

GCP (Generic Communications Protocol) Library

0.1

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Contents

1	Data Structure Index	1
1.1	Data Structures	1
2	File Index	3
2.1	File List	3
3	Data Structure Documentation	5
3.1	CRC16Params Struct Reference	5
3.1.1	Detailed Description	5
3.2	GCPConn Struct Reference	5
3.2.1	Detailed Description	6
3.2.2	Field Documentation	7
3.2.2.1	send_size	7
4	File Documentation	9
4.1	crc16.c File Reference	9
4.1.1	Detailed Description	9
4.1.2	Function Documentation	9
4.1.2.1	crc16_check	9
4.1.2.2	crc16_flush	10
4.1.2.3	crc16_gen	10
4.1.2.4	crc16_process_byte	10
4.1.2.5	flip_16bit	11
4.1.2.6	flip_8bit	11
4.2	crc16.h File Reference	11
4.2.1	Detailed Description	12

4.2.2	Function Documentation	12
4.2.2.1	crc16_check	12
4.2.2.2	crc16_flush	12
4.2.2.3	crc16_gen	13
4.2.2.4	crc16_process_byte	13
4.3	gcp.c File Reference	13
4.3.1	Detailed Description	14
4.3.2	Function Documentation	14
4.3.2.1	gcp_init	14
4.3.2.2	gcp_recv_byte	15
4.3.2.3	gcp_send_byte	15
4.3.2.4	recv_crc1	15
4.3.2.5	recv_crc2	15
4.3.2.6	recv_payload	16
4.3.2.7	recv_preamble1	16
4.3.2.8	recv_preamble2	16
4.3.2.9	recv_size1	16
4.3.2.10	recv_size2	16
4.3.2.11	send_crc1	17
4.3.2.12	send_crc2	17
4.3.2.13	send_payload	17
4.3.2.14	send_preamble1	17
4.3.2.15	send_preamble2	18
4.3.2.16	send_size1	18
4.3.2.17	send_size2	18
4.4	gcp.h File Reference	19
4.4.1	Detailed Description	19
4.4.2	Enumeration Type Documentation	19
4.4.2.1	GCPFrameState	19
4.4.3	Function Documentation	20
4.4.3.1	gcp_init	20
4.4.3.2	gcp_recv_byte	20
4.4.3.3	gcp_send_byte	20

Chapter 1

Data Structure Index

1.1 Data Structures

Here are the data structures with brief descriptions:

CRC16Params	
CRC Parameters	5
GCPConn	
GCP connection parameters and state	5

Chapter 2

File Index

2.1 File List

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

crc16.c	9
crc16.h	11
gcp.c	13
gcp.h	19

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 the last bytes in the stream 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

GCP connection parameters and state.

```
#include <gcp.h>
```

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 received from the stream.
- `uint16_t calc_crc`
The calculated CRC checksum of the data received.
- `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 send buffer is being read from and should not be written to.

3.2.1 Detailed Description

GCP connection parameters and state.

3.2.2 Field Documentation

3.2.2.1 `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 crc16.c File Reference

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

Functions

- static uint8_t [flip_8bit](#) (uint8_t val)
Reverses the bits in a uint8_t value.
- static uint16_t [flip_16bit](#) (uint16_t val)
Reverses the bits in a uint16_t value.
- uint16_t [crc16_gen](#) (const uint8_t *data, uint16_t size, const [CRC16Params](#) *params)
Generates a CRC code for a block of data.
- int [crc16_check](#) (const uint8_t *data, uint16_t size, const [CRC16Params](#) *params, uint16_t crc)
Validates a CRC code for a block of data.
- uint16_t [crc16_process_byte](#) (uint16_t prev, uint8_t byte, uint16_t poly, int msb_first)
Process a single byte in a CRC16 checksum.
- uint16_t [crc16_flush](#) (uint16_t prev, uint16_t poly, int flip)
Processes the remaining 16 bits in a CRC checksum.

4.1.1 Detailed Description

4.1.2 Function Documentation

4.1.2.1 int [crc16_check](#) (const uint8_t * *data*, uint16_t *size*, const [CRC16Params](#) * *params*, uint16_t *crc*)

Validates a CRC code for a block of data.

Parameters

<i>data</i>	The data being checked.
<i>size</i>	The size (in bytes) of the data being checked.
<i>params</i>	A pointer to the CRC parameters.
<i>crc</i>	The CRC being checked.

Returns

0 if the CRC code is valid, a non-zero value otherwise.

4.1.2.2 `uint16_t crc16_flush (uint16_t prev, uint16_t poly, int flip)`

Processes the remaining 16 bits in a CRC checksum.

Parameters

<i>prev</i>	The calculated value before the flush.
<i>poly</i>	The polynomial to use.
<i>flip</i>	If non-zero, reverses the bit order of the output.

Returns

The calculated checksum.

4.1.2.3 `uint16_t crc16_gen (const uint8_t * data, uint16_t size, const CRC16Params * params)`

Generates a CRC code for a block of data.

Parameters

<i>data</i>	The data being used to generate the checksum.
<i>size</i>	The size (in bytes) of the data being CRC'd.
<i>params</i>	A pointer to the CRC parameters.

Returns

The generated CRC code or 0 on failure.

4.1.2.4 `uint16_t crc16_process_byte (uint16_t prev, uint8_t byte, uint16_t poly, int msb_first)`

Process a single byte in a CRC16 checksum.

Parameters

<i>prev</i>	The previously calculated value.
<i>byte</i>	The byte being processed.
<i>msb_first</i>	Set to a non-zero value when the most significant bit of the data is to be processed first.
<i>poly</i>	The polynomial being used for the CRC.

4.1.2.5 uint16_t flip_16bit (uint16_t val) [static]

Reverses the bits in a uint16_t value.

Parameters

<i>val</i>	The value to be flipped.
------------	--------------------------

Returns

The flipped value.

4.1.2.6 uint8_t flip_8bit (uint8_t val) [static]

Reverses the bits in a uint8_t value.

Parameters

<i>val</i>	The value to be flipped.
------------	--------------------------

Returns

The flipped value.

4.2 crc16.h File Reference

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

Data Structures

- struct [CRC16Params](#)
CRC Parameters.

Functions

- uint16_t [crc16_gen](#) (const uint8_t *data, uint16_t size, const [CRC16Params](#) *params)

Generates a CRC code for a block of data.

- int `crc16_check` (const uint8_t *data, uint16_t size, const CRC16Params *params, uint16_t crc)

Validates a CRC code for a block of data.

- uint16_t `crc16_process_byte` (uint16_t prev, uint8_t byte, uint16_t poly, int msb_first)

Process a single byte in a CRC16 checksum.

- uint16_t `crc16_flush` (uint16_t prev, uint16_t poly, int flip)

Processes the remaining 16 bits in a CRC checksum.

4.2.1 Detailed Description

4.2.2 Function Documentation

4.2.2.1 int `crc16_check` (const uint8_t * data, uint16_t size, const CRC16Params * params, uint16_t crc)

Validates a CRC code for a block of data.

Parameters

<i>data</i>	The data being checked.
<i>size</i>	The size (in bytes) of the data being checked.
<i>params</i>	A pointer to the CRC parameters.
<i>crc</i>	The CRC being checked.

Returns

0 if the CRC code is valid, a non-zero value otherwise.

4.2.2.2 uint16_t `crc16_flush` (uint16_t prev, uint16_t poly, int flip)

Processes the remaining 16 bits in a CRC checksum.

Parameters

<i>prev</i>	The calculated value before the flush.
<i>poly</i>	The polynomial to use.
<i>flip</i>	If non-zero, reverses the bit order of the output.

Returns

The calculated checksum.

4.2.2.3 `uint16_t crc16_gen (const uint8_t * data, uint16_t size, const CRC16Params * params)`

Generates a CRC code for a block of data.

Parameters

<i>data</i>	The data being used to generate the checksum.
<i>size</i>	The size (in bytes) of the data being CRC'd.
<i>params</i>	A pointer to the CRC parameters.

Returns

The generated CRC code or 0 on failure.

4.2.2.4 `uint16_t crc16_process_byte (uint16_t prev, uint8_t byte, uint16_t poly, int msb_first)`

Process a single byte in a CRC16 checksum.

Parameters

<i>prev</i>	The previously calculated value.
<i>byte</i>	The byte being processed.
<i>msb_first</i>	Set to a non-zero value when the most significant bit of the data is to be processed first.
<i>poly</i>	The polynomial being used for the CRC.

4.3 gcp.c File Reference

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

Defines

- `#define POLY 0x8005`
The polynomial used by the GCP protocol for CRC calculation.

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.*

4.3.1 Detailed Description

4.3.2 Function Documentation

4.3.2.1 int [gcp_init](#) ([GCPConn](#) * c)

Initializes a [GCPConn](#) object.

Parameters

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

Returns

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

4.3.2.2 int gcp_recv_byte (GCPCConn * *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.

4.3.2.3 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).

4.3.2.4 void recv_crc1 (GCPCConn * *c*, uint8_t *b*) [static]

Reads the first byte of the checksum.

Parameters

<i>c</i>	A pointer to the GCPCConn object.
<i>b</i>	The byte being read.

4.3.2.5 void recv_crc2 (GCPCConn * *c*, uint8_t *b*) [static]

Reads the second byte of the checksum.

Parameters

<i>c</i>	A pointer to the GCPCConn object.
<i>b</i>	The byte being read.

4.3.2.6 void recv_payload (GCPCConn * *c*, uint8_t *b*) [static]

Reads the payload data.

Parameters

<i>c</i>	A pointer to the GCPCConn object.
<i>b</i>	The byte being read.

4.3.2.7 void recv_preamble1 (GCPCConn * *c*, uint8_t *b*) [static]

Reads the first byte of the preamble.

Parameters

<i>c</i>	A pointer to the GCPCConn object.
<i>b</i>	The byte being read.

4.3.2.8 void recv_preamble2 (GCPCConn * *c*, uint8_t *b*) [static]

Reads the second byte of the preamble.

Parameters

<i>c</i>	A pointer to the GCPCConn object.
<i>b</i>	The byte being read.

4.3.2.9 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 GCPCConn object.
<i>b</i>	The byte being read.

4.3.2.10 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 GCPConn object.
<i>b</i>	The byte being read.

4.3.2.11 `uint8_t send_crc1 (GCPConn * c) [static]`

Returns the first byte of the checksum to be sent.

Parameters

<i>c</i>	A pointer to the GCPConn object.
----------	--

Returns

The first byte of the checksum.

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

Returns the second byte of the checksum to be sent.

Parameters

<i>c</i>	A pointer to the GCPConn object.
----------	--

Returns

The second byte of the checksum.

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

Returns the next byte of the payload to be sent.

Parameters

<i>c</i>	A pointer to the GCPConn object.
----------	--

Returns

The next byte of the payload.

4.3.2.14 `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 GCPCConn object.
----------------	---

Returns

The first byte of the preamble.

4.3.2.15 `uint8_t send_preamble2 (GCPCConn * c) [static]`

Returns the second byte of the preamble to be sent.

Parameters

<code>c</code>	A pointer to the GCPCConn object.
----------------	---

Returns

The second byte of the preamble.

4.3.2.16 `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 GCPCConn object.
----------------	---

Returns

The first byte of the payload size.

4.3.2.17 `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 GCPCConn object.
----------------	---

Returns

The second byte of the payload size.

4.4 gcp.h File Reference

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

Data Structures

- struct [GCPConn](#)
GCP connection parameters and state.

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.

4.4.1 Detailed Description

4.4.2 Enumeration Type Documentation

4.4.2.1 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.

4.4.3 Function Documentation

4.4.3.1 `int gcp_init (GCPCConn * c)`

Initializes a [GCPCConn](#) object.

Parameters

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

Returns

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

4.4.3.2 `int gcp_recv_byte (GCPCConn * 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.

4.4.3.3 `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).