

# GCP (Generic Communications Protocol) Library

## 0.1

Generated by Doxygen 1.7.6.1

Wed May 16 2012 07:50:05



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# Chapter 1

## Data Structure Index

### 1.1 Data Structures

Here are the data structures with brief descriptions:

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# Chapter 2

## File Index

### 2.1 File List

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

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## 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

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 <a href="#">GCPCConn</a> 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 <a href="#">GCPCConn</a> 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 <a href="#">GCPCConn</a> 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 <a href="#">GCPCConn</a> 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 <a href="#">GCPCConn</a> 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 <a href="#">GCPCConn</a> 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 <a href="#">GCPConn</a> 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 <a href="#">GCPConn</a> 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 <a href="#">GCPConn</a> 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 <a href="#">GCPConn</a> 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 <a href="#">GCPConn</a> object.
----------------	--

## Returns

The first byte of the preamble.

**4.3.2.15** `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="#">GCPConn</a> object.
----------------	--

## Returns

The second byte of the preamble.

**4.3.2.16** `uint8_t send_size1 ( GCPConn * c ) [static]`

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

## Parameters

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

## Returns

The first byte of the payload size.

**4.3.2.17** `uint8_t send_size2 ( GCPConn * c ) [static]`

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

## Parameters

<code>c</code>	A pointer to the <a href="#">GCPConn</a> 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\\_recv\\_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>A</i>	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).