

ChibiOS/NIL

1.1.1

# Reference Manual

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# Contents

<b>1</b>	<b>ChibiOS/NIL</b>	<b>1</b>
1.1	Copyright	1
1.2	Introduction	1
1.3	Related Documents	1
<b>2</b>	<b>Module Index</b>	<b>3</b>
2.1	Modules	3
<b>3</b>	<b>Data Structure Index</b>	<b>5</b>
3.1	Data Structures	5
<b>4</b>	<b>File Index</b>	<b>7</b>
4.1	File List	7
<b>5</b>	<b>Module Documentation</b>	<b>9</b>
5.1	NIL Kernel	9
5.1.1	Detailed Description	9
5.2	Configuration	10
5.2.1	Detailed Description	10
5.2.2	Macro Definition Documentation	11
5.2.2.1	NIL_CFG_NUM_THREADS	11
5.2.2.2	NIL_CFG_ST_RESOLUTION	11
5.2.2.3	NIL_CFG_ST_FREQUENCY	11
5.2.2.4	NIL_CFG_ST_TIMEDELTA	11
5.2.2.5	NIL_CFG_USE_EVENTS	11
5.2.2.6	NIL_CFG_ENABLE_ASSERTS	11
5.2.2.7	NIL_CFG_ENABLE_STACK_CHECK	11
5.2.2.8	NIL_CFG_SYSTEM_INIT_HOOK	12
5.2.2.9	NIL_CFG_THREAD_EXT_FIELDS	12
5.2.2.10	NIL_CFG_THREAD_EXT_INIT_HOOK	12
5.2.2.11	NIL_CFG_IDLE_ENTER_HOOK	12
5.2.2.12	NIL_CFG_IDLE_LEAVE_HOOK	12
5.2.2.13	NIL_CFG_SYSTEM_HALT_HOOK	12

5.3	Kernel Types	13
5.3.1	Detailed Description	13
5.3.2	Macro Definition Documentation	13
5.3.2.1	FALSE	13
5.3.2.2	TRUE	13
5.3.2.3	ROMCONST	13
5.3.2.4	NOINLINE	14
5.3.2.5	PORT_THD_FUNCTION	14
5.3.2.6	PACKED_VAR	14
5.3.3	Typedef Documentation	14
5.3.3.1	syssts_t	14
5.3.3.2	rtcnt_t	14
5.3.3.3	tstate_t	14
5.3.3.4	msg_t	14
5.3.3.5	eventmask_t	14
5.3.3.6	cnt_t	14
5.3.3.7	ucnt_t	14
5.3.3.8	sysstime_t	14
5.4	API	15
5.4.1	Detailed Description	15
5.4.2	Macro Definition Documentation	20
5.4.2.1	_CHIBIOS_NIL_	20
5.4.2.2	CH_KERNEL_STABLE	20
5.4.2.3	CH_KERNEL_VERSION	21
5.4.2.4	CH_KERNEL_MAJOR	21
5.4.2.5	CH_KERNEL_MINOR	21
5.4.2.6	CH_KERNEL_PATCH	21
5.4.2.7	MSG_OK	21
5.4.2.8	MSG_TIMEOUT	21
5.4.2.9	MSG_RESET	21
5.4.2.10	TIME_IMMEDIATE	21
5.4.2.11	TIME_INFINITE	21
5.4.2.12	NIL_STATE_READY	21
5.4.2.13	NIL_STATE_SLEEPING	21
5.4.2.14	NIL_STATE_SUSP	22
5.4.2.15	NIL_STATE_WTSEM	22
5.4.2.16	NIL_STATE_WTOREVT	22
5.4.2.17	ALL_EVENTS	22
5.4.2.18	EVENT_MASK	22
5.4.2.19	NIL_CFG_NUM_THREADS	22

5.4.2.20	NIL_CFG_ST_RESOLUTION . . . . .	22
5.4.2.21	NIL_CFG_ST_FREQUENCY . . . . .	22
5.4.2.22	NIL_CFG_ST_TIMEDELTA . . . . .	22
5.4.2.23	NIL_CFG_USE_EVENTS . . . . .	23
5.4.2.24	NIL_CFG_ENABLE_ASSERTS . . . . .	23
5.4.2.25	NIL_CFG_ENABLE_STACK_CHECK . . . . .	23
5.4.2.26	NIL_CFG_SYSTEM_INIT_HOOK . . . . .	23
5.4.2.27	NIL_CFG_THREAD_EXT_FIELDS . . . . .	23
5.4.2.28	NIL_CFG_THREAD_EXT_INIT_HOOK . . . . .	23
5.4.2.29	NIL_CFG_IDLE_ENTER_HOOK . . . . .	23
5.4.2.30	NIL_CFG_IDLE_LEAVE_HOOK . . . . .	23
5.4.2.31	NIL_CFG_SYSTEM_HALT_HOOK . . . . .	23
5.4.2.32	THD_TABLE_BEGIN . . . . .	24
5.4.2.33	THD_TABLE_ENTRY . . . . .	24
5.4.2.34	THD_TABLE_END . . . . .	24
5.4.2.35	THD_ALIGN_STACK_SIZE . . . . .	24
5.4.2.36	THD_WORKING_AREA_SIZE . . . . .	24
5.4.2.37	THD_WORKING_AREA . . . . .	24
5.4.2.38	THD_FUNCTION . . . . .	25
5.4.2.39	CH_IRQ_IS_VALID_PRIORITY . . . . .	25
5.4.2.40	CH_IRQ_IS_VALID_KERNEL_PRIORITY . . . . .	25
5.4.2.41	CH_IRQ_PROLOGUE . . . . .	26
5.4.2.42	CH_IRQ_EPILOGUE . . . . .	26
5.4.2.43	CH_IRQ_HANDLER . . . . .	26
5.4.2.44	CH_FAST_IRQ_HANDLER . . . . .	26
5.4.2.45	S2ST . . . . .	27
5.4.2.46	MS2ST . . . . .	27
5.4.2.47	US2ST . . . . .	27
5.4.2.48	S2RTC . . . . .	28
5.4.2.49	MS2RTC . . . . .	28
5.4.2.50	US2RTC . . . . .	29
5.4.2.51	chSysGetRealtimeCounterX . . . . .	29
5.4.2.52	chSysDisable . . . . .	29
5.4.2.53	chSysEnable . . . . .	29
5.4.2.54	chSysLock . . . . .	30
5.4.2.55	chSysUnlock . . . . .	30
5.4.2.56	chSysLockFromISR . . . . .	30
5.4.2.57	chSysUnlockFromISR . . . . .	30
5.4.2.58	chSchIsRescRequiredI . . . . .	30
5.4.2.59	chThdGetSelfX . . . . .	31

5.4.2.60	chThdSleepSeconds	31
5.4.2.61	chThdSleepMilliseconds	31
5.4.2.62	chThdSleepMicroseconds	32
5.4.2.63	chThdSleepS	33
5.4.2.64	chThdSleepUntilS	33
5.4.2.65	chSemObjectInit	33
5.4.2.66	chSemWait	33
5.4.2.67	chSemWaitS	34
5.4.2.68	chSemGetCounterI	34
5.4.2.69	chVTGetSystemTimeX	34
5.4.2.70	chVTTimeElapsedSinceX	35
5.4.2.71	chVTIsTimeWithinX	35
5.4.2.72	chDbgAssert	36
5.4.3	Typedef Documentation	36
5.4.3.1	thread_t	36
5.4.3.2	intctx_t	36
5.4.3.3	semaphore_t	36
5.4.3.4	tfunc_t	36
5.4.3.5	thread_config_t	36
5.4.3.6	thread_reference_t	37
5.4.3.7	nil_system_t	37
5.4.4	Function Documentation	37
5.4.4.1	chSysInit	37
5.4.4.2	chSysHalt	37
5.4.4.3	chSysTimerHandlerI	38
5.4.4.4	chSysUnconditionalLock	38
5.4.4.5	chSysUnconditionalUnlock	39
5.4.4.6	chSysGetStatusAndLockX	39
5.4.4.7	chSysRestoreStatusX	40
5.4.4.8	chSysIsCounterWithinX	41
5.4.4.9	chSysPolledDelayX	42
5.4.4.10	chSchReadyI	42
5.4.4.11	chSchRescheduleS	42
5.4.4.12	chSchGoSleepTimeoutS	42
5.4.4.13	chThdSuspendTimeoutS	43
5.4.4.14	chThdResumeI	44
5.4.4.15	chThdSleep	44
5.4.4.16	chThdSleepUntil	45
5.4.4.17	chSemWaitTimeout	45
5.4.4.18	chSemWaitTimeoutS	46

5.4.4.19	chSemSignal	47
5.4.4.20	chSemSignalI	48
5.4.4.21	chSemReset	48
5.4.4.22	chSemResetI	49
5.4.4.23	chEvtSignal	50
5.4.4.24	chEvtSignalI	51
5.4.4.25	chEvtWaitAnyTimeout	52
5.4.4.26	chEvtWaitAnyTimeoutS	52
5.4.5	Variable Documentation	53
5.4.5.1	nil	53
5.4.5.2	__main_thread_stack_base__	53
5.5	Port Layer	54
5.5.1	Detailed Description	54
5.5.2	Macro Definition Documentation	55
5.5.2.1	PORT_ARCHITECTURE_XXX	55
5.5.2.2	PORT_ARCHITECTURE_NAME	55
5.5.2.3	PORT_CORE_VARIANT_NAME	55
5.5.2.4	PORT_COMPILER_NAME	56
5.5.2.5	PORT_INFO	56
5.5.2.6	PORT_SUPPORTS_RT	56
5.5.2.7	PORT_INT_REQUIRED_STACK	56
5.5.2.8	PORT_USE_ALT_TIMER	56
5.5.2.9	PORT_SETUP_CONTEXT	56
5.5.2.10	PORT_WA_SIZE	56
5.5.2.11	PORT_IRQ_IS_VALID_PRIORITY	56
5.5.2.12	PORT_IRQ_IS_VALID_KERNEL_PRIORITY	57
5.5.2.13	PORT_IRQ_PROLOGUE	57
5.5.2.14	PORT_IRQ_EPILOGUE	57
5.5.2.15	PORT_IRQ_HANDLER	57
5.5.2.16	PORT_FAST_IRQ_HANDLER	57
5.5.2.17	port_switch	57
5.5.3	Typedef Documentation	58
5.5.3.1	stkalgn_t	58
5.5.4	Function Documentation	58
5.5.4.1	port_init	58
5.5.4.2	port_get_irq_status	58
5.5.4.3	port_irq_enabled	58
5.5.4.4	port_is_isr_context	58
5.5.4.5	port_lock	59
5.5.4.6	port_unlock	59

5.5.4.7	port_lock_from_isr . . . . .	59
5.5.4.8	port_unlock_from_isr . . . . .	59
5.5.4.9	port_disable . . . . .	59
5.5.4.10	port_suspend . . . . .	59
5.5.4.11	port_enable . . . . .	59
5.5.4.12	port_wait_for_interrupt . . . . .	59
5.5.4.13	port_rt_get_counter_value . . . . .	59
5.6	ARMCMx_TIMER . . . . .	60
5.6.1	Detailed Description . . . . .	60
5.6.2	Function Documentation . . . . .	60
5.6.2.1	port_timer_start_alarm . . . . .	60
5.6.2.2	port_timer_stop_alarm . . . . .	60
5.6.2.3	port_timer_set_alarm . . . . .	60
5.6.2.4	port_timer_get_time . . . . .	61
5.6.2.5	port_timer_get_alarm . . . . .	61
<b>6</b>	<b>Data Structure Documentation</b>	<b>63</b>
6.1	nil_semaphore Struct Reference . . . . .	63
6.1.1	Detailed Description . . . . .	63
6.1.2	Field Documentation . . . . .	63
6.1.2.1	cnt . . . . .	63
6.2	nil_system Struct Reference . . . . .	64
6.2.1	Detailed Description . . . . .	65
6.2.2	Field Documentation . . . . .	65
6.2.2.1	current . . . . .	65
6.2.2.2	next . . . . .	65
6.2.2.3	sysptime . . . . .	65
6.2.2.4	lasttime . . . . .	65
6.2.2.5	nexttime . . . . .	65
6.2.2.6	threads . . . . .	65
6.2.2.7	dbg_panic_msg . . . . .	65
6.3	nil_thread Struct Reference . . . . .	66
6.3.1	Detailed Description . . . . .	67
6.3.2	Field Documentation . . . . .	67
6.3.2.1	ctxp . . . . .	67
6.3.2.2	state . . . . .	67
6.3.2.3	msg . . . . .	67
6.3.2.4	p . . . . .	67
6.3.2.5	trp . . . . .	67
6.3.2.6	semp . . . . .	67



6.3.2.7	ewmask	67
6.3.2.8	timeout	67
6.3.2.9	epmask	67
6.3.2.10	stklm	67
6.4	nil_thread_cfg Struct Reference	68
6.4.1	Detailed Description	68
6.4.2	Field Documentation	68
6.4.2.1	wbase	68
6.4.2.2	wend	68
6.4.2.3	namep	68
6.4.2.4	funcp	69
6.4.2.5	arg	69
6.5	port_extctx Struct Reference	69
6.5.1	Detailed Description	69
6.6	port_intctx Struct Reference	69
6.6.1	Detailed Description	70
<b>7</b>	<b>File Documentation</b>	<b>71</b>
7.1	nil.c File Reference	71
7.1.1	Detailed Description	72
7.2	nil.h File Reference	72
7.2.1	Detailed Description	78
7.3	nilconf.h File Reference	78
7.3.1	Detailed Description	79
7.4	nilcore.c File Reference	79
7.4.1	Detailed Description	79
7.5	nilcore.h File Reference	79
7.5.1	Detailed Description	81
7.6	nilcore_timer.h File Reference	81
7.6.1	Detailed Description	81
7.7	niltypes.h File Reference	81
7.7.1	Detailed Description	82



# Chapter 1

## ChibiOS/NIL

### 1.1 Copyright

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### 1.2 Introduction

This document is the Reference Manual for the ChibiOS/NIL portable Kernel.

### 1.3 Related Documents

- ChibiOS/NIL General Architecture



## Chapter 2

# Module Index

### 2.1 Modules

Here is a list of all modules:

NIL Kernel . . . . .	9
Configuration . . . . .	10
Kernel Types . . . . .	13
API . . . . .	15
Port Layer . . . . .	54
ARMCMx_TIMER . . . . .	60



## Chapter 3

# Data Structure Index

### 3.1 Data Structures

Here are the data structures with brief descriptions:

<a href="#">nil_semaphore</a>	Structure representing a counting semaphore . . . . .	63
<a href="#">nil_system</a>	System data structure . . . . .	64
<a href="#">nil_thread</a>	Structure representing a thread . . . . .	66
<a href="#">nil_thread_cfg</a>	Structure representing a thread static configuration . . . . .	68
<a href="#">port_extctx</a>	Interrupt saved context . . . . .	69
<a href="#">port_intctx</a>	System saved context . . . . .	69





## Chapter 4

# File Index

### 4.1 File List

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

<a href="#">nil.c</a>	Nil RTOS main source file . . . . .	71
<a href="#">nil.h</a>	Nil RTOS main header file . . . . .	72
<a href="#">nilconf.h</a>	Configuration file template . . . . .	78
<a href="#">nilcore.c</a>	Port code . . . . .	79
<a href="#">nilcore.h</a>	Port macros and structures . . . . .	79
<a href="#">nilcore_timer.h</a>	System timer header file . . . . .	81
<a href="#">niltypes.h</a>	Port system types . . . . .	81



## Chapter 5

# Module Documentation

### 5.1 NIL Kernel

#### 5.1.1 Detailed Description

The kernel is the portable part of ChibiOS/NIL, this section documents the various kernel subsystems.

#### Modules

- [Configuration](#)
- [Kernel Types](#)
- [API](#)
- [Port Layer](#)

## 5.2 Configuration

### 5.2.1 Detailed Description

Kernel related settings and hooks.

#### Kernel parameters and options

- `#define NIL_CFG_NUM_THREADS 1`  
*Number of user threads in the application.*

#### System timer settings

- `#define NIL_CFG_ST_RESOLUTION 32`  
*System time counter resolution.*
- `#define NIL_CFG_ST_FREQUENCY 50000`  
*System tick frequency.*
- `#define NIL_CFG_ST_TIMEDELTA 2`  
*Time delta constant for the tick-less mode.*

#### Subsystem options

- `#define NIL_CFG_USE_EVENTS TRUE`  
*Events Flags APIs.*

#### Debug options

- `#define NIL_CFG_ENABLE_ASSERTS FALSE`  
*System assertions.*
- `#define NIL_CFG_ENABLE_STACK_CHECK FALSE`  
*Stack check.*

#### Kernel hooks

- `#define NIL_CFG_SYSTEM_INIT_HOOK()`  
*System initialization hook.*
- `#define NIL_CFG_THREAD_EXT_FIELDS /* Add threads custom fields here.*/`  
*Threads descriptor structure extension.*
- `#define NIL_CFG_THREAD_EXT_INIT_HOOK(tr)`  
*Threads initialization hook.*
- `#define NIL_CFG_IDLE_ENTER_HOOK()`  
*Idle thread enter hook.*
- `#define NIL_CFG_IDLE_LEAVE_HOOK()`  
*Idle thread leave hook.*
- `#define NIL_CFG_SYSTEM_HALT_HOOK(reason)`  
*System halt hook.*

### 5.2.2 Macro Definition Documentation

#### 5.2.2.1 `#define NIL_CFG_NUM_THREADS 1`

Number of user threads in the application.

**Note**

This number is not inclusive of the idle thread which is implicitly handled.

#### 5.2.2.2 `#define NIL_CFG_ST_RESOLUTION 32`

System time counter resolution.

**Note**

Allowed values are 16 or 32 bits.

#### 5.2.2.3 `#define NIL_CFG_ST_FREQUENCY 50000`

System tick frequency.

**Note**

This value together with the `NIL_CFG_ST_RESOLUTION` option defines the maximum amount of time allowed for timeouts.

#### 5.2.2.4 `#define NIL_CFG_ST_TIMEDELTA 2`

Time delta constant for the tick-less mode.

**Note**

If this value is zero then the system uses the classic periodic tick. This value represents the minimum number of ticks that is safe to specify in a timeout directive. The value one is not valid, timeouts are rounded up to this value.

#### 5.2.2.5 `#define NIL_CFG_USE_EVENTS TRUE`

Events Flags APIs.

If enabled then the event flags APIs are included in the kernel.

**Note**

The default is `TRUE`.

#### 5.2.2.6 `#define NIL_CFG_ENABLE_ASSERTS FALSE`

System assertions.

#### 5.2.2.7 `#define NIL_CFG_ENABLE_STACK_CHECK FALSE`

Stack check.

### 5.2.2.8 #define NIL\_CFG\_SYSTEM\_INIT\_HOOK( )

**Value:**

```
{
    \
}
```

System initialization hook.

### 5.2.2.9 #define NIL\_CFG\_THREAD\_EXT\_FIELDS /\* Add threads custom fields here.\*/

Threads descriptor structure extension.

User fields added to the end of the `thread_t` structure.

### 5.2.2.10 #define NIL\_CFG\_THREAD\_EXT\_INIT\_HOOK( tr )

**Value:**

```
{
    \
    /* Add custom threads initialization code here.*/
}
```

Threads initialization hook.

### 5.2.2.11 #define NIL\_CFG\_IDLE\_ENTER\_HOOK( )

**Value:**

```
{
    \
}
```

Idle thread enter hook.

**Note**

This hook is invoked within a critical zone, no OS functions should be invoked from here.  
This macro can be used to activate a power saving mode.

### 5.2.2.12 #define NIL\_CFG\_IDLE\_LEAVE\_HOOK( )

**Value:**

```
{
    \
}
```

Idle thread leave hook.

**Note**

This hook is invoked within a critical zone, no OS functions should be invoked from here.  
This macro can be used to deactivate a power saving mode.

### 5.2.2.13 #define NIL\_CFG\_SYSTEM\_HALT\_HOOK( reason )

**Value:**

```
{
    \
}
```

System halt hook.

## 5.3 Kernel Types

### 5.3.1 Detailed Description

#### Macros

- #define `ROMCONST` `const`  
*ROM constant modifier.*
- #define `NOINLINE` `__attribute__((noinline))`  
*Makes functions not inlineable.*
- #define `PORT_THD_FUNCTION`(tname, arg) `__attribute__((noreturn)) void tname(void *arg)`  
*Optimized thread function declaration macro.*
- #define `PACKED_VAR` `__attribute__((packed))`  
*Packed variable specifier.*

#### Common constants

- #define `FALSE` `0`  
*Generic 'false' boolean constant.*
- #define `TRUE` `1`  
*Generic 'true' boolean constant.*

#### Typedefs

- typedef uint32\_t `syssts_t`
- typedef uint32\_t `rtcnt_t`
- typedef uint8\_t `tstate_t`
- typedef int32\_t `msg_t`
- typedef uint32\_t `eventmask_t`
- typedef int32\_t `cnt_t`
- typedef uint32\_t `ucnt_t`
- typedef uint32\_t `systemtime_t`  
*Type of system time.*

### 5.3.2 Macro Definition Documentation

#### 5.3.2.1 #define FALSE 0

Generic 'false' boolean constant.

#### 5.3.2.2 #define TRUE 1

Generic 'true' boolean constant.

#### 5.3.2.3 #define ROMCONST const

ROM constant modifier.

#### Note

It is set to use the "const" keyword in this port.

#### 5.3.2.4 `#define NOINLINE __attribute__((noinline))`

Makes functions not inlineable.

##### Note

If the compiler does not support such attribute then the realtime counter precision could be degraded.

#### 5.3.2.5 `#define PORT_THD_FUNCTION( tname, arg ) __attribute__((noreturn)) void tname(void *arg)`

Optimized thread function declaration macro.

#### 5.3.2.6 `#define PACKED_VAR __attribute__((packed))`

Packed variable specifier.

### 5.3.3 Typedef Documentation

#### 5.3.3.1 `typedef uint32_t syssts_t`

System status word.

#### 5.3.3.2 `typedef uint32_t rtcnt_t`

Realtime counter.

#### 5.3.3.3 `typedef uint8_t tstate_t`

Thread state.

#### 5.3.3.4 `typedef int32_t msg_t`

Inter-thread message.

#### 5.3.3.5 `typedef uint32_t eventmask_t`

Mask of event identifiers.

#### 5.3.3.6 `typedef int32_t cnt_t`

Generic signed counter.

#### 5.3.3.7 `typedef uint32_t ucnt_t`

Generic unsigned counter.

#### 5.3.3.8 `typedef uint32_t systime_t`

Type of system time.



## 5.4 API

### 5.4.1 Detailed Description

#### Macros

- `#define _CHIBIOS_NIL_`  
*ChibiOS/NIL identification macro.*
- `#define CH_KERNEL_STABLE 1`  
*Stable release flag.*
- `#define NIL_CFG_NUM_THREADS 2`  
*Number of user threads in the application.*
- `#define NIL_CFG_ST_RESOLUTION 32`  
*System time counter resolution.*
- `#define NIL_CFG_ST_FREQUENCY 100`  
*System tick frequency.*
- `#define NIL_CFG_ST_TIMEDELTA 0`  
*Time delta constant for the tick-less mode.*
- `#define NIL_CFG_USE_EVENTS TRUE`  
*Events Flags APIs.*
- `#define NIL_CFG_ENABLE_ASSERTS FALSE`  
*System assertions.*
- `#define NIL_CFG_ENABLE_STACK_CHECK FALSE`  
*Stack check.*
- `#define NIL_CFG_SYSTEM_INIT_HOOK() {}`  
*System initialization hook.*
- `#define NIL_CFG_THREAD_EXT_FIELDS`  
*Threads descriptor structure extension.*
- `#define NIL_CFG_THREAD_EXT_INIT_HOOK(tr) {}`  
*Threads initialization hook.*
- `#define NIL_CFG_IDLE_ENTER_HOOK() {}`  
*Idle thread enter hook.*
- `#define NIL_CFG_IDLE_LEAVE_HOOK() {}`  
*Idle thread leave hook.*
- `#define NIL_CFG_SYSTEM_HALT_HOOK(reason) {}`  
*System halt hook.*

#### ChibiOS/NIL version identification

- `#define CH_KERNEL_VERSION "1.1.1"`  
*Kernel version string.*
- `#define CH_KERNEL_MAJOR 1`  
*Kernel version major number.*
- `#define CH_KERNEL_MINOR 1`  
*Kernel version minor number.*
- `#define CH_KERNEL_PATCH 1`  
*Kernel version patch number.*

## Wakeup messages

- `#define MSG_OK (msg_t)0`  
*OK wakeup message.*
- `#define MSG_TIMEOUT (msg_t)-1`  
*Wake-up caused by a timeout condition.*
- `#define MSG_RESET (msg_t)-2`  
*Wake-up caused by a reset condition.*

## Special time constants

- `#define TIME_IMMEDIATE ((systime_t)-1)`  
*Zero time specification for some functions with a timeout specification.*
- `#define TIME_INFINITE ((systime_t)0)`  
*Infinite time specification for all functions with a timeout specification.*

## Thread state related macros

- `#define NIL_STATE_READY (tstate_t)0`  
*Thread ready or executing.*
- `#define NIL_STATE_SLEEPING (tstate_t)1`  
*Thread sleeping.*
- `#define NIL_STATE_SUSP (tstate_t)2`  
*Thread suspended.*
- `#define NIL_STATE_WTSEM (tstate_t)3`  
*On semaphore.*
- `#define NIL_STATE_WTOREVT (tstate_t)4`  
*Waiting for events.*
- `#define NIL_THD_IS_READY(tr) ((tr)->state == NIL_STATE_READY)`
- `#define NIL_THD_IS_SLEEPING(tr) ((tr)->state == NIL_STATE_SLEEPING)`
- `#define NIL_THD_IS_SUSP(tr) ((tr)->state == NIL_STATE_SUSP)`
- `#define NIL_THD_IS_WTSEM(tr) ((tr)->state == NIL_STATE_WTSEM)`
- `#define NIL_THD_IS_WTOREVT(tr) ((tr)->state == NIL_STATE_WTOREVT)`

## Events related macros

- `#define ALL_EVENTS ((eventmask_t)-1)`  
*All events allowed mask.*
- `#define EVENT_MASK(eid) ((eventmask_t)(1 << (eid)))`  
*Returns an event mask from an event identifier.*

## Threads tables definition macros

- `#define THD_TABLE_BEGIN const thread_config_t nil_thd_configs[NIL_CFG_NUM_THREADS + 1] = {`  
*Start of user threads table.*
- `#define THD_TABLE_ENTRY(wap, name, funcp, arg)`  
*Entry of user threads table.*
- `#define THD_TABLE_END`  
*End of user threads table.*

## Working Areas and Alignment

- #define `THD_ALIGN_STACK_SIZE(n)`  $(((((n) - 1U) | (sizeof(stkalign_t) - 1U)) + 1U))$   
*Enforces a correct alignment for a stack area size value.*
- #define `THD_WORKING_AREA_SIZE(n)` `THD_ALIGN_STACK_SIZE(PORT_WA_SIZE(n))`  
*Calculates the total Working Area size.*
- #define `THD_WORKING_AREA(s, n)` `stkalign_t s[THD_WORKING_AREA_SIZE(n) / sizeof(stkalign_t)]`  
*Static working area allocation.*

## Threads abstraction macros

- #define `THD_FUNCTION(tname, arg)` `PORT_THD_FUNCTION(tname, arg)`  
*Thread declaration macro.*

## ISRs abstraction macros

- #define `CH_IRQ_IS_VALID_PRIORITY(prio)` `PORT_IRQ_IS_VALID_PRIORITY(prio)`  
*Priority level validation macro.*
- #define `CH_IRQ_IS_VALID_KERNEL_PRIORITY(prio)` `PORT_IRQ_IS_VALID_KERNEL_PRIORITY(prio)`  
*Priority level validation macro.*
- #define `CH_IRQ_PROLOGUE()` `PORT_IRQ_PROLOGUE()`  
*IRQ handler enter code.*
- #define `CH_IRQ_EPILOGUE()` `PORT_IRQ_EPILOGUE()`  
*IRQ handler exit code.*
- #define `CH_IRQ_HANDLER(id)` `PORT_IRQ_HANDLER(id)`  
*Standard normal IRQ handler declaration.*

## Fast ISRs abstraction macros

- #define `CH_FAST_IRQ_HANDLER(id)` `PORT_FAST_IRQ_HANDLER(id)`  
*Standard fast IRQ handler declaration.*

## Time conversion utilities

- #define `S2ST(sec)`  $((\text{sys}time\_t)((uint32\_t)(sec) * (uint32\_t)NIL\_CFG\_ST\_FREQUENCY))$   
*Seconds to system ticks.*
- #define `MS2ST(msec)`  
*Milliseconds to system ticks.*
- #define `US2ST(usec)`  
*Microseconds to system ticks.*

## Time conversion utilities for the realtime counter

- #define `S2RTC(freq, sec)`  $((freq) * (sec))$   
*Seconds to realtime counter.*
- #define `MS2RTC(freq, msec)`  $(rtcnt\_t)((((freq) + 999UL) / 1000UL) * (msec))$   
*Milliseconds to realtime counter.*
- #define `US2RTC(freq, usec)`  $(rtcnt\_t)((((freq) + 999999UL) / 1000000UL) * (usec))$   
*Microseconds to realtime counter.*

## Macro Functions

- #define `chSysGetRealtimeCounterX()` (`rtcnt_t`)`port_rt_get_counter_value()`  
Returns the current value of the system real time counter.
- #define `chSysDisable()` `port_disable()`  
Enters the kernel lock mode.
- #define `chSysEnable()` `port_enable()`  
Enters the kernel lock mode.
- #define `chSysLock()` `port_lock()`  
Enters the kernel lock state.
- #define `chSysUnlock()` `port_unlock()`  
Leaves the kernel lock state.
- #define `chSysLockFromISR()` `port_lock_from_isr()`  
Enters the kernel lock state from within an interrupt handler.
- #define `chSysUnlockFromISR()` `port_unlock_from_isr()`  
Leaves the kernel lock state from within an interrupt handler.
- #define `chSchIsRescRequiredI()` ((bool)(nil.current != nil.next))  
Evaluates if a reschedule is required.
- #define `chThdGetSelfX()` nil.current  
Returns a pointer to the current `thread_t`.
- #define `chThdSleepSeconds(sec)` `chThdSleep(S2ST(sec))`  
Delays the invoking thread for the specified number of seconds.
- #define `chThdSleepMilliseconds(msec)` `chThdSleep(MS2ST(msec))`  
Delays the invoking thread for the specified number of milliseconds.
- #define `chThdSleepMicroseconds(usec)` `chThdSleep(US2ST(usec))`  
Delays the invoking thread for the specified number of microseconds.
- #define `chThdSleepS(timeout)` (void) `chSchGoSleepTimeoutS(NIL_STATE_SLEEPING, timeout)`  
Suspends the invoking thread for the specified time.
- #define `chThdSleepUntilS(abstime)`  
Suspends the invoking thread until the system time arrives to the specified value.
- #define `chSemObjectInit(sp, n)` ((sp)->cnt = n)  
Initializes a semaphore with the specified counter value.
- #define `chSemWait(sp)` `chSemWaitTimeout(sp, TIME_INFINITE)`  
Performs a wait operation on a semaphore.
- #define `chSemWaitS(sp)` `chSemWaitTimeoutS(sp, TIME_INFINITE)`  
Performs a wait operation on a semaphore.
- #define `chSemGetCounterI(sp)` ((sp)->cnt)  
Returns the semaphore counter current value.
- #define `chVTGetSystemTimeX()` (nil.systime)  
Current system time.
- #define `chVTTimeElapsedSinceX(start)` ((systime\_t)(chVTGetSystemTimeX() - (start)))  
Returns the elapsed time since the specified start time.
- #define `chVTIsTimeWithinX(time, start, end)` ((bool)((systime\_t)((time) - (start)) < (systime\_t)((end) - (start))))  
Checks if the specified time is within the specified time window.
- #define `chDbgAssert(c, r)`  
Condition assertion.

## Typedefs

- typedef struct [nil\\_thread](#) [thread\\_t](#)  
*Type of a structure representing a thread.*
- typedef struct [port\\_intctx](#) [intctx\\_t](#)  
*Type of internal context structure.*
- typedef struct [nil\\_semaphore](#) [semaphore\\_t](#)  
*Type of a structure representing a semaphore.*
- typedef void(\* [tfunc\\_t](#)) (void \*p)  
*Thread function.*
- typedef struct [nil\\_thread\\_cfg](#) [thread\\_config\\_t](#)  
*Type of a structure representing a thread static configuration.*
- typedef [thread\\_t](#) \* [thread\\_reference\\_t](#)  
*Type of a thread reference.*
- typedef struct [nil\\_system](#) [nil\\_system\\_t](#)  
*Type of a structure representing the system.*

## Data Structures

- struct [nil\\_semaphore](#)  
*Structure representing a counting semaphore.*
- struct [nil\\_thread\\_cfg](#)  
*Structure representing a thread static configuration.*
- struct [nil\\_thread](#)  
*Structure representing a thread.*
- struct [nil\\_system](#)  
*System data structure.*

## Functions

- void [chSysInit](#) (void)  
*Initializes the kernel.*
- void [chSysHalt](#) (const char \*reason)  
*Halts the system.*
- void [chSysTimerHandlerI](#) (void)  
*Time management handler.*
- void [chSysUnconditionalLock](#) (void)  
*Unconditionally enters the kernel lock state.*
- void [chSysUnconditionalUnlock](#) (void)  
*Unconditionally leaves the kernel lock state.*
- [syssts\\_t](#) [chSysGetStatusAndLockX](#) (void)  
*Returns the execution status and enters a critical zone.*
- void [chSysRestoreStatusX](#) ([syssts\\_t](#) sts)  
*Restores the specified execution status and leaves a critical zone.*
- bool [chSysIsCounterWithinX](#) ([rtcnt\\_t](#) cnt, [rtcnt\\_t](#) start, [rtcnt\\_t](#) end)  
*Realtime window test.*
- void [chSysPolledDelayX](#) ([rtcnt\\_t](#) cycles)  
*Polled delay.*
- [thread\\_t](#) \* [chSchReadyI](#) ([thread\\_t](#) \*tp, [msg\\_t](#) msg)  
*Makes the specified thread ready for execution.*

- void `chSchRescheduleS` (void)  
*Reschedules if needed.*
- `msg_t chSchGoSleepTimeoutS` (tstate\_t newstate, systime\_t timeout)  
*Puts the current thread to sleep into the specified state with timeout specification.*
- `msg_t chThdSuspendTimeoutS` (thread\_reference\_t \*trp, systime\_t timeout)  
*Sends the current thread sleeping and sets a reference variable.*
- void `chThdResumeI` (thread\_reference\_t \*trp, msg\_t msg)  
*Wakes up a thread waiting on a thread reference object.*
- void `chThdSleep` (systime\_t timeout)  
*Suspends the invoking thread for the specified time.*
- void `chThdSleepUntil` (systime\_t abstime)  
*Suspends the invoking thread until the system time arrives to the specified value.*
- `msg_t chSemWaitTimeout` (semaphore\_t \*sp, systime\_t timeout)  
*Performs a wait operation on a semaphore with timeout specification.*
- `msg_t chSemWaitTimeoutS` (semaphore\_t \*sp, systime\_t timeout)  
*Performs a wait operation on a semaphore with timeout specification.*
- void `chSemSignal` (semaphore\_t \*sp)  
*Performs a signal operation on a semaphore.*
- void `chSemSignalI` (semaphore\_t \*sp)  
*Performs a signal operation on a semaphore.*
- void `chSemReset` (semaphore\_t \*sp, cnt\_t n)  
*Performs a reset operation on the semaphore.*
- void `chSemResetI` (semaphore\_t \*sp, cnt\_t n)  
*Performs a reset operation on the semaphore.*
- void `chEvtSignal` (thread\_t \*tp, eventmask\_t mask)  
*Adds a set of event flags directly to the specified thread\_t.*
- void `chEvtSignalI` (thread\_t \*tp, eventmask\_t mask)  
*Adds a set of event flags directly to the specified thread\_t.*
- `eventmask_t chEvtWaitAnyTimeout` (eventmask\_t mask, systime\_t timeout)  
*Waits for any of the specified events.*
- `eventmask_t chEvtWaitAnyTimeoutS` (eventmask\_t mask, systime\_t timeout)  
*Waits for any of the specified events.*

## Variables

- `nil_system_t nil`  
*System data structures.*
- `stkalign_t __main_thread_stack_base__`

## 5.4.2 Macro Definition Documentation

### 5.4.2.1 #define \_CHIBIOS\_NIL\_

ChibiOS/NIL identification macro.

### 5.4.2.2 #define CH\_KERNEL\_STABLE 1

Stable release flag.

5.4.2.3 `#define CH_KERNEL_VERSION "1.1.1"`

Kernel version string.

5.4.2.4 `#define CH_KERNEL_MAJOR 1`

Kernel version major number.

5.4.2.5 `#define CH_KERNEL_MINOR 1`

Kernel version minor number.

5.4.2.6 `#define CH_KERNEL_PATCH 1`

Kernel version patch number.

5.4.2.7 `#define MSG_OK (msg_t)0`

OK wakeup message.

5.4.2.8 `#define MSG_TIMEOUT (msg_t)-1`

Wake-up caused by a timeout condition.

5.4.2.9 `#define MSG_RESET (msg_t)-2`

Wake-up caused by a reset condition.

5.4.2.10 `#define TIME_IMMEDIATE ((systime_t)-1)`

Zero time specification for some functions with a timeout specification.

#### Note

Not all functions accept `TIME_IMMEDIATE` as timeout parameter, see the specific function documentation.

5.4.2.11 `#define TIME_INFINITE ((systime_t)0)`

Infinite time specification for all functions with a timeout specification.

5.4.2.12 `#define NIL_STATE_READY (tstate_t)0`

Thread ready or executing.

5.4.2.13 `#define NIL_STATE_SLEEPING (tstate_t)1`

Thread sleeping.

**5.4.2.14 #define NIL\_STATE\_SUSP (tstate\_t)2**

Thread suspended.

**5.4.2.15 #define NIL\_STATE\_WTSEM (tstate\_t)3**

On semaphore.

**5.4.2.16 #define NIL\_STATE\_WTOREVT (tstate\_t)4**

Waiting for events.

**5.4.2.17 #define ALL\_EVENTS ((eventmask\_t)-1)**

All events allowed mask.

**5.4.2.18 #define EVENT\_MASK( eid ) ((eventmask\_t)(1 << (eid)))**

Returns an event mask from an event identifier.

**5.4.2.19 #define NIL\_CFG\_NUM\_THREADS 2**

Number of user threads in the application.

**Note**

This number is not inclusive of the idle thread which is implicitly handled.

**5.4.2.20 #define NIL\_CFG\_ST\_RESOLUTION 32**

System time counter resolution.

**Note**

Allowed values are 16 or 32 bits.

**5.4.2.21 #define NIL\_CFG\_ST\_FREQUENCY 100**

System tick frequency.

**Note**

This value together with the `NIL_CFG_ST_RESOLUTION` option defines the maximum amount of time allowed for timeouts.

**5.4.2.22 #define NIL\_CFG\_ST\_TIMEDELTA 0**

Time delta constant for the tick-less mode.

**Note**

If this value is zero then the system uses the classic periodic tick. This value represents the minimum number of ticks that is safe to specify in a timeout directive. The value one is not valid, timeouts are rounded up to this value.



**5.4.2.23 #define NIL\_CFG\_USE\_EVENTS TRUE**

Events Flags APIs.

If enabled then the event flags APIs are included in the kernel.

**Note**

The default is `TRUE`.

**5.4.2.24 #define NIL\_CFG\_ENABLE\_ASSERTS FALSE**

System assertions.

**5.4.2.25 #define NIL\_CFG\_ENABLE\_STACK\_CHECK FALSE**

Stack check.

**5.4.2.26 #define NIL\_CFG\_SYSTEM\_INIT\_HOOK( ) {}**

System initialization hook.

**5.4.2.27 #define NIL\_CFG\_THREAD\_EXT\_FIELDS**

Threads descriptor structure extension.

User fields added to the end of the `thread_t` structure.

**5.4.2.28 #define NIL\_CFG\_THREAD\_EXT\_INIT\_HOOK( tr ) {}**

Threads initialization hook.

**5.4.2.29 #define NIL\_CFG\_IDLE\_ENTER\_HOOK( ) {}**

Idle thread enter hook.

**Note**

This hook is invoked within a critical zone, no OS functions should be invoked from here.

This macro can be used to activate a power saving mode.

**5.4.2.30 #define NIL\_CFG\_IDLE\_LEAVE\_HOOK( ) {}**

Idle thread leave hook.

**Note**

This hook is invoked within a critical zone, no OS functions should be invoked from here.

This macro can be used to deactivate a power saving mode.

**5.4.2.31 #define NIL\_CFG\_SYSTEM\_HALT\_HOOK( reason ) {}**

System halt hook.

5.4.2.32 `#define THD_TABLE_BEGIN const thread_config_t nil_thd_configs[NIL_CFG_NUM_THREADS + 1] = {`

Start of user threads table.

5.4.2.33 `#define THD_TABLE_ENTRY( wap, name, funcp, arg )`

**Value:**

```
{wap, ((stkalign_t *) (wap)) + (sizeof (wap) / sizeof (stkalign_t)), \
    name, funcp, arg},
```

Entry of user threads table.

5.4.2.34 `#define THD_TABLE_END`

**Value:**

```
{THD_IDLE_BASE, THD_IDLE_END, "idle", NULL, NULL} \
};
```

End of user threads table.

5.4.2.35 `#define THD_ALIGN_STACK_SIZE( n ) (((n) - 1U) | (sizeof(stkalign_t) - 1U)) + 1U`

Enforces a correct alignment for a stack area size value.

**Parameters**

<code>in</code>	<code>n</code>	the stack size to be aligned to the next stack alignment boundary
-----------------	----------------	-------------------------------------------------------------------

**Returns**

The aligned stack size.

**Function Class:**

Normal API, this function can be invoked by regular system threads but not from within a lock zone.

5.4.2.36 `#define THD_WORKING_AREA_SIZE( n ) THD_ALIGN_STACK_SIZE(PORT_WA_SIZE(n))`

Calculates the total Working Area size.

**Parameters**

<code>in</code>	<code>n</code>	the stack size to be assigned to the thread
-----------------	----------------	---------------------------------------------

**Returns**

The total used memory in bytes.

**Function Class:**

Normal API, this function can be invoked by regular system threads but not from within a lock zone.

5.4.2.37 `#define THD_WORKING_AREA( s, n ) stkalign_t s[THD_WORKING_AREA_SIZE(n) / sizeof(stkalign_t)]`

Static working area allocation.

This macro is used to allocate a static thread working area aligned as both position and size.

**Parameters**

<i>in</i>	<i>s</i>	the name to be assigned to the stack array
<i>in</i>	<i>n</i>	the stack size to be assigned to the thread

**Function Class:**

Normal API, this function can be invoked by regular system threads but not from within a lock zone.

**5.4.2.38** `#define THD_FUNCTION( tname, arg ) PORT_THD_FUNCTION(tname, arg)`

Thread declaration macro.

**Note**

Thread declarations should be performed using this macro because the port layer could define optimizations for thread functions.

**5.4.2.39** `#define CH_IRQ_IS_VALID_PRIORITY( prio ) PORT_IRQ_IS_VALID_PRIORITY(prio)`

Priority level validation macro.

This macro determines if the passed value is a valid priority level for the underlying architecture.

**Parameters**

<i>in</i>	<i>prio</i>	the priority level
-----------	-------------	--------------------

**Returns**

Priority range result.

**Return values**

<i>false</i>	if the priority is invalid or if the architecture does not support priorities.
<i>true</i>	if the priority is valid.

**5.4.2.40** `#define CH_IRQ_IS_VALID_KERNEL_PRIORITY( prio ) PORT_IRQ_IS_VALID_KERNEL_PRIORITY(prio)`

Priority level validation macro.

This macro determines if the passed value is a valid priority level that cannot preempt the kernel critical zone.

**Parameters**

<i>in</i>	<i>prio</i>	the priority level
-----------	-------------	--------------------

**Returns**

Priority range result.

**Return values**

<i>false</i>	if the priority is invalid or if the architecture does not support priorities.
<i>true</i>	if the priority is valid.

#### 5.4.2.41 `#define CH_IRQ_PROLOGUE( ) PORT_IRQ_PROLOGUE()`

IRQ handler enter code.

##### Note

Usually IRQ handlers functions are also declared naked.  
On some architectures this macro can be empty.

##### Function Class:

Special function, this function has special requirements see the notes.

#### 5.4.2.42 `#define CH_IRQ_EPILOGUE( ) PORT_IRQ_EPILOGUE()`

IRQ handler exit code.

##### Note

Usually IRQ handlers function are also declared naked.

##### Function Class:

Special function, this function has special requirements see the notes.

#### 5.4.2.43 `#define CH_IRQ_HANDLER( id ) PORT_IRQ_HANDLER(id)`

Standard normal IRQ handler declaration.

##### Note

*id* can be a function name or a vector number depending on the port implementation.

##### Function Class:

Special function, this function has special requirements see the notes.

#### 5.4.2.44 `#define CH_FAST_IRQ_HANDLER( id ) PORT_FAST_IRQ_HANDLER(id)`

Standard fast IRQ handler declaration.

##### Note

*id* can be a function name or a vector number depending on the port implementation.  
Not all architectures support fast interrupts.

##### Function Class:

Special function, this function has special requirements see the notes.

#### 5.4.2.45 `#define S2ST( sec ) ((systime_t)((uint32_t)(sec) * (uint32_t)NIL_CFG_ST_FREQUENCY))`

Seconds to system ticks.

Converts from seconds to system ticks number.

##### Note

The result is rounded upward to the next tick boundary.

##### Parameters

<i>in</i>	<i>sec</i>	number of seconds
-----------	------------	-------------------

##### Returns

The number of ticks.

##### Function Class:

Normal API, this function can be invoked by regular system threads but not from within a lock zone.

#### 5.4.2.46 `#define MS2ST( msec )`

##### Value:

```
((systime_t) (((uint32_t)(msec)) *
               ((uint32_t)NIL_CFG_ST_FREQUENCY) + 999UL) / 1000UL) \
```

Milliseconds to system ticks.

Converts from milliseconds to system ticks number.

##### Note

The result is rounded upward to the next tick boundary.

##### Parameters

<i>in</i>	<i>msec</i>	number of milliseconds
-----------	-------------	------------------------

##### Returns

The number of ticks.

##### Function Class:

Normal API, this function can be invoked by regular system threads but not from within a lock zone.

#### 5.4.2.47 `#define US2ST( usec )`

##### Value:

```
((systime_t) (((uint32_t)(usec)) *
               ((uint32_t)NIL_CFG_ST_FREQUENCY) + 999999UL) / 1000000UL) \
```

Microseconds to system ticks.

Converts from microseconds to system ticks number.

##### Note

The result is rounded upward to the next tick boundary.

**Parameters**

<i>in</i>	<i>usec</i>	number of microseconds
-----------	-------------	------------------------

**Returns**

The number of ticks.

**Function Class:**

Normal API, this function can be invoked by regular system threads but not from within a lock zone.

**5.4.2.48 #define S2RTC( *freq*, *sec* ) ((*freq*) \* (*sec*))**

Seconds to realtime counter.

Converts from seconds to realtime counter cycles.

**Note**

The macro assumes that *freq* >= 1.

**Parameters**

<i>in</i>	<i>freq</i>	clock frequency, in Hz, of the realtime counter
<i>in</i>	<i>sec</i>	number of seconds

**Returns**

The number of cycles.

**Function Class:**

Normal API, this function can be invoked by regular system threads but not from within a lock zone.

**5.4.2.49 #define MS2RTC( *freq*, *msec* ) (rtcnt\_t) ((((*freq*) + 999UL) / 1000UL) \* (*msec*))**

Milliseconds to realtime counter.

Converts from milliseconds to realtime counter cycles.

**Note**

The result is rounded upward to the next millisecond boundary.

The macro assumes that *freq* >= 1000.

**Parameters**

<i>in</i>	<i>freq</i>	clock frequency, in Hz, of the realtime counter
<i>in</i>	<i>msec</i>	number of milliseconds

**Returns**

The number of cycles.

**Function Class:**

Normal API, this function can be invoked by regular system threads but not from within a lock zone.

5.4.2.50 `#define US2RTC( freq, usec ) (rtcnt_t)(((((freq) + 999999UL) / 1000000UL) * (usec))`

Microseconds to realtime counter.

Converts from microseconds to realtime counter cycles.

#### Note

The result is rounded upward to the next microsecond boundary.  
The macro assumes that `freq >= 1000000`.

#### Parameters

<code>in</code>	<code>freq</code>	clock frequency, in Hz, of the realtime counter
<code>in</code>	<code>usec</code>	number of microseconds

#### Returns

The number of cycles.

#### Function Class:

Normal API, this function can be invoked by regular system threads but not from within a lock zone.

5.4.2.51 `#define chSysGetRealtimeCounterX( ) (rtcnt_t)port_rt_get_counter_value()`

Returns the current value of the system real time counter.

#### Note

This function is only available if the port layer supports the option `PORT_SUPPORTS_RT`.

#### Returns

The value of the system realtime counter of type `rtcnt_t`.

#### Function Class:

This is an **X-Class** API, this function can be invoked from any context.

5.4.2.52 `#define chSysDisable( ) port_disable()`

Enters the kernel lock mode.

#### Function Class:

Special function, this function has special requirements see the notes.

5.4.2.53 `#define chSysEnable( ) port_enable()`

Enters the kernel lock mode.

#### Function Class:

Special function, this function has special requirements see the notes.

**5.4.2.54 #define chSysLock( ) port\_lock()**

Enters the kernel lock state.

**Function Class:**

Special function, this function has special requirements see the notes.

**5.4.2.55 #define chSysUnlock( ) port\_unlock()**

Leaves the kernel lock state.

**Function Class:**

Special function, this function has special requirements see the notes.

**5.4.2.56 #define chSysLockFromISR( ) port\_lock\_from\_isr()**

Enters the kernel lock state from within an interrupt handler.

**Note**

This API may do nothing on some architectures, it is required because on ports that support preemptable interrupt handlers it is required to raise the interrupt mask to the same level of the system mutual exclusion zone.

It is good practice to invoke this API before invoking any I-class syscall from an interrupt handler.

This API must be invoked exclusively from interrupt handlers.

**Function Class:**

Special function, this function has special requirements see the notes.

**5.4.2.57 #define chSysUnlockFromISR( ) port\_unlock\_from\_isr()**

Leaves the kernel lock state from within an interrupt handler.

**Note**

This API may do nothing on some architectures, it is required because on ports that support preemptable interrupt handlers it is required to raise the interrupt mask to the same level of the system mutual exclusion zone.

It is good practice to invoke this API after invoking any I-class syscall from an interrupt handler.

This API must be invoked exclusively from interrupt handlers.

**Function Class:**

Special function, this function has special requirements see the notes.

**5.4.2.58 #define chSchIsRescRequired( ) ((bool)(nil.current != nil.next))**

Evaluates if a reschedule is required.



## Return values

<i>true</i>	if there is a thread that must go in running state immediately.
<i>false</i>	if preemption is not required.

## Function Class:

This is an **I-Class** API, this function can be invoked from within a system lock zone by both threads and interrupt handlers.

5.4.2.59 `#define chThdGetSelfX( ) nil.current`

Returns a pointer to the current `thread_t`.

## Function Class:

This is an **X-Class** API, this function can be invoked from any context.

5.4.2.60 `#define chThdSleepSeconds( sec ) chThdSleep(S2ST(sec))`

Delays the invoking thread for the specified number of seconds.

## Note

The specified time is rounded up to a value allowed by the real system clock.  
The maximum specified value is implementation dependent.

## Parameters

<i>in</i>	<i>sec</i>	time in seconds, must be different from zero
-----------	------------	----------------------------------------------

## Function Class:

Normal API, this function can be invoked by regular system threads but not from within a lock zone.

5.4.2.61 `#define chThdSleepMilliseconds( msec ) chThdSleep(MS2ST(msec))`

Delays the invoking thread for the specified number of milliseconds.

## Note

The specified time is rounded up to a value allowed by the real system clock.  
The maximum specified value is implementation dependent.

## Parameters

<i>in</i>	<i>msec</i>	time in milliseconds, must be different from zero
-----------	-------------	---------------------------------------------------

## Function Class:

Normal API, this function can be invoked by regular system threads but not from within a lock zone.

5.4.2.62 `#define chThdSleepMicroseconds( usec ) chThdSleep(US2ST(usec))`

Delays the invoking thread for the specified number of microseconds.

**Note**

The specified time is rounded up to a value allowed by the real system clock.  
The maximum specified value is implementation dependent.

**Parameters**

in	<i>usec</i>	time in microseconds, must be different from zero
----	-------------	---------------------------------------------------

**Function Class:**

Normal API, this function can be invoked by regular system threads but not from within a lock zone.

5.4.2.63 `#define chThdSleepS( timeout ) (void) chSchGoSleepTimeoutS(NIL_STATE_SLEEPING, timeout)`

Suspends the invoking thread for the specified time.

**Parameters**

in	<i>timeout</i>	the delay in system ticks
----	----------------	---------------------------

**Function Class:**

This is an **S-Class** API, this function can be invoked from within a system lock zone by threads only.

5.4.2.64 `#define chThdSleepUntilS( abstime )`

**Value:**

```
(void) chSchGoSleepTimeoutS(NIL_STATE_SLEEPING, (abstime) -
    \
    chVTGetSystemTimeX())
```

Suspends the invoking thread until the system time arrives to the specified value.

**Parameters**

in	<i>abstime</i>	absolute system time
----	----------------	----------------------

**Function Class:**

This is an **S-Class** API, this function can be invoked from within a system lock zone by threads only.

5.4.2.65 `#define chSemObjectInit( sp, n ) ((sp)->cnt = n)`

Initializes a semaphore with the specified counter value.

**Parameters**

out	<i>sp</i>	pointer to a <code>semaphore_t</code> structure
in	<i>n</i>	initial value of the semaphore counter. Must be non-negative.

**Function Class:**

Initializer, this function just initializes an object and can be invoked before the kernel is initialized.

5.4.2.66 `#define chSemWait( sp ) chSemWaitTimeout(sp, TIME_INFINITE)`

Performs a wait operation on a semaphore.

**Parameters**

<i>in</i>	<i>sp</i>	pointer to a <code>semaphore_t</code> structure
-----------	-----------	-------------------------------------------------

**Returns**

A message specifying how the invoking thread has been released from the semaphore.

**Return values**

<i>CH_MSG_OK</i>	if the thread has not stopped on the semaphore or the semaphore has been signaled.
<i>CH_MSG_RST</i>	if the semaphore has been reset using <a href="#">chSemReset()</a> .

**Function Class:**

Normal API, this function can be invoked by regular system threads but not from within a lock zone.

**5.4.2.67 #define chSemWaitS( *sp* ) chSemWaitTimeoutS(*sp*, TIME\_INFINITE)**

Performs a wait operation on a semaphore.

**Parameters**

<i>in</i>	<i>sp</i>	pointer to a <code>semaphore_t</code> structure
-----------	-----------	-------------------------------------------------

**Returns**

A message specifying how the invoking thread has been released from the semaphore.

**Return values**

<i>CH_MSG_OK</i>	if the thread has not stopped on the semaphore or the semaphore has been signaled.
<i>CH_MSG_RST</i>	if the semaphore has been reset using <a href="#">chSemReset()</a> .

**Function Class:**

This is an **S-Class** API, this function can be invoked from within a system lock zone by threads only.

**5.4.2.68 #define chSemGetCounter( *sp* ) ((*sp*)->cnt)**

Returns the semaphore counter current value.

**Function Class:**

This is an **I-Class** API, this function can be invoked from within a system lock zone by both threads and interrupt handlers.

**5.4.2.69 #define chVTGetSystemTimeX( ) (nil.systemtime)**

Current system time.

Returns the number of system ticks since the [chSysInit\(\)](#) invocation.

**Note**

The counter can reach its maximum and then restart from zero.

This function can be called from any context but its atomicity is not guaranteed on architectures whose word size is less than `systime_t` size.

**Returns**

The system time in ticks.

**Function Class:**

This is an **X-Class** API, this function can be invoked from any context.

**5.4.2.70** `#define chVTTimeElapsedSinceX( start ) ((systime_t)(chVTGetSystemTimeX() - (start)))`

Returns the elapsed time since the specified start time.

**Parameters**

<i>in</i>	<i>start</i>	start time
-----------	--------------	------------

**Returns**

The elapsed time.

**Function Class:**

This is an **X-Class** API, this function can be invoked from any context.

**5.4.2.71** `#define chVTIsTimeWithinX( time, start, end ) ((bool)((systime_t)((time) - (start)) < (systime_t)((end) - (start))))`

Checks if the specified time is within the specified time window.

**Note**

When `start==end` then the function returns always true because the whole time range is specified.

This function can be called from any context.

**Parameters**

<i>in</i>	<i>time</i>	the time to be verified
<i>in</i>	<i>start</i>	the start of the time window (inclusive)
<i>in</i>	<i>end</i>	the end of the time window (non inclusive)

**Return values**

<i>true</i>	current time within the specified time window.
<i>false</i>	current time not within the specified time window.

**Function Class:**

This is an **X-Class** API, this function can be invoked from any context.

#### 5.4.2.72 #define chDbgAssert( c, r )

##### Value:

```
do {
    /*lint -save -e506 -e774 [2.1, 14.3] Can be a constant by design.*/
    if (NIL_CFG_ENABLE_ASSERTS != FALSE) {
        if (!(c)) {
            /*lint -restore*/
            chSysHalt(__func__);
        }
    }
} while (false)
```

Condition assertion.

If the condition check fails then the kernel panics with a message and halts.

##### Note

The condition is tested only if the `NIL_CFG_ENABLE_ASSERTS` switch is specified in `nilconf.h` else the macro does nothing.

The remark string is not currently used except for putting a comment in the code about the assertion.

##### Parameters

in	<i>c</i>	the condition to be verified to be true
in	<i>r</i>	a remark string

##### Function Class:

Normal API, this function can be invoked by regular system threads but not from within a lock zone.

### 5.4.3 Typedef Documentation

#### 5.4.3.1 typedef struct nil\_thread thread\_t

Type of a structure representing a thread.

##### Note

It is required as an early definition.

#### 5.4.3.2 typedef struct port\_intctx intctx\_t

Type of internal context structure.

#### 5.4.3.3 typedef struct nil\_semaphore semaphore\_t

Type of a structure representing a semaphore.

#### 5.4.3.4 typedef void(\* tfunc\_t)(void \*p)

Thread function.

#### 5.4.3.5 typedef struct nil\_thread\_cfg thread\_config\_t

Type of a structure representing a thread static configuration.

#### 5.4.3.6 `typedef thread_t* thread_reference_t`

Type of a thread reference.

#### 5.4.3.7 `typedef struct nil_system nil_system_t`

Type of a structure representing the system.

### 5.4.4 Function Documentation

#### 5.4.4.1 `void chSysInit ( void )`

Initializes the kernel.

Initializes the kernel structures, the current instructions flow becomes the idle thread upon return. The idle thread must not invoke any kernel primitive able to change state to not runnable.

##### Note

This function assumes that the `nil` global variable has been zeroed by the runtime environment. If this is not the case then make sure to clear it before calling this function.

##### Function Class:

Special function, this function has special requirements see the notes.

Here is the call graph for this function:



#### 5.4.4.2 `void chSysHalt ( const char * reason )`

Halts the system.

This function is invoked by the operating system when an unrecoverable error is detected, for example because a programming error in the application code that triggers an assertion while in debug mode.

##### Note

Can be invoked from any system state.

##### Parameters

<code>in</code>	<code>reason</code>	pointer to an error string
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##### Function Class:

Special function, this function has special requirements see the notes.

Here is the call graph for this function:



#### 5.4.4.3 void chSysTimerHandlerI ( void )

Time management handler.

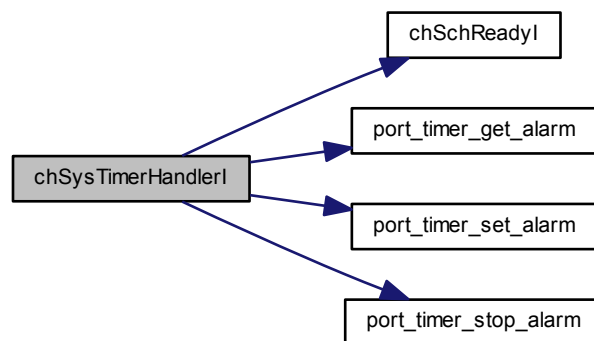
##### Note

This handler has to be invoked by a periodic ISR in order to reschedule the waiting threads.

##### Function Class:

This is an **I-Class** API, this function can be invoked from within a system lock zone by both threads and interrupt handlers.

Here is the call graph for this function:



#### 5.4.4.4 void chSysUnconditionalLock ( void )

Unconditionally enters the kernel lock state.

##### Note

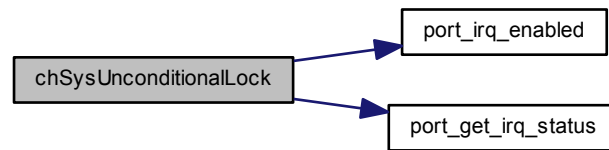
Can be called without previous knowledge of the current lock state. The final state is "s-locked".

##### Function Class:

Special function, this function has special requirements see the notes.



Here is the call graph for this function:



#### 5.4.4.5 void chSysUnconditionalUnlock ( void )

Unconditionally leaves the kernel lock state.

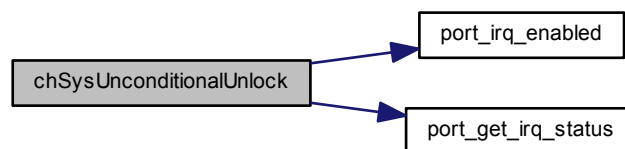
##### Note

Can be called without previous knowledge of the current lock state. The final state is "normal".

##### Function Class:

Special function, this function has special requirements see the notes.

Here is the call graph for this function:



#### 5.4.4.6 syssts\_t chSysGetStatusAndLockX ( void )

Returns the execution status and enters a critical zone.

This functions enters into a critical zone and can be called from any context. Because its flexibility it is less efficient than `chSysLock()` which is preferable when the calling context is known.

##### Postcondition

The system is in a critical zone.

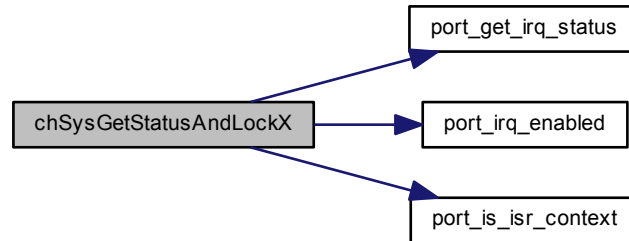
**Returns**

The previous system status, the encoding of this status word is architecture-dependent and opaque.

**Function Class:**

This is an **X-Class** API, this function can be invoked from any context.

Here is the call graph for this function:

**5.4.4.7 void chSysRestoreStatusX ( syssts\_t sts )**

Restores the specified execution status and leaves a critical zone.

**Note**

A call to `chSchRescheduleS()` is automatically performed if exiting the critical zone and if not in ISR context.

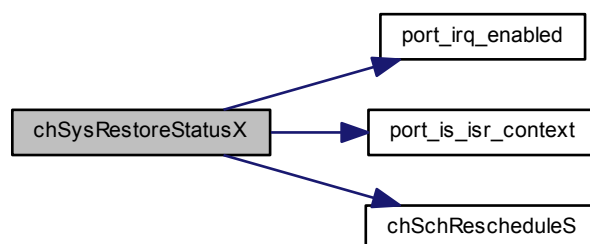
**Parameters**

<i>in</i>	<i>sts</i>	the system status to be restored.
-----------	------------	-----------------------------------

**Function Class:**

This is an **X-Class** API, this function can be invoked from any context.

Here is the call graph for this function:



#### 5.4.4.8 bool chSysIsCounterWithinX ( rtcnt\_t cnt, rtcnt\_t start, rtcnt\_t end )

Realtime window test.

This function verifies if the current realtime counter value lies within the specified range or not. The test takes care of the realtime counter wrapping to zero on overflow.

##### Note

When start==end then the function returns always true because the whole time range is specified.  
This function is only available if the port layer supports the option `PORT_SUPPORTS_RT`.

##### Parameters

in	<i>cnt</i>	the counter value to be tested
in	<i>start</i>	the start of the time window (inclusive)
in	<i>end</i>	the end of the time window (non inclusive)

##### Return values

<i>true</i>	current time within the specified time window.
<i>false</i>	current time not within the specified time window.

##### Function Class:

This is an **X-Class** API, this function can be invoked from any context.

#### 5.4.4.9 void chSysPolledDelayX ( rtcnt\_t cycles )

Polled delay.

##### Note

The real delay is always few cycles in excess of the specified value.  
This function is only available if the port layer supports the option `PORT_SUPPORTS_RT`.

##### Parameters

in	<i>cycles</i>	number of cycles
----	---------------	------------------

##### Function Class:

This is an **X-Class** API, this function can be invoked from any context.

Here is the call graph for this function:



#### 5.4.4.10 thread\_t \* chSchReadyI ( thread\_t \* tp, msg\_t msg )

Makes the specified thread ready for execution.

**Parameters**

in	<i>tp</i>	pointer to the <code>thread_t</code> object
in	<i>msg</i>	the wakeup message

**Returns**

The same reference passed as parameter.

**5.4.4.11 void chSchRescheduleS ( void )**

Reschedules if needed.

**Function Class:**

This is an **S-Class** API, this function can be invoked from within a system lock zone by threads only.

**5.4.4.12 msg\_t chSchGoSleepTimeoutS ( tstate\_t newstate, systime\_t timeout )**

Puts the current thread to sleep into the specified state with timeout specification.

The thread goes into a sleeping state, if it is not awakened explicitly within the specified system time then it is forcibly awakened with a `NIL_MSG_TMO` low level message.

**Parameters**

in	<i>newstate</i>	the new thread state or a semaphore pointer
in	<i>timeout</i>	the number of ticks before the operation timeouts. the following special values are allowed: <ul style="list-style-type: none"> <li>• <code>TIME_INFINITE</code> no timeout.</li> </ul>

**Returns**

The wakeup message.

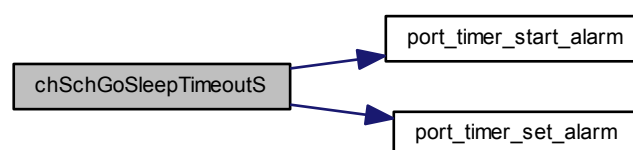
**Return values**

<code>NIL_MSG_TMO</code>	if a timeout occurred.
--------------------------	------------------------

**Function Class:**

This is an **S-Class** API, this function can be invoked from within a system lock zone by threads only.

Here is the call graph for this function:



#### 5.4.4.13 msg\_t chThdSuspendTimeoutS ( thread\_reference\_t \* trp, systime\_t timeout )

Sends the current thread sleeping and sets a reference variable.

##### Note

This function must reschedule, it can only be called from thread context.

##### Parameters

in	<i>trp</i>	a pointer to a thread reference object
in	<i>timeout</i>	the number of ticks before the operation timeouts, the following special values are allowed: <ul style="list-style-type: none"> <li>• <i>TIME_INFINITE</i> no timeout.</li> </ul>

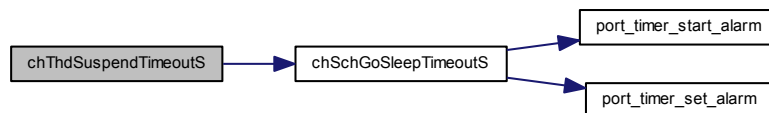
##### Returns

The wake up message.

##### Function Class:

This is an **S-Class** API, this function can be invoked from within a system lock zone by threads only.

Here is the call graph for this function:



#### 5.4.4.14 void chThdResumeI ( thread\_reference\_t \* trp, msg\_t msg )

Wakes up a thread waiting on a thread reference object.

##### Note

This function must not reschedule because it can be called from ISR context.

##### Parameters

in	<i>trp</i>	a pointer to a thread reference object
in	<i>msg</i>	the message code

##### Function Class:

This is an **I-Class** API, this function can be invoked from within a system lock zone by both threads and interrupt handlers.

Here is the call graph for this function:



#### 5.4.4.15 void chThdSleep ( systime\_t timeout )

Suspends the invoking thread for the specified time.

##### Parameters

in	<i>timeout</i>	the delay in system ticks
----	----------------	---------------------------

##### Function Class:

Normal API, this function can be invoked by regular system threads but not from within a lock zone.

#### 5.4.4.16 void chThdSleepUntil ( systime\_t abstime )

Suspends the invoking thread until the system time arrives to the specified value.

##### Parameters

in	<i>abstime</i>	absolute system time
----	----------------	----------------------

##### Function Class:

Normal API, this function can be invoked by regular system threads but not from within a lock zone.

#### 5.4.4.17 msg\_t chSemWaitTimeout ( semaphore\_t \* sp, systime\_t timeout )

Performs a wait operation on a semaphore with timeout specification.

##### Parameters

in	<i>sp</i>	pointer to a <code>semaphore_t</code> structure
in	<i>timeout</i>	the number of ticks before the operation timeouts, the following special values are allowed: <ul style="list-style-type: none"> <li>• <code>TIME_IMMEDIATE</code> immediate timeout.</li> <li>• <code>TIME_INFINITE</code> no timeout.</li> </ul>

##### Returns

A message specifying how the invoking thread has been released from the semaphore.

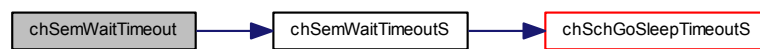
## Return values

<i>NIL_MSG_OK</i>	if the thread has not stopped on the semaphore or the semaphore has been signaled.
<i>NIL_MSG_RST</i>	if the semaphore has been reset using <a href="#">chSemReset ()</a> .
<i>NIL_MSG_TMO</i>	if the semaphore has not been signaled or reset within the specified timeout.

## Function Class:

Normal API, this function can be invoked by regular system threads but not from within a lock zone.

Here is the call graph for this function:



## 5.4.4.18 msg\_t chSemWaitTimeoutS ( semaphore\_t \* sp, systime\_t timeout )

Performs a wait operation on a semaphore with timeout specification.

## Parameters

in	<i>sp</i>	pointer to a <code>semaphore_t</code> structure
in	<i>timeout</i>	the number of ticks before the operation timeouts, the following special values are allowed: <ul style="list-style-type: none"> <li>• <i>TIME_IMMEDIATE</i> immediate timeout.</li> <li>• <i>TIME_INFINITE</i> no timeout.</li> </ul>

## Returns

A message specifying how the invoking thread has been released from the semaphore.

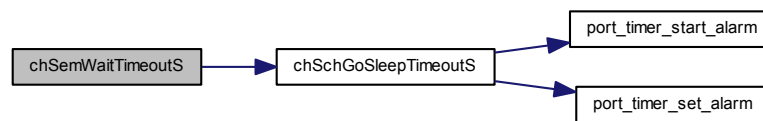
## Return values

<i>NIL_MSG_OK</i>	if the thread has not stopped on the semaphore or the semaphore has been signaled.
<i>NIL_MSG_RST</i>	if the semaphore has been reset using <a href="#">chSemReset ()</a> .
<i>NIL_MSG_TMO</i>	if the semaphore has not been signaled or reset within the specified timeout.

## Function Class:

This is an **S-Class** API, this function can be invoked from within a system lock zone by threads only.

Here is the call graph for this function:



#### 5.4.4.19 void chSemSignal ( semaphore\_t \* sp )

Performs a signal operation on a semaphore.

##### Postcondition

This function does not reschedule so a call to a rescheduling function must be performed before unlocking the kernel. Note that interrupt handlers always reschedule on exit so an explicit reschedule must not be performed in ISRs.

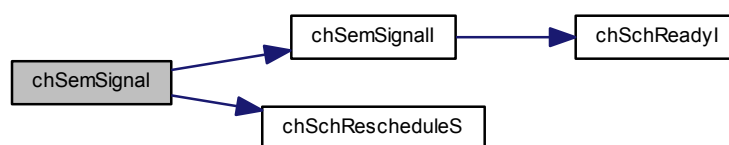
##### Parameters

in	<i>sp</i>	pointer to a <code>semaphore_t</code> structure
----	-----------	-------------------------------------------------

##### Function Class:

Normal API, this function can be invoked by regular system threads but not from within a lock zone.

Here is the call graph for this function:



#### 5.4.4.20 void chSemSignal ( semaphore\_t \* sp )

Performs a signal operation on a semaphore.

##### Postcondition

This function does not reschedule so a call to a rescheduling function must be performed before unlocking the kernel. Note that interrupt handlers always reschedule on exit so an explicit reschedule must not be performed in ISRs.



**Parameters**

in	<i>sp</i>	pointer to a <code>semaphore_t</code> structure
----	-----------	-------------------------------------------------

**Function Class:**

This is an **I-Class** API, this function can be invoked from within a system lock zone by both threads and interrupt handlers.

Here is the call graph for this function:

**5.4.4.21 void chSemReset ( semaphore\_t \* sp, cnt\_t n )**

Performs a reset operation on the semaphore.

**Postcondition**

After invoking this function all the threads waiting on the semaphore, if any, are released and the semaphore counter is set to the specified, non negative, value.

This function does not reschedule so a call to a rescheduling function must be performed before unlocking the kernel. Note that interrupt handlers always reschedule on exit so an explicit reschedule must not be performed in ISRs.

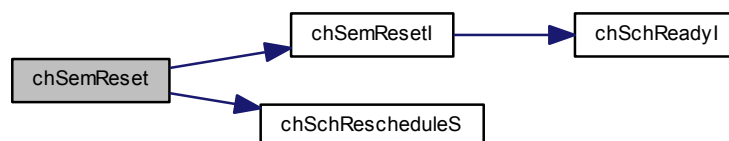
**Parameters**

in	<i>sp</i>	pointer to a <code>semaphore_t</code> structure
in	<i>n</i>	the new value of the semaphore counter. The value must be non-negative.

**Function Class:**

Normal API, this function can be invoked by regular system threads but not from within a lock zone.

Here is the call graph for this function:



#### 5.4.4.22 void chSemResetI ( semaphore\_t \* sp, cnt\_t n )

Performs a reset operation on the semaphore.

##### Postcondition

After invoking this function all the threads waiting on the semaphore, if any, are released and the semaphore counter is set to the specified, non negative, value.

This function does not reschedule so a call to a rescheduling function must be performed before unlocking the kernel. Note that interrupt handlers always reschedule on exit so an explicit reschedule must not be performed in ISRs.

##### Parameters

in	<i>sp</i>	pointer to a semaphore_t structure
in	<i>n</i>	the new value of the semaphore counter. The value must be non-negative.

##### Function Class:

This is an **I-Class** API, this function can be invoked from within a system lock zone by both threads and interrupt handlers.

Here is the call graph for this function:



#### 5.4.4.23 void chEvtSignal ( thread\_t \* tp, eventmask\_t mask )

Adds a set of event flags directly to the specified thread\_t.

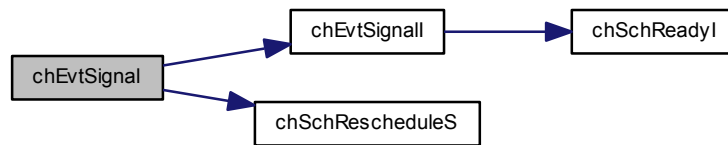
##### Parameters

in	<i>tp</i>	the thread to be signaled
in	<i>mask</i>	the event flags set to be ORed

##### Function Class:

Normal API, this function can be invoked by regular system threads but not from within a lock zone.

Here is the call graph for this function:



#### 5.4.4.24 void chEvtSignal ( thread\_t \* tp, eventmask\_t mask )

Adds a set of event flags directly to the specified `thread_t`.

##### Postcondition

This function does not reschedule so a call to a rescheduling function must be performed before unlocking the kernel. Note that interrupt handlers always reschedule on exit so an explicit reschedule must not be performed in ISRs.

##### Parameters

in	<i>tp</i>	the thread to be signaled
in	<i>mask</i>	the event flags set to be ORed

##### Function Class:

This is an **I-Class** API, this function can be invoked from within a system lock zone by both threads and interrupt handlers.

Here is the call graph for this function:



#### 5.4.4.25 eventmask\_t chEvtWaitAnyTimeout ( eventmask\_t mask, systime\_t timeout )

Waits for any of the specified events.

The function waits for any event among those specified in `mask` to become pending then the events are cleared and returned.

**Parameters**

in	<i>mask</i>	mask of the event flags that the function should wait for, <code>ALL_EVENTS</code> enables all the events
in	<i>timeout</i>	the number of ticks before the operation timeouts, the following special values are allowed: <ul style="list-style-type: none"> <li>• <code>TIME_IMMEDIATE</code> immediate timeout.</li> <li>• <code>TIME_INFINITE</code> no timeout.</li> </ul>

**Returns**

The mask of the served and cleared events.

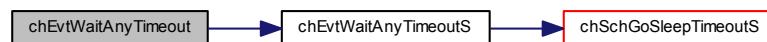
**Return values**

<code>0</code>	if the operation has timed out.
----------------	---------------------------------

**Function Class:**

Normal API, this function can be invoked by regular system threads but not from within a lock zone.

Here is the call graph for this function:



#### 5.4.4.26 `eventmask_t chEvtWaitAnyTimeoutS ( eventmask_t mask, systime_t timeout )`

Waits for any of the specified events.

The function waits for any event among those specified in `mask` to become pending then the events are cleared and returned.

**Parameters**

in	<i>mask</i>	mask of the event flags that the function should wait for, <code>ALL_EVENTS</code> enables all the events
in	<i>timeout</i>	the number of ticks before the operation timeouts, the following special values are allowed: <ul style="list-style-type: none"> <li>• <code>TIME_IMMEDIATE</code> immediate timeout.</li> <li>• <code>TIME_INFINITE</code> no timeout.</li> </ul>

**Returns**

The mask of the served and cleared events.

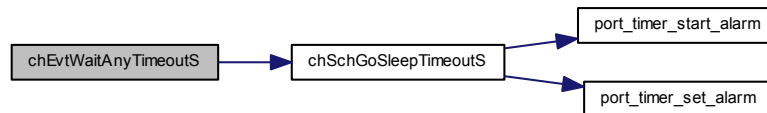
## Return values

0	if the operation has timed out.
---	---------------------------------

## Function Class:

This is an **S-Class** API, this function can be invoked from within a system lock zone by threads only.

Here is the call graph for this function:



### 5.4.5 Variable Documentation

#### 5.4.5.1 `nil_system_t nil`

System data structures.

#### 5.4.5.2 `stkalign_t __main_thread_stack_base__`

Boundaries of the idle thread boundaries, only required if stack checking is enabled.

## 5.5 Port Layer

### 5.5.1 Detailed Description

#### Macros

- `#define PORT_INT_REQUIRED_STACK 32`  
*Per-thread stack overhead for interrupts servicing.*
- `#define PORT_USE_ALT_TIMER FALSE`  
*Enables an alternative timer implementation.*
- `#define PORT_SETUP_CONTEXT(tp, wend, pf, arg)`  
*Platform dependent thread stack setup.*
- `#define PORT_WA_SIZE(n)`  
*Computes the thread working area global size.*
- `#define PORT_IRQ_IS_VALID_PRIORITY(n) false`  
*Priority level verification macro.*
- `#define PORT_IRQ_IS_VALID_KERNEL_PRIORITY(n) false`  
*Priority level verification macro.*
- `#define PORT_IRQ_PROLOGUE()`  
*IRQ prologue code.*
- `#define PORT_IRQ_EPILOGUE() _port_irq_epilogue()`  
*IRQ epilogue code.*
- `#define PORT_IRQ_HANDLER(id) void id(void)`  
*IRQ handler function declaration.*
- `#define PORT_FAST_IRQ_HANDLER(id) void id(void)`  
*Fast IRQ handler function declaration.*
- `#define port_switch(ntp, otp)`  
*Performs a context switch between two threads.*

#### Architecture and Compiler

- `#define PORT_ARCHITECTURE_XXX`  
*Macro defining the port architecture.*
- `#define PORT_ARCHITECTURE_NAME "XXX"`  
*Name of the implemented architecture.*
- `#define PORT_CORE_VARIANT_NAME "XXXX-Y"`  
*Name of the architecture variant.*
- `#define PORT_COMPILER_NAME "GCC " __VERSION__`  
*Compiler name and version.*
- `#define PORT_INFO "port description"`  
*Port-specific information string.*
- `#define PORT_SUPPORTS_RT FALSE`  
*This port supports a realtime counter.*

#### Typedefs

- `typedef uint64_t stkalign_t`  
*Type of stack and memory alignment enforcement.*

## Data Structures

- struct `port_extctx`  
*Interrupt saved context.*
- struct `port_intctx`  
*System saved context.*

## Functions

- static void `port_init` (void)  
*Port-related initialization code.*
- static `syssts_t` `port_get_irq_status` (void)  
*Returns a word encoding the current interrupts status.*
- static bool `port_irq_enabled` (`syssts_t` sts)  
*Checks the interrupt status.*
- static bool `port_is_isr_context` (void)  
*Determines the current execution context.*
- static void `port_lock` (void)  
*Kernel-lock action.*
- static void `port_unlock` (void)  
*Kernel-unlock action.*
- static void `port_lock_from_isr` (void)  
*Kernel-lock action from an interrupt handler.*
- static void `port_unlock_from_isr` (void)  
*Kernel-unlock action from an interrupt handler.*
- static void `port_disable` (void)  
*Disables all the interrupt sources.*
- static void `port_suspend` (void)  
*Disables the interrupt sources below kernel-level priority.*
- static void `port_enable` (void)  
*Enables all the interrupt sources.*
- static void `port_wait_for_interrupt` (void)  
*Enters an architecture-dependent IRQ-waiting mode.*
- static `rtcnt_t` `port_rt_get_counter_value` (void)  
*Returns the current value of the realtime counter.*

### 5.5.2 Macro Definition Documentation

#### 5.5.2.1 `#define PORT_ARCHITECTURE_XXX`

Macro defining the port architecture.

#### 5.5.2.2 `#define PORT_ARCHITECTURE_NAME "XXX"`

Name of the implemented architecture.

#### 5.5.2.3 `#define PORT_CORE_VARIANT_NAME "XXXX-Y"`

Name of the architecture variant.

#### 5.5.2.4 `#define PORT_COMPILER_NAME "GCC " __VERSION__`

Compiler name and version.

#### 5.5.2.5 `#define PORT_INFO "port description"`

Port-specific information string.

#### 5.5.2.6 `#define PORT_SUPPORTS_RT FALSE`

This port supports a realtime counter.

#### 5.5.2.7 `#define PORT_INT_REQUIRED_STACK 32`

Per-thread stack overhead for interrupts servicing.

This constant is used in the calculation of the correct working area size.

#### 5.5.2.8 `#define PORT_USE_ALT_TIMER FALSE`

Enables an alternative timer implementation.

Usually the port uses a timer interface defined in the file `nilcore_timer.h`, if this option is enabled then the file `nilcore_timer_alt.h` is included instead.

#### 5.5.2.9 `#define PORT_SETUP_CONTEXT( tp, wend, pf, arg )`

**Value:**

```
do {
    (void) (tp);
    (void) (wend);
    (void) (pf);
    (void) (arg);
} while (false)
```

Platform dependent thread stack setup.

This code usually setup the context switching frame represented by an `port_intctx` structure.

#### 5.5.2.10 `#define PORT_WA_SIZE( n )`

**Value:**

```
(sizeof(struct port_intctx) +
    sizeof(struct port_extctx) +
    (size_t) (n) +
    (size_t) (PORT_INT_REQUIRED_STACK))
```

Computes the thread working area global size.

**Note**

There is no need to perform alignments in this macro.

#### 5.5.2.11 `#define PORT_IRQ_IS_VALID_PRIORITY( n ) false`

Priority level verification macro.



5.5.2.12 `#define PORT_IRQ_IS_VALID_KERNEL_PRIORITY( n ) false`

Priority level verification macro.

5.5.2.13 `#define PORT_IRQ_PROLOGUE( )`

IRQ prologue code.

This macro must be inserted at the start of all IRQ handlers enabled to invoke system APIs.

5.5.2.14 `#define PORT_IRQ_EPILOGUE( ) _port_irq_epilogue()`

IRQ epilogue code.

This macro must be inserted at the end of all IRQ handlers enabled to invoke system APIs.

5.5.2.15 `#define PORT_IRQ_HANDLER( id ) void id(void)`

IRQ handler function declaration.

**Note**

`id` can be a function name or a vector number depending on the port implementation.

5.5.2.16 `#define PORT_FAST_IRQ_HANDLER( id ) void id(void)`

Fast IRQ handler function declaration.

**Note**

`id` can be a function name or a vector number depending on the port implementation.

5.5.2.17 `#define port_switch( ntp, otp )`

**Value:**

```
do {
    (void)ntp;
    (void)otp;
    /*_port_switch(ntp, otp)*/
} while (false)
```

Performs a context switch between two threads.

This is the most critical code in any port, this function is responsible for the context switch between 2 threads.

**Note**

The implementation of this code affects **directly** the context switch performance so optimize here as much as you can.

**Parameters**

---

<i>in</i>	<i>ntp</i>	the thread to be switched in
<i>in</i>	<i>otp</i>	the thread to be switched out

### 5.5.3 Typedef Documentation

#### 5.5.3.1 typedef uint64\_t stkalign\_t

Type of stack and memory alignment enforcement.

### 5.5.4 Function Documentation

#### 5.5.4.1 static void port\_init ( void ) [inline],[static]

Port-related initialization code.

#### 5.5.4.2 static syssts\_t port\_get\_irq\_status ( void ) [inline],[static]

Returns a word encoding the current interrupts status.

##### Returns

The interrupts status.

#### 5.5.4.3 static bool port\_irq\_enabled ( syssts\_t sts ) [inline],[static]

Checks the interrupt status.

##### Parameters

<i>in</i>	<i>sts</i>	the interrupt status word
-----------	------------	---------------------------

##### Returns

The interrupt status.

##### Return values

<i>false</i>	the word specified a disabled interrupts status.
<i>true</i>	the word specified an enabled interrupts status.

#### 5.5.4.4 static bool port\_is\_isr\_context ( void ) [inline],[static]

Determines the current execution context.

##### Returns

The execution context.

##### Return values

<i>false</i>	not running in ISR mode.
<i>true</i>	running in ISR mode.

**5.5.4.5** `static void port_lock( void ) [inline],[static]`

Kernel-lock action.

**5.5.4.6** `static void port_unlock( void ) [inline],[static]`

Kernel-unlock action.

**5.5.4.7** `static void port_lock_from_isr( void ) [inline],[static]`

Kernel-lock action from an interrupt handler.

**5.5.4.8** `static void port_unlock_from_isr( void ) [inline],[static]`

Kernel-unlock action from an interrupt handler.

**5.5.4.9** `static void port_disable( void ) [inline],[static]`

Disables all the interrupt sources.

**5.5.4.10** `static void port_suspend( void ) [inline],[static]`

Disables the interrupt sources below kernel-level priority.

**5.5.4.11** `static void port_enable( void ) [inline],[static]`

Enables all the interrupt sources.

**5.5.4.12** `static void port_wait_for_interrupt( void ) [inline],[static]`

Enters an architecture-dependent IRQ-waiting mode.

The function is meant to return when an interrupt becomes pending. The simplest implementation is an empty function or macro but this would not take advantage of architecture-specific power saving modes.

**5.5.4.13** `static rtcnt_t port_rt_get_counter_value( void ) [inline],[static]`

Returns the current value of the realtime counter.

Returns

The realtime counter value.

## 5.6 ARMCMx\_TIMER

### 5.6.1 Detailed Description

#### Functions

- static void `port_timer_start_alarm` (`systime_t` *abstime*)  
*Starts the alarm.*
- static void `port_timer_stop_alarm` (void)  
*Stops the alarm interrupt.*
- static void `port_timer_set_alarm` (`systime_t` *abstime*)  
*Sets the alarm time.*
- static `systime_t` `port_timer_get_time` (void)  
*Returns the system time.*
- static `systime_t` `port_timer_get_alarm` (void)  
*Returns the current alarm time.*

### 5.6.2 Function Documentation

#### 5.6.2.1 static void `port_timer_start_alarm` ( `systime_t` *abstime* ) [inline],[static]

Starts the alarm.

##### Note

Makes sure that no spurious alarms are triggered after this call.

##### Parameters

in	<i>abstime</i>	the time to be set for the first alarm
----	----------------	----------------------------------------

##### Function Class:

Not an API, this function is for internal use only.

#### 5.6.2.2 static void `port_timer_stop_alarm` ( void ) [inline],[static]

Stops the alarm interrupt.

##### Function Class:

Not an API, this function is for internal use only.

#### 5.6.2.3 static void `port_timer_set_alarm` ( `systime_t` *abstime* ) [inline],[static]

Sets the alarm time.

##### Parameters

in	<i>abstime</i>	the time to be set for the next alarm
----	----------------	---------------------------------------

##### Function Class:

Not an API, this function is for internal use only.

5.6.2.4 `static systime_t port_timer_get_time ( void ) [inline],[static]`

Returns the system time.

Returns

The system time.

Function Class:

Not an API, this function is for internal use only.

5.6.2.5 `static systime_t port_timer_get_alarm ( void ) [inline],[static]`

Returns the current alarm time.

Returns

The currently set alarm time.

Function Class:

Not an API, this function is for internal use only.



## Chapter 6

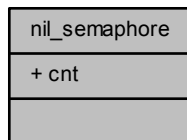
# Data Structure Documentation

### 6.1 nil\_semaphore Struct Reference

Structure representing a counting semaphore.

```
#include <nil.h>
```

Collaboration diagram for nil\_semaphore:



#### Data Fields

- volatile [cnt\\_t cnt](#)

*Semaphore counter.*

#### 6.1.1 Detailed Description

Structure representing a counting semaphore.

#### 6.1.2 Field Documentation

##### 6.1.2.1 volatile cnt\_t nil\_semaphore::cnt

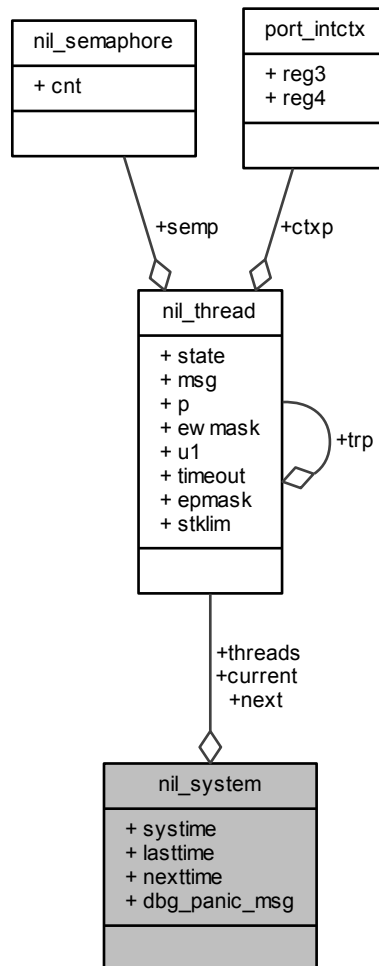
Semaphore counter.

## 6.2 nil\_system Struct Reference

System data structure.

```
#include <nil.h>
```

Collaboration diagram for nil\_system:



### Data Fields

- `thread_t * current`  
Pointer to the running thread.
- `thread_t * next`  
Pointer to the next thread to be executed.
- volatile `systime_t systime`  
System time.
- `systime_t lasttime`  
System time of the last tick event.



- `sys_time_t nexttime`  
*Time of the next scheduled tick event.*
- `thread_t threads [NIL_CFG_NUM_THREADS+1]`  
*Thread structures for all the defined threads.*
- `const char *volatile dbg_panic_msg`  
*Panic message.*

### 6.2.1 Detailed Description

System data structure.

#### Note

This structure contain all the data areas used by the OS except stacks.

### 6.2.2 Field Documentation

#### 6.2.2.1 `thread_t* nil_system::current`

Pointer to the running thread.

#### 6.2.2.2 `thread_t* nil_system::next`

Pointer to the next thread to be executed.

#### Note

This pointer must point at the same thread pointed by `current` or to an higher priority thread if a switch is required.

#### 6.2.2.3 `volatile sys_time_t nil_system::sys_time`

System time.

#### 6.2.2.4 `sys_time_t nil_system::lasttime`

System time of the last tick event.

#### 6.2.2.5 `sys_time_t nil_system::nexttime`

Time of the next scheduled tick event.

#### 6.2.2.6 `thread_t nil_system::threads[NIL_CFG_NUM_THREADS+1]`

Thread structures for all the defined threads.

#### 6.2.2.7 `const char* volatile nil_system::dbg_panic_msg`

Panic message.

#### Note

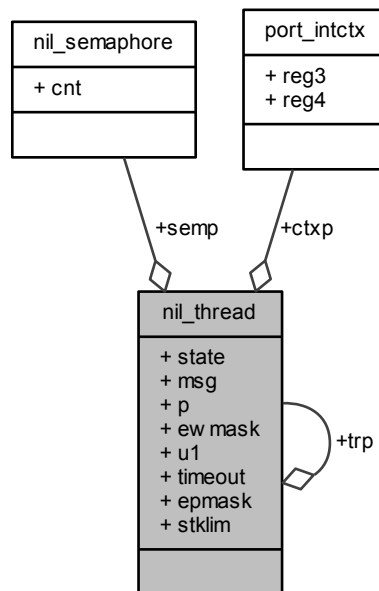
This field is only present if some debug options have been activated.  
Accesses to this pointer must never be optimized out so the field itself is declared volatile.

### 6.3 nil\_thread Struct Reference

Structure representing a thread.

```
#include <nil.h>
```

Collaboration diagram for nil\_thread:



#### Data Fields

- [intctx\\_t \\* ctxp](#)  
Pointer to internal context.
- [tstate\\_t state](#)  
Thread state.
- volatile [sys\\_time\\_t timeout](#)  
Timeout counter, zero if disabled.
- [eventmask\\_t epmask](#)  
Pending events mask.
- [stkalign\\_t \\* stklim](#)  
Thread stack boundary.
- [msg\\_t msg](#)  
Wake-up message.
- void \* [p](#)  
Generic pointer.
- [thread\\_reference\\_t \\* trp](#)  
Pointer to thread reference.
- [semaphore\\_t \\* semp](#)  
Pointer to semaphore.
- [eventmask\\_t ewmask](#)  
Enabled events mask.

### 6.3.1 Detailed Description

Structure representing a thread.

### 6.3.2 Field Documentation

#### 6.3.2.1 `intctx_t* nil_thread::ctxp`

Pointer to internal context.

#### 6.3.2.2 `tstate_t nil_thread::state`

Thread state.

#### 6.3.2.3 `msg_t nil_thread::msg`

Wake-up message.

#### 6.3.2.4 `void* nil_thread::p`

Generic pointer.

#### 6.3.2.5 `thread_reference_t* nil_thread::trp`

Pointer to thread reference.

#### 6.3.2.6 `semaphore_t* nil_thread::semp`

Pointer to semaphore.

#### 6.3.2.7 `eventmask_t nil_thread::ewmask`

Enabled events mask.

#### 6.3.2.8 `volatile systime_t nil_thread::timeout`

Timeout counter, zero if disabled.

#### 6.3.2.9 `eventmask_t nil_thread::epmask`

Pending events mask.

#### 6.3.2.10 `stkalign_t* nil_thread::stklim`

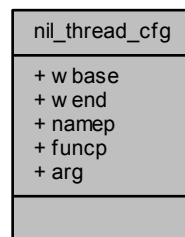
Thread stack boundary.

## 6.4 nil\_thread\_cfg Struct Reference

Structure representing a thread static configuration.

```
#include <nil.h>
```

Collaboration diagram for nil\_thread\_cfg:



### Data Fields

- [stkalign\\_t](#) \* [wbase](#)  
*Thread working area base.*
- [stkalign\\_t](#) \* [wend](#)  
*Thread working area end.*
- const char \* [namep](#)  
*Thread name, for debugging.*
- [tfunc\\_t](#) [funcp](#)  
*Thread function.*
- void \* [arg](#)  
*Thread function argument.*

### 6.4.1 Detailed Description

Structure representing a thread static configuration.

### 6.4.2 Field Documentation

#### 6.4.2.1 [stkalign\\_t](#)\* nil\_thread\_cfg::wbase

Thread working area base.

#### 6.4.2.2 [stkalign\\_t](#)\* nil\_thread\_cfg::wend

Thread working area end.

#### 6.4.2.3 const char\* nil\_thread\_cfg::namep

Thread name, for debugging.

#### 6.4.2.4 tfunc\_t nil\_thread\_cfg::funcp

Thread function.

#### 6.4.2.5 void\* nil\_thread\_cfg::arg

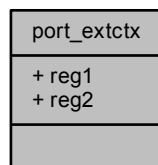
Thread function argument.

## 6.5 port\_extctx Struct Reference

Interrupt saved context.

```
#include <nilcore.h>
```

Collaboration diagram for port\_extctx:



### 6.5.1 Detailed Description

Interrupt saved context.

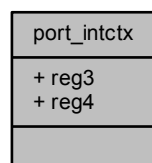
This structure represents the stack frame saved during a preemption-capable interrupt handler.

## 6.6 port\_intctx Struct Reference

System saved context.

```
#include <nilcore.h>
```

Collaboration diagram for port\_intctx:



### 6.6.1 Detailed Description

System saved context.

This structure represents the inner stack frame during a context switch.

## Chapter 7

# File Documentation

### 7.1 nil.c File Reference

Nil RTOS main source file.

```
#include "nil.h"
```

#### Functions

- void [chSysInit](#) (void)  
*Initializes the kernel.*
- void [chSysHalt](#) (const char \*reason)  
*Halts the system.*
- void [chSysTimerHandlerI](#) (void)  
*Time management handler.*
- void [chSysUnconditionalLock](#) (void)  
*Unconditionally enters the kernel lock state.*
- void [chSysUnconditionalUnlock](#) (void)  
*Unconditionally leaves the kernel lock state.*
- [syssts\\_t](#) [chSysGetStatusAndLockX](#) (void)  
*Returns the execution status and enters a critical zone.*
- void [chSysRestoreStatusX](#) ([syssts\\_t](#) sts)  
*Restores the specified execution status and leaves a critical zone.*
- bool [chSysIsCounterWithinX](#) ([rtcnt\\_t](#) cnt, [rtcnt\\_t](#) start, [rtcnt\\_t](#) end)  
*Realtime window test.*
- void [chSysPolledDelayX](#) ([rtcnt\\_t](#) cycles)  
*Polled delay.*
- [thread\\_t](#) \* [chSchReadyI](#) ([thread\\_t](#) \*tp, [msg\\_t](#) msg)  
*Makes the specified thread ready for execution.*
- void [chSchRescheduleS](#) (void)  
*Reschedules if needed.*
- [msg\\_t](#) [chSchGoSleepTimeoutS](#) ([tstate\\_t](#) newstate, [systime\\_t](#) timeout)  
*Puts the current thread to sleep into the specified state with timeout specification.*
- [msg\\_t](#) [chThdSuspendTimeoutS](#) ([thread\\_reference\\_t](#) \*trp, [systime\\_t](#) timeout)  
*Sends the current thread sleeping and sets a reference variable.*
- void [chThdResumeI](#) ([thread\\_reference\\_t](#) \*trp, [msg\\_t](#) msg)  
*Wakes up a thread waiting on a thread reference object.*

- void `chThdSleep` (`sys_time_t` timeout)  
*Suspends the invoking thread for the specified time.*
- void `chThdSleepUntil` (`sys_time_t` abstime)  
*Suspends the invoking thread until the system time arrives to the specified value.*
- `msg_t` `chSemWaitTimeout` (`semaphore_t` \*sp, `sys_time_t` timeout)  
*Performs a wait operation on a semaphore with timeout specification.*
- `msg_t` `chSemWaitTimeoutS` (`semaphore_t` \*sp, `sys_time_t` timeout)  
*Performs a wait operation on a semaphore with timeout specification.*
- void `chSemSignal` (`semaphore_t` \*sp)  
*Performs a signal operation on a semaphore.*
- void `chSemSignalI` (`semaphore_t` \*sp)  
*Performs a signal operation on a semaphore.*
- void `chSemReset` (`semaphore_t` \*sp, `cnt_t` n)  
*Performs a reset operation on the semaphore.*
- void `chSemResetI` (`semaphore_t` \*sp, `cnt_t` n)  
*Performs a reset operation on the semaphore.*
- void `chEvtSignal` (`thread_t` \*tp, `eventmask_t` mask)  
*Adds a set of event flags directly to the specified thread\_t.*
- void `chEvtSignalI` (`thread_t` \*tp, `eventmask_t` mask)  
*Adds a set of event flags directly to the specified thread\_t.*
- `eventmask_t` `chEvtWaitAnyTimeout` (`eventmask_t` mask, `sys_time_t` timeout)  
*Waits for any of the specified events.*
- `eventmask_t` `chEvtWaitAnyTimeoutS` (`eventmask_t` mask, `sys_time_t` timeout)  
*Waits for any of the specified events.*

## Variables

- `nil_system_t` nil  
*System data structures.*

### 7.1.1 Detailed Description

Nil RTOS main source file.

## 7.2 nil.h File Reference

Nil RTOS main header file.

```
#include "nilconf.h"
#include "niltypes.h"
#include "nilcore.h"
```

## Data Structures

- struct `nil_semaphore`  
*Structure representing a counting semaphore.*
- struct `nil_thread_cfg`  
*Structure representing a thread static configuration.*
- struct `nil_thread`



*Structure representing a thread.*

- struct [nil\\_system](#)

*System data structure.*

## Macros

- #define [\\_CHIBIOS\\_NIL\\_](#)  
*ChibiOS/NIL identification macro.*
- #define [CH\\_KERNEL\\_STABLE](#) 1  
*Stable release flag.*
- #define [NIL\\_CFG\\_NUM\\_THREADS](#) 2  
*Number of user threads in the application.*
- #define [NIL\\_CFG\\_ST\\_RESOLUTION](#) 32  
*System time counter resolution.*
- #define [NIL\\_CFG\\_ST\\_FREQUENCY](#) 100  
*System tick frequency.*
- #define [NIL\\_CFG\\_ST\\_TIMEDELTA](#) 0  
*Time delta constant for the tick-less mode.*
- #define [NIL\\_CFG\\_USE\\_EVENTS](#) TRUE  
*Events Flags APIs.*
- #define [NIL\\_CFG\\_ENABLE\\_ASSERTS](#) FALSE  
*System assertions.*
- #define [NIL\\_CFG\\_ENABLE\\_STACK\\_CHECK](#) FALSE  
*Stack check.*
- #define [NIL\\_CFG\\_SYSTEM\\_INIT\\_HOOK](#)() {}  
*System initialization hook.*
- #define [NIL\\_CFG\\_THREAD\\_EXT\\_FIELDS](#)  
*Threads descriptor structure extension.*
- #define [NIL\\_CFG\\_THREAD\\_EXT\\_INIT\\_HOOK](#)(tr) {}  
*Threads initialization hook.*
- #define [NIL\\_CFG\\_IDLE\\_ENTER\\_HOOK](#)() {}  
*Idle thread enter hook.*
- #define [NIL\\_CFG\\_IDLE\\_LEAVE\\_HOOK](#)() {}  
*Idle thread leave hook.*
- #define [NIL\\_CFG\\_SYSTEM\\_HALT\\_HOOK](#)(reason) {}  
*System halt hook.*

## ChibiOS/NIL version identification

- #define [CH\\_KERNEL\\_VERSION](#) "1.1.1"  
*Kernel version string.*
- #define [CH\\_KERNEL\\_MAJOR](#) 1  
*Kernel version major number.*
- #define [CH\\_KERNEL\\_MINOR](#) 1  
*Kernel version minor number.*
- #define [CH\\_KERNEL\\_PATCH](#) 1  
*Kernel version patch number.*

## Wakeup messages

- #define [MSG\\_OK](#) (msg\_t)0  
*OK wakeup message.*
- #define [MSG\\_TIMEOUT](#) (msg\_t)-1

- *Wake-up caused by a timeout condition.*
- #define `MSG_RESET` (`msg_t`)-2  
*Wake-up caused by a reset condition.*

### Special time constants

- #define `TIME_IMMEDIATE` ((`systime_t`)-1)  
*Zero time specification for some functions with a timeout specification.*
- #define `TIME_INFINITE` ((`systime_t`)0)  
*Infinite time specification for all functions with a timeout specification.*

### Thread state related macros

- #define `NIL_STATE_READY` (`tstate_t`)0  
*Thread ready or executing.*
- #define `NIL_STATE_SLEEPING` (`tstate_t`)1  
*Thread sleeping.*
- #define `NIL_STATE_SUSP` (`tstate_t`)2  
*Thread suspended.*
- #define `NIL_STATE_WTSEM` (`tstate_t`)3  
*On semaphore.*
- #define `NIL_STATE_WTOREVT` (`tstate_t`)4  
*Waiting for events.*
- #define `NIL_THD_IS_READY`(tr) ((tr)->state == `NIL_STATE_READY`)
- #define `NIL_THD_IS_SLEEPING`(tr) ((tr)->state == `NIL_STATE_SLEEPING`)
- #define `NIL_THD_IS_SUSP`(tr) ((tr)->state == `NIL_STATE_SUSP`)
- #define `NIL_THD_IS_WTSEM`(tr) ((tr)->state == `NIL_STATE_WTSEM`)
- #define `NIL_THD_IS_WTOREVT`(tr) ((tr)->state == `NIL_STATE_WTOREVT`)

### Events related macros

- #define `ALL_EVENTS` ((`eventmask_t`)-1)  
*All events allowed mask.*
- #define `EVENT_MASK`(eid) ((`eventmask_t`)(1 << (eid)))  
*Returns an event mask from an event identifier.*

### Threads tables definition macros

- #define `THD_TABLE_BEGIN` const `thread_config_t` `nil_thd_configs`[`NIL_CFG_NUM_THREADS` + 1] = {  
*Start of user threads table.*
- #define `THD_TABLE_ENTRY`(wap, name, funcp, arg)  
*Entry of user threads table.*
- #define `THD_TABLE_END`  
*End of user threads table.*

### Working Areas and Alignment

- #define `THD_ALIGN_STACK_SIZE`(n) (((n) - 1U) | (sizeof(`stkalign_t`) - 1U)) + 1U  
*Enforces a correct alignment for a stack area size value.*
- #define `THD_WORKING_AREA_SIZE`(n) `THD_ALIGN_STACK_SIZE`(`PORT_WA_SIZE`(n))  
*Calculates the total Working Area size.*
- #define `THD_WORKING_AREA`(s, n) `stkalign_t` s[`THD_WORKING_AREA_SIZE`(n) / sizeof(`stkalign_t`)]  
*Static working area allocation.*

### Threads abstraction macros

- #define `THD_FUNCTION`(tname, arg) `PORT_THD_FUNCTION`(tname, arg)  
*Thread declaration macro.*

### ISRs abstraction macros

- #define `CH_IRQ_IS_VALID_PRIORITY(prio) PORT_IRQ_IS_VALID_PRIORITY(prio)`  
*Priority level validation macro.*
- #define `CH_IRQ_IS_VALID_KERNEL_PRIORITY(prio) PORT_IRQ_IS_VALID_KERNEL_PRIORITY(prio)`  
*Priority level validation macro.*
- #define `CH_IRQ_PROLOGUE()` `PORT_IRQ_PROLOGUE()`  
*IRQ handler enter code.*
- #define `CH_IRQ_EPILOGUE()` `PORT_IRQ_EPILOGUE()`  
*IRQ handler exit code.*
- #define `CH_IRQ_HANDLER(id) PORT_IRQ_HANDLER(id)`  
*Standard normal IRQ handler declaration.*

### Fast ISRs abstraction macros

- #define `CH_FAST_IRQ_HANDLER(id) PORT_FAST_IRQ_HANDLER(id)`  
*Standard fast IRQ handler declaration.*

### Time conversion utilities

- #define `S2ST(sec) ((system_t)((uint32_t)(sec) * (uint32_t)NIL_CFG_ST_FREQUENCY))`  
*Seconds to system ticks.*
- #define `MS2ST(msec)`  
*Milliseconds to system ticks.*
- #define `US2ST(usec)`  
*Microseconds to system ticks.*

### Time conversion utilities for the realtime counter

- #define `S2RTC(freq, sec) ((freq) * (sec))`  
*Seconds to realtime counter.*
- #define `MS2RTC(freq, msec) (rtcnt_t)((((freq) + 999UL) / 1000UL) * (msec))`  
*Milliseconds to realtime counter.*
- #define `US2RTC(freq, usec) (rtcnt_t)((((freq) + 999999UL) / 1000000UL) * (usec))`  
*Microseconds to realtime counter.*

### Macro Functions

- #define `chSysGetRealtimeCounterX() (rtcnt_t)port_rt_get_counter_value()`  
*Returns the current value of the system real time counter.*
- #define `chSysDisable() port_disable()`  
*Enters the kernel lock mode.*
- #define `chSysEnable() port_enable()`  
*Enters the kernel lock mode.*
- #define `chSysLock() port_lock()`  
*Enters the kernel lock state.*
- #define `chSysUnlock() port_unlock()`  
*Leaves the kernel lock state.*
- #define `chSysLockFromISR() port_lock_from_isr()`  
*Enters the kernel lock state from within an interrupt handler.*
- #define `chSysUnlockFromISR() port_unlock_from_isr()`  
*Leaves the kernel lock state from within an interrupt handler.*
- #define `chSchIsRescRequiredI() ((bool)(nil.current != nil.next))`  
*Evaluates if a reschedule is required.*
- #define `chThdGetSelfX() nil.current`  
*Returns a pointer to the current thread\_t.*
- #define `chThdSleepSeconds(sec) chThdSleep(S2ST(sec))`

- *Delays the invoking thread for the specified number of seconds.*
- #define `chThdSleepMilliseconds(msec)` `chThdSleep(MS2ST(msec))`
- *Delays the invoking thread for the specified number of milliseconds.*
- #define `chThdSleepMicroseconds(usec)` `chThdSleep(US2ST(usec))`
- *Delays the invoking thread for the specified number of microseconds.*
- #define `chThdSleepS(timeout)` (void) `chSchGoSleepTimeoutS(NIL_STATE_SLEEPING, timeout)`
- *Suspends the invoking thread for the specified time.*
- #define `chThdSleepUntilS(abstime)`
- *Suspends the invoking thread until the system time arrives to the specified value.*
- #define `chSemObjectInit(sp, n)` ((sp)->cnt = n)
- *Initializes a semaphore with the specified counter value.*
- #define `chSemWait(sp)` `chSemWaitTimeout(sp, TIME_INFINITE)`
- *Performs a wait operation on a semaphore.*
- #define `chSemWaitS(sp)` `chSemWaitTimeoutS(sp, TIME_INFINITE)`
- *Performs a wait operation on a semaphore.*
- #define `chSemGetCounterI(sp)` ((sp)->cnt)
- *Returns the semaphore counter current value.*
- #define `chVTGetSystemTimeX()` (nil.systemtime)
- *Current system time.*
- #define `chVTimeElapsedSinceX(start)` ((systemtime\_t)(chVTGetSystemTimeX() - (start)))
- *Returns the elapsed time since the specified start time.*
- #define `chVTIsTimeWithinX(time, start, end)` ((bool)((systemtime\_t)((time) - (start)) < (systemtime\_t)((end) - (start))))
- *Checks if the specified time is within the specified time window.*
- #define `chDbgAssert(c, r)`
- *Condition assertion.*

## Typedefs

- typedef struct `nil_thread` `thread_t`  
*Type of a structure representing a thread.*
- typedef struct `port_intctx` `intctx_t`  
*Type of internal context structure.*
- typedef struct `nil_semaphore` `semaphore_t`  
*Type of a structure representing a semaphore.*
- typedef void(\* `tfunc_t`) (void \*p)  
*Thread function.*
- typedef struct `nil_thread_cfg` `thread_config_t`  
*Type of a structure representing a thread static configuration.*
- typedef `thread_t` \* `thread_reference_t`  
*Type of a thread reference.*
- typedef struct `nil_system` `nil_system_t`  
*Type of a structure representing the system.*

## Functions

- void `chSysInit` (void)  
*Initializes the kernel.*
- void `chSysHalt` (const char \*reason)  
*Halts the system.*
- void `chSysTimerHandlerI` (void)  
*Time management handler.*
- void `chSysUnconditionalLock` (void)  
*Unconditionally enters the kernel lock state.*

- void [chSysUnconditionalUnlock](#) (void)  
*Unconditionally leaves the kernel lock state.*
- [syssts\\_t](#) [chSysGetStatusAndLockX](#) (void)  
*Returns the execution status and enters a critical zone.*
- bool [chSysIsCounterWithinX](#) ([rtcnt\\_t](#) cnt, [rtcnt\\_t](#) start, [rtcnt\\_t](#) end)  
*Realtime window test.*
- void [chSysPolledDelayX](#) ([rtcnt\\_t](#) cycles)  
*Polled delay.*
- void [chSysRestoreStatusX](#) ([syssts\\_t](#) sts)  
*Restores the specified execution status and leaves a critical zone.*
- [thread\\_t](#) \* [chSchReadyI](#) ([thread\\_t](#) \*tp, [msg\\_t](#) msg)  
*Makes the specified thread ready for execution.*
- void [chSchRescheduleS](#) (void)  
*Reschedules if needed.*
- [msg\\_t](#) [chSchGoSleepTimeoutS](#) ([tstate\\_t](#) newstate, [systime\\_t](#) timeout)  
*Puts the current thread to sleep into the specified state with timeout specification.*
- [msg\\_t](#) [chThdSuspendTimeoutS](#) ([thread\\_reference\\_t](#) \*trp, [systime\\_t](#) timeout)  
*Sends the current thread sleeping and sets a reference variable.*
- void [chThdResumeI](#) ([thread\\_reference\\_t](#) \*trp, [msg\\_t](#) msg)  
*Wakes up a thread waiting on a thread reference object.*
- void [chThdSleep](#) ([systime\\_t](#) timeout)  
*Suspends the invoking thread for the specified time.*
- void [chThdSleepUntil](#) ([systime\\_t](#) abstime)  
*Suspends the invoking thread until the system time arrives to the specified value.*
- [msg\\_t](#) [chSemWaitTimeout](#) ([semaphore\\_t](#) \*sp, [systime\\_t](#) timeout)  
*Performs a wait operation on a semaphore with timeout specification.*
- [msg\\_t](#) [chSemWaitTimeoutS](#) ([semaphore\\_t](#) \*sp, [systime\\_t](#) timeout)  
*Performs a wait operation on a semaphore with timeout specification.*
- void [chSemSignal](#) ([semaphore\\_t](#) \*sp)  
*Performs a signal operation on a semaphore.*
- void [chSemSignall](#) ([semaphore\\_t](#) \*sp)  
*Performs a signal operation on a semaphore.*
- void [chSemReset](#) ([semaphore\\_t](#) \*sp, [cnt\\_t](#) n)  
*Performs a reset operation on the semaphore.*
- void [chSemResetI](#) ([semaphore\\_t](#) \*sp, [cnt\\_t](#) n)  
*Performs a reset operation on the semaphore.*
- void [chEvtSignal](#) ([thread\\_t](#) \*tp, [eventmask\\_t](#) mask)  
*Adds a set of event flags directly to the specified `thread_t`.*
- void [chEvtSignall](#) ([thread\\_t](#) \*tp, [eventmask\\_t](#) mask)  
*Adds a set of event flags directly to the specified `thread_t`.*
- [eventmask\\_t](#) [chEvtWaitAnyTimeout](#) ([eventmask\\_t](#) mask, [systime\\_t](#) timeout)  
*Waits for any of the specified events.*
- [eventmask\\_t](#) [chEvtWaitAnyTimeoutS](#) ([eventmask\\_t](#) mask, [systime\\_t](#) timeout)  
*Waits for any of the specified events.*

## Variables

- [stkalign\\_t](#) [\\_\\_main\\_thread\\_stack\\_base\\_\\_](#)

### 7.2.1 Detailed Description

Nil RTOS main header file.

This header includes all the required kernel headers so it is the only header you usually need to include in your application.

## 7.3 nilconf.h File Reference

Configuration file template.

### Macros

#### Kernel parameters and options

- `#define NIL_CFG_NUM_THREADS 1`  
*Number of user threads in the application.*

#### System timer settings

- `#define NIL_CFG_ST_RESOLUTION 32`  
*System time counter resolution.*
- `#define NIL_CFG_ST_FREQUENCY 50000`  
*System tick frequency.*
- `#define NIL_CFG_ST_TIMDELTA 2`  
*Time delta constant for the tick-less mode.*

#### Subsystem options

- `#define NIL_CFG_USE_EVENTS TRUE`  
*Events Flags APIs.*

#### Debug options

- `#define NIL_CFG_ENABLE_ASSERTS FALSE`  
*System assertions.*
- `#define NIL_CFG_ENABLE_STACK_CHECK FALSE`  
*Stack check.*

#### Kernel hooks

- `#define NIL_CFG_SYSTEM_INIT_HOOK()`  
*System initialization hook.*
- `#define NIL_CFG_THREAD_EXT_FIELDS /* Add threads custom fields here.*/`  
*Threads descriptor structure extension.*
- `#define NIL_CFG_THREAD_EXT_INIT_HOOK(tr)`  
*Threads initialization hook.*
- `#define NIL_CFG_IDLE_ENTER_HOOK()`  
*Idle thread enter hook.*
- `#define NIL_CFG_IDLE_LEAVE_HOOK()`  
*Idle thread leave hook.*
- `#define NIL_CFG_SYSTEM_HALT_HOOK(reason)`  
*System halt hook.*

### 7.3.1 Detailed Description

Configuration file template.

A copy of this file must be placed in each project directory, it contains the application specific kernel settings.

## 7.4 nilcore.c File Reference

Port code.

```
#include "nil.h"
```

### 7.4.1 Detailed Description

Port code.

## 7.5 nilcore.h File Reference

Port macros and structures.

### Data Structures

- struct [port\\_extctx](#)  
*Interrupt saved context.*
- struct [port\\_intctx](#)  
*System saved context.*

### Macros

- #define [PORT\\_INT\\_REQUIRED\\_STACK](#) 32  
*Per-thread stack overhead for interrupts servicing.*
- #define [PORT\\_USE\\_ALT\\_TIMER](#) FALSE  
*Enables an alternative timer implementation.*
- #define [PORT\\_SETUP\\_CONTEXT](#)(tp, wend, pf, arg)  
*Platform dependent thread stack setup.*
- #define [PORT\\_WA\\_SIZE](#)(n)  
*Computes the thread working area global size.*
- #define [PORT\\_IRQ\\_IS\\_VALID\\_PRIORITY](#)(n) false  
*Priority level verification macro.*
- #define [PORT\\_IRQ\\_IS\\_VALID\\_KERNEL\\_PRIORITY](#)(n) false  
*Priority level verification macro.*
- #define [PORT\\_IRQ\\_PROLOGUE](#)()  
*IRQ prologue code.*
- #define [PORT\\_IRQ\\_EPILOGUE](#)() \_port\_irq\_epilogue()  
*IRQ epilogue code.*
- #define [PORT\\_IRQ\\_HANDLER](#)(id) void id(void)  
*IRQ handler function declaration.*
- #define [PORT\\_FAST\\_IRQ\\_HANDLER](#)(id) void id(void)  
*Fast IRQ handler function declaration.*

- `#define port_switch(ntp, otp)`  
*Performs a context switch between two threads.*

## Architecture and Compiler

- `#define PORT_ARCHITECTURE_XXX`  
*Macro defining the port architecture.*
- `#define PORT_ARCHITECTURE_NAME "XXX"`  
*Name of the implemented architecture.*
- `#define PORT_CORE_VARIANT_NAME "XXXX-Y"`  
*Name of the architecture variant.*
- `#define PORT_COMPILER_NAME "GCC" __VERSION__`  
*Compiler name and version.*
- `#define PORT_INFO "port description"`  
*Port-specific information string.*
- `#define PORT_SUPPORTS_RT FALSE`  
*This port supports a realtime counter.*

## Typedefs

- `typedef uint64_t stkalign_t`  
*Type of stack and memory alignment enforcement.*

## Functions

- `static void port_init (void)`  
*Port-related initialization code.*
- `static syssts_t port_get_irq_status (void)`  
*Returns a word encoding the current interrupts status.*
- `static bool port_irq_enabled (syssts_t sts)`  
*Checks the interrupt status.*
- `static bool port_is_isr_context (void)`  
*Determines the current execution context.*
- `static void port_lock (void)`  
*Kernel-lock action.*
- `static void port_unlock (void)`  
*Kernel-unlock action.*
- `static void port_lock_from_isr (void)`  
*Kernel-lock action from an interrupt handler.*
- `static void port_unlock_from_isr (void)`  
*Kernel-unlock action from an interrupt handler.*
- `static void port_disable (void)`  
*Disables all the interrupt sources.*
- `static void port_suspend (void)`  
*Disables the interrupt sources below kernel-level priority.*
- `static void port_enable (void)`  
*Enables all the interrupt sources.*
- `static void port_wait_for_interrupt (void)`  
*Enters an architecture-dependent IRQ-waiting mode.*
- `static rtcnt_t port_rt_get_counter_value (void)`  
*Returns the current value of the realtime counter.*



### 7.5.1 Detailed Description

Port macros and structures.

## 7.6 nilcore\_timer.h File Reference

System timer header file.

### Functions

- static void `port_timer_start_alarm` (`sys_time_t` abstime)  
*Starts the alarm.*
- static void `port_timer_stop_alarm` (void)  
*Stops the alarm interrupt.*
- static void `port_timer_set_alarm` (`sys_time_t` abstime)  
*Sets the alarm time.*
- static `sys_time_t` `port_timer_get_time` (void)  
*Returns the system time.*
- static `sys_time_t` `port_timer_get_alarm` (void)  
*Returns the current alarm time.*

### 7.6.1 Detailed Description

System timer header file.

## 7.7 niltypes.h File Reference

Port system types.

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

### Macros

- `#define ROMCONST` const  
*ROM constant modifier.*
- `#define NOINLINE` \_\_attribute\_\_((noinline))  
*Makes functions not inlineable.*
- `#define PORT_THD_FUNCTION`(tname, arg) \_\_attribute\_\_((noreturn)) void tname(void \*arg)  
*Optimized thread function declaration macro.*
- `#define PACKED_VAR` \_\_attribute\_\_((packed))  
*Packed variable specifier.*

### Common constants

- `#define FALSE` 0  
*Generic 'false' boolean constant.*
- `#define TRUE` 1  
*Generic 'true' boolean constant.*

## Typedefs

- typedef uint32\_t [syssts\\_t](#)
- typedef uint32\_t [rtcnt\\_t](#)
- typedef uint8\_t [tstate\\_t](#)
- typedef int32\_t [msg\\_t](#)
- typedef uint32\_t [eventmask\\_t](#)
- typedef int32\_t [cnt\\_t](#)
- typedef uint32\_t [ucnt\\_t](#)
- typedef uint32\_t [systime\\_t](#)

*Type of system time.*

### 7.7.1 Detailed Description

Port system types.

# Index

`_CHIBIOS_NIL_`  
API, 20  
`__main_thread_stack_base__`  
API, 53

ALL\_EVENTS  
API, 22

API, 15  
    `_CHIBIOS_NIL_`, 20  
    `__main_thread_stack_base__`, 53  
    ALL\_EVENTS, 22  
    CH\_FAST\_IRQ\_HANDLER, 26  
    CH\_IRQ\_EPILOGUE, 26  
    CH\_IRQ\_HANDLER, 26  
    CH\_IRQ\_IS\_VALID\_KERNEL\_PRIORITY, 25  
    CH\_IRQ\_IS\_VALID\_PRIORITY, 25  
    CH\_IRQ\_PROLOGUE, 26  
    CH\_KERNEL\_MAJOR, 21  
    CH\_KERNEL\_MINOR, 21  
    CH\_KERNEL\_PATCH, 21  
    CH\_KERNEL\_STABLE, 20  
    CH\_KERNEL\_VERSION, 20  
    chDbgAssert, 35  
    chEvtSignal, 49  
    chEvtSignalI, 51  
    chEvtWaitAnyTimeout, 51  
    chEvtWaitAnyTimeoutS, 52  
    chSchGoSleepTimeoutS, 42  
    chSchIsRescRequiredI, 30  
    chSchReadyI, 42  
    chSchRescheduleS, 42  
    chSemGetCounterI, 34  
    chSemObjectInit, 33  
    chSemReset, 48  
    chSemResetI, 49  
    chSemSignal, 47  
    chSemSignalI, 48  
    chSemWait, 33  
    chSemWaitS, 34  
    chSemWaitTimeout, 45  
    chSemWaitTimeoutS, 45  
    chSysDisable, 29  
    chSysEnable, 29  
    chSysGetRealtimeCounterX, 29  
    chSysGetStatusAndLockX, 39  
    chSysHalt, 37  
    chSysInit, 37  
    chSysIsCounterWithinX, 41  
    chSysLock, 29  
    chSysLockFromISR, 30  
    chSysPolledDelayX, 41  
    chSysRestoreStatusX, 40  
    chSysTimerHandlerI, 38  
    chSysUnconditionalLock, 38  
    chSysUnconditionalUnlock, 39  
    chSysUnlock, 30  
    chSysUnlockFromISR, 30  
    chThdGetSelfX, 31  
    chThdResumeI, 44  
    chThdSleep, 44  
    chThdSleepMicroseconds, 31  
    chThdSleepMilliseconds, 31  
    chThdSleepS, 33  
    chThdSleepSeconds, 31  
    chThdSleepUntil, 45  
    chThdSleepUntilS, 33  
    chThdSuspendTimeoutS, 43  
    chVTGetSystemTimeX, 34  
    chVTIsTimeWithinX, 35  
    chVTTIMEElapsedSinceX, 35  
    EVENT\_MASK, 22  
    intctx\_t, 36  
    MS2RTC, 28  
    MS2ST, 27  
    MSG\_OK, 21  
    MSG\_RESET, 21  
    MSG\_TIMEOUT, 21  
    NIL\_CFG\_ENABLE\_ASSERTS, 23  
    NIL\_CFG\_ENABLE\_STACK\_CHECK, 23  
    NIL\_CFG\_IDLE\_ENTER\_HOOK, 23  
    NIL\_CFG\_IDLE\_LEAVE\_HOOK, 23  
    NIL\_CFG\_NUM\_THREADS, 22  
    NIL\_CFG\_ST\_FREQUENCY, 22  
    NIL\_CFG\_ST\_RESOLUTION, 22  
    NIL\_CFG\_ST\_TIMEDELTA, 22  
    NIL\_CFG\_SYSTEM\_HALT\_HOOK, 23  
    NIL\_CFG\_SYSTEM\_INIT\_HOOK, 23  
    NIL\_CFG\_THREAD\_EXT\_FIELDS, 23  
    NIL\_CFG\_THREAD\_EXT\_INIT\_HOOK, 23  
    NIL\_CFG\_USE\_EVENTS, 22  
    NIL\_STATE\_READY, 21  
    NIL\_STATE\_SLEEPING, 21  
    NIL\_STATE\_SUSP, 21  
    NIL\_STATE\_WTOREVT, 22  
    NIL\_STATE\_WTSEM, 22  
    nil, 53  
    nil\_system\_t, 37  
    S2RTC, 28  
    S2ST, 26

- semaphore\_t, 36
- THD\_ALIGN\_STACK\_SIZE, 24
- THD\_FUNCTION, 25
- THD\_TABLE\_BEGIN, 23
- THD\_TABLE\_END, 24
- THD\_TABLE\_ENTRY, 24
- THD\_WORKING\_AREA, 24
- THD\_WORKING\_AREA\_SIZE, 24
- TIME\_IMMEDIATE, 21
- TIME\_INFINITE, 21
- tfunc\_t, 36
- thread\_config\_t, 36
- thread\_reference\_t, 36
- thread\_t, 36
- US2RTC, 28
- US2ST, 27
- ARMCMx\_TIMER, 60
  - port\_timer\_get\_alarm, 61
  - port\_timer\_get\_time, 61
  - port\_timer\_set\_alarm, 60
  - port\_timer\_start\_alarm, 60
  - port\_timer\_stop\_alarm, 60
- arg
  - nil\_thread\_cfg, 69
- CH\_FAST\_IRQ\_HANDLER
  - API, 26
- CH\_IRQ\_EPILOGUE
  - API, 26
- CH\_IRQ\_HANDLER
  - API, 26
- CH\_IRQ\_IS\_VALID\_KERNEL\_PRIORITY
  - API, 25
- CH\_IRQ\_IS\_VALID\_PRIORITY
  - API, 25
- CH\_IRQ\_PROLOGUE
  - API, 26
- CH\_KERNEL\_MAJOR
  - API, 21
- CH\_KERNEL\_MINOR
  - API, 21
- CH\_KERNEL\_PATCH
  - API, 21
- CH\_KERNEL\_STABLE
  - API, 20
- CH\_KERNEL\_VERSION
  - API, 20
- chDbgAssert
  - API, 35
- chEvtSignal
  - API, 49
- chEvtSignall
  - API, 51
- chEvtWaitAnyTimeout
  - API, 51
- chEvtWaitAnyTimeoutS
  - API, 52
- chSchGoSleepTimeoutS
  - API, 42
- chSchIsRescRequiredI
  - API, 30
- chSchReadyI
  - API, 42
- chSchRescheduleS
  - API, 42
- chSemGetCounterI
  - API, 34
- chSemObjectInit
  - API, 33
- chSemReset
  - API, 48
- chSemResetI
  - API, 49
- chSemSignal
  - API, 47
- chSemSignall
  - API, 48
- chSemWait
  - API, 33
- chSemWaitS
  - API, 34
- chSemWaitTimeout
  - API, 45
- chSemWaitTimeoutS
  - API, 45
- chSysDisable
  - API, 29
- chSysEnable
  - API, 29
- chSysGetRealtimeCounterX
  - API, 29
- chSysGetStatusAndLockX
  - API, 39
- chSysHalt
  - API, 37
- chSysInit
  - API, 37
- chSysIsCounterWithinX
  - API, 41
- chSysLock
  - API, 29
- chSysLockFromISR
  - API, 30
- chSysPolledDelayX
  - API, 41
- chSysRestoreStatusX
  - API, 40
- chSysTimerHandlerI
  - API, 38
- chSysUnconditionalLock
  - API, 38
- chSysUnconditionalUnlock
  - API, 39
- chSysUnlock
  - API, 30
- chSysUnlockFromISR
  - API, 30

- chThdGetSelfX
  - API, [31](#)
- chThdResumeI
  - API, [44](#)
- chThdSleep
  - API, [44](#)
- chThdSleepMicroseconds
  - API, [31](#)
- chThdSleepMilliseconds
  - API, [31](#)
- chThdSleepS
  - API, [33](#)
- chThdSleepSeconds
  - API, [31](#)
- chThdSleepUntil
  - API, [45](#)
- chThdSleepUntilS
  - API, [33](#)
- chThdSuspendTimeoutS
  - API, [43](#)
- chVTGetSystemTimeX
  - API, [34](#)
- chVTIsTimeWithinX
  - API, [35](#)
- chVTTimeElapsedSinceX
  - API, [35](#)
- cnt
  - nil\_semaphore, [63](#)
- cnt\_t
  - Kernel Types, [14](#)
- Configuration, [10](#)
  - NIL\_CFG\_ENABLE\_ASSERTS, [11](#)
  - NIL\_CFG\_ENABLE\_STACK\_CHECK, [11](#)
  - NIL\_CFG\_IDLE\_ENTER\_HOOK, [12](#)
  - NIL\_CFG\_IDLE\_LEAVE\_HOOK, [12](#)
  - NIL\_CFG\_NUM\_THREADS, [11](#)
  - NIL\_CFG\_ST\_FREQUENCY, [11](#)
  - NIL\_CFG\_ST\_RESOLUTION, [11](#)
  - NIL\_CFG\_ST\_TIMEDELTA, [11](#)
  - NIL\_CFG\_SYSTEM\_HALT\_HOOK, [12](#)
  - NIL\_CFG\_SYSTEM\_INIT\_HOOK, [11](#)
  - NIL\_CFG\_THREAD\_EXT\_FIELDS, [12](#)
  - NIL\_CFG\_THREAD\_EXT\_INIT\_HOOK, [12](#)
  - NIL\_CFG\_USE\_EVENTS, [11](#)
- ctxp
  - nil\_thread, [67](#)
- current
  - nil\_system, [65](#)
- dbg\_panic\_msg
  - nil\_system, [65](#)
- EVENT\_MASK
  - API, [22](#)
- epmask
  - nil\_thread, [67](#)
- eventmask\_t
  - Kernel Types, [14](#)
- ewmask
  - nil\_thread, [67](#)
- FALSE
  - Kernel Types, [13](#)
- funcp
  - nil\_thread\_cfg, [68](#)
- intctx\_t
  - API, [36](#)
- Kernel Types, [13](#)
  - cnt\_t, [14](#)
  - eventmask\_t, [14](#)
  - FALSE, [13](#)
  - msg\_t, [14](#)
  - NOINLINE, [13](#)
  - PACKED\_VAR, [14](#)
  - PORT\_THD\_FUNCTION, [14](#)
  - ROMCONST, [13](#)
  - rtcnt\_t, [14](#)
  - syssts\_t, [14](#)
  - systime\_t, [14](#)
  - TRUE, [13](#)
  - tstate\_t, [14](#)
  - ucnt\_t, [14](#)
- lasttime
  - nil\_system, [65](#)
- MS2RTC
  - API, [28](#)
- MS2ST
  - API, [27](#)
- MSG\_OK
  - API, [21](#)
- MSG\_RESET
  - API, [21](#)
- MSG\_TIMEOUT
  - API, [21](#)
- msg
  - nil\_thread, [67](#)
- msg\_t
  - Kernel Types, [14](#)
- NIL Kernel, [9](#)
  - NIL\_CFG\_ENABLE\_ASSERTS
    - API, [23](#)
    - Configuration, [11](#)
  - NIL\_CFG\_ENABLE\_STACK\_CHECK
    - API, [23](#)
    - Configuration, [11](#)
  - NIL\_CFG\_IDLE\_ENTER\_HOOK
    - API, [23](#)
    - Configuration, [12](#)
  - NIL\_CFG\_IDLE\_LEAVE\_HOOK
    - API, [23](#)
    - Configuration, [12](#)
  - NIL\_CFG\_NUM\_THREADS
    - API, [22](#)
    - Configuration, [11](#)

- NIL\_CFG\_ST\_FREQUENCY
  - API, [22](#)
  - Configuration, [11](#)
- NIL\_CFG\_ST\_RESOLUTION
  - API, [22](#)
  - Configuration, [11](#)
- NIL\_CFG\_ST\_TIMEDELTA
  - API, [22](#)
  - Configuration, [11](#)
- NIL\_CFG\_SYSTEM\_HALT\_HOOK
  - API, [23](#)
  - Configuration, [12](#)
- NIL\_CFG\_SYSTEM\_INIT\_HOOK
  - API, [23](#)
  - Configuration, [11](#)
- NIL\_CFG\_THREAD\_EXT\_FIELDS
  - API, [23](#)
  - Configuration, [12](#)
- NIL\_CFG\_THREAD\_EXT\_INIT\_HOOK
  - API, [23](#)
  - Configuration, [12](#)
- NIL\_CFG\_USE\_EVENTS
  - API, [22](#)
  - Configuration, [11](#)
- NIL\_STATE\_READY
  - API, [21](#)
- NIL\_STATE\_SLEEPING
  - API, [21](#)
- NIL\_STATE\_SUSP
  - API, [21](#)
- NIL\_STATE\_WTOREVT
  - API, [22](#)
- NIL\_STATE\_WTSEM
  - API, [22](#)
- NOINLINE
  - Kernel Types, [13](#)
- namep
  - nil\_thread\_cfg, [68](#)
- next
  - nil\_system, [65](#)
- nexttime
  - nil\_system, [65](#)
- nil
  - API, [53](#)
- nil.c, [71](#)
- nil.h, [72](#)
- nil\_semaphore, [63](#)
  - cnt, [63](#)
- nil\_system, [64](#)
  - current, [65](#)
  - dbg\_panic\_msg, [65](#)
  - lasttime, [65](#)
  - next, [65](#)
  - nexttime, [65](#)
  - systime, [65](#)
  - threads, [65](#)
- nil\_system\_t
  - API, [37](#)
- nil\_thread, [66](#)
  - ctxp, [67](#)
  - epmask, [67](#)
  - ewmask, [67](#)
  - msg, [67](#)
  - p, [67](#)
  - semp, [67](#)
  - state, [67](#)
  - stklm, [67](#)
  - timeout, [67](#)
  - trp, [67](#)
- nil\_thread\_cfg, [68](#)
  - arg, [69](#)
  - funcp, [68](#)
  - namep, [68](#)
  - wbase, [68](#)
  - wend, [68](#)
- nilconf.h, [78](#)
- nilcore.c, [79](#)
- nilcore.h, [79](#)
- nilcore\_timer.h, [81](#)
- niltypes.h, [81](#)
- p
  - nil\_thread, [67](#)
- PACKED\_VAR
  - Kernel Types, [14](#)
- PORT\_ARCHITECTURE\_NAME
  - Port Layer, [55](#)
- PORT\_ARCHITECTURE\_XXX
  - Port Layer, [55](#)
- PORT\_COMPILER\_NAME
  - Port Layer, [55](#)
- PORT\_CORE\_VARIANT\_NAME
  - Port Layer, [55](#)
- PORT\_FAST\_IRQ\_HANDLER
  - Port Layer, [57](#)
- PORT\_INFO
  - Port Layer, [56](#)
- PORT\_INT\_REQUIRED\_STACK
  - Port Layer, [56](#)
- PORT\_IRQ\_EPILOGUE
  - Port Layer, [57](#)
- PORT\_IRQ\_HANDLER
  - Port Layer, [57](#)
- PORT\_IRQ\_IS\_VALID\_KERNEL\_PRIORITY
  - Port Layer, [56](#)
- PORT\_IRQ\_IS\_VALID\_PRIORITY
  - Port Layer, [56](#)
- PORT\_IRQ\_PROLOGUE
  - Port Layer, [57](#)
- PORT\_SETUP\_CONTEXT
  - Port Layer, [56](#)
- PORT\_SUPPORTS\_RT
  - Port Layer, [56](#)
- PORT\_THD\_FUNCTION
  - Kernel Types, [14](#)
- PORT\_USE\_ALT\_TIMER
  - Port Layer, [56](#)

- PORT\_WA\_SIZE
  - Port Layer, 56
- Port Layer, 54
  - PORT\_ARCHITECTURE\_NAME, 55
  - PORT\_ARCHITECTURE\_XXX, 55
  - PORT\_COMPILER\_NAME, 55
  - PORT\_CORE\_VARIANT\_NAME, 55
  - PORT\_FAST\_IRQ\_HANDLER, 57
  - PORT\_INFO, 56
  - PORT\_INT\_REQUIRED\_STACK, 56
  - PORT\_IRQ\_EPILOGUE, 57
  - PORT\_IRQ\_HANDLER, 57
  - PORT\_IRQ\_IS\_VALID\_KERNEL\_PRIORITY, 56
  - PORT\_IRQ\_IS\_VALID\_PRIORITY, 56
  - PORT\_IRQ\_PROLOGUE, 57
  - PORT\_SETUP\_CONTEXT, 56
  - PORT\_SUPPORTS\_RT, 56
  - PORT\_USE\_ALT\_TIMER, 56
  - PORT\_WA\_SIZE, 56
  - port\_disable, 59
  - port\_enable, 59
  - port\_get\_irq\_status, 58
  - port\_init, 58
  - port\_irq\_enabled, 58
  - port\_is\_isr\_context, 58
  - port\_lock, 59
  - port\_lock\_from\_isr, 59
  - port\_rt\_get\_counter\_value, 59
  - port\_suspend, 59
  - port\_switch, 57
  - port\_unlock, 59
  - port\_unlock\_from\_isr, 59
  - port\_wait\_for\_interrupt, 59
  - stkalign\_t, 58
- port\_disable
  - Port Layer, 59
- port\_enable
  - Port Layer, 59
- port\_extctx, 69
- port\_get\_irq\_status
  - Port Layer, 58
- port\_init
  - Port Layer, 58
- port\_intctx, 69
- port\_irq\_enabled
  - Port Layer, 58
- port\_is\_isr\_context
  - Port Layer, 58
- port\_lock
  - Port Layer, 59
- port\_lock\_from\_isr
  - Port Layer, 59
- port\_rt\_get\_counter\_value
  - Port Layer, 59
- port\_suspend
  - Port Layer, 59
- port\_switch
  - Port Layer, 57
- port\_timer\_get\_alarm
  - ARMCMx\_TIMER, 61
- port\_timer\_get\_time
  - ARMCMx\_TIMER, 61
- port\_timer\_set\_alarm
  - ARMCMx\_TIMER, 60
- port\_timer\_start\_alarm
  - ARMCMx\_TIMER, 60
- port\_timer\_stop\_alarm
  - ARMCMx\_TIMER, 60
- port\_unlock
  - Port Layer, 59
- port\_unlock\_from\_isr
  - Port Layer, 59
- port\_wait\_for\_interrupt
  - Port Layer, 59
- ROMCONST
  - Kernel Types, 13
- rtcnt\_t
  - Kernel Types, 14
- S2RTC
  - API, 28
- S2ST
  - API, 26
- semaphore\_t
  - API, 36
- semp
  - nil\_thread, 67
- state
  - nil\_thread, 67
- stkalign\_t
  - Port Layer, 58
- stklm
  - nil\_thread, 67
- syssts\_t
  - Kernel Types, 14
- system
  - nil\_system, 65
- system\_t
  - Kernel Types, 14
- THD\_ALIGN\_STACK\_SIZE
  - API, 24
- THD\_FUNCTION
  - API, 25
- THD\_TABLE\_BEGIN
  - API, 23
- THD\_TABLE\_END
  - API, 24
- THD\_TABLE\_ENTRY
  - API, 24
- THD\_WORKING\_AREA
  - API, 24
- THD\_WORKING\_AREA\_SIZE
  - API, 24
- TIME\_IMMEDIATE
  - API, 21

TIME\_INFINITE  
    API, [21](#)  
TRUE  
    Kernel Types, [13](#)  
tfunc\_t  
    API, [36](#)  
thread\_config\_t  
    API, [36](#)  
thread\_reference\_t  
    API, [36](#)  
thread\_t  
    API, [36](#)  
threads  
    nil\_system, [65](#)  
timeout  
    nil\_thread, [67](#)  
trp  
    nil\_thread, [67](#)  
tstate\_t  
    Kernel Types, [14](#)  
  
US2RTC  
    API, [28](#)  
US2ST  
    API, [27](#)  
ucnt\_t  
    Kernel Types, [14](#)  
  
wbase  
    nil\_thread\_cfg, [68](#)  
wend  
    nil\_thread\_cfg, [68](#)