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#include "DriverDinamicMemoryRTOS.h"
```

```
#include "Task1.h"
```

```
void ModuleDinamicMemory_initialize( Module_Data_t *obj , uint32_t MaxLength, xQueueSendFCN
xQueueSendFCN,xQueueSendFromISRFCN xQueueSendFromISRFCN, xQueueReceiveFCN xQueueReceiveFCN,
xQueueCreateFCN xQueueCreateFCN, pvPortMallocFCN pvPortMallocFCN,vPortFreeFCN vPortFreeFCN,
Add_IncomingFrameFCN Add_IncomingFrameFCN){
```

```
    obj->xMaxStringLength = MaxLength;
    obj->xQueueCreateFunction = xQueueCreateFCN;
    obj->xQueueSendFunction = xQueueSendFCN;
    obj->xQueueSendFromISRFunction = xQueueSendFromISRFCN;
    obj->xQueueReceiveFunction = xQueueReceiveFCN;
    obj->pvPortMallocFunction = pvPortMallocFCN;
    obj->vPortFreeFunction = vPortFreeFCN;
    obj->Add_IncomingFrameFunction = Add_IncomingFrameFCN;
}
```

```
void ModuleDinamicMemory_send( Module_Data_t *obj ,uint8_t Isr, long * const xHigherPriorityTaskWoken
, char* pbuf ,char * XpointerQueue, uint32_t portMaxDelay){
    static char* PcStringToSend = NULL;
    if (PcStringToSend == NULL) PcStringToSend = obj->pvPortMallocFunction( obj->xMaxStringLength );
    if(PcStringToSend != NULL) strcpy(PcStringToSend ,pbuf);
```

```
    /*Si uso el enviar en una isr*/
```

```
    if(Isr) obj->xQueueSendFromISRFunction(XpointerQueue ,&PcStringToSend,xHigherPriorityTaskWoken, 0
);
    else obj->xQueueSendFunction(XpointerQueue ,&PcStringToSend,portMaxDelay, 0);
}
```

```
void ModuleDinamicMemory_send2( Module_Data_t *obj ,char *PcStringToSend, uint8_t Isr, long * const
xHigherPriorityTaskWoken, char* pbuf ,char * XpointerQueue, uint32_t portMaxDelay){
    if(PcStringToSend != NULL) strcpy(PcStringToSend ,pbuf);
```

```
    /*Si uso el enviar en una isr*/
```

```
    if(Isr) obj->xQueueSendFromISRFunction(XpointerQueue ,&PcStringToSend,xHigherPriorityTaskWoken, 0
);
    else obj->xQueueSendFunction(XpointerQueue ,&PcStringToSend,portMaxDelay, 0);
}
```

```
char* ModuleDinamicMemory_receive(Module_Data_t *obj ,char * XpointerQueue, uint32_t portMaxDelay){
```

```
    char* pBuffer; /*Dato recibido*/
```

```
    obj->xQueueReceiveFunction(XpointerQueue , &pBuffer, portMaxDelay );
    return pBuffer;
}
```

```
void ModuleDinamicMemory_Free(Module_Data_t *obj , char *ul timo_mensaje){
    obj->vPortFreeFunction(ul timo_mensaje);
}
```