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;

; OS\_DEFINES.INC: Defines (a) External References for OS routines

; (b) Bits in TaskState

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; RTX51 TINY VERSION 2.0

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EXTRN NUMBER (?RTX\_MAXTASKN) ; max Task Number

EXTRN NUMBER (?RTX\_RAMTOP) ; top of RAM for stack

EXTRN DATA (?RTX\_CURRENTTASK) ; current running task

EXTRN CODE (os\_switch\_task) ; perform a task switch

?RTX?TASKSTATE?S SEGMENT IDATA ; table of task states

?RTX?TASKSP?S SEGMENT IDATA ; table of task stack pointers

?RTX?TASKENT?S SEGMENT CODE ; table of task entry addresses

; Internal Status Bits of Task State

; Bits in TaskState:

; TaskState.0 = Wait for Signal

; TaskState.1 = Wait for TimeOut

; TaskState.2 = Signal Flag

; TaskState.3 = TimeOut Flag

; TaskState.4 = Task Ready (Wait for Running)

; TaskState.5 = Task Active (enabled with os\_create)

; TaskState.6 = Round Robin Time Out

; TaskState.7 = Run Flag

; byte mask definitions

K\_SIG EQU 1

K\_TMO EQU 2

SIG\_EVENT EQU 4

TMO\_EVENT EQU 8

K\_READY EQU 16

K\_ACTIVE EQU 32

K\_ROBIN EQU 64

K\_IVL EQU 128 ; not a task state bit; only used in os\_wait

RDY\_EVENT EQU 128 ; READY status flag

K\_RDY EQU 128 ; READY status flag

; bit position definitions

B\_WAITSIG EQU 0

B\_WAITTIM EQU 1

B\_SIGNAL EQU 2

B\_TIMEOUT EQU 3

B\_READY EQU 4

B\_ACTIVE EQU 5

B\_ROBIN EQU 6

B\_IVL EQU 7 ; not a task state bit; only used in os\_wait

B\_RDY EQU 7 ; READY status flag