT 1`

Functions

- `char * itob (int i)`
- `void _rs_io_memory_dump (rs_t *rs)`
- `void resource_dump (rs_resource_t *resource)`
- `void wrapper_format (rs_t *rs)`
- `int main ()`

5.3.1 Macro Definition Documentation

5.3.1.1 `#define VIRTUAL_ENVIROMENT 1`

Definition at line 1 of file [main.cpp](#).

5.3.2 Function Documentation

5.3.2.1 `void _rs_io_memory_dump (rs_t * rs)`

Definition at line 59 of file [main.cpp](#).

5.3.2.2 `char* itob (int i)`

Definition at line 45 of file [main.cpp](#).

5.3.2.3 `int main ()`

Definition at line 173 of file [main.cpp](#).

5.3.2.4 `void resource_dump (rs_resource_t * resource)`

Definition at line 135 of file [main.cpp](#).

5.3.2.5 `void wrapper_format (rs_t * rs)`

Definition at line 148 of file [main.cpp](#).

5.4 main.cpp

```
00001 #define VIRTUAL_ENVIROMENT 1
00002
00003 #include <stdio.h>
00004 #include <stdlib.h>
00005 #include <stdint.h>
00006
00007 #include <rs.h>
00008 #include <rs_util.h>
00009 #include <rs_io.c>
00010 #include <rs_util.c>
00011 #include <rs.c>
00012 #include <rs_init_partition.c>
00013
00014 #include <Seekable.h>
00015 #include <Seekable.cpp>
00016 #include <Closeable.h>
00017 #include <Closeable.cpp>
00018 #include <InputStream.h>
00019 #include <InputStream.cpp>
00020 #include <ResourceInputStream.h>
00021 #include <ResourceInputStream.cpp>
00022
00023 #include <OutputStream.h>
00024 #include <OutputStream.cpp>
00025 #include <ResourceOutputStream.h>
00026 #include <ResourceOutputStream.cpp>
00027
00028 #include <SimpleResource.h>
00029 #include <SimpleResourceSystem.h>
00030 #include <SimpleResource.cpp>
00031 #include <SimpleResourceSystem.cpp>
00032 #include <SimpleResourceIO.h>
00033 #include <SimpleResourceIO.cpp>
00034 #include <SimpleVirtualResourceIO.h>
00035 #include <SimpleVirtualResourceIO.cpp>
00036 #include <SimpleExternalEepromResourceIO.h>
00037 #include <SimpleExternalEepromResourceIO.cpp>
00038 #include <SimpleArrayResourceIO.h>
00039 #include <SimpleArrayResourceIO.cpp>
00040 #include <ExternalEeprom.h>
00041 #include <ExternalEeprom.cpp>
00042 #include <ExternalByteArrayEeprom.h>
```

```

00043 #include <ExternalByteArrayEeprom.cpp>
00044
00045 char* itob(int i) {
00046     int bits;
00047     int j, k;
00048     uint16_t mi = 0;
00049     mi |= i;
00050     static char buff[sizeof (mi) * 8 + 1];
00051     bits = sizeof (mi) * 8;
00052     for (j = bits - 1, k = 0; j >= 0; j--, k++) {
00053         buff[k] = ((mi >> j) & 0x01) + '0';
00054     }
00055     buff[bits] = '\0';
00056     return buff;
00057 }
00058
00059 void _rs_io_memory_dump(rs_t *rs) {
00060     rs_memory_address_t memory_address;
00061     uint16_t count, count2;
00062     uint8_t d = 0;
00063     FILE *fp;
00064     if (!_rs_is_driver_monted(rs->driver)) {
00065         printf("Rs not mouted yet\n");
00066         return;
00067     }
00068     fp = fopen("dump", "w+");
00069     fprintf(fp, "DRIVER: %x\n", rs->driver);
00070     fprintf(fp, "\n=====n");
00071     fprintf(fp, "\nRs\n");
00072     fprintf(fp, "-----n");
00073     fprintf(fp, "memory_size:                0x%04x %4d %s\n", rs->
memory_size, rs->memory_size, itob(rs->memory_size));
00074     fprintf(fp, "resource_descriptor_table_address: 0x%04x %4d %s\n", rs->
resource_descriptor_table_address, rs->
resource_descriptor_table_address, itob(rs->
resource_descriptor_table_address));
00075     fprintf(fp, "cluster_table_address:            0x%04x %4d %s\n", rs->
cluster_table_address, rs->cluster_table_address,
itob(rs->cluster_table_address));
00076     fprintf(fp, "sizeof_resource_descriptor_table: 0x%04x %4d %s\n", rs->
sizeof_resource_descriptor_table, rs->
sizeof_resource_descriptor_table, itob(rs->
sizeof_resource_descriptor_table));
00077     fprintf(fp, "sizeof_cluster_table:                0x%04x %4d %s\n", rs->
sizeof_cluster_table, rs->sizeof_cluster_table,
itob(rs->sizeof_resource_descriptor_table));
00078     fprintf(fp, "sizeof_resource_descriptor:          0x%04x %4d %s\n", rs->
sizeof_resource_descriptor, rs->
sizeof_resource_descriptor, itob(rs->
sizeof_resource_descriptor));
00079     fprintf(fp, "sizeof_cluster:                    0x%04x %4d %s\n", rs->
sizeof_cluster, rs->sizeof_cluster, itob(rs->
sizeof_cluster));
00080     fprintf(fp, "resource_descriptor_count:          0x%04x %4d %s\n", rs->
resource_descriptor_count, rs->
resource_descriptor_count, itob(rs->
resource_descriptor_count));
00081     fprintf(fp, "cluster_count:                    0x%04x %4d %s\n", rs->
cluster_count, rs->cluster_count, itob(rs->
cluster_count));
00082     fprintf(fp, "sizeof_cluster_data:                0x%04x %4d %s\n", rs->
sizeof_cluster_data, rs->sizeof_cluster_data,
itob(rs->sizeof_cluster_data));
00083     fprintf(fp, "sizeof_cluster_control:            0x%04x %4d %s\n", rs->
sizeof_cluster_control, rs->sizeof_cluster_control,
itob(rs->sizeof_cluster_control));
00084     fprintf(fp, "free_clusters:                    0x%04x %4d %s\n", rs->
free_clusters, rs->free_clusters, itob(rs->
free_clusters));
00085     fprintf(fp, "flags:                            0x%04x %4d %s\n", rs->flags, rs->
flags, itob(rs->flags));
00086     fprintf(fp, "\n=====n");
00087     fprintf(fp, "\nResource table\n");
00088     fprintf(fp, "-----n");
00089     count = 0;
00090     for (
memory_address = rs->resource_descriptor_table_address;
memory_address < (rs->resource_descriptor_table_address + rs->
sizeof_resource_descriptor_table);
memory_address++)
00091     {
00092
00093     if ((count % rs->sizeof_resource_descriptor) == 0) {
00094         fprintf(fp, "\n%02x: ", (count) ? count / rs->
sizeof_resource_descriptor : 0);
00095     }
00096     fprintf(fp, "%02x ", _rs_io_read(rs->driver, memory_address));

```

```

00100         count++;
00101     }
00102     fprintf(fp, "\n=====\\n");
00103     fprintf(fp, "\\nCluster table\\n");
00104     fprintf(fp, "-----\\n");
00105     fprintf(fp, "\\n      |nn |pp |");
00106     for (count = 0; count < rs->sizeof_cluster_data; count++) {
00107         fprintf(fp, "dd ");
00108     }
00109     fprintf(fp, "\\n      -----");
00110     for (count = 0; count < rs->sizeof_cluster_data; count++) {
00111         fprintf(fp, "----");
00112     }
00113     count = 0;
00114
00115     for (
00116         memory_address = rs->cluster_table_address;
00117         memory_address < (rs->cluster_table_address + rs->
sizeof_cluster_table);
00118         memory_address++
00119     ) {
00120         if ((count % rs->sizeof_cluster) == 0) {
00121             fprintf(fp, "\\n%02x: |", (count) ? count / rs->sizeof_cluster : 0);
00122             count2 = 0;
00123         }
00124         if (count2 == 1 || count2 == 2) {
00125             fprintf(fp, "|");
00126         }
00127         fprintf(fp, "%02x ", (d = _rs_io_read(rs->driver, memory_address)));
00128         fflush(fp);
00129         count++;
00130         count2++;
00131     }
00132     fclose(fp);
00133 }
00134
00135 void resource_dump(rs_resource_t *resource) {
00136     printf("===== resource dump begin =====\\n");
00137     printf(" resource descriptor: %d %s\\n", resource->resource_descriptor,
itob(resource->resource_descriptor));
00138     printf(" first cluster:_____ %d %s\\n", resource->first_cluster,
itob(resource->first_cluster));
00139     printf(" current cluster:_____ %d %s\\n", resource->current_cluster,
itob(resource->current_cluster));
00140     printf(" cluster offset:_____ %d %s\\n", resource->cluster_offset,
itob(resource->cluster_offset));
00141     printf(" size:_____ %d %s\\n", resource->size, itob(resource->
size));
00142     printf(" current position:_____ %d %s\\n", resource->current_position,
itob(resource->current_position));
00143     printf(" flags:_____ %d %s\\n", resource->flags, itob(resource->
flags));
00144     printf(" errors:_____ %d %s\\n", rs_error(resource), itob(
rs_error(resource)));
00145     printf("===== resource dump end =====\\n");
00146 }
00147
00148 void wrapper_format(rs_t *rs) {
00149     uint8_t b[5] = {0xf0, 0x01, 0xff, 0xdd, 0xfa};
00150     uint8_t a[32768];
00151     uint8_t c[32768];
00152     rs->driver = RS_DRIVER_VIRTUAL;
00153     printf("format: %x\\n", SimpleResourceSystem::format(rs));
00154     SimpleResourceSystem rsw(RS_DRIVER_VIRTUAL);
00155     printf("mount: %x\\n", rsw.mount(ResourceSystem::MOUNT_READ_WRITE));
;
00156     SimpleResource rw = rsw.alloc();
00157     printf("code: %x\\n", rw.getCode());
00158     printf("open: %d\\n", rw.open(Resource::OPEN_READ_WRITE));
00159     rw.writeBytes(b, 5);
00160     rw.rewind();
00161     printf("read: %x\\n", rw.read());
00162     printf("size: %x\\n", rw.size());
00163     rw.seek(Resource::SEEK_ORIGIN_BEGIN, 2);
00164     printf("read: %x\\n", rw.read());
00165     printf("availableSpace: %x\\n", rsw.availableSpace());
00166     rw.release();
00167     printf("availableSpace: %x\\n", rsw.availableSpace());
00168     printf("close: %x\\n", rw.close());
00169     printf("open: %d\\n", rw.open(Resource::OPEN_READ_WRITE));
00170     printf("lor: %d\\n", rw.getLastOperationResult());
00171 }
00172
00173 int main() {
00174     rs_t rs;
00175     char *s = (char *) "/tmp/img.bin";
00176     SimpleVirtualResourceIO io(s);

```

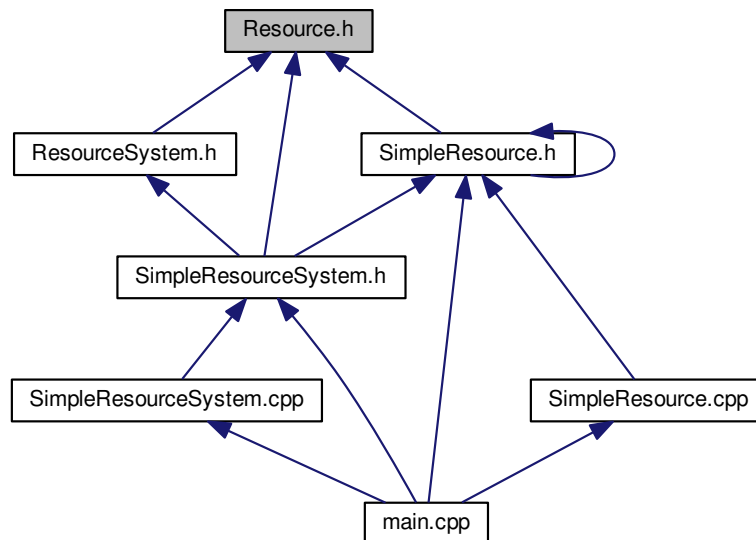
```

00177
00178     printf("Running wrapper specs...\n");
00179
00180     rs_init_partition(&rs, RS_DISK_32K,
00181 RS_ENV_VIRTUAL);
00181     SimpleResourceIO::associateIO(&io,
00182 RS_DRIVER_VIRTUAL);
00182
00183     //wrapper_format(&rs);
00184
00185     printf("Format: %d\n", SimpleResourceSystem::format(&rs));
00186     SimpleResourceSystem srs(RS_DRIVER_VIRTUAL);
00187     printf("Mount: %d\n", srs.mount(ResourceSystem::MOUNT_READ_WRITE))
00188 ;
00188     SimpleResource rw = srs.alloc();
00189     printf("code: %x\n", rw.getCode());
00190     rw.open(Resource::OPEN_READ_WRITE);
00191
00192     ResourceOutputStream ros(&rw);
00193     for (int i = 0; i < 250; i++) {
00194         ros.write(i);
00195     }
00196     printf("rw size: %d\n", rw.size());
00197     ros.close();
00198
00199     rw.open(Resource::OPEN_READ_ONLY);
00200     ResourceInputStream ris(&rw);
00201     while (ris.available()) {
00202         ris.read();
00203     }
00204
00205     rw.close();
00206     _rs_io_memory_dump(srs.getRs());
00207     return 0;
00208 }

```

5.5 Resource.h File Reference

This graph shows which files directly or indirectly include this file:



Classes

- class [Resource](#)

5.6 Resource.h

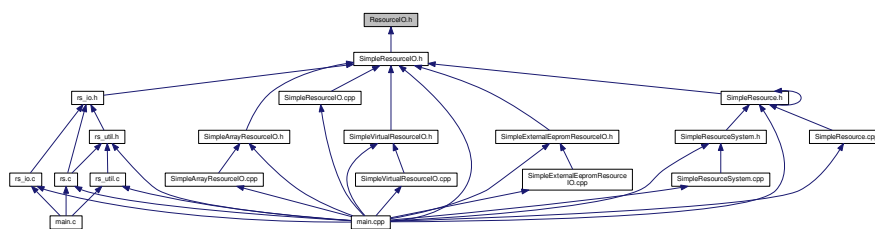
```

00001
00011 #ifndef __ARDUINO_RESOURCE_H__
00012 #define __ARDUINO_RESOURCE_H__ 1
00013
00014 class Resource {
00015 public:
00016
00017     enum ResourceOperationResult {
00018         OPERATION_SUCCESS = 0,
00019         OPERATION_ERROR_RESOURCE_OPENED = 1,
00020         OPERATION_ERROR_RESOURCE_CLOSED = 2,
00021         OPERATION_ERROR_RESOURCE_READ_ONLY = 3,
00022         OPERATION_ERROR_NO_SPACE_AVAILABLE = 4,
00023         OPERATION_ERROR_DRIVER_BUSY = 5,
00024         OPERATION_ERROR_SEEK_OUT_OF_BOUND = 6,
00025         OPERATION_ERROR_RESOURCE_DOES_NOT_ALLOCATED = 7,
00026         OPERATION_ERROR_DRIVER_NOT_MOUNTED = 8
00027     };
00028
00029     enum OpenOptions {
00030         OPEN_READ_WRITE = 0,
00031         OPEN_READ_ONLY = 1
00032     };
00033
00034     enum ResourceSeekOrigin {
00035         SEEK_ORIGIN_BEGIN = 0,
00036         SEEK_ORIGIN_CURRENT = 1
00037     };
00038
00039     virtual bool open(OpenOptions options) = 0;
00040
00041     virtual bool close() = 0;
00042
00043     virtual void write(unsigned char b) = 0;
00044
00045     virtual void writeBytes(unsigned char* buf, int len) = 0;
00046
00047     virtual int read() = 0;
00048
00049     virtual int readBytes(unsigned char* buf, int len) = 0;
00050
00051     virtual bool seek(ResourceSeekOrigin origin, unsigned int offset) = 0;
00052
00053     virtual bool truncate() = 0;
00054
00055     virtual void sync() = 0;
00056
00057     virtual bool rewind() = 0;
00058
00059     virtual void release() = 0;
00060
00061     virtual unsigned int size() = 0;
00062
00063     virtual unsigned int tell() = 0;
00064
00065     virtual bool eor() = 0;
00066
00067     virtual bool error() = 0;
00068
00069     virtual bool isReadOnly() = 0;
00070 };
00071
00072 #endif // __ARDUINO_RESOURCE_H__

```


5.7 ResourceIO.h File Reference

This graph shows which files directly or indirectly include this file:



Classes

- class [ResourceIO](#)

5.8 ResourceIO.h

```

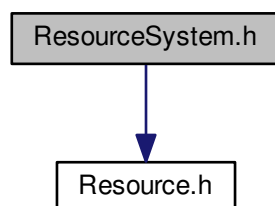
00001
00011 #ifndef __ARDUINO_RESOURCE_IO_H__
00012 #define __ARDUINO_RESOURCE_IO_H__ 1
00013
00014 class ResourceIO {
00015 public:
00016
00017     virtual bool open() = 0;
00018
00019     virtual int read(unsigned int address) = 0;
00020
00021     virtual void write(unsigned int address, unsigned char b) = 0;
00022
00023     virtual void flush() = 0;
00024
00025     virtual void close() = 0;
00026 };
00027
00028 #endif /* __ARDUINO_RESOURCE_IO_H__ */
00029

```

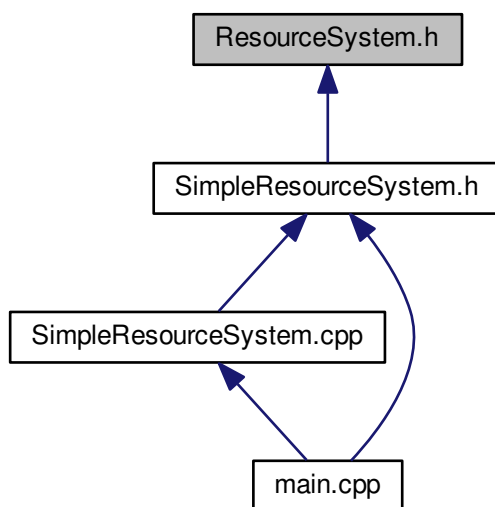
5.9 ResourceSystem.h File Reference

```
#include <Resource.h>
```

Include dependency graph for ResourceSystem.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [ResourceSystem](#)

5.10 ResourceSystem.h

```

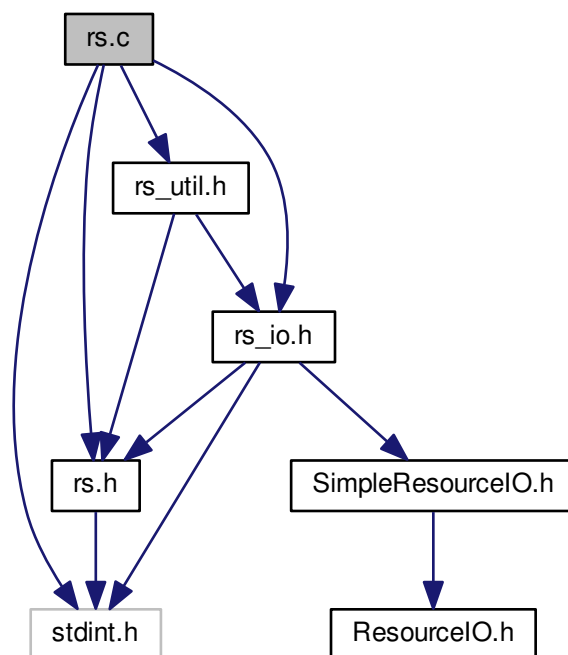
00001
00011 #ifndef __ARDUINO_RESOURCE_SYSTEM_H__
00012 #define __ARDUINO_RESOURCE_SYSTEM_H__ 1
00013
00014 #include <Resource.h>
00015
00016 class ResourceSystem {
00017 public:
00018
00019     enum MountOptions {
00020         MOUNT_READ_WRITE = 0,
00021         MOUNT_READ_ONLY = 1
00022     };
00023
00024     virtual bool mount(MountOptions options) = 0;
00025
00026     virtual bool umount() = 0;
00027
00028     virtual unsigned int totalSpace() = 0;
00029
00030     virtual unsigned int availableSpace() = 0;
00031 };
00032
00033 #endif /* __ARDUINO_RESOURCE_SYSTEM_H__ */
  
```

5.11 rs.c File Reference

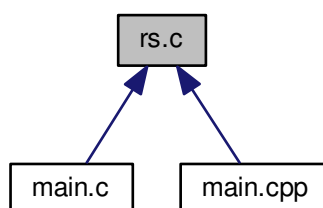
```

#include "rs.h"
#include "rs_io.h"
#include "rs_util.h"
#include <stdint.h>
  
```

Include dependency graph for rs.c:



This graph shows which files directly or indirectly include this file:



Macros

- `#define __SDCC_RS_C__ 1`

Functions

- `rs_op_result_t rs_format(rs_t *rs)`
- `rs_op_result_t rs_mount(rs_driver_t driver, rs_t *rs, rs_mount_options_t options)`

- [rs_op_result_t rs_umount \(rs_t *rs\)](#)
- [rs_op_result_t rs_open \(rs_t *rs, rs_resource_code_t resource_code, rs_resource_t *resource, rs_open_options_t options\)](#)
- [rs_op_result_t rs_close \(rs_t *rs, rs_resource_t *resource\)](#)
- [uint8_t rs_read \(rs_t *rs, rs_resource_t *resource\)](#)
- [rs_op_result_t rs_write \(rs_t *rs, rs_resource_t *resource, uint8_t data_to_write\)](#)
- [rs_op_result_t rs_seek \(rs_t *rs, rs_resource_t *resource, rs_seek_origin_t origin, rs_seek_int_t offset\)](#)
- [rs_op_result_t rs_truncate \(rs_t *rs, rs_resource_t *resource\)](#)
- [void rs_sync \(rs_t *rs, rs_resource_t *resource\)](#)
- [void rs_stat \(rs_t *rs, rs_resource_t *resource, rs_stat_t *stat\)](#)
- [rs_op_result_t rs_rewind \(rs_t *rs, rs_resource_t *resource\)](#)
- [rs_resource_code_t rs_alloc \(rs_t *rs\)](#)
- [uint8_t rs_release \(rs_t *rs, rs_resource_t *resource\)](#)
- [rs_resource_size_t rs_size \(rs_resource_t *resource\)](#)
- [rs_resource_size_t rs_tell \(rs_resource_t *resource\)](#)
- [uint8_t rs_eor \(rs_resource_t *resource\)](#)
- [uint8_t rs_error \(rs_resource_t *resource\)](#)
- [rs_resource_size_t rs_available_space \(rs_t *rs\)](#)
- [rs_resource_size_t rs_total_space \(rs_t *rs\)](#)

Variables

- [rs_global_flags_t rs_global_flags](#)

5.11.1 Macro Definition Documentation

5.11.1.1 [#define __SDCC_RS_C__ 1](#)

SDCC - PIC resource system.

[rs.c](#)

A file system implementation based on the idea of resources

Author

Dalmir da Silva dalmirdasilva@gmail.com

Definition at line 12 of file [rs.c](#).

5.11.2 Function Documentation

5.11.2.1 [rs_resource_code_t rs_alloc \(rs_t * rs \)](#)

Definition at line 223 of file [rs.c](#).

5.11.2.2 [rs_resource_size_t rs_available_space \(rs_t * rs \)](#)

Definition at line 281 of file [rs.c](#).

5.11.2.3 [rs_op_result_t rs_close \(rs_t * rs, rs_resource_t * resource \)](#)

Definition at line 90 of file [rs.c](#).

5.11.2.4 [uint8_t rs_eor \(rs_resource_t * resource \)](#)

Definition at line 273 of file [rs.c](#).

5.11.2.5 `uint8_t rs_error (rs_resource_t * resource)`

Definition at line 277 of file [rs.c](#).

5.11.2.6 `rs_op_result_t rs_format (rs_t * rs)`

Definition at line 21 of file [rs.c](#).

5.11.2.7 `rs_op_result_t rs_mount (rs_driver_t driver, rs_t * rs, rs_mount_options_t options)`

Definition at line 33 of file [rs.c](#).

5.11.2.8 `rs_op_result_t rs_open (rs_t * rs, rs_resource_code_t resource_code, rs_resource_t * resource, rs_open_resource_options_t options)`

Definition at line 54 of file [rs.c](#).

5.11.2.9 `uint8_t rs_read (rs_t * rs, rs_resource_t * resource)`

Definition at line 97 of file [rs.c](#).

5.11.2.10 `uint8_t rs_release (rs_t * rs, rs_resource_t * resource)`

Definition at line 251 of file [rs.c](#).

5.11.2.11 `rs_op_result_t rs_rewind (rs_t * rs, rs_resource_t * resource)`

Definition at line 215 of file [rs.c](#).

5.11.2.12 `rs_op_result_t rs_seek (rs_t * rs, rs_resource_t * resource, rs_seek_origin_t origin, rs_seek_int_t offset)`

Definition at line 148 of file [rs.c](#).

5.11.2.13 `rs_resource_size_t rs_size (rs_resource_t * resource)`

Definition at line 265 of file [rs.c](#).

5.11.2.14 `void rs_stat (rs_t * rs, rs_resource_t * resource, rs_stat_t * stat)`

Definition at line 211 of file [rs.c](#).

5.11.2.15 `void rs_sync (rs_t * rs, rs_resource_t * resource)`

Definition at line 202 of file [rs.c](#).

5.11.2.16 `rs_resource_size_t rs_tell (rs_resource_t * resource)`

Definition at line 269 of file [rs.c](#).

5.11.2.17 `rs_resource_size_t rs_total_space (rs_t * rs)`

Definition at line 285 of file [rs.c](#).

5.11.2.18 `rs_op_result_t rs_truncate (rs_t * rs, rs_resource_t * resource)`

Definition at line 183 of file [rs.c](#).

5.11.2.19 `rs_op_result_t rs_umount (rs_t * rs)`

Definition at line 47 of file [rs.c](#).

5.11.2.20 rs_op_result_t rs_write (rs_t* rs, rs_resource_t* resource, uint8_t data_to_write)

Definition at line 116 of file [rs.c](#).

5.11.3 Variable Documentation

5.11.3.1 rs_global_flags_t rs_global_flags

Definition at line 19 of file [rs.c](#).

5.12 rs.c

```

00001
00011 #ifndef __SDCC_RS_C__
00012 #define __SDCC_RS_C__ 1
00013
00014 #include "rs.h"
00015 #include "rs_io.h"
00016 #include "rs_util.h"
00017 #include <stdint.h>
00018
00019 rs_global_flags_t rs_global_flags;
00020
00021 rs_op_result_t rs_format(rs_t *rs) {
00022     uint8_t i;
00023     _rs_write_rs_to_disc(rs->driver, rs);
00024     for (i = 0; i < rs->resource_descriptor_count; i++) {
00025         _rs_format_resource_descriptor(rs, i);
00026     }
00027     for (i = 0; i < rs->cluster_count; i++) {
00028         _rs_format_cluster(rs, i);
00029     }
00030     return RS_OP_RESULT_SUCCESS;
00031 }
00032
00033 rs_op_result_t rs_mount(rs_driver_t driver,
00034     rs_t *rs, rs_mount_options_t options) {
00035     if (_rs_is_driver_mounted(driver)) {
00036         return RS_OP_RESULT_ERROR_DRIVER_BUSY;
00037     }
00038     _rs_read_rs_from_disc(driver, rs);
00039     _rs_set_driver_mounted(driver, 1);
00040     if (options & RS_MOUNT_OPTION_READ_ONLY) {
00041         rs->flags |= RS_FLAG_BIT_READ_ONLY;
00042     }
00043     rs->driver = driver;
00044     _rs_free_resource_descriptors(rs);
00045     return RS_OP_RESULT_SUCCESS;
00046 }
00047 rs_op_result_t rs_umount(rs_t *rs) {
00048     if (_rs_is_driver_mounted(rs->driver)) {
00049         _rs_set_driver_mounted(rs->driver, 0);
00050     }
00051     return RS_OP_RESULT_SUCCESS;
00052 }
00053
00054 rs_op_result_t rs_open(rs_t *rs, rs_resource_code_t
00055     resource_code, rs_resource_t *resource, rs_open_resource_options_t options) {
00056     uint8_t i;
00057     rs_memory_address_t address;
00058     rs_resource_descriptor_t resource_descriptor;
00059     uint8_t flags;
00060     if (!_rs_is_driver_mounted(rs->driver)) {
00061         return RS_OP_RESULT_ERROR_DRIVER_NOT_MOUNTED;
00062     }
00063     resource_descriptor = _rs_resource_code_to_resource_descriptor(
00064         resource_code);
00065     address = _rs_resource_descriptor_to_address(rs, resource_descriptor);
00066     ;
00067     flags = _rs_io_read(rs->driver, RD_ADDRESS_TO_FLAG(address));
00068     if (!(flags & RS_RESOURCE_FLAG_BIT_ALLOCATED)) {
00069         return RS_OP_RESULT_ERROR_RESOURCE_DOES_NOT_ALLOCATED;
00070     }
00071     ;
00072     if (flags & RS_RESOURCE_FLAG_BIT_OPENED) {
00073         return RS_OP_RESULT_ERROR_RESOURCE_OPENED;
00074     }
00075     flags |= RS_RESOURCE_FLAG_BIT_OPENED;

```

```

00072     if ((options & RS_OPEN_RESOURCE_OPTION_READ_ONLY) || (rs->
flags & RS_FLAG_BIT_READ_ONLY)) {
00073         flags |= RS_RESOURCE_FLAG_BIT_READ_ONLY;
00074     }
00075     _rs_io_write(rs->driver, RD_ADDRESS_TO_FLAG(address), flags);
00076     resource->resource_descriptor = resource_descriptor;
00077     resource->first_cluster = _rs_io_read(rs->driver,
RD_ADDRESS_TO_FIRST_CLUSTER(address));
00079     resource->current_cluster = resource->first_cluster;
00080     resource->cluster_offset = rs->sizeof_cluster_control;
00081     resource->current_position = 0;
00082     for (i = 0; i < RS_SIZEOF_RESOURCE_SIZE; i++) {
00083         *((uint8_t *) (&resource->size) + i) = _rs_io_read(rs->
driver, address + i);
00084     }
00085     resource->flags = flags;
00086     _rs_check_for_eor_reached(resource);
00087     return RS_OP_RESULT_SUCCESS;
00088 }
00089
00090 rs_op_result_t rs_close(rs_t *rs, rs_resource_t *resource) {
00091     rs_sync(rs, resource);
00092     _rs_free_resource_descriptor(rs, resource->
resource_descriptor);
00093     resource->flags = ~RS_RESOURCE_FLAG_BIT_OPENED;
00094     return RS_OP_RESULT_SUCCESS;
00095 }
00096
00097 uint8_t rs_read(rs_t *rs, rs_resource_t *resource) {
00098     rs_memory_address_t address;
00099     uint8_t read_data;
00100     if (!(resource->flags & RS_RESOURCE_FLAG_BIT_OPENED)) {
00101         resource->flags |= RS_RESOURCE_FLAG_BIT_ERROR_ON_LAST_READ
;
00102         return 0;
00103     }
00104     if (_rs_is_eor_reached(resource)) {
00105         return 0;
00106     }
00107     _rs_check_for_availability(rs, resource);
00108     address = _rs_cluster_to_address(rs, resource->
current_cluster);
00109     read_data = _rs_io_read(rs->driver, address + resource->
cluster_offset);
00110     resource->current_position++;
00111     resource->cluster_offset++;
00112     _rs_check_for_eor_reached(resource);
00113     return read_data;
00114 }
00115
00116 rs_op_result_t rs_write(rs_t *rs, rs_resource_t *resource, uint8_t
data_to_write) {
00117     rs_memory_address_t address;
00118     if (!(resource->flags & RS_RESOURCE_FLAG_BIT_OPENED)) {
00119         return RS_OP_RESULT_ERROR_RESOURCE_CLOSED;
00120     }
00121     if (resource->flags & RS_RESOURCE_FLAG_BIT_READ_ONLY) {
00122         return RS_OP_RESULT_ERROR_RESOURCE_READ_ONLY;
00123     }
00124     if (!_rs_check_for_availability(rs, resource)) {
00125         return RS_OP_RESULT_ERROR_NO_SPACE_AVAILABLE;
00126     }
00127     address = _rs_cluster_to_address(rs, resource->
current_cluster);
00128     _rs_io_write(rs->driver, address + resource->
cluster_offset, data_to_write);
00129     resource->cluster_offset++;
00130     resource->current_position++;
00131     if (rs_eor(resource)) {
00132         resource->size++;
00133     }
00134     /*
00135      * It is causing seriously performance problems. Since the IO has a
00136      * buffer, and we are writing at this buffer, once we need to sync, this
00137      * buffer will be flushed to the resource and the IO pointer will need
00138      * to go to the resource descriptor to write the new size of the
00139      * resource. After the sync, we will continue to write the next byte,
00140      * the buffer filled on the sync will be lost and a new buffer will be
00141      * created to write the next byte... and so on.
00142      */
00143     //rs_sync(rs, resource);
00144 }
00145     return RS_OP_RESULT_SUCCESS;
00146 }
00147
00148 rs_op_result_t rs_seek(rs_t *rs, rs_resource_t *resource,

```

```

    rs_seek_origin_t origin, rs_seek_int_t offset) {
00149     int16_t new_position = 0;
00150     if (resource->size == 0) {
00151         return RS_OP_RESULT_SUCCESS;
00152     }
00153     switch (origin) {
00154         case RS_SEEK_ORIGIN_BEGIN:
00155             new_position = offset;
00156             break;
00157         case RS_SEEK_ORIGIN_CURRENT:
00158             new_position = resource->current_position + offset;
00159             break;
00160     }
00161     new_position %= resource->size + 1;
00162     if (new_position < 0) {
00163         new_position += resource->size;
00164     }
00165     if (new_position == 0) {
00166         rs_rewind(rs, resource);
00167         return RS_OP_RESULT_SUCCESS;
00168     }
00169     if (new_position < resource->current_position) {
00170         if (new_position > (resource->current_position - new_position)) {
00171             _rs_move_current_position_back(rs, resource, (resource->
current_position - new_position));
00172         } else {
00173             rs_rewind(rs, resource);
00174             _rs_move_current_position_ahead(rs, resource, new_position);
00175         }
00176     } else {
00177         _rs_move_current_position_ahead(rs, resource, (new_position -
resource->current_position));
00178     }
00179     _rs_check_for_eor_reached(resource);
00180     return RS_OP_RESULT_SUCCESS;
00181 }
00182
00183 rs_op_result_t rs_truncate(rs_t *rs, rs_resource_t *resource) {
00184     uint8_t flags;
00185     rs_memory_address_t resource_descriptor_address;
00186     uint8_t freed_clusters = 0;
00187     resource_descriptor_address = _rs_resource_descriptor_to_address(rs,
resource->resource_descriptor);
00188     flags = _rs_io_read(rs->driver, RD_ADDRESS_TO_FLAG(
resource_descriptor_address));
00189     if (!(flags & RS_RESOURCE_FLAG_BIT_ALLOCATED)) {
00190         return RS_OP_RESULT_ERROR_RESOURCE_DOES_NOT_ALLOCATED
;
00191     }
00192     if (resource->size > rs->sizeof_cluster_data) {
00193         freed_clusters = _rs_format_clusters_chain(rs,
_rs_next_cluster_by_cluster(rs, resource->
first_cluster));
00194     }
00195     _rs_increase_free_clusters(rs, freed_clusters);
00196     resource->size = 0x00;
00197     _rs_io_write(rs->driver, RD_ADDRESS_TO_SIZE_LOW(
resource_descriptor_address), 0x00);
00198     _rs_io_write(rs->driver, RD_ADDRESS_TO_SIZE_HIGH(
resource_descriptor_address), 0x00);
00199     return RS_OP_RESULT_SUCCESS;
00200 }
00201
00202 void rs_sync(rs_t *rs, rs_resource_t *resource) {
00203     uint8_t i;
00204     rs_memory_address_t address;
00205     address = _rs_resource_descriptor_to_address(rs, resource->
resource_descriptor);
00206     for (i = 0; i < 2; i++) {
00207         _rs_io_write(rs->driver, address + i, *((uint8_t *) (&(resource->
size)) + i));
00208     }
00209 }
00210
00211 void rs_stat(rs_t *rs, rs_resource_t *resource,
rs_stat_t *stat) { // TODO
00212     stat->flags = 0xff;
00213 }
00214
00215 rs_op_result_t rs_rewind(rs_t *rs, rs_resource_t *resource) {
00216     resource->current_cluster = resource->first_cluster;
00217     resource->cluster_offset = rs->sizeof_cluster_control;
00218     resource->current_position = 0;
00219     _rs_check_for_eor_reached(resource);
00220     return RS_OP_RESULT_SUCCESS;
00221 }
00222

```



```

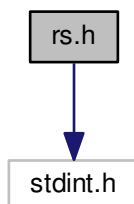
00223 rs_resource_code_t rs_alloc(rs_t *rs) {
00224     uint8_t i;
00225     uint8_t flags;
00226     rs_cluster_t first_cluster;
00227     rs_memory_address_t resource_descriptor_address, cluster_address;
00228     if (rs->free_clusters < 1) {
00229         return RS_NULL_RESOURCE_CODE;
00230     }
00231     resource_descriptor_address = rs->resource_descriptor_table_address;
00232     for (i = 0; i < rs->resource_descriptor_count; i++) {
00233         flags = _rs_io_read(rs->driver, RD_ADDRESS_TO_FLAG(
resource_descriptor_address));
00234         if (!(flags & RS_RESOURCE_FLAG_BIT_ALLOCATED)) {
00235             cluster_address = _rs_alloc_cluster(rs);
00236             if (cluster_address == RS_NULL_CLUSTER_ADDRESS) {
00237                 return RS_NULL_RESOURCE_CODE;
00238             }
00239             flags |= RS_RESOURCE_FLAG_BIT_ALLOCATED;
00240             first_cluster = _rs_address_to_cluster(rs, cluster_address);
00241             _rs_create_cluster_chain(rs, first_cluster,
RS_INEXISTENT_CLUSTER);
00242             _rs_io_write(rs->driver,
RD_ADDRESS_TO_FIRST_CLUSTER(resource_descriptor_address), first_cluster);
00243             _rs_io_write(rs->driver, RD_ADDRESS_TO_FLAG(
resource_descriptor_address), flags);
00244             return _rs_resource_descriptor_to_resource_code(i);
00245         }
00246         resource_descriptor_address += rs->sizeof_resource_descriptor;
00247     }
00248     return RS_NULL_RESOURCE_CODE;
00249 }
00250
00251 uint8_t rs_release(rs_t *rs, rs_resource_t *resource) {
00252     uint8_t flags;
00253     rs_memory_address_t resource_descriptor_address;
00254     resource_descriptor_address = _rs_resource_descriptor_to_address(rs,
resource->resource_descriptor);
00255     flags = _rs_io_read(rs->driver, RD_ADDRESS_TO_FLAG(
resource_descriptor_address));
00256     if (!(flags & RS_RESOURCE_FLAG_BIT_ALLOCATED)) {
00257         return 1;
00258     }
00259     _rs_format_resource_clusters(rs, resource);
00260     _rs_format_resource_descriptor(rs, resource->
resource_descriptor);
00261     resource->flags = 0x00;
00262     return 1;
00263 }
00264
00265 rs_resource_size_t rs_size(rs_resource_t *resource) {
00266     return resource->size;
00267 }
00268
00269 rs_resource_size_t rs_tell(rs_resource_t *resource) {
00270     return resource->current_position;
00271 }
00272
00273 uint8_t rs_eor(rs_resource_t *resource) {
00274     return _rs_is_eor_reached(resource);
00275 }
00276
00277 uint8_t rs_error(rs_resource_t *resource) {
00278     return (resource->flags & RS_RESOURCE_FLAG_BIT_ERROR_ON_LAST_READ
|| resource->flags & RS_RESOURCE_FLAG_BIT_ERROR_ON_LAST_WRITE)
;
00279 }
00280
00281 rs_resource_size_t rs_available_space(rs_t *rs) {
00282     return rs->free_clusters * rs->sizeof_cluster_data;
00283 }
00284
00285 rs_resource_size_t rs_total_space(rs_t *rs) {
00286     return rs->cluster_count * rs->sizeof_cluster_data;
00287 }
00288
00289 #endif // __SDCC_RS_C__

```

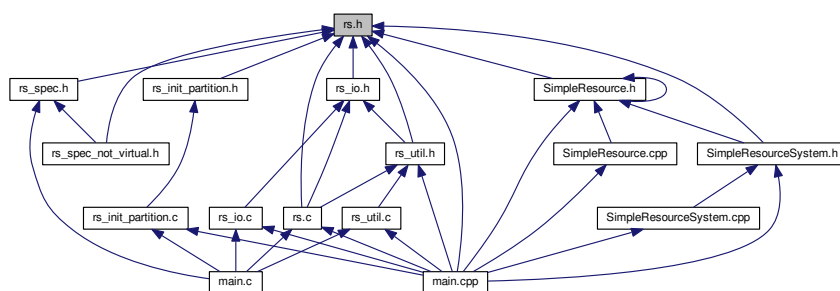
5.13 rs.h File Reference

```
#include <stdint.h>
```

Include dependency graph for rs.h:



This graph shows which files directly or indirectly include this file:



Classes

- struct [rs_stat_t](#)
- struct [rs_t](#)
- struct [rs_resource_t](#)
- struct [rs_global_flags_t](#)

Macros

- `#define RS_NULL_RESOURCE_CODE 0xff`
- `#define RS_NULL_CLUSTER 0xff`
- `#define RS_NULL_RESOURCE_DESCRIPTOR_ADDRESS 0xff`
- `#define RS_NULL_CLUSTER_ADDRESS 0x00`
- `#define RS_FIRST_ADDRESS_OF_MEMORY 0x00`
- `#define RS_SIZEOF_RESOURCE_SIZE 0x02`
- `#define RS_INEXISTENT_CLUSTER 0xff`
- `#define CLUSTER_ADDRESS_TO_NEXT(CLUSTER_ADDRESS) ((CLUSTER_ADDRESS) + 0)`
- `#define CLUSTER_ADDRESS_TO_PREV(CLUSTER_ADDRESS) ((CLUSTER_ADDRESS) + 1)`
- `#define CLUSTER_ADDRESS_TO_DATA(CLUSTER_ADDRESS) ((CLUSTER_ADDRESS) + 2)`
- `#define RD_ADDRESS_TO_SIZE_LOW(RD_ADDRESS) ((RD_ADDRESS) + 0)`

- #define `RD_ADDRESS_TO_SIZE_HIGH`(RD_ADDRESS) ((RD_ADDRESS) + 1)
- #define `RD_ADDRESS_TO_FIRST_CLUSTER`(RD_ADDRESS) ((RD_ADDRESS) + 2)
- #define `RD_ADDRESS_TO_FLAG`(RD_ADDRESS) ((RD_ADDRESS) + 3)

Typedefs

- typedef uint8_t `rs_resource_descriptor_t`
- typedef uint8_t `rs_cluster_t`
- typedef uint16_t `rs_resource_size_t`
- typedef uint16_t `rs_memory_address_t`
- typedef uint8_t `rs_resource_code_t`
- typedef uint16_t `rs_seek_int_t`

Enumerations

- enum `rs_driver_t` {
`RS_DRIVER_VIRTUAL` = 0, `RS_DRIVER_SELF_EEPROM` = 1, `RS_DRIVER_MULTI_EXTERNAL_EEP`←
`ROM` = 2, `RS_DRIVER_EXTERNAL_EEPROM` = 3,
`RS_DRIVER_ARDUINO_EEPROM` = 4 }
- enum `rs_resource_flag_bits_t` {
`RS_RESOURCE_FLAG_BIT_OPENED` = 1, `RS_RESOURCE_FLAG_BIT_READ_ONLY` = 2, `RS_RESO`←
`URCE_FLAG_BIT_ERROR_ON_LAST_READ` = 4, `RS_RESOURCE_FLAG_BIT_ERROR_ON_LAST_W`←
`RITE` = 8,
`RS_RESOURCE_FLAG_BIT_ALLOCATED` = 16, `RS_RESOURCE_FLAG_BIT_EOR_REACHED` = 32 }
- enum `rs_open_resource_options_t` { `RS_OPEN_RESOURCE_OPTION_NORMAL` = 0, `RS_OPEN_RESO`←
`URCE_OPTION_READ_ONLY` = 1 }
- enum `rs_mount_options_t` { `RS_MOUNT_OPTION_NORMAL` = 0, `RS_MOUNT_OPTION_READ_ONLY` = 1
}
- enum `rs_flag_bits_t` { `RS_FLAG_BIT_DRIVER_MOUNTED` = 1, `RS_FLAG_BIT_READ_ONLY` = 2 }
- enum `rs_op_result_t` {
`RS_OP_RESULT_SUCCESS` = 0, `RS_OP_RESULT_ERROR_RESOURCE_OPENED` = 1, `RS_OP_RES`←
`ULT_ERROR_RESOURCE_CLOSED` = 2, `RS_OP_RESULT_ERROR_RESOURCE_READ_ONLY` = 3,
`RS_OP_RESULT_ERROR_NO_SPACE_AVAILABLE` = 4, `RS_OP_RESULT_ERROR_DRIVER_BUSY` = 5,
`RS_OP_RESULT_ERROR_SEEK_OUT_OF_BOUND` = 6, `RS_OP_RESULT_ERROR_RESOURCE_DO`←
`ES_NOT_ALLOCATED` = 7,
`RS_OP_RESULT_ERROR_DRIVER_NOT_MOUNTED` = 8 }
- enum `rs_seek_origin_t` { `RS_SEEK_ORIGIN_BEGIN` = 0, `RS_SEEK_ORIGIN_CURRENT` = 1 }

Functions

- `rs_op_result_t rs_format` (`rs_t` *rs)
- `rs_op_result_t rs_mount` (`rs_driver_t` driver, `rs_t` *rs, `rs_mount_options_t` options)
- `rs_op_result_t rs_umount` (`rs_t` *rs)
- `rs_op_result_t rs_open` (`rs_t` *rs, `rs_resource_code_t` resource_code, `rs_resource_t` *resource, `rs_open_`←
`resource_options_t` options)
- `rs_op_result_t rs_close` (`rs_t` *rs, `rs_resource_t` *resource)
- `uint8_t rs_read` (`rs_t` *rs, `rs_resource_t` *resource)
- `rs_op_result_t rs_write` (`rs_t` *rs, `rs_resource_t` *resource, uint8_t data_to_write)
- `rs_op_result_t rs_seek` (`rs_t` *rs, `rs_resource_t` *resource, `rs_seek_origin_t` origin, `rs_seek_int_t` offset)
- `rs_op_result_t rs_truncate` (`rs_t` *rs, `rs_resource_t` *resource)
- void `rs_sync` (`rs_t` *rs, `rs_resource_t` *resource)
- void `rs_stat` (`rs_t` *rs, `rs_resource_t` *resource, `rs_stat_t` *stat)
- `rs_op_result_t rs_rewind` (`rs_t` *rs, `rs_resource_t` *resource)
- `rs_resource_code_t rs_alloc` (`rs_t` *rs)
- `uint8_t rs_release` (`rs_t` *rs, `rs_resource_t` *resource)

- [rs_resource_size_t rs_size \(rs_resource_t *resource\)](#)
- [rs_resource_size_t rs_tell \(rs_resource_t *resource\)](#)
- [uint8_t rs_eor \(rs_resource_t *resource\)](#)
- [uint8_t rs_error \(rs_resource_t *resource\)](#)
- [rs_resource_size_t rs_available_space \(rs_t *rs\)](#)
- [rs_resource_size_t rs_total_space \(rs_t *rs\)](#)

Variables

- [rs_global_flags_t rs_global_flags](#)

5.13.1 Macro Definition Documentation

5.13.1.1 `#define CLUSTER_ADDRESS_TO_DATA(CLUSTER_ADDRESS) ((CLUSTER_ADDRESS) + 2)`

Definition at line 30 of file [rs.h](#).

5.13.1.2 `#define CLUSTER_ADDRESS_TO_NEXT(CLUSTER_ADDRESS) ((CLUSTER_ADDRESS) + 0)`

Definition at line 28 of file [rs.h](#).

5.13.1.3 `#define CLUSTER_ADDRESS_TO_PREV(CLUSTER_ADDRESS) ((CLUSTER_ADDRESS) + 1)`

Definition at line 29 of file [rs.h](#).

5.13.1.4 `#define RD_ADDRESS_TO_FIRST_CLUSTER(RD_ADDRESS) ((RD_ADDRESS) + 2)`

Definition at line 34 of file [rs.h](#).

5.13.1.5 `#define RD_ADDRESS_TO_FLAG(RD_ADDRESS) ((RD_ADDRESS) + 3)`

Definition at line 35 of file [rs.h](#).

5.13.1.6 `#define RD_ADDRESS_TO_SIZE_HIGH(RD_ADDRESS) ((RD_ADDRESS) + 1)`

Definition at line 33 of file [rs.h](#).

5.13.1.7 `#define RD_ADDRESS_TO_SIZE_LOW(RD_ADDRESS) ((RD_ADDRESS) + 0)`

Definition at line 32 of file [rs.h](#).

5.13.1.8 `#define RS_FIRST_ADDRESS_OF_MEMORY 0x00`

Definition at line 22 of file [rs.h](#).

5.13.1.9 `#define RS_INEXISTENT_CLUSTER 0xff`

Definition at line 26 of file [rs.h](#).

5.13.1.10 `#define RS_NULL_CLUSTER 0xff`

Definition at line 17 of file [rs.h](#).

5.13.1.11 `#define RS_NULL_CLUSTER_ADDRESS 0x00`

Definition at line 20 of file [rs.h](#).

5.13.1.12 `#define RS_NULL_RESOURCE_DESCRIPTOR_ADDRESS 0xff`

Definition at line 19 of file [rs.h](#).

5.13.1.13 #define RS_NULL_RESOURCE_CODE 0xff

SDCC - PIC resource system.

[rs.h](#)

An file system header definition based on the idea of resources

Author

Dalmir da Silva dalmirdasilva@gmail.com

Definition at line 16 of file [rs.h](#).

5.13.1.14 #define RS_SIZEOF_RESOURCE_SIZE 0x02

Definition at line 24 of file [rs.h](#).

5.13.2 Typedef Documentation

5.13.2.1 typedef uint8_t rs_cluster_t

Definition at line 38 of file [rs.h](#).

5.13.2.2 typedef uint16_t rs_memory_address_t

Definition at line 40 of file [rs.h](#).

5.13.2.3 typedef uint8_t rs_resource_code_t

Definition at line 41 of file [rs.h](#).

5.13.2.4 typedef uint8_t rs_resource_descriptor_t

Definition at line 37 of file [rs.h](#).

5.13.2.5 typedef uint16_t rs_resource_size_t

Definition at line 39 of file [rs.h](#).

5.13.2.6 typedef uint16_t rs_seek_int_t

Definition at line 42 of file [rs.h](#).

5.13.3 Enumeration Type Documentation

5.13.3.1 enum rs_driver_t

Enumerator

RS_DRIVER_VIRTUAL

RS_DRIVER_SELF_EEPROM

RS_DRIVER_MULTI_EXTERNAL_EEPROM

RS_DRIVER_EXTERNAL_EEPROM

RS_DRIVER_ARDUINO_EEPROM

Definition at line 46 of file [rs.h](#).

5.13.3.2 enum rs_flag_bits_t

Enumerator

RS_FLAG_BIT_DRIVER_MOUNTED
RS_FLAG_BIT_READ_ONLY

Definition at line 81 of file [rs.h](#).

5.13.3.3 enum rs_mount_options_t

Enumerator

RS_MOUNT_OPTION_NORMAL
RS_MOUNT_OPTION_READ_ONLY

Definition at line 74 of file [rs.h](#).

5.13.3.4 enum rs_op_result_t

Enumerator

RS_OP_RESULT_SUCCESS
RS_OP_RESULT_ERROR_RESOURCE_OPENED
RS_OP_RESULT_ERROR_RESOURCE_CLOSED
RS_OP_RESULT_ERROR_RESOURCE_READ_ONLY
RS_OP_RESULT_ERROR_NO_SPACE_AVAILABLE
RS_OP_RESULT_ERROR_DRIVER_BUSY
RS_OP_RESULT_ERROR_SEEK_OUT_OF_BOUND
RS_OP_RESULT_ERROR_RESOURCE_DOES_NOT_ALLOCATED
RS_OP_RESULT_ERROR_DRIVER_NOT_MOUNTED

Definition at line 88 of file [rs.h](#).

5.13.3.5 enum rs_open_resource_options_t

Enumerator

RS_OPEN_RESOURCE_OPTION_NORMAL
RS_OPEN_RESOURCE_OPTION_READ_ONLY

Definition at line 67 of file [rs.h](#).

5.13.3.6 enum rs_resource_flag_bits_t

Enumerator

RS_RESOURCE_FLAG_BIT_OPENED
RS_RESOURCE_FLAG_BIT_READ_ONLY
RS_RESOURCE_FLAG_BIT_ERROR_ON_LAST_READ
RS_RESOURCE_FLAG_BIT_ERROR_ON_LAST_WRITE
RS_RESOURCE_FLAG_BIT_ALLOCATED
RS_RESOURCE_FLAG_BIT_EOR_REACHED

Definition at line 56 of file [rs.h](#).

5.13.3.7 enum rs_seek_origin_t

Enumerator

RS_SEEK_ORIGIN_BEGIN

RS_SEEK_ORIGIN_CURRENT

Definition at line 102 of file [rs.h](#).

5.13.4 Function Documentation

5.13.4.1 rs_resource_code_t rs_alloc (rs_t * rs)

Definition at line 223 of file [rs.c](#).

5.13.4.2 rs_resource_size_t rs_available_space (rs_t * rs)

Definition at line 281 of file [rs.c](#).

5.13.4.3 rs_op_result_t rs_close (rs_t * rs, rs_resource_t * resource)

Definition at line 90 of file [rs.c](#).

5.13.4.4 uint8_t rs_eor (rs_resource_t * resource)

Definition at line 273 of file [rs.c](#).

5.13.4.5 uint8_t rs_error (rs_resource_t * resource)

Definition at line 277 of file [rs.c](#).

5.13.4.6 rs_op_result_t rs_format (rs_t * rs)

Definition at line 21 of file [rs.c](#).

5.13.4.7 rs_op_result_t rs_mount (rs_driver_t driver, rs_t * rs, rs_mount_options_t options)

Definition at line 33 of file [rs.c](#).

5.13.4.8 rs_op_result_t rs_open (rs_t * rs, rs_resource_code_t resource_code, rs_resource_t * resource, rs_open_resource_options_t options)

Definition at line 54 of file [rs.c](#).

5.13.4.9 uint8_t rs_read (rs_t * rs, rs_resource_t * resource)

Definition at line 97 of file [rs.c](#).

5.13.4.10 uint8_t rs_release (rs_t * rs, rs_resource_t * resource)

Definition at line 251 of file [rs.c](#).

5.13.4.11 rs_op_result_t rs_rewind (rs_t * rs, rs_resource_t * resource)

Definition at line 215 of file [rs.c](#).

5.13.4.12 rs_op_result_t rs_seek (rs_t * rs, rs_resource_t * resource, rs_seek_origin_t origin, rs_seek_int_t offset)

Definition at line 148 of file [rs.c](#).

5.13.4.13 `rs_resource_size_t rs_size (rs_resource_t * resource)`

Definition at line 265 of file [rs.c](#).

5.13.4.14 `void rs_stat (rs_t * rs, rs_resource_t * resource, rs_stat_t * stat)`

Definition at line 211 of file [rs.c](#).

5.13.4.15 `void rs_sync (rs_t * rs, rs_resource_t * resource)`

Definition at line 202 of file [rs.c](#).

5.13.4.16 `rs_resource_size_t rs_tell (rs_resource_t * resource)`

Definition at line 269 of file [rs.c](#).

5.13.4.17 `rs_resource_size_t rs_total_space (rs_t * rs)`

Definition at line 285 of file [rs.c](#).

5.13.4.18 `rs_op_result_t rs_truncate (rs_t * rs, rs_resource_t * resource)`

Definition at line 183 of file [rs.c](#).

5.13.4.19 `rs_op_result_t rs_ument (rs_t * rs)`

Definition at line 47 of file [rs.c](#).

5.13.4.20 `rs_op_result_t rs_write (rs_t * rs, rs_resource_t * resource, uint8_t data_to_write)`

Definition at line 116 of file [rs.c](#).

5.13.5 Variable Documentation

5.13.5.1 `rs_global_flags_t rs_global_flags`

Definition at line 19 of file [rs.c](#).

5.14 `rs.h`

```

00001
00011 #ifndef __SDCC_RS_H__
00012 #define __SDCC_RS_H__ 1
00013
00014 #include <stdint.h>
00015
00016 #define RS_NULL_RESOURCE_CODE 0xff
00017 #define RS_NULL_CLUSTER 0xff
00018
00019 #define RS_NULL_RESOURCE_DESCRIPTOR_ADDRESS 0xff
00020 #define RS_NULL_CLUSTER_ADDRESS 0x00
00021
00022 #define RS_FIRST_ADDRESS_OF_MEMORY 0x00
00023
00024 #define RS_SIZEOF_RESOURCE_SIZE 0x02
00025
00026 #define RS_INEXISTENT_CLUSTER 0xff
00027
00028 #define CLUSTER_ADDRESS_TO_NEXT (CLUSTER_ADDRESS) ((CLUSTER_ADDRESS) + 0)
00029 #define CLUSTER_ADDRESS_TO_PREV (CLUSTER_ADDRESS) ((CLUSTER_ADDRESS) + 1)
00030 #define CLUSTER_ADDRESS_TO_DATA (CLUSTER_ADDRESS) ((CLUSTER_ADDRESS) + 2)
00031
00032 #define RD_ADDRESS_TO_SIZE_LOW (RD_ADDRESS) ((RD_ADDRESS) + 0)
00033 #define RD_ADDRESS_TO_SIZE_HIGH (RD_ADDRESS) ((RD_ADDRESS) + 1)
00034 #define RD_ADDRESS_TO_FIRST_CLUSTER (RD_ADDRESS) ((RD_ADDRESS) + 2)
00035 #define RD_ADDRESS_TO_FLAG (RD_ADDRESS) ((RD_ADDRESS) + 3)
00036
00037 typedef uint8_t rs_resource_descriptor_t;

```



```

00038 typedef uint8_t rs_cluster_t;
00039 typedef uint16_t rs_resource_size_t;
00040 typedef uint16_t rs_memory_address_t;
00041 typedef uint8_t rs_resource_code_t;
00042 typedef uint16_t rs_seek_int_t;
00043
00044 // Drivers
00045
00046 typedef enum {
00047     RS_DRIVER_VIRTUAL = 0,
00048     RS_DRIVER_SELF_EEPROM = 1,
00049     RS_DRIVER_MULTI_EXTERNAL_EEPROM = 2,
00050     RS_DRIVER_EXTERNAL_EEPROM = 3,
00051     RS_DRIVER_ARDUINO_EEPROM = 4
00052 } rs_driver_t;
00053
00054 // Resource fag bit values
00055
00056 typedef enum {
00057     RS_RESOURCE_FLAG_BIT_OPENED = 1,
00058     RS_RESOURCE_FLAG_BIT_READ_ONLY = 2,
00059     RS_RESOURCE_FLAG_BIT_ERROR_ON_LAST_READ = 4,
00060     RS_RESOURCE_FLAG_BIT_ERROR_ON_LAST_WRITE = 8,
00061     RS_RESOURCE_FLAG_BIT_ALLOCATED = 16,
00062     RS_RESOURCE_FLAG_BIT_EOR_REACHED = 32
00063 } rs_resource_flag_bits_t;
00064
00065 // Options to open a resource
00066
00067 typedef enum {
00068     RS_OPEN_RESOURCE_OPTION_NORMAL = 0,
00069     RS_OPEN_RESOURCE_OPTION_READ_ONLY = 1
00070 } rs_open_resource_options_t;
00071
00072 // Options to mount a resource
00073
00074 typedef enum {
00075     RS_MOUNT_OPTION_NORMAL = 0,
00076     RS_MOUNT_OPTION_READ_ONLY = 1
00077 } rs_mount_options_t;
00078
00079 // Rs fag bit values
00080
00081 typedef enum {
00082     RS_FLAG_BIT_DRIVER_MOUNTED = 1,
00083     RS_FLAG_BIT_READ_ONLY = 2
00084 } rs_flag_bits_t;
00085
00086 // Operation result
00087
00088 typedef enum {
00089     RS_OP_RESULT_SUCCESS = 0,
00090     RS_OP_RESULT_ERROR_RESOURCE_OPENED = 1,
00091     RS_OP_RESULT_ERROR_RESOURCE_CLOSED = 2,
00092     RS_OP_RESULT_ERROR_RESOURCE_READ_ONLY = 3,
00093     RS_OP_RESULT_ERROR_NO_SPACE_AVAILABLE = 4,
00094     RS_OP_RESULT_ERROR_DRIVER_BUSY = 5,
00095     RS_OP_RESULT_ERROR_SEEK_OUT_OF_BOUND = 6,
00096     RS_OP_RESULT_ERROR_RESOURCE_DOES_NOT_ALLOCATED = 7,
00097     RS_OP_RESULT_ERROR_DRIVER_NOT_MOUNTED = 8
00098 } rs_op_result_t;
00099
00100 // Seek position reference
00101
00102 typedef enum {
00103     RS_SEEK_ORIGIN_BEGIN = 0,
00104     RS_SEEK_ORIGIN_CURRENT = 1
00105 } rs_seek_origin_t;
00106
00107 typedef struct {
00108     uint8_t flags;
00109 } rs_stat_t;
00110
00111 // Resource system
00112
00113 typedef struct {
00114     rs_driver_t driver;
00115     uint16_t memory_size;
00116     rs_memory_address_t resource_descriptor_table_address
00117 ;
00118     rs_memory_address_t cluster_table_address;
00119     uint16_t sizeof_resource_descriptor_table;
00120     uint16_t sizeof_cluster_table;
00121     uint8_t sizeof_resource_descriptor;
00122     uint8_t sizeof_cluster;
00123     uint8_t resource_descriptor_count;
00124     uint8_t cluster_count;

```

```

00124     uint8_t sizeof_cluster_data;
00125     uint8_t sizeof_cluster_control;
00126     uint8_t free_clusters;
00127     uint8_t flags;
00128 } rs_t;
00129
00130 // Resource
00131
00132 typedef struct {
00133     rs_resource_descriptor_t resource_descriptor;
00134     rs_cluster_t first_cluster;
00135     rs_cluster_t current_cluster;
00136     uint8_t cluster_offset;
00137     uint16_t size;
00138     uint16_t current_position;
00139     uint8_t flags;
00140 } rs_resource_t;
00141
00142 typedef struct {
00143     uint8_t driver_mounted;
00144 } rs_global_flags_t;
00145
00146 extern rs_global_flags_t rs_global_flags;
00147
00148 // Format a device
00149 rs_op_result_t rs_format(rs_t *rs);
00150
00151 // Register a work area
00152 rs_op_result_t rs_mount(rs_driver_t driver,
00153     rs_t *rs, rs_mount_options_t options);
00154
00155 // Unregister a work area
00156 rs_op_result_t rs_umount(rs_t *rs);
00157
00158 // Open/Create a resource (you must give a empty resource)
00159 rs_op_result_t rs_open(rs_t *rs, rs_resource_code_t
00160     resource_code, rs_resource_t *resource, rs_open_resource_options_t options);
00161
00162 // Close a resource
00163 rs_op_result_t rs_close(rs_t *rs, rs_resource_t *resource);
00164
00165 // Read a byte from resource
00166 uint8_t rs_read(rs_t *rs, rs_resource_t *resource);
00167
00168 // Write a byte from resource
00169 rs_op_result_t rs_write(rs_t *rs, rs_resource_t *resource, uint8_t
00170     data_to_write);
00171
00172 // Move read/write pointer, (Expand resource size not implemented yet)
00173 rs_op_result_t rs_seek(rs_t *rs, rs_resource_t *resource,
00174     rs_seek_origin_t origin, rs_seek_int_t offset);
00175
00176 // Truncate resource size
00177 rs_op_result_t rs_truncate(rs_t *rs, rs_resource_t *resource);
00178
00179 // Flush cached data
00180 void rs_sync(rs_t *rs, rs_resource_t *resource);
00181
00182 // Get descriptor status
00183 void rs_stat(rs_t *rs, rs_resource_t *resource,
00184     rs_stat_t *stat);
00185
00186 // Rewind the position of a resource pointer
00187 rs_op_result_t rs_rewind(rs_t *rs, rs_resource_t *resource);
00188
00189 // Create/Allocate a new resource if available
00190 rs_resource_code_t rs_alloc(rs_t *rs);
00191
00192 // Make a resource free to be allocated for another one
00193 uint8_t rs_release(rs_t *rs, rs_resource_t *resource);
00194
00195 // Get size of a resource
00196 rs_resource_size_t rs_size(rs_resource_t *resource);
00197
00198 // Get the current read/write pointer
00199 rs_resource_size_t rs_tell(rs_resource_t *resource);
00200
00201 // Test for end-of-resource on a resource
00202 uint8_t rs_eor(rs_resource_t *resource);
00203
00204 // Test for an error on a resource
00205 uint8_t rs_error(rs_resource_t *resource);
00206
00207 // Return the current available space in the partition
00208 rs_resource_size_t rs_available_space(rs_t *rs);
00209
00210 // Return the total space in the partition

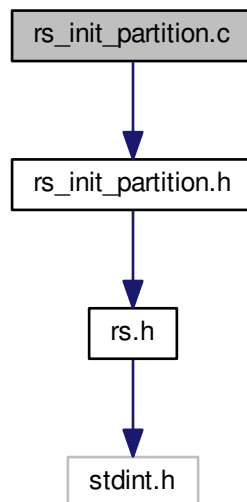
```

```
00206 rs_resource_size_t rs_total_space(rs_t *rs);  
00207  
00208 #endif // __SDCC_RS_H__
```

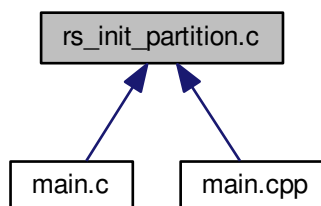
5.15 rs_init_partition.c File Reference

```
#include "rs_init_partition.h"
```

Include dependency graph for rs_init_partition.c:



This graph shows which files directly or indirectly include this file:



Macros

- `#define __SDCC_RS_INIT_PARTITION_C__ 1`

Functions

- `void rs_init_partition(rs_t *rs, rs_disk_size_t size, rs_environment_t env)`

5.15.1 Macro Definition Documentation

5.15.1.1 `#define __SDCC_RS_INIT_PARTITION_C__ 1`

SDCC - PIC resource system.

[rs_init_partition.c](#)

Initializes a rs partition

Author

Dalmir da Silva dalmirdasilva@gmail.com

Definition at line 12 of file [rs_init_partition.c](#).

5.15.2 Function Documentation

5.15.2.1 `void rs_init_partition (rs_t *rs, rs_disk_size_t size, rs_environment_t env)`

Definition at line 16 of file [rs_init_partition.c](#).

5.16 [rs_init_partition.c](#)

```

00001
00011 #ifndef __SDCC_RS_INIT_PARTITION_C__
00012 #define __SDCC_RS_INIT_PARTITION_C__ 1
00013
00014 #include "rs_init_partition.h"
00015
00016 void rs_init_partition(rs_t *rs, rs_disk_size_t size,
00017                      rs_environment_t env) {
00018     switch(size) {
00019
00020         case RS_DISK_32K:
00021             if (env == RS_ENV_VIRTUAL) {
00022                 rs->driver = RS_DRIVER_VIRTUAL;
00023             } else {
00024                 rs->driver = RS_DRIVER_ARDUINO_EEPROM;
00025             }
00026             rs->memory_size = 0x7f94; //32660;
00027             rs->resource_descriptor_table_address = 0x0020; //32;
00028             rs->cluster_table_address = 0x00a0; //160;
00029             rs->sizeof_resource_descriptor_table = 0x0080; //128;
00030             rs->sizeof_cluster_table = 0x7ef4; //32500;
00031             rs->sizeof_resource_descriptor = 0x04; //4;
00032             rs->sizeof_cluster = 0x82; //130;
00033             rs->resource_descriptor_count = 0x20; //32;
00034             rs->cluster_count = 0xfa; //250;
00035             rs->sizeof_cluster_data = 0x80; //128;
00036             rs->sizeof_cluster_control = 0x02; //2;
00037             rs->free_clusters = 0xfa; //250;
00038             rs->flags = 0x00; //0;
00039             break;
00040
00041         case RS_DISK_24K:
00042             if (env == RS_ENV_VIRTUAL) {
00043                 rs->driver = RS_DRIVER_VIRTUAL;
00044             } else {
00045                 rs->driver = RS_DRIVER_ARDUINO_EEPROM;
00046             }
00047             rs->memory_size = 0x5f96; //24470;
00048             rs->resource_descriptor_table_address = 0x20; //32;
00049             rs->cluster_table_address = 0xa0; //160;
00050             rs->sizeof_resource_descriptor_table = 0x80; //128;
00051             rs->sizeof_cluster_table = 0x5ef6; //24310;
00052             rs->sizeof_resource_descriptor = 0x4; //4;
00053             rs->sizeof_cluster = 0x82; //130;
00054             rs->resource_descriptor_count = 0x20; //32;
00055             rs->cluster_count = 0xbb; //187;
00056             rs->sizeof_cluster_data = 0x80; //128;
00057             rs->sizeof_cluster_control = 0x2; //2;
00058             rs->free_clusters = 0xbb; //187;
00059             rs->flags = 0x00; //0;

```

```

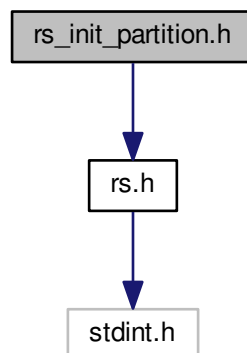
00060         break;
00061
00062     case RS_DISK_8K:
00063         if (env == RS_ENV_VIRTUAL) {
00064             rs->driver = RS_DRIVER_VIRTUAL;
00065         } else {
00066             rs->driver = RS_DRIVER_ARDUINO_EEPROM;
00067         }
00068         rs->memory_size = 0x2000; //8192;
00069         rs->resource_descriptor_table_address = 0x0020; //32;
00070         rs->cluster_table_address = 0x00a0; //160;
00071         rs->sizeof_resource_descriptor_table = 0x0080; //128;
00072         rs->sizeof_cluster_table = 0x1f60; //8032;
00073         rs->sizeof_resource_descriptor = 0x04; //4;
00074         rs->sizeof_cluster = 0x20; //32;
00075         rs->resource_descriptor_count = 0x20; //32;
00076         rs->cluster_count = 0xfb; //251;
00077         rs->sizeof_cluster_data = 0x1e; //30;
00078         rs->sizeof_cluster_control = 0x02; //2;
00079         rs->free_clusters = 0xfb; //251;
00080         rs->flags = 0x00; //0;
00081     break;
00082
00083     default:
00084
00085         if (env == RS_ENV_VIRTUAL) {
00086             rs->driver = RS_DRIVER_VIRTUAL;
00087         } else {
00088             rs->driver = RS_DRIVER_ARDUINO_EEPROM;
00089         }
00090         rs->memory_size = 0xf46; //3910;
00091         rs->resource_descriptor_table_address = 0x0020; //32;
00092         rs->cluster_table_address = 0x00a0; //160;
00093         rs->sizeof_resource_descriptor_table = 0x0080; //128;
00094         rs->sizeof_cluster_table = 0xea6; //3750;
00095         rs->sizeof_resource_descriptor = 0x04; //4;
00096         rs->sizeof_cluster = 0xf; //32;
00097         rs->resource_descriptor_count = 0x20; //32;
00098         rs->cluster_count = 0xfa; //250;
00099         rs->sizeof_cluster_data = 0xd; //13;
00100         rs->sizeof_cluster_control = 0x02; //2;
00101         rs->free_clusters = 0xfa; //250;
00102         rs->flags = 0x00; //0;
00103     break;
00104 }
00105 }
00106
00107 #endif // __SDCC_RS_INIT_PARTITION_C__

```

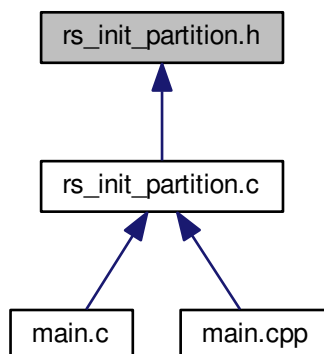
5.17 rs_init_partition.h File Reference

#include "rs.h"

Include dependency graph for rs_init_partition.h:



This graph shows which files directly or indirectly include this file:



Enumerations

- enum [rs_disk_size_t](#) { [RS_DISK_4K](#), [RS_DISK_8K](#), [RS_DISK_24K](#), [RS_DISK_32K](#) }
- enum [rs_environment_t](#) { [RS_ENV_ARDUINO](#), [RS_ENV_VIRTUAL](#) }

Functions

- void [rs_init_partition](#) ([rs_t](#) *rs, [rs_disk_size_t](#) size, [rs_environment_t](#) env)

5.17.1 Enumeration Type Documentation

5.17.1.1 enum [rs_disk_size_t](#)

SDCC - PIC resource system.

[rs_init_partition.h](#)

Initializes a rs partition

Author

Dalmir da Silva dalmirdasilva@gmail.com

Enumerator

[RS_DISK_4K](#)

[RS_DISK_8K](#)

[RS_DISK_24K](#)

[RS_DISK_32K](#)

Definition at line [16](#) of file [rs_init_partition.h](#).

5.17.1.2 enum rs_environment_t

Enumerator

RS_ENV_ARDUINO***RS_ENV_VIRTUAL***Definition at line 23 of file [rs_init_partition.h](#).

5.17.2 Function Documentation

5.17.2.1 void rs_init_partition (rs_t *rs, rs_disk_size_t size, rs_environment_t env)

Definition at line 16 of file [rs_init_partition.c](#).

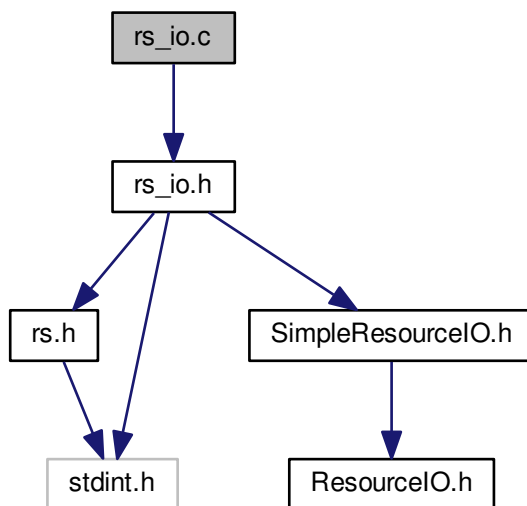
5.18 rs_init_partition.h

```
00001
00011 #ifndef __SDCC_RS_INIT_PARTITION_H__
00012 #define __SDCC_RS_INIT_PARTITION_H__ 1
00013
00014 #include "rs.h"
00015
00016 typedef enum {
00017     RS_DISK_4K,
00018     RS_DISK_8K,
00019     RS_DISK_24K,
00020     RS_DISK_32K
00021 } rs_disk_size_t;
00022
00023 typedef enum {
00024     RS_ENV_ARDUINO,
00025     RS_ENV_VIRTUAL
00026 } rs_environment_t;
00027
00028 void rs_init_partition(rs_t *rs, rs_disk_size_t size,
00029     rs_environment_t env);
00029
00030 #endif /* __SDCC_RS_INIT_PARTITION_H__ */
```

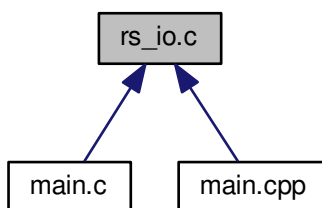
5.19 rs_io.c File Reference

```
#include "rs_io.h"
```

Include dependency graph for rs_io.c:



This graph shows which files directly or indirectly include this file:



Macros

- `#define __SDCC_RS_IO_C__ 1`

Functions

- `uint8_t rs_io_read(rs_driver_t driver, rs_memory_address_t address)`
- `void rs_io_write(rs_driver_t driver, rs_memory_address_t address, uint8_t data)`

5.19.1 Macro Definition Documentation

5.19.1.1 #define __SDCC_RS_IO_C__ 1

SDCC - PIC resource system.

[rs_io.c](#)

IO lib for rs

Author

Dalmir da Silva dalmirdasilva@gmail.com

Definition at line 12 of file [rs_io.c](#).

5.19.2 Function Documentation

5.19.2.1 uint8_t _rs_io_read (rs_driver_t driver, rs_memory_address_t address)

SDCC - PIC resource system.

[rs_io.h](#)

IO lib for rs

Author

Dalmir da Silva dalmirdasilva@gmail.com

Definition at line 16 of file [rs_io.c](#).

5.19.2.2 void _rs_io_write (rs_driver_t driver, rs_memory_address_t address, uint8_t data)

Definition at line 20 of file [rs_io.c](#).

5.20 rs_io.c

```

00001
00011 #ifndef __SDCC_RS_IO_C__
00012 #define __SDCC_RS_IO_C__ 1
00013
00014 #include "rs_io.h"
00015
00016 uint8_t _rs_io_read(rs_driver_t driver,
00017                    rs_memory_address_t address) {
00018     return SimpleResourceIO::getAssociatedIO(driver)->
00019     read(address);
00018 }
00019
00020 void _rs_io_write(rs_driver_t driver, rs_memory_address_t address
00021 , uint8_t data) {
00022     SimpleResourceIO::getAssociatedIO(driver)->
00023     write(address, data);
00022 }
00023
00024 #endif // __SDCC_RS_IO_C__

```

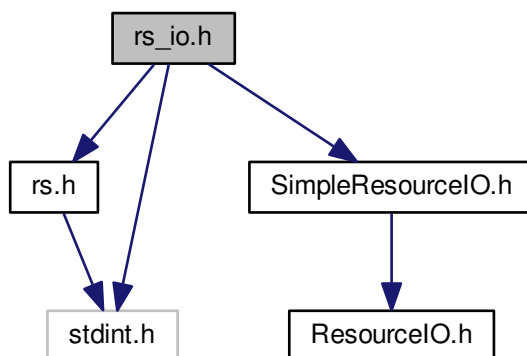
5.21 rs_io.h File Reference

```

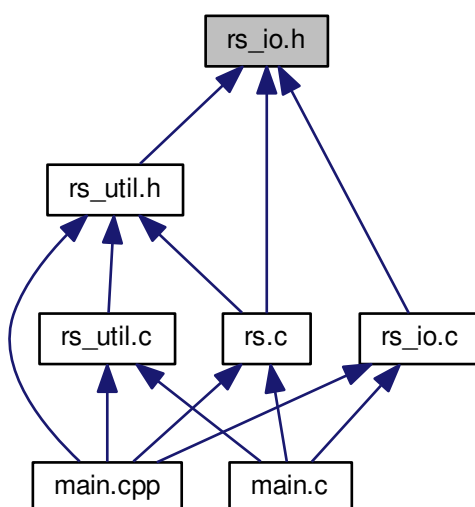
#include "rs.h"
#include <stdint.h>
#include <SimpleResourceIO.h>

```

Include dependency graph for `rs_io.h`:



This graph shows which files directly or indirectly include this file:



Functions

- `uint8_t _rs_io_read(rs_driver_t driver, rs_memory_address_t address)`
- `void _rs_io_write(rs_driver_t driver, rs_memory_address_t address, uint8_t data)`

5.21.1 Function Documentation

5.21.1.1 `uint8_t rs_io_read (rs_driver_t driver, rs_memory_address_t address)`

SDCC - PIC resource system.

[rs_io.h](#)

IO lib for rs

Author

Dalmir da Silva dalmirdasilva@gmail.com

Definition at line 16 of file [rs_io.c](#).

5.21.1.2 `void rs_io_write (rs_driver_t driver, rs_memory_address_t address, uint8_t data)`

Definition at line 20 of file [rs_io.c](#).

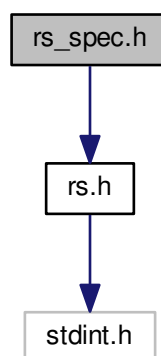
5.22 rs_io.h

```
00001
00011 #ifndef __SDCC_RS_IO_H__
00012 #define __SDCC_RS_IO_H__ 1
00013
00014 #include "rs.h"
00015 #include <stdint.h>
00016 #include <SimpleResourceIO.h>
00017
00018 uint8_t _rs_io_read(rs_driver_t driver,
00019                    rs_memory_address_t address);
00019
00020 void _rs_io_write(rs_driver_t driver, rs_memory_address_t address
00021                 , uint8_t data);
00021
00022 #endif // __SDCC_RS_IO_H__
```

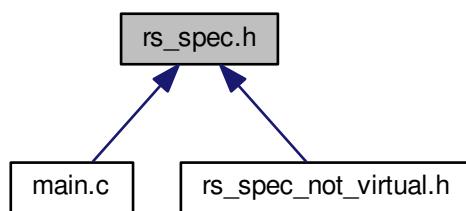
5.23 rs_spec.h File Reference

`#include "rs.h"`

Include dependency graph for rs_spec.h:



This graph shows which files directly or indirectly include this file:



Macros

- `#define RS_SPEC_DRIVER RS_DRIVER_EXTERNAL_EEPROM`
- `#define rs_spec_printf printf`

Functions

- void `format_spec (rs_t *rs)`
- void `mount_spec (rs_t *rs)`
- void `umount_spec (rs_t *rs)`
- void `alloc_resource_spec (rs_t *rs)`
- void `try_to_alloc_resources_that_is_possible_spec (rs_t *rs)`
- void `open_resource_spec (rs_t *rs)`
- void `write_resource_spec (rs_t *rs)`
- void `rewind_resource_spec (rs_t *rs)`
- void `read_resource_spec (rs_t *rs)`
- void `close_resource_spec (rs_t *rs)`
- void `try_read_when_end_of_resource_is_reached_spec (rs_t *rs)`
- void `try_read_when_resource_is_closed_spec (rs_t *rs)`
- void `seek_resource_spec (rs_t *rs)`
- void `random_read_resource_spec (rs_t *rs)`
- void `random_read_with_seek_resource_spec (rs_t *rs)`
- void `random_read_with_seek_opening_resource_spec (rs_t *rs)`
- void `size_resource_spec (rs_t *rs)`
- void `tell_resource_spec (rs_t *rs)`
- void `tell_with_seek_resource_spec (rs_t *rs)`
- void `total_space_resource_spec (rs_t *rs)`
- void `allocating_multi_format_spec (rs_t *rs)`
- void `read_only_mounting_spec (rs_t *rs)`
- void `read_only_opening_spec (rs_t *rs)`

5.23.1 Macro Definition Documentation

5.23.1.1 `#define RS_SPEC_DRIVER RS_DRIVER_EXTERNAL_EEPROM`

Definition at line 6 of file [rs_spec.h](#).

5.23.1.2 `#define rs_spec_printf printf`

Definition at line 10 of file [rs_spec.h](#).

5.23.2 Function Documentation

5.23.2.1 `void alloc_resource_spec (rs_t * rs)`

Definition at line 61 of file [rs_spec.h](#).

5.23.2.2 `void allocating_multi_format_spec (rs_t * rs)`

Definition at line 526 of file [rs_spec.h](#).

5.23.2.3 `void close_resource_spec (rs_t * rs)`

Definition at line 191 of file [rs_spec.h](#).

5.23.2.4 `void format_spec (rs_t * rs)`

Definition at line 15 of file [rs_spec.h](#).

5.23.2.5 `void mount_spec (rs_t * rs)`

Definition at line 29 of file [rs_spec.h](#).

5.23.2.6 `void open_resource_spec (rs_t * rs)`

Definition at line 102 of file [rs_spec.h](#).

5.23.2.7 `void random_read_resource_spec (rs_t * rs)`

Definition at line 284 of file [rs_spec.h](#).

5.23.2.8 `void random_read_with_seek_opening_resource_spec (rs_t * rs)`

Definition at line 365 of file [rs_spec.h](#).

5.23.2.9 `void random_read_with_seek_resource_spec (rs_t * rs)`

Definition at line 323 of file [rs_spec.h](#).

5.23.2.10 `void read_only_mounting_spec (rs_t * rs)`

Definition at line 559 of file [rs_spec.h](#).

5.23.2.11 `void read_only_opening_spec (rs_t * rs)`

Definition at line 587 of file [rs_spec.h](#).

5.23.2.12 `void read_resource_spec (rs_t * rs)`

Definition at line 165 of file [rs_spec.h](#).

5.23.2.13 `void rewind_resource_spec (rs_t * rs)`

Definition at line 143 of file [rs_spec.h](#).

5.23.2.14 `void seek_resource_spec (rs_t * rs)`

Definition at line 259 of file [rs_spec.h](#).

5.23.2.15 void size_resource_spec (rs_t * rs)

Definition at line 411 of file [rs_spec.h](#).

5.23.2.16 void tell_resource_spec (rs_t * rs)

Definition at line 436 of file [rs_spec.h](#).

5.23.2.17 void tell_with_seek_resource_spec (rs_t * rs)

Definition at line 460 of file [rs_spec.h](#).

5.23.2.18 void total_space_resource_spec (rs_t * rs)

Definition at line 499 of file [rs_spec.h](#).

5.23.2.19 void try_read_when_end_of_resource_is_reached_spec (rs_t * rs)

Definition at line 213 of file [rs_spec.h](#).

5.23.2.20 void try_read_when_resource_is_closed_spec (rs_t * rs)

Definition at line 237 of file [rs_spec.h](#).

5.23.2.21 void try_to_alloc_resources_that_is_possible_spec (rs_t * rs)

Definition at line 79 of file [rs_spec.h](#).

5.23.2.22 void umount_spec (rs_t * rs)

Definition at line 45 of file [rs_spec.h](#).

5.23.2.23 void write_resource_spec (rs_t * rs)

Definition at line 122 of file [rs_spec.h](#).

5.24 rs_spec.h

```
00001 #include "rs.h"
00002
00003 #if VIRTUAL_ENVIRONMENT == 1
00004 #define RS_SPEC_DRIVER RS_DRIVER_VIRTUAL
00005 #else
00006 #define RS_SPEC_DRIVER RS_DRIVER_EXTERNAL_EEPROM
00007 #endif
00008
00009 #ifndef rs_spec_printf
00010 #define rs_spec_printf printf
00011 #endif
00012
00013 #ifndef RS_SPEC_IGNORE_0
00014
00015 void format_spec(rs_t *rs) {
00016     rs_op_result_t op_r;
00017     rs_init_partition(rs, RS_DISK_32K,
00018         RS_ENV_VIRTUAL);
00019     op_r = rs_format(rs);
00020     if (op_r != RS_OP_RESULT_SUCCESS) {
00021         rs_spec_printf("(F) format spec failed. error: %d\n", op_r);
00022     } else {
00023         rs_spec_printf("(*) format spec passed.\n",
00024             RS_OP_RESULT_SUCCESS);
00025     }
00026 }
00027 #endif
00028
00029 #ifndef RS_SPEC_IGNORE_1
00030 void mount_spec(rs_t *rs) {
00031     rs_op_result_t op_r;
00032     rs_init_partition(rs, RS_DISK_32K,
```

```

    RS_ENV_VIRTUAL);
00032     op_r = rs_format(rs);
00033     op_r = rs_mount(RS_SPEC_DRIVER, rs,
    RS_MOUNT_OPTION_NORMAL);
00034     if (op_r != RS_OP_RESULT_SUCCESS) {
00035         rs_spec_printf("(F) mount spec failed. error: %d\n", op_r);
00036     } else {
00037         rs_spec_printf("(*) mount spec passed.\n",
    RS_OP_RESULT_SUCCESS);
00038     }
00039     rs_umount(rs);
00040 }
00041 #endif
00042
00043 #ifndef RS_SPEC_IGNORE_2
00044
00045 void umount_spec(rs_t *rs) {
00046     rs_op_result_t op_r;
00047     rs_init_partition(rs, RS_DISK_32K,
    RS_ENV_VIRTUAL);
00048     op_r = rs_format(rs);
00049     op_r = rs_mount(RS_SPEC_DRIVER, rs,
    RS_MOUNT_OPTION_NORMAL);
00050     op_r = rs_umount(rs);
00051     if (op_r != RS_OP_RESULT_SUCCESS) {
00052         rs_spec_printf("(F) umount spec failed. error: %d\n", op_r);
00053     } else {
00054         rs_spec_printf("(*) umount spec passed.\n",
    RS_OP_RESULT_SUCCESS);
00055     }
00056 }
00057 #endif
00058
00059 #ifndef RS_SPEC_IGNORE_3
00060
00061 void alloc_resource_spec(rs_t *rs) {
00062     rs_op_result_t op_r;
00063     rs_resource_code_t rs_resource_code;
00064     rs_init_partition(rs, RS_DISK_32K,
    RS_ENV_VIRTUAL);
00065     op_r = rs_format(rs);
00066     op_r = rs_mount(RS_SPEC_DRIVER, rs,
    RS_MOUNT_OPTION_NORMAL);
00067     rs_resource_code = rs_alloc(rs);
00068     if (rs_resource_code == RS_NULL_RESOURCE_CODE) {
00069         rs_spec_printf("(F) alloc_resource spec failed. error: %d\n", op_r);
00070     } else {
00071         rs_spec_printf("(*) alloc_resource spec passed.\n",
    RS_OP_RESULT_SUCCESS);
00072     }
00073     rs_umount(rs);
00074 }
00075 #endif
00076
00077 #ifndef RS_SPEC_IGNORE_4
00078
00079 void try_to_alloc_resources_that_is_possible_spec(
    rs_t *rs) {
00080     rs_op_result_t op_r;
00081     rs_resource_code_t rs_resource_code[2];
00082     uint8_t i = 0;
00083     rs_init_partition(rs, RS_DISK_32K,
    RS_ENV_VIRTUAL);
00084     op_r = rs_format(rs);
00085     op_r = rs_mount(RS_SPEC_DRIVER, rs,
    RS_MOUNT_OPTION_NORMAL);
00086     for (; i < rs->resource_descriptor_count; i++) {
00087         rs_resource_code[0] = rs_alloc(rs);
00088     }
00089     rs_resource_code[1] = rs_alloc(rs);
00090     if (rs_resource_code[0] == (rs->resource_descriptor_count - 1) &&
    rs_resource_code[1] == RS_NULL_RESOURCE_CODE) {
00091         rs_spec_printf("(*) try_to_alloc_resources_that_is_possible spec passed.\n",
    RS_OP_RESULT_SUCCESS);
00092     } else {
00093         rs_spec_printf("(F) try_to_alloc_resources_that_is_possible spec failed. error: %x\n",
    , rs_resource_code[0]);
00094         while (1);
00095     }
00096     rs_umount(rs);
00097 }
00098 #endif
00099
00100 #ifndef RS_SPEC_IGNORE_5
00101
00102 void open_resource_spec(rs_t *rs) {
00103     rs_op_result_t op_r;

```

```

00104     rs_resource_code_t rs_resource_code;
00105     rs_resource_t resource;
00106     rs_init_partition(rs, RS_DISK_32K,
RS_ENV_VIRTUAL);
00107     op_r = rs_format(rs);
00108     op_r = rs_mount(RS_SPEC_DRIVER, rs,
RS_MOUNT_OPTION_NORMAL);
00109     rs_resource_code = rs_alloc(rs);
00110     op_r = rs_open(rs, rs_resource_code, &resource,
RS_OPEN_RESOURCE_OPTION_NORMAL);
00111     if (op_r != RS_OP_RESULT_SUCCESS) {
00112         rs_spec_printf("(F) open_resource spec failed. error: %d\n", op_r);
00113     } else {
00114         rs_spec_printf("(*) open_resource spec passed.\n",
RS_OP_RESULT_SUCCESS);
00115     }
00116     rs_umount(rs);
00117 }
00118 #endif
00119
00120 #ifndef RS_SPEC_IGNORE_6
00121
00122 void write_resource_spec(rs_t *rs) {
00123     rs_op_result_t op_r;
00124     rs_resource_code_t rs_resource_code;
00125     rs_resource_t resource;
00126     rs_init_partition(rs, RS_DISK_32K,
RS_ENV_VIRTUAL);
00127     op_r = rs_format(rs);
00128     op_r = rs_mount(RS_SPEC_DRIVER, rs,
RS_MOUNT_OPTION_NORMAL);
00129     rs_resource_code = rs_alloc(rs);
00130     op_r = rs_open(rs, rs_resource_code, &resource,
RS_OPEN_RESOURCE_OPTION_NORMAL);
00131     op_r = rs_write(rs, &resource, 0xaa);
00132     if (op_r != RS_OP_RESULT_SUCCESS) {
00133         rs_spec_printf("(F) write_resource spec failed. error: %d\n", op_r);
00134     } else {
00135         rs_spec_printf("(*) write_resource spec passed.\n",
RS_OP_RESULT_SUCCESS);
00136     }
00137     rs_umount(rs);
00138 }
00139 #endif
00140
00141 #ifndef RS_SPEC_IGNORE_7
00142
00143 void rewind_resource_spec(rs_t *rs) {
00144     rs_op_result_t op_r;
00145     rs_resource_code_t rs_resource_code;
00146     rs_resource_t resource;
00147     rs_init_partition(rs, RS_DISK_32K,
RS_ENV_VIRTUAL);
00148     op_r = rs_format(rs);
00149     op_r = rs_mount(RS_SPEC_DRIVER, rs,
RS_MOUNT_OPTION_NORMAL);
00150     rs_resource_code = rs_alloc(rs);
00151     op_r = rs_open(rs, rs_resource_code, &resource,
RS_OPEN_RESOURCE_OPTION_NORMAL);
00152     op_r = rs_write(rs, &resource, 0xAA);
00153     op_r = rs_rewind(rs, &resource);
00154     if (op_r != RS_OP_RESULT_SUCCESS) {
00155         rs_spec_printf("(F) rewind_resource spec failed. error: %d\n", op_r);
00156     } else {
00157         rs_spec_printf("(*) rewind_resource spec passed.\n",
RS_OP_RESULT_SUCCESS);
00158     }
00159     rs_umount(rs);
00160 }
00161 #endif
00162
00163 #ifndef RS_SPEC_IGNORE_8
00164
00165 void read_resource_spec(rs_t *rs) {
00166     rs_op_result_t op_r;
00167     rs_resource_code_t rs_resource_code;
00168     rs_resource_t resource;
00169     unsigned char c[2];
00170     rs_init_partition(rs, RS_DISK_32K,
RS_ENV_VIRTUAL);
00171     op_r = rs_format(rs);
00172     op_r = rs_mount(RS_SPEC_DRIVER, rs,
RS_MOUNT_OPTION_NORMAL);
00173     rs_resource_code = rs_alloc(rs);
00174     op_r = rs_open(rs, rs_resource_code, &resource,
RS_OPEN_RESOURCE_OPTION_NORMAL);
00175     op_r = rs_write(rs, &resource, 0x41);

```



```

00176     op_r = rs_write(rs, &resource, 0xA1);
00177     op_r = rs_rewind(rs, &resource);
00178     c[0] = rs_read(rs, &resource);
00179     c[1] = rs_read(rs, &resource);
00180     if (c[0] != 0xA1 || c[1] != 0xA1) {
00181         rs_spec_printf("(F) read_resource spec failed. error: %x\n", c[0]);
00182     } else {
00183         rs_spec_printf("(*) read_resource spec passed.\n",
00184             RS_OP_RESULT_SUCCESS);
00185     }
00186     rs_umount(rs);
00187 #endif
00188
00189 #ifndef RS_SPEC_IGNORE_9
00190
00191 void close_resource_spec(rs_t *rs) {
00192     rs_op_result_t op_r;
00193     rs_resource_code_t rs_resource_code;
00194     rs_resource_t resource;
00195     unsigned char c[2];
00196     rs_init_partition(rs, RS_DISK_32K,
00197         RS_ENV_VIRTUAL);
00198     op_r = rs_format(rs);
00199     op_r = rs_mount(RS_SPEC_DRIVER, rs,
00200         RS_MOUNT_OPTION_NORMAL);
00201     rs_resource_code = rs_alloc(rs);
00202     op_r = rs_open(rs, rs_resource_code, &resource,
00203         RS_OPEN_RESOURCE_OPTION_NORMAL);
00204     op_r = rs_close(rs, &resource);
00205     if (op_r != RS_OP_RESULT_SUCCESS) {
00206         rs_spec_printf("(F) close_resource spec failed. error: %x\n", op_r);
00207     } else {
00208         rs_spec_printf("(*) close_resource spec passed.\n",
00209             RS_OP_RESULT_SUCCESS);
00210     }
00211     rs_umount(rs);
00212 #endif
00213
00214 #ifndef RS_SPEC_IGNORE_10
00215 void try_read_when_end_of_resource_is_reached_spec(
00216     rs_t *rs) {
00217     rs_op_result_t op_r;
00218     rs_resource_code_t rs_resource_code;
00219     rs_resource_t resource;
00220     rs_init_partition(rs, RS_DISK_32K,
00221         RS_ENV_VIRTUAL);
00222     op_r = rs_format(rs);
00223     op_r = rs_mount(RS_SPEC_DRIVER, rs,
00224         RS_MOUNT_OPTION_NORMAL);
00225     rs_resource_code = rs_alloc(rs);
00226     op_r = rs_open(rs, rs_resource_code, &resource,
00227         RS_OPEN_RESOURCE_OPTION_NORMAL);
00228     op_r = rs_write(rs, &resource, 0xA1);
00229     op_r = rs_rewind(rs, &resource);
00230     rs_read(rs, &resource);
00231     rs_read(rs, &resource);
00232     if (op_r == 0 && (rs_eor(&resource))) {
00233         rs_spec_printf("(*) try_read_when_end_of_resource_is_reached spec passed.\n",
00234             RS_OP_RESULT_SUCCESS);
00235     } else {
00236         rs_spec_printf("(F) try_read_when_end_of_resource_is_reached spec failed. error: %x\n",
00237             op_r);
00238     }
00239     rs_umount(rs);
00240 #endif
00241
00242 #ifndef RS_SPEC_IGNORE_11
00243 void try_read_when_resource_is_closed_spec(
00244     rs_t *rs) {
00245     rs_op_result_t op_r;
00246     rs_resource_code_t rs_resource_code;
00247     rs_resource_t resource;
00248     rs_init_partition(rs, RS_DISK_32K,
00249         RS_ENV_VIRTUAL);
00250     op_r = rs_format(rs);
00251     op_r = rs_mount(RS_SPEC_DRIVER, rs,
00252         RS_MOUNT_OPTION_NORMAL);
00253     rs_resource_code = rs_alloc(rs);
00254     op_r = rs_open(rs, rs_resource_code, &resource,
00255         RS_OPEN_RESOURCE_OPTION_NORMAL);
00256     op_r = rs_close(rs, &resource);
00257     rs_read(rs, &resource);

```

```

00248     if (op_r == 0 && (resource.flags |
RS_RESOURCE_FLAG_BIT_ERROR_ON_LAST_READ)) {
00249         rs_spec_printf("(*) try_read_when_resource_is_closed spec passed.\n",
RS_OP_RESULT_SUCCESS);
00250     } else {
00251         rs_spec_printf("(F) try_read_when_resource_is_closed spec failed. error: %x\n", op_r)
;
00252     }
00253     rs_umount(rs);
00254 }
00255 #endif
00256
00257 #ifndef RS_SPEC_IGNORE_12
00258
00259 void seek_resource_spec(rs_t *rs) {
00260     rs_op_result_t op_r;
00261     rs_resource_code_t rs_resource_code;
00262     rs_resource_t resource;
00263     uint8_t i = 0;
00264     rs_init_partition(rs, RS_DISK_32K,
RS_ENV_VIRTUAL);
00265     op_r = rs_format(rs);
00266     op_r = rs_mount(RS_SPEC_DRIVER, rs,
RS_MOUNT_OPTION_NORMAL);
00267     rs_resource_code = rs_alloc(rs);
00268     op_r = rs_open(rs, rs_resource_code, &resource,
RS_OPEN_RESOURCE_OPTION_NORMAL);
00269     for (; i < 50; i++) {
00270         op_r = rs_write(rs, &resource, (i + 0x65));
00271     }
00272     op_r = rs_seek(rs, &resource, RS_SEEK_ORIGIN_BEGIN, 20);
00273     if (op_r == RS_OP_RESULT_SUCCESS) {
00274         rs_spec_printf("(*) seek_resource spec passed.\n",
RS_OP_RESULT_SUCCESS);
00275     } else {
00276         rs_spec_printf("(F) seek_resource spec failed. error: %x\n", op_r);
00277     }
00278     rs_umount(rs);
00279 }
00280 #endif
00281
00282 #ifndef RS_SPEC_IGNORE_13
00283
00284 void random_read_resource_spec(rs_t *rs) {
00285     rs_op_result_t op_r;
00286     rs_resource_code_t rs_resource_code;
00287     rs_resource_t resource;
00288     uint8_t i = 0;
00289     unsigned char c[5], first_write_char = 0x65;
00290     rs_init_partition(rs, RS_DISK_32K,
RS_ENV_VIRTUAL);
00291     op_r = rs_format(rs);
00292     op_r = rs_mount(RS_SPEC_DRIVER, rs,
RS_MOUNT_OPTION_NORMAL);
00293     rs_resource_code = rs_alloc(rs);
00294     op_r = rs_open(rs, rs_resource_code, &resource,
RS_OPEN_RESOURCE_OPTION_NORMAL);
00295     for (; i < 255; i++) {
00296         op_r = rs_write(rs, &resource, (i + first_write_char));
00297     }
00298     op_r = rs_seek(rs, &resource, RS_SEEK_ORIGIN_BEGIN, 20);
00299     c[0] = rs_read(rs, &resource);
00300     op_r = rs_seek(rs, &resource, RS_SEEK_ORIGIN_CURRENT, 10);
00301     c[1] = rs_read(rs, &resource);
00302     op_r = rs_seek(rs, &resource, RS_SEEK_ORIGIN_BEGIN, 48);
00303     c[2] = rs_read(rs, &resource);
00304     op_r = rs_seek(rs, &resource, RS_SEEK_ORIGIN_CURRENT, 20);
00305     c[3] = rs_read(rs, &resource);
00306     op_r = rs_seek(rs, &resource, RS_SEEK_ORIGIN_BEGIN, 0);
00307     c[4] = rs_read(rs, &resource);
00308     if (c[0] == first_write_char + 20 &&
00309         c[1] == first_write_char + 31 &&
00310         c[2] == first_write_char + 48 &&
00311         c[3] == first_write_char + 69 &&
00312         c[4] == first_write_char + 0) {
00313         rs_spec_printf("(*) random_read_resource spec passed.\n",
RS_OP_RESULT_SUCCESS);
00314     } else {
00315         rs_spec_printf("(F) random_read_resource spec failed. error: %x\n", op_r);
00316     }
00317     rs_umount(rs);
00318 }
00319 #endif
00320
00321 #ifndef RS_SPEC_IGNORE_14
00322
00323 void random_read_with_seek_resource_spec(rs_t *rs) {

```

```

00324     rs_op_result_t op_r;
00325     rs_resource_code_t rs_resource_code;
00326     rs_resource_t resource;
00327     uint8_t i = 0;
00328     unsigned char c[255];
00329     rs_init_partition(rs, RS_DISK_32K,
RS_ENV_VIRTUAL);
00330     op_r = rs_format(rs);
00331     op_r = rs_mount(RS_SPEC_DRIVER, rs,
RS_MOUNT_OPTION_NORMAL);
00332     rs_resource_code = rs_alloc(rs);
00333     op_r = rs_open(rs, rs_resource_code, &resource,
RS_OPEN_RESOURCE_OPTION_NORMAL);
00334     for (i = 0; i < 255; i++) {
00335         op_r = rs_write(rs, &resource, i);
00336     }
00337     rs_rewind(rs, &resource);
00338
00339     for (i = 0; i < 255; i++) {
00340         rs_seek(rs, &resource, RS_SEEK_ORIGIN_BEGIN, i);
00341         c[i] = rs_read(rs, &resource);
00342         rs_read(rs, &resource);
00343         rs_read(rs, &resource);
00344         rs_read(rs, &resource);
00345     }
00346
00347     op_r = rs_seek(rs, &resource, RS_SEEK_ORIGIN_BEGIN, 199);
00348     if ((i = rs_read(rs, &resource)) != 199) {
00349         rs_spec_printf("(F) random_read_with_seek_resource_spec spec failed. != 199\n", 0);
00350     }
00351
00352     for (i = 0; i < 255; i++) {
00353         if (i != c[i]) {
00354             rs_spec_printf("(F) random_read_with_seek_resource_spec spec failed. error: %x\n"
, i);
00355         }
00356     }
00357
00358     rs_spec_printf("(*) random_read_with_seek_resource_spec spec passed.\n",
RS_OP_RESULT_SUCCESS);
00359     rs_umount(rs);
00360 }
00361 #endif
00362
00363 #ifndef RS_SPEC_IGNORE_15
00364
00365 void random_read_with_seek_opening_resource_spec(
rs_t *rs) {
00366     rs_op_result_t op_r;
00367     rs_resource_code_t rs_resource_code;
00368     rs_resource_t resource;
00369     uint8_t i = 0;
00370     unsigned char c[255];
00371     rs_init_partition(rs, RS_DISK_32K,
RS_ENV_VIRTUAL);
00372     op_r = rs_format(rs);
00373     op_r = rs_mount(RS_SPEC_DRIVER, rs,
RS_MOUNT_OPTION_NORMAL);
00374     rs_resource_code = rs_alloc(rs);
00375     op_r = rs_open(rs, rs_resource_code, &resource,
RS_OPEN_RESOURCE_OPTION_NORMAL);
00376     for (i = 0; i < 255; i++) {
00377         op_r = rs_write(rs, &resource, i);
00378     }
00379     rs_close(rs, &resource);
00380
00381     for (i = 0; i < 255; i++) {
00382         op_r = rs_open(rs, rs_resource_code, &resource,
RS_OPEN_RESOURCE_OPTION_NORMAL);
00383         rs_seek(rs, &resource, RS_SEEK_ORIGIN_BEGIN, i);
00384         c[i] = rs_read(rs, &resource);
00385         rs_read(rs, &resource);
00386         rs_read(rs, &resource);
00387         rs_read(rs, &resource);
00388         rs_close(rs, &resource);
00389     }
00390
00391     op_r = rs_open(rs, rs_resource_code, &resource,
RS_OPEN_RESOURCE_OPTION_NORMAL);
00392     op_r = rs_seek(rs, &resource, RS_SEEK_ORIGIN_BEGIN, 199);
00393     if ((i = rs_read(rs, &resource)) != 199) {
00394         rs_spec_printf("(F) random_read_with_seek_opening_resource_spec spec failed. != 199\n"
, op_r);
00395     }
00396     rs_close(rs, &resource);
00397
00398     for (i = 0; i < 255; i++) {

```

```

00399         if (i != c[i]) {
00400             rs_spec_printf("(F) random_read_with_seek_opening_resource_spec spec failed.
error: %x\n", c[i]);
00401         }
00402     }
00403
00404     rs_spec_printf("(*) random_read_with_seek_opening_resource_spec spec passed.\n",
RS_OP_RESULT_SUCCESS);
00405     rs_umount(rs);
00406 }
00407 #endif
00408
00409 #ifndef RS_SPEC_IGNORE_16
00410
00411 void size_resource_spec(rs_t *rs) {
00412     rs_op_result_t op_r;
00413     rs_resource_code_t rs_resource_code;
00414     rs_resource_t resource;
00415     uint16_t i = 0;
00416     uint16_t size = 0xf40;
00417     rs_init_partition(rs, RS_DISK_32K,
RS_ENV_VIRTUAL);
00418     op_r = rs_format(rs);
00419     op_r = rs_mount(RS_SPEC_DRIVER, rs,
RS_MOUNT_OPTION_NORMAL);
00420     rs_resource_code = rs_alloc(rs);
00421     op_r = rs_open(rs, rs_resource_code, &resource,
RS_OPEN_RESOURCE_OPTION_NORMAL);
00422     for (; i < size; i++) {
00423         op_r = rs_write(rs, &resource, 0x65);
00424     }
00425     if (rs_size(&resource) == 0xf40) {
00426         rs_spec_printf("(*) size_resource spec passed.\n",
RS_OP_RESULT_SUCCESS);
00427     } else {
00428         rs_spec_printf("(F) size_resource spec failed. error: %x\n", size);
00429     }
00430     rs_umount(rs);
00431 }
00432 #endif
00433
00434 #ifndef RS_SPEC_IGNORE_17
00435
00436 void tell_resource_spec(rs_t *rs) {
00437     rs_op_result_t op_r;
00438     rs_resource_code_t rs_resource_code;
00439     rs_resource_t resource;
00440     uint8_t i = 0;
00441     rs_init_partition(rs, RS_DISK_32K,
RS_ENV_VIRTUAL);
00442     op_r = rs_format(rs);
00443     op_r = rs_mount(RS_SPEC_DRIVER, rs,
RS_MOUNT_OPTION_NORMAL);
00444     rs_resource_code = rs_alloc(rs);
00445     op_r = rs_open(rs, rs_resource_code, &resource,
RS_OPEN_RESOURCE_OPTION_NORMAL);
00446     for (; i < 50; i++) {
00447         op_r = rs_write(rs, &resource, 0x65);
00448     }
00449     if (rs_tell(&resource) == 50) {
00450         rs_spec_printf("(*) tell_resource spec passed.\n",
RS_OP_RESULT_SUCCESS);
00451     } else {
00452         rs_spec_printf("(F) tell_resource spec failed. error: %x\n", op_r);
00453     }
00454     rs_umount(rs);
00455 }
00456 #endif
00457
00458 #ifndef RS_SPEC_IGNORE_18
00459
00460 void tell_with_seek_resource_spec(rs_t *rs) {
00461     rs_op_result_t op_r;
00462     rs_resource_code_t rs_resource_code;
00463     rs_resource_t resource;
00464     uint8_t i = 0;
00465     rs_resource_size_t s[5];
00466     rs_init_partition(rs, RS_DISK_32K,
RS_ENV_VIRTUAL);
00467     op_r = rs_format(rs);
00468     op_r = rs_mount(RS_SPEC_DRIVER, rs,
RS_MOUNT_OPTION_NORMAL);
00469     rs_resource_code = rs_alloc(rs);
00470     op_r = rs_open(rs, rs_resource_code, &resource,
RS_OPEN_RESOURCE_OPTION_NORMAL);
00471     for (; i < 50; i++) {
00472         op_r = rs_write(rs, &resource, 0x65);

```

```

00473     }
00474     op_r = rs_seek(rs, &resource, RS_SEEK_ORIGIN_BEGIN, 20);
00475     s[0] = rs_tell(&resource);
00476     op_r = rs_seek(rs, &resource, RS_SEEK_ORIGIN_CURRENT, 10);
00477     s[1] = rs_tell(&resource);
00478     op_r = rs_seek(rs, &resource, RS_SEEK_ORIGIN_BEGIN, 48);
00479     s[2] = rs_tell(&resource);
00480     op_r = rs_seek(rs, &resource, RS_SEEK_ORIGIN_CURRENT, 20);
00481     s[3] = rs_tell(&resource);
00482     op_r = rs_seek(rs, &resource, RS_SEEK_ORIGIN_BEGIN, 0);
00483     s[4] = rs_tell(&resource);
00484     if (s[0] == 20 &&
00485         s[1] == 30 &&
00486         s[2] == 48 &&
00487         s[3] == 17 &&
00488         s[4] == 0) {
00489         rs_spec_printf("(*) tell_with_seek_resource spec passed.\n",
00490             RS_OP_RESULT_SUCCESS);
00491     } else {
00492         rs_spec_printf("(F) tell_with_seek_resource spec failed. error: %d\n", s[3]);
00493     }
00494     rs_umount(rs);
00495 #endif
00496
00497 #ifndef RS_SPEC_IGNORE_19
00498
00499 void total_space_resource_spec(rs_t *rs) {
00500     rs_op_result_t op_r;
00501     rs_resource_code_t rs_resource_code;
00502     rs_resource_t resource;
00503     rs_resource_size_t total_space[2];
00504     uint16_t i = 0;
00505     rs_init_partition(rs, RS_DISK_32K,
00506         RS_ENV_VIRTUAL);
00507     op_r = rs_format(rs);
00508     op_r = rs_mount(RS_SPEC_DRIVER, rs,
00509         RS_MOUNT_OPTION_NORMAL);
00510     total_space[0] = rs_available_space(rs);
00511     rs_resource_code = rs_alloc(rs);
00512     op_r = rs_open(rs, rs_resource_code, &resource,
00513         RS_OPEN_RESOURCE_OPTION_NORMAL);
00514     for (; i < rs->sizeof_cluster_data + 1; i++) {
00515         op_r = rs_write(rs, &resource, 0x65);
00516     }
00517     total_space[1] = rs_available_space(rs);
00518     if (total_space[0] - total_space[1] == (rs->sizeof_cluster_data * 2)) {
00519         rs_spec_printf("(*) total_space_resource spec passed.\n",
00520             RS_OP_RESULT_SUCCESS);
00521     } else {
00522         rs_spec_printf("(F) total_space_resource spec failed. error: %d != 50\n", total_space
00523             [0] - total_space[1]);
00524     }
00525     rs_umount(rs);
00526 }
00527 #endif
00528
00529 #ifndef RS_SPEC_IGNORE_20
00530
00531 void allocating_multi_format_spec(rs_t *rs) {
00532     rs_op_result_t op_r;
00533     rs_resource_t resource;
00534     uint8_t count = 3;
00535     uint8_t j, i;
00536     rs_resource_code_t rs_resource_code[3];
00537     uint8_t passed = 1;
00538     for (j = 0; j < count; j++) {
00539         rs_init_partition(rs, RS_DISK_32K,
00540             RS_ENV_VIRTUAL);
00541         op_r = rs_format(rs);
00542         op_r = rs_mount(RS_SPEC_DRIVER, rs,
00543             RS_MOUNT_OPTION_NORMAL);
00544         rs_resource_code[j] = rs_alloc(rs);
00545         op_r = rs_open(rs, rs_resource_code[j], &resource,
00546             RS_OPEN_RESOURCE_OPTION_NORMAL);
00547         for (i = 0; i < 50; i++) {
00548             op_r = rs_write(rs, &resource, 0x65);
00549         }
00550         rs_close(rs, &resource);
00551     }
00552     for (j = 0; j < count; j++) {
00553         if (rs_resource_code[j] != 0) {
00554             rs_spec_printf("(F) allocating_multi_format spec failed %x\n", rs_resource_code[j
00555                 ]);
00556             passed = 0;
00557         }
00558     }
00559 }

```

```

00550     if (passed) {
00551         rs_spec_printf("(*) allocating_multi_format spec passed\n",
RS_OP_RESULT_SUCCESS);
00552     }
00553     rs_umount(rs);
00554 }
00555 #endif
00556
00557 #ifndef RS_SPEC_IGNORE_21
00558
00559 void read_only_mounting_spec(rs_t *rs) {
00560     rs_op_result_t op_r;
00561     rs_resource_t resource;
00562     rs_resource_code_t rs_resource_code;
00563     char error_msg[] = "(F) read_only_mounting spec failed. %d\n";
00564     rs_init_partition(rs, RS_DISK_32K,
RS_ENV_VIRTUAL);
00565     op_r = rs_format(rs);
00566     op_r = rs_mount(RS_SPEC_DRIVER, rs,
RS_MOUNT_OPTION_READ_ONLY);
00567     rs_resource_code = rs_alloc(rs);
00568     if (rs_resource_code == RS_NULL_RESOURCE_CODE) {
00569         rs_spec_printf(error_msg, op_r);
00570     }
00571     op_r = rs_open(rs, rs_resource_code, &resource,
RS_OPEN_RESOURCE_OPTION_NORMAL);
00572     if (op_r != RS_OP_RESULT_SUCCESS) {
00573         rs_spec_printf(error_msg, op_r);
00574     }
00575     op_r = rs_write(rs, &resource, 0xaa);
00576     if (op_r == RS_OP_RESULT_ERROR_RESOURCE_READ_ONLY) {
00577         rs_spec_printf("(*) read_only_mounting spec passed.\n",
RS_OP_RESULT_SUCCESS);
00578     } else {
00579         rs_spec_printf(error_msg, op_r);
00580     }
00581     rs_umount(rs);
00582 }
00583 #endif
00584
00585 #ifndef RS_SPEC_IGNORE_22
00586
00587 void read_only_opening_spec(rs_t *rs) {
00588     rs_op_result_t op_r;
00589     rs_resource_t resource;
00590     rs_resource_code_t rs_resource_code;
00591     char error_msg[] = "(F) read_only_opening spec failed. %d\n";
00592     rs_init_partition(rs, RS_DISK_32K,
RS_ENV_VIRTUAL);
00593     op_r = rs_format(rs);
00594     op_r = rs_mount(RS_SPEC_DRIVER, rs,
RS_MOUNT_OPTION_NORMAL);
00595     rs_resource_code = rs_alloc(rs);
00596     if (rs_resource_code == RS_NULL_RESOURCE_CODE) {
00597         rs_spec_printf(error_msg, op_r);
00598     }
00599     op_r = rs_open(rs, rs_resource_code, &resource,
RS_OPEN_RESOURCE_OPTION_READ_ONLY);
00600     if (op_r != RS_OP_RESULT_SUCCESS) {
00601         rs_spec_printf(error_msg, op_r);
00602     }
00603     op_r = rs_write(rs, &resource, 0xaa);
00604     if (op_r == RS_OP_RESULT_ERROR_RESOURCE_READ_ONLY) {
00605         rs_spec_printf("(*) read_only_opening spec passed.\n",
RS_OP_RESULT_SUCCESS);
00606     } else {
00607         rs_spec_printf(error_msg, op_r);
00608     }
00609     rs_umount(rs);
00610 }
00611 #endif

```

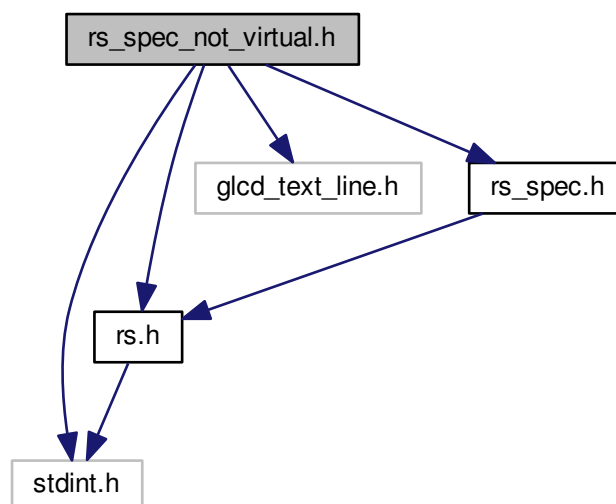
5.25 rs_spec_not_virtual.h File Reference

```

#include <stdint.h>
#include "rs.h"
#include <glcd_text_line.h>
#include "rs_spec.h"

```

Include dependency graph for rs_spec_not_virtual.h:



Macros

- `#define` [rs_spec_printf](#) `print_ln`
- `#define` [RS_SPEC_IGNORE_0](#)
- `#define` [RS_SPEC_IGNORE_1](#)
- `#define` [RS_SPEC_IGNORE_2](#)
- `#define` [RS_SPEC_IGNORE_3](#)
- `#define` [RS_SPEC_IGNORE_4](#)
- `#define` [RS_SPEC_IGNORE_5](#)
- `#define` [RS_SPEC_IGNORE_6](#)
- `#define` [RS_SPEC_IGNORE_7](#)
- `#define` [RS_SPEC_IGNORE_8](#)
- `#define` [RS_SPEC_IGNORE_9](#)
- `#define` [RS_SPEC_IGNORE_10](#)
- `#define` [RS_SPEC_IGNORE_11](#)
- `#define` [RS_SPEC_IGNORE_12](#)
- `#define` [RS_SPEC_IGNORE_13](#)
- `#define` [RS_SPEC_IGNORE_14](#)
- `#define` [RS_SPEC_IGNORE_15](#)
- `#define` [RS_SPEC_IGNORE_16](#)
- `#define` [RS_SPEC_IGNORE_17](#)
- `#define` [RS_SPEC_IGNORE_18](#)
- `#define` [RS_SPEC_IGNORE_19](#)
- `#define` [RS_SPEC_IGNORE_20](#)
- `#define` [RS_SPEC_IGNORE_21](#)
- `#define` [RS_SPEC_IGNORE_22](#)

Functions

- void [print_ln](#) (`char *s`, `uint8_t r`)

5.25.1 Macro Definition Documentation

5.25.1.1 `#define RS_SPEC_IGNORE_0`

Definition at line 15 of file [rs_spec_not_virtual.h](#).

5.25.1.2 `#define RS_SPEC_IGNORE_1`

Definition at line 16 of file [rs_spec_not_virtual.h](#).

5.25.1.3 `#define RS_SPEC_IGNORE_10`

Definition at line 25 of file [rs_spec_not_virtual.h](#).

5.25.1.4 `#define RS_SPEC_IGNORE_11`

Definition at line 26 of file [rs_spec_not_virtual.h](#).

5.25.1.5 `#define RS_SPEC_IGNORE_12`

Definition at line 27 of file [rs_spec_not_virtual.h](#).

5.25.1.6 `#define RS_SPEC_IGNORE_13`

Definition at line 28 of file [rs_spec_not_virtual.h](#).

5.25.1.7 `#define RS_SPEC_IGNORE_14`

Definition at line 29 of file [rs_spec_not_virtual.h](#).

5.25.1.8 `#define RS_SPEC_IGNORE_15`

Definition at line 30 of file [rs_spec_not_virtual.h](#).

5.25.1.9 `#define RS_SPEC_IGNORE_16`

Definition at line 31 of file [rs_spec_not_virtual.h](#).

5.25.1.10 `#define RS_SPEC_IGNORE_17`

Definition at line 32 of file [rs_spec_not_virtual.h](#).

5.25.1.11 `#define RS_SPEC_IGNORE_18`

Definition at line 33 of file [rs_spec_not_virtual.h](#).

5.25.1.12 `#define RS_SPEC_IGNORE_19`

Definition at line 34 of file [rs_spec_not_virtual.h](#).

5.25.1.13 `#define RS_SPEC_IGNORE_2`

Definition at line 17 of file [rs_spec_not_virtual.h](#).

5.25.1.14 `#define RS_SPEC_IGNORE_20`

Definition at line 35 of file [rs_spec_not_virtual.h](#).

5.25.1.15 `#define RS_SPEC_IGNORE_21`

Definition at line 36 of file [rs_spec_not_virtual.h](#).

5.25.1.16 #define RS_SPEC_IGNORE_22

Definition at line 37 of file [rs_spec_not_virtual.h](#).

5.25.1.17 #define RS_SPEC_IGNORE_3

Definition at line 18 of file [rs_spec_not_virtual.h](#).

5.25.1.18 #define RS_SPEC_IGNORE_4

Definition at line 19 of file [rs_spec_not_virtual.h](#).

5.25.1.19 #define RS_SPEC_IGNORE_5

Definition at line 20 of file [rs_spec_not_virtual.h](#).

5.25.1.20 #define RS_SPEC_IGNORE_6

Definition at line 21 of file [rs_spec_not_virtual.h](#).

5.25.1.21 #define RS_SPEC_IGNORE_7

Definition at line 22 of file [rs_spec_not_virtual.h](#).

5.25.1.22 #define RS_SPEC_IGNORE_8

Definition at line 23 of file [rs_spec_not_virtual.h](#).

5.25.1.23 #define RS_SPEC_IGNORE_9

Definition at line 24 of file [rs_spec_not_virtual.h](#).

5.25.1.24 #define rs_spec_printf print_ln

Definition at line 13 of file [rs_spec_not_virtual.h](#).

5.25.2 Function Documentation

5.25.2.1 void print_ln (char * s, uint8_t r)

Definition at line 6 of file [rs_spec_not_virtual.h](#).

5.26 rs_spec_not_virtual.h

```

00001 #include <stdint.h>
00002 #include "rs.h"
00003
00004 #include <glcd_text_line.h>
00005
00006 void print_ln(char *s, uint8_t r) {
00007     char b[3];
00008     i8toh(r, b);
00009     glcd_text_line_print_ln(s);
00010     glcd_text_line_print_ln(b);
00011 }
00012
00013 #define rs_spec_printf print_ln
00014
00015 #define RS_SPEC_IGNORE_0
00016 #define RS_SPEC_IGNORE_1
00017 #define RS_SPEC_IGNORE_2
00018 #define RS_SPEC_IGNORE_3
00019 #define RS_SPEC_IGNORE_4
00020 #define RS_SPEC_IGNORE_5
00021 #define RS_SPEC_IGNORE_6
00022 #define RS_SPEC_IGNORE_7
00023 #define RS_SPEC_IGNORE_8

```

```

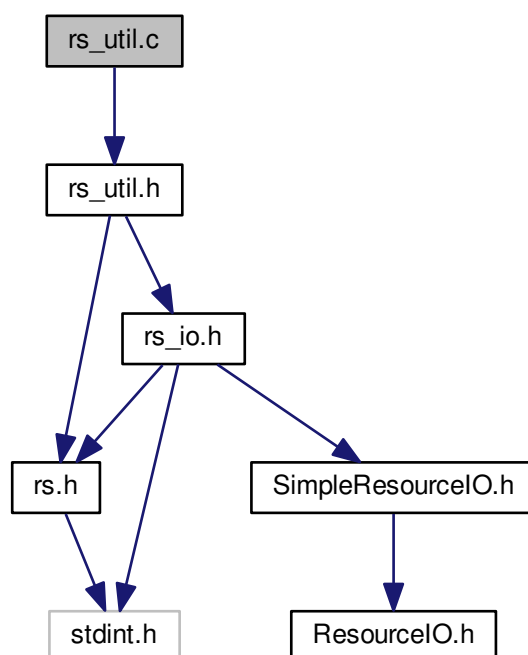
00024 #define RS_SPEC_IGNORE_9
00025 #define RS_SPEC_IGNORE_10
00026 #define RS_SPEC_IGNORE_11
00027 #define RS_SPEC_IGNORE_12
00028 #define RS_SPEC_IGNORE_13
00029 #define RS_SPEC_IGNORE_14
00030 #define RS_SPEC_IGNORE_15
00031 #define RS_SPEC_IGNORE_16
00032 #define RS_SPEC_IGNORE_17
00033 #define RS_SPEC_IGNORE_18
00034 #define RS_SPEC_IGNORE_19
00035 #define RS_SPEC_IGNORE_20
00036 #define RS_SPEC_IGNORE_21
00037 #define RS_SPEC_IGNORE_22
00038
00039 #include "rs_spec.h"

```

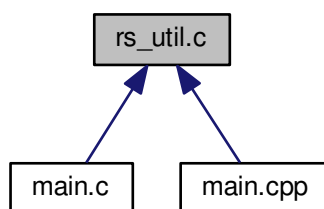
5.27 rs_util.c File Reference

```
#include "rs_util.h"
```

Include dependency graph for rs_util.c:



This graph shows which files directly or indirectly include this file:



Macros

- `#define __SDCC_RS_UTIL_C__ 1`

Functions

- `void _rs_write_rs_to_disc (rs_driver_t driver, rs_t *rs)`
- `void _rs_read_rs_from_disc (rs_driver_t driver, rs_t *rs)`
- `rs_memory_address_t _rs_alloc_cluster (rs_t *rs)`
- `uint8_t _rs_is_free_cluster (rs_t *rs, rs_cluster_t cluster)`
- `void _rs_format_cluster (rs_t *rs, rs_cluster_t cluster)`
- `void _rs_free_cluster (rs_t *rs, rs_cluster_t cluster)`
- `void _rs_create_cluster_chain (rs_t *rs, rs_cluster_t prev_cluster, rs_cluster_t next_cluster)`
- `void _rs_check_for_eor_reached (rs_resource_t *resource)`
- `uint8_t _rs_is_eor_reached (rs_resource_t *resource)`
- `uint8_t _rs_check_for_availability (rs_t *rs, rs_resource_t *resource)`
- `uint8_t _rs_move_current_position_ahead (rs_t *rs, rs_resource_t *resource, rs_seek_int_t offset)`
- `uint8_t _rs_move_current_position_back (rs_t *rs, rs_resource_t *resource, rs_seek_int_t offset)`
- `void _rs_format_resorce_descriptor (rs_t *rs, rs_resource_descriptor_t resource_descriptor)`
- `uint8_t _rs_is_driver_monted (rs_driver_t driver)`
- `void _rs_set_driver_monted (rs_driver_t driver, uint8_t is)`
- `void _rs_free_resource_descriptors (rs_t *rs)`
- `void _rs_free_resource_descriptor (rs_t *rs, rs_resource_descriptor_t resource_descriptor)`
- `void _rs_format_resource_clusters (rs_t *rs, rs_resource_t *resource)`
- `uint8_t _rs_format_clusters_chain (rs_t *rs, rs_cluster_t cluster)`
- `uint8_t _rs_has_invalid_attributes (rs_t *rs)`

5.27.1 Macro Definition Documentation

5.27.1.1 `#define __SDCC_RS_UTIL_C__ 1`

SDCC - PIC resource system.

[rs_util.c](#)

Util lib for rs

Author

Dalmir da Silva dalmirdasilva@gmail.com

Definition at line 12 of file [rs_util.c](#).

5.27.2 Function Documentation

5.27.2.1 `rs_memory_address_t rs_alloc_cluster (rs_t * rs)`

Allocate a free cluster from disc if any.

Parameters

<i>rs</i>	
-----------	--

Returns

Definition at line 36 of file [rs_util.c](#).

5.27.2.2 `uint8_t rs_check_for_availability (rs_t * rs, rs_resource_t * resource)`

Check if we are at the end of resource, if yes alloc another cluster and manage the new pointers.

Parameters

<i>rs</i>	
<i>resource</i>	

Returns

Definition at line 91 of file [rs_util.c](#).

5.27.2.3 `void rs_check_for_eor_reached (rs_resource_t * resource)`

Check if the end-of-resource is reached and set or clear the respective flag.

Parameters

<i>resource</i>	
-----------------	--

Definition at line 79 of file [rs_util.c](#).

5.27.2.4 `void rs_create_cluster_chain (rs_t * rs, rs_cluster_t prev_cluster, rs_cluster_t next_cluster)`

Create a chain between two clusters.

Parameters

<i>rs</i>	
<i>prev_cluster</i>	
<i>next_cluster</i>	

Definition at line 67 of file [rs_util.c](#).

5.27.2.5 `void rs_format_cluster (rs_t * rs, rs_cluster_t cluster)`

Format a given cluster.

Parameters

<i>rs</i>	
-----------	--

<i>cluster</i>	
----------------	--

Definition at line 55 of file [rs_util.c](#).

5.27.2.6 uint8_t rs_format_clusters_chain (rs_t * rs, rs_cluster_t cluster)

Format a chain of clusters.

Parameters

<i>rs</i>	
<i>cluster</i>	

Returns

Definition at line 196 of file [rs_util.c](#).

5.27.2.7 void rs_format_resource_descriptor (rs_t * rs, rs_resource_descriptor_t resource_descriptor)

Free a resource description.

Parameters

<i>rs</i>	
<i>resource_↔ descriptor</i>	

Definition at line 153 of file [rs_util.c](#).

5.27.2.8 void rs_format_resource_clusters (rs_t * rs, rs_resource_t * resource)

Free resource cluster.

Parameters

<i>rs</i>	
<i>resource</i>	

Definition at line 190 of file [rs_util.c](#).

5.27.2.9 void rs_free_cluster (rs_t * rs, rs_cluster_t cluster)

Free a given cluster.

Parameters

<i>rs</i>	
<i>cluster</i>	

Definition at line 62 of file [rs_util.c](#).

5.27.2.10 void rs_free_resource_descriptor (rs_t * rs, rs_resource_descriptor_t resource_descriptor)

Close a single resources.

Parameters

<i>rs</i>	
<i>resource_↔ descriptor</i>	

Definition at line 181 of file [rs_util.c](#).

5.27.2.11 `void _rs_free_resource_descriptors (rs_t * rs)`

Close all resources.

Parameters

<i>rs</i>	
-----------	--

Definition at line 174 of file [rs_util.c](#).

5.27.2.12 uint8_t rs_has_invalid_attributes (rs_t * rs)

Calculates and evaluate the rs attributes.

Parameters

<i>rs</i>	
-----------	--

Returns

Definition at line 211 of file [rs_util.c](#).

5.27.2.13 uint8_t rs_is_driver_monted (rs_driver_t driver)

Test if given driver is mouted.

Parameters

<i>driver</i>	
---------------	--

Returns

Definition at line 162 of file [rs_util.c](#).

5.27.2.14 uint8_t rs_is_eor_reached (rs_resource_t * resource)

Test the end-of-resource flag.

Parameters

<i>resource</i>	
-----------------	--

Returns

Definition at line 87 of file [rs_util.c](#).

5.27.2.15 uint8_t rs_is_free_cluster (rs_t * rs, rs_cluster_t cluster)

Test if the given cluster is free.

Parameters

<i>rs</i>	
<i>cluster</i>	

Returns

Definition at line 50 of file [rs_util.c](#).

5.27.2.16 uint8_t rs_move_current_position_ahead (rs_t * rs, rs_resource_t * resource, rs_seek_int_t offset)

Move the current position ahead 'offset' bytes.

Parameters

<i>rs</i>	
<i>resource</i>	
<i>offset</i>	

Returns

Definition at line 112 of file [rs_util.c](#).

5.27.2.17 `uint8_t rs_move_current_position_back (rs_t * rs, rs_resource_t * resource, rs_seek_int_t offset)`

Move the current position back 'offset' bytes.

Parameters

<i>rs</i>	
<i>resource</i>	
<i>offset</i>	

Returns

Definition at line 131 of file [rs_util.c](#).

5.27.2.18 `void _rs_read_rs_from_disc (rs_driver_t driver, rs_t * rs)`

Read a resource system table from disc.

Parameters

<i>driver</i>	
<i>rs</i>	

Definition at line 26 of file [rs_util.c](#).

5.27.2.19 `void _rs_set_driver_mouted (rs_driver_t driver, uint8_t is)`

Set/clear given driver as mouted.

Parameters

<i>driver</i>	
<i>is</i>	

Definition at line 166 of file [rs_util.c](#).

5.27.2.20 `void _rs_write_rs_to_disc (rs_driver_t driver, rs_t * rs)`

SDCC - PIC resource system.

[rs_util.h](#)

Util lib for rs

Author

Dalmir da Silva dalmirdasilva@gmail.com Write a resource system table to disc

Parameters

<i>driver</i>	
<i>rs</i>	

Definition at line 16 of file [rs_util.c](#).

5.28 rs_util.c

```

00001
00011 #ifndef __SDCC_RS_UTIL_C__
00012 #define __SDCC_RS_UTIL_C__ 1
00013
00014 #include "rs_util.h"
00015
00016 void _rs_write_rs_to_disc(rs_driver_t driver,
    rs_t *rs) {
00017     uint8_t i;
00018     uint8_t *rsp;
00019     rs_memory_address_t address = RS_FIRST_ADDRESS_OF_MEMORY;
00020     rsp = (uint8_t *) rs;
00021     for (i = 0; i < sizeof(rs_t); i++) {
00022         _rs_io_write(driver, address++, *(rsp++));
00023     }
00024 }
00025
00026 void _rs_read_rs_from_disc(rs_driver_t driver,
    rs_t *rs) {
00027     uint8_t i;
00028     uint8_t *rsp;
00029     rs_memory_address_t address = RS_FIRST_ADDRESS_OF_MEMORY;
00030     rsp = (uint8_t *) rs;
00031     for (i = 0; i < sizeof(rs_t); i++) {
00032         *(rsp++) = _rs_io_read(driver, address++);
00033     }
00034 }
00035
00036 rs_memory_address_t _rs_alloc_cluster(rs_t *rs) {
00037     rs_memory_address_t address;
00038     uint8_t i;
00039     address = rs->cluster_table_address;
00040     for (i = 0; i < rs->cluster_count; i++) {
00041         if (_rs_is_free_cluster(rs, (rs_cluster_t) i)) {
00042             _rs_decrease_free_clusters(rs, 1);
00043             return address;
00044         }
00045         address += rs->sizeof_cluster;
00046     }
00047     return RS_NULL_CLUSTER_ADDRESS;
00048 }
00049
00050 uint8_t _rs_is_free_cluster(rs_t *rs, rs_cluster_t cluster) {
00051     return (cluster == _rs_prev_cluster_by_cluster(rs, cluster)) \
00052         && (cluster == _rs_next_cluster_by_cluster(rs, cluster));
00053 }
00054
00055 void _rs_format_cluster(rs_t *rs, rs_cluster_t cluster) {
00056     rs_memory_address_t address;
00057     address = _rs_cluster_to_address(rs, cluster);
00058     _rs_io_write(rs->driver, CLUSTER_ADDRESS_TO_NEXT(address),
    cluster);
00059     _rs_io_write(rs->driver, CLUSTER_ADDRESS_TO_PREV(address),
    cluster);
00060 }
00061
00062 void _rs_free_cluster(rs_t *rs, rs_cluster_t cluster) {
00063     _rs_format_cluster(rs, cluster);
00064     _rs_increase_free_clusters(rs, 1);
00065 }
00066
00067 void _rs_create_cluster_chain(rs_t *rs, rs_cluster_t prev_cluster,
    rs_cluster_t next_cluster) {
00068     rs_memory_address_t address;
00069     if (prev_cluster != RS_INEXISTENT_CLUSTER) {
00070         address = _rs_cluster_to_address(rs, prev_cluster);
00071         _rs_io_write(rs->driver, CLUSTER_ADDRESS_TO_NEXT(address),
    (uint8_t) next_cluster);
00072     }
00073     if (next_cluster != RS_INEXISTENT_CLUSTER) {
00074         address = _rs_cluster_to_address(rs, next_cluster);
00075         _rs_io_write(rs->driver, CLUSTER_ADDRESS_TO_PREV(address),
    (uint8_t) prev_cluster);
00076     }

```

```

00077 }
00078
00079 void _rs_check_for_eor_reached(rs_resource_t *resource) {
00080     if (resource->current_position >= resource->size) {
00081         resource->flags |= RS_RESOURCE_FLAG_BIT_EOR_REACHED;
00082     } else {
00083         resource->flags &= ~RS_RESOURCE_FLAG_BIT_EOR_REACHED;
00084     }
00085 }
00086
00087 uint8_t _rs_is_eor_reached(rs_resource_t *resource) {
00088     return resource->flags & RS_RESOURCE_FLAG_BIT_EOR_REACHED;
00089 }
00090
00091 uint8_t _rs_check_for_availability(rs_t *rs,
rs_resource_t *resource) {
00092     rs_memory_address_t address;
00093     rs_cluster_t cluster;
00094     _rs_check_for_eor_reached(resource);
00095     if (resource->cluster_offset >= rs->sizeof_cluster) {
00096         if (rs_eor(resource)) {
00097             address = _rs_alloc_cluster(rs);
00098             if (address == RS_NULL_CLUSTER_ADDRESS) {
00099                 return 0;
00100             }
00101             cluster = _rs_address_to_cluster(rs, address);
00102             _rs_create_cluster_chain(rs, resource->
current_cluster, cluster);
00103             resource->current_cluster = cluster;
00104         } else {
00105             resource->current_cluster =
_rs_next_cluster_by_cluster(rs, resource->
current_cluster);
00106         }
00107         resource->cluster_offset = rs->sizeof_cluster_control;
00108     }
00109     return 1;
00110 }
00111
00112 uint8_t _rs_move_current_position_ahead(rs_t *rs,
rs_resource_t *resource, rs_seek_int_t offset) {
00113     uint8_t until_the_end;
00114     uint8_t how_many_clustes_ahead;
00115     uint8_t i;
00116     resource->current_position += offset;
00117     until_the_end = (rs->sizeof_cluster - resource->cluster_offset);
00118     if (offset <= until_the_end) {
00119         resource->cluster_offset += offset;
00120         return 1;
00121     }
00122     offset -= until_the_end;
00123     how_many_clustes_ahead = (offset / rs->sizeof_cluster_data) + 1;
00124     resource->cluster_offset = (offset % rs->sizeof_cluster_data) + rs->
sizeof_cluster_control;
00125     for (i = 0; i < how_many_clustes_ahead; i++) {
00126         resource->current_cluster = _rs_next_cluster_by_cluster(
rs, resource->current_cluster);
00127     }
00128     return 1;
00129 }
00130
00131 uint8_t _rs_move_current_position_back(rs_t *rs,
rs_resource_t *resource, rs_seek_int_t offset) {
00132     uint8_t until_the_begin;
00133     uint8_t how_many_clustes_back;
00134     uint8_t i;
00135     resource->current_position -= offset;
00136     until_the_begin = (resource->cluster_offset - rs->
sizeof_cluster_control);
00137     if (offset <= until_the_begin) {
00138         resource->cluster_offset -= offset;
00139         return 1;
00140     }
00141     offset -= until_the_begin;
00142     how_many_clustes_back = (offset / rs->sizeof_cluster_data);
00143     if ((offset % rs->sizeof_cluster_data) != 0) {
00144         how_many_clustes_back++;
00145     }
00146     resource->cluster_offset = rs->sizeof_cluster - (offset % rs->
sizeof_cluster_data);
00147     for (i = 0; i < how_many_clustes_back; i++) {
00148         resource->current_cluster = _rs_prev_cluster_by_cluster(
rs, resource->current_cluster);
00149     }
00150     return 1;
00151 }
00152

```

```

00153 void _rs_format_resource_descriptor(rs_t *rs,
00154     rs_resource_descriptor_t resource_descriptor) {
00155     int i;
00156     rs_memory_address_t address;
00157     address = _rs_resource_descriptor_to_address(rs, resource_descriptor)
00158 ;
00159     for (i = 0; i < rs->sizeof_resource_descriptor; i++) {
00160         _rs_io_write(rs->driver, address + i, 0x00);
00161     }
00162 }
00163 uint8_t _rs_is_driver_monted(rs_driver_t driver) {
00164     return rs_global_flags.driver_mouted & (1 << driver);
00165 }
00166 void _rs_set_driver_monted(rs_driver_t driver, uint8_t is) {
00167     if (is) {
00168         rs_global_flags.driver_mouted |= (1 << driver);
00169     } else {
00170         rs_global_flags.driver_mouted &= ~(1 << driver);
00171     }
00172 }
00173 }
00174 void _rs_free_resource_descriptors(rs_t *rs) {
00175     uint8_t i;
00176     for (i = 0; i < rs->resource_descriptor_count; i++) {
00177         _rs_free_resource_descriptor(rs, i);
00178     }
00179 }
00180 }
00181 void _rs_free_resource_descriptor(rs_t *rs,
00182     rs_resource_descriptor_t resource_descriptor) {
00183     rs_memory_address_t address;
00184     uint8_t flags;
00185     address = _rs_resource_descriptor_to_address(rs, resource_descriptor)
00186 ;
00187     flags = _rs_io_read(rs->driver, RD_ADDRESS_TO_FLAG(address));
00188     flags &= ~(RS_RESOURCE_FLAG_BIT_OPENED |
00189 RS_RESOURCE_FLAG_BIT_READ_ONLY);
00190     _rs_io_write(rs->driver, RD_ADDRESS_TO_FLAG(address), flags);
00191 }
00192 void _rs_format_resource_clusters(rs_t *rs,
00193     rs_resource_t *resource) {
00194     uint8_t freed_clusters;
00195     freed_clusters = _rs_format_clusters_chain(rs, resource->
00196 first_cluster);
00197     _rs_increase_free_clusters(rs, freed_clusters);
00198 }
00199 }
00200 uint8_t _rs_format_clusters_chain(rs_t *rs,
00201     rs_cluster_t cluster) {
00202     rs_cluster_t next_cluster;
00203     uint8_t formatted_clusters = 0;
00204     do {
00205         next_cluster = _rs_next_cluster_by_cluster(rs, cluster);
00206         _rs_format_cluster(rs, cluster);
00207         formatted_clusters++;
00208         if (next_cluster == RS_INEXISTENT_CLUSTER || next_cluster == cluster) {
00209             break;
00210         }
00211         cluster = next_cluster;
00212     } while (1);
00213     return formatted_clusters;
00214 }
00215 }
00216 uint8_t _rs_has_invalid_attributes(rs_t *rs) {
00217     if (rs->sizeof_resource_descriptor_table != (rs->
00218 sizeof_resource_descriptor * rs->
00219 resource_descriptor_count)) {
00220         return 1;
00221     }
00222     if (rs->sizeof_cluster_table != (rs->sizeof_cluster * rs->
00223 cluster_count)) {
00224         return 2;
00225     }
00226     if (rs->sizeof_cluster != (rs->sizeof_cluster_control + rs->
00227 sizeof_cluster_data)) {
00228         return 3;
00229     }
00230     if (rs->memory_size != rs->sizeof_cluster_table + rs->
00231 cluster_table_address) {
00232         return 4;
00233     }
00234     return 0;
00235 }
00236 }

```

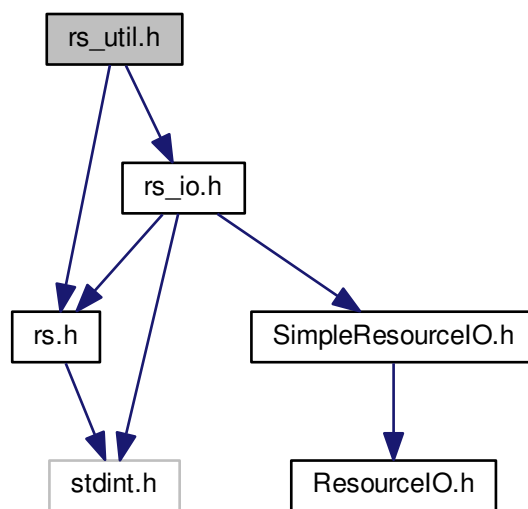
```
00227 #endif // __SDCC_RS_UTIL_C__
```

5.29 rs_util.h File Reference

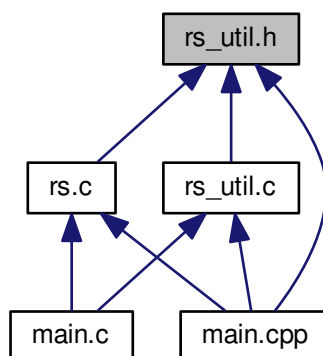
```
#include "rs_io.h"
```

```
#include "rs.h"
```

Include dependency graph for rs_util.h:



This graph shows which files directly or indirectly include this file:



Macros

- `#define _rs_resource_code_to_resource_descriptor(resource_code) (rs_resource_descriptor_t)(resource↔_code)`
- `#define _rs_resource_descriptor_to_resource_code(resource_descriptor) (rs_resource_code_t)(resource↔_descriptor)`
- `#define _rs_cluster_to_address(rs, cluster) (rs_memory_address_t)(rs->cluster_table_address + (cluster * rs->sizeof_cluster))`
- `#define _rs_address_to_cluster(rs, address) (rs_cluster_t)((address - rs->cluster_table_address) / rs->sizeof_cluster)`
- `#define _rs_resource_descriptor_to_address(rs, resource_descriptor) (rs_memory_address_t)((resource↔_descriptor * rs->sizeof_resource_descriptor) + rs->resource_descriptor_table_address)`
- `#define _rs_address_to_resource_descriptor(rs, address) (rs_resource_descriptor_t)((address - rs->resource_descriptor_table_address) / rs->sizeof_resource_descriptor)`
- `#define _rs_decrease_free_clusters(rs, n)`
- `#define _rs_increase_free_clusters(rs, n)`
- `#define _rs_prev_cluster_by_cluster(rs, cluster) _rs_prev_cluster_by_cluster_address(rs, _rs_cluster_to_↔address(rs, cluster))`
- `#define _rs_next_cluster_by_cluster(rs, cluster) _rs_next_cluster_by_cluster_address(rs, _rs_cluster_to_↔address(rs, cluster))`
- `#define _rs_prev_cluster_by_cluster_address(rs, address) (rs_cluster_t)(_rs_io_read(rs->driver, CLUSTE↔R_ADDRESS_TO_PREV(address)))`
- `#define _rs_next_cluster_by_cluster_address(rs, address) (rs_cluster_t)(_rs_io_read(rs->driver, CLUSTE↔R_ADDRESS_TO_NEXT(address)))`

Functions

- `void _rs_write_rs_to_disc (rs_driver_t driver, rs_t *rs)`
- `void _rs_read_rs_from_disc (rs_driver_t driver, rs_t *rs)`
- `rs_memory_address_t _rs_alloc_cluster (rs_t *rs)`
- `uint8_t _rs_is_free_cluster (rs_t *rs, rs_cluster_t cluster)`
- `void _rs_format_cluster (rs_t *rs, rs_cluster_t cluster)`
- `void _rs_free_cluster (rs_t *rs, rs_cluster_t cluster)`
- `void _rs_create_cluster_chain (rs_t *rs, rs_cluster_t prev_cluster, rs_cluster_t next_cluster)`
- `void _rs_check_for_eor_reached (rs_resource_t *resource)`
- `uint8_t _rs_is_eor_reached (rs_resource_t *resource)`
- `uint8_t _rs_check_for_availability (rs_t *rs, rs_resource_t *resource)`
- `uint8_t _rs_move_current_position_ahead (rs_t *rs, rs_resource_t *resource, rs_seek_int_t offset)`
- `uint8_t _rs_move_current_position_back (rs_t *rs, rs_resource_t *resource, rs_seek_int_t offset)`
- `void _rs_format_resource_descriptor (rs_t *rs, rs_resource_descriptor_t resource_descriptor)`
- `uint8_t _rs_is_driver_monted (rs_driver_t driver)`
- `void _rs_set_driver_monted (rs_driver_t driver, uint8_t is)`
- `void _rs_free_resource_descriptors (rs_t *rs)`
- `void _rs_free_resource_descriptor (rs_t *rs, rs_resource_descriptor_t resource_descriptor)`
- `void _rs_format_resource_clusters (rs_t *rs, rs_resource_t *resource)`
- `uint8_t _rs_format_clusters_chain (rs_t *rs, rs_cluster_t cluster)`
- `uint8_t _rs_has_invalid_attributes (rs_t *rs)`

5.29.1 Macro Definition Documentation

5.29.1.1 `#define _rs_address_to_cluster(rs, address) (rs_cluster_t)((address - rs->cluster_table_address) / rs->sizeof_cluster)`

Convert address to cluster.

Parameters

<i>resource</i>	
-----------------	--

Definition at line 101 of file [rs_util.h](#).

5.29.1.2 `#define _rs_address_to_resource_descriptor(rs, address) (rs_resource_descriptor_t)((address - rs->resource_descriptor_table_address) / rs->sizeof_resource_descriptor)`

Convert address to rd.

Parameters

<i>resource</i>	
-----------------	--

Definition at line 115 of file [rs_util.h](#).

5.29.1.3 `#define _rs_cluster_to_address(rs, cluster) (rs_memory_address_t)(rs->cluster_table_address + (cluster * rs->sizeof_cluster))`

Convert cluster to address.

Parameters

<i>resource</i>	
-----------------	--

Definition at line 94 of file [rs_util.h](#).

5.29.1.4 `#define _rs_decrease_free_clusters(rs, n)`

Value:

```
{ \
                                rs->free_clusters -= n; \
                                _rs_write_rs_to_disc
(rs->driver, rs); \
}
```

Decrease free cluster.

Parameters

<i>rs</i>	
<i>resource</i>	

Definition at line 207 of file [rs_util.h](#).

5.29.1.5 `#define _rs_increase_free_clusters(rs, n)`

Value:

```
{ \
                                rs->free_clusters += n; \
                                _rs_write_rs_to_disc
(rs->driver, rs); \
}
```

Increase free cluster.

Parameters

<i>rs</i>	
<i>resource</i>	

Definition at line 218 of file [rs_util.h](#).

5.29.1.6 `#define _rs_next_cluster_by_cluster(rs, cluster) _rs_next_cluster_by_cluster_address(rs, _rs_cluster_to_address(rs, cluster))`

Get the next cluster by a cluster.

Parameters

<i>rs</i>	
-----------	--

Returns

Definition at line 254 of file [rs_util.h](#).

```
5.29.1.7 #define _rs_next_cluster_by_cluster_address( rs, address ) (rs_cluster_t)(_rs_io_read(rs->driver,
    CLUSTER_ADDRESS_TO_NEXT(address)))
```

Get the next cluster by a cluster address.

Parameters

<i>rs</i>	
-----------	--

Returns

Definition at line 270 of file [rs_util.h](#).

```
5.29.1.8 #define _rs_prev_cluster_by_cluster( rs, cluster ) _rs_prev_cluster_by_cluster_address(rs,
    _rs_cluster_to_address(rs, cluster))
```

Get the previous cluster by a cluster.

Parameters

<i>rs</i>	
-----------	--

Returns

Definition at line 246 of file [rs_util.h](#).

```
5.29.1.9 #define _rs_prev_cluster_by_cluster_address( rs, address ) (rs_cluster_t)(_rs_io_read(rs->driver,
    CLUSTER_ADDRESS_TO_PREV(address)))
```

Get the previous cluster by a cluster address.

Parameters

<i>rs</i>	
-----------	--

Returns

Definition at line 262 of file [rs_util.h](#).

```
5.29.1.10 #define _rs_resource_code_to_resource_descriptor( resource_code ) (rs_resource_descriptor_t)(resource_↔
    code)
```

Convert resource code to rd.

Parameters

<i>resource</i>	
-----------------	--

Definition at line 80 of file [rs_util.h](#).

5.29.1.11 `#define _rs_resource_descriptor_to_address(rs, resource_descriptor) (rs_memory_address_t)((resource_↵
descriptor * rs->sizeof_resource_descriptor) + rs->resource_descriptor_table_address)`

Convert rd to address.

Parameters

<i>resource</i>	
-----------------	--

Definition at line 108 of file [rs_util.h](#).

5.29.1.12 `#define _rs_resource_descriptor_to_resource_code(resource_descriptor) (rs_resource_code_t)(resource_↵
descriptor)`

Convert rd to resource code.

Parameters

<i>resource</i>	
-----------------	--

Definition at line 87 of file [rs_util.h](#).

5.29.2 Function Documentation

5.29.2.1 `rs_memory_address_t rs_alloc_cluster (rs_t * rs)`

Allocate a free cluster from disc if any.

Parameters

<i>rs</i>	
-----------	--

Returns

Definition at line 36 of file [rs_util.c](#).

5.29.2.2 `uint8_t rs_check_for_availability (rs_t * rs, rs_resource_t * resource)`

Check if we are at the end of resource, if yes alloc another cluster and manage the new pointers.

Parameters

<i>rs</i>	
<i>resource</i>	

Returns

Definition at line 91 of file [rs_util.c](#).

5.29.2.3 `void rs_check_for_eor_reached (rs_resource_t * resource)`

Check if the end-of-resource is reached and set or clear the respective flag.

Parameters

<i>resource</i>	
-----------------	--

Definition at line 79 of file [rs_util.c](#).

5.29.2.4 void `_rs_create_cluster_chain (rs_t * rs, rs_cluster_t prev_cluster, rs_cluster_t next_cluster)`

Create a chain between two clusters.

Parameters

<i>rs</i>	
<i>prev_cluster</i>	
<i>next_cluster</i>	

Definition at line 67 of file [rs_util.c](#).

5.29.2.5 void `_rs_format_cluster (rs_t * rs, rs_cluster_t cluster)`

Format a given cluster.

Parameters

<i>rs</i>	
<i>cluster</i>	

Definition at line 55 of file [rs_util.c](#).

5.29.2.6 uint8_t `_rs_format_clusters_chain (rs_t * rs, rs_cluster_t cluster)`

Format a chain of clusters.

Parameters

<i>rs</i>	
<i>cluster</i>	

Returns

Definition at line 196 of file [rs_util.c](#).

5.29.2.7 void `_rs_format_resource_descriptor (rs_t * rs, rs_resource_descriptor_t resource_descriptor)`

Free a resource description.

Parameters

<i>rs</i>	
<i>resource_↔ descriptor</i>	

Definition at line 153 of file [rs_util.c](#).

5.29.2.8 void `_rs_format_resource_clusters (rs_t * rs, rs_resource_t * resource)`

Free resource cluster.

Parameters

--	--

<i>rs</i>	
<i>resource</i>	

Definition at line 190 of file [rs_util.c](#).

5.29.2.9 void `_rs_free_cluster` (`rs_t * rs`, `rs_cluster_t cluster`)

Free a given cluster.

Parameters

<i>rs</i>	
<i>cluster</i>	

Definition at line 62 of file [rs_util.c](#).

5.29.2.10 void `_rs_free_resource_descriptor` (`rs_t * rs`, `rs_resource_descriptor_t resource_descriptor`)

Close a single resources.

Parameters

<i>rs</i>	
<i>resource_↔ descriptor</i>	

Definition at line 181 of file [rs_util.c](#).

5.29.2.11 void `_rs_free_resource_descriptors` (`rs_t * rs`)

Close all resources.

Parameters

<i>rs</i>	
-----------	--

Definition at line 174 of file [rs_util.c](#).

5.29.2.12 uint8_t `_rs_has_invalid_attributes` (`rs_t * rs`)

Calculates and evaluate the rs attributes.

Parameters

<i>rs</i>	
-----------	--

Returns

Definition at line 211 of file [rs_util.c](#).

5.29.2.13 uint8_t `_rs_is_driver_mouted` (`rs_driver_t driver`)

Test if given driver is mouted.

Parameters

<i>driver</i>	
---------------	--

Returns

Definition at line 162 of file [rs_util.c](#).

5.29.2.14 `uint8_t _rs_is_eor_reached (rs_resource_t * resource)`

Test the end-of-resource flag.

Parameters

<i>resource</i>	
-----------------	--

Returns

Definition at line 87 of file [rs_util.c](#).

5.29.2.15 `uint8_t rs_is_free_cluster (rs_t * rs, rs_cluster_t cluster)`

Test if the given cluster is free.

Parameters

<i>rs</i>	
<i>cluster</i>	

Returns

Definition at line 50 of file [rs_util.c](#).

5.29.2.16 `uint8_t rs_move_current_position_ahead (rs_t * rs, rs_resource_t * resource, rs_seek_int_t offset)`

Move the current position ahead 'offset' bytes.

Parameters

<i>rs</i>	
<i>resource</i>	
<i>offset</i>	

Returns

Definition at line 112 of file [rs_util.c](#).

5.29.2.17 `uint8_t rs_move_current_position_back (rs_t * rs, rs_resource_t * resource, rs_seek_int_t offset)`

Move the current position back 'offset' bytes.

Parameters

<i>rs</i>	
<i>resource</i>	
<i>offset</i>	

Returns

Definition at line 131 of file [rs_util.c](#).

5.29.2.18 `void _rs_read_rs_from_disc (rs_driver_t driver, rs_t * rs)`

Read a resource system table from disc.

Parameters

<i>driver</i>	
<i>rs</i>	

Definition at line 26 of file [rs_util.c](#).

5.29.2.19 void `_rs_set_driver_mouted (rs_driver_t driver, uint8_t is)`

Set/clear given driver as mouted.

Parameters

<i>driver</i>	
<i>is</i>	

Definition at line 166 of file [rs_util.c](#).

5.29.2.20 void `_rs_write_rs_to_disc (rs_driver_t driver, rs_t * rs)`

SDCC - PIC resource system.

[rs_util.h](#)

Util lib for rs

Author

Dalmir da Silva dalmirdasilva@gmail.com Write a resource system table to disc

Parameters

<i>driver</i>	
<i>rs</i>	

Definition at line 16 of file [rs_util.c](#).

5.30 rs_util.h

```

00001
00011 #ifndef __SDCC_RS_UTIL_H__
00012 #define __SDCC_RS_UTIL_H__ 1
00013
00014 #include "rs_io.h"
00015 #include "rs.h"
00016
00023 void _rs_write_rs_to_disc(rs_driver_t driver,
    rs_t *rs);
00024
00031 void _rs_read_rs_from_disc(rs_driver_t driver,
    rs_t *rs);
00032
00039 rs_memory_address_t _rs_alloc_cluster(rs_t *rs);
00040
00048 uint8_t _rs_is_free_cluster(rs_t *rs, rs_cluster_t cluster);
00049
00056 void _rs_format_cluster(rs_t *rs, rs_cluster_t cluster);
00057
00064 void _rs_free_cluster(rs_t *rs, rs_cluster_t cluster);
00065
00073 void _rs_create_cluster_chain(rs_t *rs, rs_cluster_t prev_cluster,
    rs_cluster_t next_cluster);
00074
00080 #define _rs_resource_code_to_resource_descriptor(resource_code)
    (rs_resource_descriptor_t)(resource_code)
00081
00087 #define _rs_resource_descriptor_to_resource_code(resource_descriptor)
    (rs_resource_code_t)(resource_descriptor)
00088
00094 #define _rs_cluster_to_address(rs, cluster)
    (rs_memory_address_t)(rs->cluster_table_address + (cluster * rs->sizeof_cluster))
00095
00101 #define _rs_address_to_cluster(rs, address)
    (rs_cluster_t)((address -
    rs->cluster_table_address) / rs->sizeof_cluster)

```

```

00102
00108 #define _rs_resource_descriptor_to_address(rs, resource_descriptor)
    (rs_memory_address_t)((resource_descriptor * rs->sizeof_resource_descriptor) + rs->resource_descriptor_table_address)
00109
00115 #define _rs_address_to_resource_descriptor(rs, address) (rs_resource_descriptor_t)((address
    - rs->resource_descriptor_table_address) / rs->sizeof_resource_descriptor)
00116
00122 void _rs_check_for_eor_reached(rs_resource_t *resource);
00123
00130 uint8_t _rs_is_eor_reached(rs_resource_t *resource);
00131
00140 uint8_t _rs_check_for_availability(rs_t *rs,
    rs_resource_t *resource);
00141
00150 uint8_t _rs_move_current_position_ahead(rs_t *rs,
    rs_resource_t *resource, rs_seek_int_t offset);
00151
00160 uint8_t _rs_move_current_position_back(rs_t *rs,
    rs_resource_t *resource, rs_seek_int_t offset);
00161
00168 void _rs_format_resource_descriptor(rs_t *rs,
    rs_resource_descriptor_t resource_descriptor);
00169
00176 uint8_t _rs_is_driver_monted(rs_driver_t driver);
00177
00184 void _rs_set_driver_monted(rs_driver_t driver, uint8_t is);
00185
00191 void _rs_free_resource_descriptors(rs_t *rs);
00192
00199 void _rs_free_resource_descriptor(rs_t *rs,
    rs_resource_descriptor_t resource_descriptor);
00200
00207 #define _rs_decrease_free_clusters(rs, n) { \
00208     rs->free_clusters -= n; \
00209     _rs_write_rs_to_disc(rs->driver, rs); \
00210 }
00211
00218 #define _rs_increase_free_clusters(rs, n) { \
00219     rs->free_clusters += n; \
00220     _rs_write_rs_to_disc(rs->driver, rs); \
00221 }
00222
00229 void _rs_format_resource_clusters(rs_t *rs,
    rs_resource_t *resource);
00230
00238 uint8_t _rs_format_clusters_chain(rs_t *rs,
    rs_cluster_t cluster);
00239
00246 #define _rs_prev_cluster_by_cluster(rs, cluster) _rs_prev_cluster_by_cluster_address(rs,
    _rs_cluster_to_address(rs, cluster))
00247
00254 #define _rs_next_cluster_by_cluster(rs, cluster) _rs_next_cluster_by_cluster_address(rs,
    _rs_cluster_to_address(rs, cluster))
00255
00262 #define _rs_prev_cluster_by_cluster_address(rs, address) (rs_cluster_t)(_rs_io_read(rs->driver,
    CLUSTER_ADDRESS_TO_PREV(address)))
00263
00270 #define _rs_next_cluster_by_cluster_address(rs, address) (rs_cluster_t)(_rs_io_read(rs->driver,
    CLUSTER_ADDRESS_TO_NEXT(address)))
00271
00278 uint8_t _rs_has_invalid_attributes(rs_t *rs);
00279
00280 #endif // __SDCC_RS_UTIL_H__

```

5.31 rs_util_spec.h File Reference

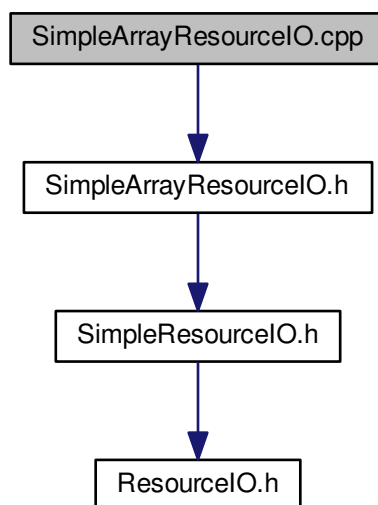
5.32 rs_util_spec.h

```
00001
```

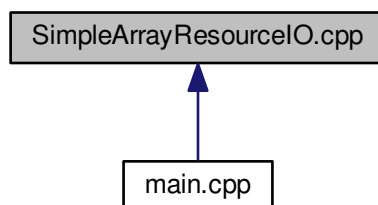
5.33 SimpleArrayResourceIO.cpp File Reference

```
#include "SimpleArrayResourceIO.h"
```

Include dependency graph for SimpleArrayResourceIO.cpp:



This graph shows which files directly or indirectly include this file:



Macros

- `#define __ARDUINO_SIMPLE_ARRAY_RESOURCE_IO_CPP__ 1`

5.33.1 Macro Definition Documentation

5.33.1.1 `#define __ARDUINO_SIMPLE_ARRAY_RESOURCE_IO_CPP__ 1`

Arduino - A simple resource implementation.

[SimpleArrayResourceIO.cpp](#)

This is the [Resource](#) IO representation.

Author

Dalmir da Silva dalmirdasilva@gmail.com

Definition at line 12 of file [SimpleArrayResourceIO.cpp](#).

5.34 SimpleArrayResourceIO.cpp

```

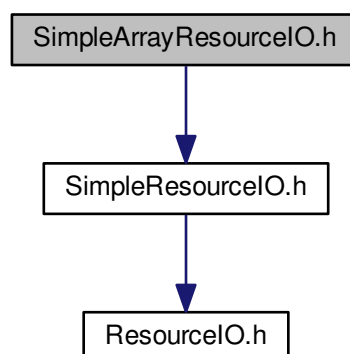
00001
00011 #ifndef __ARDUINO_SIMPLE_ARRAY_RESOURCE_IO_CPP__
00012 #define __ARDUINO_SIMPLE_ARRAY_RESOURCE_IO_CPP__ 1
00013
00014 #include "SimpleArrayResourceIO.h"
00015
00016 SimpleArrayResourceIO::SimpleArrayResourceIO(unsigned char*
array, unsigned int size) : SimpleResourceIO(), array(array), size(size) {
00017 }
00018
00019 int SimpleArrayResourceIO::readBytes(unsigned int address, unsigned char*
buf, int len) {
00020     unsigned int available = (size - address);
00021     if (available < 1) {
00022         return -1;
00023     }
00024     len = (len > available) ? available : len;
00025     for (int i = 0; i < len; i++) {
00026         buf[i] = array[address + i];
00027     }
00028     return len;
00029 }
00030
00031 void SimpleArrayResourceIO::writeBytes(unsigned int address, unsigned char
* buf, int len) {
00032     for (int i = 0; i < len && (address + i) < size; i++) {
00033         array[address + i] = buf[i];
00034     }
00035 }
00036
00037 #endif /* __ARDUINO_SIMPLE_ARRAY_RESOURCE_IO_CPP__ */
00038

```

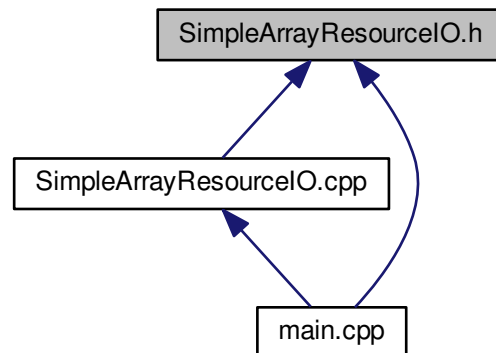
5.35 SimpleArrayResourceIO.h File Reference

```
#include <SimpleResourceIO.h>
```

Include dependency graph for SimpleArrayResourceIO.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [SimpleArrayResourceIO](#)

5.36 SimpleArrayResourceIO.h

```

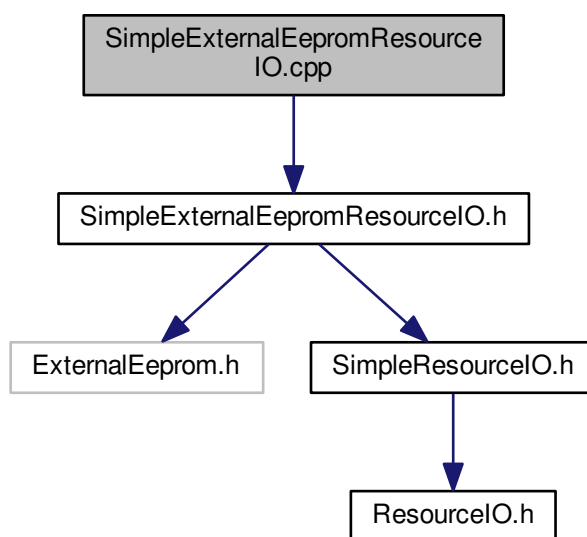
00001
00011 #ifndef __ARDUINO_SIMPLE_ARRAY_RESOURCE_IO_H__
00012 #define __ARDUINO_SIMPLE_ARRAY_RESOURCE_IO_H__ 1
00013
00014 #include <SimpleResourceIO.h>
00015
00016 class SimpleArrayResourceIO : public SimpleResourceIO {
00017 private:
00018     unsigned char* array;
00019     unsigned int size;
00020 public:
00021
00022     SimpleArrayResourceIO(unsigned char* array, unsigned int size);
00023
00024 protected:
00025
00026     virtual int readBytes(unsigned int address, unsigned char* buf, int len);
00027
00028     virtual void writeBytes(unsigned int address, unsigned char* buf, int len);
00029 };
00030
00031 #endif /* __ARDUINO_SIMPLE_ARRAY_RESOURCE_IO_H__ */
00032

```

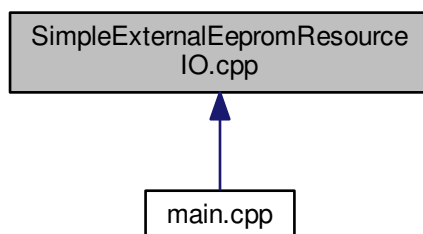
5.37 SimpleExternalEepromResourceIO.cpp File Reference

```
#include "SimpleExternalEepromResourceIO.h"
```

Include dependency graph for SimpleExternalEepromResourceIO.cpp:



This graph shows which files directly or indirectly include this file:



Macros

- `#define __ARDUINO_SIMPLE_EXTERNAL_EEPROM_RESOURCE_IO_CPP__ 1`

5.37.1 Macro Definition Documentation

5.37.1.1 `#define __ARDUINO_SIMPLE_EXTERNAL_EEPROM_RESOURCE_IO_CPP__ 1`

Arduino - A simple resource implementation.

[SimpleExternalEepromResourceIO.cpp](#)

This is the [Resource](#) IO representation.

Author

Dalmir da Silva dalmirdasilva@gmail.com

Definition at line 12 of file [SimpleExternalEepromResourceIO.cpp](#).

5.38 SimpleExternalEepromResourceIO.cpp

```

00001
00011 #ifndef __ARDUINO_SIMPLE_EXTERNAL_EEPROM_RESOURCE_IO_CPP__
00012 #define __ARDUINO_SIMPLE_EXTERNAL_EEPROM_RESOURCE_IO_CPP__ 1
00013
00014 #include "SimpleExternalEepromResourceIO.h"
00015
00016 SimpleExternalEepromResourceIO::SimpleExternalEepromResourceIO
00017 (ExternalEeprom* externalEeprom) : SimpleResourceIO(), externalEeprom(externalEeprom) {
00018 }
00019
00019 int SimpleExternalEepromResourceIO::readBytes(unsigned int address
00020 , unsigned char* buf, int len) {
00021     return externalEeprom->readBytes(address, buf, len);
00022 }
00023
00023 void SimpleExternalEepromResourceIO::writeBytes(unsigned int
00024 address, unsigned char* buf, int len) {
00025     externalEeprom->writeBytes(address, buf, len);
00026 }
00027
00027 #endif /* __ARDUINO_SIMPLE_EXTERNAL_EEPROM_RESOURCE_IO_CPP__ */
00028

```

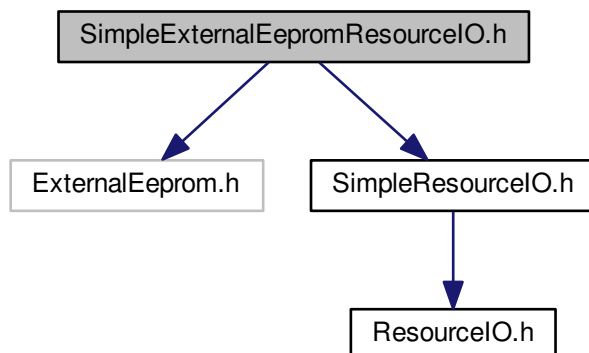
5.39 SimpleExternalEepromResourceIO.h File Reference

```

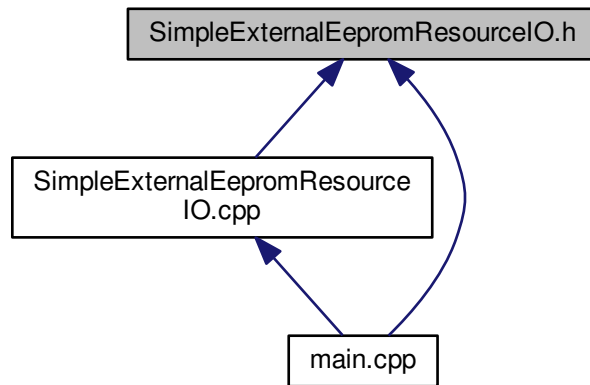
#include <ExternalEeprom.h>
#include <SimpleResourceIO.h>

```

Include dependency graph for SimpleExternalEepromResourceIO.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [SimpleExternalEepromResourceIO](#)

5.40 SimpleExternalEepromResourceIO.h

```

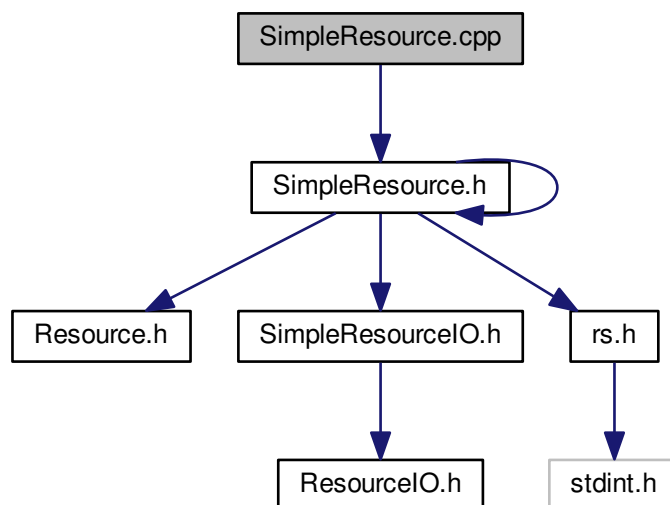
00001
00011 #ifndef __ARDUINO_SIMPLE_EXTERNAL_EEPROM_RESOURCE_IO_H__
00012 #define __ARDUINO_SIMPLE_EXTERNAL_EEPROM_RESOURCE_IO_H__ 1
00013
00014 #include <ExternalEeprom.h>
00015 #include <SimpleResourceIO.h>
00016
00017 class SimpleExternalEepromResourceIO : public
SimpleResourceIO {
00018 private:
00019     ExternalEeprom* externalEeprom;
00020 public:
00021
00022     SimpleExternalEepromResourceIO(ExternalEeprom* externalEeprom);
00023
00024 protected:
00025
00026     virtual int readBytes(unsigned int address, unsigned char* buf, int len);
00027
00028     virtual void writeBytes(unsigned int address, unsigned char* buf, int len);
00029 };
00030
00031 #endif /* __ARDUINO_SIMPLE_EXTERNAL_EEPROM_RESOURCE_IO_H__ */
00032

```

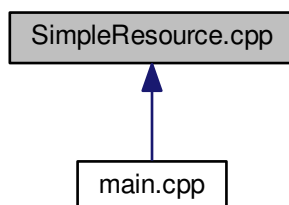
5.41 SimpleResource.cpp File Reference

```
#include "SimpleResource.h"
```

Include dependency graph for SimpleResource.cpp:



This graph shows which files directly or indirectly include this file:



Macros

- `#define __ARDUINO_SIMPLE_RESOURCE_CPP__ 1`

5.41.1 Macro Definition Documentation

5.41.1.1 `#define __ARDUINO_SIMPLE_RESOURCE_CPP__ 1`

Arduino - A simple resource implementation.

[SimpleResource.cpp](#)

This is the [Resource](#) representation.

Author

Dalmir da Silva dalmirdasilva@gmail.com

Definition at line 12 of file [SimpleResource.cpp](#).

5.42 SimpleResource.cpp

```

00001
00011 #ifndef __ARDUINO_SIMPLE_RESOURCE_CPP__
00012 #define __ARDUINO_SIMPLE_RESOURCE_CPP__ 1
00013
00014 #include "SimpleResource.h"
00015
00016 SimpleResource::SimpleResource(rs_resource_code_t code,
    rs_t* rs) : code(code), rs(rs) {
00017     lastOperationResult = OPERATION_SUCCESS;
00018 }
00019
00020 bool SimpleResource::open(OpenOptions options) {
00021     lastOperationResult = (ResourceOperationResult)
    rs_open(rs, code, &resource, (rs_open_resource_options_t)
    options);
00022     return (lastOperationResult == OPERATION_SUCCESS);
00023 }
00024
00025 bool SimpleResource::close() {
00026     sync();
00027     lastOperationResult = (ResourceOperationResult)
    rs_close(rs, &resource);
00028     return (lastOperationResult == OPERATION_SUCCESS);
00029 }
00030
00031 void SimpleResource::write(unsigned char b) {
00032     lastOperationResult = (ResourceOperationResult)
    rs_write(rs, &resource, b);
00033 }
00034
00035 void SimpleResource::writeBytes(unsigned char* buf, int count) {
00036     lastOperationResult = OPERATION_SUCCESS;
00037     for (int i = 0; i < count && lastOperationResult ==
    OPERATION_SUCCESS; i++) {
00038         write(buf[i]);
00039     }
00040 }
00041
00042 int SimpleResource::read() {
00043     if (eor()) {
00044         return -1;
00045     }
00046     return rs_read(rs, &resource);
00047 }
00048
00049 int SimpleResource::readBytes(unsigned char* buf, int count) {
00050     int i, c;
00051     if (buf == (unsigned char*) 0) {
00052         return 0;
00053     }
00054     c = read();
00055     if (c == -1) {
00056         return -1;
00057     }
00058     buf[0] = c;
00059     for (i = 1; i < count; i++) {
00060         c = read();
00061         if (c == -1) {
00062             break;
00063         }
00064         buf[i] = c;
00065     }
00066     return i;
00067 }
00068
00069 bool SimpleResource::seek(ResourceSeekOrigin origin, unsigned int
    offset) {
00070     lastOperationResult = (ResourceOperationResult)
    rs_seek(rs, &resource, (rs_seek_origin_t) origin, (
    rs_seek_int_t) offset);
00071     return (lastOperationResult == OPERATION_SUCCESS);
00072 }
00073
00074 bool SimpleResource::truncate() {
00075     lastOperationResult = (ResourceOperationResult)

```

```

    rs_truncate(rs, &resource);
00076     return (lastOperationResult == OPERATION_SUCCESS);
00077 }
00078
00079 void SimpleResource::sync() {
00080     rs_sync(rs, &resource);
00081     SimpleResourceIO::getAssociatedIO(rs->
    driver)->flush();
00082 }
00083
00084 bool SimpleResource::rewind() {
00085     lastOperationResult = (ResourceOperationResult)
    rs_rewind(rs, &resource);
00086     return (lastOperationResult == OPERATION_SUCCESS);
00087 }
00088
00089 void SimpleResource::release() {
00090     sync();
00091     rs_release(rs, &resource);
00092 }
00093
00094 unsigned int SimpleResource::size() {
00095     return (unsigned int) rs_size(&resource);
00096 }
00097
00098 unsigned int SimpleResource::tell() {
00099     return (unsigned int) rs_tell(&resource);
00100 }
00101
00102 bool SimpleResource::eor() {
00103     return (rs_eor(&resource) != 0);
00104 }
00105
00106 bool SimpleResource::error() {
00107     return (rs_error(&resource) != 0);
00108 }
00109
00110 bool SimpleResource::isReadOnly() {
00111     return (rs->flags & RS_RESOURCE_FLAG_BIT_READ_ONLY) != 0;
00112 }
00113
00114 #endif /* __ARDUINO_SIMPLE_RESOURCE_CPP__ */

```

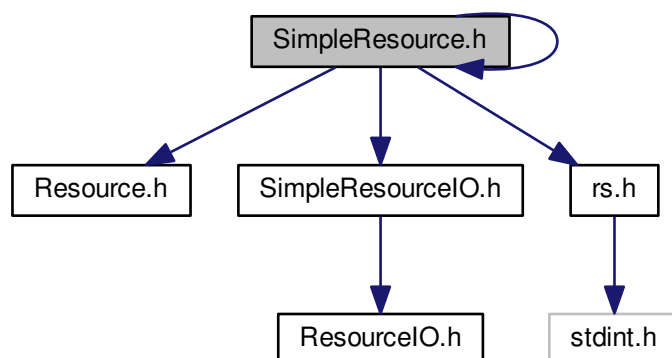
5.43 SimpleResource.h File Reference

```

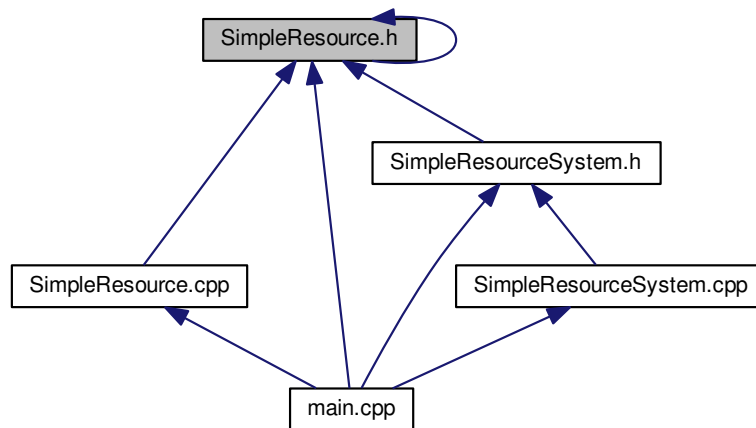
#include <Resource.h>
#include <SimpleResource.h>
#include <SimpleResourceIO.h>
#include <rs.h>

```

Include dependency graph for SimpleResource.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [SimpleResource](#)

5.44 SimpleResource.h

```

00001
00011 #ifndef __ARDUINO_SIMPLE_RESOURCE_H__
00012 #define __ARDUINO_SIMPLE_RESOURCE_H__ 1
00013
00014 #include <Resource.h>
00015 #include <SimpleResource.h>
00016 #include <SimpleResourceIO.h>
00017 #include <rs.h>
00018
00019 class SimpleResource : public Resource {
00020     rs_resource_code_t code;
00021     rs_resource_t resource;
00022     rs_t* rs;
00023     ResourceOperationResult lastOperationResult;
00024 public:
00025
00026     SimpleResource(rs_resource_code_t code, rs_t* rs);
00027
00028     ResourceOperationResult getLastOperationResult() {
00029         return lastOperationResult;
00030     }
00031
00032     virtual void setCode(int code) {
00033         this->code = (rs_resource_code_t) code;
00034     }
00035
00036     virtual int getCode() {
00037         return (int) this->code;
00038     }
00039
00040     virtual bool open(OpenOptions options);
00041
00042     virtual bool close();
00043
00044     virtual void write(unsigned char b);
00045
00046     virtual void writeBytes(unsigned char* buf, int len);
00047
00048     virtual int read();
00049
00050     virtual int readBytes(unsigned char* buf, int len);
00051

```

```

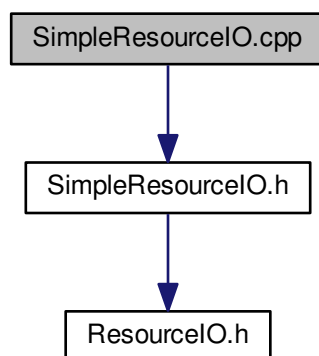
00052     virtual bool seek(ResourceSeekOrigin origin, unsigned int offset);
00053
00054     virtual bool truncate();
00055
00056     virtual void sync();
00057
00058     virtual bool rewind();
00059
00060     virtual void release();
00061
00062     virtual unsigned int size();
00063
00064     virtual unsigned int tell();
00065
00066     virtual bool eor();
00067
00068     virtual bool error();
00069
00070     virtual bool isReadOnly();
00071 };
00072
00073 #endif // __ARDUINO_SIMPLE_RESOURCE_H__

```

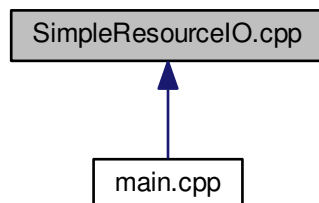
5.45 SimpleResourceIO.cpp File Reference

```
#include "SimpleResourceIO.h"
```

Include dependency graph for SimpleResourceIO.cpp:



This graph shows which files directly or indirectly include this file:



Macros

- `#define __ARDUINO_SIMPLE_RESOURCE_IO_CPP__ 1`

5.45.1 Macro Definition Documentation

5.45.1.1 `#define __ARDUINO_SIMPLE_RESOURCE_IO_CPP__ 1`

Arduino - A simple resource implementation.

[SimpleResourceIO.cpp](#)

This is the [Resource](#) IO representation.

Author

Dalmir da Silva dalmirdasilva@gmail.com

Definition at line 12 of file [SimpleResourceIO.cpp](#).

5.46 SimpleResourceIO.cpp

```

00001
00011 #ifndef __ARDUINO_SIMPLE_RESOURCE_IO_CPP__
00012 #define __ARDUINO_SIMPLE_RESOURCE_IO_CPP__ 1
00013
00014 #include "SimpleResourceIO.h"
00015
00016 SimpleResourceIO* SimpleResourceIO::association[
    RESOURCE_IO_DRIVERS_NUM];
00017
00018 SimpleResourceIO* SimpleResourceIO::getAssociatedIO(int
    driver) {
00019     return association[driver];
00020 }
00021
00022 void SimpleResourceIO::associateIO(SimpleResourceIO* io, int
    driver) {
00023     association[driver] = io;
00024 }
00025
00026 bool SimpleResourceIO::open() {
00027     return true;
00028 }
00029
00030 int SimpleResourceIO::read(unsigned int address) {
00031     checkCache(address);
00032     if (validCacheSize < 1) {
00033         return -1;
00034     }
00035     return (int) cache[address - cacheMemoryAddress];
00036 }
00037
00038 void SimpleResourceIO::write(unsigned int address, unsigned char b) {
00039     checkCache(address);
00040     cache[address - cacheMemoryAddress] = b;
00041     wasCacheChanged = true;
00042 }
00043
00044 void SimpleResourceIO::flush() {
00045     if (wasCacheChanged) {
00046         writeBytes(cacheMemoryAddress, cache,
            validCacheSize);
00047     }
00048 }
00049
00050 void SimpleResourceIO::close() {
00051     flush();
00052 }
00053
00054 #endif /* __ARDUINO_SIMPLE_RESOURCE_IO_CPP__ */
00055

```


5.47.1.2 #define RESOURCE_IO_DRIVERS_NUM 5

Definition at line 17 of file [SimpleResourceIO.h](#).

5.48 SimpleResourceIO.h

```

00001
00011 #ifndef __ARDUINO_SIMPLE_RESOURCE_IO_H__
00012 #define __ARDUINO_SIMPLE_RESOURCE_IO_H__ 1
00013
00014 #include <ResourceIO.h>
00015
00016 #define RESOURCE_IO_CACHE_SIZE 8
00017 #define RESOURCE_IO_DRIVERS_NUM 5
00018
00019 class SimpleResourceIO : public ResourceIO {
00020 private:
00021
00022     static SimpleResourceIO* association[
00023         RESOURCE_IO_DRIVERS_NUM];
00024     bool wasCacheChanged, wasCacheInitialized;
00025     unsigned int cacheMemoryAddress;
00026     unsigned char cache[RESOURCE_IO_CACHE_SIZE];
00027     unsigned int cacheMiss, cacheHit;
00028     unsigned int validCacheSize;
00029
00029     void checkCache(unsigned int address) {
00030         if (!wasCacheInitialized || (address < cacheMemoryAddress || address >= (cacheMemoryAddress +
00031             validCacheSize))) {
00032             flush();
00033             validCacheSize = readBytes(address, cache,
00034                 RESOURCE_IO_CACHE_SIZE);
00035             cacheMemoryAddress = address;
00036             wasCacheChanged = false;
00037             wasCacheInitialized = true;
00038             cacheMiss++;
00039         } else {
00040             cacheHit++;
00041         }
00042     }
00043 protected:
00044     SimpleResourceIO() {
00045         cacheMiss = 0;
00046         cacheHit = 0;
00047         cacheMemoryAddress = 0;
00048         wasCacheChanged = false;
00049         wasCacheInitialized = false;
00050         validCacheSize = 0;
00051     }
00052
00053     virtual int readBytes(unsigned int address, unsigned char* buf, int len) {
00054     }
00055
00056     virtual void writeBytes(unsigned int address, unsigned char* buf, int len) {
00057     }
00058
00059 public:
00060
00061     static void associateIO(SimpleResourceIO* io, int driver);
00062
00063     static SimpleResourceIO* getAssociatedIO(int driver);
00064
00065     virtual bool open();
00066
00067     virtual int read(unsigned int address);
00068
00069     virtual void write(unsigned int address, unsigned char b);
00070
00071     virtual void flush();
00072
00073     virtual void close();
00074
00075     unsigned int getCacheHit() {
00076         return cacheHit;
00077     }
00078
00079     unsigned int getCacheMiss() {
00080         return cacheMiss;
00081     }
00082 };
00083

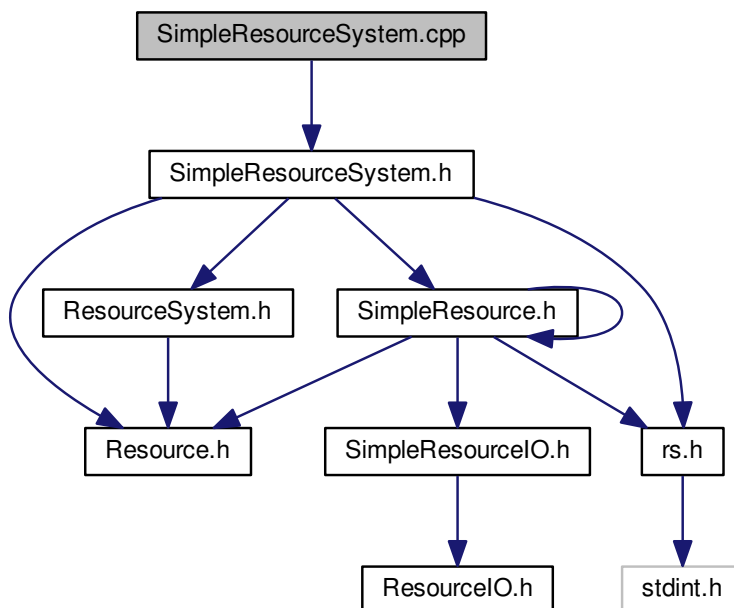
```

```
00084 #endif /* __ARDUINO_SIMPLE_RESOURCE_IO_H__ */
00085
```

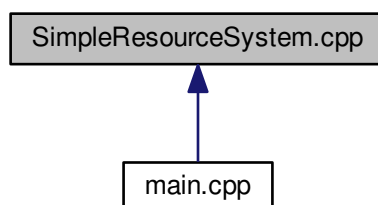
5.49 SimpleResourceSystem.cpp File Reference

```
#include "SimpleResourceSystem.h"
```

Include dependency graph for SimpleResourceSystem.cpp:



This graph shows which files directly or indirectly include this file:



Macros

- #define `__ARDUINO_SIMPLE_RESOURCE_SYSTEM_CPP__` 1

5.49.1 Macro Definition Documentation

5.49.1.1 #define __ARDUINO_SIMPLE_RESOURCE_SYSTEM_CPP__ 1

Arduino - A simple resource implementation.

[SimpleResourceSystem.cpp](#)

This is the [Resource](#) system itself.

Author

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Definition at line 12 of file [SimpleResourceSystem.cpp](#).

5.50 SimpleResourceSystem.cpp

```

00001
00011 #ifndef __ARDUINO_SIMPLE_RESOURCE_SYSTEM_CPP__
00012 #define __ARDUINO_SIMPLE_RESOURCE_SYSTEM_CPP__ 1
00013
00014 #include "SimpleResourceSystem.h"
00015
00016 SimpleResourceSystem::SimpleResourceSystem(int driver) {
00017     lastOperationResult = Resource::OPERATION_SUCCESS;
00018     rs.driver = (rs_driver_t) driver;
00019 }
00020
00021 bool SimpleResourceSystem::mount(MountOptions options) {
00022     lastOperationResult = (Resource::ResourceOperationResult
00023 ) rs_mount(rs.driver, &rs, (rs_mount_options_t) options);
00024     return (lastOperationResult ==
00025 Resource::OPERATION_SUCCESS);
00026 }
00027
00028 bool SimpleResourceSystem::umount() {
00029     SimpleResourceIO::getAssociatedIO(rs.
00030 driver)->flush();
00031     lastOperationResult = (Resource::ResourceOperationResult
00032 ) rs_umount(&rs);
00033     return (lastOperationResult ==
00034 Resource::OPERATION_SUCCESS);
00035 }
00036
00037 SimpleResource SimpleResourceSystem::alloc() {
00038     SimpleResource rw(RS_NULL_RESOURCE_CODE, &
00039 rs);
00040     rs_resource_code_t code;
00041     code = rs_alloc(&rs);
00042     if (code != RS_NULL_RESOURCE_CODE) {
00043         rw.setCode(code);
00044     }
00045     return rw;
00046 }
00047
00048 SimpleResource SimpleResourceSystem::getResourceByCode
00049 (int code) {
00050     SimpleResource rw((rs_resource_code_t) code, &
00051 rs);
00052     return rw;
00053 }
00054
00055 unsigned int SimpleResourceSystem::totalSpace() {
00056     return (unsigned int) rs_total_space(&rs);
00057 }
00058
00059 unsigned int SimpleResourceSystem::availableSpace() {
00060     return (unsigned int) rs_available_space(&rs);
00061 }
00062
00063 #endif /* __ARDUINO_SIMPLE_RESOURCE_SYSTEM_CPP__ */

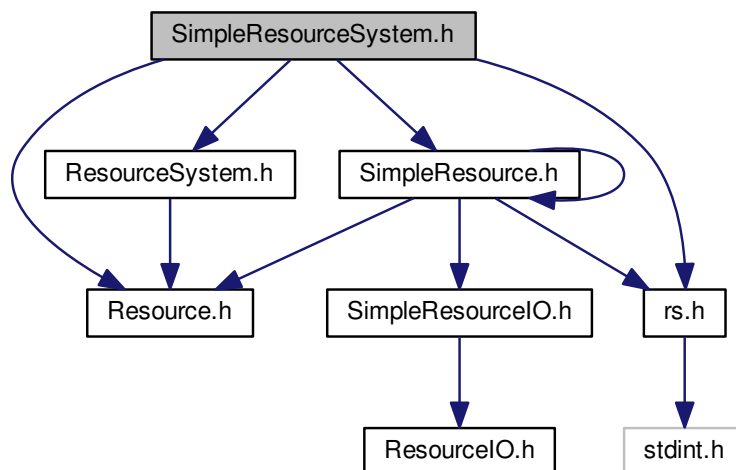
```

5.51 SimpleResourceSystem.h File Reference

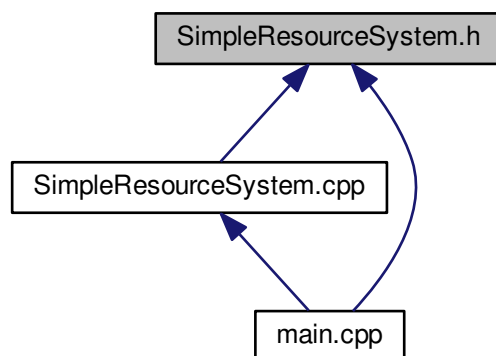
```
#include <Resource.h>
```

```
#include <ResourceSystem.h>
#include <SimpleResource.h>
#include <rs.h>
```

Include dependency graph for SimpleResourceSystem.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [SimpleResourceSystem](#)

5.52 SimpleResourceSystem.h

00001


```

00011 #ifndef __ARDUINO_SIMPLE_RESOURCE_SYSTEM_H__
00012 #define __ARDUINO_SIMPLE_RESOURCE_SYSTEM_H__ 1
00013
00014 #include <Resource.h>
00015 #include <ResourceSystem.h>
00016 #include <SimpleResource.h>
00017 #include <rs.h>
00018
00019 class SimpleResourceSystem : public ResourceSystem {
00020     rs_t rs;
00021     Resource::ResourceOperationResult
        lastOperationResult;
00022 public:
00023
00024     SimpleResourceSystem(int driver);
00025
00026     static bool format(rs_t* rs) {
00027         Resource::ResourceOperationResult o = (
Resource::ResourceOperationResult) rs_format(rs);
00028         return (o == Resource::OPERATION_SUCCESS);
00029     }
00030
00031     rs_t* getRs() {
00032         return &rs;
00033     }
00034
00035     Resource::ResourceOperationResult
getLastOperationResult() {
00036         return lastOperationResult;
00037     }
00038
00039     virtual bool mount(MountOptions options);
00040
00041     virtual bool umount();
00042
00043     SimpleResource alloc();
00044
00045     SimpleResource getResourceByCode(int code);
00046
00047     virtual unsigned int totalSpace();
00048
00049     virtual unsigned int availableSpace();
00050 };
00051
00052 #endif // __ARDUINO_SIMPLE_RESOURCE_SYSTEM_H__

```

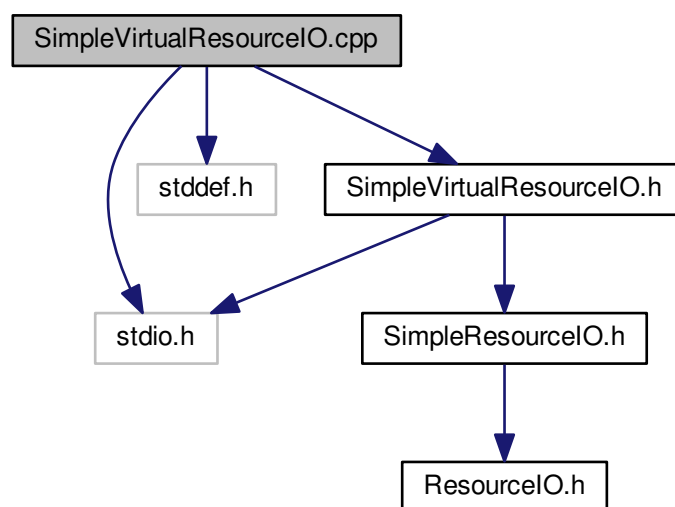
5.53 SimpleVirtualResourceIO.cpp File Reference

```

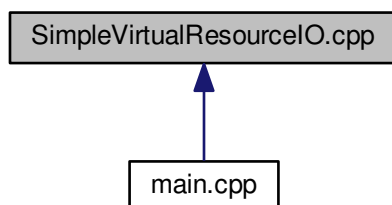
#include <stdio.h>
#include <stddef.h>
#include "SimpleVirtualResourceIO.h"

```

Include dependency graph for SimpleVirtualResourceIO.cpp:



This graph shows which files directly or indirectly include this file:



Macros

- `#define __ARDUINO_SIMPLE_VIRTUAL_RESOURCE_IO_CPP__ 1`

5.53.1 Macro Definition Documentation

5.53.1.1 `#define __ARDUINO_SIMPLE_VIRTUAL_RESOURCE_IO_CPP__ 1`

Arduino - A simple resource implementation.

[SimpleVirtualResourceIO.cpp](#)

This is the [Resource](#) IO representation.

Author

Dalmir da Silva dalmirdasilva@gmail.com

Definition at line 12 of file [SimpleVirtualResourceIO.cpp](#).

5.54 SimpleVirtualResourceIO.cpp

```

00001
00011 #ifndef __ARDUINO_SIMPLE_VIRTUAL_RESOURCE_IO_CPP__
00012 #define __ARDUINO_SIMPLE_VIRTUAL_RESOURCE_IO_CPP__ 1
00013
00014 #include <stdio.h>
00015 #include <stddef.h>
00016 #include "SimpleVirtualResourceIO.h"
00017
00018 SimpleVirtualResourceIO::SimpleVirtualResourceIO(char *
    fileName) : SimpleResourceIO(), fileName(fileName) {
00019     open();
00020 }
00021
00022 bool SimpleVirtualResourceIO::open() {
00023     fp = fopen(fileName, "rb+");
00024     if (fp == NULL) {
00025         printf("Error when opening file: %s.\n", fileName);
00026         exit(1);
00027     }
00028     return true;
00029 }
00030
00031 void SimpleVirtualResourceIO::flush() {
00032     SimpleResourceIO::flush();
00033     fflush(fp);
00034 }
00035
00036 void SimpleVirtualResourceIO::close() {
00037     SimpleResourceIO::close();
00038     fclose(fp);
00039 }
00040
00041 int SimpleVirtualResourceIO::readBytes(unsigned int address, unsigned
    char* buf, int len) {
00042     fseek(fp, address, 0);
00043     return (int) fread(buf, sizeof(unsigned char), len, fp);
00044 }
00045
00046 void SimpleVirtualResourceIO::writeBytes(unsigned int address, unsigned
    char* buf, int len) {
00047     fseek(fp, address, 0);
00048     fwrite(buf, sizeof(unsigned char), len, fp);
00049 }
00050
00051 #endif /* __ARDUINO_SIMPLE_VIRTUAL_RESOURCE_IO_CPP__ */
00052

```

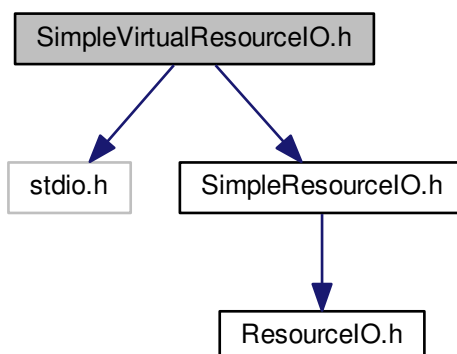
5.55 SimpleVirtualResourceIO.h File Reference

```

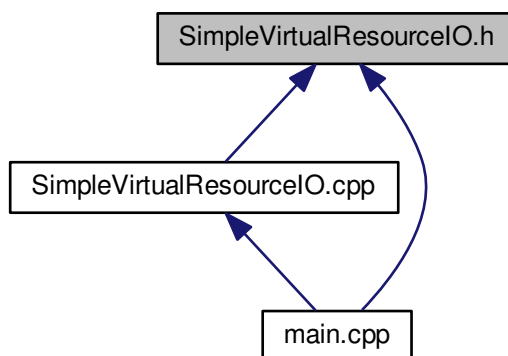
#include <stdio.h>
#include <SimpleResourceIO.h>

```

Include dependency graph for SimpleVirtualResourceIO.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [SimpleVirtualResourceIO](#)

5.56 SimpleVirtualResourceIO.h

```

00001
00011 #ifndef __ARDUINO_SIMPLE_VIRTUAL_RESOURCE_IO_H__
00012 #define __ARDUINO_SIMPLE_VIRTUAL_RESOURCE_IO_H__ 1
00013
00014 #include <stdio.h>
00015 #include <SimpleResourceIO.h>
00016
00017 class SimpleVirtualResourceIO : public SimpleResourceIO {
00018 private:
00019     char *fileName;
  
```

```
00020     FILE *fp;
00021 public:
00022
00023     SimpleVirtualResourceIO(char *fileName);
00024
00025     virtual bool open();
00026
00027     virtual void flush();
00028
00029     virtual void close();
00030 protected:
00031
00032     virtual int readBytes(unsigned int address, unsigned char* buf, int len);
00033
00034     virtual void writeBytes(unsigned int address, unsigned char* buf, int len);
00035 };
00036
00037 #endif /* __ARDUINO_SIMPLE_VIRTUAL_RESOURCE_IO_H__ */
00038
```


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