



NetBurner Runtime Libraries

Table of Contents

1	INTRODUCTION	11
2	NETBURNER LICENSE INFORMATION	12
2.1	THE NETBURNER TOOLS SOFTWARE LICENSE	12
2.2	THE NETBURNER EMBEDDED SOFTWARE LICENSE.....	12
2.3	LIFE SUPPORT DISCLAIMER.....	13
2.4	ANTI-PIRACY POLICY.....	13
3	CAN LIBRARY	14
3.1	INTRODUCTION.....	14
3.2	CANRXMESSAGE CLASS	19
3.3	CONSTRUCTORS AND DESTRUCTOR.....	20
3.3.1	<i>CanRxMessage - FIFO</i>	20
3.3.2	<i>CanRxMessage - ID</i>	21
3.3.3	<i>~CanRxMessage</i>	22
3.4	MEMBER FUNCTIONS	23
3.4.1	<i>GetLength</i>	23
3.4.2	<i>GetData</i>	24
3.4.3	<i>GetId</i>	25
3.4.4	<i>GetTimeStamp</i>	26
3.4.5	<i>IsValid</i>	27
3.5	FUNCTIONS.....	28
3.5.1	<i>CanInit</i>	28
3.5.2	<i>CanShutDown</i>	29
3.5.3	<i>ChangeGlobalMask</i>	30
3.5.4	<i>FreeCanChannels</i>	31
3.5.5	<i>IsChannelFree</i>	32
3.5.6	<i>RegisterCanRxFifo</i>	33
3.5.7	<i>RegisterCanSpecialRxFifo</i>	34
3.5.8	<i>UnRegisterCanFifo</i>	35
3.5.9	<i>SendMessage</i>	36
3.6	MACROS	37
3.6.1	<i>CAN_EXTENDED_ID_BIT</i>	37
3.6.2	<i>ExtToNbId</i>	37
3.6.3	<i>NormToNbId</i>	37
3.6.4	<i>IsNbIdExt</i>	38
3.6.5	<i>NbToExtId</i>	38
3.6.6	<i>NbToNormId</i>	38
4	COMMAND PROCESSOR LIBRARY	39
4.1	INTRODUCTION.....	39
4.2	CMDSTARTCOMMANDPROCESSOR.....	40
4.3	CMDADDCOMMANDFD	41
4.4	CMDREMOVECOMMANDFD	42
4.5	CMDLISTENONTCPPORT	43
4.6	CMDSTOPLISTENINGONTCPPORT	44
4.7	*CMDAUTHENTICATEFUNC	45
4.8	*CMDCMD_FUNC	46
4.9	*CMDCONNECT_FUNC	47
4.10	*CMDPROMPT_FUNC.....	48
4.11	*CMDDISCONNECT_FUNC.....	49
4.12	SENDTOALL.....	50

4.13	GLOBALS	51
4.13.1	<i>CmdIdleTimeout</i>	51
4.13.2	<i>*Cmdlogin_prompt</i>	51
5	DHCP LIBRARY	52
5.1	INTRODUCTION	52
5.2	GLOBAL VARIABLES	53
5.3	DHCP EXAMPLE	53
5.4	GETDHCPADDRESS	54
5.5	GETDHCPADDRESSIFNECESSARY	55
5.6	GETREMAININGDHCPLEASETIME	56
5.7	VALIDDHCPLEASE	57
5.8	STARTDHCP	58
5.9	STOPDHCP	59
5.10	REBINDDHCP	60
5.11	RENEWDHCP	61
5.12	GETDHCPSTATE	62
5.13	GETDHCPRENEWTIME	63
5.14	GETDHCPREBINDTIME	64
5.15	GETDHCPEXPIRATIONTIME	65
6	AUTOIP LIBRARY	66
6.1	INTRODUCTION	66
6.2	AUTOIPCLIENT	66
6.3	START	67
6.4	STOP	67
6.5	RESTART	67
7	FTP CLIENT LIBRARY	68
7.1	INTRODUCTION	68
7.2	FTP_INITIALIZESESSION	70
7.3	FTP_CLOSESESSION	71
7.4	FTPGETDIR	72
7.5	FTPSETDIR	73
7.6	FTPDELETEDIR	74
7.7	FTPMAKEDIR	75
7.8	FTPUPDIR	76
7.9	FTPDELETEFILE	77
7.10	FTPRENAMEFILE	78
7.11	FTPSENDFILE	79
7.12	FTPGETFILE	81
7.13	FTPGETLIST	83
7.14	FTPGETFILENAME	85
7.15	FTPRAWCOMMAND	87
7.16	FTPGETCOMMANDRESULT	88
7.17	FTPRAWSTREAMCOMMAND	89
8	FTP SERVER LIBRARY	90
8.1	INTRODUCTION	90
8.2	FTPSTART	92
8.3	FTPSTOPREQ	93
8.4	(FTPDCALLBACKREPORTFUNCT)	94
8.5	FTPSESSIONSTART	95
8.6	FTPSESSIONEND	96
8.7	FTP_DIRECTORYEXISTS (USER DEFINED)	97
8.8	FTP_CREATESUBDIRECTORY (USER DEFINED)	98

8.9	FTPD_DELETESUBDIRECTORY (USER DEFINED)	99
8.10	FTPD_LISTSUBDIRECTORIES (USER DEFINED)	100
8.11	FTPD_FILEEXISTS (USER DEFINED)	101
8.12	FTPD_SENDFILETOCLIENT (USER DEFINED)	102
8.13	FTPD_ABLETOCREATEFILE (USER DEFINED)	103
8.14	FTPD_GETFILEFROMCLIENT (USER DEFINED)	104
8.15	FTPD_DELETEFILE	105
8.16	FTPD_DELETEFILE (USER DEFINED)	106
8.17	FTPD_LISTFILE	107
8.18	FTPD_LISTFILE (USER DEFINED)	108
8.19	FTPD_RENAME (USER DEFINED)	110
9	HTTP AND HTML LIBRARIES	111
9.1	STARTHTTP	113
9.2	STOPHTTP	114
9.3	SETNEWPOSTHANDLER	115
9.4	SETNEWGETHANDLER	116
9.5	SETNEWHEADHANDLER	118
9.6	CHECKAUTHENTICATION	119
9.7	REQUESTAUTHENTICATION	121
9.8	SENDHTMLHEADER	122
9.9	SENDHTMLHEADERWCOOKIE	123
9.10	SENDTEXTHEADER	124
9.11	SENDGIFHEADER	125
9.12	REDIRECTRESPONSE	126
9.13	NOTFOUNDRESPONSE	127
9.14	EXTRACTPOSTDATA	128
9.15	EXTRACTPOSTFILE	129
9.16	ENABLEMULTIPARTFORMS	130
9.17	DISABLEMULTIPARTFORMS	131
9.18	WRITESAFESTRING	132
9.19	HTTPSTRICMP	133
9.20	SENDFULLRESPONSE	134
9.21	SENDFILEFRAGMENT	135
10	INTERRUPTS	136
10.1	INTERRUPT MACRO	136
10.2	SETINTC (MCF5234 AND MCF5282 ONLY)	138
10.3	SETINTC (MCF5270 ONLY)	139
10.4	PSEUDO-EXAMPLE FOR MCF5234 AND MCF5282 ONLY	140
10.5	SETPINIRQ	141
10.6	ENABLEIRQ	142
10.7	DISABLEIRQ	143
10.8	EXAMPLE OF SETPINIRQ USAGE	144
11	I/O SYSTEM LIBRARY	146
11.1	CLOSE	147
11.2	READ	148
11.3	READWITHTIMEOUT	149
11.4	DATAAVAIL	150
11.5	CHARAVAIL	151
11.6	WRITE	152
11.7	WRITESTRING	153
11.8	WRITEALL	154
11.9	FD_ZERO	155
11.10	FD_CLR	156

11.11	FD_SET	157
11.12	FD_ISSET	158
11.13	SELECT	159
11.14	ZEROWAITSELECT	160
11.15	IOCTL.....	161
11.16	REPLACESTDIO.....	162
11.17	SYSLOG.....	163
12	I²C LIBRARY	165
12.1	INTRODUCTION.....	165
12.2	THE NETBURNER I ² C API	166
12.3	SIMPLE I ² C FUNCTIONS	168
12.3.1	I2CInit.....	168
12.3.2	I2CSendBuf.....	169
12.3.3	I2CReadBuf.....	170
12.3.4	I2CRestart.....	171
12.4	SLAVE I ² C FUNCTIONS	172
12.4.1	I2CRXAvail.....	172
12.4.2	I2CTXAvail.....	173
12.4.3	I2CGetByte	174
12.4.4	I2CFillSlaveTXBuf.....	175
12.5	ADVANCED I ² C FUNCTIONS.....	176
12.5.1	I2CRead.....	176
12.5.2	I2CSend	177
12.5.3	I2CStart	178
12.5.4	I2CStop	179
13	MULTICAST LIBRARY.....	180
13.1	INTRODUCTION.....	180
13.2	REGISTERMULTICASTFIFO	181
13.3	UNREGISTERMULTICASTFIFO	182
14	NBTIME LIBRARY.....	183
14.1	INTRODUCTION.....	183
14.2	TIME	184
14.3	SET_TIME.....	185
14.4	GETNTPTIME	186
14.5	SETNTPTIME	187
14.6	TZSETCHAR.....	188
15	THE POP3 CLIENT LIBRARY	190
15.1	INTRODUCTION.....	190
15.2	POP3_INITIALIZESESSION.....	193
15.3	POP3_CLOSESESSION	194
15.4	POP3_STATCMD.....	195
15.5	POP3_LISTCMD.....	196
15.6	POP3_DELETECMD	197
15.7	POP3_RETRIEVEMESSAGE	198
15.8	GETPOPELORSTRING	199
16	QSPI AND DSPI LIBRARY	200
16.1	INTRODUCTION - QSPI	200
16.2	INTRODUCTION – DSPI.....	200
	QSPI CONFIGURATION AND INITIALIZATION.....	202
16.3	EXAMPLE PROGRAM.....	202
16.4	ADDITIONAL INFORMATION	203

16.5	QSPIINIT.....	204
16.6	QSPISTART.....	206
16.7	QSPIDONE.....	207
17	THE SENDMAIL SMTP LIBRARY	208
17.1	INTRODUCTION.....	208
17.2	SENDMAIL	209
17.3	SENDMAILEX.....	210
17.4	SENDMAILAUTH	211
17.5	SENDING MIME ATTACHMENTS	212
17.5.1	SendMailAuthStartMIME	213
17.5.2	SendMailAuthAddMIME.....	214
17.5.3	SendMailAuthEndMIME.....	215
18	RTC LIBRARY	216
18.1	INTRODUCTION.....	216
18.2	RTCGETTIME	217
18.3	RTCSETTIME	218
18.4	RTCSETSYSTEMFROMRTCTIME.....	219
18.5	RTCSETRTCFROMSYSTEMTIME	220
19	SERIAL LIBRARY	221
19.1	INTRODUCTION.....	221
19.2	OPENSERIAL.....	222
19.3	SIMPLEOPENSERIAL	223
19.4	SERIALCLOSE	224
19.5	SERIALENABLETXFLOW	225
19.6	SERIALENABLERXFLOW	226
19.7	SERIALENABLEHWTXFLOW	227
19.8	SERIALENABLEHWRXFLOW	228
19.9	SERIAL485HALFDUPMODE.....	229
19.10	SENDERBREAK	230
19.11	SERWRITEADDRESS.....	231
19.12	GETUARTERRORREG	232
19.13	GETCD.....	233
19.14	GETRI	234
19.15	GETDSR	235
19.16	SETDTR	236
20	SNMP LIBRARY	237
20.1	INTRODUCTION.....	237
20.2	SNMP IMPLEMENTATION REQUIREMENTS	238
20.3	LEVEL 0 --- BASIC INSTRUCTIONS USING THE SNMP TOOLS	239
20.4	LEVEL 1 --- ENABLE SNMP AT THE ABSOLUTE MINIMUM LEVEL WITHOUT CUSTOM MIBS	240
20.5	LEVEL 2 --- A SIMPLE CUSTOM MIB TO SET/CLEAR COMMUNITY NAMES	242
20.6	NOTE 1 --- CUSTOM TABLES.....	244
20.7	NOTE 2 --- CUSTOM COMMUNITY NAME PARSING AND PROTECTION	246
20.8	NOTE 3 --- TRAPS AND CUSTOM TRAPS	247
20.9	SNMPGET	248
20.10	SNMPGETNEXT	249
20.11	SNMPSET	250
20.12	SNMPWALK	251
21	STREAM UPDATE LIBRARY	252
21.1	INTRODUCTION.....	252
21.2	SENDUSERFLASHTOSTREAMASBINARY	253

21.3	SENDUSERFLASHTOSTREAMAS19	254
21.4	READS19USERFLASHFROMSTREAM.....	255
21.5	READBINARYUSERFLASHFROMSTREAM	256
21.6	READS19APPLICATIONCODEFROMSTREAM	257
22	SYSTEM LIBRARY	258
22.1	CONSTANTS.....	260
22.2	CONFIGRECORD	262
22.3	GCONFIGREC.....	263
22.4	SECS	263
22.5	TIME TICK	263
22.6	CODE UPDATES WITH AUTOUPDATE UTILITY	264
22.6.1	<i>EnableAutoUpdate</i>	265
22.6.2	<i>AutoUpdate Shutdown Hook</i>	266
22.6.3	<i>AutoUpdate Password Protection</i>	267
22.7	UPDATECONFIGRECORD	268
22.8	UPDATECONFIGRECORD_NUM	269
22.9	RAWGETCONFIG	270
22.10	SETUPDIALOG	271
22.11	SAVEUSERPARAMETERS	272
22.12	GETUSERPARAMETERS	273
22.13	PUTLEDS	274
22.14	GETDIPSW	275
22.15	SHOWDATA.....	276
22.16	SHOWMAC	277
22.17	OUTBYTE	278
22.18	PRINT	279
22.19	PUTNUM.....	280
22.20	ASCIIToIP	281
22.21	SHOWIP.....	282
22.22	ITOA	283
22.23	SHOWCOUNTERS.....	284
22.24	GETPRECISETIME.....	285
22.25	FORCEREBOOT	286
22.25.1	<i>Example</i>	287
22.26	ETHERLINK	288
22.27	ETHERSPEED100.....	289
22.28	ETHERDUPLEX	290
22.29	MANUALETHERNETCONFIG	291
22.30	ETHERLINKCALLBACK.....	292
22.31	SHOWTASKTIMES	293
22.32	GETCURRENTTASKTIME.....	294
22.33	CLEARTASKTIMES	295
23	HIGH RESOLUTION TIMER	296
23.1	INTRODUCTION	296
23.2	GETHiResTIMER	297
23.3	INIT	297
23.4	SETINTERRUPTFUNCTION	298
23.5	CLEARINTERRUPTFUNCTION	298
23.6	START	299
23.7	STOP	299
23.8	STOPCLEAR	299
23.9	READTIMER	300
23.10	READLOW.....	300
23.11	READHIGH.....	301

23.12	DELAY	301
23.13	POLLINGDELAY	302
23.14	GETPRESCALER	302
23.15	CLOCKGENERATOR	303
23.16	TOSTRING	303
24	TCP/IP LIBRARY	303
24.1	INTRODUCTION.....	303
24.2	INITIALIZESTACK	306
24.3	ADDINTERFACE (MULTIHOME)	307
24.4	LISTEN	308
24.5	ACCEPT.....	309
24.6	CONNECT	310
24.7	CONNECTVIA	311
24.8	SETSOCKOPTION	312
24.9	CLRSOCKOPTION.....	313
24.10	GETSOCKOPTION.....	314
24.11	GETSOCKETREMOTEADDR	315
24.12	GETSOCKETLOCALADDR	316
24.13	GETSOCKETREMOTEPORT	317
24.14	GETSOCKETLOCALPORT.....	318
24.15	GETHOSTBYNAME	319
24.16	PING.....	320
24.17	PINGVIAINTERFACE	321
24.18	SENDPING	322
24.19	GETTFTP	323
24.20	SENDTFTP	324
24.21	SHOWARP	325
24.22	DUMPTCPDEBUG	326
24.23	ENABLETCPDEBUG	327
24.24	SHOWIPBUFFER	328
24.25	GETFREECOUNT.....	329
24.26	SHOWBUFFER.....	330
24.27	TCPGETLASTRXTIME	331
24.28	TCPSENDKEEPALIVE	332
24.29	HTONS.....	333
24.30	HTONL.....	334
24.31	NTOHS.....	335
24.32	NTOHL.....	336
25	UDP LIBRARY	337
25.1	UPD C++ CLASS API.....	337
25.1.1	UDP Class Example	339
25.1.2	UDPPacket.....	342
25.1.3	UDPPacket (FIFO)	343
25.1.4	UDPPacket (Pool Buffer).....	344
25.1.5	~UDPPacket.....	345
25.1.6	Validate.....	346
25.1.7	SetSourcePort.....	347
25.1.8	GetSourcePort	348
25.1.9	SetDestinationPort.....	349
25.1.10	GetDestinationPort.....	350
25.1.11	GetDataBuffer	351
25.1.12	SetDataSize.....	352
25.1.13	GetDataSize	353
25.1.14	ResetData.....	354

25.1.15	<i>AddData</i>	355
25.1.16	<i>AddData (Add a Zero Terminated String)</i>	356
25.1.17	<i>AddDataWord</i>	357
25.1.18	<i>AddDataByte</i>	358
25.1.19	<i>ReleaseBuffer</i>	359
25.1.20	<i>GetPoolPtr</i>	360
25.1.21	<i>SendAndKeep</i>	361
25.1.22	<i>SendAndKeepVia</i>	362
25.1.23	<i>Send</i>	363
25.1.24	<i>SendVia</i>	364
25.1.25	<i>RegisterUDPFifo</i>	365
25.1.26	<i>UnregisterUDPFifo</i>	366
25.2	UDP SOCKET INTERFACE.....	367
25.2.1	<i>UDP Sockets Example</i>	368
25.2.2	<i>CreateRxUdpSocket</i>	371
25.2.3	<i>CreateTxUdpSocket</i>	372
25.2.4	<i>CreateRxTxUdpSocket</i>	373
25.2.5	<i>sendto</i>	374
25.2.6	<i>sendtovia</i>	375
25.2.7	<i>receivefrom</i>	376
26	PPP LIBRARY	377
26.1	PPP STRUCTURE AND DEFINITIONS.....	377
26.2	PPP FUNCTIONS	377
26.3	PPP OPTIONS STRUCTURE.....	378
26.4	STARTPPPDAMEON	379
26.5	STARTPPPDIRECT.....	380
26.6	DIALPPP	381
26.7	DIRECTCONNECTPPP.....	382
26.8	GETPPPSTATE	383
26.9	STOPPPPDAMEON.....	384
26.10	CLOSEPPPSSESSION	385
26.11	GETTHATPPP_IP	386
26.12	GETTHISPPP_IP.....	387
26.13	SENDCHAPCHALLENGE	388
27	IPSETUP PASSWORD PROTECTION	389

Revision History

Date	Revision	Description
2/25/2010	1.95	Added SSL eMail functions.
3/22/2010	1.96	Added additional descriptions for return codes for read() and ReadWithTimeout()
4/26/2010	1.97	Updated SSL section to correct typo in certificate creation example with openssl.exe.
7/1/2010	1.98	Moved AES and SSL sections to new NetBurner Security Libraries document, which also includes SSH.
7/13/2010	1.99	Added text to InitializeStack explaining that it can only be called once on startup. Removed references to KillStack, since it does not close all active sockets.
10/11/2010	2.00	Added QSPI section
11/24/2010	2.01	Updated the Serial Library section to indicate support of the GetCD, GetRI, GetDSR, and SetDTR functions for the SB700EX.
4/7/2011	2.02	Added IPSetup password callback function, section 25.
5/31/2011	2.03	Added new functions to the Interrupts section for SetPinIrq, EnableIrq, and DisableIrq.
7/12/2011	2.04	Added new functions to the System Library section for UpdateConfigRecord_Num and RawGetConfig.
1/19/2012	2.05	Updated the ManualEthernetConfig() section to explicitly state that it must be called after InitializeStack(); updated the input parameter variable names to be consistent with those defined in the ethernet.h file.
5/1/2012	2.06	The itoa() function section has been updated to correct the units of the base-2 example ("33 bytes", not "33 bits). Additional information has been added to make mention of base-10 to determine the size of the buffer.

1 Introduction

This document is a reference manual for the NetBurner software libraries, and is intended to be used in conjunction with the NetBurner Network Programming Guide for network platforms, or the Mod5213 Programmers Guide for non-network platforms. These guides provide background, details and examples on how the functions in this document can be used in practice. All NetBurner documents are located in the documents directory created during installation. The default location is c:\nburn\docs.

This reference guide contains all the API function calls, some of which may not apply to your specific hardware platform. For example, the CAN functions are available on the Mod5213, but TCP/IP functions are not supported because it does not have a network interface. This reference manual also contains optional software APIs, such as SSL, that are purchased separately and are not part of the standard NetBurner development kit.

Hardware-specific software functions and information are provided in the c:\nburn\docs<platform> directory, where <platform> is the hardware platform you are using, such as a Mod5282. The platform documents contain schematics, memory maps, and any software features that are specific to the hardware platform you are using.

The software included in your NetBurner Development Kit is licensed to run only on processor hardware manufactured by NetBurner, such as the modules and serial to Ethernet devices. If your application involves manufacturing your own processor based hardware (ie you are not going to purchase NetBurner modules for production), please contact NetBurner Sales for details on a Royalty-Free Software License.

Additional Documentation

All NetBurner License Documentation is located by default in your C:\Nburn\docs directory.

- Eclipse Getting Started Guide
- NetBurner Runtime Libraries (this document)
- NetBurner Security Libraries (AES, SSL, SSH)
- NetBurner Network Programming Guide
- Mod5213 Programming Guide
- NetBurner PC Tools Guide
- Freescale microprocessor manuals
- Embedded Flash File System (EFFS) Programmers Guide
- Embedded Flash File System (EFFS) Reference Manual
- Platform Documents – The hardware specific documents for your device (eg Mod5282)

2 NetBurner License Information

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3 CAN Library

3.1 Introduction

CAN or Controller Area Network is an advanced serial bus system that efficiently supports distributed control systems. CAN operates at data rates of up to 1 Megabit per second. CAN also has excellent error detection and confinement capabilities. CAN was initially developed in 1986 for the use in motor vehicles by Robert Bosch GmbH, in Germany, also holding the CAN license. For additional information, see the [CAN Homepage](#) of Robert Bosch GmbH. The first CAN silicon was fabricated in 1987 by Intel.

The CAN protocol is an international standard defined in ISO 11898 (for applications up to 1 Megabit per second) and ISO 11519 (for applications up to 125 Kilobits per second). The conformance test for the CAN protocol is defined in ISO 16845. ISO 16845 also guarantees the interchangeability of the CAN chips. See the [ISO](#) web site for additional information. CAN is also internationally standardized by the Society of Automotive Engineers ([SAE](#)).

The CAN communications protocol describes how information is passed between devices. CAN conforms to the Open Systems Interconnection (OSI) model (developed by the ISO - ISO 7498) which is defined in terms of layers. Each layer in a device "communicates" with the same layer in another device. Actual communication occurs between adjacent layers in each device. The devices are only connected by the physical medium via the physical layer of the OSI model.

The CAN architecture defines the lowest two layers of the OSI model - the Data Link Layer and the Physical Layer (lowest layer).

The **Data Link Layer** is the **only** layer that recognizes and understands the format of messages. This layer constructs the messages to be sent to the Physical Layer, and decodes the messages received from the Physical Layer. In CAN controllers, the Data Link Layer is usually implemented in hardware.

The **Physical Layer** specifies the physical and electrical characteristics of the CAN Bus, as well as the hardware that converts the characters of a message into electrical signals for transmitted messages, and electrical signals into characters for received messages. Although the other OSI layers may be implemented in either hardware (as chip level functions) or software, the Physical Layer is **always** "real" hardware.

The most common physical medium consists of a twisted wire pair (shielded or unshielded) with appropriate termination (i.e. 120 ohm resistance) at each end. ISO 11898 states that the impedance of the cable should be 120 +/- 12 ohms. The basic CAN design specification called for a high bit rate, a high immunity to electrical interference, and an ability to detect any errors produced.

There are **no** standards for how CAN controllers are implemented, or how CAN controllers communicate with their host microcontroller.

The maximum bus length for a CAN network depends on the bit rate used. It is a requirement that the wave front of the bit signal have time to travel to the most remote node and back again (before the bit is sampled). So, if the bus length is near the maximum for the bit rate used (see the table on the next page), then the sampling point should be chosen very carefully.

Bus Length (in meters)	Maximum Bit Rate (bits/second)
40	1 Mbit/s

100	500 Kbit/s
200	250 Kbit/s
500	125 Kbit/s
6 km	10 Kbit/s

There are two principal CAN hardware implementations. Suitably configured, each implementation (Basic CAN and Full CAN) can handle both Normal and Extended CAN data formats. **Note:** Communication is identical for all implementations of CAN.

Basic CAN is used in less expensive standalone CAN controllers or in smaller microcontrollers with an integrated CAN controller. In the Basic CAN configuration, there is a strong bond between the CAN controller and the associated microcontroller. Therefore, the microcontroller, which will have other system related functions to administer, will be interrupted to deal with every (received and transmitted) CAN message.

Full CAN is used in more expensive, high performance CAN controllers and microcontrollers. Full CAN devices contain additional hardware to provide a separate "server" that will automatically receive and transmit CAN messages, without interrupting the associated microcontroller. Full CAN devices also service simultaneous requests, carry out extensive acceptance filtering on incoming messages, and greatly reduce the load on the microcontroller.

CAN identifiers come in two "flavors". These two "flavors" (i.e. protocol versions) define different formats of the message frame (with the main difference being the identifier length). Your Mod5234 supports both CAN versions. The two CAN protocol versions are:

Version 2.0A - Normal or Standard CAN - supports messages with 11 bit identifiers.

Version 2.0B - Extended CAN - supports messages with 29 bit identifiers (an 11 bit base identifier for compatibility with Version 2.0A and an 18 bit extension identifier).

In the NetBurner Software API, we **always** refer to **CAN identifiers** as **32 bit DWORDS**. A 32 bit DWORD is bigger than either (Normal or Extended) Identifier. A Normal identifier will always have bits 0 to 17 as zero. An Extended identifier can have bits 0 to 17 low. Extended identifiers that are received will have bit 29 set to 1. Note: Any ID input into the system will be treated as Extended if bit 29 is set, or if bits 0 to 17 are not zero.

There are **three** types of CAN controllers:

1. **Part A** (Version 2.0A)
2. **Part B Passive** (Version 2.0A)
3. **Part B** (Version 2.0B)

Version 2.0B (i.e. Part B) controllers are **completely** backward compatible with Version 2.0A (both Part A and Part B Passive) controllers. Each CAN controller is able to handle the different parts of the CAN standard as shown on the next page.

Message Format\CAN Chip Type	Part A	Part B Passive	Part B
11 bit ID (Normal or Standard) Ver. 2.0A	OK	OK	OK
29 bit ID (Extended) Ver. 2.0B	ERROR	Tolerated– but ignored	OK

Note: If 29 bit identifiers are used on a CAN bus which contains Part A (Version 2.0A) controllers the bus will not work (as shown above). However, it is possible to use both Part B Passive (Version 2.0A) and Part B (Version 2.0B) controllers on a single network (also as shown above).

CAN is a multi-master Bus with an open linear structure, consisting of one logic bus line and equal nodes. The number of nodes is **not** limited by the protocol. In either of the two CAN protocols (i.e. Version 2.0A and

Version 2.0B), the bus nodes do not have a specific address. Instead, the address information is contained in the identifiers of the transmitted messages - indicating both the message content and the priority of the message. Therefore, the number of nodes on a network may be changed dynamically without disturbing the communication of the other nodes.

A high degree of system and configuration flexibility is achieved because of CAN's content-oriented addressing scheme. Therefore, it is very easy to add additional stations (i.e. receivers) to an existing CAN network - without making any hardware or software modifications to the existing stations. This feature follows the concept of modular electronics, and permits multiple reception and synchronization of distributed processes. Data (needed as information by one or more stations) can be transmitted via the network in such a way that it is unnecessary for each station to know who produced it. This feature allows for the easy servicing and upgrading of networks (data transmission is not based on the availability of specific types of stations). Multicasting and Broadcasting are also supported by CAN.

There are two Bus states: Dominant and Recessive. The CAN Bus logic uses a "Wired-AND" mechanism. Dominant bits (logic 0) overwrite the recessive bits (logic 1). If all nodes on the network transmit recessive bits (Ones), the Bus is in the recessive state. However, as soon as one node transmits a dominant bit (Zero), the Bus state changes to dominant. A dominant state will always have precedence over a recessive state.

The CAN protocol handles Bus accesses according to an arbitration process known as Carrier Sense Multiple Access/Collision Detection (CSMA/CD). By using this non-destructive bitwise arbitration process the CAN Bus:

- Avoids collisions of messages whose transmission was started by more than one node simultaneously.

- Sends the most important message out first without time loss.

A message in the CAN Standard/Normal or Extended Frame format begins with a start bit called the Start Of Frame (SOF). This is a dominant bit for hard synchronization of all nodes on the network.

The Arbitration Field (12 bits) consists of the Message Identifier (11 bits) and the Remote Transmission Request (RTR) bit. The RTR bit is used to distinguish between a Data Frame (RTR bit is dominant) and a Remote Frame (RTR bit is recessive).

The Control Field (6 bits) contains the Identifier Extension (IDE) bit (dominant to specify that the frame is a Standard Frame), a reserved dominant bit, and the Data Length Code (DLC) (4 bits). The DLC is used to indicate the number of data bytes in the Data Field. If the message is used as a Remote Frame, the DLC contains the number of requested data bytes. The Data Field that follows can hold up to 8 data bytes.

The Cyclic Redundancy Field is used to detect possible transmission errors. The integrity of the frame (Remote or Data) is guaranteed by the following Cyclic Redundant Check (CRC) sum. The CRC sum contains a 15 bit cyclic redundancy check code and a recessive delimiter bit.

The ACKnowledge (ACK) Field consists of two parts: the ACK Slot and the ACK Delimiter. The bit in the ACK Slot is initially sent as a recessive bit. This recessive bit is converted to a dominant bit by those receivers on the network that have received the data correctly. Correct messages are acknowledged by the receivers regardless of the result of the acceptance test (i.e. positive acknowledgement). The ACK Delimiter is also a recessive bit.

The end of the message is indicated by the End Of Frame (EOF) Field. This field contains seven recessive bits.

The Intermission Frame Space (IFS) Field follows the EOF. This is the minimum number of bits separating consecutive messages. After a three bit Intermission period, the Bus is recognized to be free. Note: The Bus Idle time may be any arbitrary length including zero.

A message in the CAN Extended Frame format (i.e. Version 2.0B) is almost the same as a message in the CAN Standard or Normal Frame format (i.e. Version 2.0A). One obvious difference is the length of the identifier used. The Extended Frame format identifier is made up of the existing 11 bit identifier (base identifier) and an 18 bit extension (identifier extension), for a total length of 29 bits. The distinction between the CAN Standard Frame format and the CAN Extended Frame format is made by using the IDE bit. The IDE bit is recessive to specify that the frame is an Extended Frame.

A Substitute Remote Request (SRR) bit is also included in the Arbitration Field (in Version 2.0B). The SRR bit is always transmitted as a recessive bit to ensure that, in the case of arbitration between a Standard Data Frame and an Extended Data Frame, the Standard Data Frame will always have priority if both messages have the same base (11 bit) identifier.

CAN provides superior error-detection and error handling mechanisms (e.g. a CRC check and a high immunity against electromagnetic interference). Erroneous messages are automatically retransmitted. Temporary errors are recovered. Permanent errors are followed by an automatic switch-off of defective nodes (stations). There is guaranteed system-wide data consistency.

CAN implements **five** different types of error detection - three at the message level and two at the bit level.

At the **message level** the **three** types of error detection are:

Cyclic Redundancy Check (CRC) - As already mentioned, the CRC safeguards the information in a frame by adding redundant check bits at the transmission end. At the receiving end, these bits are re-computed and tested against the received bits. If they do not match - a CRC error has occurred.

Frame Check - This mechanism verifies the structure of the transmitted frame by checking the bit fields against the fixed format and the frame size. If they do not match - a frame check error has occurred. Errors detected by frame checks are called Format errors.

ACK Errors - As already mentioned, frames received are acknowledged by all receivers through positive acknowledgement. If no acknowledgement is received by the transmitter of the message - an ACK error has occurred.

At the **bit level** the **two** types of error detection are:

Bit Monitoring - The ability of the transmitter to detect errors is based on monitoring the CAN bus signals. Each transmitting station also observes the bus level, detecting differences between the bit sent and the bit received. This permits the reliable detection of global errors, and the detection of errors that are local to the individual transmitter.

Bit Stuffing - The coding of the individual bits is tested at bit level. The bit representation used by CAN is called "Non Return to Zero" (NRZ) coding, which guarantees maximum efficiency in bit coding. The synchronization edges are generated by means of bit stuffing. This means that after five consecutive equal bits, the transmitter inserts into the bit stream a "stuff bit" with a complementary value which is removed by the receivers.

If one or more errors are discovered (by at least one station), the current (message) transmission is aborted by sending an "error flag". This error flag prevents other stations (on the same network) from accepting the message, and ensures the consistency of data throughout the network. After the transmission of an erroneous message (that has been aborted), the sender automatically re-attempts transmission (i.e. automatic re-transmission) of the message. However, in the event of a defective station, all messages (including valid ones) could be aborted.

Therefore, the CAN protocol also provides a mechanism to distinguish between sporadic errors, permanent errors and local failures at the station. This is accomplished by the statistical assessment of station error situations. The aim is - recognizing a station's (own) defects. Then, that station could switch to another mode, so that the rest of the CAN network is not negatively affected. For example, the defective station could switch itself off to prevent valid messages from erroneously being recognized as invalid.

A CAN higher level protocol (also known as the Application Layer) is a protocol implemented "on top" of the two existing lower-level CAN layers (i.e. the Physical Layer and the Data Link Layer). The application levels are linked to the physical medium by the layers of various emerging protocols, dedicated to a particular industry plus any number of propriety schemes as defined by individual CAN users.

Many systems (e.g. the automotive industry) use a propriety Application Layer; but for many other industries, this approach is not cost-effective. Several organizations have developed standardized open Application Layers to ensure ease of system integration. See the CAN in Automation ([CIA](#)) web site for additional information.

Suggested Reading:

CAN System Engineering: From Theory to Practical Applications by Wolfhard Lawrenz (ISBN - 0387949399)

Controller Area Network by Konrad Etschberger (ISBN - 3000073760)

3.2 CanRxMessage Class

Header File:

```
#include <canif.h>    // Found in C:\Nburn\<HWPlatform>\include
```

Synopsis:

Class CanRxMessage

Description:

The CanRxMessage Class will hold incoming messages. **Before** using this class, the application must have called CanInit, and be configured to **receive** incoming data on one or more ID's. There are two constructors that can be used to instantiate the class: using a FIFO and using an ID.

The NetBurner Hardware Platforms that support CAN are:

CB34EX (canif.h is located in C:\Nburn\CB34EX\include)

MOD5213 (canif.h is located in C:\Nburn\MOD5213\include)

MOD5234 (canif.h is located in C:\Nburn\MOD5234\include)

MOD5282 (canif.h is located in C:\Nburn\MOD5282\system)

3.3 Constructors and Destructor

3.3.1 CanRxMessage - FIFO

Synopsis:

```
CanRxMessage( OS_FIFO * pFifo, WORD timeout );
```

Description:

This constructor builds a CanRxMessage from a FIFO. The FIFO **must be** registered to listen for incoming messages. The FIFO is a function of the RTOS. To use the FIFO, the application must:

1. Declare an OS_FIFO object
2. Initialize the FIFO with the OSFifoInit function
3. Register the FIFO to listen to a specific ID
4. Create an instance of a CanRxMessage with the FIFO constructor

Parameters:

Type	Name	Description
OS_FIFO	* pFifo	A pointer to the FIFO used to communicate between the CAN subsystem and the CanRxMessage Class. The FIFO must be initialized first.
WORD	timeout	How long to wait for confirmation. 0 = wait forever and 0xFFFF = don't wait at all.

Returns:

If **no** messages are received in the timeout interval (i.e. time ticks), then the returned CanRxMessage will be marked as **invalid**

A Timeout value of **0** (zero) **will** wait forever

Note: The **default** value is **1/20th** of a second

Example:

```
OS_FIFO fifo;
OSFifoInit( &fifo );
int chan = RegisterCanRxFifo( 0x1234, &fifo );
if ( chan > 0 )
{
    CanRxMessage can_msg( &fifo, 30*TICKS_PER_SECOND );
}
```

3.3.2 CanRxMessage - ID

Synopsis:

```
CanRxMessage( DWORD id, WORD timeout );
```

Description:

This constructor sends a RTR (Remote Transmission Request) to the device at a **specified** ID and waits for a response.

Parameters:

Type	Name	Description
DWORD	id	The identifier to match on received frames.
WORD	timeout	How long to wait for confirmation. 0 = wait forever and 0xFFFF = don't wait at all.

Returns:

If **no** messages are received in the timeout interval (i.e. time ticks), then the returned CanRxMessage will be marked as **invalid**

A Timeout value of **0** (zero) **will** wait forever. **Note:** The **default** timeout value is **1/20th of a second**.

The CAN system uses **any** unused channel to send and receive the buffer. This constructor can return an **invalid** message for **two** reasons:

1. The timeout interval has **transpired**
2. There were **no** free channels available to send the request

3.3.3 ~CanRxMessage

Synopsis:

```
~CanRxMessage( );
```

Description:

The CanRxMessage destructor. This is called automatically when an instance goes out of scope.

Parameters:

None

3.4 Member Functions

3.4.1 GetLength

Synopsis:

BYTE GetLength();

Description:

This member function gets the amount of data stored in the message.

Parameters:

None

Returns:

The number of bytes stored as an unsigned 8 bit value

3.4.2 GetData

Synopsis:

```
BYTE GetData( BYTE * buffer, BYTE max_len );
```

Description:

This member function copies the data in a message object to the location pointed to by buffer up to a maximum of max_len in bytes.

Parameters:

Type	Name	Description
BYTE	* buffer	A pointer to the buffer to put the data in.
BYTE	max_len	The maximum length to store (in bytes).

Returns:

The number of bytes stored

3.4.3 GetId

Synopsis:

DWORD GetId();

Description:

This member function gets the ID of the message. In the NetBurner Software API, we **always** refer to **CAN identifiers** as **32 bit DWORDS**. A 32 bit DWORD is **bigger** than either (Normal or Extended) Identifier.

A Normal identifier will **always** have bits 0 to 17 as zero. An Extended identifier **can have** bits 0 to 17 low. Therefore, Extended identifiers that are received **will** have bit 29 set to 1. **Note:** Any ID input into the system will be treated as Extended **if** bit 29 is set, **or** if bits 0 to 17 are **not** zero.

Parameters:

None

Returns:

The ID of the message object

3.4.4 GetTimeStamp

Synopsis:

```
WORD GetTimeStamp( );
```

Description:

Each CAN message contains a time stamp indicating when it is sent. This member function gets the time stamp from where it was sent.

Parameters:

None

Returns:

The time stamp of the message object

3.4.5 IsValid

Synopsis:

```
BOOL IsValid( );
```

Description:

Each CanRxMessage object constructor has a timeout value. If a message object is created and a timeout occurs the message object contains no data, and is marked as "invalid". This member function answers the question: Is this CanRxMessage a valid message.

Parameters:

None

Returns:

TRUE --- If the CanRxMessage object contains a valid message

FALSE --- If the message is invalid

3.5 Functions

3.5.1 CanInit

Synopsis:

```
int CanInit( DWORD bit_rate, DWORD Global_Mask, BYTE irq_level=4 );
```

Description:

This function initializes the CAN system. It must be called before any other CAN functions or the creation of CanRxMessage objects.

Parameters:

Type	Name	Description
DWORD	bit_rate	The bit rate to run the CAN system at.
DWORD	Global_Mask	The mask used to mask received IDs.
BYTE	irq_level	The interrupt level you want the CAN system to operate at.

Note: The system will get as close as possible, but 1000000, 500000, 250000, and 125000 are the **only** values that are known to work.

Value	Meaning
0	Don't care
1	Care

Returns:

CAN_OK --- On success

CAN_RATE_FAIL --- If the bit rate could not be set within 1.5%

CAN_ALREADY_OPEN --- If the CAN system is already running - you must call CanShutDown first

3.5.2 CanShutDown

Synopsis:

```
void CanShutDown( );
```

Description:

This function shuts down the CAN system.

Parameters:

None

Returns:

Nothing --- This is a void function

3.5.3 ChangeGlobalMask

Synopsis:

```
void ChangeGlobalMask( DWORD Global_Mask );
```

Description:

This function **changes** the global receive mask **after** the CAN system is started.

Parameters:

Type	Name	Description
DWORD	Global_Mask	The mask used to mask received IDs.

Returns:

Nothing --- This is a void function

3.5.4 FreeCanChannels

Synopsis:

```
int FreeCanChannels( );
```

Description:

The CAN system has 16 available channels. Use this function return to determine which channels are currently free.

Parameters:

None

Returns:

The number of channels that are currently not in use

3.5.5 IsChannelFree

Synopsis:

```
BOOL IsChannelFree( int channel );
```

Description:

This function tells you if a specific channel is currently free.

Parameters:

Type	Name	Description
int	channel	The specified channel.

Returns:

TRUE --- If the specified channel is currently free

3.5.6 RegisterCanRxFifo

Synopsis:

```
int RegisterCanRxFifo( DWORD id, OS_FIFO * pFifo, int channel=-1 );
```

Description:

This function tells the CAN system to start listening for a specific CAN ID. Any incoming CAN frames that match the ID as set by the appropriate mask will be placed into the FIFO. The FIFO is a function of the RTOS. To use the FIFO, the application must:

- Declare an OS_FIFO object
- Initialize the FIFO with the OSFifoInit function.
- Register the FIFO to listen to a specific ID.
- Create an instance of a CanRxMessage with the FIFO constructor.

Parameters:

Type	Name	Description
DWORD	id	The identifier to match on received frames. The id is modified by the global mask.
OS_FIFO	* pFifo	A pointer to the FIFO, used to communicate between the CAN subsystem and the CanRxMessage Class. The FIFO must be initialized first. The same FIFO can be passed to multiple receive registration functions.
int	channel	There are a total of 16 CAN channels. You can either specify a channel to use for the receive request, or you can specify a value of -1, which allows the system to select an unused channel.

Returns:

A value 0 to 15 --- The channel this request is assigned to.

Note: This value must be stored to later call **UnRegisterCanFifo**

CAN_CHANNEL_USED --- If the channel is used or there are no free channels

Example:

```
OS_FIFO fifo;
OSFifoInit( &fifo );
int chan = RegisterCanRxFifo( 0x1234, &fifo );
if (chan > 0)
{
    CanRxMessage can_msg( &fifo, 30*TICKS_PER_SECOND );
}
```

3.5.7 RegisterCanSpecialRxFifo

Synopsis:

```
int RegisterCanSpecialRxFifo( DWORD id, DWORD spl_mask, OS_FIFO * pFifo, int channel=-1 );
```

Description:

This function instructs the CAN system to start listening for a specific CAN ID. Any incoming CAN frames that match the ID (as set by the appropriate mask) will be placed into the FIFO. **Note:** Some applications may require more than one channel mask. The NetBurner CAN device can have up to 3 masks:

The global mask for channels 0 -13

A mask for channel 14

A mask for channel 15

Note: The masks for channels 14 and 15 are set using the spl_mask parameter unique to this function.

Parameters:

Type	Name	Description
DWORD	id	The identifier to match on received frames. This is modified by the passed in mask.
DWORD	spl_mask	There are only two channels available for use with the special mask so use this call sparingly and only if really needed.
OSFifo	* pFifo	A pointer to the FIFO, used to communicate between the CAN subsystem and the CanRxMessage Class. The FIFO must be initialized first. The same FIFO can be passed to multiple receive registration functions.
int	channel	There are a total of 16 CAN channels. You can either specify a channel to use for the receive request, or you can specify a value of -1, which allows the system to select an unused channel.

Returns:

A value 0 to 15 --- The channel this request is assigned to.

Note: This value must be stored to later call UnRegisterCanFifo

CAN_CHANNEL_USED --- If the channel is used or there are no free channels

3.5.8 UnRegisterCanFifo

Synopsis:

```
int UnRegisterCanFifo( int channel );
```

Description:

This function disconnects a receiver channel from a FIFO.

Parameters:

Type	Name	Description
int	channel	The channel to remove.

Returns:

CAN_OK --- If successful

CAN_CHANNEL_NOT_USED --- If the channel is not currently in use

3.5.9 SendMessage

Synopsis:

```
int SendMessage( DWORD id, BYTE * data, BYTE len, WORD timeout, int channel = -1 );
```

Description:

This function sends a message to a device with the specified id. To send a message, one of the 16 channels must be available. **Note:** The channel will automatically be freed once the message has been sent.

Parameters:

Type	Name	Description
DWORD	id	The identifier to send.
BYTE	* data	A pointer to the data to send.
BYTE	len	The length of the data. It must be less than or equal to 8 bytes.
WORD	timeout	How long to wait for confirmation it sent. 0 = wait forever. 0xFFFF = don't wait at all. Any other timeout value blocks until it is actually sent.
int	channel	The channel to use. A value of -1 will allow the system to select an unused channel.

Returns:

CAN_OK --- If the message was sent

CAN_CHANNEL_USED --- Can't send because the channel was already in use or no channels available

CAN_TIMEOUT --- Did not send in the time allotted

3.6 MACROS

3.6.1 CAN_EXTENDED_ID_BIT

Synopsis:

```
#define CAN_EXTENDED_ID_BIT( 0x20000000 )
```

Description:

This macro takes the single bit used by the API to indicate an extended ID.

3.6.2 ExtToNbld

Synopsis:

```
#define ExtToNbld( id ) ( id | CAN_EXTENDED_ID_BIT )
```

Description:

This macro will make a system recognized Extended ID from either an Extended (29 bit) CAN Identifier or from a Normal (11 bit) CAN Identifier.

3.6.3 NormToNbld

Synopsis:

```
#define NormToNbld( id ) ( ( id & 0x7ff )<<18 )
```

Description:

This macro creates a Normal ID, and also an ID set from a normal id in the range 0 to 2048.

3.6.4 IsNBIdExt

Synopsis:

```
#define IsNBIdExt( id ) ( ( id & ( CAN_EXTENDED_ID_BIT|0x3FFFF ) )!=0 )
```

Description:

This macro determines if the ID is extended.

3.6.5 NbToExtId

Synopsis:

```
#define NbToExtId( id ) ( id & 0xFFFFFFFF )
```

Description:

This macro strips the extra flag, removing the API extended flag from the ID.

3.6.6 NbToNormId

Synopsis:

```
#define NbToNormId( id ) ( ( id >> 18 )& 0x7FF )
```

Description:

This macro will shift a Normal ID so that it has a value 0 to 1023. Some CAN systems will treat normal ID's as an integer from 0 to 2048. Other CAN systems may treat normal IDs as 28 bit values where the bottom 17 bits are zero. This macro will convert our Normal ID format into the 0 to 2048 format.

4 Command Processor Library

4.1 Introduction

The Command Processor is a system program that accepts user commands and converts them into the machine commands required by the operating system. The Command Processor receives and executes operating system commands. After you enter a command, the command processor analyzes the syntax to make sure the command is valid, and then either executes the command or issues an error warning.

Header File

```
#include <command.h> // Found in C:\Nburn\include
```

Functions

CmdStartCommandProcessor --- Starts the command processor
CmdAddCommandFd --- Adds an established fd connection to the list of fds managed by the command processor
CmdRemoveCommandFd --- Removes an established fd
CmdListenOnTcpPort --- Listens for a connection on a TCP port
CmdStopListeningOnTcpPort --- Stops listening for connections on the specified port
*CmdAuthenticateFunc --- Authenticates the username and password
*CmdCmd_func --- Processes a command
*CmdConnect_func --- Called whenever a new connection is established
*CmdPrompt_func --- Called to display a command prompt
*CmdDisconnect_func --- Called whenever a command is disconnected
SendToAll --- Send to all connected sockets, excluding "Listening" sockets

Globals

CmdIdleTimeout
*Cmdlogin_prompt

4.2 CmdStartCommandProcessor

Synopsis:

```
int CmdStartCommandProcessor( int priority );
```

Description:

This function starts the Command Processor.

Parameters:

Type	Name	Description
int	priority	The UCOS task priority

Returns:

CMD_OK --- On Success

CMD_FAIL --- On Failure

Example:

The newdemo application --- Located by default in your C:\Nburn\examples directory.

Warning: This application will not run on a SB72

4.3 CmdAddCommandFd

Synopsis:

```
int CmdAddCommandFd( int fd, int require_auth, int time_out_conn, int local_echo=TRUE )
```

Description:

This function adds an established file descriptor (fd) connection to the list of file descriptors managed by the command processor.

Parameters:

Type	Name	Description
int	fd	The file descriptor
int	require_auth	Do we authenticate the connection on this file descriptor
int	time_out_conn	Do we time out the connection on this file descriptor
int	local_echo=TRUE	The command processor will echo the file descriptor.

Returns:

CMD_OK --- On Success
CMD_FAIL --- On Failure
CMD_TO_MANY_FDS --- If there are too many file descriptors

4.4 CmdRemoveCommandFd

Synopsis:

```
int CmdRemoveCommandFd( int fd );
```

Description:

This function removes an established file descriptor (either a TCP or a Serial connection).

Parameters:

Type	Name	Description
int	fd	The file descriptor

Returns:

CMD_OK --- On Success

CMD_FAIL --- On Failure

4.5 CmdListenOnTcpPort

Synopsis:

```
int CmdListenOnTcpPort( WORD port, int do_telnet_processing, int max_connections )
```

Description:

This function starts listening for a connection on a TCP port. Telnet is a user command and an underlying TCP/IP protocol for accessing remote computers.

Parameters:

Type	Name	Description
WORD	port	The port number
int	do_telnet_processing	1 = Negotiate a Telnet session 0 = Standard TCP connection
int	max_connections	Maximum number of connections allowed on this port (system maximum is 30).

Returns:

CMD_OK --- On Success
CMD_FAIL --- On Failure

4.6 CmdStopListeningOnTcpPort

Synopsis:

```
int CmdStopListeningOnTcpPort( WORD port );
```

Description:

This function stops listening for connections on the specified port. **Note:** This function also closes all open connections that were based on that specified port.

Parameters:

Type	Name	Description
WORD	port	TCP port number

Returns:

CMD_OK --- On Success

CMD_FAIL --- On Failure

4.7 *CmdAuthenticateFunc

Synopsis:

```
extern int ( * CmdAuthenticateFunc )( const char * name, const char *passwd )
```

This function is of the form:

```
int AuthenticateCommand ( const char * name, const char * passwd );
```

Description:

This external authentication function CALLBACK is used to verify the Username and Password. Note: If this function pointer is not NULL, then each new Telnet session will be asked to authenticate the Username and Password.

Parameters:

Type	Name	Description
const char	*name	A pointer to the Username.
const char	*passwd	A pointer to the Password.

Returns:

CMD_OK --- If the authentication was OK

CMD_CLOSE --- If the authentication causes the session to terminate (i.e. close)

4.8 *CmdCmd_func

Synopsis:

```
extern int ( * CmdCmd_func )( const char *command, FILE *fRespondto, void *pData )
```

This function is of the form:

```
int ProcessCommand( const char * command, int fd_respondeto );
```

Description:

This is the command processing CALLBACK function.

Parameters:

Type	Name	Description
const char	*command	A pointer to the NULL terminated ASCII text of the command.
FILE	*fRespondto	The file descriptor (fd) that all response should be sent to. Note: Use fprintf or fiprintf to write to the file descriptor.
void	*pData	The pointer to a data object.

Returns:

CMD_OK --- If the command was OK

CMD_CLOSE --- If the command causes the session to terminate (i.e. close)

4.9 *CmdConnect_func

Synopsis:

```
extern void* ( * CmdConnect_func )( FILE *fRespondto );
```

This function is of the form:

```
void ConnectCommand ( FILE * fRespondto );
```

Description:

This is the connect CALLBACK function. **Note:** If this function pointer is not NULL, then the system will call this function every time a new session is started.

Parameters:

Type	Name	Description
FILE	*fRespondto	The file descriptor (fd) that all response should be sent to. Note: Use fprintf or fiprintf to write to the file descriptor.

Returns:

An arbitrary void * data item to be associated with this session

4.10 *CmdPrompt_func

Synopsis:

```
extern void ( * CmdPrompt_func )( FILE *fRespondto, void *pData )
```

This function is of the form:

```
void PromptCommand( int fd_respondeto )
```

Description:

This is a prompt Callback function. **Note:** If this function pointer is not NULL, then the system will call this function every time a new prompt line needs to be displayed.

Parameters:

Type	Name	Description
FILE	*fRespondto	The file descriptor (fd) that all response should be sent to. Note: Use fprintf or fiprintf to write to the file descriptor.
void	*pData	The pointer to a data object that can be used in the prompt. The value of pData is the value returned by *CmdConnect_func. This means that you can change the value of pData for each connection, and make that value part of the command prompt (e.g. NB:1>, NB:2>, NB:3>, etc.).

Returns:

Nothing --- This is a void function

Example:

```
#include <command.h>

void ProcessPrompt( FILE *fp, void *pData )
{
    // The following code will produce the prompt: "MyPrompt> "
    fiprintf( fp, "\nMyPrompt> " );
}

void UserMain( void *pd )
{
    CmdPrompt_func = ProcessPrompt;
    while ( 1 )
        OSTimeDly( TICKS_PER_SECOND );
}
```


4.11 *CmdDisconnect_func

Synopsis:

```
extern void ( * CmdDisconnect_func )( FILE *fRespondto, int cause, void *pData )
```

This function is of the form:

```
void DisconnectCommand( int fd_respondeto, int cause );
```

Description:

This is a disconnect CALLBACK function. Note: If this function pointer is not NULL, then the system will call this function every time a session is terminated.

Parameters:

Type	Name	Description
FILE	*fRespondto	The file descriptor (fd) that all responses should be sent to. Note: Use fprintf or fiprintf to write to the file descriptor.
int	cause	The reason why it is disconnected. The current values of cause are: #define CMD_DIS_CAUSE_TIMEOUT (1) #define CMD_DIS_CAUSE_CLOSED (2) #define CMD_DIS_SOCKET_CLOSED (3) --- Do not send a response for this case. #define CMD_DIS_AUTH_FAILED (4) --- Do not send a response for this case.
void	*pData	The pointer to a data object.

Returns:

Nothing --- This is a void function

4.12 SendToAll

Synopsis:

void SendToAll (char *buffer, int len, BOOL include_serial_ports)

Description:

This function will send to all connected sockets, excluding "Listening sockets".

Parameters:

Type	Name	Description
char	*buffer	Pointer to the buffer.
int	len	The length of what is in the buffer.
BOOL	include_serial_ports	Do you want to include Serial ports or just TCP ports?

Returns:

Nothing --- This is a void function

4.13 Globals

4.13.1 CmdIdleTimeout

Synopsis:

```
extern int CmdIdleTimeout;
```

Description:

The number of seconds a connection is idle before it is terminated due to inactivity.

4.13.2 *Cmdlogin_prompt

Synopsis:

```
extern const char *Cmdlogin_prompt;
```

Description:

If this is not NULL, then it will be sent to the socket on connection (before authentication is tried).

5 DHCP Library

5.1 Introduction

This Library provides a DHCP Client to dynamically get IP Addresses using the RFC1541 DHCP protocol. To use this Library you must call the `StartDHCP()` function after the IP stack is initialized. Once the DHCP Client is started, it will automatically renew the DHCP address when necessary.

The Network Programmers Guide provides a complete section on using DHCP as a simple function call, and also a detailed implementation in which you can create your own DHCP object for more detailed control.

Header File

```
#include <dhcpcclient.h> // Found in C:\Nburn\include
```

Most Commonly Used Functions

<code>GetDHCPAddress</code>	Returns DHCP_OK on success. Automatic DHCP renewal.
<code>GetDHCPAddressIfNecessary</code>	Same as <code>GetDHCPAddress</code> , but checks to verify EthernetIP is 0.0.0.0 so no static IP address is configured.
<code>ValidDhcpLease</code>	Returns TRUE if lease is valid
<code>GetRemainingDhcpLeaseTime</code>	Returns the number of seconds remaining on the current lease

Advanced Functions for DHCP Objects

The following functions require an intimate understanding of the RFC DHCP implementation. Before using any of these functions please read the Changing IP Address section of the Network Programming Guide, which provides examples on how to use these functions. If the DHCP object was created using *GetDHCPAddress* or *GetDHCPAddressIfNecessary*, it is also possible to get a hold of the DHCP object itself from the network InterfaceBlock structure as the element "dhcpClient".

<code>StartDHCP</code>	Starts the DHCP client
<code>StopDHCP</code>	Stops the DHCP client, and release any active DHCP lease
<code>RebindDHCP</code>	Forces a DHCP rebind
<code>RenewDHCP</code>	Forces a DHCP renew
<code>GetDhcpRebindTime</code>	Returns time at which a rebind will occur in seconds (system clock)
<code>GetDhcpRenewTime</code>	Returns time at which a renew will occur in seconds (system clock)
<code>GetDhcpExpirationTime</code>	Returns time at which a lease will expire in seconds (system clock)
<code>GetDHCPState</code>	Get the current DHCP state
<code>SetDHCPDiscoverSeconds</code>	Set the number of second to be advertised when trying to get a DHCP address

5.2 Global Variables

const char *pDHCPOfferName Pointer to define a name for the DHCP device

Type	Name	Description
IPADDR	DhcpClientIP	The allocated IP Address.
IPADDR	DhcpClientMask	The allocated Subnet Mask.
IPADDR	DhcpServerIP	The Server ID.
IPADDR	DhcpRelayIP	The Relay Agent.
IPADDR	DhcpRouterIP	The Gateway IP Address.
IPADDR	DhcpDNSIP	The DNS IP Address.
Volatile DWORD	DhcpLeaseTimer	Tracks the current lease time.
DWORD	DhcpLeaseStart	IP Address lease start time in seconds.
DWORD	DhcpLeaseTime	IP Address lease time in seconds.
DWORD	DhcpRenewTime	Time to renewing state in seconds.
DWORD	DhcpRebindTime	Time to rebinding state in seconds.
const char	*pDHCPOfferName	The name to give this DHCP client. Note: This name must be set before calling StartDHCP.

5.3 DHCP Example

The most common method of starting DHCP is with the GetDhcpAddress() function, which will automatically handle renewing the DHCP lease.

```
void UserMain( void *pd )
{
    iprintf( "Mod5270 Factory Demo Program\r\n" );

    InitializeStack();           // Initialize TCP/IP stack

    if ( EthernetIP == 0 )
    {
        iprintf( "Trying DHCP\r\n" );
        GetDHCPAddress();
        iprintf( "DHCP assigned the IP address of : " );
        ShowIP( EthernetIP );
        iprintf( "\r\n" );
    }

    // remainder of application
}
```

5.4 GetDHCPAddress

Synopsis:

```
int GetDHCPAddress( int interface = 0 );
```

Description:

This function encapsulates all of the code necessary to start the DHCP Client and automatically renew the lease.

Parameters:

The network interface. If no parameter is specified, the default interface will be used.

Return Values:

DHCP_OK (0) --- The system found a DHCP address
DHCP_FAILED (-1) --- The system failed to acquire a DHCP address

5.5 GetDHCPAddressIfNecessary

Synopsis:

```
int GetDHCPAddressIfNecessary( int interface = 0 );
```

Description:

This function encapsulates all of the code necessary to start the DHCP Client and automatically renew the lease. It is the most common way to use DHCP. It is similar to GetDHCPAddress, but adds a check to verify the Ethernet IP address is 0.0.0.0 before attempting to get a DHCP IP address. The assumption is that if a static IP address is configured, then DHCP should not be used.

Parameters:

The network interface. If no parameter is specified, the default interface will be used.

Return Values:

DHCP_OK (0) --- The system found a DHCP address
DHCP_FAILED (-1) --- The system failed to acquire a DHCP address

5.6 GetRemainingDhcpLeaseTime

Synopsis:

```
DWORD GetRemainingDhcpLeaseTime( );
```

Description:

DHCP uses the concept of a "lease" or amount of time that a given IP address will be valid for a computer. Therefore, call this function to retrieve the number of seconds remaining for the current valid "lease".

Parameters:

None

Returns:

The amount of times left (in seconds) on the current DHCP "lease"

5.7 ValidDhcpLease

Synopsis:

```
BOOL ValidDhcpLease( );
```

Description:

DHCP uses the concept of a "lease" or amount of time that a given IP Address will be valid for a computer. Therefore, call this function to determine the validity of the DHCP "lease".

Parameters:

None

Returns:

1 - TRUE --- If the "lease" is valid
0 - FALSE --- If the "lease" is not valid

5.8 StartDHCP

Synopsis:

```
void StartDHCP( OS_SEM * pDhcpSemaphore );
```

Description:

This function starts the DHCP client, and should only be used if you have a requirement to create your own DHCP instance. Most application will use the functions: `GetDhcpAddress()` or `GetDhcpAddressIfNecessary()` that start the DHCP service automatically.

If you point the DHCP global variable `pDHCPOfferName` to a name, the DHCP system will assign that name. It will return immediately, and you need to either watch the semaphore, or monitor the status of DHCP using the `GetDHCPState` function before you assume that the IP Address has been setup. When you use this function to start DHCP it will automatically renew the DHCP lease.

Parameters:

Type	Name	Description
OS_SEM	*pDhcpSemaphore	A pointer to a Semaphore - to notify when DHCP is complete. Note: It may be passed in as NULL .

Returns:

Nothing --- This is a void function

Example Code:

Refer to the Network Programming Guide for detailed information on creating your own DHCP instance.

```
#include <dhcpclient.h>
```

```
{
    OS_SEM DHCPSem;
    OSSemInit(&DHCPSem,0); // Initialize the Semaphore
    StartDHCP(&DHCPSem); // Start DHCP
    if (OSSemPend(&dhcpSem,20*TICKS_PER_SECOND)==OS_TIMEOUT) // Wait 20 sec
    {
        // DHCP did not initialize, handle the error here
    }
}
```

5.9 StopDHCP

Synopsis:

```
void StopDHCP( );
```

Description:

This function stops the DHCP client and releases any DHCP leases we own. Standard DHCP Client operation does not need to call this function, it should only be used when creating your own DHCP object.

Parameters:

None

Returns:

Nothing --- This is a void function

5.10 RebindDHCP

Synopsis:

```
void RebindDHCP( );
```

Description:

DHCP uses the concept of a "lease" or amount of time that a given IP Address will be valid for a computer. Therefore, calling this function will result in a "lease" rebind (i.e. a forced rebinding of the lease). Standard DHCP Client operation does not need to call this function, it should only be used when creating your own DHCP object.

Parameters:

None

Returns:

Nothing --- This is a void function

5.11 RenewDHCP

Synopsis:

```
void RenewDHCP( );
```

Description:

DHCP uses the concept of a "lease" or amount of time that a given IP Address will be valid for a computer. Therefore, calling this function **will** result in the "lease" being renewed (i.e. a **forced** renew of the lease). Standard DHCP Client operation does not need to call this function, it should only be used when creating your own DHCP object.

Parameters:

None

Returns:

Nothing --- This is a void function

5.12 GetDHCPState

Synopsis:

```
int GetDHCPState( );
```

Description:

This function returns the current state of the DHCP lease.

Parameters:

None

Returns:

SDHCP_DISCOVER --- The system is discovering the DHCP servers
SDHCP_OFFER --- The system has responded to an Offer
SDHCP_ACK --- The System has acknowledged the Offer
SDHCP_INIT --- The System is reinitializing
SDHCP_CMPL --- The System has completed the last transaction
SDHCP_RENEW --- The System is in the process of renewing
SDHCP_REBIND --- The System has failed the Renew and is trying to Rebind
SDHCP_RELEASE --- The System is trying to release the Lease
SDHCP_NOTSTARTED --- The System has not been initialized

5.13 GetDhcpRenewTime

Synopsis:

```
DWORD GetDhcpRenewTime() { return DhcpRenewTime; }
```

Description:

Returns time at which a renew will occur (50% of lease time), in seconds. The value is referenced to the system seconds counter: Secs.

Parameters:

None

Returns:

Returns time at which a renew will occur in seconds. The value is referenced to the system seconds counter: Secs.

5.14 GetDhcpRebindTime

Synopsis:

DWORD GetDhcpRenewTime()

Description:

Returns time at which a rebind will occur (approx. 87.5% of lease time) in seconds. The value is referenced to the system seconds counter: Secs.

Parameters:

None

Returns:

Returns time at which a rebind will occur in seconds. The value is referenced to the system seconds counter: Secs.

5.15 GetDhcpExpirationTime

Synopsis:

DWORD GetDhcpExpirationTime()

Description:

Returns time at which a lease will expire in seconds. The value is referenced to the system seconds counter: Secs.

Parameters:

None

Returns:

Returns time at which a lease will expire in seconds. The value is referenced to the system seconds counter: Secs.

6 AutoIP Library

6.1 Introduction

The AutoIP Library provides a client daemon (AutoIPClient) for assigning an IP address to a network interface using the Auto IP configuration process. It allows a device to configure a nonconflicting IP address dynamically without reliance on a central authority or resource (unlike DHCP). **It should be noted that there should never, under any circumstances, be a DHCP client and an AutoIP client running on the same interface.** This will lead to abarent behavior resulting in a shifting IP address and configurations for that interface.

When this library is in use, the main library is compiled to create a multihome interface off of the primary network interface that runs an AutoIP client. The intent of this feature is to allow a user to directly connect to the device, without assigning a static ip to either the device or their computer, in order to facilitate development or field access.

To disable the AutoIP library and the multihome interface, remove or comment out the #define AUTOIP in <predef.h> and then recompile the main library.

Header File

```
#include <autoip.h>    // Found in C:\Nburn\include
```

Functions for AutoIPClient objects

start	Starts the AutoIPClient.
stop	Stops the AutoIPClient and resets the interface's IP and configuration.
restart	Resets the interface and restarts the AutoIPClient.

6.2 AutoIPClient

Synopsis:

```
AutoIPClient( int interface );
```

Description:

Constructor for the AutoIPClient autoip client daemon.

Parameters:

interface – The network interface number the client will be using/configuring.

Return Values:

None.

6.3 start

Synopsis:

```
void start( );
```

Description:

This function starts the AutoIPClient state machine.

Parameters:

None.

Return Values:

None.

6.4 stop

Synopsis:

```
void stop( );
```

Description:

This function stops the AutoIPClient state machine and resets its network interface's IP and configuration.

Parameters:

None.

Return Values:

None.

6.5 restart

Synopsis:

```
void restart( );
```

Description:

This function resets its network interface's IP and configuration then restarts the AutoIPClient state machine.

Parameters:

None.

Return Values:

None.

7 FTP Client Library

7.1 Introduction

The FTP Client module provides code for sending and receiving files from a FTP server. Most embedded platforms, including the NetBurner embedded development environment, do not have a built-in file system (although you could implement a file system on your own). This means that the Client FTP code does not use files as you might think of them on a computer's hard drive. Instead, you will create data streams that are associated with file names. In other words, a "file" is just a collection of bytes that can be stored in Flash memory or RAM.

When you read a file from the external FTP server using the FTPGetFile function, you will receive a file descriptor (fd), not a file. If you read the bytes/data from this file descriptor you will receive the contents of the remote file as a stream of data. The received data is stored in Flash or RAM.

When you create a file on a remote FTP server using the FTPSendFile, function, then you write the stream of data that will become the remote file associated with the file descriptor. If the remote FTP server has a file system (e.g. a Unix server running a FTP daemon), then the stream of data you wrote would likely be stored as a file on a computer's hard drive.

Some basic knowledge of the inner workings of FTP will be helpful in using this module. Two recommended references are TCP/IP Illustrated Volume 1 (Chapter 27) by Richard Stevens, and/or RFC 959.

Header File

```
#include <ftp.h>    // Found in C:\Nburn\include
```

FTP Client Module Description

The basic procedure to use the FTP Client module is:

- Open the FTP session (with the FTP_InitializeSession function)
- Send commands within the FTP session (with the FTPGetList, FTPGetFileNames, FTPGetFile, and/or FTPSendFile functions)
- Close the session (with the FTP_CloseSession function)

FTP Client Functions to Initialize and/or Close a FTP Session

- FTP_InitializeSession --- Create/Initialize a connection to an FTP Server
- FTP_CloseSession --- Close the FTP session

FTP Client Directory Functions

FTPGetDir --- Get the current working directory
FTPSetDir --- Set the current working directory
FTPDeleteDir --- Delete a directory
FTPMakeDir --- Make a directory
FTPUpDir --- Move up one directory level

FTP Client Miscellaneous File Functions

FTPDeleteFile --- Delete a file on the server
FTPRenameFile --- Rename a file on the server

FTP Client Send File Function

FTPSendFile --- Setup to send a file on an existing FTP session

FTP Client Get File Functions

FTPGetFile --- Setup to receive a file on an existing FTP session
FTPGetList --- Setup to receive a directory on an existing FTP session
FTPGetFileNames --- Setup to receive a just the file names from the existing FTP session

FTP Client Low Level Functions

FTPRawCommand --- Send a command and get a response from the control connection
FTPGetCommandResult --- Get a response from the control connection without sending a command
FTPRawStreamCommand --- Send a command and get a response over a stream connection

FTP Client Example Program

See FTPClient example application in \nburn\examples\FTPClient

7.2 FTP_InitializeSession

Synopsis:

```
int FTP_InitializeSession( IPADDR server_address, WORD port, PCSTR UserName,  
                          PCSTR PassWord, DWORD time_out )
```

Description:

This function creates and initializes a connection to an FTP server. This call creates a connection to a FTP server, and logs in with the username and password specified in the function call. The session handle returned from this call is used by the FTP file and directory functions. **Note:** The FTP_CloseSession function is used to close the session.

Parameters:

Type	Name	Description
IPADDR	server_address	The IP Address of the FTP Server.
WORD	port	The port number to connect to on the Server.
PCSTR	UserName	The account User Name.
PCSTR	PassWord	The account password.
DWORD	time_out	The number of time ticks to wait.

Return Values:

> 0 --- FTP session handle
FTP_TIMEOUT --- Time out
FTP_PASSWORDERROR --- Password error
FTP_CONNECTFAIL --- Network error
FTP_NETWORKERROR --- Network error

7.3 FTP_CloseSession

Synopsis:

```
int FTP_CloseSession( int session );
```

Description:

This function closes the specified FTP session. This function should be called when an FTP session is complete.

Warning: Failure to call this function will result in memory/resource leaks.

Parameters:

Type	Name	Description
int	session	The FTP session handle.

Return Values:

FTP_OK --- Closed successfully
FTP_TIMEOUT --- Time out
FTP_COMMANDFAIL --- Command error
FTP_NETWORKERROR --- Network error
FTP_BADSESSION --- Invalid session number

7.4 FTPGetDir

Synopsis:

```
int FTPGetDir( int ftp_Session, char * dir_buf, int nbytes, WORD timeout )
```

Description:

This function gets the current working directory name on the FTP server. This function also copies the name of the current working directory into the buffer specified by dir_buf.

Parameters:

Type	Name	Description
int	ftp_Session	The FTP session handle returned from the FTP_InitializeSession call.
char	*dir_buf	A pointer to the buffer that will hold the directory name.
int	nbytes	The maximum number of bytes to copy.
WORD	timeout	The number of ticks to wait for timeout.

Return Values:

> 0 --- The number of bytes read
FTP_TIMEOUT --- Time out
FTP_COMMANDFAIL --- Could not execute command
FTP_CONNECTFAIL --- FTP failure
FTP_NETWORKERROR --- Network error

7.5 FTPSetDir

Synopsis:

```
int FTPSetDir( int ftp_Session, const char * new_dir, WORD timeout )
```

Description:

This function sets the current working directory of the FTP Server.

Parameters:

Type	Name	Description
int	ftp_Session	The FTP session handle returned from the FTP_InitializeSession call.
const char	*new_dir	The name of the directory to change to
WORD	timeout	The number of timer ticks to wait for timeout.

Return Values:

FTP_OK --- Set successfully
FTP_TIMEOUT --- Time out
FTP_COMMANDFAIL --- Command failed (e.g. a nonexistent directory)
FTP_CONNECTFAIL --- FTP failure
FTP_NETWORKERROR --- Network error

7.6 FTPDeleteDir

Synopsis:

```
int FTPDeleteDir( int ftp_Session, const char * dir_to_delete, WORD timeout )
```

Description:

This function deletes a directory on the FTP server.

Parameters:

Type	Name	Description
int	ftp_Session	The FTP session handle returned from the FTP_InitializeSession call.
const char	*dir_to_delete	The name of the directory to be deleted.
WORD	timeout	The number of ticks to wait for a timeout.

Return Values:

FTP_OK --- Deleted successfully

FTP_TIMEOUT --- Time out

FTP_COMMANDFAIL --- Command failed (e.g. a nonexistent directory)

FTP_CONNECTFAIL --- FTP failure

FTP_NETWORKERROR --- Network error

7.7 FTPMakeDir

Synopsis:

```
int FTPMakeDir( int ftp_Session, const char * dir_to_make, WORD timeout )
```

Description:

This function makes a directory on the FTP server.

Parameters:

Type	Name	Description
int	ftp_Session	The FTP session handle returned from the FTP_InitializeSession call.
const char	*dir_to_make	The name of the directory to create.
WORD	timeout	The number of ticks to wait for a timeout.

Return Values:

FTP_OK --- Created successfully

FTP_TIMEOUT --- Time out

FTP_COMMANDFAIL --- Command failed (e.g. a nonexistent directory)

FTP_CONNECTFAIL --- FTP failure

FTP_NETWORKERROR --- Network error

7.8 FTPUpDir

Synopsis:

```
int FTPUpDir( int ftp_Session, WORD timeout )
```

Description:

This function moves up one directory level in the directory hierarchy on the FTP server.

Parameters:

Type	Name	Description
int	ftp_Session	The FTP session handle returned from the FTP_InitializeSession call.
WORD	timeout	The number of ticks to wait for a timeout.

Return Values:

FTP_OK --- Changed directory successfully
FTP_TIMEOUT --- Time out
FTP_COMMANDFAIL --- Command failed (e.g. a nonexistent directory)
FTP_CONNECTFAIL --- FTP failure
FTP_NETWORKERROR --- Network error

7.9 FTPDeleteFile

Synopsis:

```
int FTPDeleteFile( int ftp_Session, const char * file_name, WORD timeout )
```

Description:

This function deletes a file on the FTP server.

Parameters:

Type	Name	Description
int	ftp_Session	The FTP session handle returned from the FTP_InitializeSession call.
const char	*file	The file name to be deleted.
WORD	timeout	The number of ticks to wait for a timeout.

Return Values:

FTP_OK --- Deleted successfully

FTP_TIMEOUT --- Time out

FTP_COMMANDFAIL --- Command failed (e.g. a nonexistent directory)

FTP_CONNECTFAIL --- FTP failure

FTP_NETWORKERROR --- Network error

7.10 FTPRenameFile

Synopsis:

```
int FTPRenameFile( int ftp_Session, const char * old_file_name, const char * new_file_name,  
                  WORD timeout )
```

Description:

This function renames a file on the FTP server.

Parameters:

Type	Name	Description
int	ftp_Session	The FTP session handle returned from the FTP_InitializeSession call.
const char	*old_file_name	The file name to be renamed.
const char	*new_file_name	The new file name.
WORD	timeout	The number of ticks to wait for a timeout.

Return Values:

FTP_OK --- Renamed successfully
FTP_TIMEOUT --- Time out
FTP_COMMANDFAIL --- Command failed (e.g. a nonexistent directory)
FTP_CONNECTFAIL --- FTP failure
FTP_NETWORKERROR --- Network error

7.11 FTPSendFile

Synopsis:

```
int FTPSendFile( int ftp_Session, const char * full_file_name, BOOL bBinaryMode, WORD timeout )
```

Description:

This function call initializes the send file process to send a file to a FTP server. It sets up a new TCP connection that will be used to transfer the file data. To actually send the file data, use the returned file descriptor and the standard I/O write commands, such as write, writestring, or writeall. After sending the data, close the returned file descriptor with the close function.

Important: After the file has been sent, you must call FTPGetCommandResult to get the result from the write. **Warning:** Failing to do this will cause the system to get out of sync. A return value of 226 is normal.

Parameters:

Type	Name	Description
int	ftp_Session	The FTP session handle returned from the FTP_InitializeSession call.
const char	*full_file_name	The file name that the FTP server should assign to the data sent.
BOOL	bBinaryMode	True if the file is to be transferred in binary mode. False for ASCII.
WORD	timeout	The number of ticks to wait for a timeout.

Return Values:

> 0 --- FTP write file descriptor
 FTP_TIMEOUT --- Time out
 FTP_COMMANDFAIL --- Command failed (e.g. a nonexistent directory)
 FTP_CONNECTFAIL --- FTP failure
 FTP_NETWORKERROR --- Network error

Example:

```
// Setup to send file and get file descriptor fd
// The "ftp" session handle would have already been created by the
// FTP_Initialize Session() call
int fd = FTPSendFile(ftp,"FOOBAR.TXT",FALSE,100);
if (fd > 0)
{
    writestring(fd,"This is a test file\r\n");
    writestring(fd,"This is line 2 of the test file\r\n");
    writestring(fd,"Last Line\r\n");
    close(fd);
    rv = FTPGetCommandResult(ftp,tmp_resultbuff,255,100);
    if (rv != 226)
        iprintf("Write Error Command result = %d
        %s\r\n",rv,tmp_resultbuff);
}
else
    iprintf("Failed to create file FOOBAR.TXT\r\n");
```


7.12 FTPGetFile

Synopsis:

```
int FTPGetFile( int ftp_Session, const char * full_file_name, BOOL bBinaryMode, WORD timeout )
```

Description:

This function call initializes the receive file process used to get a file from a FTP server. It sets up a new TCP connection that will be used to transfer the file data. To actually receive the file data, use the returned file descriptor and the standard I/O read commands, such as the ReadWithTimeout function.

Note: It would be unwise to use the read function, because it would block forever if the connection were lost to the FTP Server. After reading the data, close the returned file descriptor with the close function.

Important: After the file descriptor has been returned, you must call the FTPGetCommandResult function to get the result from the read. **Warning: Failing to do this will cause the system to get out of sync.** A return value of 226 is normal.

Parameters:

Type	Name	Description
int	ftp_Session	The FTP session handle returned from the FTP_InitializeSession call.
const char	*full_file_name	The complete file name to be transferred, including path.
BOOL	bBinaryMode	True if the file is to be transferred in binary mode. False for ASCII.
WORD	timeout	The number of ticks to wait for a timeout.

Return Values:

> 0 --- FTP read file descriptor
 FTP_TIMEOUT --- Time out
 FTP_COMMANDFAIL --- Command failed (e.g. a nonexistent directory)
 FTP_CONNECTFAIL --- FTP failure
 FTP_NETWORKERROR --- Network error

Example:

```
// Setup file transfer and get file descriptor fdr
int fdr = FTPGetFile( ftp, "FOOBAR.TXT", FALSE, 100 );
if (fdr > 0)
{
    // The following function reads data from the specified file until complete.
    // This is the location where you could use
    // a different mechanism to retrieve the data.
    ShowFileContents( fdr );
    close( fdr );

    // Now read the command result code from the GetFile command
    rv = FTPGetCommandResult( ftp, tmp_resultbuff, 255, 100);
    if (rv != 226)
        iprintf("Error Command result = %d %s\r\n", rv, tmp_resultbuff );
}
else
    iprintf( "Failed to get file FOOBAR.TXT\r\n" );

// This function reads the data stream from the fd and
// displays it to stdout, which is usually the com1 serial
// port on the NetBurner board.
void ShowFileContents( int fdr )
{
    iprintf( "\r\n[" );
    int rv;
    do
    {
        rv = ReadWithTimeout(fdr,tmp_resultbuff,255,20);
        if (rv < 0)
            iprintf("RV = %d\r\n",rv);
        else
        {
            tmp_resultbuff[rv] = 0;
            iprintf("%s",tmp_resultbuff);
        }
    }

    while (rv > 0);
    iprintf("]\r\n");
}
```

7.13 FTPGetList

Synopsis:

```
int FTPGetList( int ftp_Session, const char * full_dir_name, WORD timeout );
```

Description:

This function initializes the get directory process to receive a full directory listing from the FTP server. A new TCP connection is created to receive the file listing from the server. To actually receive the list use the returned file descriptor to read the list using the standard I/O read commands, such as ReadWithTimeout. After reading the data, close the returned file descriptor with the close function.

Important: After you have received the list, you must call the FTPGetCommandResult function to get the result from the read. **Warning:** Failing to do this will cause the system to get out of sync. A return value of 226 is normal.

Parameters:

Type	Name	Description
int	ftp_Session	The FTP session handle returned from the FTP_InitializeSession call.
const char	*full_dir_name	The complete directory name to be transferred. Can be NULL.
WORD	timeout	The number of ticks to wait for a timeout.

Return Values:

> 0 --- FTP read file descriptor
 FTP_TIMEOUT --- Time out
 FTP_COMMANDFAIL --- Command failed (e.g. a nonexistent directory)
 FTP_CONNECTFAIL --- FTP failure
 FTP_NETWORKERROR --- Network error

Example:

```
int fdr = FTPGetList(ftp,NULL,100);
if (fdr > 0)
{
    //This function reads data from the fd until complete.
    ShowFileContents(fdr);

    // You would probably use a different function.
    // The source for this function is shown in the module example.
    close(fdr);

    // Now read the command result code from the GetList command
    rv = FTPGetCommandResult(ftp,tmp_resultbuff,255,100);
    if (rv != 226)
        iprintf("Error Command result = %d %s\r\n",rv,tmp_resultbuff);
}
else
    iprintf("Failed to get file list\r\n");

// This function reads the data stream from the fd and displays
// it to stdout, which is usually the com1 serial port on the
// NetBurner board.
void ShowFileContents(int fdr)
{
    iprintf("\r\n[");
    int rv;
    do
    {
        rv = ReadWithTimeout(fdr,tmp_resultbuff,255,20);
        if (rv < 0)
        {
            iprintf("RV = %d\r\n",rv);
        }
        else
        {
            tmp_resultbuff[rv] = 0;
            iprintf("%s",tmp_resultbuff);
        }
    }
    while (rv > 0);
    iprintf("]\r\n");
}
```

7.14 FTPGetFileNames

Synopsis:

```
int FTPGetFileNames( int ftp_Session, const char * full_dir_name, WORD timeout )
```

Description:

This function initializes the get directory process to receive just the file names listing from the server. It sets up a new TCP connection to receive the file listing from the server. To actually receive the list, use the returned file descriptor to read the data using the standard I/O read commands, such as ReadWithTimeout.

Warning: It would be unwise to use the read function, because it would block forever if the connection were lost to the FTP Server. After reading the data, close the returned file descriptor with the close function.

After the file connection has been established, you must call the FTPGetCommandResult function to get the result from the read. **Warning: Failing to do this will cause the system to get out of sync.** A return value of 226 is normal.

Parameters:

Type	Name	Description
int	ftp_Session	The FTP session handle returned from the FTP_InitializeSession call.
const char	*full_dir_name	The complete file name to be transferred, including the path.
WORD	timeout	The number of ticks to wait for a timeout.

Return Values:

```
int --- The command success code
> 0 --- FTP read file descriptor
FTP_TIMEOUT --- Time out
FTP_CONNECTFAIL --- FTP failure
FTP_NETWORKERROR --- Network error
```

Example:

```

int fdr = FTPFileNames(ftp,NULL,100);
if (fdr > 0)
{
    // This function reads data from the fd until complete. You may
    // want to use a different method here.
    ShowFileContents(fdr);
    close(fdr);

    // Now read the command result code from the GetList command
    rv = FTPGetCommandResult(ftp,tmp_resultbuff,255,100);
    if (rv != 226)
        iprintf("Error Command result = %d %s\r\n",rv,tmp_resultbuff);
}
else
    iprintf("Failed to get file list\r\n");

// This function reads the data stream from the fd and
// displays it to stdout, which is usually the com1 serial
// port on the NetBurner board.
void ShowFileContents(int fdr)
{
    iprintf("\r\n[");
    int rv;
    do
    {
        rv = ReadWithTimeout(fdr,tmp_resultbuff,255,20);
        if (rv < 0) iprintf("RV = %d\r\n",rv);
        else
        {
            tmp_resultbuff[rv] = 0;
            iprintf("%s",tmp_resultbuff);
        }
    }
    while (rv > 0);
    iprintf("]\r\n");
}

```

7.15 FTPRawCommand

Synopsis:

```
int FTPRawCommand( int ftp_Session, const char * cmd, char * cmd_buf, int nbytes, WORD timeout )
```

Description:

This function sends a command and gets a response from the FTP control connection. This command is the basis for most of the FTP commands in the FTP module. It is used where a stream return is not expected.

Important: Using this command requires that you are familiar with the FTP Protocol details.

Parameters:

Type	Name	Description
int	ftp_Session	The FTP session handle returned from the FTP_InitializeSession call.
const char	*cmd	The command to send - not including the \r\n termination.
char	*cmd_buf	The buffer to hold the result from the server which includes a CLF/LF at the end.
int	nbytes	The maximum number of bytes in server response to copy (including numeric code and null terminator).
WORD	timeout	The number of ticks to wait for a timeout.

Return Values:

> 0 --- The FTP numeric response code

FTP_TIMEOUT --- Time out

FTP_COMMANDFAIL --- Command failed (e.g. a nonexistent directory)

FTP_CONNECTFAIL --- FTP failure

FTP_NETWORKERROR --- Network error

7.16 FTPGetCommandResult

Synopsis:

```
int FTPGetCommandResult( int ftp_Session, char * cmd_buf, int nbytes, WORD timeout )
```

Description:

This function gets a response from the control connection without sending a command. This command may be used after the following four functions to get the command result:

FTPGetList
 FTPGetFileNames
 FTPGetFile
 FTPSendFile

Parameters:

Type	Name	Description
int	ftp_Session	The FTP session handle returned from the FTP_InitializeSession call.
char	*cmd_buf	The buffer to hold the result.
int	nbytes	The maximum number of bytes to copy.
WORD	timeout	The number of ticks to wait for a timeout.

Return Values:

> 0 --- The FTP read file descriptor
 FTP_TIMEOUT --- Time out
 FTP_COMMANDFAIL --- Command failed (e.g. a nonexistent directory)
 FTP_CONNECTFAIL --- FTP failure
 FTP_NETWORKERROR --- Network error

7.17 FTPRawStreamCommand

Synopsis:

```
int FTPRawStreamCommand( int ftp_Session, const char * cmd, int * pResult,
                        char * cmd_buf, int nbytes, WORD timeout )
```

Description:

This function sends a command and gets a response over a stream connection. This command is the basis for functions such as FTPGetList and FTPGetFiles. It is used where a stream return is expected.

After you have received or sent the data stream you must call FTPGetCommandResult to get the result from the read or write. **Warning: Failing to do this will cause the system to get out of sync.** A return value of 226 is normal. However, other values such as 250 are also possible depending on the FTP server.

Parameters:

Type	Name	Description
int	ftp_Session	The FTP session handle returned from the FTP_InitializeSession call.
const char	*cmd	The command to send - not including the \r\n termination.
int	*pResult	The FTP command result code.
char	*cmd_buf	The buffer to hold the command connection results from the server, which includes a CR/LF at the end.
int	nbytes	The maximum number of bytes to copy into the cmd_buf (includes numeric response code and null terminator).
WORD	timeout	The number of ticks to wait for a timeout.

Return Values:

> 0 --- FTP data channel file descriptor (Note: The FTP server will drop the data channel after completion of sending data to the client that will cause a read error)

FTP_TIMEOUT --- Time out

FTP_COMMANDFAIL --- Command failed (e.g. a nonexistent directory)

FTP_CONNECTFAIL --- FTP failure

FTP_NETWORKERROR --- Network error

8 FTP Server Library

8.1 Introduction

Implementing an FTP server in an embedded system without a built-in file system is not a trivial undertaking. Most embedded applications do not require a file system, and a file system is not part of the standard NetBurner package. If a file system is required for a specific application, it is the responsibility of the programmer to implement the required features. A file system could be the trivially simple example of a single file, or it could be quite complex.

Using the FTP Server requires that you, the programmer, write the functions defined in the FTP documentation. These functions are "callback" functions that allow you to customize the FTP server actions to suit your particular application. **Note:** All callback functions required for your application **must** be implemented by you.

The NetBurner examples (C:\Nburn\examples) directory has three FTP server sample applications:

ftpd_trivial --- A simple example that reads and writes a single file.

ftpd_expose_html --- A more complex example that exposes all HTML served files to the FTP server.

ftpd_code_update --- This example shows you how to upgrade the NetBurner firmware and reset the system using FTP.

Header File

```
#include <ftpd.h> // Found by default in C:\Nburn\include
```

Operational Functions

FTPDPStart --- Starts the FTP Server task

FTPDPStopReq --- Sends a stop request to the currently running FTPD

FTP Session Callback typedef

(FTPDCallBackReportFunct) --- The typedef for all directory reporting callbacks

FTP Session Callback Functions (These functions must be implemented by the programmer)

FTPDSessionStart --- Function called to indicate the start of a user session

FTPDSessionEnd --- Function called to indicate a user session will be terminated

FTP Directory Callback Functions (These functions must be implemented by the programmer)

FTPDP_DirectoryExists --- Function called by the FTP Server to test for the existence of a directory

FTPDP_CreateSubDirectory --- Function called by the FTP Server to create a directory

FTPDP_DeleteSubDirectory --- Function called by the FTP Server to delete a directory

FTPDP_ListSubDirectories --- Function called by the FTP Server to list all subdirectories under the current directory

FTP File Callback Functions (These functions must be implemented by the programmer)

FTPD_FileExists --- Function to report on the whether or not a file exists
FTPD_SendFileToClient --- Function to send the contents of a file to a file descriptor
FTPD_AbleToCreateFile --- Function to report on the ability to create/receive a file
FTPD_GetFileFromClient --- Function to create/get a file
FTPD_DeleteFile --- Function to delete a file
FTPD_DeleteFile --- User supplied function to delete a file
FTPD_ListFile --- Lists every file in the current directory
FTPD_ListFile --- User supplied function that lists every file in the directory
FTPD_Rename --- User supplied function to rename a file

8.2 FTPDStart

Synopsis:

```
int FTPDStart( WORD port, BYTE server_priority )
```

Description:

This function starts the FTP Server task, which listens for incoming connections.

Warning: Only one instance of the FTPD is allowed.

Parameters:

Type	Name	Description
WORD	port	The TCP port to listen to for incoming FTP requests.
BYTE	server_priority	The uC/OS task priority for the FTP Server.

Return Values:

FTPD_RUNNING --- The FTPD is already running
FTPD_LISTEN_ERR --- The listen socket could not be opened
FTPD_OK --- The FTPD was successfully started
FTPD_FAIL --- The FTPD task could not be created

8.3 FTPDStopReq

Synopsis:

```
int FTPDStopReq( )
```

Description:

This function sends a stop request to the currently running FTPD.

Parameters:

None

Return Values:

FTPD_RUNNING --- The FTPD is still running

FTPD_NOT_RUNNING --- The FTPD is no longer running

8.4 (FTPDCallBackReportFunct)

Synopsis:

```
typedef void ( FTPDCallBackReportFunct )( int handle, const char * name_to_report )
```

Description:

This is the typedef for all directory reporting callbacks. This callback type definition is used by the directory reporting functions.

Parameters:

Type	Name	Description
int	handle	The handle passed into the listing function.
const char	*name_to_report	The file name to report for use in a directory listing.

Return Value:

Nothing --- This is a void function

8.5 FTPDSessionStart

Synopsis:

```
void * FTPDSessionStart( const char * user, const char * passwd, const IPADDR hi_ip )
```

Description:

This function is called to indicate the start of a user Session. This function is called following the creation of a **new** FTP session. This function needs to determine the validity of the user/password pair. The returned void pointer **will** be passed to **all** access functions, which will then be asked to determine the validity of the operation based on the permissions associated with the return value.

Parameters:

Type	Name	Description
const char	*user	The name of the user attempting to establish an FTP session.
const char	*passwd	The password of the user attempting to establish an FTP session.
const	IPADDR hi_ip	The IP Address of the Server trying to establish this connection.

Return Values:

NULL --- The user name/password set is invalid

(obj) --- A non-null void pointer to an object that will be associated with this login session

8.6 FTPDSessionEnd

Synopsis:

```
void FTPDSessionEnd( void * pSession )
```

Description:

This function is called to indicate that a user session will be terminated. This callback function gives the user program the opportunity to clean up any storage associated with the void pointer returned from the FTPDSessionStart call.

Parameters:

Type	Name	Description
void	*pSession	The void * object returned from the FTPDSessionStart function call.

Return Value:

Nothing --- This is a void function

8.7 FTPD_DirectoryExists (User Defined)

Synopsis:

```
int FTPD_DirectoryExists( const char * full_directory, void * pSession )
```

Description:

This function called by the FTP Server to test for the existence of a directory. This function is called by the FTP Server as the result of an attempt to change to a new directory. This function can also be used to validate the permissions of the session. **This function must be implemented by the programmer.**

Parameters:

Type	Name	Description
const char	*full_directory	The name of the new directory to test.
void	*pSession	The void * object returned from the FTPDSessionStart function call.

Return Values:

FTPD_OK --- The requested directory exists

FTPD_FAIL --- The requested directory does not exist, or access is not permitted for the user

8.8 FTPD_CreateSubDirectory (User Defined)

Synopsis:

```
int FTPD_CreateSubDirectory( const char * current_directory, const char * new_dir, void * pSession )
```

Description:

This function is called by the FTP Server to create a directory. This function is called by the FTP Server as the result of an attempt to create a new directory. This function can also be used to validate the permissions of the session. **This function must be implemented by the programmer.**

Parameters:

Type	Name	Description
const char	*current_directory	The current value of the session directory.
const char	*new_dir	The directory to create under the current_directory.
void	*pSession	The void * object returned from the FTPDSessionStart function call.

Return Values:

FTPD_OK --- The requested directory was created
FTPD_FAIL --- The requested directory could not be created

8.9 FTPD_DeleteSubDirectory (User Defined)

Synopsis:

```
int FTPD_DeleteSubDirectory( const char *current_directory, const char * sub_dir, void * pSession )
```

Description:

This function is called by the FTP Server to delete a directory. This function is called by the FTP Server as the result of an attempt to delete a subdirectory. This function call can be used to validate the permissions of this session. **This function must be implemented by the programmer.**

Parameters:

Type	Name	Description
const char	*current_directory	The current value of the session directory.
const char	*sub_dir	The directory to delete under the current_directory
void	*pSession	The void * object returned from the FTPDSessionStart function call.

Return Values:

FTPD_OK --- The requested directory was deleted
FTPD_FAIL --- The requested directory could not be deleted

8.10 FTPD_ListSubDirectories (User Defined)

Synopsis:

```
int FTPD_ListSubDirectories( const char * current_directory, void * pSession,
                           FTPDCallBackReportFunc * pFunc, int handle )
```

Description:

This function is called by the FTP Server to list all subdirectories under the current directory. This function is called by the FTP Server as the result of a client's attempt to list the contents of a directory. **This function must be implemented by the programmer.**

Parameters:

Type	Name	Description
const char	*current_directory	The current value of the session directory.
void	*pSession	The void * object returned from the FTPDSessionStart function call.
FTPDCallBackReportFunc	*pFunc	The pointer to the callback function to be called for each subdirectory.
int	handle	The handle value to be passed back into the pFunc.

Return Values:

FTPD_OK --- The requested listing was successfully delivered

FTPD_FAIL --- The requested directory could not be listed

Example:

Everything inside the callback function stub must be supplied by the programmer.

The FTP server will automatically call this function and provide values for the function variables. It is the programmer's responsibility to execute pFunc() with the provided handle and a pointer to the string representing the subdirectory name. **Note: pFunc() must be executed once for each subdirectory name.** In the example below, the variables number_of_directories and DirectoryName **must** be declared **and** initialized elsewhere in the application program:

```
int FTPD_ListSubDirectories(const char *current_directory, void *pSession, FTPDCallBackReportFunc
*pFunc, int handle);
{
    for (int n = 0; n < number_of_dir; n++)
        pFunc(handle, DirectoryName[n]);
    return FTPD_OK;
}
```

8.11 FTPD_FileExists (User Defined)

Synopsis:

```
int FTPD_FileExists( const char * full_directory, const char * file_name, void * pSession )
```

Description:

This function reports on whether or not a file exists. This function checks for the existence of a file, usually just before an attempt is made to download the file. **This function must be implemented by the programmer.**

Parameters:

Type	Name	Description
const char	*full_directory	The current value of the session directory.
const char	*file_name	The name of the file to check.
void	*pSession	The void * object returned from the FTPDSessionStart function call.

Return Values:

FTPD_OK --- The requested file exists

FTPD_FAIL --- The requested file does not exist

8.12 FTPD_SendFileToClient (User Defined)

Synopsis:

```
int FTPD_SendFileToClient( const char * full_directory, const char * file_name,  
                           void * pSession, int fd )
```

Description:

This function sends the contents of a file to a file descriptor. This function sends a file to an FTP client. **This function must be implemented by the programmer.**

Parameters:

Type	Name	Description
const char	*full_directory	The current value of the session directory.
const char	*file_name	The name of the file to send.
void	*pSession	The void * object returned from the FTPDSessionStart function call.
int	fd	The file descriptor to send to.

Return Values:

FTPD_OK --- The requested file was sent
FTPD_FAIL --- The requested file was not sent

8.13 FTPD_AbleToCreateFile (User Defined)

Synopsis:

```
int FTPD_AbleToCreateFile( const char * full_directory, const char * file_name, void * pSession )
```

Description:

This function will report on the ability to create/receive a file. This function determines if a file can be created. **This function must be implemented by the programmer.**

Parameters:

Type	Name	Description
const char	*full_directory	The current value of the session directory.
const char	*file_name	The name of the file to create.
void	*pSession	The void * object returned from the FTPDSessionStart function call.

Return Values:

FTPD_OK --- The requested file can be written (i.e. created)
FTPD_FAIL --- The requested file could not be created

8.14 FTPD_GetFileFromClient (User Defined)

Synopsis:

```
int FTPD_GetFileFromClient( const char * full_directory, const char * file_name,  
                           void * pSession, int fd )
```

Description:

This function is used to create/get a file or to receive a file from the FTP client. **This function must be implemented by the programmer.**

Parameters:

Type	Name	Description
const char	*full_directory	The current value of the session directory.
const char	*file_name	The name of the file to create.
void	*pSession	The void * object returned from the FTPDSessionStart function call.
int	fd	The file descriptor that will be used to receive the file.

Return Values:

FTPD_OK --- The requested file was written (i.e. created)
FTPD_FAIL --- The requested file was not created

8.15FTPD_DeleteFile

Synopsis:

```
int FTPD_DeleteFile( const char * current_directory, const char * file_name, void * pSession )
```

Description:

This function is used to delete a file.

Parameters:

Type	Name	Description
const char	*current_directory	The current value of the session directory.
const char	*file_name	The name of the file to delete.
void	*pSession	The void * object returned from the FTPDSessionStart function call.

Return Values:

FTPD_OK --- The requested file was deleted

FTPD_FAIL --- The requested file was not deleted

8.16FTPD_DeleteFile (User Defined)

Synopsis:

```
int FTPD_DeleteFile( const char * current_directory, const char * file_name, void * pSession )
```

Description:

This is a user written function to delete a file. This function must be implemented by the programmer.

Parameters:

Type	Name	Description
const char	*current_directory	The current value of the session directory.
const char	*file_name	The name of the file to delete.
void	*pSession	The void * object returned from the FTPDSessionStart function call.

Return Values:

FTPD_OK --- The requested file was deleted

FTPD_FAIL --- The requested file could not be deleted

8.17FTPD_ListFile

Synopsis:

```
int FTPD_ListFile( const char * current_directory, void * pSession, FTPCallbackReportFunct * pFunc,
                  int handle )
```

Description:

This is a callback function, with the name of every file in the directory.

Parameters:

Type	Name	Description
const char	*current_directory	The current value of the session directory.
void	*pSession	The void * object returned from the FTPDSessionStart function call.
FTPCallbackReportFunct	*pFunc	The pointer to the callback function to be called for each file name. This is a callback function provided and used by the NetBurner internal FTP code.
int	handle	The handle value to be passed back into the pFunc. This is a handle provided and used by the NetBurner internal FTP code.

Return Values:

FTPD_OK --- The requested files were listed

FTPD_FAIL --- The requested files were not listed

8.18 FTPD_ListFile (User Defined)

Synopsis:

```
int FTPD_ListFile( const char * current_directory, void * pSession,
                  FTPDCallBackReportFunct * pFunc, int handle );
```

Description:

This function is a user supplied function that lists all files in the current directory. **This function must be implemented by the programmer.**

Parameters:

Type	Name	Description
const char	*current_directory	The current value of the session directory.
void	*pSession	The void * object returned from the FTPDSessionStart function call.
FTPDCallBackReportFunct	*pFunc	The pointer to the callback function to be called for each file name. This is a callback function provided and used by the NetBurner internal FTP code.
int	handle	The handle value to be passed back into the pFunc. This is a handle provided and used by the NetBurner internal FTP code.

Return Values:

FTPD_OK --- The requested files were listed
 FTPD_FAIL --- The requested files were not listed

Example:

Everything inside the callback function stub must be supplied by the programmer. The FTP server will automatically call this function and provide values for the function variables.

Important: It is the programmer's responsibility to execute `pFunc()` with the provided handle and a pointer to the string representing the file name.

Note: `pFunc()` must be executed once for each file name. In the example on the next page, the variables `number_of_directories` and `FileNames` must be declared and initialized elsewhere in the application program:

```
int FTPD_ListFile( const char *current_directory, void *pSession,
                  FTPDCallBackReportFunct *pFunc, int handle );
{
    for (int n = 0; n < numberof_files; n++)
        pFunc(handle, FileNames[n]);
    return FTPD_OK;
}
```

8.19 FTPD_Rename (User Defined)

Synopsis:

```
int FTPD_Rename( const char * current_directory, const char * cur_file_name,  
                const char * new_file_name, void * pSession )
```

Description:

This is a user written function; this function is used to rename a file. **This function must be implemented by the programmer.**

Parameters:

Type	Name	Description
const char	*current_directory	The current value of the session directory.
const char	*cur_file_name	The current name of the file to rename.
const char	*new_file_name	The new file name.
void	*pSession	The void * object returned from the FTPDSessionStart function call.

Return Values:

FTPD_OK --- The requested file was deleted
FTPD_FAIL --- The requested file could not be renamed

9 HTTP and HTML Libraries

Header Files

```
#include <http.h>      // Found in C:\Nburn\include  
#include <htmlfiles.h> // Found in C:\Nburn\include
```

HTTP Dameon Functions

StartHTTP --- Starts the HTTP server
StopHTTP --- Stops the HTTP subsystem
SetNewPostHandler --- Setup a custom Post Handler
SetNewGetHandler --- Setup a custom Get Handler
SetNewHeadHandler --- Setup a custom Head Handler
HTTP Password Processing --- Basic HTML Password Support
CheckAuthentication --- Checks the HTTP request for password information
RequestAuthentication --- Rejects the current HTTP request and request for a password

HTML Header Functions

SendHTMLHeader --- Sends an html response header
SendHTMLHeaderWCookie --- Sends an html response header with a cookie
SendTextHeader --- Sends a text header
SendGifHeader --- Sends a gif header

Other HTML Responses

RedirectResponse --- Sends a response that redirects the request to the new page
NotFoundResponse --- Sends a response that indicates the page can't be found

Form Posting Functions

ExtractPostData --- Decodes post data
ExtractPostFile --- Extracts a file from the post data stream
EnableMultiPartForms --- Enables multipart form posts
DisableMultiPartForms --- Frees up the buffer

Useful HTML/HTTP Functions

writesafestring --- Writes out a string while escaping all special characters
httpstricmp --- This is a special case insensitive prefix match compare

HTML Encoded File Functions

SendFullResponse --- Sends a complete encoded file as a response
SendFileFragment --- Sends an encoded file as a part of a response

HTTP Password Support Functions

`#include <httppass.h> // Found in C:\Nburn\include`

`CheckAuthentication` --- Check the HTTP request for password information

`RequestAuthentication` --- Rejects the current HTTP request and request for password

9.1 StartHTTP

Synopsis:

```
void StartHTTP( WORD port = 80 )
```

Description:

This function starts the HTTP Server. You must have initialized the IP stack before starting the HTTP Server. If no port number is specified, the default of 80 will be used.

Parameters:

Type	Name	Description
WORD	port	The port on which to open the HTTP Server. This defaults to the standard HTTP port (i.e. port 80).

Returns:

Nothing --- This is a void function

Example:

Simple Html --- Found by default in C:\Nburn\examples

9.2 StopHTTP

Synopsis:

```
void StopHTTP( )
```

Description:

Use this function to shutdown the HTTP Server.

Parameters:

None

Returns:

Nothing --- This is a void function

9.3 SetNewPostHandler

Synopsis:

```
typedef int ( http_posthandler )( int sock, PSTR url, PSTR pData, PSTR rxb )
```

```
http_posthandler * SetNewPostHandler( http_posthandler * newhandler )
```

Description:

When the HTTP Server receives a POST request from an HTML form that request needs to be processed by a custom function, this call sets up that function. **Note:** This custom function must be of the form:

```
int yourposthandler( int sock, PSTR url, PSTR pData, PSTR rxb );
```

Parameters:

Type	Name	Description
int	sock	The File descriptor for the socket that this function should send a response to.
PSTR (char *)	url	The URL that this POST was directed at. This is used to select what form this was posted from.
PSTR	pData	The encoded data fields from the form. See the ExtractPostData function to decode this data.
PSTR	rxb	A pointer to the entire HTTP request. This is not usually needed.

Returns:

The function pointer to the previously registered post handler

Example:

FlashForm --- Found by default in C:\Nburn\examples

9.4 SetNewGetHandler

Synopsis:

```
typedef int ( http_gethandler )( int sock, PSTR url, PSTR rxb )
```

```
http_gethandler * SetNewGetHandler( http_gethandler * newhandler )
```

Description:

When the HTTP Server receives a GET request, that request needs to be processed. The default GET processing looks for files stored in the compressed file data section by CompHtml. This allows **both** static and dynamic HTML responses; this is usually sufficient. If your application **needs** to have complete (program) control of GET requests (e.g. to implement Password protection), you may **replace** the **default** GET processing by registering a **new** function. **Note:** This custom function **must** be of the form:

```
int yourgethandler( int sock, PSTR url, PSTR rxb );
```

Parameters:

Type	Name	Description
int	sock	The File descriptor for the socket that this function should send a response to.
PSTR (char *)	url	The URL that this GET was directed at. This is used to select what form this was posted from.
PSTR	rxb	A pointer to the entire HTTP request.

Returns:

The function pointer to the previously registered get handler

Example:

Simple HTML --- Found by default in C:\Nburn\examples

The Default GET Handler:

```
int BaseDoGet(int sock, PSTR url, PSTR rxBuffer)
{
    if (*url==0)    // The default value
    {
        RedirectResponse(sock,default_page);
        return 1;
    }

    if (httpstricmp(url,"ECHO"))
    {
        while (*url) url++;
        *url=' ';
        SendTextHeader(sock);
        writestring(sock,rxBuffer);
        return 1;
    }

    if(!SendFullResponse(url,sock))
    {
        // we failed
        NotFoundResponse(sock,url);
        DBPRINT(DB_HTTP,"Did not find:");
        DBPRINT(DB_HTTP,url);
        DBPRINT(DB_HTTP,"\r\n");
    }
    return 0;
}
```

9.5 SetNewHeadHandler

Synopsis:

```
typedef int ( http_headhandler )( int sock, PSTR url, PSTR rxb )  
  
http_headhandler * SetNewHeadHandler( http_headhandler * newhandle )
```

Description:

When the HTTP server receives a HEAD, the default response does nothing. If you want to handle HEAD requests in any special way, you can write a custom function to do so. You **must** use this call to register this function.

The custom function **must** be of the form:

```
int yourheadhandler( int sock, PSTR url, PSTR rxb );
```

Parameters:

Type	Name	Description
int	sock	The File descriptor for the socket that this function should send a response to.
PSTR (char *)	url	The URL that this GET was directed at.
PSTR	rxb	A pointer to the entire HTTP request.

Returns:

The function pointer to the previously registered head handler

9.6 CheckAuthentication

Synopsis:

```
int CheckAuthentication( PSTR url, char ** pPassword, char ** pUser )
```

Description:

This password support function checks the HTTP request for password information. This function examines the PASSWORD field stored in the HTTP request.

Parameters:

Type	Name	Description
PSTR	url	A pointer to the url as passed to the user provided get function.
char	**pPassword	A char pointer that will be set to point to the password in the request.
char	**pUser	A char pointer that will be set to point to the user name in the request.

Returns:

0 on Failure
1 on Success

Example:

```
#include <http.h>
#include <httppass.h>

static http_gethandler * oldhand;

// Initialize somewhere in your application:
oldhand=SetNewGetHandler(MyDoGet);

int MyDoGet(int sock, PSTR url, PSTR rxBuffer)
{
    char * pPass;
    char * pUser;

    if (!CheckAuthentication(url,&pPass,&pUser))
    {
        RequestAuthentication(sock,"YourNameHere");
        return 1;
    }
    else
    {
        if (password is not ok)
        {
            RequestAuthentication(sock,"YourNameHere");
            return 1;
        }
    }
    // If we got here the password was acceptable
    return (* oldhand)(sock,url,rxBuffer);
}
```


9.7 RequestAuthentication

Synopsis:

```
void RequestAuthentication( int sock, PCSTR name )
```

Description:

This password support function rejects the current HTTP request and request for password. This function will send a 401 authentication requested message to the socket.

Parameters:

Type	Name	Description
int	sock	The socket file descriptor to get the request.
PCSTR	name	The Name that should appear in the password request.

Returns:

Nothing ---This is a void function

9.8 SendHTMLHeader

Synopsis:

```
void SendHTMLHeader( int sock )
```

Description:

This function sends an HTML header response to the selected socket. This function is used if you are building your own HTML response (programmatically) from scratch.

Parameters:

Type	Name	Description
int	sock	The socket that you want to send the Redirect to.

Returns:

Nothing --- This is a void function

9.9 SendHTMLHeaderWCookie

Synopsis:

void SendHTMLHeaderWCookie(int sock, char * cookie)

Description:

This function sends an HTML response header and includes a cookie to be stored by the browser.

Parameters:

Type	Name	Description
int	sock	The socket that you want to send the Redirect to.
char	*cookie	A char pointer that will be set to point to the cookie.

Returns:

Nothing ---This is a void function

Example Application:

HtmlCookie --- Found in C:\Nburn\examples

9.10 SendTextHeader

Synopsis:

```
void SendTextHeader( int sock )
```

Description:

This function is used if you want to build a plain text response from scratch. **It should be sent before any other part of the HTTP response.**

Parameters:

Type	Name	Description
int	sock	The socket that you want to send the Redirect to.

Returns:

Nothing --- This is a void function

Example:

The default GET response ECHO uses this function

9.11 SendGifHeader

Synopsis:

```
void SendGifHeader( int sock )
```

Description:

This function sends a GIF response header. This function is used to set the header type for stored GIF files in the system. This function can be used to generate a GIF header for dynamically generated GIF files.

Parameters:

Type	Name	Description
int	sock	The socket that you want to send the Redirect to.

Returns:

Nothing ---This is a void function

9.12 RedirectResponse

Synopsis:

```
void RedirectResponse( int sock, PCSTR new_page );
```

Description:

When an HTTP GET or POST request should be redirected to a different page, use this function to do so.

Parameters:

Type	Name	Description
int	sock	The socket that you want to send the Redirect to.
PCSTR (const char *)	new_page	The URL of the redirected destination.

Returns:

Nothing --- This is a void function

9.13 NotFoundResponse

Synopsis:

```
void NotFoundResponse( int sock, PCSTR errored_page );
```

Description:

This function responds to an HTTP GET or POST request by indicating the page does not exist.

Parameters:

Type	Name	Description
int	sock	The socket that you want to send the Redirect to.
PCSTR (const char *)	errored_page	The URL of the requested page that does not exist.

Returns:

Nothing --- This is a void function

9.14 ExtractPostData

Synopsis:

```
int ExtractPostData( PCSTR name, PCSTR data, PSTR dest_buffer,
                    int maxlen );
```

Description:

This function takes the HTML post data sent to the DoPost function, extracts the data associated with a specific name, and returns it in dest_buffer.

Parameters:

Type	Name	Description
PCSTR	name	The name of the HTML form data element to extract the data from.
PCSTR	data	The data pointer passed in to the process post function.
PCSTR	dest_buffer	The location of the data after it has been extracted.
int	maxlen	The maximum length of the string.

Returns:

-1 --- If no data of that name was found
0 --- If the data field was presented, but empty
Otherwise, the number of chars extracted and copied into dest_buffer

Example Application:

FlashForm --- Found by default in your C:\Nburn\examples directory

9.15 ExtractPostFile

Synopsis:

```
ExtractPostFile( PCSTR name, PCSTR pData );
```

Description:

This function extracts a file from the post data stream. **Note:** The stream must be closed just like any other stream.

Parameters:

Type	Name	Description
PCSTR	name	The name of the HTML form data element to extract the data from.
PCSTR	pData	The encoded data fields from the form.

Returns:

> 0 --- If successful

9.16 EnableMultiPartForms

Synopsis:

```
BOOL EnableMultiPartForms( DWORD maxfile_size );
```

Description:

This function enables multipart form posts and set the max file size you will accept. This function also mallocs the file buffer.

Parameters:

Type	Name	Description
DWORD	maxfile_size	The maximum file size.

Returns:

True --- If successful

9.17 DisableMultiPartForms

Synopsis:

```
void DisableMultiPartForms( );
```

Description:

This function frees up the buffer.

Parameters:

None

Returns:

Nothing ---This is a void function

9.18 writesafestring

Synopsis:

```
void writesafestring( int fd, PCSTR str );
```

Description:

When sending HTML test responses certain characters (e.g. '<') are interpreted by the browser as formatting, not as text. **Note:** This function properly escapes the text so it will appear as desired, and sends it out the associated socket descriptor.

Parameters:

Type	Name	Description
int	fd	The file descriptor to send the string to.
PCSTR (const char *)	str	The NULL terminated string to send.

Returns:

The number of chars sent

9.19 httpstricmp

Synopsis:

```
int httpstricmp( PCSTR s1, PCSTR sisupper2 );
```

Description:

This function is used internally to match URLs with stored file prefixes.

Parameters:

Type	Name	Description
PCSTR	s1	The string to test.
PCSTR	sisupper2	The reference string (which must already be all uppercase).

Returns:

0 --- If the string prefixes do not match
 1 --- If the string prefixes do match

Example:

`httpstricmp (s1, "LED.HTML")` would return:

s1 Value	Return Value
LED	1
led.HTML	1
led.html?	1
LED.HTM?	0

9.20 SendFullResponse

Synopsis:

```
int SendFullResponse( char * name, int fd );
```

Description:

This function looks for the file named "name" in the files stored in the system with CompHtml. If it finds the file, it sends the proper HTTP header and renders the file to the socket. **Note:** If the stored file has embedded dynamic HTML, these functions will be filled in.

Parameters:

Type	Name	Description
char	*name	The name of the file to send.
int	fd	The file descriptor or socket to send the file to.

Returns:

1 --- If the file was found and returned
0 --- If the file was not found

9.21 SendFileFragment

Synopsis:

```
int SendFileFragment( char * name, int fd );
```

Description:

This function looks for the file named "name" in the files stored in the system with CompHtml. If it finds this file, it sends the file as a fragment. It does not send the HTTP header. If the stored file has embedded dynamic HTML, these functions will be filled in. If you want to build HTML responses with large chunks of pre-configured HTML, you can store these in the system and then send them out sequentially using this function.

Parameters:

Type	Name	Description
char	*name	The name of the file fragment to send.
int	fd	The file descriptor or socket to send the file to.

Returns:

1 --- If the file was found and returned
0 --- If the file was not found

10 Interrupts

10.1 INTERRUPT MACRO

Header Files:

```
#include <ucos.h>           // Found in C:\Nburn\include
#include <cfinter.h>        // Found in C:\Nburn\include (must be after ucos.h)
```

Synopsis:

```
INTERRUPT( function_name, sr_value )
```

Description:

The INTERRUPT macro sets up an interrupt function and the code block that will do the necessary things to save and restore the CPU registers. In addition, this macro tells the RTOS that an Interrupt is happening. All level 7 interrupts are non-maskable.

Parameters:

Type	Description
function_name	The name of the interrupt service routine.
sr_value	The SR register value that the processor will have during the interrupt.

The eight permitted SR register values are:

0x2000 - **Allows all** interrupts
0x2100 - **Blocks all** interrupts **below** level 2
0x2200 - **Blocks all** interrupts **below** level 3
0x2300 - **Blocks all** interrupts **below** level 4
0x2400 - **Blocks all** interrupts **below** level 5
0x2500 - **Blocks all** interrupts **below** level 6
0x2600 - **Blocks all** interrupts **below** level 7
0x2700 - **Blocks all** interrupts **below** level 7

Important: The code within an INTERRUPT macro can be called at any time. Certain OS and I/O functions cannot be called from within an Interrupt routine.

Warning: The following functions are not legal within an interrupt routine.

All μ C/OS critical section functions:

- USER_ENTER_CRITICAL
- USER_EXIT_CRITICAL
- UCOS_ENTER_CRITICAL
- UCOS_EXIT_CRITICAL

All μ C/OS init and pend functions (all OsxxPendNoWait functions are okay):

- OSxxInit
- OSxxPend
- OSCritEnter
- OSChangePrio
- OSTaskDelete
- OSLock
- OSUnlock
- OSTaskCreate
- OSTimeDly

I/O functions from within the ISR (interrupt service routine):

- write
- writeall
- read
- printf
- fprintf
- iprintf
- scanf
- gets
- puts

Memory management functions:

- malloc
- free
- new
- delete

Important: Once you use the INTERRUPT macro to define the interrupt function, you will need to use the SetIntc (set interrupt controller) function to set up your interrupt controller variables and point the interrupt vector at that function. Please refer to the appropriate Freescale hardware reference manual (in \Nburn\docs\FreescaleManuals) for your specific interrupt source number and controller number (only for processors that have more than one interrupt controller).

10.2 SetIntc (MCF5234 and MCF5282 Only)

Synopsis:

```
void SetIntc( int intc, long func, int source, int level, int prio )
```

Usage:

```
extern "C"
{
    void SetIntc( int intc, long func, int source, int level, int prio )
}
```

Description:

This function sets up the interrupt controller for a specified interrupt function and source.

Parameters:

Type	Name	Description
int	intc	The interrupt controller number: 0 or 1. This number can be found in your Freescale hardware reference manual.
long	func	The interrupt service routine function to call.
int	source	The source number that can be found in your Freescale hardware reference manual (in \Nburn\docs\FreescaleManuals).
int	level	The interrupt level you want to assign. This value can be anything from 1 to 6.
int	prio	The interrupt priority used to resolve who goes first if multiple interrupts at the same level are occurring. This value can be between 0 and 7.

Returns:

Nothing – this is a void function.

10.3 SetIntc (MCF5270 Only)

Synopsis:

```
void SetIntc( long func, int source, int level, int prio )
```

Usage:

```
extern "C"
{
    void SetIntc( long func, int source, int level, int prio )
}
```

Description:

This function sets up the interrupt controller for a specified interrupt function and source.

Parameters:

Type	Name	Description
long	func	The interrupt service routine function to call.
int	source	The source number that can be found in your Freescale hardware reference manual (in \Nburn\docs\FreescaleManuals).
int	level	The interrupt level you want to assign. This value can be anything from 1 to 6.
int	prio	The interrupt priority used to resolve who goes first if multiple interrupts at the same level are occurring. This value can be between 0 and 7.

Returns:

Nothing – this is a void function.

10.4 Pseudo-Example for MCF5234 and MCF5282 Only

```

/*
 * Include/define the proper preprocessor statements.
 */
#include <cfinter.h>

extern "C"
{
    void SetIntc( int intc, long func, int source, int level, int prio )
}

/**
 * Define the ISR function and SR mask. The SR mask can be 0x2N00 where 'N'
 * is a value between 0 and 7. The SR mask indicates what interrupt levels will
 * be blocked while the ISR is running (refer to the Parameters subsection near
 * the beginning of this chapter). The 'N' value must be at least as high as
 * the level of the interrupt define in SetIntc. Note that level 7 is
 * un-maskable.
 */
INTERRUPT( My_ISR, 0x2N00 )
{
    /* Write your interrupt service routine here */
}

/**
 * The main task.
 */
void UserMain( void *pd )
{
    ...

    /*
     * Initialize the interrupt - the following is sets up the DMA Timer 1
     * interrupt source.
     */
    Setintc( 0, /* Interrupt controller 0 */
            ( long ) My_ISR, /* The function to call */
            20, /* Interrupt source number from Freescale manual */
            3, /* Interrupt level */
            1 ); /* Interrupt priority within level */

    ...
}

```

10.5 SetPinIrq

Synopsis:

```
BOOL SetPinIrq( int pin, int polarity, void ( *func ) ( void ) );
```

Description:

This function helps simplify the process of setting up the interrupt service routine and initializing the interrupt controller into one call when used to set up the IRQ1 (pin J2-43), IRQ3 (pin J2-45), or IRQ5 (pin J2-47) external interrupt as the source.

Note: This function is only supported on the MOD5234, MOD5270, MOD5272, and MOD5282 modules.

Parameters:

Type	Name	Description
int	pin	The external interrupt input pin to configure. Valid values are "43" (IRQ1), "45" (IRQ3), and "47" (IRQ5).
int	polarity	This determines whether the interrupt is triggered on the rising edge or falling edge of the input signal. Any positive integer sets for rising edge trigger. Any negative integer sets for falling edge trigger.
void	(*func) (void)	The address of the void function that takes no input parameters. This is the function used to define the interrupt service routine.

Returns:

BOOL – TRUE if the pin is valid; FALSE if the pin is not supported.

10.6 EnableIrq

Synopsis:

```
void EnableIrq( int pin );
```

Description:

After the SetPinIrq() function is called to configure the external interrupt pin, this function can be used in conjunction with the DisableIrq() function to toggle the disable and re-enable of interrupts.

Note: This function is only supported on the MOD5234, MOD5270, MOD5272, and MOD5282 modules.

Parameters:

Type	Name	Description
int	pin	The external interrupt input pin to enable interrupts. Valid values are "43" (IRQ1), "45" (IRQ3), and "47" (IRQ5). SetPinIrq() must be called for the appropriate IRQ pin first before this function can be used.

Returns:

Nothing – this is a void function.

10.7 DisableIrq

Synopsis:

```
void DisableIrq( int pin );
```

Description:

After the SetPinIrq() function is called to configure the external interrupt pin, this function can be used in conjunction with the EnableIrq() function to toggle the disable and re-enable of interrupts.

Note: This function is only supported on the MOD5234, MOD5270, MOD5272, and MOD5282 modules.

Parameters:

Type	Name	Description
int	pin	The external interrupt input pin to enable interrupts. Valid values are "43" (IRQ1), "45" (IRQ3), and "47" (IRQ5). SetPinIrq() must be called for the appropriate IRQ pin first before this function can be used.

Returns:

Nothing – this is a void function.

10.8 Example of SetPinIrq Usage

For this example to work, a MOD5234, MOD5270, MOD5272, or MOD5282 module must be mounted on a MOD-DEV-100 development board. The following code takes advantage of the "IRQ1" button located next to the "Reset" button in order to manually trigger interrupts. For every time the "IRQ1" button is pressed, an interrupt will be triggered upon release. Pressing the button forces the IRQ1 signal in a low state, and upon release it transitions to a high state, resulting in a rising-edge signal. The following code is configured to trigger on the rising edge of the IRQ1 interrupt source. Every time an interrupt occurs, the 8 LEDs along the edge of the development board will toggle on and off with every release of the button.

```
#include "predef.h"
#include <stdio.h>
#include <ctype.h>
#include <startnet.h>
#include <autoupdate.h>
#include <dhcpclient.h>
#include <pin_irq.h>
#include <pins.h>

#define PIN      ( 43 )    /* J2-43 = IRQ1, J2-45 = IRQ3, J2-47 = IRQ5 */
#define POLARITY ( 1 )    /* 1 = Rising Edge, -1 = Falling Edge */

extern "C"
{
    void UserMain( void *pd );
}

const char *AppName = "MOD52XX-SetPinIrqExample";

BOOL bLedOn;    /* For indicating status of LEDs */

/**
 * The interrupt service routine.
 */
void TestISRFunction( void )
{
    if ( bLedOn )
    {
        putleds( 0x00 );
        bLedOn = FALSE;
    }
    else
    {
        putleds( 0xFF );
        bLedOn = TRUE;
    }
}

/**
 * The main task.
 */
void UserMain( void *pd )
{
    InitializeStack();
    if ( EthernetIP == 0 ) GetDHCPAddress();
}
```



```
OSChangePrio( MAIN_PRIO );
EnableAutoUpdate();

/*
 * Initialize the 8 LEDs
 */
putleds( 0xFF );
bLedOn = TRUE;

if ( SetPinIrq( PIN, POLARITY, &TestISRFunction ) )
{
    iprintf( "STATUS -- Pin %d set for IRQ\r\n", PIN );
}
else
{
    iprintf( "ERROR -- Failed to set pin %d for IRQ\r\n", PIN );
    return;
}

while ( 1 )
{
    OSTimeDly( TICKS_PER_SECOND );
}
}
```

11 I/O System Library

Header File

```
#include<iosys.h>          // Found in C:\Nburn\include
```

General File Descriptor Functions

- close --- Close open file descriptors
- read --- Read data from a file descriptor
- ReadWithTimeout --- Read from a FD with timeout
- dataavail --- Check to see if data is available for read
- charavail --- Check to see if data is available for read on stdin
- write --- Write data to a file descriptor
- writestring --- Write a string to the file descriptor
- writeall --- Write data to a file descriptor and block until complete

FD Set and Select Related Functions

- FD_ZERO --- Zero a file descriptor set
- FD_CLR --- Clear a specific fd in a fd_set
- FD_SET --- Set a specific fd in a fd_set
- FD_ISSET --- Test to see if a specific fd is set in an fd_set
- select --- ZeroWaitSelect
- ZeroWaitSelect --- ZeroWaitSelect

Standard I/O Modification Functions

- ioctl --- Control translation and formatting for stdio
- ReplaceStdio --- Replace (i.e. override) the stdio file descriptor with a new one

Miscellaneous Functions

Header File

```
#include<syslog.h>        // Found in C:\Nburn\include
```

- SysLog --- Sends output on UDP Port 514

11.1 close

Synopsis:

```
int close( int fd );
```

Description:

This function closes the resources associated with a file descriptor (fd). This can be a TCP socket or a Serial I/O port.

Parameters:

Type	Name	Description
int	fd	The file descriptor number

Returns:

0 (zero) --- On success

A resource specific error code --- On failure

See Also:

- read --- Read data from a file descriptor
- ReadWithTimeout --- Read from a FD with timeout
- write --- Write data to a file descriptor
- writestring --- Write a string to the file descriptor

11.2read

Synopsis:

```
int read( int fd, char * buf, int nbytes );
```

Description:

This function reads data from a file descriptor (fd), and will block forever until at least one byte is available to be read (as opposed to the ReadWithTimeout function which reads data from a file descriptor with a specified time-out value). This function can be used to read from stdio, TCP sockets, or Serial ports.

Parameters:

Type	Name	Description
int	fd	The file descriptor number
char	*buf	A pointer to the read destination.
int	nbytes	Maximum number of bytes to read.

Returns:

The number of bytes read, or

A negative number if there was an error when reading from a TCP connection:

- TCP_ERR_TIMEOUT (-1) --- Indicates that the connection has timed out.
- TCP_ERR_NOCON (-2) --- Indicates that you have attempted to read/write from a socket that does not have a connection established yet.
- TCP_ERR_CLOSING (-3) --- Indicates that you have attempted to read/write from a socket that has already been closed.
- TCP_ERR_NOSUCH_SOCKET (-4) --- Indicates that you have attempted to allocate a socket that does not exist.
- TCP_ERR_NONE_AVAIL (-5) --- Indicates that you have attempted to allocate a socket, but no socket is currently available.
- TCP_ERR_CON_RESET (-6) --- Indicates that you have attempted to read/write from a connection that has been reset by the other side.
- TCP_ERR_CON_ABORT (-7) --- This is an internal error that the client won't usually see.

See Also:

- close --- Close open file descriptors
- ReadWithTimeout --- Read from a FD with timeout
- write --- Write data to a file descriptor
- writestring --- Write a string to the file descriptor

11.3 ReadWithTimeout

Synopsis:

```
int ReadWithTimeout( int fd, char * buf, int nbytes,
                    unsigned long timeout );
```

Description:

This function reads data from a file descriptor (fd), with a specified time-out value (as opposed to the **read** function which will block forever until at least one byte is available to be read). This function will block until **either** the time-out expires **or** at least one byte is available to be read. This function can be used to read from stdio, TCP sockets, or Serial ports.

Important: This function operates like a read function in that it reads all available bytes and returns. The addition of a time-out does **not** cause the function to block until the maximum number of bytes specified in the function call is available. As with read, the application must use the return value of the ReadWithTimeout function to determine how many bytes were read, and call the function again if necessary.

Parameters:

Type	Name	Description
int	fd	The file descriptor number
char	*buf	A pointer to the read destination.
int	nbytes	Maximum number of bytes to read.
unsigned long	timeout	The number of timer ticks to wait for data.

Returns:

0 = timeout, but TCP connection is still valid
 >0 = The number of bytes read
 -1 = TCP connection is no longer valid

See Also:

- close --- Close open file descriptors.
- read --- Read data from a file descriptor
- write --- Write data to a file descriptor
- writestring --- Write a string to the file descriptor

11.4 dataavail

Synopsis:

```
int dataavail( int fd );
```

Description:

This function checks to see if data is available for read.

Parameters:

Type	Name	Description
int	fd	The file descriptor number

Returns:

1 --- If data is available
0 --- If no data is available

See Also:

- charavail --- Is data is available for read on stdin?
- read --- Read data from a file descriptor

11.5charavail

Synopsis:

```
int charavail( );
```

Description:

This function checks to see if data is available for read on stdin.

Parameters:

None

Returns:

1 --- If data is available
0 --- If no data is available

See Also:

- dataavail --- Is data is available for read?
- read --- Read data from a file descriptor

11.6write

Synopsis:

```
int write( int fd, const char * buf, int nbytes );
```

Description:

This function writes data to the stream associated with a file descriptor (fd). This function can be used to write data to stdio, a TCP socket, or a Serial port. Note: The write function will block until at least one byte is written, but does **not** have to write all the bytes requested. For example, if you wanted to write 100 bytes, and there was only room in the buffer for 5, then the write function would return 5.

Parameters:

Type	Name	Description
int	fd	The file descriptor number
const char	*buf	A pointer to the byte to write.
int	nbytes	Maximum number of bytes to write.

Returns:

The number of bytes written (**Note:** This value can be less than the number of bytes requested)

0 (zero) --- If the write timed out

A negative number --- If an error occurred

See Also:

- close --- Close open file descriptors
- read --- Read data from a file descriptor
- ReadWithTimeout --- Read from a FD with timeout
- writestring --- Write a string to the file descriptor
- writesafestring --- Write out a string while escaping all special HTML characters
- writeall --- Write data to a file descriptor and block until complete

11.7 Writestring

Synopsis:

```
int writestring( int fd, const char * str );
```

Description:

This function writes null terminated string data to the stream associated with a file descriptor (fd). This function can be used to write data to stdio, a TCP socket, or a Serial port.

Parameters:

Type	Name	Description
int	fd	The file descriptor number
const char	*str	A pointer to the NULL terminated string to write.

Returns:

The number of bytes written (Note: This value can be less than the number of bytes requested.)

0 (zero) --- If the write timed out

A negative number --- If an error occurred

See Also:

- close --- Close open file descriptors
- read --- Read data from a file descriptor
- ReadWithTimeout --- Read from a FD with timeout
- write --- Write data to a file descriptor
- writesafestring --- Write out a string while escaping all special HTML characters

11.8 writeall

Synopsis:

```
int writeall( int fd, const char * buf, int nbytes );
```

Description:

This function writes data to the stream associated with a file descriptor (fd). This function can be used to write data to stdio, a TCP socket, or a Serial port. It will block and wait for the fd to either send the whole requested amount or to return an error.

Parameters:

Type	Name	Description
int	fd	The file descriptor number
const char	*buf	A pointer to the byte to write.
int	nbytes	Maximum number of bytes to write.

Returns:

The number of bytes written

A negative number --- If an error occurred

See Also:

- close --- Close open file descriptors
- read --- Read data from a file descriptor
- ReadWithTimeout --- Read from a FD with timeout
- write --- Write data to a file descriptor
- writestring --- Write a string to the file descriptor
- writesafestring --- Write out a string while escaping all special HTML characters

11.9 FD_ZERO

Synopsis:

```
void FD_ZERO( fd_set * pfdset );
```

Description:

This function zero's a fd_set (file descriptor set) so that it has no file descriptors (fds) selected.

Parameters:

Type	Name	Description
fd_set	*pfdset	A pointer to the fd_set

Returns:

Nothing --- This is a void function

See Also:

- FD_CLR --- Clear a specific fd in a fd_set
- FD_SET --- Set a specific fd in a fd_set
- FD_ISSET --- Test to see if a specific fd is set in an fd_set
- select --- Wait for I/O events

11.10FD_CLR

Synopsis:

```
void FD_CLR( int fd, fd_set * pfdset );
```

Description:

A fd_set (file descriptor set) holds a set of file descriptors (fds). This function clears or removes a specific file descriptor in an fd_set.

Parameters:

Type	Name	Description
int	fd	The file descriptor number.
fd_set	*pfdset	A pointer to the fd_set to modify.

Returns:

Nothing --- This is a void function

See Also:

- FD_ZERO --- Zero a file descriptor set
- FD_SET --- Set a specific fd in a fd_set
- FD_ISSET --- Test to see if a specific fd is set in a fd_set
- select --- Wait for I/O events

11.11FD_SET

Synopsis:

```
void FD_SET( int fd, fd_set * pfdset );
```

Description:

A fd_set (file descriptor set) holds a set of file descriptors (fds). This function sets or adds a specific file descriptor to an fd_set.

Parameters:

Type	Name	Description
int	fd	The file descriptor number.
fd_set	*pfdset	A pointer to the fd_set to modify.

Returns:

Nothing --- This is a void function

See Also:

- FD_ZERO --- Zero a file descriptor set
- FD_CLR --- Clear a specific fd in a fd_set
- FD_ISSET --- Test to see if a specific fd is set in an fd_set
- select --- Wait for I/O events

11.12FD_ISSET

Synopsis:

```
int FD_ISSET( int fd, fd_set * pfdset );
```

Description:

A fd_set (file descriptor set) holds a set of file descriptors (fds). This function indicates whether (or not) a specific fd is in a specific fd_set.

Parameters:

Type	Name	Description
int	fd	The file descriptor number.
fd_set	*pfdset	A pointer to the fd_set to test.

Returns:

0 (zero) --- If the fd is not in the set
A non zero --- If the fd is in the set

See Also:

- FD_ZERO --- Zero a file descriptor set
- FD_CLR --- Clear a specific fd in a fd_set
- FD_SET --- Set a specific fd in a fd_set
- select --- Wait for I/O events

11.13select

Synopsis:

```
int select( int nfds, fd_set * readfds, fd_set * writefds,
           fd_set * errorfds, unsigned long timeout );
```

Description:

This function waits for events to occur on one or more I/O resources associated with a set of file descriptors (fds). The user indicates his/her interest in specific fds by setting them in the fd_sets (file descriptor set) that are passed into the function. **Note:** This function will "unblock" when at least one byte is available for the file descriptor you add to the output set.

Parameters:

Type	Name	Description
int	nfds	The number of file descriptors to examine. Note: This parameter is currently ignored
fd_set	*readfds	A pointer to the fd_set to select for read events. Note: This parameter can be NULL. It is modified on exit to reflect the read availability of the selected fds in the set.
fd_set	*writefds	A pointer to the fd_set to select for write availability events. Note: This parameter can be NULL. It is modified on exit to reflect the write availability of the selected fds in the set.
fd_set	*errorfds	A pointer to the fd_set to select for error events. Note: This parameter can be NULL. It is modified on exit to reflect the error state of the selected fds in the set.
unsigned long	timeout	The number of time ticks to wait before timing out if no events occurred in the selected fd set.

Returns:

The number of fds in all of the non null fd_sets or 0 (zero) if the function timed out

See Also:

- FD_ZERO --- Zero a file descriptor set
- FD_CLR --- Clear a specific fd in a fd_set
- FD_SET --- Set a specific fd in a fd_set
- FD_ISSET --- Test to see if a specific fd is set in an fd_set

11.14ZeroWaitSelect

Synopsis:

```
int ZeroWaitSelect( int nfd, fd_set * readfds, fd_set * writefds,
                   fd_set * errorfds )
```

Description:

This function waits for events to occur on one or more I/O resources associated with a set of file descriptors (fds). The user indicates his/her interest in specific fds by setting them in the fd_sets (file descriptor set) that are passed into the function.

Parameters:

Type	Name	Description
int	nfd	The number of file descriptors to examine. Note: This parameter is currently ignored
fd_set	*readfds	A pointer to the fd_set to select for read events. Note: This parameter can be NULL. It is modified on exit to reflect the read availability of the selected fds in the set.
fd_set	*writefds	A pointer to the fd_set to select for write availability events. Note: This parameter can be NULL. It is modified on exit to reflect the write availability of the selected fds in the set.
fd_set	*errorfds	A pointer to the fd_set to select for error events. Note: This parameter can be NULL. It is modified on exit to reflect the error state of the selected fds in the set.

Returns:

The number of fds in all of the non null fd_sets or 0 (zero) if there are no valid fds

See Also:

FD_ZERO --- Zero a file descriptor set
 FD_CLR --- Clear a specific fd in a fd_set
 FD_SET --- Set a specific fd in a fd_set
 FD_ISSET --- Test to see if a specific fd is set in an fd_set

11.15ioctl

Synopsis:

```
int ioctl( int fd, int cmd );
```

Description:

This function controls the selection of three options for stdio: stdin = 0, stdout = 1 and stderr = 2. The four legal options are:

IOCTL_TX_CHANGE_CRLF (1) /* When set transmitted char \n gets converted to \r\n */

IOCTL_RX_CHANGE_CRLF (2) /* When set received \r\n get turned into \n */

IOCTL_RX_PROCESS_EDITS (4) /* When set Process backspace and do simple line editing */

IOCTL_RX_ECHO (8) /* When set echo chars received to tx*/

Parameters:

Type	Name	Description
int	fd	The file descriptor number. The three options are: <ul style="list-style-type: none"> • 0 = stdin • 1 = stdout • 2 = stderr
int	cmd	The ioctl command consists of IOCTL_SET or IOCTL_CLR and the bit of the associated options.

Returns:

The old option value

See Also:

ReplaceStdio --- Replace the stdio file descriptor with a new one.

11.16 ReplaceStdio

Synopsis:

```
int ReplaceStdio( int stdio_fd, int new_fd );
```

Description:

This function allows you to map stdio to any file descriptor (fd). If the file descriptor generates an error (like a closed TCP connection), then stdio will be remapped to a negative fd (this will cause stdio to generate errors). When this function is used to remap an errored stdio channel, then the error will be cleared.

Parameters:

Type	Name	Optional	Description
int	stdio_fd	<ul style="list-style-type: none"> No 	<ul style="list-style-type: none"> The stdio file descriptor to map to (0 = stdin, 1 = stdout, and 2 = stderr).
int	new_fd	No	The file descriptor to replace stdio with. Note: A value of 0 returns stdio to the default debug monitor based traps

Returns:

The value of the fd for the previous stdio override
 0 (zero) --- If stdio had not been mapped previously

See Also:

ioctl --- Control translation and formatting for stdio

11.17 SysLog

Header File:

```
#include<syslog.h>      // Found in C:\Nburn\include
```

Synopsis:

```
int SysLog( const char * format, ... );
```

Description:

This function works very similar to a standard printf function, in regards to input arguments, return values, and resulting output. The output is sent via UDP port 514, and it can be sent as either a broadcast or a unicast message. This function is useful for users who have no serial ports, are out of serial ports, or desire to send the debug output to a remote location.

If you do **not** specify an IP address to send to, then the message will be broadcasted. **Note:** If you are in crowded network, or if you desire to send a message to a particular IP address, then you will need to add the following line to your start-up code:

```
SysLogAddress = AsciiToIp( "<Destination IP Address>" );
```

For example:

```
SysLogAddress = AsciiToIp( "10.1.1.228" );
```

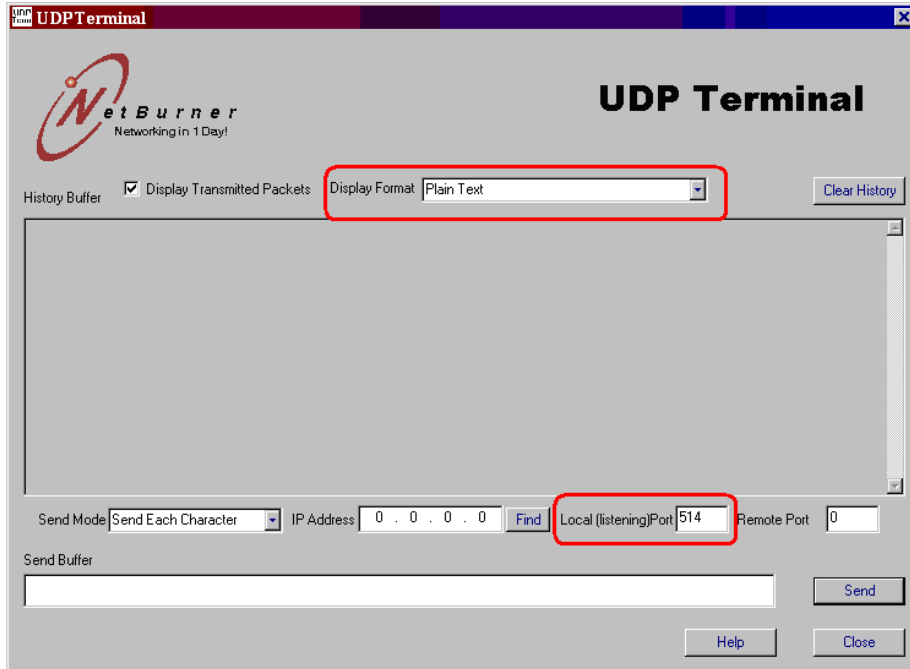
To make this function work in a normal project application, all you have to do is include the header file, and then in the program body, you use the SysLog() function as you would with an ipprintf function. Some examples are:

```
SysLog( "Hello World!" );  
SysLog( "This number of seconds have passed: %d\r\n", Secs );  
SysLog( "%d plus %d equals %d.\r\n", num1, num2, sum );
```

To see the output generated by SysLog, open the **UDP Terminal Tool** application. From Windows: Start → Programs → Netburner NNDK → UDP Terminal Tool. By default this program is located in C:\Nburn\pcbin. Next, set the Display Format drop-down box to Plain Text and set the Local (listening) Port to 514 as shown on the next page.

If you have your NetBurner hardware connected to the network, and are periodically sending SysLog output, you will see the result in the UDP Terminal window. By default, it will broadcast whatever message is written to the network.

Warning: If a person is on a crowded network, sending broadcast messages to the SYSLOG port (i.e. Port 514) then using this function will increase traffic.



Parameters:

The message (output string) to send followed by any number of variables - it works similar to the printf function.

Returns:

The number of bytes in the output string, excluding the terminating NULL.

Example:

```
#include <syslog.h>

void UserMain( void *pd )
{
    // your start-up code here

    SysLogAddress = AsciiToIp( "10.1.1.228" ); // Only for unicasting
    while ( 1 )
    {
        OSTimeDly( TICKS_PER_SECOND );
        SysLog( "This is only a test! %d\r\n", Secs );
    }
}
```

12 I²C Library

12.1 Introduction

In the early 1980's, Philips Semiconductors developed a simple bidirectional 2-wire bus for efficient inter-IC control. This bus is called the Inter-IC or I²C-bus. Its name literally explains its purpose: to provide a communication link between Integrated Circuits. Its original purpose was to provide an easy way to connect a CPU to peripheral chips in a TV-set. All I²C-bus compatible devices incorporate an on-chip interface, which allows them to communicate directly with each other via the I²C-bus. This design concept solves the many interfacing problems encountered when designing digital control circuits. I²C has become a de facto world standard. The I²C-bus is patented by Philips.

The I²C-bus physically consists of two active wires and a ground connection. The active wires are called SDA and SCL. SDA is the Serial DAta line and SCL is the Serial CLock line. Every device hooked up to the bus has its own unique address. Each of these chips can act as a receiver and/or transmitter, depending on the functionality.

Both SDA and SCL are bi-directional signals, implemented in the following way : Each device on the I²C-bus can monitor the voltage or logic level on both signals. In addition, a device may connect the line to the system ground rail through an electronic switch or it may leave it floating. (For those of you who have done a bit of digital electronics, this is known as an 'open collector' output.) External resistors (typically about 4.7k) are connected between each of the 2 signal lines and the +5V/3.3V power supply rail, so that if no device on the bus is connecting a line to ground, then that line appears to be in a logic 1 state.

The I²C-bus is a multi-master bus. This means that more than one IC capable of initiating a data transfer can be connected to it. The I²C protocol specification states that the IC that initiates a data transfer on the bus is considered the Bus Master (generally a microcontroller) and all the other ICs (at that time) are Bus Slaves. The most important thing to realize about data transfer on the I²C-bus is that the state of the SDA line can only change when the SCL line is in the logic low state. The reason for this is that the I²C protocol defines two special conditions to start and stop communications over the bus, they are:

A Start condition - defined as a change of SDA from logic 1 to logic 0 while SCL is high.

A Stop condition - defined as a change of SDA from logic 0 to logic 1 while SCL is high.

Prior to any transaction on the bus, a START condition needs to be issued on the bus by the Master. This start condition acts as a signal to all connected IC's that something is about to be transmitted on that bus. As a result, all connected chips will listen to the bus. The master controls the Clock line and always generates the Clock pulses.

Once a transmission is complete, the Master device can retain control of the bus by issuing a repeated start or RESTART condition. This gives the Master device the ability to immediately communicate with another device on the bus or to change transmission directions (read or write) with the current device.

After a message has been completed, a STOP condition is sent by the master. This is the signal for all devices on the bus that the bus is now available (i.e. idle). If a chip was accessed, and received data during the last transaction, it will now process that information (if it was not already processed during the reception of the message).

Devices on the I²C-bus are selected by an 8-bit address that is sent over the bus in the same way as data bytes. The least significant bit of this address acts as a read/write control signal and is set to 0 to make the Slave a Receiver and 1 to make the Slave a Transmitter. The address byte is the first byte transmitted after a Start condition. It is always transmitted by the master. By convention, if the slave is a receiver (and contains

several registers), then the next byte transmitted after the address byte is an internal register address for that device. However, this is not required by the I²C specification.

12.2 The NetBurner I²C API

The NetBurner I²C API creates an easy interface to use interrupt driven I²C communication. The API will work only on those platforms that include the I²C hardware. The NetBurner I²C API comes in two flavors, I²C master and I²C multi.

The I²C master API allows you to configure the NetBurner device to act as the sole master device on an I²C bus while the I²C multi API configures the NetBurner device to be a multi-master device.

The I²C multi API should be used any time you wish to be able to have your NetBurner device act as both a bus master and slave device. This is very useful if you wish to have multiple smart-devices (e.g. NetBurner devices, Microcontrollers, etc.) on the same I²C bus. This API includes all the functions included in the I²C master API plus extra functions to handle slave mode transmissions and arbitration when attempting to become bus master.

The I²C master API is a limited functionality version of the I²C multi interface. Note: This mode will not work properly if there are other masters or multi-master devices on the same I²C bus. The master-only mode has the benefit of using less FLASH and RAM for space sensitive projects that only need to interface with slave devices. The space saved in FLASH is around 20 KB, and the space saved in RAM is dependent on the sizes configured for the slave mode RX/TX buffers.

Header Files:

```
#include <i2cmulti.h>      // Found in C:\Nburn\<HWPlatform>\include
#include <i2cmaster.h>     // Found in C:\Nburn\<HWPlatform>\include
```

Simple NetBurner I²C Functions

These functions are used in both I²C multi and master modes. They are simple in the fact that they require little configuration or code to send and receive buffers over I²C. Most devices that follow Philips I²C standard will work with these functions.

- I2CInit
- I2CSendBuf
- I2CReadBuf
- I2CRestart

Simple NetBurner Slave Mode I²C Functions

These functions can only be implemented when the I²C multi driver is being used. These functions provide both slave RX and TX ability.

- I2CRXAvail
- I2CTXAvail
- I2CGetByte
- I2CFillSlaveTXBuf

Advanced NetBurner I²C Functions

These functions are used in both I²C multi mode and master mode. They allow the user to control all aspects of I²C communication including start, stop, restart, and sending and receiving at single BYTE level. **Note:** These functions are useful when communicating with devices that do not follow Philips I²C standard exactly.

- I2CStart
- I2CStop
- I2CSend
- I2CRead

Note: An example I²C application can be found in C:\Nburn\examples\<HWPlatform>.

12.3 Simple I²C Functions

12.3.1 I2CInit

Synopsis:

```
void I2CInit( BYTE slave_Addr = 0x08, BYTE freqdiv = 0x11 );
```

Note: This version is used when including **i2cmulti.h**

Synopsis:

```
void I2CInit( BYTE freqdiv = 0x15 );
```

Note: This version is used when including **i2cmaster.h**

Description:

The I²C master and slave initialization routine must be called before performing any I²C functions.

Parameters:

Type	Name	Description
BYTE	slave_Addr	The 7-bit slave address assigned to NetBurner and is only used in i2cmulti API. Note: Phillips I ² C Standard states that the two group addresses 0000XXX and 1111XXX are reserved for advanced purposes. The addresses 11110XX are also reserved for the 10-bit addressing I ² C protocol.
BYTE	freqdiv	This value is used in the Coldfire I2FDR as a prescaler of the system clock to generate a max baud rate of the master mode I ² C bus. Valid values for freqdiv are found in the I ² C section of your Freescale MCF Manual (in C:\Nburn\docs). All the processors are set to be approximately 100Kbits by default, which is the max I ² C standard speed.

Returns:

Nothing --- This is a void function

12.3.2 I2CSendBuf

Synopsis:

```
BYTE I2CSendBuf( BYTE addr, PBYTE buf, int num, bool stop = true );
```

Description:

This function sends a buffer to an address on the I²C bus in master mode without the need of a start and stop bit.

Parameters:

Type	Name	Description
BYTE	addr	The 7-bit address you wish to send the buffer to.
PBYTE	buf	A pointer to the BYTE buffer you wish to write from.
int	num	The number of bytes to write.
bool	stop	True (default): Terminate communication with stop. False: Do not terminate transmission. (This is useful if the user wishes to send a restart instead of a stop.)

Returns:

The standard NetBurner I²C return values

12.3.3 I2CReadBuf

Synopsis:

```
BYTE I2CReadBuf( BYTE addr, PBYTE buf, int num, bool stop = true );
```

Description:

This function allows a buffer to be read from an address on the I²C bus in master mode without the need of a start and stop bit.

Parameters:

Type	Name	Description
BYTE	addr	The 7-bit address you wish to read the buffer from.
PBYTE	buf	A pointer to the BYTE buffer you wish to read to.
int	num	The number of bytes to read.
bool	stop	True (default): Terminate communication with stop. False: Do not terminate transmission. (This is useful if the user wishes to send a restart instead of a stop.)

Returns:

The standard NetBurner I²C return values

12.3.4 I2CRestart

Synopsis:

```
int I2CRestart( BYTE addr, BOOL Read_Not_Write,
               DWORD ticks_to_wait = I2C_RX_TX_TIMEOUT );
```

Description:

This function will send a restart signal on the I²C bus instead of a stop. **Note:** This function should **only** be used when in master mode and you have control of the bus.

Parameters:

Type	Name	Description
BYTE	addr	The 7-bit address you wish to send the restart to.
BOOL	Read_Not_Write	True to read. False to write. Note: You can use I2C_START_READ or I2C_START_WRITE as values.
DWORD	ticks_to_wait	The number of ticks to wait on restart before failing. Note: The default value in i2cmaster/multi.h = I2C_RX_TX_TIMEOUT.

Returns:

The standard NetBurner I²C return values

12.4 Slave I²C Functions

12.4.1 I2CRXAvail

Synopsis:

```
bool I2CRXAvail( );
```

Description:

This function determines if there is data available in the I²C slave receive buffer.

Parameters:

None

Returns:

True --- If there is data in slave RX buffer
False --- If slave RX buffer is empty

12.4.2 I2CTXAvail

Synopsis:

```
DWORD I2CTXAvail( );
```

Description:

This function determines the free space available in the I²C slave TX buffer.

Parameters:

None

Returns:

The number of bytes remaining in the I²C slave TX buffer

12.4.3 I2CGetByte

Synopsis:

```
BYTE I2CGetByte( );
```

Description:

This function will pend on a slave receive I²C semaphore.

Parameters:

None

Returns:

The oldest unread byte in the I²C slave RX buffer

12.4.4 I2CFillSlaveTXBuf

Synopsis:

```
BYTE I2CFillSlaveTXBuf( PBYTE buf, DWORD num, bool restart = true );
```

Description:

This function is used to fill the I²C slave TX buffer.

Parameters:

Type	Name	Description
PBYTE	buf	A pointer to the BYTE buffer that contains data for the slave TX buffer.
DWORD	num	The number of BYTE to send from buf to TX buffer.
BOOL	restart	If true then restart next TX from beginning TX buffer. (A new slave fill replaces buffer.) If false then continue next TX from last slave TX. (A new slave fill adds to buffer at last unread byte.)

Returns:

Returns false if it failed to copy data

12.5 Advanced I²C Functions

12.5.1 I2CRead

Synopsis:

```
int I2CRead( PBYTE val, DWORD ticks_to_wait = I2C_RX_TX_TIMEOUT );
```

Description:

This function reads a single byte in master mode from the I²C bus.

Parameters:

Type	Name	Description
PBYTE	val	A pointer to byte location to store read value.
DWORD	ticks_to_wait	The number of system time ticks before a timeout occurs.

Returns:

The standard NetBurner I²C return values

12.5.2 I2CSend

Synopsis:

```
int I2CSend( BYTE val, DWORD ticks_to_wait = 5 );
```

Description:

This function sends a single byte in master mode on the I²C bus.

Parameters:

Type	Name	Description
BYTE	val	The byte to send.
DWORD	ticks_to_wait	The number of system time ticks before a timeout occurs.

Returns:

The standard NetBurner I²C return values

12.5.3 I2CStart

Synopsis:

```
int I2CStart( BYTE addr, BOOL Read_Not_Write,  
             DWORD ticks_to_wait = I2C_START_TIMEOUT );
```

Description:

This function is used to obtain an I²C bus and start communication in master mode.

Parameters:

Type	Name	Description
BYTE	addr	The 7-bit address you wish to send the start to.
BOOL	Read_Not_Write	True to read. False to write. Note: You can use I2C_START_READ or I2C_START_WRITE as values
DWORD	ticks_to_wait	The number of ticks to wait on restart before failing. Note: The default value in i2cmaster/multi.h = I2C_RX_TX_TIMEOUT

Returns:

The standard NetBurner I²C return values

12.5.4 I2CStop

Synopsis:

```
void I2CStop( );
```

Description:

This function ends communication and releases control of the I²C bus. This function puts your NetBurner board into idle/slave mode.

Parameters:

None

Returns:

Nothing --- This is a void function

13 Multicast Library

13.1 Introduction

This Module provides code for joining multicast groups. This module uses the IGMP protocol defined in RFC1112 and RFC 2236. IGMP Multicast is a method for distributing UDP packets within a group of hosts and servers.

The NetBurner Multicast functions extend the NetBurner UDP interface. Instead of using the RegisterUDPFifo function, you would use the RegisterMulticastFifo function to listen for Multicast UDP packets. **Note:** To transmit Multicast packets, just use the normal UDP Send with a multicast IP Address.

Header File

```
#include <multicast.h>    // Found in C:\Nburn\include
```

Multicast Group Functions

- RegisterMulticastFifo --- Register to join a Multicast group
- UnregisterMulticastFifo --- Register to leave a Multicast group

Multicast Example

See Multicast example in c:\nburn\examples

13.2 RegisterMulticastFifo

Synopsis:

```
void RegisterMulticastFifo( IPADDR group, WORD dest_port,  
                           OS_FIFO *pfifo );
```

Description:

This call initializes the Multicast system. Register to join a Multicast group. **Note:** It is **not** active until at least **one** join has taken place.

Parameters:

Type	Name	Description
IPADDR	group	The IP Address of the group to join.
WORD	dest_port	The UDP Port to listen on.
OS_FIFO	*pfifo	The fifo to put incoming packets into.

Returns:

Nothing --- This is a void function

13.3 UnregisterMulticastFifo

Synopsis:

```
void UnregisterMulticastFifo( IPADDR group, WORD destination_port );
```

Description:

This call removes the NetBurner device from the specified multicast group.

Parameters:

Type	Name	Description
IPADDR	group	The IP Address of the group to leave
WORD	dest_port	The UDP Port to listen on.

Returns:

Nothing --- This is a void function

14 NBTime Library

14.1 Introduction

The NBTime library allows users to set and read the system time manually, or by using an NTP server to set the system time. The system time runs internally to a core module and will be lost whenever it loses power or is reset.

For information on how to keep time running when the module loses power or is reset, refer to the section on the RTC library (the real-time clock library is only supported with modules mounted on MOD-DEV-40, -70, and -100 development boards).

Header File

```
#include <nbtime.h>    // Found in \Nburn\include
```

Functions

- `time` --- Reads the system time.
- `set_time` --- Sets the system time.
- `GetNTPTime` --- Reads time from an NTP server.
- `SetNTPTime` --- Sets the system time using time read from an NTP server.
- `tzsetchar` --- Sets the local time zone information for standard time and, if applicable, daylight savings time.

14.2time

Synopsis:

```
time_t time( time_t *pt )
```

Description:

This function reads the system time and returns it as type `time_t`. If `pt` is not null, then it will also write the system time to its pointed location.

Parameters:

Type	Name	Description
<code>time_t</code>	<code>*pt</code>	A pointer to a location of type <code>time_t</code> that will be written with the read system time. It can be null if the user wishes not to store the read time.

Returns:

The read system time in `time_t` format.

14.3 set_time

Synopsis:

```
time_t set_time( time_t time_to_set )
```

Description:

This function sets the system time with the value given by `time_to_set`.

Parameters:

Type	Name	Description
time_t	time_to_set	A value of type time_t that will be used to set the system time.

Returns:

The set system time in time_t format.

14.4 GetNTPTime

Synopsis:

```
DWORD GetNTPTime( IPADDR NTP_server_ip )
```

Description:

This function gets time from an NTP server.

Parameters:

Type	Name	Description
IPADDR	NTP_server_ip	The IP address of the NTP server.

Returns:

The NTP time to the nearest second of type DWORD if successful, zero (0) if it fails.

14.5 SetNTPTime

Synopsis:

```
BOOL SetNTPTime( IPADDR ntpserver )
```

Description:

This function gets time from an NTP Server and uses it to set the system time.

Parameters:

Type	Name	Description
IPADDR	<code>ntpserver</code>	The IP address of the NTP server.

Returns:

TRUE --- Succeeds in getting time from an NTP server.
FALSE --- Fails to get time from an NTP server.

14.6tzsetchar

Synopsis:

```
void tzsetchar( char *tzenv )
```

Description:

This function uses the TZ environment variable to set the local time zone conversion information for standard time and, if applicable, daylight savings time (DST) in the system. The TZ environment variable is also used by the `ctime()`, `localtime()`, `mktime()`, and `strftime()` functions of the standard `time.h` library. Once the TZ variable is set, the time library functions can use it to determine when DST is in effect when type conversions are made, or what time zone string gets outputted in the case of the `strftime()` function.

Calling this function configures the system time to the local time zone desired, relative to UTC/GMT. Therefore, `SetNTPTime()` should be called first to set the system time to UTC before calling `tzsetchar()` to set it locally.

The following is an example of a `tzsetchar()` function call:

```
tzsetchar( "PST8PDT7,M3.2.0/02:00:00,M11.1.0/02:00:00" );
```

These are also acceptable formats and perform the same function (usage of abbreviation and expansion formats for offsets and time do not have to be consistent for each segment between the commas):

```
tzsetchar( "PST08:00:00PDT07:00:00,M3.2.0/2,M11.1.0/2" );
tzsetchar( "PST8PDT7,M3.2.0/2,M11.1.0/2" );
tzsetchar( "PST8PDT,M3.2.0,M11.1.0" );
tzsetchar( "PST8PDT7" );
```

The format above is a local time zone with DST support. It sets the local time to Pacific Standard Time (PST) or Pacific Daylight Time (PDT). PDT is only set if the local time is after the second Sunday of March at 2:00 AM and before the first Sunday of November at 2:00 AM. The following is a breakdown of what each segment between the commas of the TZ string represents:

PST8PDT7 – This provides the name of the time zone and the hour offset relative to UTC for both standard and daylight savings time. “PST” is the standard time zone name for “Pacific Standard Time” and “PDT” is the DST zone name for “Pacific Daylight time”. The hour offsets ‘8’ and ‘7’ represent the number of hours that must be added to the PST and PDT local times respectively in order to reach UTC time. Note that time zone offsets west of UTC must be positive, and time zone offsets east of UTC must be negative (the number of hours subtracted from local time in order to reach UTC). If the hour offset for DST is omitted (for example, “PST8PDT”), then the DST is automatically calculated by advancing the standard local time by one hour.

M3.2.0/02:00:00 – This indicates the starting date and time for daylight savings time. “M3” represents the month of March (valid values are 1-12), ‘2’ represents the second week of the month (valid values are 1-5; ‘5’ will always represent the last week even if there are only four weeks for a particular day selected), and ‘0’ represents Sunday (valid values are 0-6). “02:00:00” represents the 24-hour notation or Military time in hours, minutes, and seconds. If the 24-hour notation is omitted, then 2:00 AM is used by default. If the starting and ending date/time information are omitted but still provide a standard and daylight time name and offset, then the U.S. rules (effective 2007) for starting and ending date/time are used by default.

M11.1.0/02:00:00 – This indicates the ending date and time for daylight savings time. The rules of this format is the same as the starting date and time mentioned above.

If setting the local time in an area that does not support daylight savings time is desired, then it can be written this way:

```
tzsetchar( "JST-9" );
```

In the example above, "JST" represents Japan Standard Time followed by an offset of nine hours east of UTC.

Parameters:

Type	Name	Description
char*	tzenv	The value of the TZ variable. The value can take one of two formats: 1) local time zone without DST support, and 2) local time zone with DST support.

Returns:

This is a void function – there is nothing to return.

15 The POP3 Client Library

15.1 Introduction

This module provides functions for receiving and managing mail from a Post Office Protocol version 3 (POP3) server. POP3 is defined in RFC1939. For sending mail, please see the SendMail section.

Header Files

```
#include<pop3.h>                // Found in C:\Nburn\include
```

POP3 Client Functions

POP3_InitializeSession --- Initialize the POP3 network connection
POP3_CloseSession --- Close the POP3 network connection
POP3_StatCmd --- Get the status of the Mailstore on the POP3 server
POP3_ListCmd --- Get the size of the specified message
POP3_DeleteCmd --- Delete a specific message on the server
POP3_RetrieveMessage --- Retrieve a specific message from the server
GetPOPErrorString --- Returns the Error text for a specific code

POP3 Example

```
#include <pop3.h>
#include <dns.h>
#define USERID "username"
#define USERPASS "password"
#define SERVERNAME "pop.yourserver.com"
#define POP_PORT (110)

int StartSession()
{
    IPADDR srvr_addr;
    if (GetHostByName(SERVERNAME,&srvr_addr,0,TICKS_PER_SECOND*10)==DNS_OK)
    {
        iprintf("Got Server IP = ");
        ShowIP(srvr_addr);
        printf("\r\n");
        // Create the POP 3 session with the server
        int session = POP3_InitializeSession( srvr_addr, POP_PORT, USERID,
                                              USERPASS, TICKS_PER_SECOND*10 );

        return session;
    }
    else
    {
        iprintf("Failed to get Server IP Address\n");
        return 0;
    }
}

#define MSG_BUF_SIZ (16000)
static char messagebuffer[MSG_BUF_SIZ];
void GetMessages()
{
    DWORD num_mess;
    DWORD num_bytes;
    int session = StartSession();
    if ( session > 0 )
    {
        int rv = POP3_StatCmd(session, &num_mess, &num_bytes,
                              10*TICKS_PER_SECOND);

        if ( rv == POP_OK )
        {
            iprintf( "The server has %ld messages and %ld bytes\r\n",
                    num_mess, num_bytes );
            if ( num_mess == 0 )
                return;

            for ( DWORD nmsg = 1; nmsg <= num_mess; nmsg++ )
            {
                char * psub;
                char * pbody;
                DWORD predict_size;
                rv = POP3_ListCmd(session,nmsg, &predict_size,
                                  TICKS_PER_SECOND*10);
                iprintf( "Predicted message size is %ld\r\n", predict_size );
                rv = POP3_RetrieveMessage(session,nmsg,messagebuffer,
                                          &psub, &pbody,MSG_BUF_SIZ-1,
                                          TICKS_PER_SECOND*20 );

                if ( rv > 0 )
                {
                    iprintf( "Received a message of %d bytes\r\n", rv );
                    messagebuffer[rv] = 0;
                    if ( pbody )

```

```

    {
        fprintf("Body Size %ld\r\n, <Start of Message:>\r\n
                %s\r\n<End of Message>\r\n", strlen(pbody), pbody );
    }
    else
    {

        fprintf("Unable to locate body.\r\nPrinting the entire
                message\r\n<Start of Message:>\r\n %s\r\n<End
                of Message>\r\n",pbody);
    }
    char c;
    do
    {
        fprintf( "Delete this message (Y/N?)" );
        c = toupper(getchar());
    }

    while ( (c != 'N') && (c != 'Y') );

    if ( c == 'Y' )
    {
        rv = POP3_DeleteCmd( session,nmsg, TICKS_PER_SECOND*10 );
        if (rv == POP_OK)
            fprintf("Message deleted\r\n");
        else
            fprintf("Delete command processing failed with
                    error:%s\r\n", GetPOPErrString(rv));
    }
    else
        fprintf("Message not deleted\r\n");
    }
    else
        fprintf("Retrieve command processing failed with error:%s\r\n",
                GetPOPErrString(rv));
    }
}
else
{
    fprintf("STAT command processing failed with error:%s\r\n",
            GetPOPErrString(rv));
}
POP3_CloseSession(session);
}
else
{
    fprintf("Failed to create session with error:%s\r\n",
            GetPOPErrString(session));
}
}

```


15.2 POP3_InitializeSession

Synopsis:

```
int POP3_InitializeSession( IPADDR server_address, WORD port,
                           PCSTR UserName, PCSTR PassWord, DWORD time_out )
```

Description:

This function initializes the POP3 network connection. This call makes the connection to the POP Server and logs in with the Username and Password.

Parameters:

Type	Name	Description
IPADDR	server_address	The IP Address of the Server.
WORD	port	The port to connect to on the Server.
PCSTR	UserName	The account Username.
PCSTR	PassWord	The account Password.
DWORD	time_out	The number of ticks to wait.

Return Values:

int --- The command success code
> 0 --- Mail session
POP_TIMEOUT --- Time out
POP_PASSWORDERROR --- Network error
POP_CONNECTFAIL --- Password error
POP_NETWORKERROR --- Network error

15.3 POP3_CloseSession

Synopsis:

```
Int POP3_CloseSession( int session );
```

Description:

This function closes the POP3 network connection. This function also flushes deleted messages. (See RFC1939 for additional information.)

Parameters:

Type	Name	Description
int	session	The POP3 session

Return Values:

int --- The command success code
POP_OK --- Closed successfully
POP_TIMEOUT --- Time out
POP_COMMANDFAIL --- Command error
POP_NETWORKERROR --- Network error
POP_BADSESSION--- Bad session number

15.4 POP3_StatCmd

Synopsis:

```
int POP3_StatCmd( int session, DWORD * num_messages,  
                  DWORD * total_bytes, DWORD time_out );
```

Description:

This function gets the status of the Mailstore on the POP3 server and retrieves the state of the mail store associated with this session.

Parameters:

Type	Name	Description
int	session	The POP3 session.
DWORD	*num_messages	The DWORD variable to hold the number of pending messages.
DWORD	*total_bytes	The DWORD variable to hold the total number of bytes in the pending messages.
DWORD	time_out	The number of ticks to wait.

Return Values:

int --- The command success code
POP_OK --- Command OK
POP_TIMEOUT --- Time out
POP_COMMANDFAIL --- Command error
POP_NETWORKERROR --- Network error
POP_BADSESSION--- Bad session number

15.5 POP3_ListCmd

Synopsis:

```
int POP3_ListCmd( int session, DWORD message_number, DWORD * total_bytes,  
                  DWORD time_out );
```

Description:

This function gets the size of the specified message and retrieves the size of the message.

Parameters:

Type	Name	Description
int	session	The POP3 session.
DWORD	message_number	Retrieves the size of the message.
DWORD	*total_bytes	The DWORD variable to hold the total number of bytes in the pending messages.
DWORD	time_out	The number of ticks to wait.

Return Values:

int --- The command success code
POP_OK --- Command OK
POP_TIMEOUT --- Time out
POP_COMMANDFAIL --- Command error
POP_NETWORKERROR --- Network error
POP_BADSESSION --- Bad session number

15.6 POP3_DeleteCmd

Synopsis:

```
int POP3_DeleteCmd( int session, DWORD message_number,  
                    DWORD time_out )
```

Description:

This function deletes a specific message on the server. **Note:** The message is **not** actually deleted until the session is closed.

Parameters:

Type	Name	Description
int	session	The POP3 session.
DWORD	message_number	The message to delete.
DWORD	time_out	The number of ticks to wait.

Return Values:

int --- The command success code
POP_OK --- Command OK
POP_TIMEOUT --- Time out
POP_COMMANDFAIL --- Command error
POP_NETWORKERROR --- Network error
POP_BADSESSION --- Bad session number

15.7 POP3_RetrieveMessage

Synopsis:

```
int POP3_RetrieveMessage( int session, DWORD message_number, char * buffer,
                          char ** subject_ptr, char ** body_ptr,
                          int max_bufferlen, DWORD time_out );
```

Description:

This function retrieves a specific message from the server. The message is retrieved as a large block with all of the headers first. Note: The message is left on the server and will not be deleted until you call POP3_DeleteCmd.

Parameters:

Type	Name	Description
int	session	The POP3 session.
DWORD	message_number	The message to retrieve.
char	*buffer	The buffer to hold the message.
char	**subject_ptr	If not NULL, the char pointer will be left pointing at the message subject.
char	**body_ptr	If not NULL, the char pointer will be left pointing at the message body.
int	max_bufferlen	The maximum size of the retrieved message.
DWORD	time_out	The number of ticks to wait.

Return Values:

int --- The command success code
 > 0 --- The length of the message retrieved
 POP_TIMEOUT --- Time out
 POP_COMMANDFAIL --- Command error
 POP_NETWORKERROR --- Network error
 POP_BADSESSION --- Bad session number

15.8 GetPOPErrorString

Synopsis:

```
PCSTR GetPOPErrorString( int err );
```

Description:

This function returns the error text for a specific code.

Parameters:

Type	Name	Description
int	err	The error code

Return Value:

The text string

16 QSPI and DSPI Library

16.1 Introduction - QSPI

The Queued Serial Peripheral Interface (QSPI) is a full duplex synchronous serial data link that operates in master/slave mode. Note that Freescale microprocessors with QSPI do not provide support for slave mode; they must always be the QSPI master. The QSPI is functionally the same as SPI, but also provided a hardware queue for data and commands. Up to 16 transfers can be queued at one time, eliminating CPU intervention between transfers. The NetBurner QSPI driver and API provide interrupt driven QSPI communication.

The QSPI specification allows for sharing the QSPI bus with multiple devices. However, when designing your system you must consider what devices are connected and the desired throughput. For example, if you are using the Embedded Flash File System (EPPS) with external SD flash cards, or the WiFi module, they will require exclusive use of the QSPI.

The QSPI uses the following hardware signals:

SCLK	Serial clock output from master
MOSI	Master data output (transmit), slave data input (receive)
MISO	Master data input (receive), slave data output (transmit)
QSPI_CS	Optional QSPI chip selects

Programming tip: If you are new to QSPI and require a chip select for your device, we recommend using a GPIO signal during initial development to simplify your application code. Once proper operation has been achieved, modify the code to use the QSPI chip selects.

Header File

```
#include <qspi.h> // Located in \nburn\include
```

Function Summary

QSPInit()	Initialize QSPI subsystem.
QSPIStart()	Start a QSPI transfer using the transmit, receive and control queues.
QSPIdone()	Returns TRUE when a QSPI transfer is complete. Used only for single threaded applications in place of a semaphore.

16.2 Introduction – DSPI

The DMA Serial Peripheral Interface (DSPI) is functionally identical to the QSPI with two exceptions: one, there are multiple submodules per processor, and two, it has the capability to perform more than 16 transfers at one time, by using direct memory access triggered by the DSPI module.

Header File

```
#include <dsapi.h> // Located in \nburn\<platform>\include
```


Function Summary

DSPInit()	Initialize DSPI subsystem, for a given submodule.
DSPStart()	Start a DSPI transfer using the transmit, receive and control queues, for a given submodule.
DSPIdone()	Returns TRUE when a DSPI transfer, for a given submodule, is complete. Used only for single threaded applications in place of a semaphore.

The following are provided for transparent porting to platforms with DSPI peripherals. They will use the system default submodule:

QSPInit()	Initialize DSPI subsystem, for the default submodule.
QSPStart()	Start a QSPI transfer using the transmit, receive and control queues, for the default submodule.
QSPIdone()	Returns TRUE when a QSPI transfer, for the default submodule, is complete. Used only for single threaded applications in place of a semaphore.

QSPI Configuration and Initialization

Use of the QSPI requires:

1. Identify which pins on your NetBurner device provide primary or secondary QSPI functionality. Use the NetBurner Pins class functions to configure these pins for QSPI operation.
2. Single task applications: you can choose to call the QSPIdone() function to determine when the QSPI transfer is complete, or use a semaphore and pend for completion.
3. Multitask applications: If your application has more than one task that will access the QSPI, your must create a semaphore to control access to the QSPI resource.
4. Initialize the QSPI with the QSPIInit() function.
5. When you have data to send, or want to read data from the QSPI slave device, call the QSPIStart() function to initiate the data transfer.
6. The semaphore will post when the data transfer is complete.

16.3 Example Program

The QSPI example programs are located in the c:\nburn\examples\<platform> directory, where <platform> represents your specific NetBurner device, such as Mod5270. The following example is for a Mod5270 core module. The example is a serial to QSPI converter, in which all data received by the QSPI is sent to the debug serial port, and all data received from the debug serial port is sent out the QSPI interface.

```
void UserMain( void * pd)
{
    InitializeStack();
    if (EthernetIP==0) GetDHCPAddress();
    OSChangePrio( MAIN_PRIO );
    EnableAutoUpdate();

    //Initialize buffers
    static BYTE RXBuffer[10000], TXBuffer[10000];

    // Initialize pins needed for QSPI
    J2[25].function(PINJ2_25_SPI_CLK);
    J2[27].function(PINJ2_27_SPI_DIN);
    J2[28].function(PINJ2_28_SPI_DOUT);
    // The QSPI functionality can be tested with a simple jumper from J2[27] to J2[28]

    // Create and initialize semaphore for QSPI (optional)
    OS_SEM QSPI_SEM;
    OSSemInit(& QSPI_SEM, 0);

    /* Initialize QSPI options
       void QSPIInit( DWORD Baudrate = 2000000, BYTE QueueBitSize = 0x8, BYTE CS = 0x0,
                     BYTE CSPol = 0x1, BYTE ClkPolarity = 0x0, BYTE ClkPhase = 0x1,
                     BOOL DoutHiz = FALSE )
    */
    QSPIInit(); // Keep overloaded defaults

    // Open UART1 and get FD
    int U1FD = OpenSerial( 1, 115200, 1, 8, eParityNone );
```

```

while ( 1 )
{
    if(dataavail(U1FD))
    {
        int num = read(U1FD, (char*)TXBuffer, 10000); // Read data from UART1
        QSPISStart(TXBuffer, RXBuffer, num, &QSPI_SEM); // Send data via QSPI
        OSSemPend( &QSPI_SEM, 0 ); // Wait for QSPI to complete
        writeall(U1FD, (char*)RXBuffer, num); // Send QSPI RX via UART1
    }
}
}

```

The default/overloaded QSPI configuration settings are used because QSPIInit() is called with no parameters. Custom settings can be configured by calling QSPIInit() with all the parameters as shown in the example comment above the QSPIInit() call.

A semaphore is used to determine when the transfer is complete. This may be more than is necessary for a simple single threaded application, but is used to demonstrate the most common usage. Alternatively the OSSemPend() call could be replaced with a while loop waiting for QSPIdone() to return TRUE.

16.4 Additional Information

Please refer to the Freescale Users Manual for detailed information on QSPI chip selects, polarity, phase and delay settings. The Freescale manuals are located in the \nburn\docs directory.

16.5 QSPiInit

Synopsis:

```
BYTE QSPiInit( DWORD baudRateInBps = 2000000, BYTE transferSizeInBits = 8,
               BYTE peripheralChipSelects = 0x0F, BYTE chipSelectPolarity = 1,
               BYTE clockPolarity = 0, BYTE clockPhase = 1, BOOL doutHiz = TRUE,
               BYTE csToClockDelay = 0, BYTE delayAfterTransfer = 0 );

BYTE QSPiInit()    // Uses default parameters
```

Description:

Initialize the QSPI hardware and software driver.

Parameters:

Type	Name	Description
DWORD	baudRateInBps	Maximum requested baud rate in bits per second. The maximum possible baud rate is determined by the system clock. The function will select the highest possible baud rate if the specified value cannot be achieved.
BYTE	transferSizeInBits	Size of data values to be transferred. Values can be 8, 16 or 32 bits. Note that 16 and 32 bit size values must be word (16-bit) aligned (16-bit).
BYTE	PeripheralChipSelects	Peripheral chip select drive level. Used to select an external device for serial data transfer. More than one chip select may be active at once, and more than one device can be connected to each chip select. Bits 3–0 map directly to QSPI_CS[3:0], respectively. For each bit: 0 = Chip select is 0 during a transfer. 1 = Chip select is 1 during a transfer.
BYTE	chipSelectPolarity	Peripheral chip select inactive level (no transfer in progress). Applies to all chip selects. 0 = 0 when inactive 1 = 1 when inactive
BYTE	clockPolarity	Clock polarity: 0 = The inactive state value of QSPI_CLK is logic level 0. 1 = The inactive state value of QSPI_CLK is logic level 1.
BYTE	clockPhase	Clock phase: 0 = Data captured on the leading edge of QSPI_CLK and changed on the following edge of QSPI_CLK. 1 = Data changed on the leading edge of QSPI_CLK and captured on the following edge of QSPI_CLK.
BOOL	doutHiz	Data output high impedance enable. Selects QSPI_DOUT mode of operation.

		0 = Default value after reset. QSPI_DOUT is actively driven between transfers. 1 = QSPI_DOUT is high impedance between transfers.
BYTE	csToClockDelay	QCD, QSPICLK delay. When the DSCK bit in the command RAM is set this field determines the length of the delay from assertion of the chip selects to valid QSPI_CLK transition.
BYTE	delayAfterTransfer	Delay after transfer. When the DT bit in the command RAM is set this field determines the length of delay after the serial transfer.

Returns:

Current QSPI state: QSPI_OK on success or QSPI_BUSY

16.6 QSPIStart

Synopsis:

```
BYTE QSPIStart( PBYTE transmitBufferPtr, volatile BYTE* receiveBufferPtr,
                DWORD byteCount, OS_SEM* finishedSem = NULL );
```

Description:

Initiate a QSPI data transfer

Parameters:

Type	Name	Description
PBYTE	transmitBufferPtr	Pointer to the buffer to use in the transfer. Specify NULL for receive only.
BYTE *	receiveBufferPtr	Pointer to buffer to store received data. NULL for transmit only.
DWORD	byteCount	Number of bytes to send or receive. If the data size is greater than 8-bit, you must provide the total number of bytes.
FinishedSem *	OS_SEM	Pointer to pre-initialized semaphore to post to when transfer is complete. A value of NULL disables the semaphore function.

Returns:

Current QSPI state: QSPI_OK on success or QSPI_BUSY

16.7 QSPIdone

Synopsis:

```
BOOL QSPIdone()
```

Description:

Can be called after QSPIStart(). Returns TRUE when transfer is complete. This is an alternative to using a semaphore.

Parameters:

None

Returns:

TRUE when transfer is complete. Otherwise returns FALSE.

17 The SendMail SMTP Library

17.1 Introduction

This Module provides code for sending email using Simple Mail Transfer Protocol (SMTP). You can send mail with or without plain text password authentication. Attachments can be sent in MIME format as plain text or binary.

Header Files

```
#include <mailto.h>           // Found in C:\Nburn\include
```

SendMail Functions

SendMail --- Send a message without authentication
SendMailEx --- Send an E-Mail using the selected POP server
SendMailAuth --- Send an E-Mail using the selected POP server and a password
SendMailAuthStartMIME --- Initiate a MIME session
SendMailAuthAddMIME --- Call one or more times to add MIME parts
SendMailAuthEndMIME --- Send the MIME message and close session

Error Reporting Functions

int IsMailError() --- returns 0 or error code
void PrintNBError(int FDout = 0) --- Prints NB Error string of last mail transaction to FD,
or stdio if parameter not included
void PrintServerLog(int FDout = 0) --- Prints Server Log of last mail transaction to FD, or stdio
if parameter not included

Error Reporting Variables

int NB_Mail_Error_Code --- Contains 0 or error code
char NB_Mail_Error_String[] --- Last error string reported by NetBurner mail library. This is
usually displayed on the debug serial port.
char Server_Mail_Log_String[] --- Last error string received from SMTP server

Error Codes (located in c:\nburn\include\mailto.h)

```
#define STATUS_OK (0)  
#define CONNECT_TO_SMTP_SERVER_FAILED (-1)  
#define INITIAL_SERVER_REPLY_FAILED (-2)  
#define HELO_SERVER_REPLY_FAILED (-3)  
#define MAIL_FROM_SERVER_REPLY_FAILED (-4)  
#define RCPT_TO_SERVER_REPLY_FAILED (-5)  
#define DATA_SERVER_REPLY_FAILED (-6)  
#define DATA_END_SERVER_REPLY_FAILED (-7)  
#define AUTH_LOGIN_SERVER_REPLY_FAILED (-8)  
#define USER_ID_SERVER_REPLY_FAILED (-9)  
#define PASSWORD_SERVER_REPLY_FAILED (-10)  
#define CONNECT931_SMTP_SERVER_FAILED (-11)
```


17.2 SendMail

Synopsis:

```
int SendMail( IPADDR smtp_server, PCSTR userid, PCSTR from_addr,  
             PCSTR to_addr, PCSTR subject, PCSTR textbody );
```

Description:

Send an email message. The function will open a TCP connection to the specified SMTP server, create a message based on the parameters, and send the message.

Parameters:

Type	Name	Description
IPADDR	smtp_server	Name or IP Address of the SMTP Server
PCSTR	userid	The ASCII string to provide for RFC931 Identification.
PCSTR	from_addr	The "from" E-Mail address.
PCSTR	to_addr	The "to" E-Mail address (i.e. where to send the E-Mail).
PCSTR	subject	The E-Mail subject.
PCSTR	textbody	The body of the E-Mail.

Return Values:

0 --- If it fails
1 --- If successful

17.3 SendMailEx

Synopsis:

```
int SendMailEx( IPADDR smtp_server, PCSTR userid, PCSTR from_addr_rev_path,
               PCSTR from_addr_memo_hdr, PCSTR to_addr, PCSTR subject,
               PCSTR textbody );
```

Description:

Send an email message with extended parameters. The function will open a TCP connection to the specified SMTP server, create a message based on the parameters, and send the message. This function is identical to SendMail(), with the addition of the from_addr_rev_path and from_addr_memo_hdr parameters.

Parameters:

Type	Name	Description
IPADDR	pop_server	Name or IP Address of the SMTP Server
PCSTR	userid	The ASCII string to provide for RFC931 Identification.
PCSTR	from_addr_rev_path	The "from" E-Mail address - RFC 821 - <reverse-path>.
PCSTR	from_addr_memo_hdr	The "from" E-Mail address - RFC 821- memo header.
PCSTR	to_addr	"Send To" E-Mail address
PCSTR	subject	The E-Mail subject.
PCSTR	textbody	The body of the E-Mail.

Return Values:

0 --- If it fails
 1 --- If successful

17.4 SendMailAuth

Synopsis:

```
int SendMailAuth( IPADDR smtp_server, PCSTR userid, PCSTR pass,
                  PCSTR from_addr, PCSTR to_addr, PCSTR subject,
                  PCSTR textbody );
```

Description:

Send an email message with SMTP plain text authentication per RFC 931. The function will open a TCP connection to the specified SMTP server, authenticate the connection with the specified user name and password, create a message based on the parameters, and send the message.

Parameters:

Type	Name	Description
IPADDR	smtp_server	Name or IP Address of the SMTP Server
PCSTR	userid	The ASCII string to provide for RFC931 Identification.
PCSTR	pass	The ASCII String to provide for AUTH Identification.
PCSTR	from_addr	The "from" E-Mail
PCSTR	to_addr	The "to" E-Mail address (i.e. where to send the E-Mail).
PCSTR	subject	The E-Mail subject.
PCSTR	textbody	The body of the E-Mail.

Return Values:

0 --- If it fails
1 --- If successful

17.5 Sending MIME Attachments

Sending an E-Mail message with Multipurpose Internet Mail Extensions (MIME) is a multi step process:

- Call `SendMailAuthStartMIME()` to begin a Session with the SMTP server
- Call `SendMailAuthAddMIME()` for each MIME attachment you want to add
- Call `SendMailAuthEndMIME()` to send the email message and close the Session

The following MIME types are supported by default. The binary attachment should cover most types such as jpg, gif, etc. The type are defined in `\nburn\include\mailto.h`, and the functions are implemented in `\nburn\system\mailto.cpp`.

```
// MIME Content Types defined in mailto.h
extern enum CONTENT_TYPE_ENUM
{
    CONTENT_TYPE_PLAIN_TEXT,           // for message body
    CONTENT_TYPE_PLAIN_TEXT_ATTACH,
    CONTENT_TYPE_BINARY_ATTACH,
    // Add additional types above CONTENT_TYPE_END
    CONTENT_TYPE_END
} CONTENT_TYPE;
```

17.5.1 SendMailAuthStartMIME

Synopsis:

```
int SendMailAuthStartMIME( IPADDR smtp_server, PCSTR userid, PCSTR pass,
                           PCSTR from_addr, PCSTR to_addr, PCSTR subject,
                           int &fd )
```

Description:

Start a MIME session with plain text password authentication. This function will open a TCP connection to the SMTP server, authenticate, then return while leaving the TCP connection open. The Session file descriptor is returned in the "int &fd" reference variable. This function must be called before any other SendMail MIME function.

Parameters:

Type	Name	Description
IPADDR	pop_server	Name or IP Address of the SMTP Server
PCSTR	userid	The ASCII string to provide for RFC931 Identification.
PCSTR	pass	The ASCII String to provide for AUTH Identification.
PCSTR	from_addr	The "from" E-Mail
PCSTR	to_addr	The "to" E-Mail address (i.e. where to send the E-Mail).
PCSTR	subject	The E-Mail subject.
Int	& fd	A "reference" (or pointer) to an integer value of the calling function. The value of fd is modified by this function and will contain the file descriptor for the open SMTP Session. This value must always be checked to be greater than 0 for a valid Session. The fd is passed to other MIME functions to identify the open Session.

Return Values:

0 --- If it fails
1 --- If successful

17.5.2 SendMailAuthAddMIME

Synopsis:

```
int SendMailAuthAddMIME( int fd, int ContentType, const char *pContent,  
                        const char *FileName )
```

Description:

Add a MIME part or attachment to an open MIME Session. This function should be called for each part/attachment you wish to add to the email message.

Parameters:

Type	Name	Description
int	fd	The file descriptor of the open MIME Session returned by SendMailAuthStartMIME().
int	ContentType	MIME Content Type, such as : CONTENT_TYPE_PLAIN_TEXT, CONTENT_TYPE_PLAIN_TEXT_ATTACH, CONTENT_TYPE_BINARY_ATTACH
const char *	pContent	A pointer to the MIME content
const char *	FileName	File name for the attachment

Return Values:

0 --- If it fails
1 --- If successful

17.5.3 SendMailAuthEndMIME

Synopsis:

```
int SendMailAuthEndMIME( int fd, PCSTR userid )
```

Description:

Send a MIME email message and close the SMTP Session.

Parameters:

Type	Name	Description
int	fd	The file descriptor of the open MIME Session returned by SendMailAuthStartMIME().
PCSTR	userid	The user id used to open the Session in SendMailAuthStartMIME()

Return Values:

0 --- If it fails
1 --- If successful

18 RTC Library

18.1 Introduction

The RTC (real-time clock) library allows users to set and read the real-time clock manually, or use the current system time to set the RTC time or use the current RTC time to set the system time. The RTC is external to the core module and is located on the MOD-DEV-40, -70, and -100 development boards. While the system time inside a core module can be lost when it loses power or is reset, the RTC is sustained by a supercapacitor which is also located on the development boards. This library acts as an interface between the system and RTC time clocks.

Header File

```
#include <rtc.h>    // Found in \Nburn\<HardwarePlatform>\include
```

Parameters

The following chart defines the contents of struct tm, as it is utilized by the RTCGetTime and RTCSetTime functions.

Type	Name	Description
int	tm_sec	Seconds (0-59).
int	tm_min	Minutes (0-59).
int	tm_hour	Hour (0-23).
int	tm_mday	Day of the month (1-31).
int	tm_mon	Month of the year: January (0) to December (11).
int	tm_year	Years since 1900.
int	tm_wday	Day of the week: Sunday (0) to Saturday (6).
int	tm_yday	Days since January 1 st (0-365).
int	tm_isdst	Daylight Saving Time flag (greater than zero if in effect; zero if not in effect; less than zero if information not available).

Functions

- RTCGetTime --- Gets the current RTC time.
- RTCSetTime --- Sets the RTC time with a given tm structure.
- RTCSetSystemFromRTCtime --- Sets the system time with the current RTC time.
- RTCSetRTCfromSystemTime --- Sets the RTC time using the current system time.

18.2RTCGetTime

Synopsis:

```
int RTCGetTime( struct tm &bts )
```

Description:

This function gets the current RTC time.

Parameters:

Type	Name	Description
struct tm	&bts	The basic time structure used to store the current time read from the RTC clock.

Returns:

0 if successful, 1 if failed.

18.3 RTCSetTime

Synopsis:

```
int RTCSetTime( struct tm &bts )
```

Description:

This function sets the RTC time with a given time structure.

Parameters:

Type	Name	Description
struct tm	&bts	The basic time structure used to set the RTC time.

Returns:

0 if successful, 1 if failed.

18.4 RTCSetSystemFromRTCTime

Synopsis:

```
int RTCSetSystemFromRTCTime()
```

Description:

This function sets the system time with the current RTC time.

Parameters:

None.

Returns:

0 if successful, 1 if failed.

18.5 RTCSetRTCfromSystemTime

Synopsis:

```
int RTCSetRTCfromSystemTime()
```

Description:

This function sets the RTC time with the current system time.

Parameters:

None.

Returns:

0 if successful, 1 if failed.

19 Serial Library

19.1 Introduction

All available I/O functions in the NetBurner I/O system library work with serial ports. When the NetBurner device boots up, the serial ports are running in a polled mode. Calling either the `OpenSerial()` or `SimpleOpenSerial()` function will open the serial port in an interrupt-driven and buffered mode that will result in an increase in performance.

In order to enable the interrupt-driven mode for the default debug port (UART 0), `SerialClose()` needs to be called, followed by either `OpenSerial()` or `SimpleOpenSerial()`. Once the serial port is closed, UART 0 will no longer be connected to stdio (stdin, stdout, stderr). If stdio calls such as `iprintf()`, `printf()`, `siprintf()`, and `sprintf()` are used, then stdio must be reconnected to the appropriate serial port with `ReplaceStdio()`. For example, assuming “fdSerial” is the return value from `OpenSerial()`:

```
SerialClose( 0 );
fdSerial = OpenSerial( 0, 115200, 1, 8, eParityNone );
ReplaceStdio( 0, fdSerial ); // stdin via UART 0
ReplaceStdio( 1, fdSerial ); // stdout via UART 0
ReplaceStdio( 2, fdSerial ); // stderr via UART 0
```

Header File:

```
#include <serial.h> // Found in C:\Nburn\include
```

Applicable to All NetBurner Platforms

- `OpenSerial` – Opens a serial port
- `SimpleOpenSerial` – Shortcut macro to open a serial port
- `SerialClose` – Closes a serial port [using `close()` works as well]
- `SerialEnableTxFlow` – Enables software flow control on transmit (XON/XOFF)
- `SerialEnableRxFlow` – Enables software flow control on receive (XON/XOFF)
- `SerialEnableHwTxFlow` – Enables hardware flow control on transmit (RTS/CTS)
- `SerialEnableHwRxFlow` – Enables hardware flow control on receive (RTS/CTS)
- `Serial485HalfDupMode` – Configures for RS-485 half- or full-duplex mode
- `SendBreak` – Sets a break in the transmission for a given period of time
- `serwriteaddress` – Writes address values (used only with multidrop parity setting)
- `GetUartErrorReg` – Reads the status of the UART error register

Applicable to the CB34EX, SB72EX, and SB700EX Platforms

- `GetCD` – Reads the state of the Carrier Detect (CD) pin of a serial port
- `GetRI` – Reads the state of the Ring Indicator (RI) pin of a serial port
- `GetDSR` – Reads the state of the Data Set Ready (DSR) pin of a serial port
- `SetDTR` – Writes the state of the Data Terminal Ready (DTR) pin of a serial port

19.2 OpenSerial

Synopsis:

```
int OpenSerial( int portnum, unsigned int baudrate, int stop_bits,
               int data_bits, parity_mode parity );
```

Description:

This function opens a serial port.

Parameters:

Type	Name	Description
int	portnum	The UART to open; valid values are '0', '1', and '2' (not available on all platforms). MOD5441X adds valid values '4', '5', '7', '8', and '9'. NANO54415 adds valid values '4', '5', '6', '8', and '9'.
unsigned int	baudrate	The speed of the serial port in bits per second.
int	stop_bits	The number of stop bits to append to character data; valid values are '1' and '2'.
int	data_bits	The number of data bits sent per character or frame; valid values are 5, 6, 7, and 8.
parity_mode	parity	The type of parity checking to use; valid values are eParityNone, eParityEven, eParityOdd, and eParityMulti.

Returns:

The file descriptor of the initialized port if successful; otherwise, one of the error codes is returned:

- SERIAL_ERR_NOSUCH_PORT (-1)
- SERIAL_ERR_PORT_ALREADYOPEN (-3)
- SERIAL_ERR_PARAM_ERROR (-4) – This error will be returned if either the number of stop bits or data bits are outside a valid range.

19.3 SimpleOpenSerial

Synopsis:

```
int SimpleOpenSerial( int portnum, unsigned int baudrate );
```

Description:

This is a macro that opens a serial port with the most common default values for the stop bit (1), data bits (8), and parity (no parity) already provided; all that is required in the call is the UART to open and the configuring baud rate.

The following provides an example between calling the normal `OpenSerial()` function and the `SimpleOpenSerial()` function:

```
int fd = OpenSerial( 0, 115200, 1, 8, eParityNone );  
int fd = SimpleOpenSerial( 0, 115200 );
```

Both statements above perform the same operation in configuring UART 0 to operate at 115,200 bps, 1 stop bit, 8 data bits, and no parity, with the difference being that the `SimpleOpenSerial()` already provides the last three parameters by default.

If one needs to use different parameters other than what the last three input parameters provide by default, then the `OpenSerial()` function must be used.

Parameters:

Type	Name	Description
int	port	The UART to open; valid values are '0', '1', and '2' (not available on all platforms).
unsigned int	baudrate	The speed of the serial port in bits per second.

Returns:

The file descriptor of the initialized port if successful; otherwise, one of the error codes is returned:

- `SERIAL_ERR_NOSUCH_PORT` (-1)
- `SERIAL_ERR_PORT_ALREADYOPEN` (-3)

19.4 SerialClose

Synopsis:

```
int SerialClose( int portnum );
```

Description:

This function closes a UART serial port. It is valid to close a serial port that is not open, and allows a port in an unknown state to be closed. Port settings can be changed by closing and reopening the port. The `close()` function can also be used in place of this function.

Parameters:

Type	Name	Description
int	portnum	The UART port to close; valid values are '0', '1', and '2' (not available on all platforms).

Returns:

'0' if successful; otherwise, one of the following error codes is returned:

- SERIAL_ERR_NOSUCH_PORT (-1)
- SERIAL_ERR_PORT_NOTOPEN (-2)

19.5 SerialEnableTxFlow

Synopsis:

```
void SerialEnableTxFlow( int port, int enab );
```

Description:

Enables or disables software flow control (XON/XOFF) on transmit. The NetBurner device will recognize the special XON and XOFF characters being sent from another device in order to throttle the output when enabled.

Parameters:

Type	Name	Description
int	port	The UART whose flow control will be toggled; valid values are '0', '1', and '2' (not available on all platforms).
int	enab	'0' disables flow control; '1' (or any non-zero number) will enable it.

Returns:

Nothing --- This is a void function.

19.6 SerialEnableRxFlow

Synopsis:

```
void SerialEnableRxFlow( int port, int enab );
```

Description:

Enables or disables software flow control (XON/XOFF) on receive. The NetBurner device will send special XON and XOFF characters to another device in order to control the flow of incoming data when enabled.

Parameters:

Type	Name	Description
int	port	The UART whose flow control will be toggled; valid values are '0', '1', and '2' (not available on all platforms).
int	enab	'0' disables flow control; '1' (or any non-zero number) will enable it.

Returns:

Nothing --- This is a void function.

19.7 SerialEnableHwTxFlow

Synopsis:

```
void SerialEnableHwTxFlow( int port, int enab );
```

Description:

This function enables or disables transmitter hardware flow control for the specified serial port number. The transmitter is throttled via the CTS (Clear-to-Send) input signal line, which would be linked to the RTS (Request-to-Send) output line on the receiver. The transmitter starts sending data to the receiver when it receives a request on its CTS line from the receiver.

Note: Calling this function to disable Tx hardware flow control after enabling RS-485 full-duplex mode configures the port for RS-422 mode (Tx stays actively driven).

Parameters:

Type	Name	Description
int	port	The UART whose flow control will be toggled; valid values are '0', '1', and '2' (not available on all platforms).
int	enab	'0' disables flow control; '1' (or any non-zero number) will enable it.

Returns:

Nothing --- This is a void function.

19.8 SerialEnableHwRxFlow

Synopsis:

```
void SerialEnableHwRxFlow( int port, int enab );
```

Description:

This function enables or disables receiver hardware flow control for the specified serial port number. The receiver controls the flow of incoming data via the RTS (Request-to-Send) output signal line, which would be linked to the CTS (Clear-to-Send) input line on the transmitter. The receiver sets RTS when it is ready to receive data, thereby enabling the transmitter to start sending information to the receiver.

Parameters:

Type	Name	Description
int	port	The UART whose flow control will be toggled; valid values are '0', '1', and '2' (not available on all platforms).
int	enab	'0' disables flow control; '1' (or any non-zero number) will enable it.

Returns:

Nothing --- This is a void function.

19.9 Serial485HalfDupMode

Synopsis:

```
void Serial485HalfDupMode( int port, int enab );
```

Description:

Enables or disables RS-485 half-duplex mode. Full-duplex mode is automatically enabled when half-duplex mode is disabled. This must be explicitly called before RS-485 functionality can be used.

Parameters:

Type	Name	Description
int	port	The UART port to use; the UART that can only be used for RS-485 depends on the platform.
int	enab	'0' disables half-duplex (enables full-duplex); '1' enables half-duplex (disables full-duplex).

Returns:

Nothing --- This is a void function.

19.10SendBreak

Synopsis:

```
void SendBreak( int port, DWORD time );
```

Description:

Sets a break in the UART transmission for a given period of time. The break starts when character transmission completes. The break is delayed until any character in the transmitter shift register is sent. Any character in the transmitter holding register is sent after the break.

Parameters:

Type	Name	Description
int	port	The UART whose transmitter will be forced low (start break).
DWORD	time	Specifies the amount of time in ticks that the break will hold; when time expires, the break will be stopped; 20 ticks equal 1 second by default.

Returns:

Nothing --- This is a void function.

19.11 serwriteaddress

Synopsis:

```
int serwriteaddress( int fd, const char c );
```

Description:

Sends an address character via the UART port number associated with the given file descriptor. This function can only be utilized if the UART is initialized in multidrop mode.

Parameters:

Type	Name	Description
int	fd	The file descriptor associated with the UART serial port that will be used.
const char	c	The address character to be sent.

Returns:

'1' if successful; otherwise, one of the following error codes is returned (note that SERIAL_ERR_PORT_NOTOPEN is also returned if UART is not initialized to be in multidrop mode):

- SERIAL_ERR_NOSUCH_PORT (-1) – The file descriptor is associated with a serial port that does not exist, therefore the file descriptor is invalid.
- SERIAL_ERR_PORT_NOTOPEN (-2) – The file descriptor is associated with a closed serial port.

19.12GetUartErrorReg

Synopsis:

```
int GetUartErrorReg( int fd );
```

Description:

Gets the UART error register. Any errors are added to this register in a logical OR operation. Calling this function to read the error status will clear the register. The meaning of each bit in the error status register is shown in the table below.

Bit	Description
3	Received break
2	Framing error
1	Parity error
0	Overrun error

Parameters:

Type	Name	Description
int	fd	The file descriptor associated with the UART serial port whose error register is to be retrieved.

Returns:

The value of the read error register if successful; otherwise, one of the error codes is returned:

- SERIAL_ERR_NOSUCH_PORT (-1) – The file descriptor is associated with a serial port that does not exist, therefore the file descriptor is invalid.
- SERIAL_ERR_PORT_NOTOPEN (-2) – The file descriptor is associated with a closed serial port.

19.13GetCD

Synopsis:

```
BOOL GetCD( int port );
```

Description:

This function gets the current state of the Carrier Detect signal from the specified serial port (CB34EX, SB72EX, and SB700EX platforms only).

Parameters:

Type	Name	Description
int	port	The UART port whose CD signal will be read.

Returns:

'TRUE' if set, 'FALSE' if cleared; '0' is returned if port number is invalid.

19.14GetRI

Synopsis:

```
BOOL GetRI( int port );
```

Description:

This function gets the current state of the Ring Indicator signal from the specified serial port (CB34EX, SB72EX, and SB700EX platforms only).

Parameters:

Type	Name	Description
int	port	The UART port whose RI signal will be read.

Returns:

'TRUE' if set, 'FALSE' if cleared; '0' is returned if port number is invalid.

19.15GetDSR

Synopsis:

```
BOOL GetDSR( int port );
```

Description:

This function gets the current state of the Data Set Ready signal from the specified serial port (CB34EX, SB72EX, and SB700EX platforms only).

Parameters:

Type	Name	Description
int	port	The UART port whose DSR signal will be read.

Returns:

'TRUE' if set, 'FALSE' if cleared; '0' is returned if port number is invalid.

19.16SetDTR

Synopsis:

```
void SetDTR( int port, BOOL val );
```

Description:

Sets or clears the Data Terminal Ready signal for the specified serial port (CB34EX, SB72EX, and SB700EX platforms only).

Parameters:

Type	Name	Description
int	port	The UART port whose DTR signal will be set or cleared.
BOOL	val	The Boolean value to configure the signal; 'TRUE' sets it, while 'FALSE' clears it.

Returns:

Nothing --- This is a void function.

20 SNMP Library

20.1 Introduction

Simple Network Management Protocol (SNMP) is a system for exposing a number of variables to a Network Management System. These variables are grouped together into SNMP MIB's (Management Information Bases). It is common to underestimate the complexity and time required to implement SNMP for a product. The purpose of this section is to provide a general idea of the complexity and effort required to implement SNMP, and to describe the provisions of the NetBurner SNMP package.

The NetBurner SNMP package is sold as a licensed option only, and is not part of the standard development kit package. Please contact our [Sales](#) Department to purchase the SNMP package.

SNMP is complex, and the standard NetBurner SNMP package is intended for customers that have a SNMP expert on staff. If you do not know how to use and configure SNMP tools such as SNMPWALK, SNMPGET, and SNMPSET, you **must** acquire that capability before you attempt to implement SNMP on your system. If you do not know what a MIB is and do not know how to write one, you must acquire that capability before you attempt to implement a custom SNMP MIB. For additional information, please read the SNMP FAQ (<http://www.faqs.org/faqs/snmpfaq/>).

Implementation Requirements

- The Provisions of the NetBurner SNMP Package
- Items Not Included in the NetBurner SNMP Package
- Additional Support for SNMP

A Short Startup Guide for using NetBurner's SNMP Library

- Level 0 - Basic instructions on using the SNMP tools provided with the NetBurner SNMP package
- Level 1 - Enable SNMP at the absolute minimum level without custom MIBs
- Level 2 - A simple custom MIB to set/clear community names and trap destinations

Notes

- Note 1 - Custom tables (no external example code provided)
- Note 2 - Custom community name parsing and protection
- Note 3 - Traps and custom traps

Header File

```
#include <snmp.h>          // Found in C:\Nburn\include
```

Functions

- Snmpget - Get a single SNMP variable
- Snmpgetnext - Get the next variable following the specified variable
- Snmpset - Set a single SNMP variable
- Snmpwalk - Walk the SNMP tree

20.2 SNMP Implementation Requirements

Provisions of the NetBurner SNMP Package

MIB-II (RFC 1213) implementation reports network usage variables from MIB-II. MIB-II is supported 100% with the following exceptions:

- The PPP interface does not support SNMP.
- The ipForwarding variable is read only and set to non-forwarding.
- The ipRouteTable - since the forwarding gateway is fixed; the route table is read only and set to a single value. The table will reflect the current state of the IP connections and routes stored in the ARP table, but it is not writable.
- The egp table and values are not applicable because NetBurner hardware is not a router and does not do egp.

SNMP requires the maintenance and storage of a number of persistent variables

- The methods to set or modify variables such as SysLocation are defined in the MIB-II specification. The mechanisms to set or modify other variables (such as community names and trap destination IP addresses) are not defined and require the implementation of a custom mechanism. NetBurner provides a trivial NetBurner custom MIB to accomplish this task, but it should be part of your custom MIB. You will also have to write code that will take a structure containing this information and store it in nonvolatile memory so the names will be persistent (otherwise the SNMP community names will be hard coded to default values and traps will not be sent.).

Tools for implementing a custom MIB on the NetBurner platform

- The tools provided will parse a custom MIB input file and produce a .CPP output file that implements the MIB. You will be responsible for hand editing this source file to populate the data in the MIB.

Items NOT Included in the NetBurner SNMP Package

The NetBurner SNMP License Package explicitly does **not** provide:

Education on the SNMP protocol and how to use it
Technical support for writing your own custom MIB

Additional Support for SNMP

NetBurner can provide this support on an hourly consulting basis. Given a group of experienced embedded developers with no SNMP knowledge or experience, the effort required to implement a custom SNMP MIB and learn to use the SNMP tools can easily exceed 100 hours of consulting time. In the extreme case of a complex implementation, it can exceed 300 hours. For more information on purchasing this support option, please contact our [Sales](#) Department.

20.3 Level 0 --- Basic Instructions Using the SNMP Tools

NetBurner provides a set of SNMP tools with its SNMP package. They are intended to assist in your SNMP development, but we consider them to be a convenience and not part of the core SNMP package. It is expected that anyone needing to develop SNMP application will already have some basic SNMP tools in-house. The four functions provided are:

- `Snmpget` --- Get a single SNMP variable
- `Snmpgetnext` --- GetNext a single SNMP variable
- `Snmpset` --- Set a single SNMP variable
- `Snmpwalk` --- Walk the SNMP tree

The SNMP protocol knows nothing about human readable names. The protocol only knows about variables identified by OIDs (Object Identifiers). For instance, the variable commonly referred to as `sysDescr` is really the OID 1.3.6.1.2.1.1.1.0.

The protocol on the wire will never know that 1.3.6.1.2.1.1.1.0 is usually called `sysDescr`. The SNMP tools do all of the translation from OID to human readable names by parsing MIB text files. Important: The NetBurner tools assume that these MIB's are stored in the `C:\Nburn\mibs` directory.

Caution: By convention, MIBS are never supposed to change. If you change the data stored in a MIB, then you are supposed to release a new MIB with a different OID. The meaning of a single OID and the contents of a specific MIB file, are never supposed to change. This is what the tools expect. This is completely unrealistic for a development environment, and hence developers typically use the following workaround: If you ever change the contents in any of the textual MIB files in the `C:\Nburn\mibs` directory, you must erase the file `.index` as that keeps a parsed and cached copy of the MIB information. Otherwise, the changes you made will seem to have no effect.

20.4 Level 1 --- Enable SNMP at the Absolute Minimum Level without Custom MIBs

To enable SNMP at the absolute minimum level (without custom MIBs), you need to do two things:

- Provide system identification information
- Provide storage and recall for the SYSInfo structure

You will find an example of this in your C:\Nburn\examples\snmp\simplesnmp directory.

Providing System Identification Information

Every model of SNMP device is supposed to have a unique system identifier or OID. It is also supposed to have a human readable name. These are reported in the SNMP MIB-II standard variables sysDescr and sysObjectID. To define these constants you must define the following two variables in your application:

```
const char * SYSDESC="NetBurner SNMP Test application";

const char * SYSOID="1.3.6.1.4.1.8174.2.40";
```

The number sequence 1.3.6.1.4.1 is the SNMP tree pointing to the custom MIB area. **Warning:** The number sequence **8174** is the Private Enterprise Number uniquely issued to NetBurner. You should create a SYSOID that starts with 1.3.6.1.4 followed by your own company identifier. You can obtain an identifier from the Internet Assigned Numbers Authority (<http://www.iana.org/protocols/forms.htm>).

Providing Storage and Recall for the SYSInfo Structure

The SNMP system needs to store and recall information that will be nonvolatile. This will usually be done by storing data in the UserFlash area. However, this was not done by default, as it is expected that the Users will probably be using this data area for their own storage structures. This SNMP storage is encapsulated in a SysInfo structure defined in snmp.h (found in C:\Nburn\include):

```
struct SysInfo
{
    char SysContact[256];
    char SysName[256];
    char SysLocation[256];
    unsigned char ReadCommunity[40];
    unsigned char WriteCommunity[40];
    IPADDR trap_destination;
    DWORD trap_enable_flags;
    DWORD valid;
};
```

This data is accessed and stored using two user written functions:

```
const SysInfo * GetSysInfo( );    /* Returns a SysInfo structure */
```



```
void SetSysInfo( SysInfo si );    /* Saves a SysInfo structure */
```

Note: Simple examples of these functions can be found in C:\Nburn\examples\snmp\main.cpp. If this structure has never been initialized it is suggested that SysContact, SysName, and SysLocation default to either the empty string or to Not Set. The two community names should default to what ever you want your default read and write SNMP community names to be. (Think of community names as passwords.)

20.5 Level 2 --- A Simple Custom MIB to Set/Clear Community Names

SNMP specifies that community names are to be used for access control, but it does **not** specify how they are to be changed. The typical solution is to change them as part of your custom MIB. The example below will create an absolutely trivial custom MIB, and implement the ability to change the community name settings using this MIB. You **will** find a completed version of this project in your C:\Nburn\examples\snmp\nburnmib directory. There are five parts to this process.

1. Writing your Custom MIB

For this example we are going to implement the absolute minimal MIB. You can copy this text into a text file. We will assume that this is named NburnCnameMib.txt for the purposes of this discussion. The full text is shown below.

Beginning of MIB file

```
NBURNSAMPLE-MIB DEFINITIONS ::= BEGIN
IMPORTS
    mgmt, enterprises, IPAddress
        FROM RFC1155-SMI
    OBJECT-TYPE
        FROM RFC-1212;
netburner OBJECT IDENTIFIER ::= { enterprises 8174 }
READCOMMUNITY OBJECT-TYPE
SYNTAX OCTET STRING (SIZE(1..255))
ACCESS read-write
STATUS mandatory
DESCRIPTION
    "Description: ReadCommunity name"
    ::= {netburner 1}
WRITECOMMUNITY OBJECT-TYPE
SYNTAX OCTET STRING (SIZE(1..255))
ACCESS read-write
STATUS mandatory
DESCRIPTION
    "Description: ReadCommunity name"
    ::= {netburner 2}
TRAPDESTINATION OBJECT-TYPE
SYNTAX IPAddress
ACCESS read-write
STATUS mandatory
DESCRIPTION
    "Description: The Trap destination IP address"
    ::= {netburner 3 }
END
```

End of MIB file

2. Compiling your Custom MIB

The NetBurner SNMP tools provide a utility `SNMPTRANSLATE` that will convert a custom MIB into a cpp source file to implement the MIB. Important: The MIB requires several inputs, specifically RFC1155-SMI. Just copy this file from the `C:\Nburn\mibs` directory to the directory where your custom MIB is located. To do this (copy) from the command line:

```
snmptranslate -M yourmibdir -Tn > yourmibfile.cpp
```

Therefore, the example below generates the cpp file that will be the new custom MIB.

```
snmptranslate -M ./ -Tn > Nburn_Cname_Mib.cpp
```

3. Implementing your Custom MIB Functions

This auto generated file only has the outline for what you want to do, you will need to go everywhere there is a `#warning` in the file and add your custom code for implementing the actual SNMP variables. In this case there are six functions to fill in:

```
/* Read function prototypes */
snmp_typeString ReadFuncREADCOMMUNITY();
snmp_typeString ReadFuncWRITECOMMUNITY();
snmp_typeIpAddr ReadFuncTRAPDESTINATION();

/* Write function prototypes */
int WriteFuncREADCOMMUNITY(snmp_typeString var, int bTest);
int WriteFuncWRITECOMMUNITY(snmp_typeString var, int bTest);
int WriteFuncTRAPDESTINATION(snmp_typeIpAddr var, int bTest);
```

We want these functions to report and set the variables we have defined. The bodies of these functions can be found in `C:\Nburn\examples\snmp\Nburn_Cname_Mib.cpp`

Special Note: We normally allow you to read SNMP variables with the read community name, and set them with the write community name. (Think passwords.) However, it would be a bit stupid if we could read the value of the write community name using only a `READCOMMUNITY` name; so one additional modification is made to the auto generated cpp file. We must change the read permissions of the `WRITECOMMUNITY` variable from `READ_COMMUNITY_MASK` to `WRITE_COMMUNITY_MASK`

4. Add your Custom MIB file to your Project

Now edit your makefile to add the mib cpp file (adding `Nburn_Cname_Mib.cpp` in the example case.).

5. Add your Custom MIB File to the MIB Tools

The MIB text file you created must be located where the MIB tools can find it. Copy the MIB text file you just created to your `C:\Nburn\mibs` directory, and delete the `.index` file (so a new index will automatically be created by the MIB tools). Your new MIB is now ready to be used.

20.6Note 1 --- Custom Tables

Implementing Tables

The general process for implementing your own custom MIB closely follows the steps outlined in the Level 2. One area that is somewhat different is tables. If you do not already know what an SNMP table is, you need to research the topic before reading this section. When the SNMP translate utility parses a MIB definition for a table, it generates a different set of functions. This will be illustrated with the udpEntry table from MIB-II.

```
/* Function definitions for udpEntry */
void AddTableElementudpEntry( void * data_el, snmp_typeIpAddress
udpLocalAddress, snmp_typeINTEGER, udpLocalPort );
void RemoveTableElementudpEntry( void * data_el );
void PutTableElementsudpEntry( SNMP_Request & req, void * data_el, int subid );
```

These three functions allow you to do three things:

- Add a table entry/element
- Remove a table entry/element
- Provide the values for a table entry/element

The first two functions are completely written by the snmptranslate utility. The final function needs to be filled in by the programmer. The programmer has three responsibilities:

- Call AddTableElementudpEntry when a new UDP table element is created. This **must** include a **(void *) data_el** that encapsulates whatever data is needed to access this element.
- Call RemoveTableElementudpEntry when ever a UDP table element is to be destroyed. **Important:** This **must** include the same **(void *) data_el** passed in when the table was **created**.
- Fill in the code to convert the **(void *) data_el** into the specific MIB variables that make up the table element.

This function as generated by **SNMPTRANSLATE** is shown below:

```
void PutTableElementsudpEntry( SNMP_Request & req, void * data_el, int
subid )
{
switch(subid)
{
case 1: req.put_asn.PutIPAddr ( /* You must provide a conversion
from the data_el for udpLocalAddress */ );
break;
case 2: req.put_asn.PutInt ( /* You must provide a conversion from
the data_el for udpLocalPort */ );
break;
default: req.put_asn.PutNullObject();
}
}
```

The example on the previous page is implemented in the C:\Nburn\system\bcls.cpp and C:\Nburn\system\udp.cpp code set.

Important: At this time, the NetBurner SNMP system does not implement writing to dynamically created table elements. However, table elements can be created using the standard SNMP write variable definitions. If you have a specific need for dynamic writable tables, please contact NetBurner [Support](#) and we will assist you.

20.7 Note 2 --- Custom Community Name Parsing and Protection

The default NetBurner implementation provides two community names: read and write. It is often desirable to have multiple community names providing multiple levels of access and object visibility.

The NetBurner SNMP implementation can support 32 different access classes. All visibility and access decisions are based on a 32 bit mask. Each SNMP element includes a mask parameter. This is the last element in the variable definitions:

```
SNMPREADFUNC( sysDescr, "1.3.6.1.2.1.1.1.0", ASN_typeString,
ReadFuncsysDescr, READ_COMMUNITY_MASK );
```

The present code defines:

```
#define READ_COMMUNITY_MASK (0x0001)
#define WRITE_COMMUNITY_MASK (0x0002)
```

You could easily define an additional mask:

```
#define CUSTOM_COMMUNITY_MASK (0x0004)
```

To connect these mask values to the community name you would have to write a function to convert community names to mask values, and to place a pointer to that function in the function pointer:

```
DWORD (*SnmCommunityDecodeFunc) (const unsigned char * name);
```

Example Code

```
DWORD MyCustomCommunityDecode( const unsigned char cname )
{
if ( strcmp ( cname,"MySecretW0rd" )==0 ) return
CUSTOM_COMMUNITY_MASK;
/* Otherwise return the default community name mask stuff */
return DefaultCommunityDecode( cname );
}
```

Then someplace in your system initialization you will need to setup the function pointer:

```
SnmCommunityDecodeFunc=MyCustomCommunityDecode;
```

20.8Note 3 --- Traps and Custom Traps

The NetBurner SNMP system provides for three types of traps

- Auto generated traps within the SNMP system - The Authentication fail trap and warm start traps are auto generated within the SNMP system at the appropriate times. These traps are sent to the destination defined in the trap_destination variable in the SysInfo structure (the same structure that maintains community names).
- Basic predefined traps without additional variables as generated by the application code - If you pass in a destination of 0; it uses the value stored in the SysInfo structure for trap_destination. This is done with the following function:

```
SnmplibBasicTrap( IPADDR dest, const char * community_name,
                  int generic_trap, int specific_trap );
```

- Custom traps with additional OID values attached - This feature uses the function:

```
void SnmplibTrapWithData          /* As defined in snmp.h */
```

Important: This requires that you write a call-back function that will actually put the variables into the trap.

Example Code

```
/* The callback function that fills in extra varbind defined in
your custom trap variables */
void TrapVarFunction(ASN * put_asn)
{
    put_asn->PutHeader(0x30); /* Var Bind */
    put_asn->PutOidFromString("1.3.6.1.4.1.8174.1");
    put_asn->PutOctetString("This is test message number 1");
    put_asn->FixUpHeader(); /* Var Bind */
    put_asn->PutHeader(0x30); /* Var Bind */
    put_asn->PutOidFromString("1.3.6.1.4.1.8174.2");
    put_asn->PutOctetString("This is test message number 2");
    put_asn->FixUpHeader(); /* Var Bind */
}
/* The function that actually sends the trap */
void SendTestTrap()
{
    SnmplibTrapWithData(0, "public", SNMP_ENTERPRISE_TRAP, 1, TrapVarFunction);
}
```

20.9 Snmpget

Usage:

```
Snmpget device_address community_name object_name
```

Description:

This function gets a single SNMP variable.

Parameters:

Name	Description
device_address	The device IP Address (e.g. 10.1.1.77) or DNS name.
community_name	The community name used to access the device. (The rough equivalent of a password.)
object_name	The textual or OID name of the object to be retrieved.

Examples:

```
Snmpget 10.1.1.77 public sysDescr.0  
Snmpget 10.1.1.77 public .1.3.1.2.1.1.1.0
```


20.10Snmpgetnext

Usage:

```
Snmpgetnext device_address community_name object_name
```

Description:

This function gets the **next** variable **following** the **specified** variable. The entire MIB of a device could be obtained by executing a getnext on .1.3.1 followed by a getnext on each returned variable. Essentially, this would walk down the entire MIB tree the same way as Snmpwalk.

Parameters:

Name	Description
device_address	The device IP Address (e.g. 10.1.1.77) or DNS name.
community_name	The community name used to access the device. (The rough equivalent of a password.)
object_name	The textual or OID name of the object preceding the object to be retrieved.

Examples:

```
Snmpgetnext 10.1.1.77 public sysDescr
Snmpgetnext 10.1.1.77 public .1.3.1.2.1.1.1
```

20.11 Snmpset

Usage:

```
Snmpset device_address community_name object_name object_type
```

Description:

This function sets a single SNMP variable.

Parameters:

Name	Description
device_address	The device IP Address (e.g. 10.1.1.77) or DNS name.
community_name	The community name used to access the device. (The rough equivalent of a password.)
object_name	The textual or OID name of the object to be set.
object_type	The type of the object. (See the “Types” description below.)

Types:

One of: i, u, t, a, o, s, x, d, n

i --- INTEGER
u --- unsigned INTEGER
t --- TIMETICKS
a --- IPADDRESS
o --- OBJID
s --- STRING
x --- HEX STRING
d --- DECIMAL STRING
U --- unsigned int64
I --- signed int64
F --- float
D --- double

Example:

```
Snmpset 10.1.1.77 public sysLocation.0 s "At NetBurner HQ"
```

20.12Snmpwalk

Usage:

```
Snmpwalk device_address community_name
```

Description:

This function walks the SNMP tree. Essentially it does a repetitive getnext until it runs out of SNMP variables to retrieve.

Parameters:

Name	Description
device_address	The device IP Address (e.g. 10.1.1.77) or DNS name.
community_name	The community name used to access the device. (The rough equivalent of a password.)

Example:

```
Snmpwalk 10.1.1.77 public
```

21 Stream Update Library

21.1 Introduction

The functions supplied in this module are intended to be used in conjunction with FTP Server and FTP Client implementations. Functions are provided to access the user parameter storage area of the flash memory, and to update the application code in flash memory.

Header File

```
#include <StreamUpdate.h>           // Found in C:\Nburn\include
```

User Parameter Flash Data Functions

- `SendUserFlashToStreamAsBinary` --- Send User Parameter Flash data as a binary output stream
- `SendUserFlashToStreamAsS19` --- Send User Parameter Flash data as a S19 ASCII record to an output stream
- `ReadS19UserFlashFromStream` --- Read User Parameter Flash data from a S19 ASCII input stream
- `ReadBinaryUserFlashFromStream` --- Read User Parameter Flash data from a binary input stream

Application Code Function

- `ReadS19ApplicationCodeFromStream` --- Read a new application in `_APP.S19` format from an ASCII input stream

Example Application

- `ftpd_code_update` (found in `C:\Nburn\examples`)

21.2 SendUserFlashToStreamAsBinary

Synopsis:

```
int SendUserFlashToStreamAsBinary( int fd );
```

Description:

This function sends User Parameter Flash data as a binary output stream. This function sends the User Parameter Flash data to the specified fd output stream as a binary record.

Parameters:

Type	Name	Description
int	fd	The socket file descriptor (fd) to send the data to.

Return Values:

STREAM_UP_OK --- The system was able to send the data

STREAM_UP_FAIL --- The system failed to send the data

21.3 SendUserFlashToStreamAsS19

Synopsis:

```
int SendUserFlashToStreamAsS19( int fd );
```

Description:

This function sends User Parameter Flash data as a S19 ASCII record to an output stream. This function sends the User Parameter Flash data to the specified fd output stream as a S19 text record.

Parameters:

Type	Name	Description
int	fd	The socket file descriptor (fd) to send the data to.

Return Values:

STREAM_UP_OK --- The system was able to send the data

STREAM_UP_FAIL --- The system failed to send the data

21.4 ReadS19UserFlashFromStream

Synopsis:

```
int ReadS19UserFlashFromStream( int fd );
```

Description:

This function reads User Parameter Flash data from a S19 ASCII input stream. This function reads ASCII S19 records from the specified fd input stream and programs the data in the User Parameter Flash area.

Parameters:

Type	Name	Description
int	fd	The socket file descriptor (fd) to read data from.

Return Values:

STREAM_UP_OK --- The system was able to read the data and update flash

STREAM_UP_FAIL ---The system failed to read or update

21.5 ReadBinaryUserFlashFromStream

Synopsis:

```
int ReadBinaryUserFlashFromStream( int fd );
```

Description:

This function reads User Parameter Flash data from a binary input stream. This function reads binary data from the specified input stream and programs the data into the User Parameter Flash area.

Parameters:

Type	Name	Description
int	fd	The socket file descriptor (fd) to read data from.

Return Values:

STREAM_UP_OK --- The system was able to read the data and update flash
STREAM_UP_FAIL --- The system failed to read or update

21.6 ReadS19ApplicationCodeFromStream

Synopsis:

```
int ReadS19ApplicationCodeFromStream( int fd );
```

Description:

This function reads a new application in _APP.S19 format from an ASCII input stream. This function reads ASCII S19 records from a _APP.s19 format application file and reprograms the Flash memory with the new application. **Note:** The Flash memory will **not** be modified unless the **entire** application is received **without** error.

Since applications are run from RAM, your NetBurner device **must** be rebooted **before** the new application code becomes active. One way to accomplish a reboot is to use the **ForceReboot** function (located in the NetBurner System Library section of this manual).

Note: The items that you **will** need to clean up and/or close before a reboot are dependant on your particular application. At a minimum, you should clean up and/or close any FTP Client or Server sessions **before** calling this function.

Parameters:

Type	Name	Description
int	fd	The socket file descriptor (fd) to read data from.

Return Values:

STREAM_UP_OK --- The system was able to read the data and update the Flash
STREAM_UP_FAIL --- The system failed to read or update Flash

Example Application:

- ftpd_code_update --- Located (by default) in C:\Nburn\examples

22 System Library

Header Files

```
#include <system.h>           // Found in C:\Nburn\include
#include <utils.h>             // Found in C:\Nburn\include
```

System Constants

```
#include <constants.h>        // Found in C:\Nburn\include
ConfigRecord --- The configuration storage structure
```

Global Variables

- gConfigRec --- The global configuration record
- Secs --- Seconds since the board booted
- TimeTick --- Time ticks since the board booted

Code Update Functions/Capabilities

- Code Update Overview
- EnableAutoUpdate
- UpdateShutdown Hook
- UpdatePassword Hook

Configuration Functions

- UpdateConfigRecord --- Change the configuration record stored in Flash
- SetupDialog --- Change system configuration by prompting the user over stdio

User Flash Parameter Functions

- SaveUserParameters --- Save a blob of data to Flash
- GetUserParameters --- Get a read only pointer to the user defined data blob stored in Flash

LED and Switch Functions

- putleds --- Set the system board LEDs
- getdipsw --- Read the DIP switches on the board

Utility I/O Functions

- ShowData --- Show a data block in ASCII and hex
- ShowMac --- Show a MAC address on stdio
- outbyte --- Output a byte on stdio
- print --- Output a zero terminated string
- putnum --- Output a hexadecimal number to stdio
- AsciiToIp --- Convert a dotted decimal IP string to an IP address
- ShowIP --- Show an IP address as dotted decimal on stdio
- itoa --- An integer to ASCII function

Diagnostic Function

- ShowCounters --- Show all system counters on stdio

Counter Function

- GetPreciseTime --- Gets time ticks at a smaller resolution since the board booted

Timing Function

- ShowTaskTimes --- Print the running times of all current system tasks
- GetCurrentTaskTimes --- Get the total runtime of the current task and system
- ClearTaskTimes --- Resets the total task times

Reboot Function

Header File

```
#include <bsp.h> // Found in C:\Nburn\include
```

- ForceReboot --- Reboot your NetBurner device

Ethernet Functions

```
#include <ethernet.h> // Found in C:\Nburn\include
```

- EtherLink --- Reports the status of the Ethernet link
- EtherSpeed100 --- Reports if the Ethernet link is operating at 100 MB
- EtherDuplex --- Reports if the Ethernet link is in Full Duplex mode
- ManualEthernetConfig --- Controls the speed and duplex of the Ethernet connection
- EtherLinkCallback --- Callback function pointer for Ethernet link status changes

22.1 Constants

Synopsis:

These constants control the system configuration.

Warning: If you change these constants, then you must rebuild the system libraries.

Interrupt Priorities:

- `#define TICK_IRQ_LEVEL (5)`
- `#define SERIAL_IRQ_LEVEL (4)`
- `#define SERIAL_VECTOR_BASE (64)`

Time Related Functions:

- `#define TICKS_PER_SECOND (20)`

Ethernet Buffer Definitions:

- `#define ETHER_BUFFER_SIZE 1548`
- `#define ETH_MAX_SIZE (1500)`
- `#define ETH_MIN_SIZE (64)`
- `#define MAX_UDPDATA (ETHER_BUFFER_SIZE-(20+8+14))`

uCOS OS Setting:

- `#define OS_MAX_TASKS 20 // Max number of system tasks`

System Task Priorities:

- `#define MAIN_PRIO (50)`
- `#define HTTP_PRIO (45)`

Any User Tasks that call I/O should have a Priority Number higher than the TCP_PRIO:

- `#define TCP_PRIO (40)`
- `#define IP_PRIO (39)`
- `#define ETHER_SEND_PRIO (38)`

Stack Size Definitions:

```
// If you add big structures in user functions you should
// increase the value of the USER_TASK_STK_SIZE
• #define USER_TASK_STK_SIZE (2048)
// If you add big structures in your dynamic HTML code
// you need to increase the value of HTTP_STK_SIZE
• #define HTTP_STK_SIZE (2048)
• #define IP_STK_SIZE (2048)
• #define TCP_STK_SIZE (2048)
• #define IDLE_STK_SIZE (2048)
• #define ETHER_SEND_STK_SIZE (2048)
```

TCP Constants:

- #define DEFAULT_TCP_MSS (512)
- // See RFC 1122 for a 50msec tick 60 ticks=3 sec 4*15=60
- #define DEFAULT_TCP_RTTVAR ((TICKS_PER_SECOND*3)/4)
- (Note: The 4 comes from Stevens Vol. 1 page 300)
- // 75 seconds Min
- #define TCP_CONN_TO (75 * TICKS_PER_SECOND)
- // 200 msec delayed ACK timer
- #define TCP_ACK_TICK_DLY (TICKS_PER_SECOND /5)
- #define DEFAULT_INITIAL_RTO (TICKS_PER_SECOND*3)
- #define TCP_MAX_RTO (64 * TICKS_PER_SECOND)
- #define TCP_MIN_RTO (1 * TICKS_PER_SECOND)
- #define TCP_2MSL_WAIT (60 * TICKS_PER_SECOND)
- #define MAX_TCP_RETRY (12)
- #define TCP_WRITE_TIMEOUT (TICKS_PER_SECOND*10)
- // Store 3 segments max in tx and rx buffers
- #define TCP_BUFFER_SEGMENTS (3)
- // 10 idle Seconds and a partially received request is abandoned
- #define HTTP_TIMEOUT (TICKS_PER_SECOND*10)

FD Offset Values:

- #define SERIAL_SOCKET_OFFSET (3)
- #define TCP_SOCKET_OFFSET (5)
- #define MAX_IP_ERRS 3
- #define BUFFER_POOL_SIZE (64)
- #define UDP_DISPATCH_SIZE (10)
- #define ARP_ENTRY_SIZE (256)
- #define TCP_SOCKET_STRUCTS (32)
- #define UDP_NETBURNERID_PORT (0x4E42) /*NB*/
- #define TFTP_RX_PORT (1414)

22.2 ConfigRecord

Synopsis:

```
typedef struct
{
    unsigned long recordsize; /* The stored size of the struct*/
    unsigned long ip_Addr; /* The device IP Address */
    unsigned long ip_Mask; /* The IP Address Mask */
    unsigned long ip_GateWay; /* The address of the IP Gateway */
    unsigned long ip_TftpServer; /* The address of the TFTP server to load
data from for debugging */
    unsigned long baud_rate; /* The initial system baud rate */
    unsigned char wait_seconds; /* The number of seconds to wait before
booting */
    unsigned char bBoot_To_Application; /* True - if we boot to the
application, not the monitor */
    unsigned char bException_Action; /* What should we do when we have an
exception? */
    unsigned char m_FileName[80]; /* The file name of the TFTP file to
load */
    unsigned char mac_address[6]; /* The Ethernet MAC address */
    unsigned long ip_DNS_server; /* The DNS Server address */
    unsigned long m_Unused[7];
    unsigned short checksum; /* A Checksum for this structure */
} ConfigRecord;
```

Description:

This structure is stored in the system FLASH and records default values for the system operation. Note: This structure can be manipulated with the IP Setup program and the Debug monitor.

22.3 gConfigRec

Synopsis:

```
extern ConfigRecord gConfigRec;
```

Description:

This is a **read only copy** of the system configuration record.

22.4 Secs

Synopsis:

```
extern VDWORD Secs;
```

Description:

The number of seconds since the device rebooted.

22.5 TimeTick

Synopsis:

```
extern VDWORD TimeTick;
```

Description:

The number of time ticks since the device booted. There are TICKS_PER_SECOND ticks in each second.

Note: At the time this document was written, this value is 20.

22.6 Code Updates with AutoUpdate Utility

Description:

The AutoUpdate utility provides the ability to update your application code in flash memory over a network connection. The utility consists of the following parts:

1. The EnableAutoUpdate() function must be called in your application code. Calling this function will tell the TCP/IP Stack to listen for AutoUpdate requests from the Windows AutoUpdate.exe utility.
2. The Windows AutoUpdate.exe utility. When executed a dialog box will appear that enables you to search for NetBurner devcies, select a _APP.s19 application image to download, and specify if you wish the device to reboot once the update is complete.

AutoUpdate FAQ

- The EnableAutoUpdate() function uses the UDP protocol. UDP can only be run on a local network, as you cannot route UDP packets through a router/firewall from the Internet. If you need that capability you can use the StartTcpUpdate() function in your application and the TcpUpdate.exe Windows utility. Note that you will need to use port forwarding on your router.
- You can password protect the update feature by using the update_authenticate_func callback.
- You can do a controlled shutdown of your device before an update occurs by using the update_shutdown_func callback.

Example Code:

```
#include <autoupdate.h> /* Required for AutoUpdate capability */

int MyPasswordTest(const char * user, const char * pass)
{
    /* Check password and user here */
    if (/*passwordok*/)
        return 1;
    else
        return 0;
}

int MyShutdownTest( void )
{
    if (/* It is OK to shutdown */)
    {
        /* Do your shutdown processing here */
        return 1;
    }
    else
        return 0;
}

void UserMain(void * pd)
{
    update_authenticate_func = MyPasswordTest;
    update_shutdown_func = MyShutdownTest;
    EnableAutoUpdate(); /* Required for AutoUpdate capability */
}
```


22.6.1 EnableAutoUpdate

Synopsis:

```
void EnableAutoUpdate( );
```

Description:

Enables application updates via the network using the Windows AutoUpdate utility.

Once EnableAutoupdate() is called it cannot be disabled. If you do need to enable/disable this feature dynamically during your application execution, use the update_shutdown_func to abort a code update.

Parameters:

None

Returns:

Nothing

22.6.2 AutoUpdate Shutdown Hook

Synopsis:

```
extern int ( *update_shutdown_func ) ( void );
```

Description:

When the `update_shutdown_func` is assigned to a function, that function will be called before AutoUpdate is allowed to proceed with an application update. In other words, it is a callback function. If your shutdown function returns 0 the update process is aborted. If your shutdown function returns 1 the update is allowed to proceed.

Common uses for this feature are:

- To put your device in a safe state before an update/reboot is allowed to occur, such as if mechanical devices are being controlled.
- To enable/disable the AutoUpdate feature dynamically.

Your function must be of the form:

```
int YourShutdownTest(void)
{
    if (/* It is OK to shutdown */)
    {
        /* Do your shutdown processing here */
        return 1;
    }
    else
        return 0; /* If you want to abort AutoUpdate */
}
```

You assign the function to the shutdown hook by:

```
update_shutdown_func = MyShutdownTest;
```

22.6.3 AutoUpdate Password Protection

Synopsis:

```
extern int ( *update_authenticate_func )
          ( const char *name, const char *passwd );
```

Description:

When the `update_authenticate_func` is assigned to a function, that function will be called before AutoUpdate is allowed to proceed with an application update. In other words, it is a callback function. The user running the AutoUpdate.exe utility will be presented with a dialog box requesting a user name and password, which are then passed to your function for processing and authentication. Your function can do the authentication in any manner you wish. Returning 1 allows AutoUpdate to proceed, returning 0 aborts the process. There is a similar function pointer named `ipsetup_authenticate_func` for password protection on the IPSetup utility.

Your password function must be of the form:

```
int MyPasswordTest(const char * user, const char * pass)
{
    /* Check password and user here */
    if (/* password ok */)
        return 1;
    else
        return 0;
}
```

You assign the function to the password hook by:

```
update_authenticate_func = MyPasswordTest;
```

22.7 UpdateConfigRecord

Synopsis:

```
void UpdateConfigRecord( ConfigRecord *pNewRec );
```

Description:

This updates the stored configuration record. It can be used to change system configuration settings from within an application, such as the IP address, mask, gateway, DNS server, etc. It is recommended you do not call this function immediately upon power-up of your device to avoid a situation in which a user is cycling power on/off rapidly, which could cause flash memory corruption if the application was in the process of a flash write cycle.

Note: The mac_address and checksum values are ignored in the passed-in structure, and the proper system values are used before storing the record.

Parameters:

Type	Name	Description
ConfigRecord*	pNewRec	

Returns:

Nothing --- This is a void function.

22.8 UpdateConfigRecord_Num

Synopsis:

```
void UpdateConfigRecord_Num( ConfigRecord *pNewRec, int num );
```

Description:

This function is similar to the "UpdateConfigRecord" function, with the added option to indicate the desired record number to update.

Warning: Take care not to confuse interface number with record number. For example, the primary Ethernet has an interface number of '1' and a record number of '0'. If an invalid or non-existent record is read and written back into flash, you may risk rendering Ethernet and serial communication inoperable.

Parameters:

Type	Name	Description
ConfigRecord*	pNewRec	A pointer to a structure of type "ConfigRecord" whose contents will be used to update the ConfigRecord structure associated with a record number stored in flash.
int	num	The configuration record number to write to. Valid record numbers are: 0 (CONFIG_IF_ID_ETHERNET), 1 (CONFIG_IF_ID_WIFI), and 2 (CONFIG_IF_ID_ETHERNET2).

Returns:

Nothing --- This is a void function.

22.9 RawGetConfig

Synopsis:

```
ConfigRecord * RawGetConfig( int num );
```

Description:

This function returns a pointer of type "ConfigRecord" to the location of the configuration record associated with the desired record number provided in the input parameter.

Warning: Take care not to confuse interface number with record number. For example, the primary Ethernet has an interface number of '1' and a record number of '0'. If an invalid or non-existent record is read and written back into flash, you may risk rendering Ethernet and serial communication inoperable.

Parameters:

Type	Name	Description
int	num	The configuration record number to read. Valid record numbers are: 0 (CONFIG_IF_ID_ETHERNET), 1 (CONFIG_IF_ID_WIFI), and 2 (CONFIG_IF_ID_ETHERNET2).

Returns:

A pointer to the "ConfigRecord" structure.

22.10SetupDialog

Synopsis:

```
void SetupDialog( );
```

Description:

This function will cause an interactive exchange on stdio. Note: This exchange will allow the user to change both the IP Address and Baudrate values.

Parameters:

None

Returns:

Nothing --- This is a void function

22.11 SaveUserParameters

Synopsis:

```
int SaveUserParameters( void *pCopyFrom, int len );
```

Description:

This function stores up to 8kB of arbitrary data in the user configuration space. The type and format of the stored data is entirely up to the individual developer. The system stores this as a blob, and provides no protection from uninitialized data. Note: The developer needs to add some uninitialized data protection to his stored structure.

Parameters:

Type	Name	Description
void	*pCopyFrom	A pointer to the data to store.
int	len	The length in bytes of the data to store. Note: This value must be less than or equal to 8192.

Returns:

0 (zero) --- Failure

len --- Returns the length in bytes of the data stored on success.

22.12 GetUserParameters

Synopsis:

```
void * GetUserParameters( );
```

Description:

This function returns a pointer to the user parameter area. This area is intended for storage of non-volatile configuration parameters. The type and format of the stored data is entirely up to the individual developer. The system stores this as a blob, and provides no protection from uninitialized data. Note: The developer needs to add some uninitialized data protection to his stored structure.

Parameters:

None

Returns:

A read only pointer to the user parameter area

Example Application:

FlashForm --- Found in C:\Nburn\examples

22.13putleds

Synopsis:

```
void putleds( unsigned char b );
```

Description:

This function is specific to the NetBurner development boards and turns the LEDs on or off. The function is located in the `c:\nburn\<platform>\system\iobard.c` file, where `<platform>` represents the NetBurner hardware platform you are using (eg Mod5270). You may modify this function to support any external hardware you design for your product. Depending on the development board, the hardware interface can be GPIO signals or use a Xylinx FPGA.

Note: The Mod-Dev-70 that is part of the Mod5270LC development kit, requires that a function called `BOOL OnModDev70()` be called before using the LEDs. This function is located in the `ioboard.c` platform system file.

- 0x00 = all OFF
- 0xFF = all ON
- 0x01 = LED 1
- 0x02 = LED 2
- 0x04 = LED 3
- 0x08 = LED 4
- 0x10 = LED 5
- 0x20 = LED 6
- 0x40 = LED 7
- 0x80 = LED 8

Returns:

Nothing --- This is a void function

Example Application:

TicTacToe --- Found in `C:\Nburn\examples`

22.14 getdipsw

Synopsis:

```
unsigned char getdipsw( );
```

Description:

This function reads the dip switches.

Parameters:

None

Returns:

The bit of the DIP switches:

- SW1 = 1
- SW2 = 2
- SW3 = 4
- SW4 = 8

Example Application:

TicTacToe --- Found in C:\Nburn\examples

22.15 ShowData

Synopsis:

```
void ShowData( PBYTE fromptr, WORD len );
```

Description:

This function dumps a block of memory to stdio. It displays this block as hexadecimal and ASCII where appropriate.

Returns:

Nothing --- This is a void function

22.16 ShowMac

Synopsis:

```
void ShowMac( MACADR * ma );
```

Description:

This function displays the MAC Address on stdout, which is UART 0 by default.

Returns:

Nothing --- This is a void function

22.17 outbyte

Synopsis:

```
void outbyte( char c );
```

Description:

This function outputs a single character on stdout. Note: This is a very low overhead call.

Returns:

Nothing --- This is a void function

22.18print

Synopsis:

```
void print( char * );
```

Description:

The output of print is a NULL terminated string to stdout. **Note:** This is a much lower overhead call than printf.

Returns:

Nothing --- This is a void function

22.19putnum

Synopsis:

```
void putnum( int i );
```

Description:

The output of putnum is a hexadecimal number of stdout. **Note:** This is a much lower overhead call than printf.

Returns:

Nothing --- This is a void function

22.20AsciiToIp

Synopsis:

```
IPADDR AsciiToIp( char * p );
```

Description:

This function converts an ASCII representation of an IP Address to type IPADDR.

Returns:

An IP address of type IPADDR.

Example:

```
IPADDR IpAddr = AsciiToIp("10.1.1.12");
```

22.21 ShowIP

Synopsis:

```
void ShowIP( IPADDR ia );
```

Description:

This function displays an IP address variable of type IPADDR in ASCII text (eg 10.1.1.1) and sends it to stdout, which is the debug serial port 0 by default.

Parameters:

Type	Name	Description
IPADDR	ia	IPADDR variable to be displayed

Returns:

Nothing --- This is a void function

Examples:

```
IPADDR IpAddr = AsciiToIp("10.1.1.12");  
  
ShowIP( IpAddr ); // Sends ASCII "10.1.1.12" to stdio
```

22.22 itoa

Synopsis:

```
char * itoa( int value, char * buffer, int radix )
```

Description:

This function converts an integer value to a null-terminated string using the specified radix and stores the result in the buffer specified by **buffer**. If the radix is 10 and the value is negative, the string is preceded by a minus sign ('-'). With any other radix, the value is always considered unsigned.

Note: The buffer should be large enough to contain the largest possible value used in your application. For example:

- For **radix** = 2: (**sizeof(int) * 8 + 1**) = 33 bytes
- For **radix** = 10:
 - Unsigned integer = 11 bytes: Largest possible value is 4,294,967,296 (10 digits, each represented by a byte character, plus one additional byte for null).
 - Signed integer = 12 bytes: Lowest possible value is -2,147,483,648 and largest possible value is 2,147,483,647 (10 digits, each represented by a byte character, plus one additional byte for null, and another for the sign).

Parameters:

Type	Name	Description
int	value	The value to be represented as a string.
char *	buffer	The buffer where the resulting string will be stored.
int	radix	The numerical base by which the value will be represented as a string; valid values are between 2 and 36, inclusive.

Return:

A pointer to the string

22.23 ShowCounters

Synopsis:

```
void ShowCounters( );
```

Description:

This diagnostic function will dump all of the system counters to stdout.

Parameters:

None

Returns:

Nothing --- This is a void function

22.24 GetPreciseTime

Synopsis:

```
DWORD GetPreciseTime( void );
```

Description:

Gets the number of time ticks since the system booted at a smaller resolution in comparison to using the global variable TimeTick (TimeTick has a resolution of about 50 milliseconds when TICKS_PER_SECOND = 20). This function is only accessible for the MOD5234, MOD5270, and MOD5282 platforms. The number of ticks returned by this function has a resolution of about 0.868 microseconds for the MOD5234 and MOD5270, and 1.929 microseconds for the MOD5282.

Note: This function is used to get a more precise time from the system clock; it is not intended to work as a time delay function like OSTimeDly().

Parameters:

None.

Returns:

The number of higher precision time ticks since system start.

22.25 ForceReboot

Header File:

```
#include <bsp.h>           // Found in C:\Nburn\include
```

Synopsis:

```
void ForceReboot( );
```

Description:

This function will reboot your NetBurner device.

Parameters:

None

Returns:

Nothing --- This is a void function

22.25.1 Example

Mod5270, Mod5272, and/or Mod5282 only

```
#include "predef.h"
#include "..\mod5272\system\sim5272.h" // For Mod5272
                                     // For Mod5282 use: #include "..\mod5282\system\sim5282.h"
                                     // For Mod52270 use: #include "..\mod5282\system\sim5270.h"

#include <stdio.h>
#include <startnet.h>
#include <autoupdate.h>
#include <dhcpclient.h>
#include <bsp.h>

extern "C"
{
    void UserMain(void * pd);
}

/*-----
User Main
-----*/

const char * AppName="Software Reset";

void UserMain(void * pd)
{
    InitializeStack();
    OSChangePrio(MAIN_PRI0);
    EnableAutoUpdate();
    iprintf("\r\nStarting NetBurner Software Reset Example v1.0\r\n");
    iprintf("-----\r\n");
    iprintf("To Software reset after 3 seconds press any key.\r\n\r\n");
    getchar();
    iprintf("\r\n");

    for(int i=0; i<3; i++)
    {
        OSTimeDly((WORD)(TICKS_PER_SECOND));
        iprintf("%d\r\n",i+1);
    }

    iprintf("\r\n\r\n\r\n\r\n\r\n\r\n\r\n\r\n\r\n");

    ForceReboot(); // Reboot your Mod5272, Mod5270, or Mod5282 Module

    iprintf("This will NOT print!\r\n");
}
}
```

22.26 EtherLink

Header File:

```
#include <ethernet.h>      // Found in C:\Nburn\include
```

Synopsis:

```
BOOL EtherLink( );
```

Description:

This function reports the status of the Ethernet link.

Parameters:

None

Returns:

True --- If the Ethernet link is valid
False --- If there is no Ethernet connection

22.27 EtherSpeed100

Header File:

```
#include <ethernet.h>          // Found in C:\Nburn\include
```

Synopsis:

```
BOOL EtherSpeed100( );
```

Description:

This function reports if the Ethernet link is operating at 100 MB.

Parameters:

None

Returns:

True --- If the Ethernet link is operating at 100 Mbps

False – 10Mbps mode.

Important: The EtherLink function must return true for this value to be valid.

22.28EtherDuplex

Header File:

```
#include <ethernet.h>          // Found in C:\Nburn\include
```

Synopsis:

```
BOOL EtherDuplex( );
```

Description:

This function reports if the Ethernet link is in Full Duplex mode.

Parameters:

None

Returns:

True --- If the Ethernet link is in full duplex mode

False – Half duplex mode

Important: The EtherLink function **must** return **true** for this value to be **valid**.

22.29 ManualEthernetConfig

Header File:

```
#include <ethernet.h>    // Found in C:\Nburn\include
```

Synopsis:

```
void ManualEthernetConfig( BOOL speed100Mbit, BOOL fullDuplex,
                          BOOL autoNegotiate )
```

Description:

This function allows you to configure the speed and duplex mode of the device's Ethernet connection only if auto-negotiation is disabled (`autoNegotiate = FALSE`). If an application is also calling the `InitializeStack()` function, then `ManualEthernetConfig()` should be called after `InitializeStack()`. Otherwise, `InitializeStack()` will always override the manual configuration and use auto-negotiation by default.

If `autoNegotiate = TRUE`, then auto-negotiation will be used and the `speed100Mbit` and `fullDuplex` settings will have no effect.

If `autoNegotiate = FALSE`, then the `speed100Mbit` and `fullDuplex` settings will take effect:

- `speed100Mbit = TRUE`: 100Base-T
- `speed100Mbit = FALSE`: 10Base-T
- `fullDuplex = TRUE`: Full-duplex mode
- `fullDuplex = FALSE`: Half-duplex mode

Note: Manually setting both speed and duplex modes are usually required for establishing a connection to a device that does not support auto-negotiation.

Parameters:

Type	Name	Description
BOOL	<code>speed100Mbit</code>	100 or 10 megabit connection speed – valid setting only if auto-negotiation is disabled.
BOOL	<code>fullDuplex</code>	Full or half-duplex mode – valid setting only if auto-negotiation is disabled.
BOOL	<code>autoNegotiate</code>	Enable or disable auto-negotiation.

Returns:

Nothing --- This is a void function.

22.30EtherLinkCallback

Header File:

```
#include <ethernet.h>    // Found in C:\Nburn\include
```

Synopsis:

```
void (*EtherLinkCallback)( BOOL linkStatus )
```

Description:

This function pointer is used to assign callback functions for Ethernet link status changes. When the pointer is non NULL, it will be called whenever `bEthLink` changes. It should be noted that whatever callback is assigned will be run as the Ethernet Task, in the Ethernet task's priority and stack. Therefore care must be taken to make such callbacks small in both time and space. The functions must take a single `BOOL` argument and return `void`.

NOTE: This callback is not active in the debug Ethernet driver.

Parameters:

Type	Name	Description
BOOL	linkStatus	The new linkStatus for the Ethernet interface (TRUE = up, FALSE = down)

Returns:

Nothing --- This is a void function.

22.31 ShowTaskTimes

Header File:

```
#include <ucos.h>    // Found in Nburn/include
```

Synopsis:

```
void ShowTaskTimes ()
```

Description:

Print the running times of all current system tasks. The system library needs to be compiled with the `UCOS_TIME` macro defined for this function to be used. Note: time values are updated at task switch time. In the event no task switches occur, times will not update.

Parameters:

None

Returns:

Nothing --- This is a void function.

22.32GetCurrentTaskTime

Header File:

```
#include <ucos.h>    // Found in Nburn/include
```

Synopsis:

```
uint32_t GetCurrentTaskTime( uint32_t * const TotalTicks )
```

Description:

Get the total runtime of the current task and sytem. The system library needs to be compiled with the UCOS_TIME macro defined for this function to be used. Note: time values are updated at task switch time. In the event no task switches occur, times will not update.

Parameters:

Type	Name	Description
uint32_t * const	TotalTicks	Pointer to uint32_t used to return the total system ticks timed. Note: This can differ from TimeTicks.

Returns:

Nothing --- This is a void function.

22.33 ClearTaskTimes

Header File:

```
#include <ucos.h>    // Found in Nburn/include
```

Synopsis:

```
void ClearTaskTimes ()
```

Description:

Resets the total task times. This allows for recording timings of specific sections of applications. The system library needs to be compiled with the `UCOS_TIME` macro defined for this function to be used. Note: time values are updated at task switch time. In the event no task switches occur, times will not update.

Parameters:

None

Returns:

Nothing --- This is a void function.

23 High Resolution Timer

Processor Note: MCF5272 devices are not compatible with this library

23.1 Introduction

The High Resolution Timer class is designed to facilitate delays and triggers in the submillisecond range. The class is based on the hardware DMA timers and operates using interrupts to achieve such levels of accuracy. All timers use a level 6 interrupt.

The class is designed as an object wrapper around the hardware DMA timers, and as such has no public facing methods for creating objects. There is a direct mapping between instances of the class and DMA Timers on the module.

The classes functions can be broken into the categories: Setup, Stopwatch functions, Delays, and Other.

Header Files

```
#include <HiResTimer.h>    // Found in <platform>\include
```

Setup Functions

- getHiResTimer --- Obtain a pointer to one of the timers
- releaseTimer --- Releases the current timer back into the pool
- init --- Initializes the timer
- setInterruptFunction --- Sets the function to trigger when the timer's delay/period expires
- clearInterruptFunction --- Removes the trigger function

Stopwatch Functions

- start --- Start the timer
- stop --- Stop the timer
- stopClear --- Stop and reset the timer
- readTime --- Gives the runtime since the timer started
- readLow --- Returns the current value of the hardware timer register.
- readHigh --- Returns the current cycle count

Delay Functions

- delay --- Switch tasks and delay the current task by the specified number of seconds
- pollingDelay --- (Busy wait) Delay the current task by the specified number of seconds

Other Functions

- getPrescaler --- Returns the active value for the hardware timer's prescaler
- clockGenerator --- Sets the timer to fire the timer's Interrupt Function at a given frequency
- toString --- Returns a pointer to a cstring of the timer object's data

Macros

- DEFAULT_TIMER --- Sets the default timer to return, when no label is given
- TIMER_COUNT --- Sets the number of timer objects to create
DO NOT EXCEED THE HARDWARE COUNT!

23.2 getHiResTimer

Synopsis:

```
HiResTimer* getHiResTimer( int timer );
```

Description:

This function returns a pointer to one of the HiResTimer objects. The object's labels are 0 indexed.

- If the timer selected has not been used before, it will first be initialized and the initialization flag will be set to TRUE. The pointer to the object will then be returned.
- If the timer selected DOES NOT EXIST, either because a negative value or value that exceeds the maximal timer, then the function will return a NULL pointer.

Parameters:

Type	Name	Description
Int	timer=0	The timer ID to select (0 based

Returns:

Pointer to the selected HiResTimer

See Also:

- TIMER_COUNT --- Sets the number of timer objects to create

Example Applications:

HiResTimerDemo --- Located by default in C:\Nburn\examples\utils

23.3 Init

Synopsis:

```
void init( double InterrputTime = 0 );
```

Description:

This method initializes the timer it is called upon. If an argument is supplied, it will set the timer to trigger the interruptFunction periodically, with the period given by the argument, in seconds.

Parameters:

Type	Name	Description
double	InterruptTime=0	The delay period between triggers

Returns:

Nothing. This method is void.

23.4 setInterruptFunction

Synopsis:

```
void setInterruptFunction( void (*interruptFunction)() );
```

Description:

This method sets the timer's interruptFunction. The interruptFunction is called when a timer triggers.

Parameters:

Type	Name	Description
void (*f)()	interruptFunction	The function to call when the timer triggers

Returns:

Nothing. This method is void.

23.5 clearInterruptFunction

Synopsis:

```
void clearInterruptFunction();
```

Description:

This method clears (sets to NULL) the timer's interruptFunction.

Parameters:

None.

Returns:

Nothing. This method is void.

23.6 start

Synopsis:

```
void start();
```

Description:

Starts the timer.

Parameters:

None

Returns:

Nothing. This method is void.

23.7 stop

Synopsis:

```
void stop();
```

Description:

Stops the timer. All data will remain stored.

Parameters:

None

Returns:

Nothing. This method is void.

23.8 stopClear

Synopsis:

```
void stopClear();
```

Description:

Stops the timer and clears the timer data.

Parameters:

None

Returns:

Nothing. This method is void.

23.9 readTimer

Synopsis:

```
double readTimer();
```

Description:

Reads the amount of time in seconds that has passed since the timer was started.

Parameters:

None

Returns:

double --- the total number of seconds that the timer has been running.

23.10 readLow

Synopsis:

```
DWORD readLow();
```

Description:

Reads the actual timer register and returns its count.

Parameters:

None

Returns:

DWORD --- the hardware timer's count at the time of the call.

23.11 readHigh

Synopsis:

```
DWORD readHigh();
```

Description:

Reads the number of hardware timer overflows.

Parameters:

None

Returns:

DWORD --- the number of hardware timer overflows

23.12 delay

Synopsis:

```
void delay( double delayTime);
```

Description:

Starts a precise task delay that will have the OS switch tasks while waiting.

NOTE: This method is not recommended for delays less than ~150 microseconds. For this, use `pollingDelay`.

Parameters:

Type	Name	Description
double	delayTime	Number of seconds to delay

Returns:

Nothing. This method is void.

23.13pollingDelay

Synopsis:

```
void pollingDelay( double delayTime);
```

Description:

Starts a precise task delay that will busy wait while waiting.

NOTE: This method is not recommended for long delays as it consumes system resources. For longer delays, use `delay`.

Parameters:

Type	Name	Description
double	delayTime	Number of seconds to delay

Returns:

Nothing. This method is void.

23.14getPrescaler

Synopsis:

```
DWORD getPrescaler();
```

Description:

Returns the value of the hardware timer prescaler. This is primarily to be used in concert with `readLow`.

Parameters:

None

Returns:

DWORD --- the value of the hardware time prescaler

23.15 clockGenerator

Synopsis:

```
void clockGenerator( double frequency );
```

Description:

Configures DMA Timer peripheral to toggle DMA Timer Output signal at given frequency. User is responsible for configuring GPIO multiplexor for DMA Timer Output Function.

Parameters:

Type	Name	Description
double	frequency	Frequency to set the clock to

Returns:

Nothing. This method is void.

23.16 toString

Synopsis:

```
char* toString();
```

Description:

Returns a `char` buffer that contains a string representation of the timer object.

Parameters:

None

Returns:

`char*` --- `char` buffer that contains a string representation of the timer object.

24 TCP/IP Library

24.1 Introduction

The TCP/IP Stack is a high performance TCP/IP Stack for embedded applications. The TCP/IP Stack is integrated with the RTOS, Web Server, and I/O System providing easy development of network applications.

The NetBurner Web Server is integrated with the TCP/IP Stack and RTOS, enabling you to quickly develop dynamic web pages and content.

This section covers the TCP/IP specific functions (i.e. the creation and setup of sockets) in the NetBurner system. Important: This section does not cover the read/write operations on these sockets. The read/write operations are covered in the I/O System Library. For UDP specific functions please refer to the UDP Library.

Header Files

```
#include <ip.h>           // Found in C:\Nburn\include
#include <tcp.h>          // Found in C:\Nburn\include
#include <udp.h>           // Found in C:\Nburn\include
#include <multihome.h>     // Found in C:\Nburn\include
```

IP Stack Start, Stop, and Add Functions

- InitializeStack --- Start the IP and TCP stack
- AddInterface --- (MULTIHOME) Add an additional IP interface to the system

Socket Creation Functions

- listen --- Start listening to accept connections
- accept --- Accept a connection on a listening socket
- connect --- Connect initiate a connection to another host
- connectvia --- Connect initiate a connection to another host via a specific interface

Socket Option Functions

- setsockopt --- Set a socket option
- clrsockopt --- Clear a socket option
- getsockopt --- Get a socket option

Get Socket Information Functions

- GetSocketRemoteAddr --- Get the IP address of the remote host associated with a socket
- GetSocketLocalAddr --- Get the IP address of local interface associated with a socket (Warning: This only works with MULTIHOME)
- GetSocketRemotePort --- Get the remote port associated with a socket
- GetSocketLocalPort --- Get the local port associated with a socket

Get Host by Name Function

- GetHostByName --- Look up an IP address using DNS

Ping Functions

- Ping --- Sends an ICMP echo to an address and waits for a response
- PingViaInterface --- Sends an ICMP echo through a specified interface and waits for a response

TFTP Functions

- GetTFTP --- Read a file from a TFTP server
- SendTFTP --- Send a file to a TFTP server

Diagnostic Functions

- ShowArp --- Dump the ARP cache to stdio
- DumpTcpDebug --- Dump the TCP debugging log to stdio
- EnableTcpDebug --- Enable the TCP debug log
- ShowIPBuffer --- Dump a pool pointer to stdio, interpreting it as a packet
- GetFreeCount --- Get number of free buffer available
- ShowBuffer --- Show the raw data in a poolptr

TCP Error Codes

```
#define TCP_ERR_NORMAL          (0)
#define TCP_ERR_TIMEOUT        (-1)
#define TCP_ERR_NOCON          (-2)
#define TCP_ERR_CLOSING         (-3)
#define TCP_ERR_NOSUCH_SOCKET  (-4)
#define TCP_ERR_NONE_AVAIL      (-5)
#define TCP_ERR_CON_RESET       (-6)
#define TCP_ERR_CON_ABORT       (-7)
```

Byte Order Translation (not needed on ColdFire) Functions

- HTONS --- Translate a WORD from host order to network order
- HTONL --- Translate a DWORD from host order to network order
- NTOHS --- Translate a WORD from network order to host order
- NTOHL --- Translate a DWORD from network order to host order

24.2 InitializeStack

Synopsis:

```
void InitializeStack( IPADDR ipaddr=0, IPADDR ipMask=0, IPADDR ipGate=0 );
```

Description:

This function initializes the IP stack.

- If no values are passed in for the addresses, the default values are copied from the system configuration record.
- This function can only be called once on startup. It should never be called a second time in your application. If you want to change IP address, mask, gateway or DNS settings at runtime, you must first close all active and listening sockets, modify the EthernetIPxxx runtime variables, save to flash if you wish them to active at the next boot/reset, then reopen your listening sockets. The ChangeIP example in the Network Programmers Guide, and the associated example source code in the \nburn\examples directory describe how to update settings at runtime. These steps are not necessary if you change the settings using the IPSetup utility.

Parameters:

Type	Name	Description
IPADDR	ipaddr=0	The IP Address
IPADDR	ipMask=0	The IP (Network) Mask
IPADDR	ipGate=0	The IP Gateway

Returns:

Nothing --- This is a void function

See Also:

ConfigRecord --- The configuration storage structure

Example Applications:

Simple Html --- Located by default in C:\Nburn\examples

tcp2Serial --- Located by default in C:\Nburn\examples

24.3 AddInterface (Multihome)

Header File:

```
#include<multihome.h>      // Found in C:\Nburn\include
```

Synopsis:

```
int AddInterface( IPADDR addr, IPADDR mask, IPADDR gateway );
```

Description:

This function creates/initializes a new IP interface. This call adds a new interface to the system.

Warning: This call only works if you have defined the variable MULTIHOME in C:\Nburn\include\predef.h and rebuilt all of the system libraries.

Parameters:

Type	Name	Description
IPADDR	addr	The IP Address of the new interface.
IPADDR	mask	The IP (Network) Mask of the new interface
IPADDR	gateway	The IP Gateway of the new interface.

Returns:

Any value greater than 0 --- Equals the interface number
-1 --- Failed too many interfaces

24.4listen

Synopsis:

```
int listen( IPADDR addr, WORD port, BYTE maxpend=5 );
```

Description:

This function starts listening for connections on a TCP port. You must accept connections from this socket before you can use them. **Note:** You may use select to wait for connections on multiple listening sockets, by putting a listening socket in the readfds.

Parameters:

Type	Name	Description
IPADDR	addr	The address from which to accept connections. Note: If you want to accept connections from anywhere pass in the value INADDR_ANY.
WORD	port	The port to listen to.
BYTE	maxpend	The maximum number of pending connections to store on this listening socket.

Returns:

A file descriptor for the listening socket

A negative number if there was an error:

- TCP_ERR_NOCON (-2) --- Indicates that you have attempted to read/write from a socket that does not have a connection established yet.
- TCP_ERR_NONE_AVAIL (-5) --- Indicates that you have attempted to allocate a socket, but no socket is currently available.

See Also:

accept --- Accept a connection on a listening socket

close --- Close open file descriptors (In the I/O section of this manual)

Example Application:

tcp2serial --- Located by default in C:\Nburn\examples

24.5accept

Synopsis:

```
int accept( int listening_socket, IPADDR * address, WORD * port,
           WORD timeout );
```

Description:

This function accepts a connection from a listening socket.

Parameters:

Type	Name	Description
int	listening_socket	The listening socket to accept from.
IPADDR	*address	A pointer to the IPADDR that will receive the IPADDR of the connection. Note: This parameter can be NULL.
WORD	*port	A pointer to the WORD that will receive the port number of the connection. Note: This parameter can be NULL.
WORD	timeout	The number of time ticks to wait for a connecting socket. Note: 0 waits forever.

Returns:

The file descriptor of the connected socket

A negative number if there was an error:

- TCP_ERR_TIMEOUT (-1) --- Indicates that the connection has timed out.
- TCP_ERR_NOCON (-2) --- Indicates that you have attempted to read/write from a socket that does not have a connection established yet.
- TCP_ERR_CLOSING (-3) --- Indicates that you have attempted to read/write from a socket that has already been closed.
- TCP_ERR_NOSUCH_SOCKET (-4) --- Indicates that you have attempted to allocate a socket that does not exist.
- TCP_ERR_NONE_AVAIL (-5) --- Indicates that you have attempted to allocate a socket, but no socket is currently available.
- TCP_ERR_CON_RESET (-6) --- Indicates that you have attempted to read/write from a connection that has been reset by the other side.
- TCP_ERR_CON_ABORT (-7) --- This is an internal error that the client won't usually see.

See Also:

listen ---Start listening to accept connections.

close ---Close open file descriptors (In the I/O section of this manual)

24.6connect

Synopsis:

```
int connect( IPADDR addr, WORD localport, WORD remoteport,
            DWORD timeout );
```

Description:

This function connects to another host.

Parameters:

Type	Name	Description
IPADDR	addr	The address to connect to.
WORD	localport	The local port to use for the connection. Note: A value of 0 causes the stack to select an unused port.
WORD	remoteport	The remote port to connect to.
DWORD	timeout	The number of time ticks to wait for a connecting socket. Note: A value of 0 waits forever.

Returns:

The file descriptor of the connected socket

A negative number if there was an error:

- TCP_ERR_TIMEOUT (-1) --- Indicates that the connection has timed out.
- TCP_ERR_NOCON (-2) --- Indicates that you have attempted to read/write from socket that does not have a connection established yet.
- TCP_ERR_CLOSING (-3) --- Indicates that you have attempted to read/write from a socket that has already been closed.
- TCP_ERR_NONE_AVAIL (-5) --- Indicates that you have attempted to allocate a socket, but no socket is currently available.
- TCP_ERR_CON_RESET (-6) --- Indicates that you have attempted to read/write from a connection that has been reset by the other side.
- TCP_ERR_CON_ABORT (-7) --- This is an internal error that the client won't usually see.

See Also:

connectvia --- Initiate a connection to another host via a specific MULTIHOMES interface

accept --- Accept a connection on a listening socket

listen --- Start listening to accept connections

close --- Close open file descriptors (In the I/O section of this manual)

24.7 connectvia

Synopsis:

```
int connectvia( IPADDR addr, WORD localport, WORD remoteport,
               DWORD timeout, IPADDR ipa );
```

Description:

This function connects to another host via a specific IP interface.

Parameters:

Type	Name	Description
IPADDR	addr	The address to connect to.
WORD	localport	The local port to use for the connection. Note: A value of 0 causes the stack to select an unused port.
WORD	remoteport	The remote port to connect to.
DWORD	timeout	The number of time ticks to wait for a connecting socket. Note: A value of 0 waits forever.
IPADDR	ipa	The IP address of the interface to use for making this connection.

Returns:

The file descriptor of the connected socket

A negative number if there was an error:

- TCP_ERR_TIMEOUT (-1) --- Indicates that the connection has timed out.
- TCP_ERR_NOCON (-2) --- Indicates that you have attempted to read/write from socket that does not have a connection established yet.
- TCP_ERR_CLOSING (-3) --- Indicates that you have attempted to read/write from a socket that has already been closed.
- TCP_ERR_NONE_AVAIL (-5) --- Indicates that you have attempted to allocate a socket, but no socket is currently available.
- TCP_ERR_CON_RESET (-6) --- Indicates that you have attempted to read/write from a connection that has been reset by the other side.
- TCP_ERR_CON_ABORT (-7) --- This is an internal error that the client will not (usually) see.

See Also:

connect --- Initiate a connection to another host via default interface

accept --- Accept a connection on a listening socket

listen --- Start listening to accept connections

close --- Close open file descriptors (In the I/O section of this manual)

24.8 setsockoptoption

Synopsis:

```
int setsockoptoption( int fd, int option );
```

Description:

This function sets a socket option.

Parameters:

Type	Name	Description
int	fd	The socket file descriptor.
int	option	The option to set.

Options:

SO_NONAGLE --- Disables the NAGLE algorithm for this socket.

SO_NOPUSH --- Does not send packets with every write. It holds the data for larger packets.

Returns:

The bitmask of all the options for this socket

See Also:

clrsockoptoption --- Clears a specific socket option

getsockoptoption --- Get a socket option

24.9 clrsockoption

Synopsis:

```
int clrsockoption( int fd, int option );
```

Description:

This function clears a specific socket option.

Parameters:

Type	Name	Description
int	fd	The socket file descriptor.
int	option	The option to clear.

Options:

SO_NONAGLE --- Disables the NAGLE algorithm for this socket

SO_NOPUSH --- Does not send packets with every write. It holds the data for larger packets

Returns:

The bit of all enabled options

See Also:

setsockoption --- Set a socket option

getsockoption --- Get a socket option

24.10getsockoptoption

Synopsis:

```
int getsockoptoption( int fd );
```

Description:

This function gets the current options for this socket.

Parameters:

Type	Name	Description
int	fd	The socket file descriptor.

Options:

SO_NONAGLE --- Disables the NAGLE algorithm for this socket.

SO_NOPUSH --- Does not send packets with every write. It holds the data for larger packets.

Returns:

The bit of all enabled options for the selected socket

See Also:

setsockoptoption --- Set a socket option

clrsockoptoption --- Clear a socket option

24.11 GetSocketRemoteAddr

Synopsis:

```
IPADDR GetSocketRemoteAddr( int fd );
```

Description:

This function gets the IP address of the remote host associated with this socket.

Parameters:

Type	Name	Description
int	fd	The socket file descriptor.

Returns:

The IP Address of the remote host

See Also:

GetSocketLocalAddr --- Get the IP address of local interface associated with a socket

GetSocketRemotePort --- Get the remote port associated with a socket

GetSocketLocalPort --- Get the local port associated with a socket

24.12 GetSocketLocalAddr

Synopsis:

```
IPADDR GetSocketLocalAddr( int fd );
```

Description:

This function gets the IP address of the interface associated with this socket.

Warning: This call only works if you have defined the variable MULTIHOME in C:\Nburn\include\predef.h and rebuilt all of the system libraries

Parameters:

Type	Name	Description
int	fd	The socket file descriptor.

Returns:

The IP Address of the associated interface

See Also:

GetSocketRemoteAddr --- Get the IP address of the remote host associated with a socket

GetSocketRemotePort --- Get the remote port associated with a socket

GetSocketLocalPort --- Get the local port associated with a socket

24.13 GetSocketRemotePort

Synopsis:

```
WORD GetSocketRemotePort( int fd )
```

Description:

This function gets the remote port associated with this socket.

Parameters:

Type	Name	Description
int	fd	The socket file descriptor.

Returns:

This function returns the (WORD) remote port of the remote host.

See Also:

GetSocketRemoteAddr --- Get the IP address of the remote host associated with a socket

GetSocketLocalAddr --- Get the IP address of local interface associated with a socket

GetSocketLocalPort --- Get the local port associated with a socket

24.14 GetSocketLocalPort

Synopsis:

```
WORD GetSocketLocalPort( int fd );
```

Description:

This function gets the local port associated with this socket.

Parameters:

Type	Name	Description
int	fd	The socket file descriptor.

Returns:

This function returns the (WORD) local port of the remote host.

See Also:

GetSocketRemoteAddr --- Get the IP address of the remote host associated with a socket

GetSocketLocalAddr --- Get the IP address of local interface associated with a socket

GetSocketRemotePort --- Get the remote port associated with a socket

24.15 GetHostByName

Header File:

```
#include <dns.h>           // Found in C:\Nburn\include
```

Synopsis:

```
int GetHostByName( const char * name, IPADDR * pIpaddr,
                  IPADDR dns_server, DWORD timeout );
```

Description:

This function looks up the IP address of the named host. Note that you will need to configure the NetBurner device to have a valid DNS IP address and Gateway IP address.

Parameters:

Type	Name	Description
const char	*name	The name to resolve (e.g. www.netburner.com).
IPADDR	*pIpaddr	A pointer to the IPADDR variable. (Used to store the retrieved address.)
IPADDR	dns_server	The IPADDR of the DNS server to query. Note: 0 uses the stored system default.
WORD	timeout	The number of time ticks to wait for a response. Note: A value of 0 waits forever.

Returns:

DNS_OK --- On Success
 DNS_TIMEOUT --- If the DNS Server does not respond
 DNS_NOSUCHNAME --- If the DNS Server can not find the name
 DNS_ERR --- If the received DNS response has errors

See Also:

AsciiToIp --- Convert a dotted decimal IP string to an IP address
 ShowIP --- Show an IP address as dotted decimal on stdio

24.16Ping

Synopsis:

```
int Ping( IPADDR to, WORD id, WORD seq, WORD maxwaitticks );
```

Description:

This function "pings" the selected address and waits for a response. Ping (i.e. **P**acket **I**nternet **G**roper) is an Internet utility used to determine whether a particular IP address is online by sending out a packet and waiting for a response. Ping is also used to test and debug a network as well as see if a user is online. Ping can also function like a DNS (Domain Name Server) because "pinging" a domain name will return its IP address. The Ping function is used for the primary ethernet interface. **Note:** If you need to ping through another specified interface, you **must** use the **PingVialInterface** function.

Returns:

The number of ticks the response took
-1 --- If it timed out

See Also:

PingVialInterface --- Sends an ICMP echo through a specified interface and waits for a response
SendPing --- Sends an ICMP echo to an address

Example:

```
/* This function pings the address given in buffer */
void ProcessPing(char * buffer)
{
    IPADDR addr_to_ping;
    char * cp = buffer; /* Trim leading white space */

    /* Get the address or use the default */
    while ((*cp) && (isspace(*cp))) cp++;
    if ( cp[0] )
        addr_to_ping = AsciiToIp(cp);
    else
        addr_to_ping = IpGate;
    iprintf( "\nPinging :" );
    ShowIP( addr_to_ping );
    iprintf("\n");
    int rv = Ping( addr_to_ping, 1/*Id */, 1 /*Seq */, 100/*Max Ticks*/ );
    if ( rv == -1 )
        iprintf(" Failed! \n" );
    else
        iprintf(" Response Took %d ticks\n", rv );
}
```


24.17 PingViaInterface

Synopsis:

```
int PingViaInterface( IPADDR to, WORD id, WORD seq, WORD maxwaitticks,  
                     int interface );
```

Description:

This function "pings" the selected address through a specified interface and waits for a response. Ping (i.e. **P**acket **I**nternet **G**roper) is an Internet utility used to determine whether a particular IP address is online by sending out a packet and waiting for a response. Ping is also used to test and debug a network as well as see if a user is online. Ping can also function like a DNS (Domain Name Server) because "pinging" a domain name will return its IP address. **Note:** If pinging over WiFi (or if any other alternate IP interface is desired), then this function is required in lieu of the Ping function.

Returns:

The number of ticks the response took
-1 --- If it timed out

See Also:

Ping --- Sends an ICMP echo to an address and waits for a response
SendPing --- Sends an ICMP echo to an address

24.18SendPing

Synopsis:

```
void SendPing( IPADDR to, WORD id, WORD seq, int interface );
```

Description:

This function "pings" the selected address. Ping (i.e. **P**acket **I**nternet **G**roper) is an Internet utility used to determine whether a particular IP address is online by sending out a packet and waiting for a response. Ping is also used to test and debug a network as well as see if a user is online. Ping can also function like a DNS (Domain Name Server) because "pinging" a domain name will return its IP address. The Ping function is used for the primary ethernet interface. **Note:** If you need to ping through another specified interface, you must use the **PingViaInterface** function.

Returns:

Nothing --- This is a void function

See Also:

Ping --- Sends an ICMP echo to an address and waits for a response

PingViaInterface --- Sends an ICMP echo through a specified interface and waits for a response

24.19GetTFTP

Synopsis:

```
int GetTFTP( PCSTR fname, PCSTR mode, PBYTE buffer, int & len,
            DWORD timeout, IPADDR server, WORD opening_port );
```

Description:

This function reads a file from a TFTP Server and put it in the passed in buffer. Important: TFTP (i.e. Trivial File Transfer Protocol) is a version of the TCP/IP FTP protocol that has no directory or password capability.

Parameters:

Type	Name	Description
PCSTR	fname	The name of the file to retrieve.
PCSTR	mode	The opening mode: b (binary) or t (text).
PBYTE	buffer	A pointer to the memory area to hold the received file.
int	&len	A reference to the buffer length. It holds the maximum length when the function is called and holds the number of bytes actually copied on return.
DWORD	timeout	The number of ticks to wait for the operation to complete.
IPADDR	server	The IP Address to send the TFTP request to.
WORD	opening_port	The port to send the TFTP request to.

Returns:

TFTP_OK (0)
 TFTP_TIMEOUT (1)
 TFTP_ERROR (2)

See Also:

SendTFTP --- Send a file to a TFTP server
 NBTFTP --- A TFTP Server for Win32

24.20SendTFTP

Synopsis:

```
int SendTFTP( PCSTR fname, PCSTR mode, PBYTE buffer, int & len,
             DWORD timeout, DWORD pkttimeout, IPADDR server, WORD opening_port );
```

Description:

This function sends a file to a TFTP server. Important: TFTP (i.e. Trivial File Transfer Protocol) is a version of the TCP/IP FTP protocol that has no directory or password capability.

Parameters:

Type	Name	Description
PCSTR	fname	The name of the file to put on the TFTP Server.
PCSTR	mode	The opening mode: b (binary) or t (text).
PBYTE	buffer	A pointer to the memory area that holds the file to be sent.
int	&len	A reference to the buffer length. It holds the maximum length when the function is called, and holds the number of bytes actually copied on return.
DWORD	timeout	The total number of ticks to wait for the operation to complete.
DWORD	pkttimeout	The number of ticks to wait for timeout on each packet sent.
IPADDR	server	The IP Address to send the TFTP request to.
WORD	opening_port	The port to send the TFTP request to.

Returns:

TFTP_OK (0)
TFTP_TIMEOUT (1)
TFTP_ERROR (2)

See Also:

NBTFTP --- A TFTP Server for Win32
GetTFTP --- Read a file from a TFTP server

24.21 ShowArp

Synopsis:

```
void ShowArp( );
```

Description:

This function dumps the ARP cache to stdio. ARP (**A**ddress **R**esolution **P**rotocol) is a protocol for mapping an Internet Protocol address (IP address) to a physical machine address that is recognized in the local network. The physical machine address is also known as a Media Access Control (MAC) address. A table, usually called the ARP cache, is used to maintain a correlation between each MAC address and its corresponding IP address. ARP provides the protocol rules for making this correlation and providing address conversion in both directions.

When an incoming packet destined for a host machine on a particular local area network arrives at a gateway, the gateway asks the ARP program to find a physical host or MAC address that matches the IP address. The ARP program looks in the ARP cache and, if it finds the address, provides it so that the packet can be converted to the right packet length and format and sent to the machine. If no entry is found for the IP address, ARP broadcasts a request packet in a special format to all the machines on the LAN to see if one machine knows that it has that IP address associated with it. A machine that recognizes the IP address as its own returns a reply so indicating. ARP updates the ARP cache for future reference and then sends the packet to the MAC address that replied.

Since protocol details differ for each type of local area network, there are separate ARP Requests for Comments (RFC) for Ethernet, ATM, Fiber Distributed-Data Interface, High-Performance Parallel Interface (HIPPI), and other protocols. There is also a Reverse ARP (RARP) for host machines that do not know their IP address. RARP enables them to request their IP address from the gateway's ARP cache.

Parameters:

None

Returns:

Nothing --- This is a void function

See Also:

ShowIPBuffer --- Dump a pool pointer to stdio, interpreting it as a packet

24.22DumpTcpDebug

Synopsis:

```
void DumpTcpDebug( );
```

Description:

This function dumps the TCP debugging log to stdio.

Parameters:

None

Returns:

Nothing ---This is a void function

See Also:

EnableTcpDebug --- Enable the TCP debug log

24.23 EnableTcpDebug

Synopsis:

```
void EnableTcpDebug( WORD db );
```

Description:

This function enables the TCP debug log.

Returns:

Nothing --- This is a void function

See Also:

DumpTcpDebug --- Dump the TCP debugging log to stdio

24.24 ShowIPBuffer

Synopsis:

```
void ShowIPBuffer( PoolPtr rp );
```

Description:

This function dumps a pool pointer to stdio, interpreting it as a packet.

Returns:

Nothing --- This is a void function.

See Also:

ShowBuffer --- Show the raw data in a pool pointer
GetFreeCount --- Get number of free buffer available
ShowArp --- Dump the ARP cache to stdio

24.25GetFreeCount

Synopsis:

```
#include <buffers.h>

WORD GetFreeCount( );
```

Description:

This function returns the number of free pool buffers, which are used for network and serial communication. The buffers.h include file is normally already included, so you do not usually need to add it yourself. The maximum number of buffers is defined in \nburn\include\constants.h as:

```
#define BUFFER_POOL_SIZE (256).
```

The size of each buffer is defined as: #define ETHER_BUFFER_SIZE 1548.

A number of buffers must be allocated to the Ethernet driver for receiving packets. The number will vary by platform, but is typically 10 buffers. If your number of free buffers reaches zero, then no further network communication will be possible until some buffers are freed.

Serial port buffers are defined as a number of buffers allocated from this buffer pool for serial use only. In constants.h the default definitions are:

```
#define SERIAL_TX_BUFFERS (2)
#define SERIAL_RX_BUFFERS (2)
```

Each serial port buffer is equal in size to an Ethernet buffer.

Parameters:

None

Returns:

Number of free buffers.

See Also:

ShowIPBuffer --- Dump a pool pointer to stdio, interpreting it as a packet
ShowBuffer --- Show the raw data in a pool pointer

24.26 ShowBuffer

Synopsis:

```
void ShowBuffer( PoolPtr p );
```

Description:

This function shows the raw data in a buffer referenced by a pool pointer.

Returns:

Nothing --- This is a void function

See Also:

ShowIPBuffer --- Dump a pool pointer to stdio, interpreting it as a packet
GetFreeCount --- Get number of free buffer available

24.27TcpGetLastRxTime

Synopsis:

```
DWORD TcpGetLastRxTime(int fd);
```

Description:

Each TCP connection has a corresponding `Socket_struct`. One of the elements of this struct is a variable called `LastRxTime`, which stores the current time tick every time a packet is received. This function allows you to find out when the last packet was received by returning this variable.

- This function, along with `TcpSendKeepAlive`, is used to implement keepalive.
- If `LastRxTime` is the same before and after a keepalive packet is sent, the client has not responded to the keepalive packet and it can be assumed that connection is lost.
- Make sure to allow time for the client to respond to the keep alive packet
- Do not call `TcpGetLastRxTime` more often than once every second.

Parameters:

Type	Name	Description
int	fd	The socket file descriptor.

Returns:

Time (in ticks) of last TCP packet received on the corresponding socket.

See Also:

`TcpSendKeepAlive` --- Send KeepAlive packet

24.28TcpSendKeepAlive

Synopsis:

```
void TcpSendKeepAlive (int fd);
```

Description:

This function checks to see if the other end of a TCP connection is still responding by sending it an empty packet with a decremented sequence number (the sequence number of the last packet it sent). This causes the other end to send an ACK even though the packet was empty.

Parameters:

Type	Name	Description
int	fd	The socket file descriptor.

Returns:

Nothing

See Also:

TcpGetLastRxTime --- get time of last packet received

24.29HTONS

Synopsis:

```
WORD HTONS ( WORD x );
```

Description:

This function translates a WORD from host order to network order.

See Also:

HTONL --- Translate a DWORD from host order to network order
NTOHS --- Translate a WORD from network order to host order
NTOHL --- Translate a DWORD from network order to host order

24.30HTONL

Synopsis:

```
DWORD HTONL( DWORD x );
```

Description:

This function translates a DWORD from host order to network order.

See Also:

HTONS --- Translate a WORD from host order to network order
NTOHS --- Translate a WORD from network order to host order
NTOHL --- Translate a DWORD from network order to host order

24.31 NTOHS

Synopsis:

```
WORD NTOHS ( WORD x );
```

Description:

This function translates a WORD from network order to host order.

See Also:

HTONL --- Translate a DWORD from host order to network order
HTONS --- Translate a WORD from host order to network order
NTOHL --- Translate a DWORD from network order to host order

24.32 NTOHL

Synopsis:

```
DWORD NTOHL( DWORD x );
```

Description:

This function translates a DWORD from network order to host order.

See Also:

HTONL --- Translate a DWORD from host order to network order
HTONS --- Translate a WORD from host order to network order
NTOHS --- Translate a WORD from network order to host order

25 UDP Library

The UDP protocol is implemented as a C++ class. You can implement UDP functionality in your application using the C++ class interface, or you can use wrapper functions that implement a UDP sockets type interface. For background on UDP and example programs, please refer to the NetBurner Network Programming Guide.

Header File

```
#include <udp.h>           // Found in C:\Nburn\include
```

25.1 UDP C++ Class API

Constructors and Destructor

- UDPPacket --- Construct a UDP object by waiting on a FIFO
- UDPPacket --- Make a UDP packet from a pool buffer
- UDPPacket --- Make an empty UDP packet
- ~UDPPacket --- UDP packet destructor

Check Packet Validity

- Validate --- Returns true if the packet is valid

Packet Element Access

- SetSourcePort --- Set the source port for the packet
- GetSourcePort --- Read source port
- SetDestinationPort --- Set the destination port
- GetDestinationPort --- Get the destination port

Data Access Functions

- GetDataBuffer --- Get a pointer to the data buffer
- SetDataSize --- Set the size of the data section
- GetDataSize --- Get the size of the data section
- ResetData --- Zero the data buffer length

Append Data Functions

- AddData --- Add data on the end
- AddData --- Add a zero terminated string
- AddDataWord --- Add a WORD
- AddDataByte --- Add a Byte

Pool Pointer Access Functions

- ReleaseBuffer --- Release the UDP objects captive buffer
- GetPoolPtr --- Get a handle to the UDP objects captive buffer

Send Functions

- SendAndKeep --- Send a copy of the attached pool pointer
- SendAndKeepVia --- Send a copy of the attached pool ptr via a specific interface
- Send --- Send and free the attached pool buffer
- SendVia --- Send and free the attached pool buffer via a specific interface

Related Class Functions

- RegisterUDPFifo --- Register to listen to a specific UDP port
- UnregisterUDPFifo --- Unregister a listening UDP Fifo

25.1.1 UDP Class Example

The following example is taken from the NetBurner Network Programmers Guide, which provides detailed information on UDP.

```

/*****
UDP Packet C++ Class Example
This application will send/receive UDP packets with another host on a network,
such as a PC. Use the MTTTY serial port program to access the menu and
prompts to specify the destination IP address and port number.

NetBurner supplies an API for handling UDP as a C++ Class using UDPPacket, or
you can use a UDP sockets API (see UDP socket example).

For an external UDP host you can use the NetBurner java example, or the
NetBurner UDP terminal program.
*****/
#include "predef.h"
#include <stdio.h>
#include <stdlib.h>
#include <ctype.h>
#include <startnet.h>
#include <ucos.h>
#include <udp.h>
#include <autoupdate.h>
#include <string.h>
#include <taskmon.h>
#include <dhcpcclient.h>
#include <networkdebug.h>

const char *AppName = "UDP C++ Packet Class Example";

extern "C"
{
    void UserMain( void *pd );
}

// Declare a task stack for the UDP Reader task
DWORD UdpReaderStack[USER_TASK_STK_SIZE];

/*-----
 * This task will wait for incoming UDP packets and process them.
-----*/
void UdpReaderTask( void *pd )
{
    int port = ( int ) pd;
    iprintf( "UdpReaderTask monitoring port %d\r\n", port );

    // Create FIFO to store incoming packets and initialize it
    OS_FIFO fifo;
    OSFifoInit( &fifo );

    // Register to listen for UDP packets on port number 'port'
    RegisterUDPFifo( port, &fifo );

    while ( 1 )
    {
        // We construct a UDP packet object using the FIFO.
        // This constructor will only return when we have received a packet

```

The NetBurner Runtime Libraries Reference

```
        UDPPacket upkt( &fifo,
                        0 /* Replace this 0 with a tick count to have a time out
delat */ );

    // Did we get a valid packet or just time out?
    if ( upkt.Validate() )
    {
        WORD len = upkt.GetDataSize();
        iprintf( "\r\nReceived a UDP packet with %d bytes from :", ( int ) len );
        ShowIP( upkt.GetSourceAddress() );
        iprintf( "\r\n" );
        ShowData( upkt.GetDataBuffer(), len );
        iprintf( "\r\n" );
    }
}

/*****
 * UserMain Task
 * This is the first task to be executed and will create the UDP
 * Reader Task.
 *****/
void UserMain( void *pd )
{
    int          portnum;
    IPADDR       ipaddr;
    char         buffer[80];

    InitializeStack();
    EnableAutoUpdate();
    EnableTaskMonitor();

    if ( EthernetIP == 0 )
    {
        iprintf( "Trying DHCP\r\n" );
        GetDHCPAddress();
        iprintf( "DHCP assigned the IP address of : " );
        ShowIP( EthernetIP );
        iprintf( "\r\n" );
    }

    OSChangePrio( MAIN_PRIO );

#ifdef _DEBUG
    InitializeNetworkGDB();
#endif

    iprintf( "Starting UDP Packet C++ Class Example\r\n" );

    // Get desination IP address
    iprintf( "Enter the destination IP address: " );
    buffer[0] = '\0';
    while ( buffer[0] == '\0' ) // Keep looping until something is entered
    {
        gets( buffer );
    }
    ipaddr = AsciiToIp( buffer );
    iprintf("\r\n");

    /* Get the port number. This application uses the same
    * port number for send and receive.
    */
}
```

```

iprintf( "Enter the source/destination port number: " );
gets( buffer );
portnum = atoi( buffer );
iprintf("\r\n");

// Display informational message
iprintf( "Sending/Recieving with host ");
ShowIP( ipaddr );
iprintf( ": %d\r\n", portnum );

/* Create task to recieve UDP packets. We will pass the destination
 * port number in the optional second parameter field, and set the
 * priority to 1 less than the UserMain priority so packets get
 * processed as they are received.
 */
OSTaskCreate( UdpReaderTask,
              ( void * ) portnum,
              &UdpReaderStack[USER_TASK_STK_SIZE],
              UdpReaderStack,
              MAIN_PRIO - 1 );

// Loop forever displaying UDP data
while ( 1 )
{
    iprintf( "Enter a string to send: " );
    gets( buffer );
    iprintf("\r\n");
    iprintf( "Sending \"%s\" using UDP to ", buffer );
    ShowIP( ipaddr );
    iprintf(" : %d\r\n", portnum );

    // Note that the UDPPacket instance below is enclosed by '{'
    // braces to handle the scope of the data buffers used by
    // the C++ class instance.
    {
        UDPPacket pkt;
        pkt.SetSourcePort( portnum );
        pkt.SetDestinationPort( portnum );
        pkt.AddData( buffer );
        pkt.AddDataByte( 0 );
        pkt.Send( ipaddr );
    }
    iprintf( "\r\n" );
};
}

```

25.1.2 UDPPacket

Synopsis:

```
UDPPacket ( ) ;
```

Description:

This function creates a UDP packet with no data. Member functions are then used to configure the packet and send it.

Parameters:

None

Returns:

No value returned

25.1.3 UDPPacket (FIFO)

Synopsis:

```
UDPPacket( OS_FIFO * fifo, DWORD wait );
```

Description:

UDP packets are received in a OS_FIFO. Once received, this function can be used to create a UDP packet from the FIFO entry, which removes the entry from the FIFO. This function will block until a FIFO entry is available, or the specified timeout occurs. If the FIFO times out, then an invalid UDP packet will be created. The UDP Validate() function must always be called after this function to verify a valid UDP packet has been received.

Returns:

A UDP Packet, which then must be verified Validate() function

25.1.4 UDPPacket (Pool Buffer)

Synopsis:

```
UDPPacket( PoolPtr p );
```

Description:

This creates a UDP packet from a pool buffer. This is a reserved function for internal use.

Returns:

A UDP Packet, which then must be verified Validate() function

25.1.5 ~UDPPacket

Synopsis:

```
~UDPPacket ( ) ;
```

Description:

This function is the UDPPacket destructor, which will be called automatically when an instance of UDPPacket goes out of scope.

Parameters:

None

Returns:

No value returned

25.1.6 Validate

Synopsis:

```
BOOL Validate( );
```

Description:

Verifies a received UDP packet has data and validates the checksum. This function should only be called when receiving a UDP packet.

Parameters:

None

Returns:

True --- If the packet is valid

False --- If you try to validate a packet before it has been sent

25.1.7 SetSourcePort

Synopsis:

```
void SetSourcePort( WORD );
```

Description:

Sets the UDP Packet source port number.

Returns:

Nothing --- This is a void function

25.1.8 GetSourcePort

Synopsis:

```
WORD GetSourcePort( );
```

Description:

Returns a received UDP packet's source port number.

Parameters:

None

Returns:

The 16-bit source port number

25.1.9 SetDestinationPort

Synopsis:

```
void SetDestinationPort( WORD );
```

Description:

Sets the UDP Packet destination port number.

Returns:

Nothing --- This is a void function

25.1.10 GetDestinationPort

Synopsis:

```
WORD GetDestinationPort( );
```

Description:

Returns a UDP packet's destination port number.

Parameters:

None

Returns:

The 16-Bit destination port number

25.1.11 GetDataBuffer

Synopsis:

```
PBYTE GetDataBuffer( );
```

Description:

This function gets a pointer to the UDP packet's data buffer.

Parameters:

None

25.1.12 SetDataSize

Synopsis:

```
void SetDataSize( WORD );
```

Description:

Specifies the UDP Packet's data size as a number of bytes.

Returns:

Nothing --- This is a void function

25.1.13 GetDataSize

Synopsis:

```
WORD GetDataSize( );
```

Description:

Returns the number of data bytes in a UDP packet.

Returns:

Number of data bytes.

25.1.14 ResetData

Synopsis:

```
void ResetData( );
```

Description:

This function zero's the data buffer length.

Parameters:

None

Returns:

Nothing --- This is a void function

25.1.15 AddData

Synopsis:

```
void AddData( PBYTE pData, WORD len );
```

Description:

This function appends data to an existing UDP packet.

Returns:

Nothing --- This is a void function

25.1.16 AddData (Add a Zero Terminated String)

Synopsis:

```
void AddData( PCSTR pData );
```

Description:

Appends data to an existing UDP packet. The length is determined by the null character at the end of the parameter string.

Returns:

Nothing --- This is a void function

25.1.17 AddDataWord

Synopsis:

```
void AddDataWord( WORD w );
```

Description:

Appends a 16-bit unsigned value to an existing UDP packet.

Returns:

Nothing --- This is a void function

25.1.18 AddDataByte

Synopsis:

```
void AddDataByte( BYTE b );
```

Description:

Appends a byte of data to an existing UDP packet.

Returns:

Nothing --- This is a void function

25.1.19 ReleaseBuffer

Synopsis:

```
void ReleaseBuffer( );
```

Description:

Releases UDP objects captive buffer (a pool pointer). This function is for internal use only.

Parameters:

None

Returns:

Nothing --- This is a void function

25.1.20 GetPoolPtr

Synopsis:

```
PoolPtr GetPoolPtr( );
```

Description:

This function gets a handle to the UDP objects captive buffer. This function is for internal use only.

Parameters:

None

25.1.21 SendAndKeep

Synopsis:

```
void SendAndKeep( IPADDR to, BYTE ttl );
```

Description:

This function sends a copy of the attached pool pointer.

Returns:

Nothing --- This is a void function

25.1.22 SendAndKeepVia

Synopsis:

```
void SendAndKeepVia( IPADDR to, IPADDR from_ip, BYTE ttl );
```

Description:

This function sends a copy of the attached pool pointer via a specified interface.

Returns:

Nothing --- This is a void function

25.1.23 Send

Synopsis:

```
void Send( IPADDR to, BYTE ttl=0 );
```

Description:

This function sends the UDP packet and frees the attached pool buffer.

Returns:

Nothing --- This is a void function

25.1.24 SendVia

Synopsis:

```
void SendVia( IPADDR to, IPADDR from_ip, BYTE ttl );
```

Description:

This function sends and frees the attached pool buffer via the specified interface.

Returns:

Nothing --- This is a void function

25.1.25 **RegisterUDPFifo**

Synopsis:

```
void RegisterUDPFifo( WORD dest_port, OS_FIFO *pfifo );
```

Description:

A OS_FIFO is used to receive incoming UDP Packets. This function registers a OS_FIFO to listen to a specific UDP port.

Returns:

Nothing --- This is a void function

25.1.26 UnregisterUDPFifo

Synopsis:

```
void UnregisterUDPFifo( WORD destination_port );
```

Description:

This function will unregister a listening UDP FIFO.

Returns:

Nothing --- This is a void function

25.2 UDP Socket Interface

Definitions

```
#define  UDP_ERR_NOSUCH_SOCKET      (-1)
#define  UDP_ERR_NOTOPEN_TO_WRITE  (-2)
#define  UDP_ERR_NOTOPEN_TO_READ   (-3)
```

Open a UDP Socket

```
int CreateRxUdpSocket(WORD listening_port )
```

Open a UDP socket that can be used by the select() function to receive UDP datagrams.

```
int CreateTxUdpSocket(IPADDR send_to_addr, WORD remote_port,
                     WORD local_port)
```

Open a UDP socket that can use write functions such as: write(), writestring(), etc. to send data.

```
int CreateRxTxUdpSocket(IPADDR send_to_addr, WORD send_to_remote_port,
                       WORD local_port)
```

Open a UDP socket that can send and receive.

These functions return a standard file descriptor, or a negative number if a socket cannot be created.

Send a UDP Packet

```
int sendto(int sock, PBYTE what_to_send, int len_to_send, IPADDR to_addr,
           WORD remote_port)
```

Returns the number of bytes sent or error as defined above

```
int sendtovia(int sock, PBYTE what_to_send, int len_to_send, IPADDR to_addr,
              WORD remote_port, int intfnum)
```

This is the same function as above, but specifies the interface as the last parameter. It returns the number of bytes sent, or an error as defined above.

Receive a UDP Packet

```
int recvfrom(int sock, PBYTE buffer, int len, IPADDR * pAddr,
             WORD * pLocal_port, WORD * pRemote_port)
```

Returns the number of bytes read, or UDP_ERR_NOSUCH_SOCKET (-1)

25.2.1 UDP Sockets Example

The following example is taken from the NetBurner Network Programmers Guide, which provides detailed information on UDP.

```

/*****
UDP Sockets Example
This application will send/receive UDP packets with another host on a network,
such as a PC. Use the MTTTY serial port program to access the menu and
prompts to specify the destination IP address and port number.

NetBurner supplies an API for handling UDP as a C++ Class using UDPPacket, or
you can use a UDP sockets API (see UDP socket example).

For an external UDP host you can use the NetBurner java example, or the
NetBurner UDP terminal program.
*****/
#include "predef.h"
#include <stdio.h>
#include <stdlib.h>
#include <ctype.h>
#include <startnet.h>
#include <ucos.h>
#include <udp.h>
#include <autoupdate.h>
#include <string.h>
#include <taskmon.h>
#include <dhcpcclient.h>
#include <networkdebug.h>

const char *AppName = "UDP Sockets Example";

extern "C"
{
    void UserMain( void *pd );
}

// Declare a task stack for the UDP Reader task
DWORD UdpReaderStack[USER_TASK_STK_SIZE];

/*-----
 * This task will wait for incoming UDP packets and process them.
-----*/
void UdpReaderTask( void *pd )
{
    int port = ( int ) pd;
    iprintf( "UdpReaderTask monitoring port %d\r\n", port );

    // Create a UDP socket for receiving
    int UdpFd = CreateRxUdpSocket( port );
    if ( UdpFd <= 0 )
    {
        iprintf("Error Creating UDP Listen Socket: %d\r\n", UdpFd);
        while (1)
            OSTimeDly(TICKS_PER_SECOND);
    }
    else
    {
        iprintf( "Listening for UDP packets on port %d\r\n", port );
    }
}

```



```

    }

    while (1)
    {
        IPADDR SrcIpAddr; // UDP packet source IP address
        WORD   LocalPort; // Port number UDP packet was sent to
        WORD   SrcPort;   // UDP packet source port number
        char   buffer[80];

        int len = recvfrom( UdpFd, (BYTE *)buffer, 80, &SrcIpAddr, &LocalPort,
&SrcPort );
        buffer[len] = '\0';

        iprintf( "\r\nReceived a UDP packet with %d bytes from :", len );
        ShowIP( SrcIpAddr );
        iprintf( "\r\n%s\r\n", buffer );
    }
}

/*-----
 * UserMain Task
 * This is the first task to be executed and will create the UDP
 * Reader Task.
 *-----*/
void UserMain( void *pd )
{
    int          portnum;
    IPADDR       ipaddr;
    char         buffer[80];

    InitializeStack();
    EnableAutoUpdate();
    EnableTaskMonitor();

    if ( EthernetIP == 0 )
    {
        iprintf( "Trying DHCP\r\n" );
        GetDHCPAddress();
        iprintf( "DHCP assigned the IP address of : " );
        ShowIP( EthernetIP );
        iprintf( "\r\n" );
    }

    OSChangePrio( MAIN_PRIO );

#ifdef _DEBUG
    InitializeNetworkGDB();
#endif

    iprintf( "Starting UDP Sockets Example\r\n" );

    // Get desination IP address
    iprintf( "Enter the UDP Server destination IP address: " );
    buffer[0] = '\0';
    while ( buffer[0] == '\0' ) // Keep looping until something is entered
    {
        gets( buffer );
    }
    ipaddr = AsciiToIp( buffer );

```

```

iprintf("\r\n");

// Get the port number. This application uses the same
// port number for send and receive.
iprintf( "Enter the source/destination port number: " );
gets( buffer );
portnum = atoi( buffer );
iprintf("\r\n");

// Create a UDP socket for sending/receiving
int UdpFd = CreateTxUdpSocket( ipaddr, portnum, portnum );
if ( UdpFd <= 0 )
{
    iprintf("Error Creating UDP Socket: %d\r\n", UdpFd);
    while (1)
        OSTimeDly(TICKS_PER_SECOND);
}
else
{
    iprintf( "Sending/Recieving with host " );
    ShowIP( ipaddr );
    iprintf( ": %d\r\n", portnum );
}

// Create task to receive UDP packets. We will pass the destination
// port number in the optional second parameter field, and set the
// priority to 1 less than the UserMain priority so packets get
// processed as they are received.
OSTaskCreate( UdpReaderTask,
              ( void * ) portnum,
              &UdpReaderStack[USER_TASK_STK_SIZE],
              UdpReaderStack,
              MAIN_PRIO - 1 );

// Loop forever displaying UDP data
while ( 1 )
{
    iprintf( "Enter a string to send: " );
    gets(buffer);
    iprintf("\r\n");
    iprintf( "Sending \"%s\" using UDP to ", buffer );
    ShowIP( ipaddr );
    iprintf(" : %d\r\n", portnum );

    sendto( UdpFd, (BYTE *)buffer, strlen(buffer), ipaddr, portnum );
    iprintf( "\r\n" );
};
}

```

25.2.2 CreateRxUdpSocket

Synopsis:

```
int CreateRxUdpSocket( WORD listening_port )
```

Description:

Open a UDP socket that can be used by the select() function to receive UDP datagrams.

Parameters:

listening_port 16-bit unsigned value of UDP port to listen to for incoming packets

Returns:

A file descriptor, or negative number on error.

25.2.3 CreateTxUdpSocket

Synopsis:

```
int CreateTxUdpSocket(IPADDR send_to_addr, WORD remote_port,  
                      WORD local_port).
```

Description:

Open a UDP socket that can use write functions such as: write(), writestring, etc. to send data.

Parameters:

send_to_addr	Destination IP address
remote_port:	Destination port number
local_port :	Local port number to use. A value of 0 will automatically select a random port number.

Returns:

A file descriptor, or negative number on error.

25.2.4 CreateRxTxUdpSocket

Synopsis:

```
int CreateRxTxUdpSocket(IPADDR send_to_addr, WORD send_to_remote_port,  
                        WORD local_port)
```

Description:

Open a UDP socket that can send and receive.

Parameters:

send_to_addr Destination IP address
send_to_remote_port: Destination port number
local_port : Local port number to use. A value of 0 will automatically select a random port number.

Returns:

A file descriptor, or negative number on error.

25.2.5 sendto

Synopsis:

```
int sendto(int sock, PBYTE what_to_send, int len_to_send, IPADDR to_addr, WORD remote_port)
```

Description:

Send a UDP packet

Parameters:

sock	File descriptor from a previous call to CreateTxUdpSocket() or CreateRxTxSocket()
what_to_send	BYTE array pointer to data to send in packet
len_to_send :	Number of bytes of data to send
to_addr:	Destination IP address
remote_port:	Destination port number

Returns:

Number of bytes sent negative number on error.

25.2.6 sendtovia

Synopsis:

```
int sendtovia(int sock, PBYTE what_to_send, int len_to_send, IPADDR to_addr,  
              WORD remote_port, int intfnum)
```

Description:

Send a UDP packet using the specified network interface.

Parameters:

sock	File descriptor from a previous call to CreateTxUdpSocket() or CreateRxTxSocket()
what_to_send	BYTE array pointer to data to send in packet
len_to_send :	Number of bytes of data to send
to_addr:	Destination IP address
remote_port:	Destination port number
intfnum:	Local network interface to use from previous call to RegisterInterface()

Returns:

Number of bytes sent or a negative number on error.

25.2.7 receivefrom

Synopsis:

```
int recvfrom(int sock, PBYTE buffer, int len, IPADDR *pAddr,  
             WORD *pLocal_port, WORD *pRemote_port)
```

Description:

Receive a UDP packet.

Parameters:

sock	File descriptor from a previous call to CreateRxUdpSocket() or CreateRxTxSocket()
buffer:	Pointer to BYTE array buffer to store received UDP packet data
len:	Maximum number of bytes to receive
pAddr:	Pointer to an IPADDR variable to store the sender's IP address of the packet
pLocal_port:	Pointer to WORD variable to store the local port number of the packet
pRemote_port:	Pointer to WORD variable to store the sender's port number of the packet

Returns:

Number of bytes received or a negative number on error.

26 PPP Library

Like Ethernet, Point to Point Protocol (PPP) is a data link layer which transfers data between nodes on a network. The main difference is that PPP is used between only two network nodes. PPP can be used over many types of physical networks, including: fiber, phone line, serial cable and cellular telephone. Once you have created a PPP connection to or from your NetBurner device you can use it with all the standard network applications such as the web server, tcp, udp, ftp, email, etc.

Internet Service Providers (ISP) can implement PPP with many different options that vary from ISP to ISP. The PPP example program included in the development kit examples directory specifies the most common ISP options and can be used as a code example to specify any specific options you may need in your application.

Header File

```
#include <ppp.h>           // Found in C:\Nburn\include
```

26.1 PPP Structure and Definitions

pppoptions	PPP options structure
enum_PPPState	PPP state definitions

26.2 PPP Functions

StartPPPDameon	Starts the PPP daemon and initialized a modem
StartPPPDirect	Starts the PPP daemon for a direct connection on a Serial port
DialPPP	Dials out (via a modem) to create a PPP connection.
DirectConnectPPP	Initiates a client PPP direct connection on a Serial port.
GetPPPState	Reports the connection state of the PPP system.
StopPPPDameon	Stops listening for a PPP connection.
ClosePPPSesion	Stops any current PPP connection.
GetThatPPP_IP	Get the IP address of the other device on the PPP connection.
GetThisPPP_IP	Get the IP address of the NetBurner device on the PPP connection.
SendCHAPChallenge	Send CHAP challenge packet to PPP host

26.3 PPP Options Structure

The PPP options structure is used to configure the PPP link, specify whether or not authentication is required, and supply an optional user name and password. The code below is an example of the options in tools release 2.3 rc7. Please refer to `c:\nburn\include\ppp.h` for the latest option structure.

```
struct pppoptions {
BYTE Restart_Interval; // The restart interval for PPP negotiations in seconds
BYTE Max_Terminate;    // The Maximum number of times to send terminate
BYTE Max_Configure;    // The Maximum number of times to send config requests
BYTE Max_Failure;      // The Maximum number of config failures (for retries)
BOOL CHAPenable;       // If TRUE then CHAP will be required for connection
BOOL Chat_Login_disable; //If TRUE, PPP will not allow Chat_Login mode

// Callback function used for incoming connections. If you require authentication
// from the peer, crate your own authentication function that takes a user name and
// password, and set the authenticate_func pointer to it. A non-zero return value
// means the authentication was successful.
int  ( *authenticate_func )( const char *name, const char *passwd );

// Username and password used for outgoing connections during PAP or CHAP
// authentication.
const char *pUserName;
const char *pPassword;

// Set to zero to request that the other side to provide our IP address
IPADDR SetThisInterfaceAddress;

// Set to non-zero to request an IP address for the peer
IPADDR SetThatInterfaceAddress;

// The actual values after negotiation
IPADDR ActualThisInterfaceAddress;
IPADDR ActualThatInterfaceAddress;

DWORD dwflags; // Reserved for system use

// The negotiated Maximum Receive Unit (MRU). Read only. Usually 1500 bytes.
WORD MRU;

/* Asynchronous Control Character Map (ACCM) is used to specify escape sequences
for control characters in the data stream. */
DWORD TX_DESIRED_ACCM; /* Set to any additional ACCM vaues you want to use */
DWORD RX_DESIRED_ACCM; /* Set to any additional ACCM vaues you want to use */

// The agreed-upon values after negotiation
DWORD TX_ACCM;
DWORD RX_ACCM;
};
```

26.4 StartPPPDameon

Synopsis:

```
int StartPPPDameon( int serial_port, pppoptions * popt );
```

Description:

When this function is called, the PPP system initializes the modem and prepares it to receive calls.

Parameters:

serial_port	The serial port to use for communication, 0, 1 or 2.
popt *pppoptions	Structure containing the PPP options.

Returns:

ERR_PPP_SUCESS
ERR_PPP_ALREADY_OPEN
ERR_PPP_NO_DIALTONE
ERR_PPP_NO_ANSWER
ERR_PPP_BUSY
ERR_PPP_FAIL
ERR_PPP_PASSFAIL
ERR_PPP_LOSTCARRIER

26.5 StartPPPDirect

Synopsis:

```
int StartPPPDirect( int serial_port, pppoptions *popt );
```

Description:

This function will initiate a host PPP direct connection on a serial port. StartPPPDirect is similar to StartPPPDameon, but it does not require a modem.

Parameters:

serial_port	The serial port to use for communication, 0, 1 or 2.
popt *pppoptions	Structure containing the PPP options.

Returns:

ERR_PPP_SUCCESS
ERR_PPP_ALREADY_OPEN
ERR_PPP_NO_DIALTONE
ERR_PPP_NO_ANSWER
ERR_PPP_BUSY
ERR_PPP_FAIL
ERR_PPP_PASSFAIL
ERR_PPP_LOSTCARRIER
ERR_PPP_NO_MODEM
ERR_PPP_LCP_FAILED

26.6 DialPPP

Synopsis:

```
int DialPPP( int serial_port, pppoptions * popt, const char * dial_string );
```

Description:

This function dials the provided number and attempts to establish a PPP session.

Parameters:

serial_port	The serial port to use for communication, 0, 1 or 2.
popt *pppoptions	Structure containing the PPP options.
dial_string const char *	The dial string to send to the modem. For example "ATD555-1212".

Returns:

ERR_PPP_SUCESS (0)
ERR_PPP_ALREADY_OPEN
ERR_PPP_NO_DIALTONE
ERR_PPP_NO_ANSWER
ERR_PPP_BUSY
ERR_PPP_FAIL
ERR_PPP_PASSFAIL
ERR_PPP_LOSTCARRIER

26.7 DirectConnectPPP

Synopsis:

```
int DirectConnectPPP( int serial_port, pppoptions *popt, const char *dial_string );
```

Description:

This function will initiate a client PPP direct connection on a serial port. DirectConnectPPP similar to DialPPP, but it does not require a modem.

Parameters:

serial_port	The serial port to use for communication, 0, 1 or 2.
popt *pppoptions	Structure containing the PPP options.
dial_string const char *	The dial string to send to the modem. For example "ATD555-1212".

Returns:

ERR_PPP_SUCCESS
ERR_PPP_ALREADY_OPEN
ERR_PPP_NO_DIALTONE
ERR_PPP_NO_ANSWER
ERR_PPP_BUSY
ERR_PPP_FAIL
ERR_PPP_PASSFAIL
ERR_PPP_LOSTCARRIER
ERR_PPP_NO_MODEM
ERR_PPP_LCP_FAILED

26.8 GetPPPState

Synopsis:

```
enum_PPPState GetPPPState( );
```

Description:

This function returns the current state of the PPP system as defined by the PPPState structure in ppp.h:

```
typedef enum {  
    eClosed,  
    eInitializingModem,  
    eDialing,  
    eWait4Ring,  
    eAnswering,  
    eWaitForTrain,  
    eLCPNegotiate,  
    ePAPAuthenticate,  
    eCHAPAuthenticate,  
    eNCPNegotiate,  
    eOpen,  
    eClosing  
}enum_PPPState;
```

Parameters:

None

Returns:

The current state of the PPP system.

26.9 StopPPPDameon

Synopsis:

```
void StopPPPDameon();
```

Description:

This function stops the PPP receive daemon started with the StartPPPDameon.

Parameters:

None

Returns:

Nothing.

26.10 ClosePPPSesion

Synopsis:

```
void ClosePPPSesion( );
```

Description:

This function closes any active PPP sessions.

Parameters:

None

Returns:

Nothing. This is a void function.

26.11 GetThatPPP_IP

Synopsis:

```
IPADDR GetThatPPP_IP( );
```

Description:

Returns the IP address of the other end of the PPP connection.

Parameters:

None

Returns:

An IP address of type IPADDR.

26.12 GetThisPPP_IP

Synopsis:

```
IPADDR GetThisPPP_IP( );
```

Description:

Returns the IP address of the NetBurner device used in the PPP connection.

Parameters:

None

Returns:

An IP address of type IPADDR.

26.13 SendCHAPChallenge

Synopsis:

```
void SendCHAPChallenge( );
```

Description:

Sends a CHAP packet to the PPP connected device. Note that the `#define GATHER_RANDOM` must be enabled in `\nburn\include\predef.h`.

Parameters:

None

Returns:

Nothing.

27 IPSetup Password Protection

Synopsis:

```
extern int ( *ipsetup_authenticate_func )
          ( const char *name, const char *passwd );
```

Description:

When the `ipsetup_authenticate_func` is assigned to a function, that function will be called before the IPSetup.exe Windows utility is allowed to change any system settings. In other words, it is a callback function. The user running the IPSetup.exe utility will be presented with a dialog box requesting a user name and password, which are then passed to your function for processing and authentication. You function can do the authentication in any manner you wish. Returning 1 allows IPSetup to proceed, returning 0 aborts the process. There is a similar function pointer named `update_authenticate_func` for password protection on the AutoUpdate utility. You may use the same authentication function by assigning both `ipsetup_authenticate_func` and `update_authenticate_func` to the same function.

Your password function must be of the form:

```
int MyPasswordTest(const char * user, const char * pass)
{
    /* Check password and user here */
    if (/* password ok */)
        return 1;
    else
        return 0;
}
```

You assign the function to the password hook by:

```
ipsetup_authenticate_func = MyPasswordTest;
```

Example Program

```
#include "predef.h"
#include <stdio.h>
#include <ctype.h>
#include <startnet.h>
#include <autoupdate.h>
#include <dhcpcclient.h>
#include <taskmon.h>
#include <smarttrap.h>
#include <string.h>

extern "C"
{
    void UserMain( void * pd);
}
```

```

const char * AppName = "CallbackFeatures";

// Set TRUE for example. This would be the flag set/cleared by your
// application to enable an autoupdate.
BOOL SafeToAutoUpdate = TRUE;

/*-----
 * Authentication
 *-----*/
const char* UserName = "NetBurner";    // hardcode for example
const char* Password = "password";    // hardcode for example

int Authentication( const char *name, const char *passwd )
{
    if( strcmp( UserName, name ) != 0 )
        return 0;    // Invalid user name

    if( strcmp( Password, passwd ) != 0 )
        return 0;    // Invalid password

    return 1;    // Allow IPSetup to change params
}

/*-----
 * Shutdown
 *-----*/
int Shutdown(void)
{
    if( SafeToAutoUpdate )
        return 1;    // proceed with update
    else
        return 0;    // abort update
}

/*-----
 * UserMain
 *-----*/
void UserMain( void * pd )
{
    InitializeStack();
    if (EthernetIP==0)
        GetDHCPAddress();
    OSChangePrio( MAIN_PRIO );
    EnableAutoUpdate();

    update_authenticate_func = Authentication;
    ipsetup_authenticate_func = Authentication;
    update_shutdown_func = Shutdown;

    while ( 1 )
    {
        OSTimeDly( TICKS_PER_SECOND );
    }
}

```