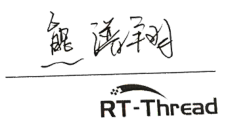
Foreword

RT-Thread was created in 2006, and now more ten years has passed. Several years ago I knew Mr. Fire on the internet, I remember clearly at that moment Fire was not so popular as now(he just started make developing boards) and RT-Thread was a niche RTOS(Real Time Operation System).I haven’t meet Fire until the middle of 2018 when Fire came to the city of Shanghai, we said “**You are so young that looks unlike a strength pie.**” to each other.

In the end of 2017 when I heard Fire was planning to write a book about RT-Thread, I was quite exciting and full of appreciation. It would be the first book about RT-Thread and would play an important role in the spread of RT-Thread’s basic ecological chain. Moreover, as a RT-Thread’s official partner, Fire has planted a host of demos to all of his STM32 developing boards and a hand by hand course was provided to each demo.

There are two parts of this book written by Fire. The first part construct RT-Thread from 0 to 1, from assemble language step by step to a RT-Thread kernel. This part unveiled how to define tasks, how to switch between tasks, and also described how to implement a delay in task, how to support multi priority, how to implement software timers and how to implement round-robin scheduling and the like. All of these are the basic and core knowledge of RT-Thread OS. The second part showed how to develop applications based on RT-Thread, and this will make readers do not have difficulty when learning and using RT-Thread.

The content of this book goes from shallow to deep, from easy to difficult step by step. It is exactly same as the beginners’ path, and there’s no better book than this one to learn RT-Thread. In addition, the whole book also takes into account the depth of the operating system, and are also worth to reading for readers who want to know the theory of RTOS kernel.

Father of RT-Thread 

Both the electronic version of this book and demo codes can be downloaded at the following Wechat official accounts.

Fire electronic RT-Thread Home of Chips



Ch1 Preface

Ch2 How to Learn RTOS

2.1 Why to Learn RTOS

When step into embedded field, the very first course we learn is MCU programming at most, and in MCU programming, 51-core MCU is chosen as the first chip. The MCU programming we talking about here is bare machine programming, which means developing a program without any RTOS. The frequently used RTOS are μC/OS、RTX, RT-Thread、Huawei LiteOS and AliOS-Things. FreeRTOS got the highest market share due to its open source and free to use in commercial and non-commercial, but now Chinese RTOS RT-Thread has developed more than one decade, its market share is booming, and has become the NO.1 in RTOSs which are made in China.

In bare-machine system, almost all codes are coded by ourselves and all operations are executing in an infinite big loop. Many medium to small sized electronical products in our life are bare-machine system and they meet our need well. So why do we need learning programing with RTOS, bare-machine is good why a RTOS is to be added stubbornly? First reason is projects demand, as the number of functions of a given product is growing, bare-machine system can hardly address our problem perfectly, instead it may make our code more complicate. After introducing RTOS, we can use RTOS to implement multi-thread manger to decrease the system complication, and this is the biggest edge in using RTOS. Second reason is learning demand. To implement a better career planning, to make preparation for go to peek of life that marry a girl who is white, rich and beautiful, we have to learning something more advance rather than persist in bare-machine programming. As a qualified embedded engineer study should not be stopped forever, and we should prepare for our future at any moments. As a Chinese proverb says: when using knowledge then find books you have read is not enough. I wish when opportunity comes you will not have this kind of feeling.

To help readers know how to program with RTOS, we will analysis the difference between bare-machine system and RTOS system in the chapter *Bare-machine System and Multi Thread System*. The difference is called as MingMen(means key) of learning RTOS. It will make you easy to learn RTOS. We will mainly talk about method and theory when describing the two programming ways, and will not involve in concrete codes but pseudo code.

2.2 How to learn RTOS

There is some difference between bare-machine programing and RTOS programming and many people say it’s difficult to learn RTOS, so someone will feel horrible when hearing RTOS programing, and then give it up.

So how to learn a RTOS? The easiest way is conferencing the RTOS API and call these APIs to implement functions you want on the system others has ported. In this way we care little about how to plant a RTOS, so it is the easiest and fastest way to learn the ABC of RTOS. There are both advantages and disadvantages using this way. If you are developing a product, the benefit is you can implement functions in short time and put on the market, then win the opportunity, but when meeting bugs, and you are not knowing the RTOS enough, it will makes you difficult to debug, there nothing you can do. This is its disadvantage. It is not recommended only call APIs simply in learning RTOS. We should learn one RTOS deeply.

The kernel of all of the RTOSs in market have the similar implement, so we learn one of them is enough. And it is not so difficult to use anther RTOS after you learned one deeply. How to study a RTOS in depth? Here is the most efficient but most difficult way that reading the source codes of RTOS, researching how every component implemented. The progress is dull and painful, but it will bring you great harvest. To learn the essential of RTOS, if you do not go to the hell, who will?

There are some books in the market explained the source codes of RTOS, but if you are lack of basic knowledge and haven’t the RTOS before then reading its source codes is still a dull job, and you cannot master the structure and realization of the RTOS.

Fortunately, now we take a new way to teach you one RTOS. Neither explain plainly its APIs nor analysis its source codes sentence by sentence. What we do is writing the RTOS from nothing to everything, starting from 0, step by step, improving continuous. You will feel the joy of success in every learning stage. In the process of implement RTOS, the unique knowledge you should have is basic C language skill. Following this course written by Fire, achievement is on the horizon.

2.3 Which RTOS Should be Chosen

The RTOS used to teaching, because we will not develop a RTOS by ourselves and not create wheels again, is chosen as RT-Thread which is the most popular one in China and developed by Chinese engineer. Based on RT-thread, we rewrite it from 0 to 1 step by step. During the process, we will comply with the coding styles in RT-Thread, including data type, variable name, function name, file type etc., and we will not rename any functions and variables. So that after finished this course, you can make use of RT-Thread directly without any gaps.