

GCP

0.1

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# Contents

<b>1</b>	<b>Data Structure Index</b>	<b>1</b>
1.1	Data Structures . . . . .	1
<b>2</b>	<b>File Index</b>	<b>3</b>
2.1	File List . . . . .	3
<b>3</b>	<b>Data Structure Documentation</b>	<b>5</b>
3.1	CRC16Params Struct Reference . . . . .	5
3.1.1	Detailed Description . . . . .	5
3.2	GCPConn Struct Reference . . . . .	5
3.2.1	Field Documentation . . . . .	6
3.2.1.1	send_size . . . . .	6
<b>4</b>	<b>File Documentation</b>	<b>7</b>
4.1	gcp.c File Reference . . . . .	7
4.1.1	Detailed Description . . . . .	8
4.1.2	Function Documentation . . . . .	8
4.1.2.1	gcp_init . . . . .	8
4.1.2.2	gcp_rcv_byte . . . . .	8
4.1.2.3	gcp_send_byte . . . . .	9
4.1.2.4	rcv_crc1 . . . . .	9
4.1.2.5	rcv_crc2 . . . . .	9
4.1.2.6	rcv_payload . . . . .	9
4.1.2.7	rcv_preamble1 . . . . .	10
4.1.2.8	rcv_preamble2 . . . . .	10
4.1.2.9	rcv_size1 . . . . .	10

4.1.2.10	recv_size2 . . . . .	10
4.1.2.11	send_crc1 . . . . .	10
4.1.2.12	send_crc2 . . . . .	11
4.1.2.13	send_payload . . . . .	11
4.1.2.14	send_preamble1 . . . . .	11
4.1.2.15	send_preamble2 . . . . .	11
4.1.2.16	send_size1 . . . . .	12
4.1.2.17	send_size2 . . . . .	12
4.2	gcp.h File Reference . . . . .	12
4.2.1	Detailed Description . . . . .	13
4.2.2	Enumeration Type Documentation . . . . .	13
4.2.2.1	GCPFrameState . . . . .	13
4.2.3	Function Documentation . . . . .	13
4.2.3.1	gcp_init . . . . .	13
4.2.3.2	gcp_recv_byte . . . . .	13
4.2.3.3	gcp_send_byte . . . . .	14

# Chapter 1

## Data Structure Index

### 1.1 Data Structures

Here are the data structures with brief descriptions:

<a href="#">CRC16Params</a>	
CRC Parameters . . . . .	5
<a href="#">GCPCConn</a> . . . . .	5



# Chapter 2

## File Index

### 2.1 File List

Here is a list of all documented files with brief descriptions:

<b>crc16.h</b>	.....	<b>??</b>
<a href="#">gcp.c</a>	.....	<a href="#">7</a>
<a href="#">gcp.h</a>	.....	<a href="#">12</a>





## Chapter 3

# Data Structure Documentation

### 3.1 CRC16Params Struct Reference

CRC Parameters.

```
#include <crc16.h>
```

#### Data Fields

- uint16\_t [prefix](#)  
*Prefix to be added to the data.*
- uint16\_t [poly](#)  
*Polynomial to be used.*
- unsigned [flip\\_bits](#): 1  
*Process the most significant bit of each byte first.*
- unsigned [flip\\_bytes](#): 1  
*Process bytes at the highest index in the array first.*
- unsigned [flip\\_output](#): 1  
*Reverse the bits in the output after calculating.*

#### 3.1.1 Detailed Description

CRC Parameters.

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

- `crc16.h`

### 3.2 GCPConn Struct Reference

## Data Fields

- `uint8_t * recv\_buf`  
*Receive buffer.*
- `uint8_t * send\_buf`  
*Send buffer.*
- `uint16_t recv\_size`  
*Receive buffer size.*
- `uint16_t send\_size`  
*Send buffer size.*
- `uint16_t data\_size`  
*Size of the data in the receive buffer.*
- `uint16_t bytes\_rcvd`  
*Number of payload bytes received.*
- `uint16_t bytes\_sent`  
*Number of payload bytes sent.*
- `uint16_t recv\_crc`  
*The crc checksum of the received data.*
- `uint16_t send\_crc`  
*The crc checksum of the data being sent.*
- `GCPFrameState recv\_state`  
*The receive state.*
- `GCPFrameState send\_state`  
*The send state.*
- unsigned `recv\_lock`: 1  
*When true, indicates that the receive buffer is being written to and should not be read from.*
- unsigned `send\_lock`: 1  
*When true, indicates that the receive buffer is being read from and should not be written to.*

### 3.2.1 Field Documentation

#### 3.2.1.1 `uint16_t GCPConn::send_size`

Send buffer size.

#### Note

This is the size of the data in the send buffer, not the size of the buffer itself.

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

- [gcp.h](#)

## Chapter 4

# File Documentation

### 4.1 gcp.c File Reference

```
#include <config.h> #include "gcp.h" #include "crc16.h"
```

#### Functions

- static void [recv\\_preamble1](#) (GCPConn \*c, uint8\_t b)  
*Reads the first byte of the preamble.*
- static void [recv\\_preamble2](#) (GCPConn \*c, uint8\_t b)  
*Reads the second byte of the preamble.*
- static void [recv\\_size1](#) (GCPConn \*c, uint8\_t b)  
*Reads the first byte of the data size.*
- static void [recv\\_size2](#) (GCPConn \*c, uint8\_t b)  
*Reads the second byte of the data size.*
- static void [recv\\_payload](#) (GCPConn \*c, uint8\_t b)  
*Reads the payload data.*
- static void [recv\\_crc1](#) (GCPConn \*c, uint8\_t b)  
*Reads the first byte of the checksum.*
- static void [recv\\_crc2](#) (GCPConn \*c, uint8\_t b)  
*Reads the second byte of the checksum.*
- static uint8\_t [send\\_preamble1](#) (GCPConn \*c)  
*Returns the first byte of the preamble to be sent.*
- static uint8\_t [send\\_preamble2](#) (GCPConn \*c)  
*Returns the second byte of the preamble to be sent.*
- static uint8\_t [send\\_size1](#) (GCPConn \*c)  
*Returns the first byte of the payload size to be sent.*
- static uint8\_t [send\\_size2](#) (GCPConn \*c)  
*Returns the second byte of the payload size to be sent.*

- static uint8\_t [send\\_payload](#) (GCPConn \*c)  
*Returns the next byte of the payload to be sent.*
- static uint8\_t [send\\_crc1](#) (GCPConn \*c)  
*Returns the first byte of the checksum to be sent.*
- static uint8\_t [send\\_crc2](#) (GCPConn \*c)  
*Returns the second byte of the checksum to be sent.*
- int [gcp\\_init](#) (GCPConn \*c)  
*Initializes a GCPConn object.*
- int [gcp\\_rcv\\_byte](#) (GCPConn \*c, uint8\_t b)  
*Processes a byte from the stream.*
- uint8\_t [gcp\\_send\\_byte](#) (GCPConn \*c)  
*Calculates the next byte to be sent to the stream.*

## Variables

- const [CRC16Params](#) [gcp\\_crc\\_params](#) = { 0, 0x8005, 0, 0, 1 }  
*The parameters used by the GCP protocol.*

### 4.1.1 Detailed Description

### 4.1.2 Function Documentation

#### 4.1.2.1 int [gcp\\_init](#) ( GCPConn \* c )

Initializes a [GCPConn](#) object.

#### Parameters

<i>A</i>	pointer to the object to be initialized.
----------	--

#### Returns

0 on success; a non-zero value on failure.

#### 4.1.2.2 int [gcp\\_rcv\\_byte](#) ( GCPConn \* c, uint8\_t b )

Processes a byte from the stream.

#### Parameters

<i>c</i>	A pointer to the connection.
<i>b</i>	The byte from the stream to be processed.

**Returns**

0 on success; a non-zero value on failure.

**4.1.2.3 uint8\_t gcp\_send\_byte ( GCPCConn \* c )**

Calculates the next byte to be sent to the stream.

**Parameters**

<i>c</i>	A pointer to the connection.
----------	------------------------------

**Returns**

The next byte (or 0 on failure).

**4.1.2.4 void recv\_crc1 ( GCPCConn \* c, uint8\_t b ) [static]**

Reads the first byte of the checksum.

**Parameters**

<i>c</i>	A pointer to the <a href="#">GCPCConn</a> object.
<i>b</i>	The byte being read.

**4.1.2.5 void recv\_crc2 ( GCPCConn \* c, uint8\_t b ) [static]**

Reads the second byte of the checksum.

**Parameters**

<i>c</i>	A pointer to the <a href="#">GCPCConn</a> object.
<i>b</i>	The byte being read.

**4.1.2.6 void recv\_payload ( GCPCConn \* c, uint8\_t b ) [static]**

Reads the payload data.

**Parameters**

<i>c</i>	A pointer to the <a href="#">GCPCConn</a> object.
<i>b</i>	The byte being read.

**4.1.2.7 void recv\_preamble1 ( GCPCConn \* *c*, uint8\_t *b* ) [static]**

Reads the first byte of the preamble.

**Parameters**

<i>c</i>	A pointer to the <a href="#">GCPCConn</a> object.
<i>b</i>	The byte being read.

**4.1.2.8 void recv\_preamble2 ( GCPCConn \* *c*, uint8\_t *b* ) [static]**

Reads the second byte of the preamble.

**Parameters**

<i>c</i>	A pointer to the <a href="#">GCPCConn</a> object.
<i>b</i>	The byte being read.

**4.1.2.9 void recv\_size1 ( GCPCConn \* *c*, uint8\_t *b* ) [static]**

Reads the first byte of the data size.

**Parameters**

<i>c</i>	A pointer to the <a href="#">GCPCConn</a> object.
<i>b</i>	The byte being read.

**4.1.2.10 void recv\_size2 ( GCPCConn \* *c*, uint8\_t *b* ) [static]**

Reads the second byte of the data size.

**Parameters**

<i>c</i>	A pointer to the <a href="#">GCPCConn</a> object.
<i>b</i>	The byte being read.

**4.1.2.11 uint8\_t send\_crc1 ( GCPCConn \* *c* ) [static]**

Returns the first byte of the checksum to be sent.

**Parameters**

<i>c</i>	A pointer to the <a href="#">GCPCConn</a> object.
----------	---

**Returns**

The first byte of the checksum.

4.1.2.12 `uint8_t send_crc2 ( GCPConn * c ) [static]`

Returns the second byte of the checksum to be sent.

**Parameters**

<code>c</code>	A pointer to the <a href="#">GCPConn</a> object.
----------------	--

**Returns**

The second byte of the checksum.

4.1.2.13 `uint8_t send_payload ( GCPConn * c ) [static]`

Returns the next byte of the payload to be sent.

**Parameters**

<code>c</code>	A pointer to the <a href="#">GCPConn</a> object.
----------------	--

**Returns**

The next byte of the payload.

4.1.2.14 `uint8_t send_preamble1 ( GCPConn * c ) [static]`

Returns the first byte of the preamble to be sent.

**Parameters**

<code>c</code>	A pointer to the <a href="#">GCPConn</a> object.
----------------	--

**Returns**

The first byte of the preamble.

4.1.2.15 `uint8_t send_preamble2 ( GCPConn * c ) [static]`

Returns the second byte of the preamble to be sent.

**Parameters**

<code>c</code>	A pointer to the <a href="#">GCPCConn</a> object.
----------------	---

**Returns**

The second byte of the preamble.

**4.1.2.16** `uint8_t send_size1 ( GCPCConn * c ) [static]`

Returns the first byte of the payload size to be sent.

**Parameters**

<code>c</code>	A pointer to the <a href="#">GCPCConn</a> object.
----------------	---

**Returns**

The first byte of the payload size.

**4.1.2.17** `uint8_t send_size2 ( GCPCConn * c ) [static]`

Returns the second byte of the payload size to be sent.

**Parameters**

<code>c</code>	A pointer to the <a href="#">GCPCConn</a> object.
----------------	---

**Returns**

The second byte of the payload size.

## 4.2 gcp.h File Reference

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

**Data Structures**

- struct [GCPCConn](#)

**Enumerations**

- enum [GCPFrameState](#) { [gcp\\_preamble1](#), [gcp\\_preamble2](#), [gcp\\_size1](#), [gcp\\_size2](#), [gcp\\_payload](#), [gcp\\_crc1](#), [gcp\\_crc2](#) }  
*Communication state.*



## Functions

- int [gcp\\_init](#) ([GCPConn](#) \*c)  
*Initializes a [GCPConn](#) object.*
- int [gcp\\_rcv\\_byte](#) ([GCPConn](#) \*c, uint8\_t b)  
*Processes a byte from the stream.*
- uint8\_t [gcp\\_send\\_byte](#) ([GCPConn](#) \*c)  
*Calculates the next byte to be sent to the stream.*

### 4.2.1 Detailed Description

### 4.2.2 Enumeration Type Documentation

#### 4.2.2.1 enum GCPFrameState

Communication state.

Enumerator:

- gcp\_preamble1*** Reading first byte of the preamble.
- gcp\_preamble2*** Reading second byte of the preamble.
- gcp\_size1*** Reading first byte of the payload size.
- gcp\_size2*** Reading second byte of the payload size.
- gcp\_payload*** Reading payload data.
- gcp\_crc1*** Reading first byte of the checksum.
- gcp\_crc2*** Reading second byte of the checksum.

### 4.2.3 Function Documentation

#### 4.2.3.1 int [gcp\\_init](#) ( [GCPConn](#) \* c )

Initializes a [GCPConn](#) object.

Parameters

A	pointer to the object to be initialized.
---	--

Returns

0 on success; a non-zero value on failure.

#### 4.2.3.2 int [gcp\\_rcv\\_byte](#) ( [GCPConn](#) \* c, uint8\_t b )

Processes a byte from the stream.

**Parameters**

<i>c</i>	A pointer to the connection.
<i>b</i>	The byte from the stream to be processed.

**Returns**

0 on success; a non-zero value on failure.

**4.2.3.3 uint8\_t gcp\_send\_byte ( GCPCConn \* c )**

Calculates the next byte to be sent to the stream.

**Parameters**

<i>c</i>	A pointer to the connection.
----------	------------------------------

**Returns**

The next byte (or 0 on failure).