

POK

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Chapter 1

Class Index

1.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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Chapter 2

File Index

2.1 File List

Here is a list of all documented files with brief descriptions:

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/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/ada/arinc653/ apex-blackboards.ads	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/ada/arinc653/ apex-buffers.ads	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/ada/arinc653/ apex-events.ads	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/ada/arinc653/ apex-health_monitoring.ads	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/ada/arinc653/ apex-module_schedules.ads	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/ada/arinc653/ apex-partitions.ads	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/ada/arinc653/ apex-processes.ads	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/ada/arinc653/ apex-queuing_ports.ads	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/ada/arinc653/ apex-sampling_ports.ads	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/ada/arinc653/ apex-semaphores.ads	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/ada/arinc653/ apex-timing.ads	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/ada/arinc653/ apex.ads	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/arch/ppc/ arch.c	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/arch/sparc/ arch.c	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/arch/x86/ arch.c	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/arch/x86/ ioports.c	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/arch/x86/ pci.c	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/arch/x86/ syscall.c	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/arinc653/ arincutils.c	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/arinc653/ blackboard.c	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/arinc653/ buffer.c	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/arinc653/ error.c	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/arinc653/ event.c	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/arinc653/ partition.c	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/arinc653/ process.c	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/arinc653/ queueing.c	??
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/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/core/ errno.c	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/core/ errorconfirm.c	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/core/ errorget.c	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/core/ errorhandlercreate.c	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/core/ errorhandlersetready.c	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/core/ errorhandlerworker.c	??

/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/core/errorignore.c	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/core/errorlog.c	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/core/errorraise.c	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/core/eventbroadcast.c	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/core/eventcreate.c	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/core/eventlock.c	??
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/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/include/stdio.h	??
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/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/include/arinc653/arincutils.h	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/include/arinc653/blackboard.h	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/include/arinc653/buffer.h	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/include/arinc653/error.h	??
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/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/include/core/syscall.h	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/include/core/thread.h	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/include/core/time.h	??
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/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/lib/atan2f.c	??
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/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/lib/atanhf.c	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/lib/cbrt.c	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/lib/cbrtf.c	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/lib/ceil.c	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/lib/ceilf.c	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/lib/copysign.c	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/lib/copysignf.c	??
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/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/libm/cosf.c	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/libm/cosh.c	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/libm/coshf.c	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/libm/drem.c	??
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/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/protocols/des/ set_key.c	??
/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/protocols/des/ spr.h	??

Chapter 3

Class Documentation

3.1 `__attribute__` Struct Reference

Public Attributes

- char **dst** [ETH_MAC_LEN]
- char **src** [ETH_MAC_LEN]
- unsigned short **ethertype**
- unsigned short **src**
- unsigned short **dst**
- unsigned short **len**
- unsigned short **chk**
- eth_hdr_t **eth**
- udp_hdr_t **udp**
- char **data** [NET_DATA_MAXLEN]
- uint32_t **len**
- uint32_t **off**
- unsigned char **status**
- unsigned char **next**
- unsigned short **size**

3.1.1 Detailed Description

Definition at line 34 of file rtl8029.h.

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

- /home/rosen/projects/parsec/pok_orig/pok/trunk/libpok/drivers/rtl8029.h

3.2 `ARINC_ATTRIBUTE` Struct Reference

```
#include <arincutils.h>
```

Public Attributes

- `PROCESS_NAME_TYPE` **NAME**
- `PRIORITY_TYPE` **BASE_PRIORITY**
- `STACK_SIZE_TYPE` **STACK_SIZE**

3.2.1 Detailed Description

Struct for save data NAME => Not use by pok BASE_PRIORITY => This value, in pok, is modified. Here we save the base value

Definition at line 26 of file arincutils.h.

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

- /home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/include/arinc653/arincutils.h

3.3 bf_key_st Struct Reference

Public Attributes

- BF_LONG P [BF_ROUNDS+2]
- BF_LONG S [4 *256]

3.3.1 Detailed Description

Definition at line 100 of file blowfish.h.

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

- /home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/protocols/blowfish/blowfish.h

3.4 BLACKBOARD_STATUS_TYPE Struct Reference

Public Attributes

- EMPTY_INDICATOR_TYPE **EMPTY_INDICATOR**
- MESSAGE_SIZE_TYPE **MAX_MESSAGE_SIZE**
- WAITING_RANGE_TYPE **WAITING_PROCESSES**

3.4.1 Detailed Description

Definition at line 44 of file blackboard.h.

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

- /home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/include/arinc653/blackboard.h

3.5 BUFFER_STATUS_TYPE Struct Reference

Public Attributes

- MESSAGE_RANGE_TYPE **NB_MESSAGE**
- MESSAGE_RANGE_TYPE **MAX_NB_MESSAGE**
- MESSAGE_SIZE_TYPE **MAX_MESSAGE_SIZE**
- WAITING_RANGE_TYPE **WAITING_PROCESSES**

3.5.1 Detailed Description

Definition at line 43 of file buffer.h.

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

- /home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/include/arinc653/buffer.h

3.6 DES_ks Struct Reference

Public Attributes

- union {
 - DES_cblock **cblock**
 - DES_LONG **deslong** [2]
- } **ks** [16]

3.6.1 Detailed Description

Definition at line 97 of file des.h.

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

- /home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/protocols/des/des.h

3.7 ERROR_STATUS_TYPE Struct Reference

Public Attributes

- ERROR_CODE_TYPE **ERROR_CODE**
- MESSAGE_SIZE_TYPE **LENGTH**
- PROCESS_ID_TYPE **FAILED_PROCESS_ID**
- SYSTEM_ADDRESS_TYPE **FAILED_ADDRESS**
- ERROR_MESSAGE_TYPE **MESSAGE**

3.7.1 Detailed Description

Definition at line 51 of file error.h.

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

- /home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/include/arinc653/error.h

3.8 EVENT_STATUS_TYPE Struct Reference

Public Attributes

- EVENT_STATE_TYPE **EVENT_STATE**
- WAITING_RANGE_TYPE **WAITING_PROCESSES**

3.8.1 Detailed Description

Definition at line 64 of file event.h.

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

- /home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/include/arinc653/event.h

3.9 exception Struct Reference

Public Attributes

- int **type**
- char * **name**
- double **arg1**
- double **arg2**
- double **retval**

3.9.1 Detailed Description

Definition at line 26 of file libm.h.

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

- /home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/include/libm.h

3.10 ieee_double_shape_type Union Reference

Public Attributes

- double **value**
- struct {
 - uint32_t **lsw**
 - uint32_t **msw**
- } **parts**

3.10.1 Detailed Description

Definition at line 87 of file math_private.h.

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

- /home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/libm/math_private.h

3.11 ieee_float_shape_type Union Reference

Public Attributes

- float **value**
- uint32_t **word**

3.11.1 Detailed Description

Definition at line 159 of file math_private.h.

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

- /home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/libm/math_private.h

3.12 PARTITION_STATUS_TYPE Struct Reference

Public Attributes

- SYSTEM_TIME_TYPE **PERIOD**
- SYSTEM_TIME_TYPE **DURATION**
- PARTITION_ID_TYPE **IDENTIFIER**
- LOCK_LEVEL_TYPE **LOCK_LEVEL**
- OPERATING_MODE_TYPE **OPERATING_MODE**
- START_CONDITION_TYPE **START_CONDITION**

3.12.1 Detailed Description

Definition at line 43 of file partition.h.

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

- /home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/include/arinc653/partition.h

3.13 pok_allocator_space_t Struct Reference

Public Attributes

- size_t **start**
- size_t **size**
- bool_t **allocated**

3.13.1 Detailed Description

Definition at line 60 of file allocator.c.

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

- /home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/core/allocator.c

3.14 pok_arinc653_event_layer_t Struct Reference

Public Attributes

- pok_event_id_t **core_id**
- pok_bool_t **ready**

3.14.1 Detailed Description

Definition at line 43 of file event.c.

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

- [/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/arinc653/event.c](#)

3.15 pok_arinc653_semaphore_layer_t Struct Reference

Public Attributes

- pok_bool_t **ready**
- pok_sem_id_t **core_id**

3.15.1 Detailed Description

Definition at line 42 of file semaphore.c.

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

- [/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/arinc653/semaphore.c](#)

3.16 pok_blackboard_status_t Struct Reference

Public Attributes

- pok_port_size_t **msg_size**
- pok_bool_t **empty**
- pok_range_t **waiting_processes**

3.16.1 Detailed Description

Definition at line 37 of file blackboard.h.

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

- [/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/include/middleware/blackboard.h](#)

3.17 pok_blackboard_t Struct Reference

Public Attributes

- pok_size_t **size**
- pok_bool_t **empty**
- pok_range_t **waiting_processes**
- pok_size_t **index**
- pok_bool_t **ready**
- pok_event_id_t **lock**

3.17.1 Detailed Description

Definition at line 27 of file blackboard.h.

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

- /home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/include/middleware/blackboard.h

3.18 pok_buffer_status_t Struct Reference

Public Attributes

- pok_range_t **nb_messages**
- pok_range_t **max_messages**
- pok_size_t **message_size**
- pok_range_t **waiting_processes**

3.18.1 Detailed Description

Definition at line 47 of file buffer.h.

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

- /home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/include/middleware/buffer.h

3.19 pok_buffer_t Struct Reference

Public Attributes

- pok_bool_t **ready**
- pok_bool_t **empty**
- pok_bool_t **full**
- pok_size_t **size**
- pok_size_t **index**
- pok_port_size_t **off_b**
- pok_port_size_t **off_e**
- pok_port_size_t **msgsize**
- pok_range_t **waiting_processes**
- pok_queueing_discipline_t **discipline**
- pok_event_id_t **lock**

3.19.1 Detailed Description

Definition at line 32 of file buffer.h.

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

- /home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/include/middleware/buffer.h

3.20 pok_error_report_t Struct Reference

Public Attributes

- uint32_t **thread**
- uint32_t **error**
- pok_time_t **when**

3.20.1 Detailed Description

Definition at line 37 of file error.h.

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

- /home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/include/core/error.h

3.21 pok_error_status_t Struct Reference

Public Attributes

- uint8_t **error_kind**
- uint32_t **failed_thread**
- uint32_t **failed_addr**
- char * **msg**
- uint32_t **msg_size**

3.21.1 Detailed Description

Definition at line 27 of file error.h.

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

- /home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/include/core/error.h

3.22 pok_lockobj_attr_t Struct Reference

Public Attributes

- pok_lockobj_kind_t **kind**
- pok_locking_policy_t **locking_policy**
- pok_queueing_discipline_t **queueing_policy**
- pok_sem_value_t **initial_value**
- pok_sem_value_t **max_value**

3.22.1 Detailed Description

Definition at line 38 of file lockobj.h.

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

- /home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/include/core/lockobj.h

3.23 pok_lockobj_lockattr_t Struct Reference

Public Attributes

- pok_lockobj_operation_t **operation**
- pok_lockobj_kind_t **obj_kind**
- pok_lockobj_lock_kind_t **lock_kind**
- uint64_t **time**

3.23.1 Detailed Description

Definition at line 62 of file lockobj.h.

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

- /home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/include/core/lockobj.h

3.24 pok_mutex_attr_t Struct Reference

Public Attributes

- pok_mutex_policy_t **policy**

3.24.1 Detailed Description

Definition at line 31 of file mutex.h.

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

- /home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/include/core/mutex.h

3.25 pok_port_queueing_status_t Struct Reference

Public Attributes

- pok_port_size_t **size**
- pok_port_direction_t **direction**
- uint8_t **nb_messages**
- uint8_t **waiting_processes**

3.25.1 Detailed Description

Definition at line 60 of file port.h.

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

- /home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/include/middleware/port.h

3.26 pok_port_sampling_status_t Struct Reference

Public Attributes

- pok_port_size_t **size**
- pok_port_direction_t **direction**
- uint64_t **refresh**
- bool_t **validity**

3.26.1 Detailed Description

Definition at line 107 of file port.h.

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

- /home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/include/middleware/port.h

3.27 pok_queue_t Struct Reference

Public Attributes

- char * **data**
- uint8_t **size**
- uint8_t **available_size**

3.27.1 Detailed Description

Definition at line 25 of file queue.h.

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

- /home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/include/middleware/queue.h

3.28 pok_syscall_args_t Struct Reference

Public Attributes

- uint32_t **nargs**
- uint32_t **arg1**
- uint32_t **arg2**
- uint32_t **arg3**
- uint32_t **arg4**
- uint32_t **arg5**

3.28.1 Detailed Description

Definition at line 92 of file syscall.h.

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

- /home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/include/core/syscall.h

3.29 pok_thread_attr_t Struct Reference

Public Attributes

- uint8_t **priority**
- void * **entry**
- uint64_t **period**
- uint64_t **deadline**
- uint64_t **time_capacity**
- uint32_t **stack_size**
- uint32_t **state**

3.29.1 Detailed Description

Definition at line 32 of file thread.h.

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

- /home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/include/core/thread.h

3.30 PROCESS_ATTRIBUTE_TYPE Struct Reference

Public Attributes

- SYSTEM_TIME_TYPE **PERIOD**
- SYSTEM_TIME_TYPE **TIME_CAPACITY**
- SYSTEM_ADDRESS_TYPE **ENTRY_POINT**
- STACK_SIZE_TYPE **STACK_SIZE**
- PRIORITY_TYPE **BASE_PRIORITY**
- DEADLINE_TYPE **DEADLINE**
- PROCESS_NAME_TYPE **NAME**

3.30.1 Detailed Description

Definition at line 55 of file process.h.

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

- /home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/include/arinc653/process.h

3.31 PROCESS_STATUS_TYPE Struct Reference

Public Attributes

- SYSTEM_TIME_TYPE **DEADLINE_TIME**
- PRIORITY_TYPE **CURRENT_PRIORITY**
- PROCESS_STATE_TYPE **PROCESS_STATE**
- [PROCESS_ATTRIBUTE_TYPE](#) **ATTRIBUTES**

3.31.1 Detailed Description

Definition at line 65 of file process.h.

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

- /home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/include/arinc653/process.h

3.32 QUEUING_PORT_STATUS_TYPE Struct Reference

Public Attributes

- MESSAGE_RANGE_TYPE **NB_MESSAGE**
- MESSAGE_RANGE_TYPE **MAX_NB_MESSAGE**
- MESSAGE_SIZE_TYPE **MAX_MESSAGE_SIZE**
- PORT_DIRECTION_TYPE **PORT_DIRECTION**
- WAITING_RANGE_TYPE **WAITING_PROCESSES**

3.32.1 Detailed Description

Definition at line 32 of file queueing.h.

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

- /home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/include/arinc653/queueing.h

3.33 s_file Struct Reference

Public Attributes

- char **buff** [MY_BUF_SIZE]
- size_t **pos**

3.33.1 Detailed Description

Definition at line 38 of file printf.c.

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

- /home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/libc/stdio/printf.c

3.34 s_format Struct Reference

Public Attributes

- char **ch**
- t_fmtfun **fun**
- int **flags**

3.34.1 Detailed Description

Definition at line 55 of file printf.c.

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

- /home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/libc/stdio/printf.c

3.35 s_ne2000_dev Struct Reference

Public Attributes

- [s_pci_device](#) **pci**
- unsigned int **addr**
- char **mac** [6]
- [pok_queue_t](#) **recv_buf** [20]

3.35.1 Detailed Description

Definition at line 66 of file rtl8029.h.

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

- /home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/drivers/rtl8029.h

3.36 s_pci_device Struct Reference

Public Attributes

- uint16_t **bus**
- uint16_t **dev**
- uint16_t **fun**
- uint16_t **vendorid**
- uint16_t **deviceid**
- uint16_t **irq_line**
- uint16_t **io_range**
- uint32_t **bar** [6]
- uint32_t **addr**
- void * **irq_handler**

3.36.1 Detailed Description

Definition at line 28 of file pci.h.

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

- /home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/include/arch/x86/pci.h

3.37 SAMPLING_PORT_STATUS_TYPE Struct Reference

Public Attributes

- SYSTEM_TIME_TYPE **REFRESH_PERIOD**
- MESSAGE_SIZE_TYPE **MAX_MESSAGE_SIZE**
- PORT_DIRECTION_TYPE **PORT_DIRECTION**
- VALIDITY_TYPE **LAST_MSG_VALIDITY**

3.37.1 Detailed Description

Definition at line 39 of file `sampling.h`.

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

- `/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/include/arinc653/sampling.h`

3.38 SEMAPHORE_STATUS_TYPE Struct Reference

Public Attributes

- SEMAPHORE_VALUE_TYPE **CURRENT_VALUE**
- SEMAPHORE_VALUE_TYPE **MAXIMUM_VALUE**
- WAITING_RANGE_TYPE **WAITING_PROCESSES**

3.38.1 Detailed Description

Definition at line 64 of file `semaphore.h`.

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

- `/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/include/arinc653/semaphore.h`

3.39 u_arg Union Reference

Public Attributes

- `uint32_t` **value**
- `uint32_t` **uint**
- `int` **sint**
- `double` **vdouble**
- `void *` **ptr**

3.39.1 Detailed Description

Definition at line 44 of file `printf.c`.

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

- `/home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/libc/stdio/printf.c`

Chapter 4

File Documentation

4.1 /home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/arinc653/semaphore.c File Reference

Provides ARINC653 API fonctionnalités for semaphore management.

Classes

- struct [pok_arinc653_semaphore_layer_t](#)

Functions

- void **CREATE_SEMAPHORE** (SEMAPHORE_NAME_TYPE SEMAPHORE_NAME, SEMAPHORE_VALUE_TYPE CURRENT_VALUE, SEMAPHORE_VALUE_TYPE MAXIMUM_VALUE, QUEUING_DISCIPLINE_TYPE QUEUING_DISCIPLINE, SEMAPHORE_ID_TYPE *SEMAPHORE_ID, RETURN_CODE_TYPE *RETURN_CODE)
- void **WAIT_SEMAPHORE** (SEMAPHORE_ID_TYPE SEMAPHORE_ID, SYSTEM_TIME_TYPE TIME_OUT, RETURN_CODE_TYPE *RETURN_CODE)
- void **SIGNAL_SEMAPHORE** (SEMAPHORE_ID_TYPE SEMAPHORE_ID, RETURN_CODE_TYPE *RETURN_CODE)
- void **GET_SEMAPHORE_ID** (SEMAPHORE_NAME_TYPE SEMAPHORE_NAME, SEMAPHORE_ID_TYPE *SEMAPHORE_ID, RETURN_CODE_TYPE *RETURN_CODE)
- void **GET_SEMAPHORE_STATUS** (SEMAPHORE_ID_TYPE SEMAPHORE_ID, [SEMAPHORE_STATUS_TYPE](#) *SEMAPHORE_STATUS, RETURN_CODE_TYPE *RETURN_CODE)

Variables

- pok_bool_t **pok_arinc653_semaphores_initialized** = 0
- char * **pok_arinc653_semaphores_names** [POK_CONFIG_ARINC653_NB_SEMAPHORES]
- [pok_arinc653_semaphore_layer_t](#) **pok_arinc653_semaphores_layers** [POK_CONFIG_ARINC653_NB_SEMAPHORES]

4.1.1 Detailed Description

Provides ARINC653 API fonctionnalités for semaphore management.

Definition in file [semaphore.c](#).

4.2 /home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/drivers/rtl8029.c File Reference

RTL8029 driver.

Functions

- void `rtl8029_read` (pok_port_id_t port_id, void *data, uint32_t len)
Reads data from the corresponding network stack.
- void `rtl8029_write` (pok_port_id_t port_id, const void *data, uint32_t len)
Send data to the interface.
- void `rtl8029_polling` ()
Polls rtl8029 device.
- void `rtl8029_init` ()
Initializes rtl8029 device.

4.2.1 Detailed Description

RTL8029 driver.

Author

Laurent

Date

PFE GISTR 2010

Definition in file [rtl8029.c](#).

4.2.2 Function Documentation

4.2.2.1 void rtl8029_init ()

Initializes rtl8029 device.

Seeks and registers PCI interface, set configuration and fills the dev structure.

Definition at line 382 of file `rtl8029.c`.

```
{
dev.pci.vendorid = 0x10ec;
dev.pci.deviceid = 0x8029;
dev.pci.io_range = 0x10;

if (pci_register(&(dev.pci)) != 0)
{
printf("rtl8029: PCI init failed!\n");
return;
}

dev.addr = dev.pci.bar[0] & (~0x1F);

unsigned char i = 0;
unsigned char buf[6 * 2]; // used for MAC address

NE2000_SELECT_PAGE(&dev, 0);

/* This bit is the STOP command. When it is set, no packets will be
received or transmitted. POWER UP=1. */
outb(NE2000_CR_STP, dev.addr + NE2000_CR);
```



```

// Sets several options... Read the datasheet!
outb(0x00, dev.addr + NE2000_TCR);
outb(NE2000_RCR_AB, dev.addr + NE2000_RCR);
outb(NE2000_DCR_LS | NE2000_DCR_FT1, dev.addr + NE2000_DCR);

/* The Page Start register sets the start page address
   of the receive buffer ring. */
outb(NE2000_RXBUF, dev.addr + NE2000_PSTART);
/* The Page Stop register sets the stop page address
   of the receive buffer ring. */
outb(NE2000_MEMSZ, dev.addr + NE2000_PSTOP);
/* This register is used to prevent overwrite of the receive buffer ring.
   It is typically used as a pointer indicating the last receive buffer
   page the host has read. */
outb(NE2000_RXBUF, dev.addr + NE2000_BNRY);

/* These two registers set the data byte counts of remote DMA. */
outb(0, dev.addr + NE2000_RBCR0);
outb(0, dev.addr + NE2000_RBCR1);

NE2000_SELECT_PAGE(&dev, 1);

/* This register points to the page address of the first receive buffer
   page to be used for a packet reception. */
outb(NE2000_RXBUF + 1, dev.addr + NE2000_CURR);

// Init mac address
/* Here's something I do not understand... Section 6.2.2 of the datasheet
   says bytes 00H-05H of the PROM corresponds to the Ethernet ID. But it
   looks like each byte of the MAC address is written twice...
   Therefore I read 2 * sizeof(mac) and select one of the two bytes
   corresponding to the MAC... Weird... Really... */
ne2000_read(&dev, buf, 6 * 2, 0);
for (i = 0; i < 6; i++)
    dev.mac[i] = buf[i * 2];

/* These registers contain my Ethernet node address and are used to compare
   the destination address of incoming packets for acceptance or rejection.*/
outb(dev.mac[0], dev.addr + NE2000_PAR0);
outb(dev.mac[1], dev.addr + NE2000_PAR1);
outb(dev.mac[2], dev.addr + NE2000_PAR2);
outb(dev.mac[3], dev.addr + NE2000_PAR3);
outb(dev.mac[4], dev.addr + NE2000_PAR4);
outb(dev.mac[5], dev.addr + NE2000_PAR5);

NE2000_SELECT_PAGE(&dev, 0);

// Start command
outb(NE2000_CR_STA, dev.addr + NE2000_CR);

// Reactivating interrupts
/* ISR register must be cleared after power up. */
outb(0xFF, dev.addr + NE2000_ISR);
/* All bits correspond to the bits in the ISR register. POWER UP=all 0s.
   Setting individual bits will enable the corresponding interrupts. */
/* Since POK use polling, ALL interrupts are disabled */
outb(0x00, dev.addr + NE2000_IMR);

for (i = 0; i < 20; i++) /* TODO: random constant */
{
    dev.recv_buf[i].len = 0;
    dev.recv_buf[i].off = 0;
}

return;
}

```

4.2.2.2 void rtl8029_polling ()

Polls rtl8029 device.

Watches for events, typically for receiving queued packets.

Definition at line 279 of file rtl8029.c.

```

{
    unsigned char state; // ISR state

    NE2000_SELECT_PAGE(&dev, 0);

    while (1)
    {

```

```

// do we have an interrupt flag set?
if ((state = pok_inb(dev.addr + NE2000_ISR)) == 0)
    continue;

if (state & NE2000_ISR_PRX)
{
    if ((pok_inb(dev.addr + NE2000_RSR) & NE2000_RSR_PRX) == 0)
    {
        // error
    }

    printf("[*]\n");

    /* no errors */
    s_ne2000_header    ne2000_hdr;    // ne2000 packet header
    unsigned short     offset;        // dma offset
    unsigned char      start, end;    // pointers for the ring buffer
    pok_packet_t       recv_packet;

    while (1)
    {
        /* This register is used to prevent overwrite of the receive buffer
        ring.
        It is typically used as a pointer indicating the last receive buffer
        page the host has read.*/
        start = pok_inb(dev.addr + NE2000_BNRY) + 1;

        /* This register points to the page address of the first receive
        buffer page to be used for a packet reception. */
        NE2000_SELECT_PAGE(&dev, 1);
        end = pok_inb(dev.addr + NE2000_CURR);
        NE2000_SELECT_PAGE(&dev, 0);

        if ((end % NE2000_MEMSZ) == (start % NE2000_MEMSZ) + 1)
        {
            break;
        }

        /* et on decapsule! */
        offset = start << 8;
        // ne2000 header
        offset += ne2000_read(&dev, &ne2000_hdr, sizeof(s_ne2000_header),
                             offset);

        ne2000_read(&dev, &recv_packet,
                    ne2000_hdr.size - sizeof(s_ne2000_header), offset);
        rtl8029_enqueue(&recv_packet);

        // update the BNRY register... almost forgot that
        outb(ne2000_hdr.next > NE2000_MEMSZ ?
             NE2000_RXBUF - 1 : ne2000_hdr.next - 1, dev.addr + NE2000_BNRY);
    }

    outb(NE2000_ISR_PRX, dev.addr + NE2000_ISR); // Clear PRX flag
}

if (state & NE2000_ISR_PTX)
{
    outb(NE2000_ISR_PTX, dev.addr + NE2000_ISR); // Clear PTX flag
}

if (state & NE2000_ISR_RXE)
{
    outb(NE2000_ISR_RXE, dev.addr + NE2000_ISR); // Clear RXE flag
}

if (state & NE2000_ISR_TXE)
{
    outb(NE2000_ISR_TXE, dev.addr + NE2000_ISR); // Clear TXE flag
}

if (state & NE2000_ISR_OVW)
{
    outb(NE2000_ISR_OVW, dev.addr + NE2000_ISR); // Clear OVW flag
}

if (state & NE2000_ISR_CNT)
{
    outb(NE2000_ISR_CNT, dev.addr + NE2000_ISR); // Clear CNT flag
}

if (state & NE2000_ISR_RST)
{
    outb(NE2000_ISR_RST, dev.addr + NE2000_ISR); // Clear RST bit
}

```

```

}
}

```

4.2.2.3 void rtl8029_read (pok_port_id_t port_id, void * data, uint32_t len)

Reads data from the corresponding network stack.

Reads enqueued data in the stack partition.

Definition at line 146 of file rtl8029.c.

```

{
    pok_port_id_t global;
    pok_ret_t      ret;

    ret = pok_port_virtual_get_global (port_id, &global);

    if (ret == POK_ERRNO_OK)
    {
        char          *dest = data;
        pok_queue_t* queue = dev.recv_buf + global;
        uint32_t      size = len < queue->len ? len : queue->len;
        uint32_t      copied = 0;

        printf ("[RTL8029] READ DATA FROM LOCAL PORT %d "
               "GLOBAL_PORT=%d), size=%d\n", port_id, global, len);

        /* is there something to read ? */
        if (queue->len == 0)
        {
            printf("rtl8029_read: error: empty read ring buffer %d!\n", port_id);
            return;
        }

        /* copy from the queue to the buffer */
        for (copied = 0; copied < size; copied++)
        {
            dest[copied % RECV_BUF_SZ] = queue->data[queue->off];
            queue->off = (queue->off + 1) % RECV_BUF_SZ;
        }

        /* updating data length in this queue */
        queue->len -= size;
    }
}

```

4.2.2.4 void rtl8029_write (pok_port_id_t port_id, const void * data, uint32_t len)

Send data to the interface.

Writes data to be sent to network.

Definition at line 187 of file rtl8029.c.

```

{
    uint32_t      nbdest;
    uint32_t      tmp;
    uint32_t      dest;
    pok_ret_t      ret;
    char          node2[6] = { 0xFF, 0xFF, 0xFF, 0xFF, 0xFF, 0xFF };
    pok_packet_t  packet;
    const char*   d;
    size_t        cpylen = 0;
    size_t        sndlen = 0;
    unsigned char state; // ISR state

    ret = pok_port_virtual_nb_destinations (port_id, &nbdest);
    if (ret != POK_ERRNO_OK)
    {
        return;
    }

    for (tmp = 0 ; tmp < nbdest ; tmp++)
    {
        ret = pok_port_virtual_destination (port_id, tmp, &dest);
        if (ret == POK_ERRNO_OK)

```


4.3.1 Detailed Description

Cesar crypto protocol.

Author

Julien Delange

Date

2009 This is a very basic crypto protocol that just change the order of bytes in data. There is no public/private key, the algorithm is known by the attacker so that it's a very weak crypto protocol. Interested people can gather more information about this protocol on: http://en.wikipedia.org/wiki/Caesar_cipher

We don't provide an associated marshalling type for the Cesar protocol since the crypted size is the same than the uncrypted size.

Definition in file [cesar.h](#).

4.3.2 Function Documentation

4.3.2.1 void pok_protocols_cesar_marshall (void * *uncrypted_data*, pok_size_t *uncrypted_size*, void * *crypted_data*, size_t * *crypted_size*)

Function that encrypts data

\file libpok/protocols/cesar.c \brief Function to crypt/uncrypt data using the Cesar cipher. \author Julien Delange \brief Marshall data, the crypted size has the same size than uncrypted data.

Definition at line 34 of file cesar.c.

```
{
    uint8_t* uncryptd;
    uint8_t* cryptd;
    size_t tmp;

    uncryptd = (uint8_t*) uncryptd_data;
    cryptd = (uint8_t*) cryptd_data;

    for (tmp = 0 ; tmp < uncryptd_size ; tmp++)
    {
        cryptd[tmp] = (uncryptd[tmp] + 4) % 255;
    }

    *cryptd_size = uncryptd_size;
}
```

4.3.2.2 void pok_protocols_cesar_unmarshall (void * *cryptd_data*, pok_size_t *cryptd_size*, void * *uncryptd_data*, size_t * *uncryptd_size*)

Function that uncrypts data

\brief Unmarshall data, the crypted size has the same size than uncrypted data.

Definition at line 56 of file cesar.c.

```
{
    uint8_t* uncryptd;
    uint8_t* cryptd;
    size_t tmp;

    uncryptd = (uint8_t*) uncryptd_data;
    cryptd = (uint8_t*) cryptd_data;

    for (tmp = 0 ; tmp < cryptd_size ; tmp++)
    {
```

```

        unencrypted[tmp] = (crypted[tmp] - 4) % 255;
    }
    *unencrypted_size = crypted_size;
}

```

4.4 /home/rosen/projets/parsec/pok_orig/pok/trunk/libpok/protocols/des/des.c File Reference

DES crypto protocol.

Functions

- void **pok_protocols_des_init** ()
- void **pok_protocols_des_marshall** (void *unencrypted_data, pok_size_t unencrypted_size, void *crypted_data, size_t *crypted_size)
- void **pok_protocols_des_unmarshall** (void *crypted_data, pok_size_t crypted_size, void *unencrypted_data, size_t *unencrypted_size)

Variables

- unsigned char **initVector** [8] = POK_PROTOCOLS_DES_INIT
- int **pok_protocols_des_is_init** = 0

4.4.1 Detailed Description

DES crypto protocol.

Author

Julien Delange

Date

2009 This file is a wrapper that interfaces with OpenSSL functions. It sets the crypto key, initialisation string and calls OpenSSL function to crypts data.

Definition in file [des.c](#).

4.4.2 Function Documentation

4.4.2.1 void pok_protocols_des_marshall (void * *unencrypted_data*, pok_size_t *unencrypted_size*, void * *crypted_data*, size_t * *crypted_size*)

Function that crypts data.

Definition at line 54 of file des.c.

```

{
    DES_cblock ivec;
    DES_key_schedule schedule;

    DES_set_key_checked (&cbc_key, &schedule);

    memcpy(ivec, initVector, sizeof(initVector));

    DES_ncbc_encrypt(unencrypted_data, crypted_data, unencrypted_size, &schedule, &
        ivec, DES_ENCRYPT);
    *crypted_size = 8;
}

```

4.4.2.2 void pok_protocols_des_unmarshall (void * *crypted_data*, pok_size_t *crypted_size*, void * *uncrypted_data*, size_t * *uncrypted_size*)

Function that uncrypts data.

Definition at line 68 of file des.c.

```
{
    DES_cblock ivec;
    DES_key_schedule schedule;

    DES_set_key_checked (&cbc_key, &schedule);

    memcpy(ivec, initVector, sizeof(initVector));
    DES_ncbc_encrypt(crypted_data, uncrpyted_data, crypted_size, &schedule, &
        ivec, DES_DECRYPT);

    *uncrpyted_size = 8;
}
```

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