

BuguRTOS native lib

4.1.0

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## 1 Data Structure Index

### 1.1 Data Structures

Here are the data structures with brief descriptions:

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## 2 File Index

### 2.1 File List

Here is a list of all files with brief descriptions:

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## 3 Data Structure Documentation

### 3.1 `bgrt_priv_cond_t` Struct Reference

A conditional variable.

```
#include "bugertos/libs/native/cond.h"
```

**Data Fields**

- `bgrt_sync_t wait`

**3.1.1 Detailed Description**

A conditional variable.

Conditional variables with mutexes are used for process-event synchronization. A process can block on conditional variable. Other process can launch one or all processes blocked on conditional variable.

**3.1.2 Field Documentation****3.1.2.1 `wait` `bgrt_sync_t bgrt_priv_cond_t::wait`**

A list of waiting processes.

The documentation for this struct was generated from the following file:

- `bugurtos/libs/native/cond.h`

**3.2 **bgrt\_priv\_ipc\_t** Struct Reference**

An IPC endpoint.

```
#include "bugurtos/libs/native/ipc.h"
```

**Data Fields**

- `bgrt_sync_t wait`
- `void * msg`

**3.2.1 Detailed Description**

An IPC endpoint.

Used for blocking synchronous or asynchronous IPC protocol implementation.

**3.2.2 Field Documentation**

### 3.2.2.1 **msg** void\* bgrt\_priv\_ipc\_t::msg

A message buffer pointer.

### 3.2.2.2 **wait** bgrt\_sync\_t bgrt\_priv\_ipc\_t::wait

A list of waiting processes.

The documentation for this struct was generated from the following file:

- bugurtos/libs/native/[ipc.h](#)

## 3.3 bgrt\_priv\_mtx\_t Struct Reference

A mutex.

```
#include "bugurtos/libs/native/mutex.h"
```

### Data Fields

- bgrt\_sync\_t [wait](#)

### 3.3.1 Detailed Description

A mutex.

Mutexes are used to control an access to common data. If your code needs yo use some common data for a long time, then you should use mutex instead of critical section. Mutex nesting is supported.

#### Warning

Only a process can lock or free a mutex!

Locked mutex can be freed only by a locker process!

### 3.3.2 Field Documentation

#### 3.3.2.1 **wait** bgrt\_sync\_t bgrt\_priv\_mtx\_t::wait

A list of waiting processes.

The documentation for this struct was generated from the following file:

- bugurtos/libs/native/[mutex.h](#)

## 3.4 **bgrt\_priv\_sem\_t** Struct Reference

A counting semaphore.

```
#include "bugurtos/libs/native/sem.h"
```

### Data Fields

- `bgrt_sync_t wait`
- `bgrt_cnt_t counter`
- `bgrt_lock_t lock`

#### 3.4.1 Detailed Description

A counting semaphore.

Counting semaphores are used for process synchronization. It is not recommended to use them in common data access control, because priority inversion is possible. A counting semaphore can be locked by one process and freed by another.

#### 3.4.2 Field Documentation

##### 3.4.2.1 **counter** `bgrt_cnt_t bgrt_priv_sem_t::counter`

A resource counter.

##### 3.4.2.2 **lock** `bgrt_lock_t bgrt_priv_sem_t::lock`

A sync spin-lock.

##### 3.4.2.3 **wait** `bgrt_sync_t bgrt_priv_sem_t::wait`

A list of waiting processes.

The documentation for this struct was generated from the following file:

- bugurtos/libs/native/[sem.h](#)

## 4 File Documentation

### 4.1 bugertos/doc/doxygen/bugurt\_port.h File Reference

#### Macros

- `#define BGRT_INT_LOCK()`  
*Disable interrupts.*
- `#define BGRT_INT_FREE()`  
*Enable interrupts.*
- `#define BGRT_KBLOCK`  
*Current kernel block.*
- `#define BGRT_CURR_PROC`  
*Current process.*
- `#define BGRT_ISR(v)`  
*Interrupt service routine declaration template.*
- `#define BGRT_ATM_INIT_ISR(map_ptr)`  
*Atomic map initialization.*
- `#define BGRT_ATM_BSET_ISR(map_ptr, msk)`  
*Set masked bits.*
- `#define BGRT_ATM_BGET_ISR(map_ptr, msk)`  
*Read masked bits.*
- `#define BGRT_ATM_BCLR_ISR(map_ptr, msk)`  
*Clear masked bits.*

#### Functions

- `void bgrt_atm_init (bgrt_map_t *map_ptr)`  
*Atomic map initialization.*
- `void bgrt_atm_bset (bgrt_map_t *map_ptr, bgrt_map_t msk)`  
*Set bits using mask.*
- `bgrt_map_t bgrt_atm_bget (bgrt_map_t *map_ptr, bgrt_map_t msk)`  
*Read masked bits.*
- `bgrt_map_t bgrt_atm_bclr (bgrt_map_t *map_ptr, bgrt_map_t msk)`  
*Clear masked bits.*

#### 4.1.1 Macro Definition Documentation

**4.1.1.1 BGRT\_ATM\_BCLR\_ISR** `#define BGRT_ATM_BCLR_ISR(`  
    `map_ptr,`  
    `msk )`

Clear masked bits.

#### Warning

For ISR/crit\_sec usage!

**Parameters**

<i>map_ptr</i>	A pointer to atomic map.
<i>msk</i>	A mask.

**Returns**

Last masked bits state.

**4.1.1.2 BGRT\_ATM\_BGET\_ISR #define BGRT\_ATM\_BGET\_ISR(**

*map\_ptr,*  
*msk* )

Read masked bits.

**Warning**

For ISR/crit\_sec usage!

**Parameters**

<i>map_ptr</i>	A pointer to atomic map.
<i>msk</i>	A mask.

**Returns**

Masked vectors state.

**4.1.1.3 BGRT\_ATM\_BSET\_ISR #define BGRT\_ATM\_BSET\_ISR(**

*map\_ptr,*  
*msk* )

Set masked bits.

**Parameters**

<i>map_ptr</i>	A pointer to atomic map.
<i>msk</i>	A mask.

**4.1.1.4 BGRT\_ATM\_INIT\_ISR #define BGRT\_ATM\_INIT\_ISR(**

*map\_ptr* )

Atomic map initialization.

**Warning**

For ISR/crit\_sec usage!

**Parameters**

<i>map_ptr</i>	A pointer to atomic map.
----------------	--------------------------

**4.1.1.5 BGRT\_CURR\_PROC** `#define BGRT_CURR_PROC`

Current process.

**4.1.1.6 BGRT\_INT\_FREE** `#define BGRT_INT_FREE( )`

Enable interrupts.

**4.1.1.7 BGRT\_INT\_LOCK** `#define BGRT_INT_LOCK( )`

Disable interrupts.

**4.1.1.8 BGRT\_ISR** `#define BGRT_ISR( v )`

Interrupt service routine declaration template.

**Parameters**

<i>v</i>	An interrupt vector id.
----------	-------------------------

**4.1.1.9 BGRT\_KBLOCK** `#define BGRT_KBLOCK`

Current kernel block.

**4.1.2 Function Documentation**

```
4.1.2.1 bgrt_atm_bclr() bgrt_map_t bgrt_atm_bclr (
    bgrt_map_t * map_ptr,
    bgrt_map_t msk )
```

Clear masked bits.

#### Parameters

<i>map_ptr</i>	A pointer to atomic map.
<i>msk</i>	A mask.

#### Returns

Last masked bits state.

```
4.1.2.2 bgrt_atm_bget() bgrt_map_t bgrt_atm_bget (
    bgrt_map_t * map_ptr,
    bgrt_map_t msk )
```

Read masked bits.

#### Parameters

<i>map_ptr</i>	A pointer to atomic map.
<i>msk</i>	A mask.

#### Returns

Masked vectors state.

```
4.1.2.3 bgrt_atm_bset() void bgrt_atm_bset (
    bgrt_map_t * map_ptr,
    bgrt_map_t msk )
```

Set bits using mask.

#### Warning

For ISR/crit\_sec usage!

#### Parameters

<i>map_ptr</i>	A pointer to atomic map.
<i>msk</i>	A mask.

**4.1.2.4 `bgrt_atm_init()`** `void bgrt_atm_init (`  
`bgrt_map_t * map_ptr )`

Atomic map initialization.

#### Parameters

<code>map_ptr</code>	A pointer to atomic map.
----------------------	--------------------------

## 4.2 bugertos/libs/native/cond.h File Reference

A conditional variable header.

```
#include <bugurt.h>
#include "mutex.h"
```

### Data Structures

- struct `bgrt_priv_cond_t`  
*A conditional variable.*

### Typedefs

- typedef `typedefBGRT_CDECL_BEGIN struct bgrt_priv_cond_t bgrt_cond_t`

### Functions

- `bgrt_st_t bgrt_cond_init_cs (bgrt_cond_t *cond)`  
*A conditional variable initiation from ISR or critical section.*
- `bgrt_st_t bgrt_cond_init (bgrt_cond_t *cond)`  
*A conditional variable initiation.*
- `bgrt_st_t bgrt_cond_wait (bgrt_cond_t *cond, bgrt_mtx_t *mutex)`  
*Wait for a condition.*
- `bgrt_st_t bgrt_cond_signal (bgrt_cond_t *cond)`  
*Launch one waiting process.*
- `bgrt_st_t bgrt_cond_broadcast (bgrt_cond_t *cond)`  
*Launch all waiting processes.*

### 4.2.1 Detailed Description

A conditional variable header.

## 4.2.2 Typedef Documentation

### 4.2.2.1 **bgrt\_cond\_t** `typedef typedefBGRT_CDECL_BEGIN struct bgrt_priv_cond_t bgrt_cond_t`

See `bgrt_priv_cond_t`;

## 4.2.3 Function Documentation

### 4.2.3.1 **bgrt\_cond\_broadcast()** `bgrt_st_t bgrt_cond_broadcast (` `bgrt_cond_t * cond )`

Launch all waiting processes.

Launches all processes from waiting process list.

#### Warning

Caller must lock mutex first!

#### Parameters

<code>cond</code>	A <code>bgrt_cond_t</code> pointer.
-------------------	-------------------------------------

#### Returns

`BGRT_ST_OK` on success, or error number.

### 4.2.3.2 **bgrt\_cond\_init()** `bgrt_st_t bgrt_cond_init (` `bgrt_cond_t * cond )`

A conditional variable initiation.

#### Parameters

<code>cond</code>	A <code>bgrt_cond_t</code> pointer.
-------------------	-------------------------------------

### 4.2.3.3 **bgrt\_cond\_init\_cs()** `bgrt_st_t bgrt_cond_init_cs (` `bgrt_cond_t * cond )`

A conditional variable initiation from ISR or critical section.

**Parameters**

<i>cond</i>	A bgrt_cond_t pointer.
-------------	------------------------

**4.2.3.4 `bgrt_cond_signal()`** `bgrt_st_t bgrt_cond_signal (`  
`bgrt_cond_t * cond )`

Launch one waiting process.

Launches the head of waiting process list.

**Warning**

Caller must lock mutex first!

**Parameters**

<i>cond</i>	A bgrt_cond_t pointer.
-------------	------------------------

**Returns**

BGRT\_ST\_OK on success, or error number.

**4.2.3.5 `bgrt_cond_wait()`** `bgrt_st_t bgrt_cond_wait (`  
`bgrt_cond_t * cond,`  
`bgrt_mtx_t * mutex )`

Wait for a condition.

This function stops caller process and inserts it to conditional variable wait list.

**Parameters**

<i>cond</i>	A bgrt_cond_t pointer.
<i>mutex</i>	A pointer to a mutex which protects a conditional variable.

**Returns**

BGRT\_ST\_OK on success, or error number.

## 4.3 bugertos/libs/native/ipc.h File Reference

An IPC header.

```
#include <bugurt.h>
```

## Data Structures

- struct `bgrt_priv_ipc_t`

*An IPC endpoint.*

## Typedefs

- `typedef typedefBGRT_CDECL_BEGIN struct bgrt_priv_ipc_t bgrt_ipc_t`

## Functions

- `bgrt_st_t bgrt_ipc_init_cs (bgrt_ipc_t *endpoint)`  
*IPC endpoint initiation from ISR or critical section.*
- `bgrt_st_t bgrt_ipc_init (bgrt_ipc_t *endpoint)`  
*IPC endpoint initiation.*
- `bgrt_st_t bgrt_ipc_send (bgrt_ipc_t *out, void *msg)`  
*IPC data transmission.*
- `bgrt_st_t bgrt_ipc_wait (bgrt_ipc_t *in, BGRT_PID_T *pid, bgrt_flag_t block)`  
*Wait for IPC.*
- `bgrt_st_t bgrt_ipc_reply (bgrt_ipc_t *in, BGRT_PID_T pid)`  
*Unblock a sender process, which message has been received.*

### 4.3.1 Detailed Description

An IPC header.

### 4.3.2 Typedef Documentation

#### 4.3.2.1 `bgrt_ipc_t` `typedef typedefBGRT_CDECL_BEGIN struct bgrt_priv_ipc_t bgrt_ipc_t`

See `bgrt_priv_ipc_t`;

### 4.3.3 Function Documentation

#### 4.3.3.1 `bgrt_ipc_init()` `bgrt_st_t bgrt_ipc_init (` `bgrt_ipc_t * endpoint )`

IPC endpoint initiation.

##### Parameters

<code>endpoint</code>	A pointer to the endpoint.
-----------------------	----------------------------

```
4.3.3.2 bgrt_ipc_init_cs() bgrt_st_t bgrt_ipc_init_cs (
    bgrt_ipc_t * endpoint )
```

IPC endpoint initiation from ISR or critical section.

#### Parameters

<i>endpoint</i>	A pointer to the endpoint.
-----------------	----------------------------

```
4.3.3.3 bgrt_ipc_reply() bgrt_st_t bgrt_ipc_reply (
    bgrt_ipc_t * in,
    BGRT_PID_T pid )
```

Unblock a sender process, which message has been received.

#### Parameters

<i>in</i>	An IPC endpoint pointer.
<i>pid</i>	A sender process ID.

#### Returns

BGRT\_ST\_OK on success, or error number.

```
4.3.3.4 bgrt_ipc_send() bgrt_st_t bgrt_ipc_send (
    bgrt_ipc_t * out,
    void * msg )
```

IPC data transmission.

This function transfers a pointer to the message buffer through IPC. Senders are blocked on IPC endpoint and wait for their turn, receiver inherits senders priorities.

#### Parameters

<i>out</i>	An IPC endpoint pointer.
<i>msg</i>	A message buffer pointer.

#### Returns

BGRT\_ST\_OK on success, or error number.

```
4.3.3.5 bgrt_ipc_wait() bgrt_st_t bgrt_ipc_wait (
    bgrt_ipc_t * in,
    BGRT_PID_T * pid,
    bgrt_flag_t block )
```

Wait for IPC.

A buffer must be used to set or get sender process. A buffer pointer must be passed as a second parameter.

#### Parameters

<i>in</i>	An IPC endpoint pointer.
<i>pid</i>	A sender pid buffer pointer.
<i>block</i>	A caller block flag. If non zero, then caller is blocked until message is sent.

#### Returns

BGRT\_ST\_OK on success, or error number.

## 4.4 bugertos/libs/native/mutex.h File Reference

A mutex header.

```
#include <bugurt.h>
```

### Data Structures

- struct **bgrt\_priv\_mtx\_t**  
*A mutex.*

### Typedefs

- typedef **typedefBGRT\_CDECL\_BEGIN** struct **bgrt\_priv\_mtx\_t** **bgrt\_mtx\_t**

### Functions

- **bgrt\_st\_t bgrt\_mtx\_init\_cs** (**bgrt\_mtx\_t** \*mutex, **bgrt\_prio\_t** prio)  
*A mutex initiation for usage in ISRs or in critical sections.*
- **bgrt\_st\_t bgrt\_mtx\_init** (**bgrt\_mtx\_t** \*mutex, **bgrt\_prio\_t** prio)  
*A mutex initiation.*
- **bgrt\_st\_t bgrt\_mtx\_try\_lock** (**bgrt\_mtx\_t** \*mutex)  
*Try to lock a mutex.*
- **bgrt\_st\_t bgrt\_mtx\_lock** (**bgrt\_mtx\_t** \*mutex)  
*Lock a mutex.*
- **bgrt\_st\_t bgrt\_mtx\_free** (**bgrt\_mtx\_t** \*mutex)  
*Mutex free.*

#### 4.4.1 Detailed Description

A mutex header.

#### 4.4.2 Typedef Documentation

##### 4.4.2.1 **bgrt\_mtx\_t** `typedef typedefBGRT_CDECL_BEGIN struct bgrt_priv_mtx_t bgrt_mtx_t`

See `bgrt_priv_mtx_t`;

#### 4.4.3 Function Documentation

##### 4.4.3.1 **bgrt\_mtx\_free()** `bgrt_st_t bgrt_mtx_free (` `bgrt_mtx_t * mutex )`

Mutex free.

If a mutex wait list is empty, then caller process frees a mutex, else mutex wait list head gets launched.

##### Parameters

<code>mutex</code>	A mutex pointer.
--------------------	------------------

##### Returns

`BGRT_ST_OK` on success, or error number.

##### 4.4.3.2 **bgrt\_mtx\_init()** `bgrt_st_t bgrt_mtx_init (` `bgrt_mtx_t * mutex,` `bgrt_prio_t prio )`

A mutex initiation.

##### Parameters

<code>mutex</code>	A mutex pointer.
<code>prio</code>	A mutex priority.

**4.4.3.3 `bgrt_mtx_init_cs()`** `bgrt_st_t bgrt_mtx_init_cs (`  
    `bgrt_mtx_t * mutex,`  
    `bgrt_prio_t prio )`

A mutex initiation for usage in ISRs or in critical sections.

**Parameters**

<i>mutex</i>	A mutex pointer.
<i>prio</i>	A mutex priority.

**4.4.3.4 `bgrt_mtx_lock()`** `bgrt_st_t bgrt_mtx_lock (`  
    `bgrt_mtx_t * mutex )`

Lock a mutex.

If a mutex is free then caller process locks it and continues, else caller process stops and waits until mutex gets freed.

**Parameters**

<i>mutex</i>	A mutex pointer.
--------------	------------------

**Returns**

BGRT\_ST\_OK on success, or error number.

**4.4.3.5 `bgrt_mtx_try_lock()`** `bgrt_st_t bgrt_mtx_try_lock (`  
    `bgrt_mtx_t * mutex )`

Try to lock a mutex.

If mutex is free then caller process locks it and continues, if not caller process continues without wait.

**Parameters**

<i>mutex</i>	A mutex pointer.
--------------	------------------

**Returns**

BGRT\_ST\_OK - if mutex was successfully locked else - BGRT\_ST\_ROLL.

## 4.5 bugertos/libs/native/native.h File Reference

Native API.

```
#include <bugurt.h>
#include "ipc.h"
#include "sem.h"
#include "mutex.h"
#include "cond.h"
```

## Macros

- `#define bgrt_proc_init_cs` `bgrt_priv_proc_init`  
*A process initialization from ISR or critical section.*
- `#define bgrt_proc_run_cs` `bgrt_priv_proc_run`  
*Run a process from ISR or critical section.*
- `#define bgrt_proc_run` `BGRT_PROC_RUN`  
*Run a process.*
- `#define bgrt_proc_stop_cs` `bgrt_priv_proc_stop`  
*Stop a process from ISR or critical section.*
- `#define bgrt_proc_stop` `BGRT_PROC_STOP`  
*Stop a process.*
- `#define bgrt_proc_restart_cs` `bgrt_priv_proc_restart`  
*Restart a process from ISR.*
- `#define bgrt_proc_restart` `BGRT_PROC_RESTART`  
*Restart a process.*
- `#define bgrt_proc_self_stop` `BGRT_PROC_SELF_STOP`  
*Stop a caller process.*
- `#define bgrt_proc_wd_reset` `BGRT_PROC_RESET_WATCHDOG`  
*Reset a process watchdog.*
- `#define bgrt_proc_lock` `BGRT_PROC_LOCK`  
*Disable a process stop.*
- `#define bgrt_proc_free` `BGRT_PROC_FREE`  
*Enable a process stop.*
- `#define bgrt_proc_set_prio` `BGRT_PROC_SET_PRIO`  
*Set a process priority.*

### 4.5.1 Detailed Description

Native API.

In this file there are definitions of functions, macros and data types. Also this file includes other native lib headers.

### 4.5.2 Macro Definition Documentation

#### 4.5.2.1 `bgrt_proc_free` `#define bgrt_proc_free BGRT_PROC_FREE`

Enable a process stop.

**4.5.2.2 `bgrt_proc_init`** #define bgrt\_proc\_init CS bgrt\_priv\_proc\_init

A process initialization from ISR or critical section.

**4.5.2.3 `bgrt_proc_lock`** #define bgrt\_proc\_lock BGRT\_PROC\_LOCK

Disable a process stop.

**4.5.2.4 `bgrt_proc_restart`** #define bgrt\_proc\_restart BGRT\_PROC\_RESTART

Restart a process.

**4.5.2.5 `bgrt_proc_restart`** #define bgrt\_proc\_restart CS bgrt\_priv\_proc\_restart

Restart a process from ISR.

**4.5.2.6 `bgrt_proc_run`** #define bgrt\_proc\_run BGRT\_PROC\_RUN

Run a process.

**4.5.2.7 `bgrt_proc_run`** #define bgrt\_proc\_run CS bgrt\_priv\_proc\_run

Run a process from ISR or critical section.

**4.5.2.8 `bgrt_proc_self_stop`** #define bgrt\_proc\_self\_stop BGRT\_PROC\_SELF\_STOP

Stop a caller process.

**4.5.2.9 `bgrt_proc_set_prio`** #define bgrt\_proc\_set\_prio BGRT\_PROC\_SET\_PRIO

Set a process priority.

**4.5.2.10 `bgrt_proc_stop`** #define `bgrt_proc_stop` `BGRT_PROC_STOP`

Stop a process.

**4.5.2.11 `bgrt_proc_stop_cs`** #define `bgrt_proc_stop_cs` `bgrt_priv_proc_stop`

Stop a process from ISR or critical section.

**4.5.2.12 `bgrt_proc_wd_reset`** #define `bgrt_proc_wd_reset` `BGRT_PROC_RESET_WATCHDOG`

Reset a process watchdog.

## 4.6 bugertos/libs/native/sem.h File Reference

A counting semaphores header.

```
#include <bugurt.h>
```

### Data Structures

- struct `bgrt_priv_sem_t`  
*A counting semaphore.*

### TypeDefs

- typedef `typedefBGRT_CDECL_BEGIN` struct `bgrt_priv_sem_t` `bgrt_sem_t`

### Functions

- `bgrt_st_t bgrt_sem_init_cs (bgrt_sem_t *sem, bgrt_cnt_t count)`  
*Semaphore initiation from ISR.*
- `bgrt_st_t bgrt_sem_init (bgrt_sem_t *sem, bgrt_cnt_t count)`  
*Semaphore initiation.*
- `bgrt_st_t bgrt_sem_lock (bgrt_sem_t *sem)`  
*A semaphore lock.*
- `bgrt_st_t bgrt_sem_try_lock (bgrt_sem_t *sem)`  
*Try to lock a semaphore.*
- `bgrt_st_t bgrt_sem_free (bgrt_sem_t *sem)`  
*Semaphore free.*
- `bgrt_st_t bgrt_sem_free_cs (bgrt_sem_t *sem)`  
*Semaphore free. For ISR usage.*

#### 4.6.1 Detailed Description

A counting semaphores header.

#### 4.6.2 Typedef Documentation

##### 4.6.2.1 **bgrt\_sem\_t** `typedef typedefBGRT_CDECL_BEGIN struct bgrt_priv_sem_t bgrt_sem_t`

See `bgrt_priv_sem_t`;

#### 4.6.3 Function Documentation

##### 4.6.3.1 **bgrt\_sem\_free()** `bgrt_st_t bgrt_sem_free (` `bgrt_sem_t * sem )`

Semaphore free.

If semaphore wait list is empty, then counter will be increased, else semaphore wait list head will be launched.

##### Parameters

<code>sem</code>	A <code>bgrt_sem_t</code> pointer.
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##### Returns

`BGRT_ST_OK` on success, or error number.

##### 4.6.3.2 **bgrt\_sem\_free\_cs()** `bgrt_st_t bgrt_sem_free_cs (` `bgrt_sem_t * sem )`

Semaphore free. For ISR usage.

##### Warning

A semaphore must not have an owner

If semaphore wait list is empty, then counter will be increased, else semaphore wait list head will be launched.

##### Parameters

<code>sem</code>	A <code>bgrt_sem_t</code> pointer.
------------------	------------------------------------

**Returns**

BGRT\_ST\_OK on success, or error number.

**4.6.3.3 `bgrt_sem_init()`** `bgrt_st_t bgrt_sem_init (`  
`bgrt_sem_t * sem,`  
`bgrt_cnt_t count )`

Semaphore initiation.

**Parameters**

<code>sem</code>	A <code>bgrt_sem_t</code> pointer.
<code>count</code>	A counter start value.

**4.6.3.4 `bgrt_sem_init_cs()`** `bgrt_st_t bgrt_sem_init_cs (`  
`bgrt_sem_t * sem,`  
`bgrt_cnt_t count )`

Semaphore initiation from ISR.

**Parameters**

<code>sem</code>	A <code>bgrt_sem_t</code> pointer.
<code>count</code>	A counter start value.

**4.6.3.5 `bgrt_sem_lock()`** `bgrt_st_t bgrt_sem_lock (`  
`bgrt_sem_t * sem )`

A semaphore lock.

If semaphore counter greater than zero, then it will be decreased and caller process will continue, else caller process will stop and wait until semaphore get free.

**Parameters**

<code>sem</code>	A <code>bgrt_sem_t</code> pointer.
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**Returns**

BGRT\_ST\_OK on success, or error number.

**4.6.3.6 `bgrt_sem_try_lock()`** `bgrt_st_t bgrt_sem_try_lock (`  
`bgrt_sem_t * sem )`

Try to lock a semaphore.

If semaphore counter greater than zero, then it will be decreased and caller process will continue, else caller process will just continue.

#### Parameters

<code>sem</code>	A <code>bgrt_sem_t</code> pointer.
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#### Returns

`BGRT_ST_OK` on success, or error number.

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