

# OSAL User's Guide

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## 2 OSAL Introduction

The goal of this library is to promote the creation of portable and reusable real time embedded system software. Given the necessary OS abstraction layer implementations, the same embedded software should compile and run on a number of platforms ranging from spacecraft computer systems to desktop PCs.

The OS Application Program Interfaces (APIs) are broken up into core, file system, loader, network, and timer APIs. See the related document sections for full descriptions.

### Note

The majority of these APIs should be called from a task running in the context of an OSAL application and in general should not be called from an ISR. There are a few exceptions, such as the ability to give a binary semaphore from an ISR.

## 3 File System Overview

The File System API is a thin wrapper around a selection of POSIX file APIs. In addition the File System API presents a common directory structure and volume view regardless of the underlying system type. For example, vxWorks uses MS-DOS style volume names and directories where a vxWorks RAM disk might have the volume “RAM:0”. With this File System API, volumes are represented as Unix-style paths where each volume is mounted on the root file system:

- RAM:0/file1.dat becomes /mnt/ram/file1.dat
- FL:0/file2.dat becomes /mnt/fl/file2.dat

This abstraction allows the applications to use the same paths regardless of the implementation and it also allows file systems to be simulated on a desktop system for testing. On a desktop Linux system, the file system abstraction can be set up to map virtual devices to a regular directory. This is accomplished through the OS\_mkfs call, OS\_mount call, and a BSP specific volume table that maps the virtual devices to real devices or underlying file systems.

In order to make this file system volume abstraction work, a “Volume Table” needs to be provided in the Board Support Package of the application. The table has the following fields:

- **Device Name:** This is the name of the virtual device that the Application uses. Common names are "ramdisk1", "flash1", or "volatile1" etc. But the name can be any unique string.
- **Physical Device Name:** This is an implementation specific field. For vxWorks it is not needed and can be left blank. For a File system based implementation, it is the "mount point" on the root file system where all of the volume will be mounted. A common place for this on Linux could be a user's home directory, "/tmp", or even the current working directory ".". In the example of "/tmp" all of the directories created for the volumes would be under "/tmp" on the Linux file system. For a real disk device in Linux, such as a RAM disk, this field is the device name "/dev/ram0".
- **Volume Type:** This field defines the type of volume. The types are: FS\_BASED which uses the existing file system, RAM\_DISK which uses a RAM\_DISK device in vxWorks, RTEMS, or Linux, FLASH\_DISK\_FORMAT which uses a flash disk that is to be formatted before use, FLASH\_DISK\_INIT which uses a flash disk with an existing format that is just to be initialized before it's use, EEPROM which is for an EEPROM or PROM based system.
- **Volatile Flag:** This flag indicates that the volume or disk is a volatile disk (RAM disk ) or a non-volatile disk, that retains its contents when the system is rebooted. This should be set to TRUE or FALSE.
- **Free Flag:** This is an internal flag that should be set to FALSE or zero.
- **Is Mounted Flag:** This is an internal flag that should be set to FALSE or zero. Note that a "pre-mounted" FS\_BASED path can be set up by setting this flag to one.
- **Volume Name:** This is an internal field and should be set to a space character " ".
- **Mount Point Field:** This is an internal field and should be set to a space character " ".
- **Block Size Field:** This is used to record the block size of the device and does not need to be set by the user.

## 4 File Descriptors In Osal

The OSAL uses abstracted file descriptors. This means that the file descriptors passed back from the OS\_open and OS\_creat calls will only work with other OSAL OS\_\* calls. The reasoning for this is as follows:

Because the OSAL now keeps track of all file descriptors, OSAL specific information can be associated with a specific file descriptor in an OS independent way. For instance, the path of the file that the file descriptor points to can be easily retrieved. Also, the OSAL task ID of the task that opened the file can also be retrieved easily. Both of these pieces of information are very useful when trying to determine statistics for a task, or the entire system. This information can all be retrieved with a single API, OS\_FDGetInfo.

All of possible file system calls are not implemented. "Special" files requiring OS specific control/operations are by nature not portable. Abstraction in this case is not possible, so the raw OS calls should be used (including open/close/etc). Mixing with OSAL calls is not supported for such cases. [OS\\_TranslatePath](#) is available to support using open directly by an app and maintain abstraction on the file system.

There are some small drawbacks with the OSAL file descriptors. Because the related information is kept in a table, there is a define called OS\_MAX\_NUM\_OPEN\_FILES that defines the maximum number of file descriptors available. This is a configuration parameter, and can be changed to fit your needs.

Also, if you open or create a file not using the OSAL calls (OS\_open or OS\_creat) then none of the other OS\_\* calls that accept a file descriptor as a parameter will work (the results of doing so are undefined). Therefore, if you open a file with the underlying OS's open call, you must continue to use the OS's calls until you close the file descriptor. Be aware that by doing this your software may no longer be OS agnostic.

## 5 Timer Overview

The timer API is a generic interface to the OS timer facilities. It is implemented using the POSIX timers on Linux and vxWorks and the native timer API on RTEMS. The number of timers supported is controlled by the configuration parameter `OS_MAX_TIMERS`.

## 6 Deprecated List

### Global `boolean`

Use `bool`

### Global `FALSE`

Use `false`

### Global `os_dirp_t`

### Global `OS_ExcAttachHandler` (uint32 ExceptionNumber, void(\*ExceptionHandler)(uint32, const void \*, uint32), int32 parameter)

Planning move to PSP due to platform dependencies

### Global `OS_ExcDisable` (int32 ExceptionNumber)

Planning move to PSP due to platform dependencies

### Global `OS_ExcEnable` (int32 ExceptionNumber)

Planning move to PSP due to platform dependencies

### Global `OS_FDTableEntry`

Use `OS_file_prop_t`

### Global `OS_FPUExcAttachHandler` (uint32 ExceptionNumber, osal\_task\_entry ExceptionHandler, int32 parameter)

Planning move to PSP due to platform dependencies

### Global `OS_FPUExcDisable` (int32 ExceptionNumber)

Planning move to PSP due to platform dependencies

### Global `OS_FPUExcEnable` (int32 ExceptionNumber)

Planning move to PSP due to platform dependencies

### Global `OS_FPUExcGetMask` (uint32 \*mask)

Planning move to PSP due to platform dependencies

### Global `OS_FPUExcSetMask` (uint32 mask)

Planning move to PSP due to platform dependencies

### Global `os_fshealth_t`

type no longer used

### Global `OS_module_record_t`

Use `OS_module_prop_t`

### Global `OS_opendir` (const char \*path)

Replaced by `OS_DirectoryOpen()`

### Global `OS_ShMemAttach` (cpuaddr \*Address, uint32 Id)

Never implemented

Global **OS\_ShMemCreate** (uint32 \*Id, uint32 NBytes, const char \*SegName)

Never implemented

Global **OS\_ShMemGetIdByName** (uint32 \*ShMemId, const char \*SegName)

Never implemented

Global **OS\_ShMemInit** (void)

Never implemented

Global **OS\_ShMemSemGive** (uint32 Id)

Never implemented

Global **OS\_ShMemSemTake** (uint32 Id)

Never implemented

Global **OS\_TaskRegister** (void)

Explicit registration call no longer needed

Global **osalbool**

Use bool

Module **OSAPIExc**

Planning move to PSP due to platform dependencies

Module **OSAPIFPUExc**

Planning move to PSP due to platform dependencies

Module **OSAPIShMem**

Not in current implementations

Global **TRUE**

Use true

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### 7.1 Modules

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## 10 Module Documentation

### 10.1 OSAL Object Type Defines

#### Macros

- #define [OS\\_OBJECT\\_TYPE\\_UNDEFINED](#) 0x00  
*Object type undefined.*
- #define [OS\\_OBJECT\\_TYPE\\_OS\\_TASK](#) 0x01  
*Object task type.*
- #define [OS\\_OBJECT\\_TYPE\\_OS\\_QUEUE](#) 0x02  
*Object queue type.*
- #define [OS\\_OBJECT\\_TYPE\\_OS\\_COUNTSEM](#) 0x03  
*Object counting semaphore type.*
- #define [OS\\_OBJECT\\_TYPE\\_OS\\_BINSEM](#) 0x04  
*Object binary semaphore type.*
- #define [OS\\_OBJECT\\_TYPE\\_OS\\_MUTEX](#) 0x05  
*Object mutex type.*
- #define [OS\\_OBJECT\\_TYPE\\_OS\\_STREAM](#) 0x06  
*Object stream type.*
- #define [OS\\_OBJECT\\_TYPE\\_OS\\_DIR](#) 0x07  
*Object directory type.*
- #define [OS\\_OBJECT\\_TYPE\\_OS\\_TIMEBASE](#) 0x08  
*Object timebase type.*
- #define [OS\\_OBJECT\\_TYPE\\_OS\\_TIMECB](#) 0x09  
*Object timer callback type.*
- #define [OS\\_OBJECT\\_TYPE\\_OS\\_MODULE](#) 0x0A  
*Object module type.*



- `#define OS_OBJECT_TYPE_OS_FILESYS 0x0B`  
*Object file system type.*
- `#define OS_OBJECT_TYPE_OS_CONSOLE 0x0C`  
*Object console type.*
- `#define OS_OBJECT_TYPE_USER 0x10`  
*Object user type.*

#### 10.1.1 Detailed Description

#### 10.1.2 Macro Definition Documentation

##### 10.1.2.1 OS\_OBJECT\_TYPE\_OS\_BINSEM

```
#define OS_OBJECT_TYPE_OS_BINSEM 0x04
```

Object binary semaphore type.

Definition at line 35 of file `osapi-os-core.h`.

##### 10.1.2.2 OS\_OBJECT\_TYPE\_OS\_CONSOLE

```
#define OS_OBJECT_TYPE_OS_CONSOLE 0x0C
```

Object console type.

Definition at line 43 of file `osapi-os-core.h`.

##### 10.1.2.3 OS\_OBJECT\_TYPE\_OS\_COUNTSEM

```
#define OS_OBJECT_TYPE_OS_COUNTSEM 0x03
```

Object counting semaphore type.

Definition at line 34 of file `osapi-os-core.h`.

##### 10.1.2.4 OS\_OBJECT\_TYPE\_OS\_DIR

```
#define OS_OBJECT_TYPE_OS_DIR 0x07
```

Object directory type.

Definition at line 38 of file `osapi-os-core.h`.

#### 10.1.2.5 OS\_OBJECT\_TYPE\_OS\_FILESYS

```
#define OS_OBJECT_TYPE_OS_FILESYS 0x0B
```

Object file system type.

Definition at line 42 of file osapi-os-core.h.

#### 10.1.2.6 OS\_OBJECT\_TYPE\_OS\_MODULE

```
#define OS_OBJECT_TYPE_OS_MODULE 0x0A
```

Object module type.

Definition at line 41 of file osapi-os-core.h.

#### 10.1.2.7 OS\_OBJECT\_TYPE\_OS\_MUTEX

```
#define OS_OBJECT_TYPE_OS_MUTEX 0x05
```

Object mutex type.

Definition at line 36 of file osapi-os-core.h.

#### 10.1.2.8 OS\_OBJECT\_TYPE\_OS\_QUEUE

```
#define OS_OBJECT_TYPE_OS_QUEUE 0x02
```

Object queue type.

Definition at line 33 of file osapi-os-core.h.

#### 10.1.2.9 OS\_OBJECT\_TYPE\_OS\_STREAM

```
#define OS_OBJECT_TYPE_OS_STREAM 0x06
```

Object stream type.

Definition at line 37 of file osapi-os-core.h.

**10.1.2.10 OS\_OBJECT\_TYPE\_OS\_TASK**

```
#define OS_OBJECT_TYPE_OS_TASK 0x01
```

Object task type.

Definition at line 32 of file osapi-os-core.h.

**10.1.2.11 OS\_OBJECT\_TYPE\_OS\_TIMEBASE**

```
#define OS_OBJECT_TYPE_OS_TIMEBASE 0x08
```

Object timebase type.

Definition at line 39 of file osapi-os-core.h.

**10.1.2.12 OS\_OBJECT\_TYPE\_OS\_TIMECB**

```
#define OS_OBJECT_TYPE_OS_TIMECB 0x09
```

Object timer callback type.

Definition at line 40 of file osapi-os-core.h.

**10.1.2.13 OS\_OBJECT\_TYPE\_UNDEFINED**

```
#define OS_OBJECT_TYPE_UNDEFINED 0x00
```

Object type undefined.

Definition at line 31 of file osapi-os-core.h.

**10.1.2.14 OS\_OBJECT\_TYPE\_USER**

```
#define OS_OBJECT_TYPE_USER 0x10
```

Object user type.

Definition at line 44 of file osapi-os-core.h.

## 10.2 OSAL Semaphore State Defines

### Macros

- `#define OS_SEM_FULL 1`  
*Semaphore full state.*
- `#define OS_SEM_EMPTY 0`  
*Semaphore empty state.*

### 10.2.1 Detailed Description

### 10.2.2 Macro Definition Documentation

#### 10.2.2.1 OS\_SEM\_EMPTY

```
#define OS_SEM_EMPTY 0
```

Semaphore empty state.

Definition at line 54 of file osapi-os-core.h.

#### 10.2.2.2 OS\_SEM\_FULL

```
#define OS_SEM_FULL 1
```

Semaphore full state.

Definition at line 53 of file osapi-os-core.h.

## 10.3 OSAL Core Operation APIs

### Functions

- void [OS\\_Application\\_Startup](#) (void)  
*Application startup.*
- void [OS\\_Application\\_Run](#) (void)  
*Application run.*
- [int32 OS\\_API\\_Init](#) (void)  
*Initialization of API.*
- void [OS\\_IdleLoop](#) (void)  
*Background thread implementation - waits forever for events to occur.*
- void [OS\\_DeleteAllObjects](#) (void)  
*delete all resources created in OSAL.*
- void [OS\\_ApplicationShutdown](#) (uint8 flag)  
*Initiate orderly shutdown.*
- void [OS\\_ApplicationExit](#) (int32 Status)  
*Exit/Abort the application.*

### 10.3.1 Detailed Description

These are for OSAL core operations for startup/initialization, running, and shutdown. Typically only used in bsps, unit tests, psps, etc.

Not intended for user application use

### 10.3.2 Function Documentation

#### 10.3.2.1 OS\_API\_Init()

```
int32 OS_API_Init (  
    void )
```

Initialization of API.

This function returns initializes the internal data structures of the OS Abstraction Layer. It must be called in the application startup code before calling any other OS routines.

### Returns

Execution status, see [OSAL Return Code Defines](#). Any error code (negative) means the OSAL can not be initialized. Typical platform specific response is to abort since additional OSAL calls will have undefined behavior.

## Return values

<a href="#"><i>OS_SUCCESS</i></a>	Successful execution.
<a href="#"><i>OS_ERROR</i></a>	Failed execution.

**10.3.2.2 OS\_Application\_Run()**

```
void OS_Application_Run (
    void )
```

Application run.

Run abstraction such that the same BSP can be used for operations and testing.

**10.3.2.3 OS\_Application\_Startup()**

```
void OS_Application_Startup (
    void )
```

Application startup.

Startup abstraction such that the same BSP can be used for operations and testing.

**10.3.2.4 OS\_ApplicationExit()**

```
void OS_ApplicationExit (
    int32 Status )
```

Exit/Abort the application.

Indicates that the OSAL application should exit and return control to the OS This is intended for e.g. scripted unit testing where the test needs to end without user intervention.

This function does not return. Production code typically should not ever call this.

**Note**

This exits the entire process including tasks that have been created.

**10.3.2.5 OS\_ApplicationShutdown()**

```
void OS_ApplicationShutdown (
    uint8 flag )
```

Initiate orderly shutdown.

Indicates that the OSAL application should perform an orderly shutdown of ALL tasks, clean up all resources, and exit the application.

This allows the task currently blocked in [\*OS\\_IdleLoop\(\)\*](#) to wake up, and for that function to return to its caller.

This is preferred over e.g. [\*OS\\_ApplicationExit\(\)\*](#) which exits immediately and does not provide for any means to clean up first.

**Parameters**

in	<i>flag</i>	set to true to initiate shutdown, false to cancel
----	-------------	---

**10.3.2.6 OS\_DeleteAllObjects()**

```
void OS_DeleteAllObjects (  
    void )
```

delete all resources created in OSAL.

provides a means to clean up all resources allocated by this instance of OSAL. It would typically be used during an orderly shutdown but may also be helpful for testing purposes.

**10.3.2.7 OS\_IdleLoop()**

```
void OS_IdleLoop (  
    void )
```

Background thread implementation - waits forever for events to occur.

This should be called from the BSP main routine or initial thread after all other board and application initialization has taken place and all other tasks are running.

Typically just waits forever until "OS\_shutdown" flag becomes true.

## 10.4 OSAL Object Utility APIs

### Functions

- [uint32 OS\\_IdentifyObject](#) ([uint32](#) object\_id)  
*Obtain the type of an object given an arbitrary object ID.*
- [int32 OS\\_ConvertToArrayIndex](#) ([uint32](#) object\_id, [uint32](#) \*ArrayIndex)  
*Converts an abstract ID into a number suitable for use as an array index.*
- [void OS\\_ForEachObject](#) ([uint32](#) creator\_id, [OS\\_ArgCallback\\_t](#) callback\_ptr, void \*callback\_arg)  
*call the supplied callback function for all valid object IDs*

### 10.4.1 Detailed Description

### 10.4.2 Function Documentation

#### 10.4.2.1 OS\_ConvertToArrayIndex()

```
int32 OS_ConvertToArrayIndex (
    uint32 object_id,
    uint32 * ArrayIndex )
```

Converts an abstract ID into a number suitable for use as an array index.

This will return a unique zero-based integer number in the range of [0,MAX) for any valid object ID. This may be used by application code as an array index for indexing into local tables.

#### Note

This does NOT verify the validity of the ID, that is left to the caller. This is only the conversion logic.

#### Parameters

in	<i>object_id</i>	The object ID to operate on
out	<i>*ArrayIndex</i>	The Index to return

#### Returns

Execution status, see [OSAL Return Code Defines](#)

#### Return values

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_ERR_INCORRECT_OBJ_TYPE</a>	Incorrect object type.



#### 10.4.2.2 OS\_ForEachObject()

```
void OS_ForEachObject (
    uint32 creator_id,
    OS_ArgCallback_t callback_ptr,
    void * callback_arg )
```

call the supplied callback function for all valid object IDs

Loops through all defined OSAL objects and calls callback\_ptr on each one. If creator\_id is nonzero then only objects with matching creator id are processed.

#### 10.4.2.3 OS\_IdentifyObject()

```
uint32 OS_IdentifyObject (
    uint32 object_id )
```

Obtain the type of an object given an arbitrary object ID.

Given an arbitrary object ID, get the type of the object

##### Parameters

in	<i>object_id</i>	The object ID to operate on
----	------------------	-----------------------------

##### Returns

The object type portion of the object\_id, see [OSAL Object Type Defines](#) for expected values

## 10.5 OSAL Task APIs

### Functions

- `int32 OS_TaskCreate (uint32 *task_id, const char *task_name, osal_task_entry function_pointer, uint32 *stack_pointer, uint32 stack_size, uint32 priority, uint32 flags)`  
*Creates a task and starts running it.*
- `int32 OS_TaskDelete (uint32 task_id)`  
*Deletes the specified Task.*
- `void OS_TaskExit (void)`  
*Exits the calling task.*
- `int32 OS_TaskInstallDeleteHandler (osal_task_entry function_pointer)`  
*Installs a handler for when the task is deleted.*
- `int32 OS_TaskDelay (uint32 millisecond)`  
*Delay a task for specified amount of milliseconds.*
- `int32 OS_TaskSetPriority (uint32 task_id, uint32 new_priority)`  
*Sets the given task to a new priority.*
- `int32 OS_TaskRegister (void)`  
*Obsolete.*
- `uint32 OS_TaskGetId (void)`  
*Obtain the task id of the calling task.*
- `int32 OS_TaskGetIdByName (uint32 *task_id, const char *task_name)`  
*Find an existing task ID by name.*
- `int32 OS_TaskGetInfo (uint32 task_id, OS_task_prop_t *task_prop)`  
*Fill a property object buffer with details regarding the resource.*

### 10.5.1 Detailed Description

### 10.5.2 Function Documentation

#### 10.5.2.1 OS\_TaskCreate()

```
int32 OS_TaskCreate (
    uint32 * task_id,
    const char * task_name,
    osal_task_entry function_pointer,
    uint32 * stack_pointer,
    uint32 stack_size,
    uint32 priority,
    uint32 flags )
```

Creates a task and starts running it.

Creates a task and passes back the id of the task created. Task names must be unique; if the name already exists this function fails. Names cannot be NULL.

**Parameters**

out	<i>task_id</i>	will be set to the ID of the newly-created resource
in	<i>task_name</i>	the name of the new resource to create
in	<i>function_pointer</i>	the entry point of the new task
in	<i>stack_pointer</i>	pointer to the stack for the task, or NULL to allocate a stack from the system memory heap
in	<i>stack_size</i>	the size of the stack, or 0 to use a default stack size.
in	<i>priority</i>	initial priority of the new task
in	<i>flags</i>	initial options for the new task

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**Return values**

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_INVALID_POINTER</a>	if any of the necessary pointers are NULL
<a href="#">OS_ERR_NAME_TOO_LONG</a>	if the name of the task is too long to be copied
<a href="#">OS_ERR_INVALID_PRIORITY</a>	if the priority is bad
<a href="#">OS_ERR_NO_FREE_IDS</a>	if there can be no more tasks created
<a href="#">OS_ERR_NAME_TAKEN</a>	if the name specified is already used by a task
<a href="#">OS_ERROR</a>	if an unspecified/other error occurs

**10.5.2.2 OS\_TaskDelay()**

```
int32 OS_TaskDelay (
    uint32 millisecond )
```

Delay a task for specified amount of milliseconds.

Causes the current thread to be suspended from execution for the period of millisecond.

**Parameters**

in	<i>millisecond</i>	Amount of time to delay
----	--------------------	-------------------------

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**Return values**

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_ERROR</a>	if sleep fails or millisecond = 0

## 10.5.2.3 OS\_TaskDelete()

```
int32 OS_TaskDelete (
    uint32 task_id )
```

Deletes the specified Task.

The task will be removed from the local tables. and the OS will be configured to stop executing the task at the next opportunity.

## Parameters

in	<i>task_id</i>	The object ID to operate on
----	----------------	-----------------------------

## Returns

Execution status, see [OSAL Return Code Defines](#)

## Return values

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_ERR_INVALID_ID</a>	if the ID given to it is invalid
<a href="#">OS_ERROR</a>	if the OS delete call fails

## 10.5.2.4 OS\_TaskExit()

```
void OS_TaskExit (
    void )
```

Exits the calling task.

The calling thread is terminated. This function does not return.

## 10.5.2.5 OS\_TaskGetId()

```
uint32 OS_TaskGetId (
    void )
```

Obtain the task id of the calling task.

This function returns the task id of the calling task

## Returns

Task ID, or zero if the operation failed (zero is never a valid task ID)

### 10.5.2.6 OS\_TaskGetIdByName()

```
int32 OS_TaskGetIdByName (
    uint32 * task_id,
    const char * task_name )
```

Find an existing task ID by name.

This function tries to find a task Id given the name of a task

#### Parameters

out	<i>task_id</i>	will be set to the ID of the existing resource
in	<i>task_name</i>	the name of the existing resource to find

#### Returns

Execution status, see [OSAL Return Code Defines](#)

#### Return values

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_INVALID_POINTER</a>	if the pointers passed in are NULL
<a href="#">OS_ERR_NAME_TOO_LONG</a>	if the name to found is too long to begin with
<a href="#">OS_ERR_NAME_NOT_FOUND</a>	if the name wasn't found in the table

### 10.5.2.7 OS\_TaskGetInfo()

```
int32 OS_TaskGetInfo (
    uint32 task_id,
    OS_task_prop_t * task_prop )
```

Fill a property object buffer with details regarding the resource.

This function will pass back a pointer to structure that contains all of the relevant info (creator, stack size, priority, name) about the specified task.

#### Parameters

in	<i>task_id</i>	The object ID to operate on
out	<i>task_prop</i>	The property object buffer to fill

#### Returns

Execution status, see [OSAL Return Code Defines](#)

## Return values

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_ERR_INVALID_ID</a>	if the ID passed to it is invalid
<a href="#">OS_INVALID_POINTER</a>	if the task_prop pointer is NULL

## 10.5.2.8 OS\_TaskInstallDeleteHandler()

```
int32 OS_TaskInstallDeleteHandler (
    osal_task_entry function_pointer )
```

Installs a handler for when the task is deleted.

This function is used to install a callback that is called when the task is deleted. The callback is called when OS\_TaskDelete is called with the task ID. A task delete handler is useful for cleaning up resources that a task creates, before the task is removed from the system.

## Parameters

in	<i>function_pointer</i>	function to be called when task exits
----	-------------------------	---------------------------------------

## Returns

Execution status, see [OSAL Return Code Defines](#)

## 10.5.2.9 OS\_TaskRegister()

```
int32 OS_TaskRegister (
    void )
```

Obsolete.

**Deprecated** Explicit registration call no longer needed

Obsolete function retained for compatibility purposes. Does Nothing in the current implementation.

## Returns

[OS\\_SUCCESS](#) (always), see [OSAL Return Code Defines](#)

## 10.5.2.10 OS\_TaskSetPriority()

```
int32 OS_TaskSetPriority (
    uint32 task_id,
    uint32 new_priority )
```

Sets the given task to a new priority.

**Parameters**

in	<i>task_id</i>	The object ID to operate on
in	<i>new_priority</i>	Set the new priority

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**Return values**

<a href="#"><i>OS_SUCCESS</i></a>	Successful execution.
<a href="#"><i>OS_ERR_INVALID_ID</i></a>	if the ID passed to it is invalid
<a href="#"><i>OS_ERR_INVALID_PRIORITY</i></a>	if the priority is greater than the max allowed
<a href="#"><i>OS_ERROR</i></a>	if the OS call to change the priority fails

## 10.6 OSAL Message Queue APIs

### Functions

- `int32 OS_QueueCreate` (`uint32 *queue_id`, `const char *queue_name`, `uint32 queue_depth`, `uint32 data_size`, `uint32 flags`)  
*Create a message queue.*
- `int32 OS_QueueDelete` (`uint32 queue_id`)  
*Deletes the specified message queue.*
- `int32 OS_QueueGet` (`uint32 queue_id`, `void *data`, `uint32 size`, `uint32 *size_copied`, `int32 timeout`)  
*Receive a message on a message queue.*
- `int32 OS_QueuePut` (`uint32 queue_id`, `const void *data`, `uint32 size`, `uint32 flags`)  
*Put a message on a message queue.*
- `int32 OS_QueueGetIdByName` (`uint32 *queue_id`, `const char *queue_name`)  
*Find an existing queue ID by name.*
- `int32 OS_QueueGetInfo` (`uint32 queue_id`, `OS_queue_prop_t *queue_prop`)  
*Fill a property object buffer with details regarding the resource.*

### 10.6.1 Detailed Description

### 10.6.2 Function Documentation

#### 10.6.2.1 OS\_QueueCreate()

```
int32 OS_QueueCreate (
    uint32 * queue_id,
    const char * queue_name,
    uint32 queue_depth,
    uint32 data_size,
    uint32 flags )
```

Create a message queue.

This is the function used to create a queue in the operating system. Depending on the underlying operating system, the memory for the queue will be allocated automatically or allocated by the code that sets up the queue. Queue names must be unique; if the name already exists this function fails. Names cannot be NULL.

#### Parameters

out	<i>queue_id</i>	will be set to the ID of the newly-created resource
in	<i>queue_name</i>	the name of the new resource to create
in	<i>queue_depth</i>	the maximum depth of the queue
in	<i>data_size</i>	the size of each entry in the queue
in	<i>flags</i>	options for the queue (reserved for future use, pass as 0)



**Returns**

Execution status, see [OSAL Return Code Defines](#)

**Return values**

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_INVALID_POINTER</a>	if a pointer passed in is NULL
<a href="#">OS_ERR_NAME_TOO_LONG</a>	if the name passed in is too long
<a href="#">OS_ERR_NO_FREE_IDS</a>	if there are already the max queues created
<a href="#">OS_ERR_NAME_TAKEN</a>	if the name is already being used on another queue
<a href="#">OS_ERROR</a>	if the OS create call fails

**10.6.2.2 OS\_QueueDelete()**

```
int32 OS_QueueDelete (
    uint32 queue_id )
```

Deletes the specified message queue.

This is the function used to delete a queue in the operating system. This also frees the respective queue\_id to be used again when another queue is created.

**Note**

If There are messages on the queue, they will be lost and any subsequent calls to QueueGet or QueuePut to this queue will result in errors

**Parameters**

in	<i>queue_id</i>	The object ID to delete
----	-----------------	-------------------------

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**Return values**

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_ERR_INVALID_ID</a>	if the id passed in does not exist
<a href="#">OS_ERROR</a>	if the OS call to delete the queue fails

## 10.6.2.3 OS\_QueueGet()

```
int32 OS_QueueGet (
    uint32 queue_id,
    void * data,
    uint32 size,
    uint32 * size_copied,
    int32 timeout )
```

Receive a message on a message queue.

If a message is pending, it is returned immediately. Otherwise the calling task will block until a message arrives or the timeout expires.

## Parameters

in	<i>queue_id</i>	The object ID to operate on
out	<i>data</i>	The buffer to store the received message
in	<i>size</i>	The size of the data buffer
out	<i>size_copied</i>	Set to the actual size of the message
in	<i>timeout</i>	The maximum amount of time to block, or OS_PEND to wait forever

## Returns

Execution status, see [OSAL Return Code Defines](#)

## Return values

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_ERR_INVALID_ID</a>	if the given ID does not exist
<a href="#">OS_INVALID_POINTER</a>	if a pointer passed in is NULL
<a href="#">OS_QUEUE_EMPTY</a>	if the Queue has no messages on it to be recieved
<a href="#">OS_QUEUE_TIMEOUT</a>	if the timeout was OS_PEND and the time expired
<a href="#">OS_QUEUE_INVALID_SIZE</a>	if the size copied from the queue was not correct

## 10.6.2.4 OS\_QueueGetIdByName()

```
int32 OS_QueueGetIdByName (
    uint32 * queue_id,
    const char * queue_name )
```

Find an existing queue ID by name.

This function tries to find a queue Id given the name of the queue. The id of the queue is passed back in queue\_id.

**Parameters**

out	<i>queue_id</i>	will be set to the ID of the existing resource
in	<i>queue_name</i>	the name of the existing resource to find

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**Return values**

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_INVALID_POINTER</a>	if the name or id pointers are NULL
<a href="#">OS_ERR_NAME_TOO_LONG</a>	the name passed in is too long
<a href="#">OS_ERR_NAME_NOT_FOUND</a>	the name was not found in the table

**10.6.2.5 OS\_QueueGetInfo()**

```
int32 OS_QueueGetInfo (
    uint32 queue_id,
    OS_queue_prop_t * queue_prop )
```

Fill a property object buffer with details regarding the resource.

This function will pass back a pointer to structure that contains all of the relevant info (name and creator) about the specified queue.

**Parameters**

in	<i>queue_id</i>	The object ID to operate on
out	<i>queue_prop</i>	The property object buffer to fill

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**Return values**

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_INVALID_POINTER</a>	if queue_prop is NULL
<a href="#">OS_ERR_INVALID_ID</a>	if the ID given is not a valid queue
<a href="#">OS_SUCCESS</a>	if the info was copied over correctly

### 10.6.2.6 OS\_QueuePut()

```
int32 OS_QueuePut (
    uint32 queue_id,
    const void * data,
    uint32 size,
    uint32 flags )
```

Put a message on a message queue.

#### Parameters

in	<i>queue_id</i>	The object ID to operate on
in	<i>data</i>	The buffer containing the message to put
in	<i>size</i>	The size of the data buffer
in	<i>flags</i>	Currently reserved/unused, should be passed as 0

#### Returns

Execution status, see [OSAL Return Code Defines](#)

#### Return values

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_ERR_INVALID_ID</a>	if the queue id passed in is not a valid queue
<a href="#">OS_INVALID_POINTER</a>	if the data pointer is NULL
<a href="#">OS_QUEUE_FULL</a>	if the queue cannot accept another message
<a href="#">OS_ERROR</a>	if the OS call returns an error

## 10.7 OSAL Semaphore APIs

### Functions

- `int32 OS_BinSemCreate (uint32 *sem_id, const char *sem_name, uint32 sem_initial_value, uint32 options)`  
*Creates a binary semaphore.*
- `int32 OS_BinSemFlush (uint32 sem_id)`  
*Unblock all tasks pending on the specified semaphore.*
- `int32 OS_BinSemGive (uint32 sem_id)`  
*Increment the semaphore value.*
- `int32 OS_BinSemTake (uint32 sem_id)`  
*Decrement the semaphore value.*
- `int32 OS_BinSemTimedWait (uint32 sem_id, uint32 msecs)`  
*Decrement the semaphore value with a timeout.*
- `int32 OS_BinSemDelete (uint32 sem_id)`  
*Deletes the specified Binary Semaphore.*
- `int32 OS_BinSemGetIdByName (uint32 *sem_id, const char *sem_name)`  
*Find an existing semaphore ID by name.*
- `int32 OS_BinSemGetInfo (uint32 sem_id, OS_bin_sem_prop_t *bin_prop)`  
*Fill a property object buffer with details regarding the resource.*
- `int32 OS_CountSemCreate (uint32 *sem_id, const char *sem_name, uint32 sem_initial_value, uint32 options)`  
*Creates a counting semaphore.*
- `int32 OS_CountSemGive (uint32 sem_id)`  
*Increment the semaphore value.*
- `int32 OS_CountSemTake (uint32 sem_id)`  
*Decrement the semaphore value.*
- `int32 OS_CountSemTimedWait (uint32 sem_id, uint32 msecs)`  
*Decrement the semaphore value with timeout.*
- `int32 OS_CountSemDelete (uint32 sem_id)`  
*Deletes the specified counting Semaphore.*
- `int32 OS_CountSemGetIdByName (uint32 *sem_id, const char *sem_name)`  
*Find an existing semaphore ID by name.*
- `int32 OS_CountSemGetInfo (uint32 sem_id, OS_count_sem_prop_t *count_prop)`  
*Fill a property object buffer with details regarding the resource.*
- `int32 OS_MutSemCreate (uint32 *sem_id, const char *sem_name, uint32 options)`  
*Creates a mutex semaphore.*
- `int32 OS_MutSemGive (uint32 sem_id)`  
*Releases the mutex object referenced by sem\_id.*
- `int32 OS_MutSemTake (uint32 sem_id)`  
*Acquire the mutex object referenced by sem\_id.*
- `int32 OS_MutSemDelete (uint32 sem_id)`  
*Deletes the specified Mutex Semaphore.*
- `int32 OS_MutSemGetIdByName (uint32 *sem_id, const char *sem_name)`  
*Find an existing mutex ID by name.*
- `int32 OS_MutSemGetInfo (uint32 sem_id, OS_mut_sem_prop_t *mut_prop)`  
*Fill a property object buffer with details regarding the resource.*

## 10.7.1 Detailed Description

## 10.7.2 Function Documentation

## 10.7.2.1 OS\_BinSemCreate()

```
int32 OS_BinSemCreate (
    uint32 * sem_id,
    const char * sem_name,
    uint32 sem_initial_value,
    uint32 options )
```

Creates a binary semaphore.

Creates a binary semaphore with initial value specified by `sem_initial_value` and name specified by `sem_name`. `sem_id` will be returned to the caller

## Parameters

out	<i>sem_id</i>	will be set to the ID of the newly-created resource
in	<i>sem_name</i>	the name of the new resource to create
in	<i>sem_initial_value</i>	the initial value of the binary semaphore
in	<i>options</i>	Reserved for future use, should be passed as 0.

## Returns

Execution status, see [OSAL Return Code Defines](#)

## Return values

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_INVALID_POINTER</a>	if <code>sem_name</code> or <code>sem_id</code> are NULL
<a href="#">OS_ERR_NAME_TOO_LONG</a>	if the name given is too long
<a href="#">OS_ERR_NO_FREE_IDS</a>	if all of the semaphore ids are taken
<a href="#">OS_ERR_NAME_TAKEN</a>	if this is already the name of a binary semaphore
<a href="#">OS_SEM_FAILURE</a>	if the OS call failed

## 10.7.2.2 OS\_BinSemDelete()

```
int32 OS_BinSemDelete (
    uint32 sem_id )
```

Deletes the specified Binary Semaphore.

This is the function used to delete a binary semaphore in the operating system. This also frees the respective `sem_id` to be used again when another semaphore is created.

## Parameters

in	<i>sem</i> ↔ _id	The object ID to delete
----	---------------------	-------------------------

## Returns

Execution status, see [OSAL Return Code Defines](#)

## Return values

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_ERR_INVALID_ID</a>	if the id passed in is not a valid binary semaphore
<a href="#">OS_SEM_FAILURE</a>	the OS call failed

## 10.7.2.3 OS\_BinSemFlush()

```
int32 OS_BinSemFlush (
    uint32 sem_id )
```

Unblock all tasks pending on the specified semaphore.

The function unblocks all tasks pending on the specified semaphore. However, this function does not change the state of the semaphore.

## Parameters

in	<i>sem</i> ↔ _id	The object ID to operate on
----	---------------------	-----------------------------

## Returns

Execution status, see [OSAL Return Code Defines](#)

## Return values

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_ERR_INVALID_ID</a>	if the id passed in is not a binary semaphore
<a href="#">OS_SEM_FAILURE</a>	if an unspecified failure occurs

## 10.7.2.4 OS\_BinSemGetIdByName()

```
int32 OS_BinSemGetIdByName (
```



```
uint32 * sem_id,
const char * sem_name )
```

Find an existing semaphore ID by name.

This function tries to find a binary sem Id given the name of a bin\_sem The id is returned through sem\_id

#### Parameters

out	<i>sem_id</i>	will be set to the ID of the existing resource
in	<i>sem_name</i>	the name of the existing resource to find

#### Returns

Execution status, see [OSAL Return Code Defines](#)

#### Return values

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_INVALID_POINTER</a>	is semid or sem_name are NULL pointers
<a href="#">OS_ERR_NAME_TOO_LONG</a>	if the name given is to long to have been stored
<a href="#">OS_ERR_NAME_NOT_FOUND</a>	if the name was not found in the table

#### 10.7.2.5 OS\_BinSemGetInfo()

```
int32 OS_BinSemGetInfo (
    uint32 sem_id,
    OS_bin_sem_prop_t * bin_prop )
```

Fill a property object buffer with details regarding the resource.

This function will pass back a pointer to structure that contains all of the relevant info( name and creator) about the specified binary semaphore.

#### Parameters

in	<i>sem_id</i>	The object ID to operate on
out	<i>bin_prop</i>	The property object buffer to fill

#### Returns

Execution status, see [OSAL Return Code Defines](#)

## Return values

<a href="#"><i>OS_SUCCESS</i></a>	Successful execution.
<a href="#"><i>OS_ERR_INVALID_ID</i></a>	if the id passed in is not a valid semaphore
<a href="#"><i>OS_INVALID_POINTER</i></a>	if the bin_prop pointer is null

## 10.7.2.6 OS\_BinSemGive()

```
int32 OS_BinSemGive (
    uint32 sem_id )
```

Increment the semaphore value.

The function unlocks the semaphore referenced by sem\_id by performing a semaphore unlock operation on that semaphore. If the semaphore value resulting from this operation is positive, then no threads were blocked waiting for the semaphore to become unlocked; the semaphore value is simply incremented for this semaphore.

## Parameters

in	<i>sem_id</i>	The object ID to operate on
----	---------------	-----------------------------

## Returns

Execution status, see [OSAL Return Code Defines](#)

## Return values

<a href="#"><i>OS_SUCCESS</i></a>	Successful execution.
<a href="#"><i>OS_SEM_FAILURE</i></a>	the semaphore was not previously initialized or is not in the array of semaphores defined by the system
<a href="#"><i>OS_ERR_INVALID_ID</i></a>	if the id passed in is not a binary semaphore

## 10.7.2.7 OS\_BinSemTake()

```
int32 OS_BinSemTake (
    uint32 sem_id )
```

Decrement the semaphore value.

The locks the semaphore referenced by sem\_id by performing a semaphore lock operation on that semaphore. If the semaphore value is currently zero, then the calling thread shall not return from the call until it either locks the semaphore or the call is interrupted.

**Parameters**

in	<i>sem</i> ↔ <i>_id</i>	The object ID to operate on
----	----------------------------	-----------------------------

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**Return values**

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_ERR_INVALID_ID</a>	the Id passed in is not a valid binary semaphore
<a href="#">OS_SEM_FAILURE</a>	if the OS call failed

**10.7.2.8 OS\_BinSemTimedWait()**

```
int32 OS_BinSemTimedWait (
    uint32 sem_id,
    uint32 msec )
```

Decrement the semaphore value with a timeout.

The function locks the semaphore referenced by *sem\_id*. However, if the semaphore cannot be locked without waiting for another process or thread to unlock the semaphore, this wait shall be terminated when the specified timeout, msec, expires.

**Parameters**

in	<i>sem</i> ↔ <i>_id</i>	The object ID to operate on
in	<i>msec</i>	The maximum amount of time to block, in milliseconds

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**Return values**

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_SEM_TIMEOUT</a>	if semaphore was not relinquished in time
<a href="#">OS_SEM_FAILURE</a>	the semaphore was not previously initialized or is not in the array of semaphores defined by the system
<a href="#">OS_ERR_INVALID_ID</a>	if the ID passed in is not a valid semaphore ID

## 10.7.2.9 OS\_CountSemCreate()

```
int32 OS_CountSemCreate (
    uint32 * sem_id,
    const char * sem_name,
    uint32 sem_initial_value,
    uint32 options )
```

Creates a counting semaphore.

Creates a counting semaphore with initial value specified by `sem_initial_value` and name specified by `sem_name`. `sem_id` will be returned to the caller

## Parameters

out	<i>sem_id</i>	will be set to the ID of the newly-created resource
in	<i>sem_name</i>	the name of the new resource to create
in	<i>sem_initial_value</i>	the initial value of the counting semaphore
in	<i>options</i>	Reserved for future use, should be passed as 0.

## Returns

Execution status, see [OSAL Return Code Defines](#)

## Return values

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_INVALID_POINTER</a>	if <code>sem_name</code> or <code>sem_id</code> are NULL
<a href="#">OS_ERR_NAME_TOO_LONG</a>	if the name given is too long
<a href="#">OS_ERR_NO_FREE_IDS</a>	if all of the semaphore ids are taken
<a href="#">OS_ERR_NAME_TAKEN</a>	if this is already the name of a counting semaphore
<a href="#">OS_SEM_FAILURE</a>	if the OS call failed
<a href="#">OS_INVALID_SEM_VALUE</a>	if the semaphore value is too high

## 10.7.2.10 OS\_CountSemDelete()

```
int32 OS_CountSemDelete (
    uint32 sem_id )
```

Deletes the specified counting Semaphore.

**Parameters**

in	<i>sem_id</i>	The object ID to delete
----	---------------	-------------------------

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**Return values**

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_ERR_INVALID_ID</a>	if the id passed in is not a valid counting semaphore
<a href="#">OS_SEM_FAILURE</a>	the OS call failed

**10.7.2.11 OS\_CountSemGetIdByName()**

```
int32 OS_CountSemGetIdByName (
    uint32 * sem_id,
    const char * sem_name )
```

Find an existing semaphore ID by name.

This function tries to find a counting sem Id given the name of a count\_sem The id is returned through sem\_id

**Parameters**

out	<i>sem_id</i>	will be set to the ID of the existing resource
in	<i>sem_name</i>	the name of the existing resource to find

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**Return values**

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_INVALID_POINTER</a>	is semid or sem_name are NULL pointers
<a href="#">OS_ERR_NAME_TOO_LONG</a>	if the name given is too long to have been stored
<a href="#">OS_ERR_NAME_NOT_FOUND</a>	if the name was not found in the table

## 10.7.2.12 OS\_CountSemGetInfo()

```
int32 OS_CountSemGetInfo (
    uint32 sem_id,
    OS_count_sem_prop_t * count_prop )
```

Fill a property object buffer with details regarding the resource.

This function will pass back a pointer to structure that contains all of the relevant info( name and creator) about the specified counting semaphore.

## Parameters

in	<i>sem_id</i>	The object ID to operate on
out	<i>count_prop</i>	The property object buffer to fill

## Returns

Execution status, see [OSAL Return Code Defines](#)

## Return values

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_ERR_INVALID_ID</a>	if the id passed in is not a valid semaphore
<a href="#">OS_INVALID_POINTER</a>	if the count_prop pointer is null

## 10.7.2.13 OS\_CountSemGive()

```
int32 OS_CountSemGive (
    uint32 sem_id )
```

Increment the semaphore value.

The function unlocks the semaphore referenced by sem\_id by performing a semaphore unlock operation on that semaphore. If the semaphore value resulting from this operation is positive, then no threads were blocked waiting for the semaphore to become unlocked; the semaphore value is simply incremented for this semaphore.

## Parameters

in	<i>sem_id</i>	The object ID to operate on
----	---------------	-----------------------------

## Returns

Execution status, see [OSAL Return Code Defines](#)

## Return values

<a href="#"><i>OS_SUCCESS</i></a>	Successful execution.
<a href="#"><i>OS_SEM_FAILURE</i></a>	the semaphore was not previously initialized or is not in the array of semaphores defined by the system
<a href="#"><i>OS_ERR_INVALID_ID</i></a>	if the id passed in is not a counting semaphore

## 10.7.2.14 OS\_CountSemTake()

```
int32 OS_CountSemTake (
    uint32 sem_id )
```

Decrement the semaphore value.

The locks the semaphore referenced by sem\_id by performing a semaphore lock operation on that semaphore. If the semaphore value is currently zero, then the calling thread shall not return from the call until it either locks the semaphore or the call is interrupted.

## Parameters

in	<i>sem_id</i>	The object ID to operate on
----	---------------	-----------------------------

## Returns

Execution status, see [OSAL Return Code Defines](#)

## Return values

<a href="#"><i>OS_SUCCESS</i></a>	Successful execution.
<a href="#"><i>OS_ERR_INVALID_ID</i></a>	the Id passed in is not a valid counting semaphore
<a href="#"><i>OS_SEM_FAILURE</i></a>	if the OS call failed

## 10.7.2.15 OS\_CountSemTimedWait()

```
int32 OS_CountSemTimedWait (
    uint32 sem_id,
    uint32 msec )
```

Decrement the semaphore value with timeout.

The function locks the semaphore referenced by sem\_id. However, if the semaphore cannot be locked without waiting for another process or thread to unlock the semaphore, this wait shall be terminated when the specified timeout, msec, expires.

## Parameters

in	<i>sem_id</i>	The object ID to operate on
in	<i>msecs</i>	The maximum amount of time to block, in milliseconds

## Returns

Execution status, see [OSAL Return Code Defines](#)

## Return values

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_SEM_TIMEOUT</a>	if semaphore was not relinquished in time
<a href="#">OS_SEM_FAILURE</a>	the semaphore was not previously initialized or is not in the array of semaphores defined by the system
<a href="#">OS_ERR_INVALID_ID</a>	if the ID passed in is not a valid semaphore ID

## 10.7.2.16 OS\_MutSemCreate()

```
int32 OS_MutSemCreate (
    uint32 * sem_id,
    const char * sem_name,
    uint32 options )
```

Creates a mutex semaphore.

Mutex semaphores are always created in the unlocked (full) state.

## Parameters

out	<i>sem_id</i>	will be set to the ID of the newly-created resource
in	<i>sem_name</i>	the name of the new resource to create
in	<i>options</i>	reserved for future use. Should be passed as 0.

## Returns

Execution status, see [OSAL Return Code Defines](#)

## Return values

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_INVALID_POINTER</a>	if <i>sem_id</i> or <i>sem_name</i> are NULL
<a href="#">OS_ERR_NAME_TOO_LONG</a>	if the <i>sem_name</i> is too long to be stored



## Return values

<a href="#">OS_ERR_NO_FREE_IDS</a>	if there are no more free mutex Ids
<a href="#">OS_ERR_NAME_TAKEN</a>	if there is already a mutex with the same name
<a href="#">OS_SEM_FAILURE</a>	if the OS call failed

## 10.7.2.17 OS\_MutSemDelete()

```
int32 OS_MutSemDelete (
    uint32 sem_id )
```

Deletes the specified Mutex Semaphore.

Delete the semaphore. This also frees the respective sem\_id such that it can be used again when another is created.

## Parameters

in	<i>sem_id</i>	The object ID to delete
----	---------------	-------------------------

## Returns

Execution status, see [OSAL Return Code Defines](#)

## Return values

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_ERR_INVALID_ID</a>	if the id passed in is not a valid mutex
<a href="#">OS_SEM_FAILURE</a>	if the OS call failed

## 10.7.2.18 OS\_MutSemGetIdByName()

```
int32 OS_MutSemGetIdByName (
    uint32 * sem_id,
    const char * sem_name )
```

Find an existing mutex ID by name.

This function tries to find a mutex sem Id given the name of a mut\_sem. The id is returned through sem\_id

## Parameters

out	<i>sem_id</i>	will be set to the ID of the existing resource
in	<i>sem_name</i>	the name of the existing resource to find

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**Return values**

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_INVALID_POINTER</a>	is semid or sem_name are NULL pointers
<a href="#">OS_ERR_NAME_TOO_LONG</a>	if the name given is too long to have been stored
<a href="#">OS_ERR_NAME_NOT_FOUND</a>	if the name was not found in the table

**10.7.2.19 OS\_MutSemGetInfo()**

```
int32 OS_MutSemGetInfo (
    uint32 sem_id,
    OS_mut_sem_prop_t * mut_prop )
```

Fill a property object buffer with details regarding the resource.

This function will pass back a pointer to structure that contains all of the relevant info( name and creator) about the specified mutex semaphore.

**Parameters**

in	<i>sem_id</i>	The object ID to operate on
out	<i>mut_prop</i>	The property object buffer to fill

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**Return values**

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_ERR_INVALID_ID</a>	if the id passed in is not a valid semaphore
<a href="#">OS_INVALID_POINTER</a>	if the mut_prop pointer is null

**10.7.2.20 OS\_MutSemGive()**

```
int32 OS_MutSemGive (
    uint32 sem_id )
```

Releases the mutex object referenced by sem\_id.

If there are threads blocked on the mutex object referenced by mutex when this function is called, resulting in the mutex becoming available, the scheduling policy shall determine which thread shall acquire the mutex.

## Parameters

in	<i>sem</i> ↔ _id	The object ID to operate on
----	---------------------	-----------------------------

## Returns

Execution status, see [OSAL Return Code Defines](#)

## Return values

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_ERR_INVALID_ID</a>	if the id passed in is not a valid mutex
<a href="#">OS_SEM_FAILURE</a>	if an unspecified error occurs

## 10.7.2.21 OS\_MutSemTake()

```
int32 OS_MutSemTake (
    uint32 sem_id )
```

Acquire the mutex object referenced by sem\_id.

If the mutex is already locked, the calling thread shall block until the mutex becomes available. This operation shall return with the mutex object referenced by mutex in the locked state with the calling thread as its owner.

## Parameters

in	<i>sem</i> ↔ _id	The object ID to operate on
----	---------------------	-----------------------------

## Returns

Execution status, see [OSAL Return Code Defines](#)

## Return values

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_SEM_FAILURE</a>	if the semaphore was not previously initialized or is not in the array of semaphores defined by the system
<a href="#">OS_ERR_INVALID_ID</a>	the id passed in is not a valid mutex

## 10.8 OSAL Time/Tick APIs

### Functions

- [int32 OS\\_Milli2Ticks](#) ([uint32](#) milli\_seconds)  
*Convert time units from milliseconds to system ticks.*
- [int32 OS\\_Tick2Micros](#) (void)  
*Get the system tick size, in microseconds.*
- [int32 OS\\_GetLocalTime](#) ([OS\\_time\\_t](#) \*time\_struct)  
*Get the local time.*
- [int32 OS\\_SetLocalTime](#) ([OS\\_time\\_t](#) \*time\_struct)  
*Set the local time.*

### 10.8.1 Detailed Description

### 10.8.2 Function Documentation

#### 10.8.2.1 OS\_GetLocalTime()

```
int32 OS_GetLocalTime (
    OS_time_t * time_struct )
```

Get the local time.

This function gets the local time from the underlying OS.

#### Note

Mission time management typically uses the cFE Time Service

#### Parameters

out	<i>time_struct</i>	An <a href="#">OS_time_t</a> that will be set to the current time
-----	--------------------	---

#### Returns

Get local time status, see [OSAL Return Code Defines](#)

#### 10.8.2.2 OS\_Milli2Ticks()

```
int32 OS_Milli2Ticks (
    uint32 milli_seconds )
```

Convert time units from milliseconds to system ticks.

This function accepts a time interval in milliseconds and returns the tick equivalent. If the result is not an exact number of system ticks, the result will be rounded up to the nearest tick.

#### Parameters

in	<i>milli_seconds</i>	the number of milliseconds
----	----------------------	----------------------------

#### Returns

The number of ticks

#### 10.8.2.3 OS\_SetLocalTime()

```
int32 OS_SetLocalTime (
    OS_time_t * time_struct )
```

Set the local time.

This function sets the local time on the underlying OS.

#### Note

Mission time management typically uses the cFE Time Services

#### Parameters

in	<i>time_struct</i>	An <a href="#">OS_time_t</a> containing the current time
----	--------------------	--

#### Returns

Set local time status, see [OSAL Return Code Defines](#)

#### 10.8.2.4 OS\_Tick2Micros()

```
int32 OS_Tick2Micros (
    void )
```

Get the system tick size, in microseconds.

This function returns the duration of a system tick in micro seconds

**Note**

care is taken to ensure this does not return "0" since it is often used as the divisor in mathematical operations

**Returns**

Duration of a system tick in microseconds

## 10.9 OSAL Exception APIs

### Functions

- `int32 OS_ExcAttachHandler (uint32 ExceptionNumber, void(*ExceptionHandler)(uint32, const void *, uint32), int32 parameter)`  
*placeholder; not currently implemented*
- `int32 OS_ExcEnable (int32 ExceptionNumber)`  
*placeholder; not currently implemented*
- `int32 OS_ExcDisable (int32 ExceptionNumber)`  
*placeholder; not currently implemented*

### 10.9.1 Detailed Description

#### Note

Not implemented in current OSAL version

**Deprecated** Planning move to PSP due to platform dependencies

### 10.9.2 Function Documentation

#### 10.9.2.1 OS\_ExcAttachHandler()

```
int32 OS_ExcAttachHandler (
    uint32 ExceptionNumber,
    void(*) (uint32, const void *, uint32) ExceptionHandler,
    int32 parameter )
```

placeholder; not currently implemented

**Deprecated** Planning move to PSP due to platform dependencies

#### 10.9.2.2 OS\_ExcDisable()

```
int32 OS_ExcDisable (
    int32 ExceptionNumber )
```

placeholder; not currently implemented

**Deprecated** Planning move to PSP due to platform dependencies

#### 10.9.2.3 OS\_ExcEnable()

```
int32 OS_ExcEnable (
    int32 ExceptionNumber )
```

placeholder; not currently implemented

**Deprecated** Planning move to PSP due to platform dependencies



## 10.10 OSAL Floating Point Unit Exception APIs

### Functions

- [int32 OS\\_FPUExcAttachHandler](#) (uint32 ExceptionNumber, osal\_task\_entry ExceptionHandler, [int32](#) parameter)  
*Set an FPU exception handler function.*
- [int32 OS\\_FPUExcEnable](#) (int32 ExceptionNumber)  
*Enable FPU exceptions.*
- [int32 OS\\_FPUExcDisable](#) (int32 ExceptionNumber)  
*Disable FPU exceptions.*
- [int32 OS\\_FPUExcSetMask](#) (uint32 mask)  
*Sets the FPU exception mask.*
- [int32 OS\\_FPUExcGetMask](#) (uint32 \*mask)  
*Gets the FPU exception mask.*

### 10.10.1 Detailed Description

**Deprecated** Planning move to PSP due to platform dependencies

### 10.10.2 Function Documentation

#### 10.10.2.1 OS\_FPUExcAttachHandler()

```
int32 OS_FPUExcAttachHandler (
    uint32 ExceptionNumber,
    osal_task_entry ExceptionHandler,
    int32 parameter )
```

Set an FPU exception handler function.

The call associates a specified C routine to a specified FPU exception number. When the specified FPU Exception occurs , the ExceptionHandler routine will be called and passed the parameter.

**Deprecated** Planning move to PSP due to platform dependencies

### Parameters

in	<i>ExceptionNumber</i>	The exception number to attach to
in	<i>ExceptionHandler</i>	Pointer to handler function
in	<i>parameter</i>	Argument to pass to handler

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**Return values**

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_ERR_NOT_IMPLEMENTED</a>	Not implemented.

**10.10.2.2 OS\_FPUExcDisable()**

```
int32 OS_FPUExcDisable (
    int32 ExceptionNumber )
```

Disable FPU exceptions.

**Deprecated** Planning move to PSP due to platform dependencies

**Parameters**

in	<i>ExceptionNumber</i>	The exception number to disable
----	------------------------	---------------------------------

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**Return values**

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_ERR_NOT_IMPLEMENTED</a>	Not implemented.

**10.10.2.3 OS\_FPUExcEnable()**

```
int32 OS_FPUExcEnable (
    int32 ExceptionNumber )
```

Enable FPU exceptions.

**Deprecated** Planning move to PSP due to platform dependencies

**Parameters**

in	<i>ExceptionNumber</i>	The exception number to enable
----	------------------------	--------------------------------

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**Return values**

<a href="#"><i>OS_SUCCESS</i></a>	Successful execution.
<a href="#"><i>OS_ERR_NOT_IMPLEMENTED</i></a>	Not implemented.

**10.10.2.4 OS\_FPUExcGetMask()**

```
int32 OS_FPUExcGetMask (
    uint32 * mask )
```

Gets the FPU exception mask.

**Deprecated** Planning move to PSP due to platform dependencies

This function gets the FPU exception mask

**Note**

The exception environment is local to each task Therefore this must be called for each task that that wants to do floating point and catch exceptions.

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**Return values**

<a href="#"><i>OS_SUCCESS</i></a>	Successful execution.
<a href="#"><i>OS_ERR_NOT_IMPLEMENTED</i></a>	Not implemented.

**10.10.2.5 OS\_FPUExcSetMask()**

```
int32 OS_FPUExcSetMask (
```

```
uint32 mask )
```

Sets the FPU exception mask.

**Deprecated** Planning move to PSP due to platform dependencies

This function sets the FPU exception mask

#### Note

The exception environment is local to each task Therefore this must be called for each task that that wants to do floating point and catch exceptions.

#### Returns

Execution status, see [OSAL Return Code Defines](#)

#### Return values

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_ERR_NOT_IMPLEMENTED</a>	Not implemented.

## 10.11 OSAL Interrupt APIs

### Functions

- [int32 OS\\_IntAttachHandler](#) ([uint32](#) InterruptNumber, [osal\\_task\\_entry](#) InterruptHandler, [int32](#) parameter)  
*Associate an interrupt number to a specified handler routine.*
- [int32 OS\\_IntUnlock](#) ([int32](#) IntLevel)  
*Enable interrupts.*
- [int32 OS\\_IntLock](#) (void)  
*Disable interrupts.*
- [int32 OS\\_IntEnable](#) ([int32](#) Level)  
*Enables interrupts through Level.*
- [int32 OS\\_IntDisable](#) ([int32](#) Level)  
*Disable interrupts through Level.*
- [int32 OS\\_IntSetMask](#) ([uint32](#) mask)  
*Set the CPU interrupt mask register.*
- [int32 OS\\_IntGetMask](#) ([uint32](#) \*mask)  
*Get the CPU interrupt mask register.*
- [int32 OS\\_IntAck](#) ([int32](#) InterruptNumber)  
*Acknowledge the corresponding interrupt number.*

### 10.11.1 Detailed Description

### 10.11.2 Function Documentation

#### 10.11.2.1 OS\_IntAck()

```
int32 OS_IntAck (
    int32 InterruptNumber )
```

Acknowledge the corresponding interrupt number.

#### Note

: placeholder; not currently implemented in sample implementations

#### Parameters

in	<i>InterruptNumber</i>	The interrupt number to be acknowledged.
----	------------------------	--

#### Returns

Execution status, see [OSAL Return Code Defines](#)

## Return values

<a href="#"><i>OS_SUCCESS</i></a>	Successful execution.
<a href="#"><i>OS_INVALID_INT_NUM</i></a>	Invalid Interrupt number.
<a href="#"><i>OS_ERR_NOT_IMPLEMENTED</i></a>	Not implemented.

## 10.11.2.2 OS\_IntAttachHandler()

```
int32 OS_IntAttachHandler (
    uint32 InterruptNumber,
    osal_task_entry InterruptHandler,
    int32 parameter )
```

Associate an interrupt number to a specified handler routine.

The call associates a specified C routine to a specified interrupt number. Upon occurring of the InterruptNumber, the InterruptHandler routine will be called and passed the parameter.

## Parameters

in	<i>InterruptNumber</i>	The Interrupt Number that will cause the start of the ISR
in	<i>InterruptHandler</i>	The ISR associated with this interrupt
in	<i>parameter</i>	Argument that is passed to the ISR

## Returns

Execution status, see [OSAL Return Code Defines](#)

## Return values

<a href="#"><i>OS_SUCCESS</i></a>	Successful execution.
<a href="#"><i>OS_INVALID_POINTER</i></a>	The Interrupt handler pointer is NULL
<a href="#"><i>OS_ERR_NOT_IMPLEMENTED</i></a>	Not implemented.

## 10.11.2.3 OS\_IntDisable()

```
int32 OS_IntDisable (
    int32 Level )
```

Disable interrupts through Level.

**Parameters**

in	<i>Level</i>	the interrupts to disable
----	--------------	---------------------------

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**Return values**

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_ERR_NOT_IMPLEMENTED</a>	Not implemented.

**10.11.2.4 OS\_IntEnable()**

```
int32 OS_IntEnable (
    int32 Level )
```

Enables interrupts through Level.

**Parameters**

in	<i>Level</i>	the interrupts to enable
----	--------------	--------------------------

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**Return values**

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_ERR_NOT_IMPLEMENTED</a>	Not implemented.

**10.11.2.5 OS\_IntGetMask()**

```
int32 OS_IntGetMask (
    uint32 * mask )
```

Get the CPU interrupt mask register.

**Note**

The interrupt bits are architecture-specific.

**Parameters**

<code>out</code>	<code>mask</code>	The register value will be stored to this location
------------------	-------------------	--

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**Return values**

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_ERR_NOT_IMPLEMENTED</a>	Not implemented.

**10.11.2.6 OS\_IntLock()**

```
int32 OS_IntLock (
    void )
```

Disable interrupts.

**Returns**

An key value to be passed to [OS\\_IntUnlock\(\)](#) to restore interrupts or error status, see [OSAL Return Code Defines](#)

**Return values**

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_ERR_NOT_IMPLEMENTED</a>	Not implemented.

**10.11.2.7 OS\_IntSetMask()**

```
int32 OS_IntSetMask (
    uint32 mask )
```

Set the CPU interrupt mask register.

**Note**

The interrupt bits are architecture-specific.



**Parameters**

in	<i>mask</i>	The value to set in the register
----	-------------	----------------------------------

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**Return values**

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_ERR_NOT_IMPLEMENTED</a>	Not implemented.

**10.11.2.8 OS\_IntUnlock()**

```
int32 OS_IntUnlock (
    int32 IntLevel )
```

Enable interrupts.

**Parameters**

in	<i>IntLevel</i>	value from previous call to <a href="#">OS_IntLock()</a>
----	-----------------	--

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**Return values**

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_ERR_NOT_IMPLEMENTED</a>	Not implemented.

## 10.12 OSAL Shared memory APIs

### Functions

- `int32 OS_ShMemInit (void)`  
*placeholder; not currently implemented*
- `int32 OS_ShMemCreate (uint32 *Id, uint32 NBytes, const char *SegName)`  
*placeholder; not currently implemented*
- `int32 OS_ShMemSemTake (uint32 Id)`  
*placeholder; not currently implemented*
- `int32 OS_ShMemSemGive (uint32 Id)`  
*placeholder; not currently implemented*
- `int32 OS_ShMemAttach (cpuaddr *Address, uint32 Id)`  
*placeholder; not currently implemented*
- `int32 OS_ShMemGetIdByName (uint32 *ShMemId, const char *SegName)`  
*placeholder; not currently implemented*

### 10.12.1 Detailed Description

**Deprecated** Not in current implementations

### 10.12.2 Function Documentation

#### 10.12.2.1 OS\_ShMemAttach()

```
int32 OS_ShMemAttach (
    cpuaddr * Address,
    uint32 Id )
```

placeholder; not currently implemented

**Deprecated** Never implemented

#### 10.12.2.2 OS\_ShMemCreate()

```
int32 OS_ShMemCreate (
    uint32 * Id,
    uint32 NBytes,
    const char * SegName )
```

placeholder; not currently implemented

**Deprecated** Never implemented

#### 10.12.2.3 OS\_ShMemGetIdByName()

```
int32 OS_ShMemGetIdByName (
    uint32 * ShMemId,
    const char * SegName )
```

placeholder; not currently implemented

**Deprecated** Never implemented

#### 10.12.2.4 OS\_ShMemInit()

```
int32 OS_ShMemInit (
    void )
```

placeholder; not currently implemented

**Deprecated** Never implemented

#### 10.12.2.5 OS\_ShMemSemGive()

```
int32 OS_ShMemSemGive (
    uint32 Id )
```

placeholder; not currently implemented

**Deprecated** Never implemented

#### 10.12.2.6 OS\_ShMemSemTake()

```
int32 OS_ShMemSemTake (
    uint32 Id )
```

placeholder; not currently implemented

**Deprecated** Never implemented

## 10.13 OSAL Heap APIs

### Functions

- [int32 OS\\_HeapGetInfo \(OS\\_heap\\_prop\\_t \\*heap\\_prop\)](#)  
*Return current info on the heap.*

### 10.13.1 Detailed Description

### 10.13.2 Function Documentation

#### 10.13.2.1 OS\_HeapGetInfo()

```
int32 OS_HeapGetInfo (  
    OS_heap_prop_t * heap_prop )
```

Return current info on the heap.

#### Parameters

out	<i>heap_prop</i>	Storage buffer for heap info
-----	------------------	------------------------------

#### Returns

Execution status, see [OSAL Return Code Defines](#)

## 10.14 OSAL Error Info APIs

### Functions

- [int32 OS\\_GetErrorName](#) ([int32](#) error\_num, [os\\_err\\_name\\_t](#) \*err\_name)  
*Convert an error number to a string.*

### 10.14.1 Detailed Description

### 10.14.2 Function Documentation

#### 10.14.2.1 OS\_GetErrorName()

```
int32 OS_GetErrorName (
    int32 error_num,
    os_err_name_t * err_name )
```

Convert an error number to a string.

#### Parameters

in	<i>error_num</i>	Error number to convert
out	<i>err_name</i>	Buffer to store error string

#### Returns

Execution status, see [OSAL Return Code Defines](#)

## 10.15 OSAL Select APIs

### Functions

- `int32 OS_SelectMultiple (OS_FdSet *ReadSet, OS_FdSet *WriteSet, int32 msec)`  
*Wait for events across multiple file handles.*
- `int32 OS_SelectSingle (uint32 objid, uint32 *StateFlags, int32 msec)`  
*Wait for events on a single file handle.*
- `int32 OS_SelectFdZero (OS_FdSet *Set)`  
*Clear a FdSet structure.*
- `int32 OS_SelectFdAdd (OS_FdSet *Set, uint32 objid)`  
*Add an ID to an FdSet structure.*
- `int32 OS_SelectFdClear (OS_FdSet *Set, uint32 objid)`  
*Clear an ID from an FdSet structure.*
- `bool OS_SelectFdsSet (OS_FdSet *Set, uint32 objid)`  
*Check if an FdSet structure contains a given ID.*

### 10.15.1 Detailed Description

### 10.15.2 Function Documentation

#### 10.15.2.1 OS\_SelectFdAdd()

```
int32 OS_SelectFdAdd (
    OS_FdSet * Set,
    uint32 objid )
```

Add an ID to an FdSet structure.

After this call the set will contain the given OSAL ID

#### Returns

Execution status, see [OSAL Return Code Defines](#)

#### 10.15.2.2 OS\_SelectFdClear()

```
int32 OS_SelectFdClear (
    OS_FdSet * Set,
    uint32 objid )
```

Clear an ID from an FdSet structure.

After this call the set will no longer contain the given OSAL ID

#### Returns

Execution status, see [OSAL Return Code Defines](#)

### 10.15.2.3 OS\_SelectFdsSet()

```
bool OS_SelectFdsIsSet (
    OS_FdSet * Set,
    uint32 objid )
```

Check if an FdSet structure contains a given ID.

#### Returns

Boolean set status

#### Return values

<i>true</i>	FdSet structure contains ID
<i>false</i>	FdSet structure does not contain ID

### 10.15.2.4 OS\_SelectFdZero()

```
int32 OS_SelectFdZero (
    OS_FdSet * Set )
```

Clear a FdSet structure.

After this call the set will contain no OSAL IDs

#### Returns

Execution status, see [OSAL Return Code Defines](#)

### 10.15.2.5 OS\_SelectMultiple()

```
int32 OS_SelectMultiple (
    OS_FdSet * ReadSet,
    OS_FdSet * WriteSet,
    int32 msec )
```

Wait for events across multiple file handles.

Wait for any of the given sets of IDs to become readable or writable

This function will block until any of the following occurs:

- At least one OSAL ID in the ReadSet is readable
- At least one OSAL ID in the WriteSet is writable
- The timeout has elapsed

The sets are input/output parameters. On entry, these indicate the file handle(s) to wait for. On exit, these are set to the actual file handle(s) that have activity.

If the timeout occurs this returns an error code and all output sets should be empty.

**Note**

This does not lock or otherwise protect the file handles in the given sets. If a filehandle supplied via one of the FdSet arguments is closed or modified by another while this function is in progress, the results are undefined. Because of this limitation, it is recommended to use [OS\\_SelectSingle\(\)](#) whenever possible.

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**10.15.2.6 OS\_SelectSingle()**

```
int32 OS_SelectSingle (
    uint32 objid,
    uint32 * StateFlags,
    int32 msec )
```

Wait for events on a single file handle.

Wait for a single OSAL filehandle to change state

This function can be used to wait for a single OSAL stream ID to become readable or writable. On entry, the "StateFlags" parameter should be set to the desired state (readable or writable) and upon return the flags will be set to the state actually detected.

As this operates on a single ID, the filehandle is protected during this call, such that another thread accessing the same handle will return an error. However, it is important to note that once the call returns then other threads may then also read/write and affect the state before the current thread can service it.

To mitigate this risk the application may prefer to use the OS\_TimedRead/OS\_TimedWrite calls.

**Returns**

Execution status, see [OSAL Return Code Defines](#)



## 10.16 OSAL Printf APIs

### Functions

- void [OS\\_printf](#) (const char \*string,...) [OS\\_PRINTF](#)(1)  
*Abstraction for the system printf() call.*
- void void [OS\\_printf\\_disable](#) (void)  
*This function disables the output from OS\_printf.*
- void [OS\\_printf\\_enable](#) (void)  
*This function enables the output from OS\_printf.*

### 10.16.1 Detailed Description

### 10.16.2 Function Documentation

#### 10.16.2.1 OS\_printf()

```
void OS_printf (
    const char * string,
    ... )
```

Abstraction for the system printf() call.

This function abstracts out the printf type statements. This is useful for using OS- specific thats that will allow non-pollled print statements for the real time systems.

Operates in a manner similar to the printf() call defined by the standard C library and takes all the parameters and formatting options of printf. This abstraction may implement additional buffering, if necessary, to improve the real-time performance of the call.

The output of this routine also may be dynamically enabled or disabled by the [OS\\_printf\\_enable\(\)](#) and [OS\\_printf\\_disable\(\)](#) calls, respectively.

#### Parameters

in	<i>string</i>	Format string, followed by additional arguments
----	---------------	---

#### 10.16.2.2 OS\_printf\_disable()

```
void void OS_printf_disable (
    void )
```

This function disables the output from OS\_printf.

### 10.16.2.3 OS\_printf\_enable()

```
void OS_printf_enable (
    void )
```

This function enables the output from OS\_printf.

## 10.17 OSAL File Access Option Defines

### Macros

- `#define OS_READ_ONLY 0`
- `#define OS_WRITE_ONLY 1`
- `#define OS_READ_WRITE 2`

### 10.17.1 Detailed Description

### 10.17.2 Macro Definition Documentation

#### 10.17.2.1 OS\_READ\_ONLY

```
#define OS_READ_ONLY 0
```

Read only file access

Definition at line 25 of file osapi-os-filesys.h.

#### 10.17.2.2 OS\_READ\_WRITE

```
#define OS_READ_WRITE 2
```

Read write file access

Definition at line 27 of file osapi-os-filesys.h.

#### 10.17.2.3 OS\_WRITE\_ONLY

```
#define OS_WRITE_ONLY 1
```

Write only file access

Definition at line 26 of file osapi-os-filesys.h.

## 10.18 OSAL Reference Point For Seek Offset Defines

### Macros

- `#define OS_SEEK_SET 0`
- `#define OS_SEEK_CUR 1`
- `#define OS_SEEK_END 2`

### 10.18.1 Detailed Description

### 10.18.2 Macro Definition Documentation

#### 10.18.2.1 OS\_SEEK\_CUR

```
#define OS_SEEK_CUR 1
```

Seek offset current

Definition at line 34 of file `osapi-os-filesys.h`.

#### 10.18.2.2 OS\_SEEK\_END

```
#define OS_SEEK_END 2
```

Seek offset end

Definition at line 35 of file `osapi-os-filesys.h`.

#### 10.18.2.3 OS\_SEEK\_SET

```
#define OS_SEEK_SET 0
```

Seek offset set

Definition at line 33 of file `osapi-os-filesys.h`.

## 10.19 OSAL Volume Type Defines

### Macros

- `#define FS_BASED 0`
- `#define RAM_DISK 1`
- `#define EEPROM_DISK 2`
- `#define ATA_DISK 3`

### 10.19.1 Detailed Description

### 10.19.2 Macro Definition Documentation

#### 10.19.2.1 ATA\_DISK

```
#define ATA_DISK 3
```

Volume type ATA disk

Definition at line 47 of file osapi-os-filesys.h.

#### 10.19.2.2 EEPROM\_DISK

```
#define EEPROM_DISK 2
```

Volume type EEPROM disk

Definition at line 46 of file osapi-os-filesys.h.

#### 10.19.2.3 FS\_BASED

```
#define FS_BASED 0
```

Volume type FS based

Definition at line 44 of file osapi-os-filesys.h.

#### 10.19.2.4 RAM\_DISK

```
#define RAM_DISK 1
```

Volume type RAM disk

Definition at line 45 of file osapi-os-filesys.h.

## 10.20 OSAL Standard File APIs

### Functions

- [int32 OS\\_creat](#) (const char \*path, [int32](#) access)  
*Creates a file specified by path.*
- [int32 OS\\_open](#) (const char \*path, [int32](#) access, [uint32](#) mode)  
*Opens a file.*
- [int32 OS\\_close](#) ([uint32](#) fidedes)  
*Closes an open file handle.*
- [int32 OS\\_read](#) ([uint32](#) fidedes, void \*buffer, [uint32](#) nbytes)  
*Read from a file handle.*
- [int32 OS\\_write](#) ([uint32](#) fidedes, const void \*buffer, [uint32](#) nbytes)  
*Write to a file handle.*
- [int32 OS\\_TimedRead](#) ([uint32](#) fidedes, void \*buffer, [uint32](#) nbytes, [int32](#) timeout)  
*File/Stream input read with a timeout.*
- [int32 OS\\_TimedWrite](#) ([uint32](#) fidedes, const void \*buffer, [uint32](#) nbytes, [int32](#) timeout)  
*File/Stream output write with a timeout.*
- [int32 OS\\_chmod](#) (const char \*path, [uint32](#) access)  
*Changes the permissions of a file.*
- [int32 OS\\_stat](#) (const char \*path, [os\\_fstat\\_t](#) \*filestats)  
*Obtain information about a file or directory.*
- [int32 OS\\_lseek](#) ([uint32](#) fidedes, [int32](#) offset, [uint32](#) whence)  
*Seeks to the specified position of an open file.*
- [int32 OS\\_remove](#) (const char \*path)  
*Removes a file from the file system.*
- [int32 OS\\_rename](#) (const char \*old\_filename, const char \*new\_filename)  
*Renames a file.*
- [int32 OS\\_cp](#) (const char \*src, const char \*dest)  
*Copies a single file from src to dest.*
- [int32 OS\\_mv](#) (const char \*src, const char \*dest)  
*Move a single file from src to dest.*
- [int32 OS\\_FDGetInfo](#) ([uint32](#) fidedes, [OS\\_file\\_prop\\_t](#) \*fd\_prop)  
*Obtain information about an open file.*
- [int32 OS\\_FileOpenCheck](#) (const char \*Filename)  
*Checks to see if a file is open.*
- [int32 OS\\_CloseAllFiles](#) (void)  
*Close all open files.*
- [int32 OS\\_CloseFileByName](#) (const char \*Filename)  
*Close a file by filename.*

### 10.20.1 Detailed Description

### 10.20.2 Function Documentation

### 10.20.2.1 OS\_chmod()

```
int32 OS_chmod (
    const char * path,
    uint32 access )
```

Changes the permissions of a file.

#### Parameters

in	<i>path</i>	File to change
in	<i>access</i>	Desired access mode - see <a href="#">OSAL File Access Option Defines</a>

#### Note

Some file systems do not implement permissions

#### Returns

Execution status, see [OSAL Return Code Defines](#)

### 10.20.2.2 OS\_close()

```
int32 OS_close (
    uint32 filedes )
```

Closes an open file handle.

This closes regular file handles and any other file-like resource, such as network streams or pipes.

#### Parameters

in	<i>filedes</i>	The handle ID to operate on
----	----------------	-----------------------------

#### Returns

Execution status, see [OSAL Return Code Defines](#)

#### Return values

<a href="#"><i>OS_SUCCESS</i></a>	Successful execution.
<a href="#"><i>OS_ERROR</i></a>	if file descriptor could not be closed
<a href="#"><i>OS_ERR_INVALID_ID</i></a>	if the file descriptor passed in is invalid

### 10.20.2.3 OS\_CloseAllFiles()

```
int32 OS_CloseAllFiles (
    void )
```

Close all open files.

Closes All open files that were opened through the OSAL

#### Returns

Execution status, see [OSAL Return Code Defines](#)

#### Return values

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_ERROR</a>	if one or more file close returned an error

### 10.20.2.4 OS\_CloseFileByName()

```
int32 OS_CloseFileByName (
    const char * Filename )
```

Close a file by filename.

Allows a file to be closed by name. This will only work if the name passed in is the same name used to open the file.

#### Parameters

in	<i>Filename</i>	The file to close
----	-----------------	-------------------

#### Returns

Execution status, see [OSAL Return Code Defines](#)

#### Return values

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_FS_ERR_PATH_INVALID</a>	if the file is not found
<a href="#">OS_ERROR</a>	if the file close returned an error



## 10.20.2.5 OS\_cp()

```
int32 OS_cp (
    const char * src,
    const char * dest )
```

Copies a single file from src to dest.

## Note

The behavior of this API on an open file is not defined at the OSAL level due to dependencies on the underlying OS which may or may not allow the related operation based on a variety of potential configurations. For portability, it is recommended that applications ensure the file is closed prior to removal.

## Parameters

in	<i>src</i>	The source file to operate on
in	<i>dest</i>	The destination file

## Returns

Execution status, see [OSAL Return Code Defines](#)

## Return values

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_ERROR</a>	if the file could not be accessed
<a href="#">OS_INVALID_POINTER</a>	if src or dest are NULL
<a href="#">OS_FS_ERR_PATH_INVALID</a>	if path cannot be parsed
<a href="#">OS_FS_ERR_PATH_TOO_LONG</a>	if the paths given are too long to be stored locally
<a href="#">OS_FS_ERR_NAME_TOO_LONG</a>	if the dest name is too long to be stored locally

## 10.20.2.6 OS\_creat()

```
int32 OS_creat (
    const char * path,
    int32 access )
```

Creates a file specified by path.

Creates a file specified by const char \*path, with read/write permissions by access. The file is also automatically opened by the create call.

## Parameters

in	<i>path</i>	File name to create
in	<i>access</i>	Intended access mode - see <a href="#">OSAL File Access Option Defines</a>

**Note**

Valid handle IDs are never negative. Failure of this call can be checked by testing if the result is less than 0.

**Returns**

A file handle ID or appropriate error code, see [OSAL Return Code Defines](#)

**Return values**

<a href="#">OS_INVALID_POINTER</a>	if path is NULL
<a href="#">OS_FS_ERR_PATH_TOO_LONG</a>	if path exceeds the maximum number of chars
<a href="#">OS_FS_ERR_PATH_INVALID</a>	if path cannot be parsed
<a href="#">OS_FS_ERR_NAME_TOO_LONG</a>	if the name of the file is too long
<a href="#">OS_ERROR</a>	if permissions are unknown or OS call fails
<a href="#">OS_ERR_NO_FREE_IDS</a>	if there are no free file descriptors left

**10.20.2.7 OS\_FDGetInfo()**

```
int32 OS_FDGetInfo (
    uint32 filedes,
    OS_file_prop_t * fd_prop )
```

Obtain information about an open file.

Copies the information of the given file descriptor into a structure passed in

**Parameters**

in	<i>filedes</i>	The handle ID to operate on
out	<i>fd_prop</i>	Storage buffer for file information

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**Return values**

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_ERR_INVALID_ID</a>	if the file descriptor passed in is invalid

### 10.20.2.8 OS\_FileOpenCheck()

```
int32 OS_FileOpenCheck (
    const char * Filename )
```

Checks to see if a file is open.

This function takes a filename and determines if the file is open. The function will return success if the file is open.

#### Parameters

in	<i>Filename</i>	The file to operate on
----	-----------------	------------------------

#### Returns

OS\_SUCCESS if the file is open, or appropriate error code

#### Return values

<a href="#">OS_ERROR</a>	if the file is not open
--------------------------	-------------------------

### 10.20.2.9 OS\_lseek()

```
int32 OS_lseek (
    uint32 filedес,
    int32 offset,
    uint32 whence )
```

Seeks to the specified position of an open file.

Sets the read/write pointer to a specific offset in a specific file.

#### Parameters

in	<i>filedes</i>	The handle ID to operate on
in	<i>offset</i>	The file offset to seek to
in	<i>whence</i>	The reference point for offset, see <a href="#">OSAL Reference Point For Seek Offset Defines</a>

#### Returns

Byte offset from the beginning of the file or appropriate error code, see [OSAL Return Code Defines](#)

#### Return values

<a href="#">OS_ERR_INVALID_ID</a>	if the file descriptor passed in is invalid
<a href="#">OS_ERROR</a>	if OS call failed

## 10.20.2.10 OS\_mv()

```
int32 OS_mv (
    const char * src,
    const char * dest )
```

Move a single file from src to dest.

This first attempts to rename the file, which is faster if the source and destination reside on the same file system.

If this fails, it falls back to copying the file and removing the original.

## Note

The behavior of this API on an open file is not defined at the OSAL level due to dependencies on the underlying OS which may or may not allow the related operation based on a variety of potential configurations. For portability, it is recommended that applications ensure the file is closed prior to removal.

## Parameters

in	<i>src</i>	The source file to operate on
in	<i>dest</i>	The destination file

## Returns

Execution status, see [OSAL Return Code Defines](#)

## Return values

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_ERROR</a>	if the file could not be renamed.
<a href="#">OS_INVALID_POINTER</a>	if src or dest are NULL
<a href="#">OS_FS_ERR_PATH_INVALID</a>	if path cannot be parsed
<a href="#">OS_FS_ERR_PATH_TOO_LONG</a>	if the paths given are too long to be stored locally
<a href="#">OS_FS_ERR_NAME_TOO_LONG</a>	if the dest name is too long to be stored locally

## 10.20.2.11 OS\_open()

```
int32 OS_open (
    const char * path,
    int32 access,
    uint32 mode )
```

Opens a file.

Opens a file.

## Parameters

in	<i>path</i>	File name to create
in	<i>access</i>	Intended access mode - see <a href="#">OSAL File Access Option Defines</a>
in	<i>mode</i>	The file permissions. This parameter is passed through to the native open call, but will be ignored. The file mode (or permissions) are ignored by the POSIX open call when the O_CREAT access flag is not passed in.

## Note

Valid handle IDs are never negative. Failure of this call can be checked by testing if the result is less than 0.

## Returns

A file handle ID or appropriate error code, see [OSAL Return Code Defines](#)

## Return values

<a href="#">OS_INVALID_POINTER</a>	if path is NULL
<a href="#">OS_FS_ERR_PATH_TOO_LONG</a>	if path exceeds the maximum number of chars
<a href="#">OS_FS_ERR_PATH_INVALID</a>	if path cannot be parsed
<a href="#">OS_FS_ERR_NAME_TOO_LONG</a>	if the name of the file is too long
<a href="#">OS_ERROR</a>	if permissions are unknown or OS call fails
<a href="#">OS_ERR_NO_FREE_IDS</a>	if there are no free file descriptors left

## 10.20.2.12 OS\_read()

```
int32 OS_read (
    uint32 filedes,
    void * buffer,
    uint32 nbytes )
```

Read from a file handle.

Reads up to nbytes from a file, and puts them into buffer.

## Parameters

in	<i>filedes</i>	The handle ID to operate on
out	<i>buffer</i>	Storage location for file data
in	<i>nbytes</i>	Maximum number of bytes to read

**Note**

All OSAL error codes are negative int32 values. Failure of this call can be checked by testing if the result is less than 0.

**Returns**

A non-negative byte count or appropriate error code, see [OSAL Return Code Defines](#)

**Return values**

<a href="#">OS_INVALID_POINTER</a>	if buffer is a null pointer
<a href="#">OS_ERROR</a>	if OS call failed
<a href="#">OS_ERR_INVALID_ID</a>	if the file descriptor passed in is invalid

**10.20.2.13 OS\_remove()**

```
int32 OS_remove (
    const char * path )
```

Removes a file from the file system.

Removes a given filename from the drive

**Note**

The behavior of this API on an open file is not defined at the OSAL level due to dependencies on the underlying OS which may or may not allow the related operation based on a variety of potential configurations. For portability, it is recommended that applications ensure the file is closed prior to removal.

**Parameters**

in	<i>path</i>	The file to operate on
----	-------------	------------------------

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**Return values**

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_ERROR</a>	if there is no device or the driver returns error
<a href="#">OS_INVALID_POINTER</a>	if path is NULL
<a href="#">OS_FS_ERR_PATH_TOO_LONG</a>	if path is too long to be stored locally
<a href="#">OS_FS_ERR_PATH_INVALID</a>	if path cannot be parsed
<a href="#">OS_FS_ERR_NAME_TOO_LONG</a>	if the name of the file to remove is too long

## 10.20.2.14 OS\_rename()

```
int32 OS_rename (
    const char * old_filename,
    const char * new_filename )
```

Renames a file.

Changes the name of a file, where the source and destination reside on the same file system.

## Note

The behavior of this API on an open file is not defined at the OSAL level due to dependencies on the underlying OS which may or may not allow the related operation based on a variety of potential configurations. For portability, it is recommended that applications ensure the file is closed prior to removal.

## Parameters

in	<i>old_filename</i>	The original filename
in	<i>new_filename</i>	The desired filename

## Returns

Execution status, see [OSAL Return Code Defines](#)

## Return values

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_ERROR</a>	if the file could not be opened or renamed.
<a href="#">OS_INVALID_POINTER</a>	if old or new are NULL
<a href="#">OS_FS_ERR_PATH_INVALID</a>	if path cannot be parsed
<a href="#">OS_FS_ERR_PATH_TOO_LONG</a>	if the paths given are too long to be stored locally
<a href="#">OS_FS_ERR_NAME_TOO_LONG</a>	if the new name is too long to be stored locally

## 10.20.2.15 OS\_stat()

```
int32 OS_stat (
    const char * path,
    os_fstat_t * filestats )
```

Obtain information about a file or directory.

Returns information about a file or directory in a [os\\_fstat\\_t](#) structure



**Parameters**

in	<i>path</i>	The file to operate on
out	<i>filestats</i>	Buffer to store file information

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**Return values**

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_INVALID_POINTER</a>	if path or filestats is NULL
<a href="#">OS_FS_ERR_PATH_TOO_LONG</a>	if the path is too long to be stored locally
<a href="#">OS_FS_ERR_NAME_TOO_LONG</a>	if the name of the file is too long to be stored
<a href="#">OS_FS_ERR_PATH_INVALID</a>	if path cannot be parsed
<a href="#">OS_ERROR</a>	if the OS call failed

**10.20.2.16 OS\_TimedRead()**

```
int32 OS_TimedRead (
    uint32 filedes,
    void * buffer,
    uint32 nbytes,
    int32 timeout )
```

File/Stream input read with a timeout.

This implements a time-limited read and is primarily intended for use with sockets but may also work with any other stream-like resource that the underlying OS supports.

If data is immediately available on the file/socket, this will return that data along with the actual number of bytes that were immediately available. It will not block.

If no data is immediately available, this will wait up to the given timeout for data to appear. If no data appears within the timeout period, then this returns an error code (not zero).

In all cases this will return successfully as soon as at least 1 byte of actual data is available. It will not attempt to read the entire input buffer.

If an EOF condition occurs prior to timeout, this function returns zero.

**Parameters**

in	<i>filedes</i>	The handle ID to operate on
in	<i>buffer</i>	Source location for file data
in	<i>nbytes</i>	Maximum number of bytes to read
in	<i>timeout</i>	Maximum time to wait, in milliseconds (OS_PEND = forever)

**Returns**

Byte count on success, zero for timeout, or appropriate error code, see [OSAL Return Code Defines](#)

**10.20.2.17 OS\_TimedWrite()**

```
int32 OS_TimedWrite (
    uint32 filedес,
    const void * buffer,
    uint32 nbytes,
    int32 timeout )
```

File/Stream output write with a timeout.

This implements a time-limited write and is primarily intended for use with sockets but may also work with any other stream-like resource that the underlying OS supports.

If output buffer space is immediately available on the file/socket, this will place data into the buffer and return the actual number of bytes that were queued for output. It will not block.

If no output buffer space is immediately available, this will wait up to the given timeout for space to become available. If no space becomes available within the timeout period, then this returns an error code (not zero).

In all cases this will return successfully as soon as at least 1 byte of actual data is output. It will *not* attempt to write the entire output buffer.

If an EOF condition occurs prior to timeout, this function returns zero.

**Parameters**

in	<i>filedes</i>	The handle ID to operate on
in	<i>buffer</i>	Source location for file data
in	<i>nbytes</i>	Maximum number of bytes to read
in	<i>timeout</i>	Maximum time to wait, in milliseconds (OS_PEND = forever)

**Returns**

Byte count on success, zero for timeout, or appropriate error code, see [OSAL Return Code Defines](#)

**10.20.2.18 OS\_write()**

```
int32 OS_write (
    uint32 filedес,
    const void * buffer,
    uint32 nbytes )
```

Write to a file handle.

Writes to a file. copies up to a maximum of nbytes of buffer to the file described in filedес

**Parameters**

in	<i>filedes</i>	The handle ID to operate on
in	<i>buffer</i>	Source location for file data
in	<i>nbytes</i>	Maximum number of bytes to read

**Note**

All OSAL error codes are negative int32 values. Failure of this call can be checked by testing if the result is less than 0.

**Returns**

A non-negative byte count or appropriate error code, see [OSAL Return Code Defines](#)

**Return values**

<a href="#">OS_INVALID_POINTER</a>	if buffer is NULL
<a href="#">OS_ERROR</a>	if OS call failed
<a href="#">OS_ERR_INVALID_ID</a>	if the file descriptor passed in is invalid

## 10.21 OSAL Directory APIs

### Functions

- `os_dirp_t OS_opendir` (const char \*path)  
*Opens a directory for searching.*
- `int32 OS_closedir` (os\_dirp\_t directory)
- `void OS_rewinddir` (os\_dirp\_t directory)
- `os_dirent_t * OS_readdir` (os\_dirp\_t directory)
- `int32 OS_DirectoryOpen` (uint32 \*dir\_id, const char \*path)  
*Opens a directory.*
- `int32 OS_DirectoryClose` (uint32 dir\_id)  
*Closes an open directory.*
- `int32 OS_DirectoryRewind` (uint32 dir\_id)  
*Rewinds an open directory.*
- `int32 OS_DirectoryRead` (uint32 dir\_id, os\_dirent\_t \*dirent)  
*Reads the next name in the directory.*
- `int32 OS_mkdir` (const char \*path, uint32 access)  
*Makes a new directory.*
- `int32 OS_rmdir` (const char \*path)  
*Removes a directory from the file system.*

### 10.21.1 Detailed Description

### 10.21.2 Function Documentation

#### 10.21.2.1 OS\_closedir()

```
int32 OS_closedir (  
    os_dirp_t directory )
```

#### 10.21.2.2 OS\_DirectoryClose()

```
int32 OS_DirectoryClose (  
    uint32 dir_id )
```

Closes an open directory.

The directory referred to by dir\_id will be closed

**Parameters**

in	<i>dir↔ _id</i>	The handle ID of the directory
----	---------------------	--------------------------------

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**10.21.2.3 OS\_DirectoryOpen()**

```
int32 OS_DirectoryOpen (
    uint32 * dir_id,
    const char * path )
```

Opens a directory.

Prepares for reading the files within a directory

**Parameters**

out	<i>dir↔ _id</i>	The handle ID of the directory
in	<i>path</i>	The directory to open

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**10.21.2.4 OS\_DirectoryRead()**

```
int32 OS_DirectoryRead (
    uint32 dir_id,
    os_dirent_t * dirent )
```

Reads the next name in the directory.

Obtains directory entry data for the next file from an open directory

**Parameters**

in	<i>dir↔ _id</i>	The handle ID of the directory
out	<i>dirent</i>	Buffer to store directory entry information

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**10.21.2.5 OS\_DirectoryRewind()**

```
int32 OS_DirectoryRewind (
    uint32 dir_id )
```

Rewinds an open directory.

Resets a directory read handle back to the first file.

**Parameters**

in	<i>dir_id</i>	The handle ID of the directory
----	---------------	--------------------------------

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**10.21.2.6 OS\_mkdir()**

```
int32 OS_mkdir (
    const char * path,
    uint32 access )
```

Makes a new directory.

Makes a directory specified by path.

**Parameters**

in	<i>path</i>	The new directory name
in	<i>access</i>	The permissions for the directory (reserved for future use)

**Note**

Current implementations do not utilize the "access" parameter. Applications should still pass the intended value ([OS\\_READ\\_WRITE](#) or [OS\\_READ\\_ONLY](#)) to be compatible with future implementations.

**Returns**

Execution status, see [OSAL Return Code Defines](#)

## Return values

<a href="#"><i>OS_SUCCESS</i></a>	Successful execution.
<a href="#"><i>OS_INVALID_POINTER</i></a>	if path is NULL
<a href="#"><i>OS_FS_ERR_PATH_TOO_LONG</i></a>	if the path is too long to be stored locally
<a href="#"><i>OS_FS_ERR_PATH_INVALID</i></a>	if path cannot be parsed
<a href="#"><i>OS_ERROR</i></a>	if the OS call fails

## 10.21.2.7 OS\_opendir()

```
os_dirp_t OS_opendir (
    const char * path )
```

Opens a directory for searching.

**Deprecated** Replaced by [\*OS\\_DirectoryOpen\(\)\*](#)

## 10.21.2.8 OS\_readdir()

```
os_dirent_t* OS_readdir (
    os_dirp_t directory )
```

## 10.21.2.9 OS\_rewinddir()

```
void OS_rewinddir (
    os_dirp_t directory )
```

## 10.21.2.10 OS\_rmdir()

```
int32 OS_rmdir (
    const char * path )
```

Removes a directory from the file system.

Removes a directory from the structure. The directory must be empty prior to this operation.

## Parameters

in	<i>path</i>	The directory to remove
----	-------------	-------------------------

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**Return values**

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_INVALID_POINTER</a>	if path is NULL
<a href="#">OS_FS_ERR_PATH_INVALID</a>	if path cannot be parsed
<a href="#">OS_FS_ERR_PATH_TOO_LONG</a>	
<a href="#">OS_ERROR</a>	if the directory remove operation failed



## 10.22 OSAL File System Level APIs

### Functions

- [int32 OS\\_FileSysAddFixedMap](#) ([uint32](#) \*fileSYS\_id, const char \*phys\_path, const char \*virt\_path)  
*Create a fixed mapping between an existing directory and a virtual OSAL mount point.*
- [int32 OS\\_mkfs](#) (char \*address, const char \*devname, const char \*volname, [uint32](#) blocksize, [uint32](#) numblocks)  
*Makes a file system on the target.*
- [int32 OS\\_mount](#) (const char \*devname, const char \*mountpoint)  
*Mounts a file system.*
- [int32 OS\\_initfs](#) (char \*address, const char \*devname, const char \*volname, [uint32](#) blocksize, [uint32](#) numblocks)  
*Initializes an existing file system.*
- [int32 OS\\_rmfs](#) (const char \*devname)  
*Removes a file system.*
- [int32 OS\\_unmount](#) (const char \*mountpoint)  
*Unmounts a mounted file system.*
- [int32 OS\\_fsBlocksFree](#) (const char \*name)  
*Obtain number of blocks free.*
- [int32 OS\\_fsBytesFree](#) (const char \*name, [uint64](#) \*bytes\_free)  
*Obtains the number of free bytes in a volume.*
- [int32 OS\\_chkfs](#) (const char \*name, bool repair)  
*Checks the health of a file system and repairs it if necessary.*
- [int32 OS\\_FS\\_GetPhysDriveName](#) (char \*PhysDriveName, const char \*MountPoint)  
*Obtains the physical drive name associated with a mount point.*
- [int32 OS\\_TranslatePath](#) (const char \*VirtualPath, char \*LocalPath)  
*Translates a OSAL Virtual file system path to a host Local path.*
- [int32 OS\\_GetFsInfo](#) ([os\\_fsinfo\\_t](#) \*fileSYS\_info)  
*Returns information about the file system.*

### 10.22.1 Detailed Description

### 10.22.2 Function Documentation

#### 10.22.2.1 OS\_chkfs()

```
int32 OS_chkfs (
    const char * name,
    bool repair )
```

Checks the health of a file system and repairs it if necessary.

Checks the drives for inconsistencies and optionally also repairs it

#### Note

not all operating systems implement this function

**Parameters**

in	<i>name</i>	The device/path to operate on
in	<i>repair</i>	Whether to also repair inconsistencies

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**Return values**

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_INVALID_POINTER</a>	Name is NULL
<a href="#">OS_ERR_NOT_IMPLEMENTED</a>	Not implemented.
<a href="#">OS_ERROR</a>	Failed execution.

**10.22.2.2 OS\_FileSysAddFixedMap()**

```
int32 OS_FileSysAddFixedMap (
    uint32 * filesys_id,
    const char * phys_path,
    const char * virt_path )
```

Create a fixed mapping between an existing directory and a virtual OSAL mount point.

This mimics the behavior of a "FS\_BASED" entry in the VolumeTable but is registered at runtime. It is intended to be called by the PSP/BSP prior to starting the OSAL.

**Parameters**

out	<i>filesys_id</i>	An OSAL ID reflecting the file system
in	<i>phys_path</i>	The native system directory (an existing mount point)
in	<i>virt_path</i>	The virtual mount point of this filesystem

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**10.22.2.3 OS\_FS\_GetPhysDriveName()**

```
int32 OS_FS_GetPhysDriveName (
    char * PhysDriveName,
    const char * MountPoint )
```

Obtains the physical drive name associated with a mount point.

Returns the name of the physical volume associated with the drive, when given the OSAL mount point of the drive

#### Parameters

out	<i>PhysDriveName</i>	Buffer to store physical drive name
in	<i>MountPoint</i>	OSAL mount point

#### Returns

Execution status, see [OSAL Return Code Defines](#)

#### Return values

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_INVALID_POINTER</a>	if either parameter is NULL
<a href="#">OS_ERROR</a>	if the mountpoint could not be found

#### 10.22.2.4 OS\_fsBlocksFree()

```
int32 OS_fsBlocksFree (
    const char * name )
```

Obtain number of blocks free.

Returns the number of free blocks in a volume

#### Parameters

in	<i>name</i>	The device/path to operate on
----	-------------	-------------------------------

#### Returns

Block count or appropriate error code, see [OSAL Return Code Defines](#)

#### Return values

<a href="#">OS_INVALID_POINTER</a>	if name is NULL
<a href="#">OS_FS_ERR_PATH_TOO_LONG</a>	if the name is too long
<a href="#">OS_ERROR</a>	if the OS call failed

## 10.22.2.5 OS\_fsBytesFree()

```
int32 OS_fsBytesFree (
    const char * name,
    uint64 * bytes_free )
```

Obtains the number of free bytes in a volume.

Returns the number of free bytes in a volume

## Note

uses a 64 bit data type to support filesystems that are greater than 4 Gigabytes

## Parameters

in	<i>name</i>	The device/path to operate on
out	<i>bytes_free</i>	The number of free bytes

## Returns

Execution status, see [OSAL Return Code Defines](#)

## Return values

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_INVALID_POINTER</a>	if name is NULL
<a href="#">OS_FS_ERR_PATH_TOO_LONG</a>	if the name is too long
<a href="#">OS_ERROR</a>	if the OS call failed

## 10.22.2.6 OS\_GetFsInfo()

```
int32 OS_GetFsInfo (
    os_fsinfo_t * filesystem_info )
```

Returns information about the file system.

Returns information about the file system in an [os\\_fsinfo\\_t](#). This includes the number of open files and file systems

## Parameters

out	<i>filesystem_info</i>	Buffer to store filesystem information
-----	------------------------	--

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**Return values**

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_INVALID_POINTER</a>	if filesys_info is NULL

**10.22.2.7 OS\_initfs()**

```
int32 OS_initfs (
    char * address,
    const char * devname,
    const char * volname,
    uint32 blocksize,
    uint32 numblocks )
```

Initializes an existing file system.

Initializes a file system on the target.

**Parameters**

in	<i>address</i>	The address at which to start the new disk. If address == 0, then space will be allocated by the OS
in	<i>devname</i>	The name of the "generic" drive
in	<i>volname</i>	The name of the volume (if needed, used on VxWorks)
in	<i>blocksize</i>	The size of a single block on the drive
in	<i>numblocks</i>	The number of blocks to allocate for the drive

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**Return values**

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_INVALID_POINTER</a>	if devname or volname are NULL
<a href="#">OS_FS_ERR_PATH_TOO_LONG</a>	if the name is too long
<a href="#">OS_FS_ERR_DEVICE_NOT_FREE</a>	if the volume table is full
<a href="#">OS_FS_ERR_DRIVE_NOT_CREATED</a>	on error

## 10.22.2.8 OS\_mkfs()

```
int32 OS_mkfs (
    char * address,
    const char * devname,
    const char * volname,
    uint32 blocksize,
    uint32 numblocks )
```

Makes a file system on the target.

Makes a file system on the target. Highly dependent on underlying OS and dependent on OS volume table definition.

## Parameters

in	<i>address</i>	The address at which to start the new disk. If address == 0 space will be allocated by the OS.
in	<i>devname</i>	The name of the "generic" drive
in	<i>volname</i>	The name of the volume (if needed, used on VxWorks)
in	<i>blocksize</i>	The size of a single block on the drive
in	<i>numblocks</i>	The number of blocks to allocate for the drive

## Returns

Execution status, see [OSAL Return Code Defines](#)

## Return values

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_INVALID_POINTER</a>	if devname is NULL
<a href="#">OS_FS_ERR_DRIVE_NOT_CREATED</a>	if the OS calls to create the the drive failed
<a href="#">OS_FS_ERR_DEVICE_NOT_FREE</a>	if the volume table is full
<a href="#">OS_FS_SUCCESS</a>	on creating the disk

## 10.22.2.9 OS\_mount()

```
int32 OS_mount (
    const char * devname,
    const char * mountpoint )
```

Mounts a file system.

Mounts a file system / block device at the given mount point.

## Parameters

in	<i>devname</i>	The name of the drive to mount. devname is the same from <a href="#">OS_mkfs</a>
in	<i>mountpoint</i>	The name to call this disk from now on

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**10.22.2.10 OS\_rmfs()**

```
int32 OS_rmfs (
    const char * devname )
```

Removes a file system.

This function will remove or un-map the target file system. Note that this is not the same as un-mounting the file system.

**Parameters**

in	<i>devname</i>	The name of the "generic" drive
----	----------------	---------------------------------

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**Return values**

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_INVALID_POINTER</a>	if devname is NULL
<a href="#">OS_ERROR</a>	is the drive specified cannot be located

**10.22.2.11 OS\_TranslatePath()**

```
int32 OS_TranslatePath (
    const char * VirtualPath,
    char * LocalPath )
```

Translates a OSAL Virtual file system path to a host Local path.

Translates a virtual path to an actual system path name

**Parameters**

in	<i>VirtualPath</i>	OSAL virtual path name
out	<i>LocalPath</i>	Buffer to store native/translated path name

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**Return values**

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_INVALID_POINTER</a>	if either parameter is NULL

**10.22.2.12 OS\_unmount()**

```
int32 OS_unmount (
    const char * mountpoint )
```

Unmounts a mounted file system.

This function will unmount a drive from the file system and make all open file descriptors useless.

**Note**

Any open file descriptors referencing this file system should be closed prior to unmounting a drive

**Parameters**

in	<i>mountpoint</i>	The mount point to remove from <a href="#">OS_mount</a>
----	-------------------	---

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**Return values**

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_INVALID_POINTER</a>	if name is NULL
<a href="#">OS_FS_ERR_PATH_TOO_LONG</a>	if the absolute path given is too long
<a href="#">OS_ERROR</a>	if the OS calls failed



## 10.23 OSAL Shell APIs

### Functions

- [int32 OS\\_ShellOutputToFile](#) (const char \*Cmd, [uint32](#) filedes)  
*Executes the command and sends output to a file.*

### 10.23.1 Detailed Description

### 10.23.2 Function Documentation

#### 10.23.2.1 OS\_ShellOutputToFile()

```
int32 OS_ShellOutputToFile (
    const char * Cmd,
    uint32 filedes )
```

Executes the command and sends output to a file.

Takes a shell command in and writes the output of that command to the specified file. The output file must be opened previously with write access (OS\_WRITE\_ONLY or OS\_READ\_WRITE).

#### Parameters

in	<i>Cmd</i>	Command to pass to shell
in	<i>filedes</i>	File to send output to.

#### Returns

Execution status, see [OSAL Return Code Defines](#)

#### Return values

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_ERROR</a>	if the command was not executed properly
<a href="#">OS_ERR_INVALID_ID</a>	if the file descriptor passed in is invalid

## 10.24 OSAL Dynamic Loader and Symbol APIs

### Functions

- [int32 OS\\_SymbolLookup](#) ([cpuaddr](#) \*symbol\_address, const char \*symbol\_name)  
*Find the Address of a Symbol.*
- [int32 OS\\_SymbolTableDump](#) (const char \*filename, [uint32](#) size\_limit)  
*Dumps the system symbol table to a file.*
- [int32 OS\\_ModuleLoad](#) ([uint32](#) \*module\_id, const char \*module\_name, const char \*filename)  
*Loads an object file.*
- [int32 OS\\_ModuleUnload](#) ([uint32](#) module\_id)  
*Unloads the module file.*
- [int32 OS\\_ModuleInfo](#) ([uint32](#) module\_id, [OS\\_module\\_prop\\_t](#) \*module\_info)  
*Obtain information about a module.*

### 10.24.1 Detailed Description

### 10.24.2 Function Documentation

#### 10.24.2.1 OS\_ModuleInfo()

```
int32 OS_ModuleInfo (
    uint32 module_id,
    OS_module_prop_t * module_info )
```

Obtain information about a module.

Returns information about the loadable module

#### Parameters

in	<i>module_id</i>	OSAL ID of the previously the loaded module
out	<i>module_info</i>	Buffer to store module information

#### Returns

Execution status, see [OSAL Return Code Defines](#)

#### Return values

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_ERR_INVALID_ID</a>	if the module id invalid
<a href="#">OS_INVALID_POINTER</a>	if the pointer to the ModuleInfo structure is invalid

### 10.24.2.2 OS\_ModuleLoad()

```
int32 OS_ModuleLoad (
    uint32 * module_id,
    const char * module_name,
    const char * filename )
```

Loads an object file.

Loads an object file into the running operating system

#### Parameters

out	<i>module_id</i>	OSAL ID corresponding to the loaded module
in	<i>module_name</i>	Name of module
in	<i>filename</i>	File containing the object code to load

#### Returns

Execution status, see [OSAL Return Code Defines](#)

#### Return values

<a href="#"><i>OS_SUCCESS</i></a>	Successful execution.
<a href="#"><i>OS_ERROR</i></a>	if the module cannot be loaded
<a href="#"><i>OS_INVALID_POINTER</i></a>	if one of the parameters is NULL
<a href="#"><i>OS_ERR_NO_FREE_IDS</i></a>	if the module table is full
<a href="#"><i>OS_ERR_NAME_TAKEN</i></a>	if the name is in use

### 10.24.2.3 OS\_ModuleUnload()

```
int32 OS_ModuleUnload (
    uint32 module_id )
```

Unloads the module file.

Unloads the module file from the running operating system

#### Parameters

in	<i>module_id</i>	OSAL ID of the previously the loaded module
----	------------------	---

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**Return values**

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_ERROR</a>	if the module is invalid or cannot be unloaded

**10.24.2.4 OS\_SymbolLookup()**

```
int32 OS_SymbolLookup (
    cpuaddr * symbol_address,
    const char * symbol_name )
```

Find the Address of a Symbol.

This calls to the OS dynamic symbol lookup implementation, and/or checks a static symbol table for a matching symbol name.

The static table is intended to support embedded targets that do not have module loading capability or have it disabled.

**Parameters**

out	<i>symbol_address</i>	Set to the address of the symbol
in	<i>symbol_name</i>	Name of the symbol to look up

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**Return values**

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_ERROR</a>	if the symbol could not be found
<a href="#">OS_INVALID_POINTER</a>	if one of the pointers passed in are NULL

**10.24.2.5 OS\_SymbolTableDump()**

```
int32 OS_SymbolTableDump (
    const char * filename,
    uint32 size_limit )
```

Dumps the system symbol table to a file.

Dumps the system symbol table to the specified filename

**Parameters**

in	<i>filename</i>	File to write to
in	<i>size_limit</i>	Maximum number of bytes to write

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**Return values**

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_ERR_NOT_IMPLEMENTED</a>	Not implemented.
<a href="#">OS_ERROR</a>	if the symbol table could not be read or dumped

## 10.25 OSAL Socket Address APIs

### Functions

- `int32 OS_SocketAddrInit (OS_SockAddr_t *Addr, OS_SocketDomain_t Domain)`  
*Initialize a socket address structure to hold an address of the given family.*
- `int32 OS_SocketAddrToString (char *buffer, uint32 buflen, const OS_SockAddr_t *Addr)`  
*Get a string representation of a network host address.*
- `int32 OS_SocketAddrFromString (OS_SockAddr_t *Addr, const char *string)`  
*Set a network host address from a string representation.*
- `int32 OS_SocketAddrGetPort (uint16 *PortNum, const OS_SockAddr_t *Addr)`  
*Get the port number of a network address.*
- `int32 OS_SocketAddrSetPort (OS_SockAddr_t *Addr, uint16 PortNum)`  
*Set the port number of a network address.*

### 10.25.1 Detailed Description

These functions provide a means to manipulate network addresses in a manner that is (mostly) agnostic to the actual network address type.

Every network address should be representable as a string (i.e. dotted decimal IP, etc). This can serve as a the "common denominator" to all address types.

### 10.25.2 Function Documentation

#### 10.25.2.1 OS\_SocketAddrFromString()

```
int32 OS_SocketAddrFromString (
    OS_SockAddr_t * Addr,
    const char * string )
```

Set a network host address from a string representation.

The specific format of the output string depends on the address family.

The address structure should have been previously initialized using `OS_SocketAddrInit()` to set the address family type.

#### Note

For IPv4, this would typically be the dotted-decimal format (X.X.X.X). It is up to the discretion of the underlying implementation whether to accept hostnames, as this depends on the availability of DNS services. Since many embedded deployments do not have name services, this should not be relied upon.

**Parameters**

out	<i>Addr</i>	The address buffer to initialize
in	<i>string</i>	The string to initialize the address from.

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**10.25.2.2 OS\_SocketAddrGetPort()**

```
int32 OS_SocketAddrGetPort (
    uint16 * PortNum,
    const OS_SockAddr_t * Addr )
```

Get the port number of a network address.

For network protocols that have the concept of a port number (such as TCP/IP and UDP/IP) this function gets the port number from the address structure.

**Parameters**

out	<i>PortNum</i>	Buffer to store the port number
in	<i>Addr</i>	The network address buffer

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**10.25.2.3 OS\_SocketAddrInit()**

```
int32 OS_SocketAddrInit (
    OS_SockAddr_t * Addr,
    OS_SocketDomain_t Domain )
```

Initialize a socket address structure to hold an address of the given family.

The address is set to a suitable default value for the family.

**Parameters**

out	<i>Addr</i>	The address buffer to initialize
in	<i>Domain</i>	The address family



**Returns**

Execution status, see [OSAL Return Code Defines](#)

**10.25.2.4 OS\_SocketAddrSetPort()**

```
int32 OS_SocketAddrSetPort (
    OS_SockAddr_t * Addr,
    uint16 PortNum )
```

Set the port number of a network address.

For network protocols that have the concept of a port number (such as TCP/IP and UDP/IP) this function sets the port number from the address structure.

**Parameters**

in	<i>PortNum</i>	The port number to set
out	<i>Addr</i>	The network address buffer

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**10.25.2.5 OS\_SocketAddrToString()**

```
int32 OS_SocketAddrToString (
    char * buffer,
    uint32 buflen,
    const OS_SockAddr_t * Addr )
```

Get a string representation of a network host address.

The specific format of the output string depends on the address family.

This string should be suitable to pass back into [OS\\_SocketAddrFromString\(\)](#) which should recreate the same network address, and it should also be meaningful to a user of printed or logged as a C string.

**Note**

For IPv4, this would typically be the dotted-decimal format (X.X.X.X).

**Parameters**

out	<i>buffer</i>	Buffer to hold the output string
in	<i>buflen</i>	Maximum length of the output string
in	<i>Addr</i>	The network address buffer to convert

#### Returns

Execution status, see [OSAL Return Code Defines](#)

## 10.26 OSAL Socket Management APIs

### Functions

- `int32 OS_SocketOpen (uint32 *sock_id, OS_SocketDomain_t Domain, OS_SocketType_t Type)`  
*Opens a socket.*
- `int32 OS_SocketBind (uint32 sock_id, const OS_SockAddr_t *Addr)`  
*Binds a socket to a given local address.*
- `int32 OS_SocketConnect (uint32 sock_id, const OS_SockAddr_t *Addr, int32 timeout)`  
*Connects a socket to a given remote address.*
- `int32 OS_SocketAccept (uint32 sock_id, uint32 *connsock_id, OS_SockAddr_t *Addr, int32 timeout)`  
*Waits for and accept the next incoming connection on the given socket.*
- `int32 OS_SocketRecvFrom (uint32 sock_id, void *buffer, uint32 buflen, OS_SockAddr_t *RemoteAddr, int32 timeout)`  
*Reads data from a message-oriented (datagram) socket.*
- `int32 OS_SocketSendTo (uint32 sock_id, const void *buffer, uint32 buflen, const OS_SockAddr_t *RemoteAddr)`  
*Sends data to a message-oriented (datagram) socket.*
- `int32 OS_SocketGetIdByName (uint32 *sock_id, const char *sock_name)`  
*Gets an OSAL ID from a given name.*
- `int32 OS_SocketGetInfo (uint32 sock_id, OS_socket_prop_t *sock_prop)`  
*Gets information about an OSAL Socket ID.*
- `int32 OS_NetworkGetID (void)`  
*Gets the network ID of the local machine.*
- `int32 OS_NetworkGetHostName (char *host_name, uint32 name_len)`  
*Gets the local machine network host name.*

### 10.26.1 Detailed Description

These functions are loosely related to the BSD Sockets API but made to be more consistent with other OSAL API functions. That is, they operate on OSAL IDs (32-bit opaque number values) and return an OSAL error code.

OSAL Socket IDs are very closely related to File IDs and share the same ID number space. Additionally, the file `OS_read()` / `OS_write()` / `OS_close()` calls also work on sockets.

Note that all of functions may return `OS_ERR_NOT_IMPLEMENTED` if network support is not configured at compile time.

### 10.26.2 Function Documentation

#### 10.26.2.1 OS\_NetworkGetHostName()

```
int32 OS_NetworkGetHostName (
    char * host_name,
    uint32 name_len )
```

Gets the local machine network host name.

If configured in the underlying network stack, this function retrieves the local hostname of the system.

**Parameters**

out	<i>host_name</i>	Buffer to hold name information
in	<i>name_len</i>	Maximum length of host name buffer

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**10.26.2.2 OS\_NetworkGetID()**

```
int32 OS_NetworkGetID (
    void )
```

Gets the network ID of the local machine.

The ID is an implementation-defined value and may not be consistent in meaning across different platform types.

**Note**

This API may be removed in a future version of OSAL due to inconsistencies between platforms.

**Returns**

The ID or fixed value of -1 if the host id could not be found. Note it is not possible to differentiate between error codes and valid network IDs here. It is assumed, however, that -1 is never a valid ID.

**10.26.2.3 OS\_SocketAccept()**

```
int32 OS_SocketAccept (
    uint32 sock_id,
    uint32 * connsock_id,
    OS_SockAddr_t * Addr,
    int32 timeout )
```

Waits for and accept the next incoming connection on the given socket.

This is used for sockets operating in a "server" role. The socket must be a stream type (connection-oriented) and previously bound to a local address using [OS\\_SocketBind\(\)](#). This will block the caller up to the given timeout or until an incoming connection request occurs, whichever happens first.

The new stream connection is then returned to the caller and the original server socket ID can be reused for the next connection.

**Parameters**

in	<i>sock_id</i>	The server socket ID, previously bound using <a href="#">OS_SocketBind()</a>
out	<i>connsock↔ _id</i>	The connection socket, a new ID that can be read/written
in	<i>Addr</i>	The remote address of the incoming connection
in	<i>timeout</i>	The maximum amount of time to wait, or OS_PEND to wait forever

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**10.26.2.4 OS\_SocketBind()**

```
int32 OS_SocketBind (
    uint32 sock_id,
    const OS_SockAddr_t * Addr )
```

Binds a socket to a given local address.

The specified socket will be bound to the local address and port, if available.

If the socket is connectionless, then it only binds to the local address.

If the socket is connection-oriented (stream), then this will also put the socket into a listening state for incoming connections at the local address.

**Parameters**

in	<i>sock↔ _id</i>	The socket ID
in	<i>Addr</i>	The local address to bind to

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**10.26.2.5 OS\_SocketConnect()**

```
int32 OS_SocketConnect (
    uint32 sock_id,
    const OS_SockAddr_t * Addr,
    int32 timeout )
```

Connects a socket to a given remote address.

The socket will be connected to the remote address and port, if available. This only applies to stream-oriented sockets. Calling this on a datagram socket will return an error (these sockets should use `SendTo/RecvFrom`).

**Parameters**

in	<i>sock_id</i>	The socket ID
in	<i>Addr</i>	The remote address to connect to
in	<i>timeout</i>	The maximum amount of time to wait, or OS_PEND to wait forever

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**10.26.2.6 OS\_SocketGetIdByName()**

```
int32 OS_SocketGetIdByName (
    uint32 * sock_id,
    const char * sock_name )
```

Gets an OSAL ID from a given name.

**Note**

OSAL Sockets use generated names according to the address and type.

**See also**

[OS\\_SocketGetInfo\(\)](#)

**Parameters**

out	<i>sock_id</i>	Buffer to hold result
in	<i>sock_name</i>	Name of socket to find

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**Return values**

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_INVALID_POINTER</a>	is id or name are NULL pointers
<a href="#">OS_ERR_NAME_TOO_LONG</a>	if the name given is too long to have been stored
<a href="#">OS_ERR_NAME_NOT_FOUND</a>	if the name was not found in the table

## 10.26.2.7 OS\_SocketGetInfo()

```
int32 OS_SocketGetInfo (
    uint32 sock_id,
    OS_socket_prop_t * sock_prop )
```

Gets information about an OSAL Socket ID.

OSAL Sockets use generated names according to the address and type. This allows applications to find the name of a given socket.

## Parameters

in	<i>sock_id</i>	The socket ID
out	<i>sock_prop</i>	Buffer to hold socket information

## Returns

Execution status, see [OSAL Return Code Defines](#)

## Return values

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_ERR_INVALID_ID</a>	if the id passed in is not a valid semaphore
<a href="#">OS_INVALID_POINTER</a>	if the count_prop pointer is null

## 10.26.2.8 OS\_SocketOpen()

```
int32 OS_SocketOpen (
    uint32 * sock_id,
    OS_SocketDomain_t Domain,
    OS_SocketType_t Type )
```

Opens a socket.

A new, unconnected and unbound socket is allocated of the given domain and type.

## Parameters

out	<i>sock_id</i>	Buffer to hold the OSAL ID
in	<i>Domain</i>	The domain / address family of the socket (INET or INET6, etc)
in	<i>Type</i>	The type of the socket (STREAM or DATAGRAM)



**Returns**

Execution status, see [OSAL Return Code Defines](#)

**10.26.2.9 OS\_SocketRecvFrom()**

```
int32 OS_SocketRecvFrom (
    uint32 sock_id,
    void * buffer,
    uint32 buflen,
    OS_SockAddr_t * RemoteAddr,
    int32 timeout )
```

Reads data from a message-oriented (datagram) socket.

If a message is already available on the socket, this should immediately return that data without blocking. Otherwise, it may block up to the given timeout.

**Parameters**

in	<i>sock_id</i>	The socket ID, previously bound using <a href="#">OS_SocketBind()</a>
out	<i>buffer</i>	Pointer to message data receive buffer
in	<i>buflen</i>	The maximum length of the message data to receive
out	<i>RemoteAddr</i>	Buffer to store the remote network address (may be NULL)
in	<i>timeout</i>	The maximum amount of time to wait, or OS_PEND to wait forever

**Returns**

Count of actual bytes received or error status, see [OSAL Return Code Defines](#)

**10.26.2.10 OS\_SocketSendTo()**

```
int32 OS_SocketSendTo (
    uint32 sock_id,
    const void * buffer,
    uint32 buflen,
    const OS_SockAddr_t * RemoteAddr )
```

Sends data to a message-oriented (datagram) socket.

This sends data in a non-blocking mode. If the socket is not currently able to queue the message, such as if its outbound buffer is full, then this returns an error code.

**Parameters**

in	<i>sock_id</i>	The socket ID, which must be of the datagram type
in	<i>buffer</i>	Pointer to message data to send
in	<i>buflen</i>	The length of the message data to send
in	<i>RemoteAddr</i>	Buffer containing the remote network address to send to

#### Returns

Count of actual bytes sent or error status, see [OSAL Return Code Defines](#)

## 10.27 OSAL Timer APIs

### Functions

- `int32 OS_TimeBaseCreate (uint32 *timebase_id, const char *timebase_name, OS_TimerSync_t external_sync)`  
*Create an abstract Time Base resource.*
- `int32 OS_TimeBaseSet (uint32 timebase_id, uint32 start_time, uint32 interval_time)`  
*Sets the tick period for simulated time base objects.*
- `int32 OS_TimeBaseDelete (uint32 timebase_id)`  
*Deletes a time base object.*
- `int32 OS_TimeBaseGetIdByName (uint32 *timebase_id, const char *timebase_name)`  
*Find the ID of an existing time base resource.*
- `int32 OS_TimeBaseGetInfo (uint32 timebase_id, OS_timebase_prop_t *timebase_prop)`  
*Obtain information about a timebase resource.*
- `int32 OS_TimeBaseGetFreeRun (uint32 timebase_id, uint32 *freerun_val)`  
*Read the value of the timebase free run counter.*
- `int32 OS_TimerCreate (uint32 *timer_id, const char *timer_name, uint32 *clock_accuracy, OS_TimerCallback↵  
_t callback_ptr)`  
*Create a timer object.*
- `int32 OS_TimerAdd (uint32 *timer_id, const char *timer_name, uint32 timebase_id, OS_ArgCallback↵  
_t callback_ptr, void *callback_arg)`  
*Add a timer object based on an existing TimeBase resource.*
- `int32 OS_TimerSet (uint32 timer_id, uint32 start_time, uint32 interval_time)`  
*Configures a periodic or one shot timer.*
- `int32 OS_TimerDelete (uint32 timer_id)`  
*Deletes a timer resource.*
- `int32 OS_TimerGetIdByName (uint32 *timer_id, const char *timer_name)`  
*Locate an existing timer resource by name.*
- `int32 OS_TimerGetInfo (uint32 timer_id, OS_timer_prop_t *timer_prop)`  
*Gets information about an existing timer.*

### 10.27.1 Detailed Description

### 10.27.2 Function Documentation

## 10.27.2.1 OS\_TimeBaseCreate()

```
int32 OS_TimeBaseCreate (
    uint32 * timebase_id,
    const char * timebase_name,
    OS_TimerSync_t external_sync )
```

Create an abstract Time Base resource.

An OSAL time base is an abstraction of a "timer tick" that can, in turn, be used for measurement of elapsed time between events.

Time bases can be simulated by the operating system using the OS kernel-provided timing facilities, or based on a hardware timing source if provided by the BSP.

A time base object has a servicing task associated with it, that runs at elevated priority and will thereby interrupt user-level tasks when timing ticks occur.

If the external\_sync function is passed as NULL, the operating system kernel timing resources will be utilized for a simulated timer tick.

If the external\_sync function is not NULL, this should point to a BSP-provided function that will block the calling task until the next tick occurs. This can be used for synchronizing with hardware events.

**Note**

When provisioning a tunable RTOS kernel, such as RTEMS, the kernel should be configured to support at least (OS\_MAX\_TASKS + OS\_MAX\_TIMEBASES) threads, to account for the helper threads associated with time base objects.

**Parameters**

out	<i>timebase_id</i>	An identifier corresponding to the timebase resource
in	<i>timebase_name</i>	The name of the time base
in	<i>external_sync</i>	A synchronization function for BSP hardware-based timer ticks

**Returns**

Execution status, see [OSAL Return Code Defines](#)

## 10.27.2.2 OS\_TimeBaseDelete()

```
int32 OS_TimeBaseDelete (
    uint32 timebase_id )
```

Deletes a time base object.

The helper task and any other resources associated with the time base abstraction will be freed.

**Parameters**

in	<i>timebase↔ _id</i>	The timebase resource to delete
----	--------------------------	---------------------------------

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**10.27.2.3 OS\_TimeBaseGetFreeRun()**

```
int32 OS_TimeBaseGetFreeRun (
    uint32 timebase_id,
    uint32 * freerun_val )
```

Read the value of the timebase free run counter.

Poll the timer free-running time counter in a lightweight fashion.

The free run count is a monotonically increasing value reflecting the total time elapsed since the timebase inception. Units are the same as the timebase itself, usually microseconds.

Applications may quickly and efficiently calculate relative time differences by polling this value and subtracting the previous counter value.

The absolute value of this counter is not relevant, because it will "roll over" after  $2^{32}$  units of time. For a timebase with microsecond units, this occurs approximately every 4294 seconds, or about 1.2 hours.

**Note**

To ensure consistency of results, the application should sample the value at a minimum of two times the roll over frequency, and calculate the difference between the consecutive samples.

**Parameters**

in	<i>timebase↔ _id</i>	The timebase to operate on
out	<i>freerun_val</i>	Buffer to store the free run counter

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**Return values**

<a href="#"><i>OS_SUCCESS</i></a>	Successful execution.
<a href="#"><i>OS_ERR_INVALID_ID</i></a>	if the id passed in is not a valid timebase

## 10.27.2.4 OS\_TimeBaseGetIdByName()

```
int32 OS_TimeBaseGetIdByName (
    uint32 * timebase_id,
    const char * timebase_name )
```

Find the ID of an existing time base resource.

Given a time base name, find and output the ID associated with it.

## Parameters

out	<i>timebase_id</i>	The timebase resource ID
in	<i>timebase_name</i>	The name of the timebase resource to find

## Returns

Execution status, see [OSAL Return Code Defines](#)

## Return values

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_INVALID_POINTER</a>	if timebase_id or timebase_name are NULL pointers
<a href="#">OS_ERR_NAME_TOO_LONG</a>	if the name given is too long to have been stored
<a href="#">OS_ERR_NAME_NOT_FOUND</a>	if the name was not found in the table

## 10.27.2.5 OS\_TimeBaseGetInfo()

```
int32 OS_TimeBaseGetInfo (
    uint32 timebase_id,
    OS_timebase_prop_t * timebase_prop )
```

Obtain information about a timebase resource.

Fills the buffer referred to by the timebase\_prop parameter with relevant information about the time base resource.

This function will pass back a pointer to structure that contains all of the relevant info( name and creator) about the specified timebase.

## Parameters

in	<i>timebase_id</i>	The timebase resource ID
out	<i>timebase_prop</i>	Buffer to store timebase properties

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**Return values**

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_ERR_INVALID_ID</a>	if the id passed in is not a valid timebase
<a href="#">OS_INVALID_POINTER</a>	if the timebase_prop pointer is null

**10.27.2.6 OS\_TimeBaseSet()**

```
int32 OS_TimeBaseSet (
    uint32 timebase_id,
    uint32 start_time,
    uint32 interval_time )
```

Sets the tick period for simulated time base objects.

This sets the actual tick period for timing ticks that are simulated by the RTOS kernel (i.e. the "external\_sync" parameter on the call to [OS\\_TimeBaseCreate\(\)](#) is NULL).

The RTOS will be configured to wake up the helper thread at the requested interval.

This function has no effect for time bases that are using a BSP-provided external\_sync function.

**Parameters**

in	<i>timebase_id</i>	The timebase resource to configure
in	<i>start_time</i>	The amount of delay for the first tick, in microseconds.
in	<i>interval_time</i>	The amount of delay between ticks, in microseconds.

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**10.27.2.7 OS\_TimerAdd()**

```
int32 OS_TimerAdd (
    uint32 * timer_id,
    const char * timer_name,
    uint32 timebase_id,
    OS_ArgCallback_t callback_ptr,
    void * callback_arg )
```

Add a timer object based on an existing TimeBase resource.

A timer object is a resource that invokes the specified application-provided function upon timer expiration. Timers may be one-shot or periodic in nature.

This function uses an existing time base object to service this timer, which must exist prior to adding the timer. The precision of the timer is the same as that of the underlying time base object. Multiple timer objects can be created referring to a single time base object.

This routine also uses a different callback function prototype from [OS\\_TimerCreate\(\)](#), allowing a single opaque argument to be passed to the callback routine. The OSAL implementation does not use this parameter, and may be set NULL.

#### Warning

Depending on the OS, the `callback_ptr` function may be similar to an interrupt service routine. Calls that cause the code to block or require an application context (like sending events) are generally not supported.

#### Parameters

out	<i>timer_id</i>	The resource ID of the timer object
in	<i>timer_name</i>	Name of the timer object
in	<i>timebase_id</i>	The time base resource to use as a reference
in	<i>callback_ptr</i>	Application-provided function to invoke
in	<i>callback_arg</i>	Opaque argument to pass to callback function

#### Returns

Execution status, see [OSAL Return Code Defines](#)

#### 10.27.2.8 OS\_TimerCreate()

```
int32 OS_TimerCreate (
    uint32 * timer_id,
    const char * timer_name,
    uint32 * clock_accuracy,
    OS_TimerCallback_t callback_ptr )
```

Create a timer object.

A timer object is a resource that invokes the specified application-provided function upon timer expiration. Timers may be one-shot or periodic in nature.

This function creates a dedicated (hidden) time base object to service this timer, which is created and deleted with the timer object itself. The internal time base is configured for an OS simulated timer tick at the same interval as the timer.



**Note**

clock\_accuracy comes from the underlying OS tick value. The nearest integer microsecond value is returned, so may not be exact.

**Warning**

Depending on the OS, the callback\_ptr function may be similar to an interrupt service routine. Calls that cause the code to block or require an application context (like sending events) are generally not supported.

**Parameters**

out	<i>timer_id</i>	The resource ID of the timer object
in	<i>timer_name</i>	Name of the timer object
out	<i>clock_accuracy</i>	Expected precision of the timer, in microseconds. This is the underlying tick value rounded to the nearest microsecond integer.
in	<i>callback_ptr</i>	The function pointer of the timer callback or ISR that will be called by the timer. The user's function is declared as follows: <code>void timer_callback(uint32 timer_id)</code> Where the timer_id is passed in to the function by the OSAL

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**Return values**

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_INVALID_POINTER</a>	if any parameters are NULL
<a href="#">OS_ERR_NAME_TOO_LONG</a>	if the name parameter is too long.
<a href="#">OS_ERR_NAME_TAKEN</a>	if the name is already in use by another timer.
<a href="#">OS_ERR_NO_FREE_IDS</a>	if all of the timers are already allocated.
<a href="#">OS_TIMER_ERR_INVALID_ARGS</a>	if the callback pointer is zero.
<a href="#">OS_TIMER_ERR_UNAVAILABLE</a>	if the timer cannot be created.

**10.27.2.9 OS\_TimerDelete()**

```
int32 OS_TimerDelete (
    uint32 timer_id )
```

Deletes a timer resource.

The application callback associated with the timer will be stopped, and the resources freed for future use.

## Parameters

in	<i>timer_id</i>	The timer ID to operate on
----	-----------------	----------------------------

## Returns

Execution status, see [OSAL Return Code Defines](#)

## Return values

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_ERR_INVALID_ID</a>	if the <i>timer_id</i> is invalid.
<a href="#">OS_TIMER_ERR_INTERNAL</a>	if there was a problem deleting the timer in the host OS.

## 10.27.2.10 OS\_TimerGetIdByName()

```
int32 OS_TimerGetIdByName (
    uint32 * timer_id,
    const char * timer_name )
```

Locate an existing timer resource by name.

Outputs the ID associated with the given timer, if it exists.

## Parameters

out	<i>timer_id</i>	The timer ID corresponding to the name
in	<i>timer_name</i>	The timer name to find

## Returns

Execution status, see [OSAL Return Code Defines](#)

## Return values

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_INVALID_POINTER</a>	if <i>timer_id</i> or <i>timer_name</i> are NULL pointers
<a href="#">OS_ERR_NAME_TOO_LONG</a>	if the name given is too long to have been stored
<a href="#">OS_ERR_NAME_NOT_FOUND</a>	if the name was not found in the table

### 10.27.2.11 OS\_TimerGetInfo()

```
int32 OS_TimerGetInfo (
    uint32 timer_id,
    OS_timer_prop_t * timer_prop )
```

Gets information about an existing timer.

This function takes `timer_id`, and looks it up in the OS table. It puts all of the information known about that timer into a structure pointer to by `timer_prop`.

#### Parameters

in	<i>timer_id</i>	The timer ID to operate on
out	<i>timer_prop</i>	Buffer containing timer properties <ul style="list-style-type: none"> <li>• creator: the OS task ID of the task that created this timer</li> <li>• name: the string name of the timer</li> <li>• start_time: the start time in microseconds, if any</li> <li>• interval_time: the interval time in microseconds, if any</li> <li>• accuracy: the accuracy of the timer in microseconds</li> </ul>

#### Returns

Execution status, see [OSAL Return Code Defines](#)

#### Return values

<a href="#"><i>OS_SUCCESS</i></a>	Successful execution.
<a href="#"><i>OS_ERR_INVALID_ID</i></a>	if the id passed in is not a valid timer
<a href="#"><i>OS_INVALID_POINTER</i></a>	if the timer_prop pointer is null

### 10.27.2.12 OS\_TimerSet()

```
int32 OS_TimerSet (
    uint32 timer_id,
    uint32 start_time,
    uint32 interval_time )
```

Configures a periodic or one shot timer.

This function programs the timer with a start time and an optional interval time. The start time is the time in microseconds when the user callback function will be called. If the interval time is non-zero, the timer will be reprogrammed with that interval in microseconds to call the user callback function periodically. If the start time and interval time are zero, the function will return an error.

For a "one-shot" timer, the `start_time` configures the expiration time, and the `interval_time` should be passed as zero to indicate the timer is not to be automatically reset.

**Note**

The resolution of the times specified is limited to the clock accuracy returned in the OS\_TimerCreate call. If the times specified in the start\_msec or interval\_msec parameters are less than the accuracy, they will be rounded up to the accuracy of the timer.

**Parameters**

in	<i>timer_id</i>	The timer ID to operate on
in	<i>start_time</i>	Time in microseconds to the first expiration
in	<i>interval_time</i>	Time in microseconds between subsequent intervals, value of zero will only call the user callback function once after the start_msec time.

**Returns**

Execution status, see [OSAL Return Code Defines](#)

**Return values**

<a href="#">OS_SUCCESS</a>	Successful execution.
<a href="#">OS_ERR_INVALID_ID</a>	if the timer_id is not valid.
<a href="#">OS_TIMER_ERR_INTERNAL</a>	if there was an error programming the OS timer.
<a href="#">OS_ERROR</a>	if both start time and interval time are zero.

## 10.28 OSAL Return Code Defines

### Macros

- #define `OS_FS_ERR_PATH_TOO_LONG` (-103)  
*FS path too long.*
- #define `OS_FS_ERR_NAME_TOO_LONG` (-104)  
*FS name too long.*
- #define `OS_FS_ERR_DRIVE_NOT_CREATED` (-106)  
*FS drive not created.*
- #define `OS_FS_ERR_DEVICE_NOT_FREE` (-107)  
*FS device not free.*
- #define `OS_FS_ERR_PATH_INVALID` (-108)  
*FS path invalid.*
- #define `OS_FS_SUCCESS` `OS_SUCCESS`  
*Successful execution.*
- #define `OS_FS_ERROR` `OS_ERROR`  
*Failed execution.*
- #define `OS_FS_ERR_INVALID_POINTER` `OS_INVALID_POINTER`  
*Invalid pointer.*
- #define `OS_FS_ERR_NO_FREE_FDS` `OS_ERR_NO_FREE_IDS`  
*No free IDs.*
- #define `OS_FS_ERR_INVALID_FD` `OS_ERR_INVALID_ID`  
*Invalid ID.*
- #define `OS_FS_UNIMPLEMENTED` `OS_ERR_NOT_IMPLEMENTED`  
*Not implemented.*
- #define `OS_SUCCESS` (0)  
*Successful execution.*
- #define `OS_ERROR` (-1)  
*Failed execution.*
- #define `OS_INVALID_POINTER` (-2)  
*Invalid pointer.*
- #define `OS_ERROR_ADDRESS_MISALIGNED` (-3)  
*Address misalignment.*
- #define `OS_ERROR_TIMEOUT` (-4)  
*Error timeout.*
- #define `OS_INVALID_INT_NUM` (-5)  
*Invalid Interrupt number.*
- #define `OS_SEM_FAILURE` (-6)  
*Semaphore failure.*
- #define `OS_SEM_TIMEOUT` (-7)  
*Semaphore timeout.*
- #define `OS_QUEUE_EMPTY` (-8)  
*Queue empty.*
- #define `OS_QUEUE_FULL` (-9)  
*Queue full.*
- #define `OS_QUEUE_TIMEOUT` (-10)

- Queue timeout.*
- #define `OS_QUEUE_INVALID_SIZE` (-11)  
*Queue invalid size.*
- #define `OS_QUEUE_ID_ERROR` (-12)  
*Queue ID error.*
- #define `OS_ERR_NAME_TOO_LONG` (-13)  
*Name too long.*
- #define `OS_ERR_NO_FREE_IDS` (-14)  
*No free IDs.*
- #define `OS_ERR_NAME_TAKEN` (-15)  
*Name taken.*
- #define `OS_ERR_INVALID_ID` (-16)  
*Invalid ID.*
- #define `OS_ERR_NAME_NOT_FOUND` (-17)  
*Name not found.*
- #define `OS_ERR_SEM_NOT_FULL` (-18)  
*Semaphore not full.*
- #define `OS_ERR_INVALID_PRIORITY` (-19)  
*Invalid priority.*
- #define `OS_INVALID_SEM_VALUE` (-20)  
*Invalid semaphore value.*
- #define `OS_ERR_FILE` (-27)  
*File error.*
- #define `OS_ERR_NOT_IMPLEMENTED` (-28)  
*Not implemented.*
- #define `OS_TIMER_ERR_INVALID_ARGS` (-29)  
*Timer invalid arguments.*
- #define `OS_TIMER_ERR_TIMER_ID` (-30)  
*Timer ID error.*
- #define `OS_TIMER_ERR_UNAVAILABLE` (-31)  
*Timer unavailable.*
- #define `OS_TIMER_ERR_INTERNAL` (-32)  
*Timer internal error.*
- #define `OS_ERR_OBJECT_IN_USE` (-33)  
*Object in use.*
- #define `OS_ERR_BAD_ADDRESS` (-34)  
*Bad address.*
- #define `OS_ERR_INCORRECT_OBJ_STATE` (-35)  
*Incorrect object state.*
- #define `OS_ERR_INCORRECT_OBJ_TYPE` (-36)  
*Incorrect object type.*
- #define `OS_ERR_STREAM_DISCONNECTED` (-37)  
*Stream disconnected.*

### 10.28.1 Detailed Description

### 10.28.2 Macro Definition Documentation

#### 10.28.2.1 OS\_ERR\_BAD\_ADDRESS

```
#define OS_ERR_BAD_ADDRESS (-34)
```

Bad address.

Definition at line 76 of file osapi.h.

#### 10.28.2.2 OS\_ERR\_FILE

```
#define OS_ERR_FILE (-27)
```

File error.

Definition at line 69 of file osapi.h.

#### 10.28.2.3 OS\_ERR\_INCORRECT\_OBJ\_STATE

```
#define OS_ERR_INCORRECT_OBJ_STATE (-35)
```

Incorrect object state.

Definition at line 77 of file osapi.h.

#### 10.28.2.4 OS\_ERR\_INCORRECT\_OBJ\_TYPE

```
#define OS_ERR_INCORRECT_OBJ_TYPE (-36)
```

Incorrect object type.

Definition at line 78 of file osapi.h.

**10.28.2.5 OS\_ERR\_INVALID\_ID**

```
#define OS_ERR_INVALID_ID (-16)
```

Invalid ID.

Definition at line 64 of file osapi.h.

**10.28.2.6 OS\_ERR\_INVALID\_PRIORITY**

```
#define OS_ERR_INVALID_PRIORITY (-19)
```

Invalid priority.

Definition at line 67 of file osapi.h.

**10.28.2.7 OS\_ERR\_NAME\_NOT\_FOUND**

```
#define OS_ERR_NAME_NOT_FOUND (-17)
```

Name not found.

Definition at line 65 of file osapi.h.

**10.28.2.8 OS\_ERR\_NAME\_TAKEN**

```
#define OS_ERR_NAME_TAKEN (-15)
```

Name taken.

Definition at line 63 of file osapi.h.

**10.28.2.9 OS\_ERR\_NAME\_TOO\_LONG**

```
#define OS_ERR_NAME_TOO_LONG (-13)
```

Name too long.

Definition at line 61 of file osapi.h.



**10.28.2.10 OS\_ERR\_NO\_FREE\_IDS**

```
#define OS_ERR_NO_FREE_IDS (-14)
```

No free IDs.

Definition at line 62 of file osapi.h.

**10.28.2.11 OS\_ERR\_NOT\_IMPLEMENTED**

```
#define OS_ERR_NOT_IMPLEMENTED (-28)
```

Not implemented.

Definition at line 70 of file osapi.h.

**10.28.2.12 OS\_ERR\_OBJECT\_IN\_USE**

```
#define OS_ERR_OBJECT_IN_USE (-33)
```

Object in use.

Definition at line 75 of file osapi.h.

**10.28.2.13 OS\_ERR\_SEM\_NOT\_FULL**

```
#define OS_ERR_SEM_NOT_FULL (-18)
```

Semaphore not full.

Definition at line 66 of file osapi.h.

**10.28.2.14 OS\_ERR\_STREAM\_DISCONNECTED**

```
#define OS_ERR_STREAM_DISCONNECTED (-37)
```

Stream disconnected.

Definition at line 79 of file osapi.h.

**10.28.2.15 OS\_ERROR**

```
#define OS_ERROR (-1)
```

Failed execution.

Definition at line 49 of file osapi.h.

**10.28.2.16 OS\_ERROR\_ADDRESS\_MISALIGNED**

```
#define OS_ERROR_ADDRESS_MISALIGNED (-3)
```

Address misalignment.

Definition at line 51 of file osapi.h.

**10.28.2.17 OS\_ERROR\_TIMEOUT**

```
#define OS_ERROR_TIMEOUT (-4)
```

Error timeout.

Definition at line 52 of file osapi.h.

**10.28.2.18 OS\_FS\_ERR\_DEVICE\_NOT\_FREE**

```
#define OS_FS_ERR_DEVICE_NOT_FREE (-107)
```

FS device not free.

Definition at line 76 of file osapi-os-filesys.h.

**10.28.2.19 OS\_FS\_ERR\_DRIVE\_NOT\_CREATED**

```
#define OS_FS_ERR_DRIVE_NOT_CREATED (-106)
```

FS drive not created.

Definition at line 75 of file osapi-os-filesys.h.

**10.28.2.20 OS\_FS\_ERR\_INVALID\_FD**

```
#define OS_FS_ERR_INVALID_FD OS_ERR_INVALID_ID
```

Invalid ID.

Definition at line 88 of file osapi-os-filesys.h.

**10.28.2.21 OS\_FS\_ERR\_INVALID\_POINTER**

```
#define OS_FS_ERR_INVALID_POINTER OS_INVALID_POINTER
```

Invalid pointer.

Definition at line 86 of file osapi-os-filesys.h.

**10.28.2.22 OS\_FS\_ERR\_NAME\_TOO\_LONG**

```
#define OS_FS_ERR_NAME_TOO_LONG (-104)
```

FS name too long.

Definition at line 74 of file osapi-os-filesys.h.

**10.28.2.23 OS\_FS\_ERR\_NO\_FREE\_FDS**

```
#define OS_FS_ERR_NO_FREE_FDS OS_ERR_NO_FREE_IDS
```

No free IDs.

Definition at line 87 of file osapi-os-filesys.h.

**10.28.2.24 OS\_FS\_ERR\_PATH\_INVALID**

```
#define OS_FS_ERR_PATH_INVALID (-108)
```

FS path invalid.

Definition at line 77 of file osapi-os-filesys.h.

**10.28.2.25 OS\_FS\_ERR\_PATH\_TOO\_LONG**

```
#define OS_FS_ERR_PATH_TOO_LONG (-103)
```

FS path too long.

Definition at line 73 of file osapi-os-filesys.h.

**10.28.2.26 OS\_FS\_ERROR**

```
#define OS_FS_ERROR OS_ERROR
```

Failed execution.

Definition at line 85 of file osapi-os-filesys.h.

**10.28.2.27 OS\_FS\_SUCCESS**

```
#define OS_FS_SUCCESS OS_SUCCESS
```

Successful execution.

Definition at line 84 of file osapi-os-filesys.h.

**10.28.2.28 OS\_FS\_UNIMPLEMENTED**

```
#define OS_FS_UNIMPLEMENTED OS_ERR_NOT_IMPLEMENTED
```

Not implemented.

Definition at line 89 of file osapi-os-filesys.h.

**10.28.2.29 OS\_INVALID\_INT\_NUM**

```
#define OS_INVALID_INT_NUM (-5)
```

Invalid Interrupt number.

Definition at line 53 of file osapi.h.

**10.28.2.30 OS\_INVALID\_POINTER**

```
#define OS_INVALID_POINTER (-2)
```

Invalid pointer.

Definition at line 50 of file osapi.h.

**10.28.2.31 OS\_INVALID\_SEM\_VALUE**

```
#define OS_INVALID_SEM_VALUE (-20)
```

Invalid semaphore value.

Definition at line 68 of file osapi.h.

**10.28.2.32 OS\_QUEUE\_EMPTY**

```
#define OS_QUEUE_EMPTY (-8)
```

Queue empty.

Definition at line 56 of file osapi.h.

**10.28.2.33 OS\_QUEUE\_FULL**

```
#define OS_QUEUE_FULL (-9)
```

Queue full.

Definition at line 57 of file osapi.h.

**10.28.2.34 OS\_QUEUE\_ID\_ERROR**

```
#define OS_QUEUE_ID_ERROR (-12)
```

Queue ID error.

Definition at line 60 of file osapi.h.

**10.28.2.35 OS\_QUEUE\_INVALID\_SIZE**

```
#define OS_QUEUE_INVALID_SIZE (-11)
```

Queue invalid size.

Definition at line 59 of file osapi.h.

**10.28.2.36 OS\_QUEUE\_TIMEOUT**

```
#define OS_QUEUE_TIMEOUT (-10)
```

Queue timeout.

Definition at line 58 of file osapi.h.

**10.28.2.37 OS\_SEM\_FAILURE**

```
#define OS_SEM_FAILURE (-6)
```

Semaphore failure.

Definition at line 54 of file osapi.h.

**10.28.2.38 OS\_SEM\_TIMEOUT**

```
#define OS_SEM_TIMEOUT (-7)
```

Semaphore timeout.

Definition at line 55 of file osapi.h.

**10.28.2.39 OS\_SUCCESS**

```
#define OS_SUCCESS (0)
```

Successful execution.

Definition at line 48 of file osapi.h.

**10.28.2.40 OS\_TIMER\_ERR\_INTERNAL**

```
#define OS_TIMER_ERR_INTERNAL (-32)
```

Timer internal error.

Definition at line 74 of file osapi.h.

**10.28.2.41 OS\_TIMER\_ERR\_INVALID\_ARGS**

```
#define OS_TIMER_ERR_INVALID_ARGS (-29)
```

Timer invalid arguments.

Definition at line 71 of file osapi.h.

**10.28.2.42 OS\_TIMER\_ERR\_TIMER\_ID**

```
#define OS_TIMER_ERR_TIMER_ID (-30)
```

Timer ID error.

Definition at line 72 of file osapi.h.

**10.28.2.43 OS\_TIMER\_ERR\_UNAVAILABLE**

```
#define OS_TIMER_ERR_UNAVAILABLE (-31)
```

Timer unavailable.

Definition at line 73 of file osapi.h.

## 11 Data Structure Documentation

### 11.1 OS\_bin\_sem\_prop\_t Struct Reference

OSAL binary semaphore properties.

```
#include <osapi-os-core.h>
```

#### Data Fields

- char [name](#) [OS\_MAX\_API\_NAME]
- [uint32](#) [creator](#)
- [int32](#) [value](#)

#### 11.1.1 Detailed Description

OSAL binary semaphore properties.

Definition at line 87 of file osapi-os-core.h.

#### 11.1.2 Field Documentation

##### 11.1.2.1 creator

```
uint32 OS_bin_sem_prop_t::creator
```

Definition at line 90 of file osapi-os-core.h.

##### 11.1.2.2 name

```
char OS_bin_sem_prop_t::name[OS_MAX_API_NAME]
```

Definition at line 89 of file osapi-os-core.h.

##### 11.1.2.3 value

```
int32 OS_bin_sem_prop_t::value
```

Definition at line 91 of file osapi-os-core.h.

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

- osal/src/os/inc/[osapi-os-core.h](#)



## 11.2 OS\_count\_sem\_prop\_t Struct Reference

OSAL counting semaphore properties.

```
#include <osapi-os-core.h>
```

### Data Fields

- char [name](#) [OS\_MAX\_API\_NAME]
- [uint32 creator](#)
- [int32 value](#)

### 11.2.1 Detailed Description

OSAL counting semaphore properties.

Definition at line 95 of file osapi-os-core.h.

### 11.2.2 Field Documentation

#### 11.2.2.1 creator

[uint32](#) OS\_count\_sem\_prop\_t::creator

Definition at line 98 of file osapi-os-core.h.

#### 11.2.2.2 name

char OS\_count\_sem\_prop\_t::name[OS\_MAX\_API\_NAME]

Definition at line 97 of file osapi-os-core.h.

#### 11.2.2.3 value

[int32](#) OS\_count\_sem\_prop\_t::value

Definition at line 99 of file osapi-os-core.h.

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

- osal/src/os/inc/[osapi-os-core.h](#)

## 11.3 os\_dirent\_t Struct Reference

Directory entry.

```
#include <osapi-os-filesys.h>
```

### Data Fields

- char [FileName](#) [OS\_MAX\_PATH\_LEN]

#### 11.3.1 Detailed Description

Directory entry.

Definition at line 190 of file osapi-os-filesys.h.

#### 11.3.2 Field Documentation

##### 11.3.2.1 FileName

```
char os_dirent_t::FileName[OS_MAX_PATH_LEN]
```

Definition at line 192 of file osapi-os-filesys.h.

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

- osal/src/os/inc/[osapi-os-filesys.h](#)

## 11.4 OS\_FdSet Struct Reference

An abstract structure capable of holding several OSAL IDs.

```
#include <osapi-os-core.h>
```

### Data Fields

- [uint8 object\\_ids](#) [(OS\_MAX\_NUM\_OPEN\_FILES+7)/8]

### 11.4.1 Detailed Description

An abstract structure capable of holding several OSAL IDs.

This is part of the select API and is manipulated using the related API calls. It should not be modified directly by applications.

See also

[OS\\_SelectFdZero\(\)](#), [OS\\_SelectFdAdd\(\)](#), [OS\\_SelectFdClear\(\)](#), [OS\\_SelectFdsSet\(\)](#)

Definition at line 136 of file `osapi-os-core.h`.

### 11.4.2 Field Documentation

#### 11.4.2.1 `object_ids`

```
uint8 OS_FdSet::object_ids[(OS_MAX_NUM_OPEN_FILES+7)/8]
```

Definition at line 138 of file `osapi-os-core.h`.

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

- `osal/src/os/inc/osapi-os-core.h`

## 11.5 `OS_file_prop_t` Struct Reference

OSAL file properties.

```
#include <osapi-os-filesystem.h>
```

### Data Fields

- char [Path](#) [OS\_MAX\_PATH\_LEN]
- [uint32 User](#)
- [uint8 IsValid](#)

### 11.5.1 Detailed Description

OSAL file properties.

Definition at line 136 of file `osapi-os-filesystem.h`.

### 11.5.2 Field Documentation

#### 11.5.2.1 IsValid

```
uint8 OS_file_prop_t::IsValid
```

Definition at line 140 of file osapi-os-filesys.h.

#### 11.5.2.2 Path

```
char OS_file_prop_t::Path[OS_MAX_PATH_LEN]
```

Definition at line 138 of file osapi-os-filesys.h.

#### 11.5.2.3 User

```
uint32 OS_file_prop_t::User
```

Definition at line 139 of file osapi-os-filesys.h.

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

- [osal/src/os/inc/osapi-os-filesys.h](#)

## 11.6 os\_fsinfo\_t Struct Reference

OSAL file system info.

```
#include <osapi-os-filesys.h>
```

### Data Fields

- [uint32 MaxFds](#)  
*Total number of file descriptors.*
- [uint32 FreeFds](#)  
*Total number that are free.*
- [uint32 MaxVolumes](#)  
*Maximum number of volumes.*
- [uint32 FreeVolumes](#)  
*Total number of volumes free.*

### 11.6.1 Detailed Description

OSAL file system info.

Definition at line 127 of file osapi-os-filesys.h.

### 11.6.2 Field Documentation

#### 11.6.2.1 FreeFds

```
uint32 os_fsinfo_t::FreeFds
```

Total number that are free.

Definition at line 130 of file osapi-os-filesys.h.

#### 11.6.2.2 FreeVolumes

```
uint32 os_fsinfo_t::FreeVolumes
```

Total number of volumes free.

Definition at line 132 of file osapi-os-filesys.h.

#### 11.6.2.3 MaxFds

```
uint32 os_fsinfo_t::MaxFds
```

Total number of file descriptors.

Definition at line 129 of file osapi-os-filesys.h.

#### 11.6.2.4 MaxVolumes

```
uint32 os_fsinfo_t::MaxVolumes
```

Maximum number of volumes.

Definition at line 131 of file osapi-os-filesys.h.

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

- [osal/src/os/inc/osapi-os-filesys.h](#)

## 11.7 os\_fstat\_t Struct Reference

File system status.

```
#include <osapi-os-filesys.h>
```

### Data Fields

- [uint32 FileModeBits](#)
- [int32 FileTime](#)
- [uint32 FileSize](#)

#### 11.7.1 Detailed Description

File system status.

#### Note

This used to be directly typedef'd to the "struct stat" from the C library

Some C libraries (glibc in particular) actually define member names to reference into sub-structures, so attempting to reuse a name like "st\_mtime" might not work.

Definition at line 151 of file osapi-os-filesys.h.

#### 11.7.2 Field Documentation

##### 11.7.2.1 FileModeBits

```
uint32 os_fstat_t::FileModeBits
```

Definition at line 153 of file osapi-os-filesys.h.

##### 11.7.2.2 FileSize

```
uint32 os_fstat_t::FileSize
```

Definition at line 155 of file osapi-os-filesys.h.

### 11.7.2.3 FileTime

```
int32 os_fstat_t::FileTime
```

Definition at line 154 of file osapi-os-filesys.h.

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

- osal/src/os/inc/[osapi-os-filesys.h](#)

## 11.8 OS\_heap\_prop\_t Struct Reference

OSAL heap properties.

```
#include <osapi-os-core.h>
```

### Data Fields

- [uint32 free\\_bytes](#)
- [uint32 free\\_blocks](#)
- [uint32 largest\\_free\\_block](#)

### 11.8.1 Detailed Description

OSAL heap properties.

#### See also

[OS\\_HeapGetInfo\(\)](#)

Definition at line 121 of file osapi-os-core.h.

### 11.8.2 Field Documentation

#### 11.8.2.1 free\_blocks

```
uint32 OS_heap_prop_t::free_blocks
```

Definition at line 124 of file osapi-os-core.h.

### 11.8.2.2 free\_bytes

```
uint32 OS_heap_prop_t::free_bytes
```

Definition at line 123 of file osapi-os-core.h.

### 11.8.2.3 largest\_free\_block

```
uint32 OS_heap_prop_t::largest_free_block
```

Definition at line 125 of file osapi-os-core.h.

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

- [osal/src/os/inc/osapi-os-core.h](#)

## 11.9 OS\_module\_address\_t Struct Reference

OSAL module address properties.

```
#include <osapi-os-loader.h>
```

### Data Fields

- [uint32 valid](#)
- [uint32 flags](#)
- [cpuaddr code\\_address](#)
- [cpuaddr code\\_size](#)
- [cpuaddr data\\_address](#)
- [cpuaddr data\\_size](#)
- [cpuaddr bss\\_address](#)
- [cpuaddr bss\\_size](#)

### 11.9.1 Detailed Description

OSAL module address properties.

Definition at line 32 of file osapi-os-loader.h.

### 11.9.2 Field Documentation



#### 11.9.2.1 `bss_address`

`cpuaddr OS_module_address_t::bss_address`

Definition at line 40 of file `osapi-os-loader.h`.

#### 11.9.2.2 `bss_size`

`cpuaddr OS_module_address_t::bss_size`

Definition at line 41 of file `osapi-os-loader.h`.

#### 11.9.2.3 `code_address`

`cpuaddr OS_module_address_t::code_address`

Definition at line 36 of file `osapi-os-loader.h`.

#### 11.9.2.4 `code_size`

`cpuaddr OS_module_address_t::code_size`

Definition at line 37 of file `osapi-os-loader.h`.

#### 11.9.2.5 `data_address`

`cpuaddr OS_module_address_t::data_address`

Definition at line 38 of file `osapi-os-loader.h`.

#### 11.9.2.6 `data_size`

`cpuaddr OS_module_address_t::data_size`

Definition at line 39 of file `osapi-os-loader.h`.

### 11.9.2.7 flags

`uint32 OS_module_address_t::flags`

Definition at line 35 of file `osapi-os-loader.h`.

### 11.9.2.8 valid

`uint32 OS_module_address_t::valid`

Definition at line 34 of file `osapi-os-loader.h`.

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

- `osal/src/os/inc/osapi-os-loader.h`

## 11.10 OS\_module\_prop\_t Struct Reference

OSAL module properties.

```
#include <osapi-os-loader.h>
```

### Data Fields

- `cpuaddr entry_point`
- `cpuaddr host_module_id`
- `char filename [OS_MAX_PATH_LEN]`
- `char name [OS_MAX_API_NAME]`
- `OS_module_address_t addr`

### 11.10.1 Detailed Description

OSAL module properties.

Definition at line 45 of file `osapi-os-loader.h`.

### 11.10.2 Field Documentation

#### 11.10.2.1 addr

`OS_module_address_t OS_module_prop_t::addr`

Definition at line 51 of file `osapi-os-loader.h`.

#### 11.10.2.2 entry\_point

`cpuaddr OS_module_prop_t::entry_point`

Definition at line 47 of file `osapi-os-loader.h`.

#### 11.10.2.3 filename

`char OS_module_prop_t::filename[OS_MAX_PATH_LEN]`

Definition at line 49 of file `osapi-os-loader.h`.

#### 11.10.2.4 host\_module\_id

`cpuaddr OS_module_prop_t::host_module_id`

Definition at line 48 of file `osapi-os-loader.h`.

#### 11.10.2.5 name

`char OS_module_prop_t::name[OS_MAX_API_NAME]`

Definition at line 50 of file `osapi-os-loader.h`.

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

- `osal/src/os/inc/osapi-os-loader.h`

### 11.11 OS\_mut\_sem\_prop\_t Struct Reference

OSAL mutex properties.

```
#include <osapi-os-core.h>
```

### Data Fields

- char [name](#) [OS\_MAX\_API\_NAME]
- [uint32](#) [creator](#)

#### 11.11.1 Detailed Description

OSAL mutex properties.

Definition at line 103 of file `osapi-os-core.h`.

#### 11.11.2 Field Documentation

##### 11.11.2.1 creator

[uint32](#) OS\_mut\_sem\_prop\_t::creator

Definition at line 106 of file `osapi-os-core.h`.

##### 11.11.2.2 name

char OS\_mut\_sem\_prop\_t::name [OS\_MAX\_API\_NAME]

Definition at line 105 of file `osapi-os-core.h`.

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

- `osal/src/os/inc/osapi-os-core.h`

## 11.12 OS\_queue\_prop\_t Struct Reference

OSAL queue properties.

```
#include <osapi-os-core.h>
```

### Data Fields

- char [name](#) [OS\_MAX\_API\_NAME]
- [uint32](#) [creator](#)

### 11.12.1 Detailed Description

OSAL queue properties.

Definition at line 80 of file `osapi-os-core.h`.

### 11.12.2 Field Documentation

#### 11.12.2.1 creator

```
uint32 OS_queue_prop_t::creator
```

Definition at line 83 of file `osapi-os-core.h`.

#### 11.12.2.2 name

```
char OS_queue_prop_t::name[OS_MAX_API_NAME]
```

Definition at line 82 of file `osapi-os-core.h`.

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

- `osal/src/os/inc/osapi-os-core.h`

## 11.13 OS\_SockAddr\_t Struct Reference

Encapsulates a generic network address.

```
#include <osapi-os-net.h>
```

### Data Fields

- `uint32 ActualLength`  
*Length of the actual address data.*
- `OS_SockAddrData_t AddrData`  
*Abstract Address data.*

### 11.13.1 Detailed Description

Encapsulates a generic network address.

This is just an abstract buffer type that holds a network address. It is allocated for the worst-case size defined by OS\_SOCKADDR\_MAX\_LEN, and the real size is stored within.

Definition at line 92 of file osapi-os-net.h.

### 11.13.2 Field Documentation

#### 11.13.2.1 ActualLength

`uint32 OS_SockAddr_t::ActualLength`

Length of the actual address data.

Definition at line 94 of file osapi-os-net.h.

#### 11.13.2.2 AddrData

`OS_SockAddrData_t OS_SockAddr_t::AddrData`

Abstract Address data.

Definition at line 95 of file osapi-os-net.h.

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

- [osal/src/os/inc/osapi-os-net.h](#)

## 11.14 OS\_SockAddrData\_t Union Reference

Storage buffer for generic network address.

```
#include <osapi-os-net.h>
```

### Data Fields

- `uint8 Buffer [OS_SOCKADDR_MAX_LEN]`  
*Ensures length of at least OS\_SOCKADDR\_MAX\_LEN.*
- `uint32 AlignU32`  
*Ensures uint32 alignment.*
- `void * AlignPtr`  
*Ensures pointer alignment.*

### 11.14.1 Detailed Description

Storage buffer for generic network address.

This is a union type that helps to ensure a minimum alignment value for the data storage, such that it can be cast to the system-specific type without increasing alignment requirements.

Definition at line 78 of file `osapi-os-net.h`.

### 11.14.2 Field Documentation

#### 11.14.2.1 AlignPtr

```
void* OS_SockAddrData_t::AlignPtr
```

Ensures pointer alignment.

Definition at line 82 of file `osapi-os-net.h`.

#### 11.14.2.2 AlignU32

```
uint32 OS_SockAddrData_t::AlignU32
```

Ensures uint32 alignment.

Definition at line 81 of file `osapi-os-net.h`.

#### 11.14.2.3 Buffer

```
uint8 OS_SockAddrData_t::Buffer[OS_SOCKADDR_MAX_LEN]
```

Ensures length of at least `OS_SOCKADDR_MAX_LEN`.

Definition at line 80 of file `osapi-os-net.h`.

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

- `osal/src/os/inc/osapi-os-net.h`

## 11.15 OS\_socket\_prop\_t Struct Reference

Encapsulates socket properties.

```
#include <osapi-os-net.h>
```

### Data Fields

- char [name](#) [OS\_MAX\_API\_NAME]  
*Name of the socket.*
- [uint32 creator](#)  
*OSAL TaskID which opened the socket.*

### 11.15.1 Detailed Description

Encapsulates socket properties.

This is for consistency with other OSAL resource types. Currently no extra properties are exposed here but this could change in a future revision of OSAL as needed.

Definition at line 105 of file osapi-os-net.h.

### 11.15.2 Field Documentation

#### 11.15.2.1 creator

```
uint32 OS_socket_prop_t::creator
```

OSAL TaskID which opened the socket.

Definition at line 108 of file osapi-os-net.h.

#### 11.15.2.2 name

```
char OS_socket_prop_t::name[OS_MAX_API_NAME]
```

Name of the socket.

Definition at line 107 of file osapi-os-net.h.

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

- osal/src/os/inc/[osapi-os-net.h](#)



## 11.16 OS\_static\_symbol\_record\_t Struct Reference

Associates a single symbol name with a memory address.

```
#include <osapi-os-loader.h>
```

### Data Fields

- const char \* [Name](#)
- void(\* [Address](#) )(void)
- const char \* [Module](#)

### 11.16.1 Detailed Description

Associates a single symbol name with a memory address.

If the OS\_STATIC\_SYMBOL\_TABLE feature is enabled, then an array of these structures should be provided by the application. When the application needs to find a symbol address, the static table will be checked in addition to (or instead of) the OS/library-provided lookup function.

This static symbol allows systems that do not implement dynamic module loading to maintain the same semantics as dynamically loaded modules.

Definition at line 67 of file osapi-os-loader.h.

### 11.16.2 Field Documentation

#### 11.16.2.1 Address

```
void(* OS_static_symbol_record_t::Address) (void)
```

Definition at line 70 of file osapi-os-loader.h.

#### 11.16.2.2 Module

```
const char* OS_static_symbol_record_t::Module
```

Definition at line 71 of file osapi-os-loader.h.

### 11.16.2.3 Name

```
const char* OS_static_symbol_record_t::Name
```

Definition at line 69 of file osapi-os-loader.h.

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

- [osal/src/os/inc/osapi-os-loader.h](#)

## 11.17 OS\_task\_prop\_t Struct Reference

OSAL task properties.

```
#include <osapi-os-core.h>
```

### Data Fields

- char [name](#) [OS\_MAX\_API\_NAME]
- [uint32 creator](#)
- [uint32 stack\\_size](#)
- [uint32 priority](#)
- [uint32 OStask\\_id](#)

### 11.17.1 Detailed Description

OSAL task properties.

Definition at line 70 of file osapi-os-core.h.

### 11.17.2 Field Documentation

#### 11.17.2.1 creator

```
uint32 OS_task_prop_t::creator
```

Definition at line 73 of file osapi-os-core.h.

### 11.17.2.2 name

```
char OS_task_prop_t::name[OS_MAX_API_NAME]
```

Definition at line 72 of file osapi-os-core.h.

### 11.17.2.3 OStask\_id

```
uint32 OS_task_prop_t::OStask_id
```

Definition at line 76 of file osapi-os-core.h.

### 11.17.2.4 priority

```
uint32 OS_task_prop_t::priority
```

Definition at line 75 of file osapi-os-core.h.

### 11.17.2.5 stack\_size

```
uint32 OS_task_prop_t::stack_size
```

Definition at line 74 of file osapi-os-core.h.

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

- [osal/src/os/inc/osapi-os-core.h](#)

## 11.18 OS\_time\_t Struct Reference

OSAL time.

```
#include <osapi-os-core.h>
```

### Data Fields

- [uint32 seconds](#)
- [uint32 microsecs](#)

### 11.18.1 Detailed Description

OSAL time.

Definition at line 111 of file osapi-os-core.h.

### 11.18.2 Field Documentation

#### 11.18.2.1 microsecs

`uint32 OS_time_t::microsecs`

Definition at line 114 of file osapi-os-core.h.

#### 11.18.2.2 seconds

`uint32 OS_time_t::seconds`

Definition at line 113 of file osapi-os-core.h.

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

- `osal/src/os/inc/osapi-os-core.h`

## 11.19 OS\_timebase\_prop\_t Struct Reference

Time base properties.

```
#include <osapi-os-timer.h>
```

### Data Fields

- `char name` [OS\_MAX\_API\_NAME]
- `uint32 creator`
- `uint32 nominal_interval_time`
- `uint32 freerun_time`
- `uint32 accuracy`

### 11.19.1 Detailed Description

Time base properties.

Definition at line 40 of file osapi-os-timer.h.

## 11.19.2 Field Documentation

### 11.19.2.1 accuracy

`uint32 OS_timebase_prop_t::accuracy`

Definition at line 46 of file `osapi-os-timer.h`.

### 11.19.2.2 creator

`uint32 OS_timebase_prop_t::creator`

Definition at line 43 of file `osapi-os-timer.h`.

### 11.19.2.3 freerun\_time

`uint32 OS_timebase_prop_t::freerun_time`

Definition at line 45 of file `osapi-os-timer.h`.

### 11.19.2.4 name

`char OS_timebase_prop_t::name[OS_MAX_API_NAME]`

Definition at line 42 of file `osapi-os-timer.h`.

### 11.19.2.5 nominal\_interval\_time

`uint32 OS_timebase_prop_t::nominal_interval_time`

Definition at line 44 of file `osapi-os-timer.h`.

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

- `osal/src/os/inc/osapi-os-timer.h`

## 11.20 OS\_timer\_prop\_t Struct Reference

Timer properties.

```
#include <osapi-os-timer.h>
```

### Data Fields

- char [name](#) [OS\_MAX\_API\_NAME]
- [uint32](#) [creator](#)
- [uint32](#) [start\\_time](#)
- [uint32](#) [interval\\_time](#)
- [uint32](#) [accuracy](#)

### 11.20.1 Detailed Description

Timer properties.

Definition at line 29 of file osapi-os-timer.h.

### 11.20.2 Field Documentation

#### 11.20.2.1 accuracy

```
uint32 OS_timer_prop_t::accuracy
```

Definition at line 35 of file osapi-os-timer.h.

#### 11.20.2.2 creator

```
uint32 OS_timer_prop_t::creator
```

Definition at line 32 of file osapi-os-timer.h.

#### 11.20.2.3 interval\_time

```
uint32 OS_timer_prop_t::interval_time
```

Definition at line 34 of file osapi-os-timer.h.

#### 11.20.2.4 name

```
char OS_timer_prop_t::name[OS_MAX_API_NAME]
```

Definition at line 31 of file osapi-os-timer.h.

#### 11.20.2.5 start\_time

```
uint32 OS_timer_prop_t::start_time
```

Definition at line 33 of file osapi-os-timer.h.

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

- [osal/src/os/inc/osapi-os-timer.h](#)

### 11.21 OS\_VolumeInfo\_t Struct Reference

Internal structure of the OS volume table for mounted file systems and path translation.

```
#include <osapi-os-filesys.h>
```

#### Data Fields

- char [DeviceName](#) [OS\_FS\_DEV\_NAME\_LEN]
- char [PhysDevName](#) [OS\_FS\_PHYS\_NAME\_LEN]
- [uint32](#) [VolumeType](#)
- [uint8](#) [VolatileFlag](#)
- [uint8](#) [FreeFlag](#)
- [uint8](#) [IsMounted](#)
- char [VolumeName](#) [OS\_FS\_VOL\_NAME\_LEN]
- char [MountPoint](#) [OS\_MAX\_PATH\_LEN]
- [uint32](#) [BlockSize](#)

#### 11.21.1 Detailed Description

Internal structure of the OS volume table for mounted file systems and path translation.

Definition at line 112 of file osapi-os-filesys.h.

#### 11.21.2 Field Documentation

#### 11.21.2.1 BlockSize

```
uint32 OS_VolumeInfo_t::BlockSize
```

Definition at line 122 of file osapi-os-filesys.h.

#### 11.21.2.2 DeviceName

```
char OS_VolumeInfo_t::DeviceName[OS_FS_DEV_NAME_LEN]
```

Definition at line 114 of file osapi-os-filesys.h.

#### 11.21.2.3 FreeFlag

```
uint8 OS_VolumeInfo_t::FreeFlag
```

Definition at line 118 of file osapi-os-filesys.h.

#### 11.21.2.4 IsMounted

```
uint8 OS_VolumeInfo_t::IsMounted
```

Definition at line 119 of file osapi-os-filesys.h.

#### 11.21.2.5 MountPoint

```
char OS_VolumeInfo_t::MountPoint[OS_MAX_PATH_LEN]
```

Definition at line 121 of file osapi-os-filesys.h.

#### 11.21.2.6 PhysDevName

```
char OS_VolumeInfo_t::PhysDevName[OS_FS_PHYS_NAME_LEN]
```

Definition at line 115 of file osapi-os-filesys.h.



### 11.21.2.7 VolatileFlag

```
uint8 OS_VolumeInfo_t::VolatileFlag
```

Definition at line 117 of file `osapi-os-filesys.h`.

### 11.21.2.8 VolumeName

```
char OS_VolumeInfo_t::VolumeName[OS_FS_VOL_NAME_LEN]
```

Definition at line 120 of file `osapi-os-filesys.h`.

### 11.21.2.9 VolumeType

```
uint32 OS_VolumeInfo_t::VolumeType
```

Definition at line 116 of file `osapi-os-filesys.h`.

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

- `osal/src/os/inc/osapi-os-filesys.h`

## 12 File Documentation

### 12.1 `cfe/docs/src/osal_fs.dox` File Reference

### 12.2 `cfe/docs/src/osal_timer.dox` File Reference

### 12.3 `cfe/docs/src/osalmain.dox` File Reference

### 12.4 `osal/src/os/inc/common_types.h` File Reference

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

## Macros

- `#define CompileTimeAssert(Condition, Message) typedef char Message[(Condition) ? 1 : -1]`
- `#define _EXTENSION_`
- `#define OS_PACK`
- `#define OS_ALIGN(n)`
- `#define OS_USED`
- `#define OS_PRINTF(n, m)`
- `#define TRUE true`
- `#define FALSE false`
- `#define NULL ((void *) 0)`

## Typedefs

- `typedef int8_t int8`
- `typedef int16_t int16`
- `typedef int32_t int32`
- `typedef int64_t int64`
- `typedef uint8_t uint8`
- `typedef uint16_t uint16`
- `typedef uint32_t uint32`
- `typedef uint64_t uint64`
- `typedef intptr_t intptr`
- `typedef uintptr_t cpuaddr`
- `typedef size_t cpusize`
- `typedef ptrdiff_t cpudiff`
- `typedef bool osalbool`
- `typedef osalbool boolean`

## Functions

- `CompileTimeAssert (sizeof(uint8)==1, TypeUInt8WrongSize)`
- `CompileTimeAssert (sizeof(uint16)==2, TypeUInt16WrongSize)`
- `CompileTimeAssert (sizeof(uint32)==4, TypeUInt32WrongSize)`
- `CompileTimeAssert (sizeof(uint64)==8, TypeUInt64WrongSize)`
- `CompileTimeAssert (sizeof(int8)==1, Typeint8WrongSize)`
- `CompileTimeAssert (sizeof(int16)==2, Typeint16WrongSize)`
- `CompileTimeAssert (sizeof(int32)==4, Typeint32WrongSize)`
- `CompileTimeAssert (sizeof(int64)==8, Typeint64WrongSize)`
- `CompileTimeAssert (sizeof(cpuaddr) >=sizeof(void *), TypePtrWrongSize)`

### 12.4.1 Macro Definition Documentation

#### 12.4.1.1 `_EXTENSION_`

```
#define _EXTENSION_
```

Definition at line 65 of file `common_types.h`.

#### 12.4.1.2 `CompileTimeAssert`

```
#define CompileTimeAssert(  
    Condition,  
    Message ) typedef char Message[(Condition) ? 1 : -1]
```

Definition at line 44 of file `common_types.h`.

#### 12.4.1.3 `FALSE`

```
#define FALSE false
```

**Deprecated** Use `false`

Definition at line 127 of file `common_types.h`.

#### 12.4.1.4 `NULL`

```
#define NULL ((void *) 0)
```

Definition at line 135 of file `common_types.h`.

#### 12.4.1.5 `OS_ALIGN`

```
#define OS_ALIGN(  
    n )
```

Definition at line 67 of file `common_types.h`.

#### 12.4.1.6 `OS_PACK`

```
#define OS_PACK
```

Definition at line 66 of file `common_types.h`.

#### 12.4.1.7 OS\_PRINTF

```
#define OS_PRINTF(  
    n,  
    m )
```

Definition at line 69 of file common\_types.h.

#### 12.4.1.8 OS\_USED

```
#define OS_USED
```

Definition at line 68 of file common\_types.h.

#### 12.4.1.9 TRUE

```
#define TRUE true
```

**Deprecated** Use true

Definition at line 123 of file common\_types.h.

### 12.4.2 Typedef Documentation

#### 12.4.2.1 boolean

```
typedef osalbool boolean
```

**Deprecated** Use bool

Definition at line 119 of file common\_types.h.

#### 12.4.2.2 cpuaddr

```
typedef uintptr_t cpuaddr
```

Definition at line 90 of file common\_types.h.

#### 12.4.2.3 cpudiff

```
typedef ptrdiff_t cpudiff
```

Definition at line 92 of file common\_types.h.

#### 12.4.2.4 cpusize

```
typedef size_t cpusize
```

Definition at line 91 of file common\_types.h.

#### 12.4.2.5 int16

```
typedef int16_t int16
```

Definition at line 82 of file common\_types.h.

#### 12.4.2.6 int32

```
typedef int32_t int32
```

Definition at line 83 of file common\_types.h.

#### 12.4.2.7 int64

```
typedef int64_t int64
```

Definition at line 84 of file common\_types.h.

#### 12.4.2.8 int8

```
typedef int8_t int8
```

Definition at line 81 of file common\_types.h.

#### 12.4.2.9 intptr

```
typedef intptr_t intptr
```

Definition at line 89 of file common\_types.h.

#### 12.4.2.10 osalbool

```
typedef bool osalbool
```

**Deprecated** Use bool

Definition at line 100 of file common\_types.h.

#### 12.4.2.11 uint16

```
typedef uint16_t uint16
```

Definition at line 86 of file common\_types.h.

#### 12.4.2.12 uint32

```
typedef uint32_t uint32
```

Definition at line 87 of file common\_types.h.

#### 12.4.2.13 uint64

```
typedef uint64_t uint64
```

Definition at line 88 of file common\_types.h.

#### 12.4.2.14 uint8

```
typedef uint8_t uint8
```

Definition at line 85 of file common\_types.h.

## 12.4.3 Function Documentation

### 12.4.3.1 CompileTimeAssert() [1/9]

```
CompileTimeAssert (
    sizeof(uint8)  = 1,
    TypeUint8WrongSize )
```

### 12.4.3.2 CompileTimeAssert() [2/9]

```
CompileTimeAssert (
    sizeof(uint16) = 2,
    TypeUint16WrongSize )
```

### 12.4.3.3 CompileTimeAssert() [3/9]

```
CompileTimeAssert (
    sizeof(uint32) = 4,
    TypeUint32WrongSize )
```

### 12.4.3.4 CompileTimeAssert() [4/9]

```
CompileTimeAssert (
    sizeof(uint64) = 8,
    TypeUint64WrongSize )
```

### 12.4.3.5 CompileTimeAssert() [5/9]

```
CompileTimeAssert (
    sizeof(int8)  = 1,
    Typeint8WrongSize )
```

### 12.4.3.6 CompileTimeAssert() [6/9]

```
CompileTimeAssert (
    sizeof(int16) = 2,
    Typeint16WrongSize )
```

## 12.4.3.7 CompileTimeAssert() [7/9]

```
CompileTimeAssert (
    sizeof(int32) == 4,
    Typeint32WrongSize )
```

## 12.4.3.8 CompileTimeAssert() [8/9]

```
CompileTimeAssert (
    sizeof(int64) == 8,
    Typeint64WrongSize )
```

## 12.4.3.9 CompileTimeAssert() [9/9]

```
CompileTimeAssert (
    sizeof(cpuaddr) >= sizeof(void *) ,
    TypePtrWrongSize )
```

## 12.5 osal/src/os/inc/osapi-os-core.h File Reference

```
#include <stdarg.h>
```

## Data Structures

- struct [OS\\_task\\_prop\\_t](#)  
*OSAL task properties.*
- struct [OS\\_queue\\_prop\\_t](#)  
*OSAL queue properties.*
- struct [OS\\_bin\\_sem\\_prop\\_t](#)  
*OSAL binary semaphore properties.*
- struct [OS\\_count\\_sem\\_prop\\_t](#)  
*OSAL counting semaphore properties.*
- struct [OS\\_mut\\_sem\\_prop\\_t](#)  
*OSAL mutex properties.*
- struct [OS\\_time\\_t](#)  
*OSAL time.*
- struct [OS\\_heap\\_prop\\_t](#)  
*OSAL heap properties.*
- struct [OS\\_FdSet](#)  
*An abstract structure capable of holding several OSAL IDs.*



## Macros

- #define `OS_OBJECT_INDEX_MASK` 0xFFFF  
*Object index mask.*
- #define `OS_OBJECT_TYPE_SHIFT` 16  
*Object type shift.*
- #define `OS_OBJECT_TYPE_UNDEFINED` 0x00  
*Object type undefined.*
- #define `OS_OBJECT_TYPE_OS_TASK` 0x01  
*Object task type.*
- #define `OS_OBJECT_TYPE_OS_QUEUE` 0x02  
*Object queue type.*
- #define `OS_OBJECT_TYPE_OS_COUNTSEM` 0x03  
*Object counting semaphore type.*
- #define `OS_OBJECT_TYPE_OS_BINSEM` 0x04  
*Object binary semaphore type.*
- #define `OS_OBJECT_TYPE_OS_MUTEX` 0x05  
*Object mutex type.*
- #define `OS_OBJECT_TYPE_OS_STREAM` 0x06  
*Object stream type.*
- #define `OS_OBJECT_TYPE_OS_DIR` 0x07  
*Object directory type.*
- #define `OS_OBJECT_TYPE_OS_TIMEBASE` 0x08  
*Object timebase type.*
- #define `OS_OBJECT_TYPE_OS_TIMECB` 0x09  
*Object timer callback type.*
- #define `OS_OBJECT_TYPE_OS_MODULE` 0x0A  
*Object module type.*
- #define `OS_OBJECT_TYPE_OS_FILESYS` 0x0B  
*Object file system type.*
- #define `OS_OBJECT_TYPE_OS_CONSOLE` 0x0C  
*Object console type.*
- #define `OS_OBJECT_TYPE_USER` 0x10  
*Object user type.*
- #define `OS_MAX_TASK_PRIORITY` 255  
*Upper limit for OSAL task priorities.*
- #define `OS_SEM_FULL` 1  
*Semaphore full state.*
- #define `OS_SEM_EMPTY` 0  
*Semaphore empty state.*
- #define `OS_FP_ENABLED` 1  
*Floating point enabled state for a task.*
- #define `OS_ERROR_NAME_LENGTH` 35  
*Error string name length.*

## Typedefs

- typedef char [os\\_err\\_name\\_t](#)[[OS\\_ERROR\\_NAME\\_LENGTH](#)]  
*For the [OS\\_GetErrorName\(\)](#) function, to ensure everyone is making an array of the same length.*
- typedef void [osal\\_task](#)  
*For task entry point.*
- typedef void(\* [OS\\_ArgCallback\\_t](#)) ([uint32](#) object\_id, void \*arg)  
*General purpose OSAL callback function.*

## Functions

- typedef [osal\\_task](#) ((\*osal\_task\_entry)(void))  
*For task entry point.*
- void [OS\\_Application\\_Startup](#) (void)  
*Application startup.*
- void [OS\\_Application\\_Run](#) (void)  
*Application run.*
- [int32](#) [OS\\_API\\_Init](#) (void)  
*Initialization of API.*
- void [OS\\_IdleLoop](#) (void)  
*Background thread implementation - waits forever for events to occur.*
- void [OS\\_DeleteAllObjects](#) (void)  
*delete all resources created in OSAL.*
- void [OS\\_ApplicationShutdown](#) ([uint8](#) flag)  
*Initiate orderly shutdown.*
- void [OS\\_ApplicationExit](#) ([int32](#) Status)  
*Exit/Abort the application.*
- [uint32](#) [OS\\_IdentifyObject](#) ([uint32](#) object\_id)  
*Obtain the type of an object given an arbitrary object ID.*
- [int32](#) [OS\\_ConvertToArrayIndex](#) ([uint32](#) object\_id, [uint32](#) \*ArrayIndex)  
*Converts an abstract ID into a number suitable for use as an array index.*
- void [OS\\_ForEachObject](#) ([uint32](#) creator\_id, [OS\\_ArgCallback\\_t](#) callback\_ptr, void \*callback\_arg)  
*call the supplied callback function for all valid object IDs*
- [int32](#) [OS\\_TaskCreate](#) ([uint32](#) \*task\_id, const char \*task\_name, [osal\\_task\\_entry](#) function\_pointer, [uint32](#) \*stack←\_pointer, [uint32](#) stack\_size, [uint32](#) priority, [uint32](#) flags)  
*Creates a task and starts running it.*
- [int32](#) [OS\\_TaskDelete](#) ([uint32](#) task\_id)  
*Deletes the specified Task.*
- void [OS\\_TaskExit](#) (void)  
*Exits the calling task.*
- [int32](#) [OS\\_TaskInstallDeleteHandler](#) ([osal\\_task\\_entry](#) function\_pointer)  
*Installs a handler for when the task is deleted.*
- [int32](#) [OS\\_TaskDelay](#) ([uint32](#) millisecond)  
*Delay a task for specified amount of milliseconds.*
- [int32](#) [OS\\_TaskSetPriority](#) ([uint32](#) task\_id, [uint32](#) new\_priority)  
*Sets the given task to a new priority.*
- [int32](#) [OS\\_TaskRegister](#) (void)

*Obsolete.*

- [uint32 OS\\_TaskGetId](#) (void)  
*Obtain the task id of the calling task.*
- [int32 OS\\_TaskGetIdByName](#) (uint32 \*task\_id, const char \*task\_name)  
*Find an existing task ID by name.*
- [int32 OS\\_TaskGetInfo](#) (uint32 task\_id, OS\_task\_prop\_t \*task\_prop)  
*Fill a property object buffer with details regarding the resource.*
- [int32 OS\\_QueueCreate](#) (uint32 \*queue\_id, const char \*queue\_name, uint32 queue\_depth, uint32 data\_size, uint32 flags)  
*Create a message queue.*
- [int32 OS\\_QueueDelete](#) (uint32 queue\_id)  
*Deletes the specified message queue.*
- [int32 OS\\_QueueGet](#) (uint32 queue\_id, void \*data, uint32 size, uint32 \*size\_copied, int32 timeout)  
*Receive a message on a message queue.*
- [int32 OS\\_QueuePut](#) (uint32 queue\_id, const void \*data, uint32 size, uint32 flags)  
*Put a message on a message queue.*
- [int32 OS\\_QueueGetIdByName](#) (uint32 \*queue\_id, const char \*queue\_name)  
*Find an existing queue ID by name.*
- [int32 OS\\_QueueGetInfo](#) (uint32 queue\_id, OS\_queue\_prop\_t \*queue\_prop)  
*Fill a property object buffer with details regarding the resource.*
- [int32 OS\\_BinSemCreate](#) (uint32 \*sem\_id, const char \*sem\_name, uint32 sem\_initial\_value, uint32 options)  
*Creates a binary semaphore.*
- [int32 OS\\_BinSemFlush](#) (uint32 sem\_id)  
*Unblock all tasks pending on the specified semaphore.*
- [int32 OS\\_BinSemGive](#) (uint32 sem\_id)  
*Increment the semaphore value.*
- [int32 OS\\_BinSemTake](#) (uint32 sem\_id)  
*Decrement the semaphore value.*
- [int32 OS\\_BinSemTimedWait](#) (uint32 sem\_id, uint32 msecs)  
*Decrement the semaphore value with a timeout.*
- [int32 OS\\_BinSemDelete](#) (uint32 sem\_id)  
*Deletes the specified Binary Semaphore.*
- [int32 OS\\_BinSemGetIdByName](#) (uint32 \*sem\_id, const char \*sem\_name)  
*Find an existing semaphore ID by name.*
- [int32 OS\\_BinSemGetInfo](#) (uint32 sem\_id, OS\_bin\_sem\_prop\_t \*bin\_prop)  
*Fill a property object buffer with details regarding the resource.*
- [int32 OS\\_CountSemCreate](#) (uint32 \*sem\_id, const char \*sem\_name, uint32 sem\_initial\_value, uint32 options)  
*Creates a counting semaphore.*
- [int32 OS\\_CountSemGive](#) (uint32 sem\_id)  
*Increment the semaphore value.*
- [int32 OS\\_CountSemTake](#) (uint32 sem\_id)  
*Decrement the semaphore value.*
- [int32 OS\\_CountSemTimedWait](#) (uint32 sem\_id, uint32 msecs)  
*Decrement the semaphore value with timeout.*
- [int32 OS\\_CountSemDelete](#) (uint32 sem\_id)  
*Deletes the specified counting Semaphore.*
- [int32 OS\\_CountSemGetIdByName](#) (uint32 \*sem\_id, const char \*sem\_name)

- Find an existing semaphore ID by name.*

  - [int32 OS\\_CountSemGetInfo](#) ([uint32](#) sem\_id, [OS\\_count\\_sem\\_prop\\_t](#) \*count\_prop)

*Fill a property object buffer with details regarding the resource.*
- [int32 OS\\_MutSemCreate](#) ([uint32](#) \*sem\_id, const char \*sem\_name, [uint32](#) options)

*Creates a mutex semaphore.*
- [int32 OS\\_MutSemGive](#) ([uint32](#) sem\_id)

*Releases the mutex object referenced by sem\_id.*
- [int32 OS\\_MutSemTake](#) ([uint32](#) sem\_id)

*Acquire the mutex object referenced by sem\_id.*
- [int32 OS\\_MutSemDelete](#) ([uint32](#) sem\_id)

*Deletes the specified Mutex Semaphore.*
- [int32 OS\\_MutSemGetIdByName](#) ([uint32](#) \*sem\_id, const char \*sem\_name)

*Find an existing mutex ID by name.*
- [int32 OS\\_MutSemGetInfo](#) ([uint32](#) sem\_id, [OS\\_mut\\_sem\\_prop\\_t](#) \*mut\_prop)

*Fill a property object buffer with details regarding the resource.*
- [int32 OS\\_Milli2Ticks](#) ([uint32](#) milli\_seconds)

*Convert time units from milliseconds to system ticks.*
- [int32 OS\\_Tick2Micros](#) (void)

*Get the system tick size, in microseconds.*
- [int32 OS\\_GetLocalTime](#) ([OS\\_time\\_t](#) \*time\_struct)

*Get the local time.*
- [int32 OS\\_SetLocalTime](#) ([OS\\_time\\_t](#) \*time\_struct)

*Set the local time.*
- [int32 OS\\_ExcAttachHandler](#) ([uint32](#) ExceptionNumber, void(\*ExceptionHandler)([uint32](#), const void \*, [uint32](#)), [int32](#) parameter)

*placeholder; not currently implemented*
- [int32 OS\\_ExcEnable](#) ([int32](#) ExceptionNumber)

*placeholder; not currently implemented*
- [int32 OS\\_ExcDisable](#) ([int32](#) ExceptionNumber)

*placeholder; not currently implemented*
- [int32 OS\\_FPUExcAttachHandler](#) ([uint32](#) ExceptionNumber, osal\_task\_entry ExceptionHandler, [int32](#) parameter)

*Set an FPU exception handler function.*
- [int32 OS\\_FPUExcEnable](#) ([int32](#) ExceptionNumber)

*Enable FPU exceptions.*
- [int32 OS\\_FPUExcDisable](#) ([int32](#) ExceptionNumber)

*Disable FPU exceptions.*
- [int32 OS\\_FPUExcSetMask](#) ([uint32](#) mask)

*Sets the FPU exception mask.*
- [int32 OS\\_FPUExcGetMask](#) ([uint32](#) \*mask)

*Gets the FPU exception mask.*
- [int32 OS\\_IntAttachHandler](#) ([uint32](#) InterruptNumber, osal\_task\_entry InterruptHandler, [int32](#) parameter)

*Associate an interrupt number to a specified handler routine.*
- [int32 OS\\_IntUnlock](#) ([int32](#) IntLevel)

*Enable interrupts.*
- [int32 OS\\_IntLock](#) (void)

*Disable interrupts.*
- [int32 OS\\_IntEnable](#) ([int32](#) Level)

- Enables interrupts through Level.*

  - [int32 OS\\_IntDisable](#) ([int32](#) Level)
- Disable interrupts through Level.*

  - [int32 OS\\_IntSetMask](#) ([uint32](#) mask)
- Set the CPU interrupt mask register.*

  - [int32 OS\\_IntGetMask](#) ([uint32](#) \*mask)
- Get the CPU interrupt mask register.*

  - [int32 OS\\_IntAck](#) ([int32](#) InterruptNumber)
- Acknowledge the corresponding interrupt number.*

  - [int32 OS\\_ShMemInit](#) (void)
- placeholder; not currently implemented*

  - [int32 OS\\_ShMemCreate](#) ([uint32](#) \*Id, [uint32](#) NBytes, const char \*SegName)
- placeholder; not currently implemented*

  - [int32 OS\\_ShMemSemTake](#) ([uint32](#) Id)
- placeholder; not currently implemented*

  - [int32 OS\\_ShMemSemGive](#) ([uint32](#) Id)
- placeholder; not currently implemented*

  - [int32 OS\\_ShMemAttach](#) (cpuaddr \*Address, [uint32](#) Id)
- placeholder; not currently implemented*

  - [int32 OS\\_ShMemGetIdByName](#) ([uint32](#) \*ShMemId, const char \*SegName)
- placeholder; not currently implemented*

  - [int32 OS\\_HeapGetInfo](#) ([OS\\_heap\\_prop\\_t](#) \*heap\_prop)
- Return current info on the heap.*

  - [int32 OS\\_GetErrorName](#) ([int32](#) error\_num, [os\\_err\\_name\\_t](#) \*err\_name)
- Convert an error number to a string.*

  - [int32 OS\\_SelectMultiple](#) ([OS\\_FdSet](#) \*ReadSet, [OS\\_FdSet](#) \*WriteSet, [int32](#) msecs)
- Wait for events across multiple file handles.*

  - [int32 OS\\_SelectSingle](#) ([uint32](#) objid, [uint32](#) \*StateFlags, [int32](#) msecs)
- Wait for events on a single file handle.*

  - [int32 OS\\_SelectFdZero](#) ([OS\\_FdSet](#) \*Set)
- Clear a FdSet structure.*

  - [int32 OS\\_SelectFdAdd](#) ([OS\\_FdSet](#) \*Set, [uint32](#) objid)
- Add an ID to an FdSet structure.*

  - [int32 OS\\_SelectFdClear](#) ([OS\\_FdSet](#) \*Set, [uint32](#) objid)
- Clear an ID from an FdSet structure.*

  - [bool OS\\_SelectFdsSet](#) ([OS\\_FdSet](#) \*Set, [uint32](#) objid)
- Check if an FdSet structure contains a given ID.*

  - void [OS\\_printf](#) (const char \*string,...) [OS\\_PRINTF](#)(1
- Abstraction for the system printf() call.*

  - void void [OS\\_printf\\_disable](#) (void)
- This function disables the output from OS\_printf.*

  - void [OS\\_printf\\_enable](#) (void)
- This function enables the output from OS\_printf.*

## 12.5.1 Macro Definition Documentation

### 12.5.1.1 OS\_ERROR\_NAME\_LENGTH

```
#define OS_ERROR_NAME_LENGTH 35
```

Error string name length.

The sizes of strings in OSAL functions are built with this limit in mind. Always check the uses of `os_err_name_t` when changing this value.

Definition at line 65 of file `osapi-os-core.h`.

### 12.5.1.2 OS\_FP\_ENABLED

```
#define OS_FP_ENABLED 1
```

Floating point enabled state for a task.

Definition at line 58 of file `osapi-os-core.h`.

### 12.5.1.3 OS\_MAX\_TASK\_PRIORITY

```
#define OS_MAX_TASK_PRIORITY 255
```

Upper limit for OSAL task priorities.

Definition at line 48 of file `osapi-os-core.h`.

### 12.5.1.4 OS\_OBJECT\_INDEX\_MASK

```
#define OS_OBJECT_INDEX_MASK 0xFFFF
```

Object index mask.

Definition at line 25 of file `osapi-os-core.h`.

### 12.5.1.5 OS\_OBJECT\_TYPE\_SHIFT

```
#define OS_OBJECT_TYPE_SHIFT 16
```

Object type shift.

Definition at line 26 of file `osapi-os-core.h`.

## 12.5.2 Typedef Documentation

### 12.5.2.1 OS\_ArgCallback\_t

```
typedef void(* OS_ArgCallback_t) (uint32 object_id, void *arg)
```

General purpose OSAL callback function.

This may be used by multiple APIS

Definition at line 164 of file osapi-os-core.h.

### 12.5.2.2 os\_err\_name\_t

```
typedef char os_err_name_t[OS_ERROR_NAME_LENGTH]
```

For the [OS\\_GetErrorName\(\)](#) function, to ensure everyone is making an array of the same length.

Implementation note for developers:

The sizes of strings in OSAL functions are built with this [OS\\_ERROR\\_NAME\\_LENGTH](#) limit in mind. Always check the uses of `os_err_name_t` when changing this value.

Definition at line 151 of file osapi-os-core.h.

### 12.5.2.3 osal\_task

```
typedef void osal_task
```

For task entry point.

Definition at line 156 of file osapi-os-core.h.

## 12.5.3 Function Documentation

### 12.5.3.1 osal\_task()

```
typedef osal_task (
    (*) (void) osal_task_entry )
```

For task entry point.

## 12.6 osal/src/os/inc/osapi-os-filesystem.h File Reference

### Data Structures

- struct [OS\\_VolumeInfo\\_t](#)  
*Internal structure of the OS volume table for mounted file systems and path translation.*
- struct [os\\_fsinfo\\_t](#)  
*OSAL file system info.*
- struct [OS\\_file\\_prop\\_t](#)  
*OSAL file properties.*
- struct [os\\_fstat\\_t](#)  
*File system status.*
- struct [os\\_dirent\\_t](#)  
*Directory entry.*

### Macros

- #define [OS\\_READ\\_ONLY](#) 0
- #define [OS\\_WRITE\\_ONLY](#) 1
- #define [OS\\_READ\\_WRITE](#) 2
- #define [OS\\_SEEK\\_SET](#) 0
- #define [OS\\_SEEK\\_CUR](#) 1
- #define [OS\\_SEEK\\_END](#) 2
- #define [OS\\_CHK\\_ONLY](#) 0
- #define [OS\\_REPAIR](#) 1
- #define [FS\\_BASED](#) 0
- #define [RAM\\_DISK](#) 1
- #define [EEPROM\\_DISK](#) 2
- #define [ATA\\_DISK](#) 3
- #define [NUM\\_TABLE\\_ENTRIES](#) 14  
*Number of entries in the internal volume table.*
- #define [OS\\_FS\\_DEV\\_NAME\\_LEN](#) 32
- #define [OS\\_FS\\_PHYS\\_NAME\\_LEN](#) 64
- #define [OS\\_FS\\_VOL\\_NAME\\_LEN](#) 32
- #define [OS\\_FS\\_ERR\\_PATH\\_TOO\\_LONG](#) (-103)  
*FS path too long.*
- #define [OS\\_FS\\_ERR\\_NAME\\_TOO\\_LONG](#) (-104)  
*FS name too long.*
- #define [OS\\_FS\\_ERR\\_DRIVE\\_NOT\\_CREATED](#) (-106)  
*FS drive not created.*
- #define [OS\\_FS\\_ERR\\_DEVICE\\_NOT\\_FREE](#) (-107)  
*FS device not free.*
- #define [OS\\_FS\\_ERR\\_PATH\\_INVALID](#) (-108)  
*FS path invalid.*
- #define [OS\\_FS\\_SUCCESS](#) [OS\\_SUCCESS](#)  
*Successful execution.*
- #define [OS\\_FS\\_ERROR](#) [OS\\_ERROR](#)  
*Failed execution.*



- `#define OS_FS_ERR_INVALID_POINTER OS_INVALID_POINTER`  
*Invalid pointer.*
- `#define OS_FS_ERR_NO_FREE_FDS OS_ERR_NO_FREE_IDS`  
*No free IDs.*
- `#define OS_FS_ERR_INVALID_FD OS_ERR_INVALID_ID`  
*Invalid ID.*
- `#define OS_FS_UNIMPLEMENTED OS_ERR_NOT_IMPLEMENTED`  
*Not implemented.*
- `#define OS_FILESTAT_MODE(x) ((x).FileModeBits)`  
*Access file stat mode bits.*
- `#define OS_FILESTAT_ISDIR(x) ((x).FileModeBits & OS_FILESTAT_MODE_DIR)`  
*File stat is directory logical.*
- `#define OS_FILESTAT_EXEC(x) ((x).FileModeBits & OS_FILESTAT_MODE_EXEC)`  
*File stat is executable logical.*
- `#define OS_FILESTAT_WRITE(x) ((x).FileModeBits & OS_FILESTAT_MODE_WRITE)`  
*File stat is write enabled logical.*
- `#define OS_FILESTAT_READ(x) ((x).FileModeBits & OS_FILESTAT_MODE_READ)`  
*File stat is read enabled logical.*
- `#define OS_FILESTAT_SIZE(x) ((x).FileSize)`  
*Access file stat size field.*
- `#define OS_FILESTAT_TIME(x) ((x).FileTime)`  
*Access file stat time field.*
- `#define OS_DIRENTRY_NAME(x) ((x).FileName)`  
*Access filename part of the dirent structure.*

## Typedefs

- `typedef os_err_name_t os_fs_err_name_t`
- `typedef void * os_dirp_t`
- `typedef int32 os_fshealth_t`
- `typedef OS_file_prop_t OS_FDTableEntry`

## Enumerations

- `enum { OS_FILESTAT_MODE_EXEC = 0x00001, OS_FILESTAT_MODE_WRITE = 0x00002, OS_FILESTAT_MODE_READ = 0x00004, OS_FILESTAT_MODE_DIR = 0x10000 }`  
*File stat mode bits.*

## Functions

- [int32 OS\\_creat](#) (const char \*path, [int32](#) access)  
*Creates a file specified by path.*
- [int32 OS\\_open](#) (const char \*path, [int32](#) access, [uint32](#) mode)  
*Opens a file.*
- [int32 OS\\_close](#) ([uint32](#) filedes)  
*Closes an open file handle.*
- [int32 OS\\_read](#) ([uint32](#) filedes, void \*buffer, [uint32](#) nbytes)  
*Read from a file handle.*
- [int32 OS\\_write](#) ([uint32](#) filedes, const void \*buffer, [uint32](#) nbytes)  
*Write to a file handle.*
- [int32 OS\\_TimedRead](#) ([uint32](#) filedes, void \*buffer, [uint32](#) nbytes, [int32](#) timeout)  
*File/Stream input read with a timeout.*
- [int32 OS\\_TimedWrite](#) ([uint32](#) filedes, const void \*buffer, [uint32](#) nbytes, [int32](#) timeout)  
*File/Stream output write with a timeout.*
- [int32 OS\\_chmod](#) (const char \*path, [uint32](#) access)  
*Changes the permissions of a file.*
- [int32 OS\\_stat](#) (const char \*path, [os\\_fstat\\_t](#) \*filestats)  
*Obtain information about a file or directory.*
- [int32 OS\\_lseek](#) ([uint32](#) filedes, [int32](#) offset, [uint32](#) whence)  
*Seeks to the specified position of an open file.*
- [int32 OS\\_remove](#) (const char \*path)  
*Removes a file from the file system.*
- [int32 OS\\_rename](#) (const char \*old\_filename, const char \*new\_filename)  
*Renames a file.*
- [int32 OS\\_cp](#) (const char \*src, const char \*dest)  
*Copies a single file from src to dest.*
- [int32 OS\\_mv](#) (const char \*src, const char \*dest)  
*Move a single file from src to dest.*
- [int32 OS\\_FDGetInfo](#) ([uint32](#) filedes, [OS\\_file\\_prop\\_t](#) \*fd\_prop)  
*Obtain information about an open file.*
- [int32 OS\\_FileOpenCheck](#) (const char \*Filename)  
*Checks to see if a file is open.*
- [int32 OS\\_CloseAllFiles](#) (void)  
*Close all open files.*
- [int32 OS\\_CloseFileByName](#) (const char \*Filename)  
*Close a file by filename.*
- [os\\_dirp\\_t OS\\_opendir](#) (const char \*path)  
*Opens a directory for searching.*
- [int32 OS\\_closedir](#) ([os\\_dirp\\_t](#) directory)
- void [OS\\_rewinddir](#) ([os\\_dirp\\_t](#) directory)
- [os\\_dirent\\_t](#) \* [OS\\_readdir](#) ([os\\_dirp\\_t](#) directory)
- [int32 OS\\_DirectoryOpen](#) ([uint32](#) \*dir\_id, const char \*path)  
*Opens a directory.*
- [int32 OS\\_DirectoryClose](#) ([uint32](#) dir\_id)  
*Closes an open directory.*

- [int32 OS\\_DirectoryRewind](#) (uint32 dir\_id)  
*Rewinds an open directory.*
- [int32 OS\\_DirectoryRead](#) (uint32 dir\_id, [os\\_dirent\\_t](#) \*dirent)  
*Reads the next name in the directory.*
- [int32 OS\\_mkdir](#) (const char \*path, [uint32](#) access)  
*Makes a new directory.*
- [int32 OS\\_rmdir](#) (const char \*path)  
*Removes a directory from the file system.*
- [int32 OS\\_FileSysAddFixedMap](#) (uint32 \*fileSYS\_id, const char \*phys\_path, const char \*virt\_path)  
*Create a fixed mapping between an existing directory and a virtual OSAL mount point.*
- [int32 OS\\_mkfs](#) (char \*address, const char \*devname, const char \*volname, [uint32](#) blocksize, [uint32](#) numblocks)  
*Makes a file system on the target.*
- [int32 OS\\_mount](#) (const char \*devname, const char \*mountpoint)  
*Mounts a file system.*
- [int32 OS\\_initfs](#) (char \*address, const char \*devname, const char \*volname, [uint32](#) blocksize, [uint32](#) numblocks)  
*Initializes an existing file system.*
- [int32 OS\\_rmfs](#) (const char \*devname)  
*Removes a file system.*
- [int32 OS\\_unmount](#) (const char \*mountpoint)  
*Unmounts a mounted file system.*
- [int32 OS\\_fsBlocksFree](#) (const char \*name)  
*Obtain number of blocks free.*
- [int32 OS\\_fsBytesFree](#) (const char \*name, [uint64](#) \*bytes\_free)  
*Obtains the number of free bytes in a volume.*
- [int32 OS\\_chkfs](#) (const char \*name, bool repair)  
*Checks the health of a file system and repairs it if necessary.*
- [int32 OS\\_FS\\_GetPhysDriveName](#) (char \*PhysDriveName, const char \*MountPoint)  
*Obtains the physical drive name associated with a mount point.*
- [int32 OS\\_TranslatePath](#) (const char \*VirtualPath, char \*LocalPath)  
*Translates a OSAL Virtual file system path to a host Local path.*
- [int32 OS\\_GetFsInfo](#) ([os\\_fsinfo\\_t](#) \*fileSYS\_info)  
*Returns information about the file system.*
- [int32 OS\\_ShellOutputToFile](#) (const char \*Cmd, [uint32](#) filedес)  
*Executes the command and sends output to a file.*

## 12.6.1 Macro Definition Documentation

### 12.6.1.1 NUM\_TABLE\_ENTRIES

```
#define NUM_TABLE_ENTRIES 14
```

Number of entries in the internal volume table.

Definition at line 53 of file osapi-os-fileSYS.h.

### 12.6.1.2 OS\_CHK\_ONLY

```
#define OS_CHK_ONLY 0
```

Unused, API takes bool

Definition at line 38 of file osapi-os-filesys.h.

### 12.6.1.3 OS\_DIRENTRY\_NAME

```
#define OS_DIRENTRY_NAME(  
    x ) ((x).FileName)
```

Access filename part of the dirent structure.

Definition at line 205 of file osapi-os-filesys.h.

### 12.6.1.4 OS\_FILESTAT\_EXEC

```
#define OS_FILESTAT_EXEC(  
    x ) ((x).FileModeBits & OS_FILESTAT_MODE_EXEC)
```

File stat is executable logical.

Definition at line 179 of file osapi-os-filesys.h.

### 12.6.1.5 OS\_FILESTAT\_ISDIR

```
#define OS_FILESTAT_ISDIR(  
    x ) ((x).FileModeBits & OS_FILESTAT_MODE_DIR)
```

File stat is directory logical.

Definition at line 177 of file osapi-os-filesys.h.

### 12.6.1.6 OS\_FILESTAT\_MODE

```
#define OS_FILESTAT_MODE(  
    x ) ((x).FileModeBits)
```

Access file stat mode bits.

Definition at line 175 of file osapi-os-filesys.h.

### 12.6.1.7 OS\_FILESTAT\_READ

```
#define OS_FILESTAT_READ(  
    x ) ((x).FileModeBits & OS_FILESTAT_MODE_READ)
```

File stat is read enabled logical.

Definition at line 183 of file osapi-os-filesys.h.

### 12.6.1.8 OS\_FILESTAT\_SIZE

```
#define OS_FILESTAT_SIZE(  
    x ) ((x).FileSize)
```

Access file stat size field.

Definition at line 185 of file osapi-os-filesys.h.

### 12.6.1.9 OS\_FILESTAT\_TIME

```
#define OS_FILESTAT_TIME(  
    x ) ((x).FileTime)
```

Access file stat time field.

Definition at line 187 of file osapi-os-filesys.h.

### 12.6.1.10 OS\_FILESTAT\_WRITE

```
#define OS_FILESTAT_WRITE(  
    x ) ((x).FileModeBits & OS_FILESTAT_MODE_WRITE)
```

File stat is write enabled logical.

Definition at line 181 of file osapi-os-filesys.h.

### 12.6.1.11 OS\_FS\_DEV\_NAME\_LEN

```
#define OS_FS_DEV_NAME_LEN 32
```

Device name length

Definition at line 58 of file osapi-os-filesys.h.

#### 12.6.1.12 OS\_FS\_PHYS\_NAME\_LEN

```
#define OS_FS_PHYS_NAME_LEN 64
```

Physical drive name length

Definition at line 59 of file osapi-os-filesystem.h.

#### 12.6.1.13 OS\_FS\_VOL\_NAME\_LEN

```
#define OS_FS_VOL_NAME_LEN 32
```

Volume name length

Definition at line 60 of file osapi-os-filesystem.h.

#### 12.6.1.14 OS\_REPAIR

```
#define OS_REPAIR 1
```

Unused, API takes bool

Definition at line 39 of file osapi-os-filesystem.h.

### 12.6.2 Typedef Documentation

#### 12.6.2.1 os\_dirp\_t

```
typedef void* os_dirp_t
```

**Deprecated**

Definition at line 201 of file osapi-os-filesystem.h.

#### 12.6.2.2 OS\_FDTableEntry

```
typedef OS_file_prop_t OS_FDTableEntry
```

**Deprecated** Use OS\_file\_prop\_t

Definition at line 212 of file osapi-os-filesystem.h.

### 12.6.2.3 `os_fs_err_name_t`

```
typedef os\_err\_name\_t os\_fs\_err\_name\_t
```

Definition at line 105 of file `osapi-os-filesystem.h`.

### 12.6.2.4 `os_fshealth_t`

```
typedef int32 os\_fshealth\_t
```

**Deprecated** type no longer used

Definition at line 211 of file `osapi-os-filesystem.h`.

## 12.6.3 Enumeration Type Documentation

### 12.6.3.1 anonymous enum

```
anonymous enum
```

File stat mode bits.

We must also define replacements for the stat structure's mode bits. This is currently just a small subset since the OSAL just presents a very simplified view of the filesystem to the upper layers. And since not all OS'es are POSIX, the more POSIX-specific bits are not relevant anyway.

Enumerator

<code>OS_FILESTAT_MODE_EXEC</code>	
<code>OS_FILESTAT_MODE_WRITE</code>	
<code>OS_FILESTAT_MODE_READ</code>	
<code>OS_FILESTAT_MODE_DIR</code>	

Definition at line 166 of file `osapi-os-filesystem.h`.

## 12.7 `osal/src/os/inc/osapi-os-loader.h` File Reference

Data Structures

- struct [OS\\_module\\_address\\_t](#)

*OSAL module address properties.*

- struct [OS\\_module\\_prop\\_t](#)

*OSAL module properties.*

- struct [OS\\_static\\_symbol\\_record\\_t](#)

*Associates a single symbol name with a memory address.*

## Typedefs

- typedef [OS\\_module\\_prop\\_t](#) [OS\\_module\\_record\\_t](#)

## Functions

- [int32 OS\\_SymbolLookup](#) ([cpuaddr](#) \*symbol\_address, const char \*symbol\_name)  
*Find the Address of a Symbol.*
- [int32 OS\\_SymbolTableDump](#) (const char \*filename, [uint32](#) size\_limit)  
*Dumps the system symbol table to a file.*
- [int32 OS\\_ModuleLoad](#) ([uint32](#) \*module\_id, const char \*module\_name, const char \*filename)  
*Loads an object file.*
- [int32 OS\\_ModuleUnload](#) ([uint32](#) module\_id)  
*Unloads the module file.*
- [int32 OS\\_ModuleInfo](#) ([uint32](#) module\_id, [OS\\_module\\_prop\\_t](#) \*module\_info)  
*Obtain information about a module.*

### 12.7.1 Typedef Documentation

#### 12.7.1.1 OS\_module\_record\_t

```
typedef OS\_module\_prop\_t OS\_module\_record\_t
```

**Deprecated** Use [OS\\_module\\_prop\\_t](#)

Definition at line 86 of file osapi-os-loader.h.

## 12.8 osal/src/os/inc/osapi-os-net.h File Reference

```
#include <osconfig.h>
```



## Data Structures

- union [OS\\_SockAddrData\\_t](#)  
*Storage buffer for generic network address.*
- struct [OS\\_SockAddr\\_t](#)  
*Encapsulates a generic network address.*
- struct [OS\\_socket\\_prop\\_t](#)  
*Encapsulates socket properties.*

## Macros

- `#define OS_SOCKADDR_MAX_LEN 28`

## Enumerations

- enum [OS\\_SocketDomain\\_t](#) { [OS\\_SocketDomain\\_INVALID](#), [OS\\_SocketDomain\\_INET](#), [OS\\_SocketDomain\\_INET6](#), [OS\\_SocketDomain\\_MAX](#) }  
*Socket domain.*
- enum [OS\\_SocketType\\_t](#) { [OS\\_SocketType\\_INVALID](#), [OS\\_SocketType\\_DATAGRAM](#), [OS\\_SocketType\\_STREAM](#), [OS\\_SocketType\\_MAX](#) }  
*Socket type.*

## Functions

- [int32 OS\\_SocketAddrInit](#) ([OS\\_SockAddr\\_t](#) \*Addr, [OS\\_SocketDomain\\_t](#) Domain)  
*Initialize a socket address structure to hold an address of the given family.*
- [int32 OS\\_SocketAddrToString](#) (char \*buffer, [uint32](#) buflen, const [OS\\_SockAddr\\_t](#) \*Addr)  
*Get a string representation of a network host address.*
- [int32 OS\\_SocketAddrFromString](#) ([OS\\_SockAddr\\_t](#) \*Addr, const char \*string)  
*Set a network host address from a string representation.*
- [int32 OS\\_SocketAddrGetPort](#) ([uint16](#) \*PortNum, const [OS\\_SockAddr\\_t](#) \*Addr)  
*Get the port number of a network address.*
- [int32 OS\\_SocketAddrSetPort](#) ([OS\\_SockAddr\\_t](#) \*Addr, [uint16](#) PortNum)  
*Set the port number of a network address.*
- [int32 OS\\_SocketOpen](#) ([uint32](#) \*sock\_id, [OS\\_SocketDomain\\_t](#) Domain, [OS\\_SocketType\\_t](#) Type)  
*Opens a socket.*
- [int32 OS\\_SocketBind](#) ([uint32](#) sock\_id, const [OS\\_SockAddr\\_t](#) \*Addr)  
*Binds a socket to a given local address.*
- [int32 OS\\_SocketConnect](#) ([uint32](#) sock\_id, const [OS\\_SockAddr\\_t](#) \*Addr, [int32](#) timeout)  
*Connects a socket to a given remote address.*
- [int32 OS\\_SocketAccept](#) ([uint32](#) sock\_id, [uint32](#) \*connsock\_id, [OS\\_SockAddr\\_t](#) \*Addr, [int32](#) timeout)  
*Waits for and accept the next incoming connection on the given socket.*
- [int32 OS\\_SocketRecvFrom](#) ([uint32](#) sock\_id, void \*buffer, [uint32](#) buflen, [OS\\_SockAddr\\_t](#) \*RemoteAddr, [int32](#) timeout)  
*Reads data from a message-oriented (datagram) socket.*
- [int32 OS\\_SocketSendTo](#) ([uint32](#) sock\_id, const void \*buffer, [uint32](#) buflen, const [OS\\_SockAddr\\_t](#) \*RemoteAddr)

*Sends data to a message-oriented (datagram) socket.*

- [int32 OS\\_SocketGetIdByName](#) ([uint32](#) \*sock\_id, const char \*sock\_name)

*Gets an OSAL ID from a given name.*

- [int32 OS\\_SocketGetInfo](#) ([uint32](#) sock\_id, [OS\\_socket\\_prop\\_t](#) \*sock\_prop)

*Gets information about an OSAL Socket ID.*

- [int32 OS\\_NetworkGetID](#) (void)

*Gets the network ID of the local machine.*

- [int32 OS\\_NetworkGetHostName](#) (char \*host\_name, [uint32](#) name\_len)

*Gets the local machine network host name.*

## 12.8.1 Macro Definition Documentation

### 12.8.1.1 OS\_SOCKADDR\_MAX\_LEN

```
#define OS_SOCKADDR_MAX_LEN 28
```

Definition at line 37 of file osapi-os-net.h.

## 12.8.2 Enumeration Type Documentation

### 12.8.2.1 OS\_SocketDomain\_t

```
enum OS_SocketDomain_t
```

Socket domain.

Enumerator

OS_SocketDomain_INVALID	Invalid.
OS_SocketDomain_INET	IPv4 address family, most commonly used)
OS_SocketDomain_INET6	IPv6 address family, depends on OS/network stack support.
OS_SocketDomain_MAX	Maximum.

Definition at line 53 of file osapi-os-net.h.

### 12.8.2.2 OS\_SocketType\_t

```
enum OS_SocketType_t
```

Socket type.

## Enumerator

OS_SocketType_INVALID	Invalid.
OS_SocketType_DATAGRAM	A connectionless, message-oriented socket.
OS_SocketType_STREAM	A stream-oriented socket with the concept of a connection.
OS_SocketType_MAX	Maximum.

Definition at line 62 of file osapi-os-net.h.

## 12.9 osal/src/os/inc/osapi-os-timer.h File Reference

## Data Structures

- struct [OS\\_timer\\_prop\\_t](#)  
*Timer properties.*
- struct [OS\\_timebase\\_prop\\_t](#)  
*Time base properties.*

## Typedefs

- typedef void(\* [OS\\_TimerCallback\\_t](#)) (uint32 timer\_id)  
*Timer callback.*
- typedef uint32(\* [OS\\_TimerSync\\_t](#)) (uint32 timer\_id)  
*Timer sync.*

## Functions

- [int32 OS\\_TimeBaseCreate](#) (uint32 \*timebase\_id, const char \*timebase\_name, [OS\\_TimerSync\\_t](#) external\_sync)  
*Create an abstract Time Base resource.*
- [int32 OS\\_TimeBaseSet](#) (uint32 timebase\_id, uint32 start\_time, uint32 interval\_time)  
*Sets the tick period for simulated time base objects.*
- [int32 OS\\_TimeBaseDelete](#) (uint32 timebase\_id)  
*Deletes a time base object.*
- [int32 OS\\_TimeBaseGetIdByName](#) (uint32 \*timebase\_id, const char \*timebase\_name)  
*Find the ID of an existing time base resource.*
- [int32 OS\\_TimeBaseGetInfo](#) (uint32 timebase\_id, [OS\\_timebase\\_prop\\_t](#) \*timebase\_prop)  
*Obtain information about a timebase resource.*
- [int32 OS\\_TimeBaseGetFreeRun](#) (uint32 timebase\_id, uint32 \*freerun\_val)  
*Read the value of the timebase free run counter.*
- [int32 OS\\_TimerCreate](#) (uint32 \*timer\_id, const char \*timer\_name, uint32 \*clock\_accuracy, [OS\\_TimerCallback\\_t](#) callback\_ptr)  
*Create a timer object.*
- [int32 OS\\_TimerAdd](#) (uint32 \*timer\_id, const char \*timer\_name, uint32 timebase\_id, [OS\\_ArgCallback\\_t](#) callback\_ptr, void \*callback\_arg)

*Add a timer object based on an existing TimeBase resource.*

- `int32 OS_TimerSet (uint32 timer_id, uint32 start_time, uint32 interval_time)`

*Configures a periodic or one shot timer.*

- `int32 OS_TimerDelete (uint32 timer_id)`

*Deletes a timer resource.*

- `int32 OS_TimerGetIdByName (uint32 *timer_id, const char *timer_name)`

*Locate an existing timer resource by name.*

- `int32 OS_TimerGetInfo (uint32 timer_id, OS_timer_prop_t *timer_prop)`

*Gets information about an existing timer.*

### 12.9.1 Typedef Documentation

#### 12.9.1.1 OS\_TimerCallback\_t

```
typedef void(* OS_TimerCallback_t) (uint32 timer_id)
```

Timer callback.

Definition at line 25 of file osapi-os-timer.h.

#### 12.9.1.2 OS\_TimerSync\_t

```
typedef uint32(* OS_TimerSync_t) (uint32 timer_id)
```

Timer sync.

Definition at line 26 of file osapi-os-timer.h.

## 12.10 osal/src/os/inc/osapi-version.h File Reference

### Macros

- `#define OS_MAJOR_VERSION 5`

*Major version number.*

- `#define OS_MINOR_VERSION 0`

*Minor version number.*

- `#define OS_REVISION 10`

*Revision number.*

- `#define OS_MISSION_REV 0`

*Mission revision.*

- `#define OSAL_API_VERSION ((OS_MAJOR_VERSION * 10000) + (OS_MINOR_VERSION * 100) + OS_REVISION)`

## 12.10.1 Macro Definition Documentation

### 12.10.1.1 OS\_MAJOR\_VERSION

```
#define OS_MAJOR_VERSION 5
```

Major version number.

Definition at line 21 of file osapi-version.h.

### 12.10.1.2 OS\_MINOR\_VERSION

```
#define OS_MINOR_VERSION 0
```

Minor version number.

Definition at line 22 of file osapi-version.h.

### 12.10.1.3 OS\_MISSION\_REV

```
#define OS_MISSION_REV 0
```

Mission revision.

Definition at line 24 of file osapi-version.h.

### 12.10.1.4 OS\_REVISION

```
#define OS_REVISION 10
```

Revision number.

Definition at line 23 of file osapi-version.h.

### 12.10.1.5 OSAL\_API\_VERSION

```
#define OSAL_API_VERSION ((OS_MAJOR_VERSION * 10000) + (OS_MINOR_VERSION * 100) + OS_REVISION)
```

Combine the revision components into a single value that application code can check against e.g. `"#if OSAL_API_VERSION >= 40100"` would check if some feature added in OSAL 4.1 is present.

Definition at line 30 of file osapi-version.h.

## 12.11 osal/src/os/inc/osapi.h File Reference

```
#include <stdio.h>
#include <stdlib.h>
#include "common_types.h"
#include "osapi-version.h"
#include "osconfig.h"
#include "osapi-os-core.h"
#include "osapi-os-filesys.h"
#include "osapi-os-net.h"
#include "osapi-os-loader.h"
#include "osapi-os-timer.h"
```

### Macros

- `#define OS_SUCCESS (0)`  
*Successful execution.*
- `#define OS_ERROR (-1)`  
*Failed execution.*
- `#define OS_INVALID_POINTER (-2)`  
*Invalid pointer.*
- `#define OS_ERROR_ADDRESS_MISALIGNED (-3)`  
*Address misalignment.*
- `#define OS_ERROR_TIMEOUT (-4)`  
*Error timeout.*
- `#define OS_INVALID_INT_NUM (-5)`  
*Invalid Interrupt number.*
- `#define OS_SEM_FAILURE (-6)`  
*Semaphore failure.*
- `#define OS_SEM_TIMEOUT (-7)`  
*Semaphore timeout.*
- `#define OS_QUEUE_EMPTY (-8)`  
*Queue empty.*
- `#define OS_QUEUE_FULL (-9)`  
*Queue full.*
- `#define OS_QUEUE_TIMEOUT (-10)`  
*Queue timeout.*
- `#define OS_QUEUE_INVALID_SIZE (-11)`  
*Queue invalid size.*
- `#define OS_QUEUE_ID_ERROR (-12)`  
*Queue ID error.*
- `#define OS_ERR_NAME_TOO_LONG (-13)`  
*Name too long.*
- `#define OS_ERR_NO_FREE_IDS (-14)`  
*No free IDs.*
- `#define OS_ERR_NAME_TAKEN (-15)`  
*Name taken.*

- `#define OS_ERR_INVALID_ID` (-16)  
*Invalid ID.*
- `#define OS_ERR_NAME_NOT_FOUND` (-17)  
*Name not found.*
- `#define OS_ERR_SEM_NOT_FULL` (-18)  
*Semaphore not full.*
- `#define OS_ERR_INVALID_PRIORITY` (-19)  
*Invalid priority.*
- `#define OS_INVALID_SEM_VALUE` (-20)  
*Invalid semaphore value.*
- `#define OS_ERR_FILE` (-27)  
*File error.*
- `#define OS_ERR_NOT_IMPLEMENTED` (-28)  
*Not implemented.*
- `#define OS_TIMER_ERR_INVALID_ARGS` (-29)  
*Timer invalid arguments.*
- `#define OS_TIMER_ERR_TIMER_ID` (-30)  
*Timer ID error.*
- `#define OS_TIMER_ERR_UNAVAILABLE` (-31)  
*Timer unavailable.*
- `#define OS_TIMER_ERR_INTERNAL` (-32)  
*Timer internal error.*
- `#define OS_ERR_OBJECT_IN_USE` (-33)  
*Object in use.*
- `#define OS_ERR_BAD_ADDRESS` (-34)  
*Bad address.*
- `#define OS_ERR_INCORRECT_OBJ_STATE` (-35)  
*Incorrect object state.*
- `#define OS_ERR_INCORRECT_OBJ_TYPE` (-36)  
*Incorrect object type.*
- `#define OS_ERR_STREAM_DISCONNECTED` (-37)  
*Stream disconnected.*
- `#define OS_PEND` (-1)
- `#define OS_CHECK` (0)

### 12.11.1 Macro Definition Documentation

#### 12.11.1.1 OS\_CHECK

```
#define OS_CHECK (0)
```

Definition at line 86 of file `osapi.h`.

#### 12.11.1.2 OS\_PEND

```
#define OS_PEND (-1)
```

Definition at line 85 of file `osapi.h`.

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