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\* uC/OS-II

\* The Real-Time Kernel

\* uC/OS-II Configuration File for V2.8x

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\* File : OS\_CFG.H

\* By : Jean J. Labrosse

\* Version : V2.91

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#ifndef OS\_CFG\_H

#define OS\_CFG\_H

/\* ---------------------- MISCELLANEOUS ----------------------- \*/

#define OS\_APP\_HOOKS\_EN 1u /\* Application-defined hooks are called from the uC/OS-II hooks \*/

#define OS\_ARG\_CHK\_EN 0u /\* Enable (1) or Disable (0) argument checking \*/

#define OS\_CPU\_HOOKS\_EN 1u /\* uC/OS-II hooks are found in the processor port files \*/

#define OS\_DEBUG\_EN 1u /\* Enable(1) debug variables \*/

#define OS\_EVENT\_MULTI\_EN 1u /\* Include code for OSEventPendMulti() \*/

#define OS\_EVENT\_NAME\_EN 1u /\* Enable names for Sem, Mutex, Mbox and Q \*/

#define OS\_LOWEST\_PRIO 63u /\* Defines the lowest priority that can be assigned ... \*/

/\* ... MUST NEVER be higher than 254! \*/

#define OS\_MAX\_EVENTS 10u /\* Max. number of event control blocks in your application \*/

#define OS\_MAX\_FLAGS 5u /\* Max. number of Event Flag Groups in your application \*/

#define OS\_MAX\_MEM\_PART 5u /\* Max. number of memory partitions \*/

#define OS\_MAX\_QS 4u /\* Max. number of queue control blocks in your application \*/

#define OS\_MAX\_TASKS 20u /\* Max. number of tasks in your application, MUST be >= 2 \*/

#define OS\_SCHED\_LOCK\_EN 1u /\* Include code for OSSchedLock() and OSSchedUnlock() \*/

#define OS\_TICK\_STEP\_EN 1u /\* Enable tick stepping feature for uC/OS-View \*/

#define OS\_TICKS\_PER\_SEC 100u /\* Set the number of ticks in one second \*/

/\* --------------------- TASK STACK SIZE ---------------------- \*/

#define OS\_TASK\_TMR\_STK\_SIZE 128u /\* Timer task stack size (# of OS\_STK wide entries) \*/

#define OS\_TASK\_STAT\_STK\_SIZE 128u /\* Statistics task stack size (# of OS\_STK wide entries) \*/

#define OS\_TASK\_IDLE\_STK\_SIZE 128u /\* Idle task stack size (# of OS\_STK wide entries) \*/

/\* --------------------- TASK MANAGEMENT ---------------------- \*/

#define OS\_TASK\_CHANGE\_PRIO\_EN 1u /\* Include code for OSTaskChangePrio() \*/

#define OS\_TASK\_CREATE\_EN 1u /\* Include code for OSTaskCreate() \*/

#define OS\_TASK\_CREATE\_EXT\_EN 1u /\* Include code for OSTaskCreateExt() \*/

#define OS\_TASK\_DEL\_EN 1u /\* Include code for OSTaskDel() \*/

#define OS\_TASK\_NAME\_EN 1u /\* Enable task names \*/

#define OS\_TASK\_PROFILE\_EN 1u /\* Include variables in OS\_TCB for profiling \*/

#define OS\_TASK\_QUERY\_EN 1u /\* Include code for OSTaskQuery() \*/

#define OS\_TASK\_REG\_TBL\_SIZE 1u /\* Size of task variables array (#of INT32U entries) \*/

#define OS\_TASK\_STAT\_EN 1u /\* Enable (1) or Disable(0) the statistics task \*/

#define OS\_TASK\_STAT\_STK\_CHK\_EN 1u /\* Check task stacks from statistic task \*/

#define OS\_TASK\_SUSPEND\_EN 1u /\* Include code for OSTaskSuspend() and OSTaskResume() \*/

#define OS\_TASK\_SW\_HOOK\_EN 1u /\* Include code for OSTaskSwHook() \*/

/\* ----------------------- EVENT FLAGS ------------------------ \*/

#define OS\_FLAG\_EN 1u /\* Enable (1) or Disable (0) code generation for EVENT FLAGS \*/

#define OS\_FLAG\_ACCEPT\_EN 1u /\* Include code for OSFlagAccept() \*/

#define OS\_FLAG\_DEL\_EN 1u /\* Include code for OSFlagDel() \*/

#define OS\_FLAG\_NAME\_EN 1u /\* Enable names for event flag group \*/

#define OS\_FLAG\_QUERY\_EN 1u /\* Include code for OSFlagQuery() \*/

#define OS\_FLAG\_WAIT\_CLR\_EN 1u /\* Include code for Wait on Clear EVENT FLAGS \*/

#define OS\_FLAGS\_NBITS 16u /\* Size in #bits of OS\_FLAGS data type (8, 16 or 32) \*/

/\* -------------------- MESSAGE MAILBOXES --------------------- \*/

#define OS\_MBOX\_EN 1u /\* Enable (1) or Disable (0) code generation for MAILBOXES \*/

#define OS\_MBOX\_ACCEPT\_EN 1u /\* Include code for OSMboxAccept() \*/

#define OS\_MBOX\_DEL\_EN 1u /\* Include code for OSMboxDel() \*/

#define OS\_MBOX\_PEND\_ABORT\_EN 1u /\* Include code for OSMboxPendAbort() \*/

#define OS\_MBOX\_POST\_EN 1u /\* Include code for OSMboxPost() \*/

#define OS\_MBOX\_POST\_OPT\_EN 1u /\* Include code for OSMboxPostOpt() \*/

#define OS\_MBOX\_QUERY\_EN 1u /\* Include code for OSMboxQuery() \*/

/\* --------------------- MEMORY MANAGEMENT -------------------- \*/

#define OS\_MEM\_EN 1u /\* Enable (1) or Disable (0) code generation for MEMORY MANAGER \*/

#define OS\_MEM\_NAME\_EN 1u /\* Enable memory partition names \*/

#define OS\_MEM\_QUERY\_EN 1u /\* Include code for OSMemQuery() \*/

/\* ---------------- MUTUAL EXCLUSION SEMAPHORES --------------- \*/

#define OS\_MUTEX\_EN 1u /\* Enable (1) or Disable (0) code generation for MUTEX \*/

#define OS\_MUTEX\_ACCEPT\_EN 1u /\* Include code for OSMutexAccept() \*/

#define OS\_MUTEX\_DEL\_EN 1u /\* Include code for OSMutexDel() \*/

#define OS\_MUTEX\_QUERY\_EN 1u /\* Include code for OSMutexQuery() \*/

/\* ---------------------- MESSAGE QUEUES ---------------------- \*/

#define OS\_Q\_EN 1u /\* Enable (1) or Disable (0) code generation for QUEUES \*/

#define OS\_Q\_ACCEPT\_EN 1u /\* Include code for OSQAccept() \*/

#define OS\_Q\_DEL\_EN 1u /\* Include code for OSQDel() \*/

#define OS\_Q\_FLUSH\_EN 1u /\* Include code for OSQFlush() \*/

#define OS\_Q\_PEND\_ABORT\_EN 1u /\* Include code for OSQPendAbort() \*/

#define OS\_Q\_POST\_EN 1u /\* Include code for OSQPost() \*/

#define OS\_Q\_POST\_FRONT\_EN 1u /\* Include code for OSQPostFront() \*/

#define OS\_Q\_POST\_OPT\_EN 1u /\* Include code for OSQPostOpt() \*/

#define OS\_Q\_QUERY\_EN 1u /\* Include code for OSQQuery() \*/

/\* ------------------------ SEMAPHORES ------------------------ \*/

#define OS\_SEM\_EN 1u /\* Enable (1) or Disable (0) code generation for SEMAPHORES \*/

#define OS\_SEM\_ACCEPT\_EN 1u /\* Include code for OSSemAccept() \*/

#define OS\_SEM\_DEL\_EN 1u /\* Include code for OSSemDel() \*/

#define OS\_SEM\_PEND\_ABORT\_EN 1u /\* Include code for OSSemPendAbort() \*/

#define OS\_SEM\_QUERY\_EN 1u /\* Include code for OSSemQuery() \*/

#define OS\_SEM\_SET\_EN 1u /\* Include code for OSSemSet() \*/

/\* --------------------- TIME MANAGEMENT ---------------------- \*/

#define OS\_TIME\_DLY\_HMSM\_EN 1u /\* Include code for OSTimeDlyHMSM() \*/

#define OS\_TIME\_DLY\_RESUME\_EN 1u /\* Include code for OSTimeDlyResume() \*/

#define OS\_TIME\_GET\_SET\_EN 1u /\* Include code for OSTimeGet() and OSTimeSet() \*/

#define OS\_TIME\_TICK\_HOOK\_EN 1u /\* Include code for OSTimeTickHook() \*/

/\* --------------------- TIMER MANAGEMENT --------------------- \*/

#define OS\_TMR\_EN 1u /\* Enable (1) or Disable (0) code generation for TIMERS \*/

#define OS\_TMR\_CFG\_MAX 16u /\* Maximum number of timers \*/

#define OS\_TMR\_CFG\_NAME\_EN 1u /\* Determine timer names \*/

#define OS\_TMR\_CFG\_WHEEL\_SIZE 8u /\* Size of timer wheel (#Spokes) \*/

#define OS\_TMR\_CFG\_TICKS\_PER\_SEC 10u /\* Rate at which timer management task runs (Hz) \*/

#endif