

BANO node API

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1 Overview

This document describes the BANO node application programming interface. It is intended for node developers.

BANO offers a runtime and the corresponding programming interface that abstracts a node application logic from low level details such as hardware architecture and protocol implementation. The interface is mainly descriptive and event based: the developer first initializes node related information. The BANO runtime then calls application handlers whenever appropriate: network messages reception, timers, hardware related interrupts ...

2 Reference

2.1 Files

common/bano_common.h: constants and types common to base and node

node/bano_node.h: function and type declarations

node/bano_node.c: function implementations

2.2 Types

```
typedef struct
{
    /* 100 milliseconds units, max 10736 */
    uint16_t timer_100ms;

    /* waking event mask */
#define BANO_WAKE_NONE 0
#define BANO_WAKE_TIMER (1 << 0)
#define BANO_WAKE_MSG (1 << 1)
#define BANO_WAKE_POLL (1 << 2)
#define BANO_WAKE_PCINT (1 << 3)
    uint8_t wake_mask;

    /* module disabling mask */
#define BANO_DISABLE_ADC (1 << 0)
#define BANO_DISABLE_WDT (1 << 1)
#define BANO_DISABLE_CMP (1 << 2)
#define BANO_DISABLE_USART (1 << 3)
#define BANO_DISABLE_NONE 0x00
#define BANO_DISABLE_ALL 0xff
    uint8_t disable_mask;

    uint32_t pcint_mask;

    /* NODL identifier */
    uint32_t nodl_id;
} bano_info_t;

static const bano_info_t bano_info_default =
{
    .wake_mask = BANO_WAKE_NONE,
    .disable_mask = BANO_DISABLE_ALL,
    .nodl_id = 0
};
```

2.3 Functions

```
/* exported by the runtime */
uint8_t bano_init(const bano_info_t*);
uint8_t bano_fini(void);
uint8_t bano_send_set(uint16_t, uint32_t);
uint8_t bano_wait_event(bano_msg_t*);
uint8_t bano_loop(void);

/* implemented by the application */
extern uint8_t bano_set_handler(uint16_t, uint32_t);
extern uint8_t bano_get_handler(uint16_t, uint32_t*);
extern uint8_t bano_timer_handler(void);
extern uint8_t bano_pcint_handler(void);
```

3 Example

3.1 Enable/disable a LED on BANO messages

```
#include "bano/src/common/bano_common.h"
#include "bano/src/node/bano_node.h"
#include "bano/src/node/bano_node.c"

/* led routines */

#define LED_DDR DDRB
#define LED_PORT PORTB
#define LED_MASK (1 << 1)

static void led_set_high(void)
{
    LED_DDR |= LED_MASK;
    LED_PORT |= LED_MASK;
}

static void led_set_low(void)
{
    LED_DDR |= LED_MASK;
    LED_PORT &= ~LED_MASK;
}

/* event handlers */

#define LED_KEY 0x0000

static uint8_t led_value = 0;

uint8_t bano_get_handler(uint16_t key, uint32_t* val)
{
    /* called by the runtime on GET messages */

    if (key != LED_KEY) return (uint8_t)-1;
    *val = led_value;
    return 0;
}

uint8_t bano_set_handler(uint16_t key, uint32_t val)
{
    /* called by the runtime on SET messages */

    if (key != LED_KEY) return (uint8_t)-1;
    led_value = val;
    if (led_value == 0) led_set_low();
    else led_set_high();
    return 0;
}

int main(void)
{
    /* initialize the runtime and loop forever */

    bano_info_t info;

    info = bano_info_default;
    info.wake_mask |= BANO_WAKE_MSG;
    info.nodl_id = 0xdeadbeef;
    bano_init(&info);

    bano_loop();

    bano_fini();

    return 0;
}
```

3.2 Send periodic messages

```
#include "bano/src/common/bano_common.h"
#include "bano/src/node/bano_node.h"
#include "bano/src/node/bano_node.c"

uint8_t bano_timer_handler(void)
{
    /* called every 10 seconds */

    bano_send_set(0x002a, 0xdeadbeef);
    return 0;
}

int main(void)
{
    bano_info_t info;

    info = bano_info_default;

    info.wake_mask |= BANO_WAKE_TIMER;
    info.timer_100ms = 100;

    info.nodl_id = 0xdeadbeef;
    bano_init(&info);

    bano_loop();

    bano_fini();

    return 0;
}
```

3.3 Send message when GPIO changes

```
#include "bano/src/common/bano_common.h"
#include "bano/src/node/bano_node.h"
#include "bano/src/node/bano_node.c"

#define GPIO_KEY 0x0000

#define GPIO_DDR DDRD
#define GPIO_PIN PIND
#define GPIO_MASK (1 << 3)

uint8_t bano_pcint_handler(void)
{
    bano_send_set(GPIO_KEY, GPIO_PIN & GPIO_MASK);
    return 0;
}

int main(void)
{
    bano_info_t info;

    info = bano_info_default;

    info.wake_mask |= BANO_WAKE_PCINT;
    info.pcint_mask = 1UL << 19UL;
    info.nodl_id = 0xdeadbeef;
    bano_init(&info);

    bano_loop();

    bano_fini();

    return 0;
}
```